

Reference Number	Description	Level	Details: https://www.w3.org/WAI/WCAG21/quickref/?currentsidebar=%23col_overview&levels=aaa&showtechniques=125#top	Can Splash Support? Yes/ No	How can Splash Support?
Principle 1 – Perceivable Information and user interface components must be presentable to users in ways they can perceive.					
Guideline 1.1 – Text Alternatives Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.					
1.1.1	Non-text Content	Level A	All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below.	Designer's discretion	Page designer must use the image element instead of the square element.
Guideline 1.2 – Time-based Media Provide alternatives for time-based media.					
1.2.1	Audio-only and Video-only (Prerecorded)	Level A	For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such: 1. Captions: Captions are provided for all prerecorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such. 2. Audio Description or Media Alternative (Prerecorded): An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such. 3. Captions (Live): Captions are provided for all live audio content in synchronized media.	Designer's discretion	Page designer has the ability to choose video/audio content added to page.
1.2.2	Captions (Prerecorded)	Level A	Captions are provided for all prerecorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.	Designer's discretion	Page designer has the ability to choose video/audio content added to page.
1.2.3	Audio Description or Media Alternative (Prerecorded)	Level A	An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.	Designer's discretion	Page designer has the ability to choose video/audio content added to page.
1.2.4	Captions (Live)	Level AA	Captions are provided for all live audio content in synchronized media.	Designer's discretion	Splash does not support live video/audio content. If live feed is embedded into a Splash page, the tool that is hosting the live content is at the discretion of the event organizer.
1.2.5	Audio Description (Prerecorded)	Level AA	Audio description is provided for all prerecorded video content in synchronized media.	Designer's discretion	Page designer has the ability to choose video/audio content added to page.
Guideline 1.3 – Adaptable Create content that can be presented in different ways (for example simpler layout) without losing information or structure.					
1.3.1	Info and Relationships	Level A	Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.	Work Around	May need to add text to the form to indicate the asterisk on required questions means required
1.3.2	Meaningful Sequence	Level A	When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.	Yes	
1.3.3	Sensory Characteristics	Level A	Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.	Yes	
1.3.4	Orientation	Level AA	Content does not restrict its view and operation to a single display orientation, such as portrait or landscape, unless a specific display orientation is essential.	Yes	
1.3.5	Identify Input Purpose	Level AA	The purpose of each input field collecting information about the user can be programmatically determined when: 1. The input field serves a purpose identified in the Input Purposes for User Interface Components section; and 2. The content is implemented using technologies with support for identifying the expected meaning for form input data.	Partial	Standard event pages and forms comply, however hub (event calendar) pages may contain search fields that currently do not comply. This is currently in the queue to be added.
Guideline 1.4 – Distinguishable Make it easier for users to see and hear content including separating foreground from background.					
1.4.1	Use of Color	Level A	Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	Yes	The designer can build with this in mind. Error messaging on forms does come in red but also adds text explaining the error.
1.4.2	Audio Control	Level A	If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.	Not applicable	Auto-play sound is disabled for video/audio embeds
1.4.3	Contrast (Minimum)	Level AA	The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following: 1. Large Text: Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; 2. Incidental: Text or images of text that are part of an inactive user interface component, that are pure decoration, that are not visible to anyone, or that are part of a picture that contains significant other visual content, have no contrast requirement. 3. Logotypes: Text that is part of a logo or brand name has no contrast requirement.	Designer's discretion	The designer can build with this in mind.
1.4.4	Resize text	Level AA	Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.	Designer's discretion	The designer can build with this in mind.
1.4.5	Images of Text	Level AA	If the technologies being used can achieve the visual presentation, text is used to convey information rather than images of text except for the following: 1. Customizable: The image of text can be visually customized to the user's requirements; 2. Essential: A particular presentation of text is essential to the information being conveyed.	Designer's discretion	The designer can build with this in mind.
1.4.10	Reflow	Level AA	Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for: 1. Vertical scrolling content at a width equivalent to 320 CSS pixels; 2. Horizontal scrolling content at a height equivalent to 256 CSS pixels;	Yes	
1.4.11	Non-text Contrast	Level AA	The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s): 1. User Interface Components: Visual information required to identify user interface components and states, except for inactive components or where the appearance of the component is determined by the user agent and not modified by the author; 2. Graphical Objects: Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.	Yes	
1.4.12	Text Spacing	Level AA	In content implemented using markup languages that support the following text style properties, no loss of content or functionality occurs by setting all of the following and by changing no other style property: 1. Line height (line spacing) to at least 1.5 times the font size; 2. Spacing following paragraphs to at least 2 times the font size; 3. Letter spacing (tracking) to at least 0.12 times the font size; 4. Word spacing to at least 0.16 times the font size.	Yes	The designer can build with this in mind.
1.4.13	Content on Hover or Focus	Level AA	Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true: 1. Dismissible: A mechanism is available to dismiss the additional content without moving pointer hover or keyboard focus, unless the additional content communicates an input error or does not obscure or replace other content; 2. Hoverable: If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; 3. Persistent: The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.	Yes	
Principle 2 – Operable User interface components and navigation must be operable.					
Guideline 2.1 – Keyboard Accessible Make all functionality available from a keyboard.					
2.1.1	Keyboard	Level A	All functionality of the content is operable through a keyboard interface without requiring specific timings for individual keystrokes, except where the underlying function requires input that depends on the path of the user's movement and not just the endpoints.	Partial	Standard event pages and forms comply, however hub (event calendar) pages may contain search fields that currently do not comply. This is currently in the queue to be added.
2.1.2	No Keyboard Trap	Level A	If keyboard focus can be moved to a component of the page using a keyboard interface, then focus can be moved away from that component using only a keyboard interface, and, if it requires more than unmodified arrow or tab keys or other standard exit methods, the user is advised of the method for moving focus away.	Yes	The only time limits on the site exist for ticket purchases. This time limit falls under the "Essential Exception" and can be configured by event organizer.
2.1.4	Character Key Shortcuts	Level A	If a keyboard shortcut is implemented in content using only letter (including upper- and lower-case letters), punctuation, number, or symbol characters, then at least one of the following is true: 1. Turn off: A mechanism is available to turn the shortcut off; 2. Remap: A mechanism is available to remap the shortcut to include one or more non-printable keyboard keys (e.g., Ctrl, Alt); 3. Active only on focus: The keyboard shortcut for a user interface component is only active when that component has focus.	Not applicable	Keyboard shortcuts are not implemented in product.
Guideline 2.2 – Enough Time Provide users enough time to read and use content.					
2.2.1	Timing Adjustable	Level A	For each time limit that is set by the content, at least one of the following is true: 1. Turn off: The user is allowed to turn off the time limit before encountering it; or 2. Adjust: The user is allowed to adjust the time limit before encountering it over a wide range that is at least ten times the length of the default setting; or 3. Extend: The user is warned before time expires and given at least 20 seconds to extend the time limit with a simple action (for example, "press the space bar"), and the user is allowed to extend the time limit at least ten times; or 4. Real-time Exception: The time limit is a required part of a real-time event (for example, an auction), and no alternative to the time limit is possible; or 5. Essential Exception: The time limit is essential and extending it would invalidate the activity; or 6. 20 Hour Exception: The time limit is longer than 20 hours.	Yes	Time limits only exist for ticket purchases
2.2.2	Pause, Stop, Hide	Level A	For moving, blinking, scrolling, or auto-updating information, all of the following are true: 1. Moving, blinking, scrolling: For any moving, blinking or scrolling information that (1) starts automatically, (2) lasts more than five seconds, and (3) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is essential; and 2. Auto-updating: For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it or to control the frequency of the update unless the auto-updating is part of an activity where it is essential.	Not applicable	As long as not using the image carousel.
Guideline 2.3 – Seizures and Physical Reactions Do not design content in a way that is known to cause seizures or physical reactions.					
2.3.1	Three Flashes or Below Threshold	Level A	Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.	Yes	
Guideline 2.4 – Navigable Provide ways to help users navigate, find content, and determine where they are.					
2.4.1	Bypass Blocks	Level A	A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.	Not applicable	Splash event pages are only one single page.
2.4.2	Page Titled	Level A	Web pages have titles that describe topic or purpose.	Yes	
2.4.3	Focus Order	Level A	If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.	Yes	
2.4.4	Link Purpose (In Context)	Level A	The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.	Yes	The designer can build with this in mind.
2.4.5	Multiple Ways	Level AA	More than one way is available to locate a Web page within a set of Web pages except where the Web Page is the result of, or a step in, a process.	Not applicable	Splash event pages are only one single page.
2.4.6	Headings and Labels	Level AA	Headings and labels describe topic or purpose.	Yes	This is currently in the queue to be added.
2.4.7	Focus Visible	Level AA	Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.	No	Can be made more apparent with custom CSS on the page.
Guideline 2.5 – Input Modalities Make it easier for users to operate functionality through various inputs beyond keyboard.					
2.5.1	Pointer Gestures	Level A	All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.	Not applicable	Only feature where this may be applicable is with Mapbox Maps, which are not required to be on pages.
2.5.2	Pointer Cancellation	Level A	For functionality that can be operated using a single pointer, at least one of the following is true: 1. No Down-Event: The down-event of the pointer is not used to execute any part of the function; 2. Abort or Undo: Completion of the function is on the up-event, and a mechanism is available to abort the function before completion or to undo the function after completion; 3. Up Reversal: The up-event reverses any outcome of the preceding down-event; 4. Essential: Completing the function on the down-event is essential.	Yes	
2.5.3	Label in Name	Level A	For user interface components with labels that include text or images of text, the name contains the text that is presented visually.	No	Some components do not meet this criteria. This is currently in the queue to be added.
2.5.4	Motion Actuation	Level A	Functionality that can be operated by device motion or user motion can also be operated by user interface components and responding to the motion can be disabled to prevent accidental actuation, except when: 1. Supported Interface: The motion is used to operate functionality through an accessibility supported interface; 2. Essential: The motion is essential for the function and doing so would invalidate the activity.	Not applicable	
Principle 3 – Understandable Information and the operation of the user interface must be understandable.					
Guideline 3.1 – Readable Make text content readable and understandable.					
3.1.1	Language of Page	Level A	The default human language of each Web page can be programmatically determined.	No	This is currently in the queue to be added.
3.1.2	Language of Parts	Level AA	The human language of each passage or phrase in the content can be programmatically determined except for proper names, technical terms, words of indeterminate language, and words or phrases that have become part of the vernacular of the immediately surrounding text.	Yes	Can manually edit the text content markup through the Rich Text Editor on page
Guideline 3.2 – Predictable Make Web pages appear and operate in predictable ways.					
3.2.1	On Focus	Level A	When any user interface component receives focus, it does not initiate a change of context.	Yes	
3.2.2	On Input	Level A	Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.	Yes	Yes, but this might not apply if using conditional logic in Forms v3
3.2.3	Consistent Navigation	Level AA	Navigational mechanisms that are repeated on multiple Web pages within a set of Web pages occur in the same relative order each time they are repeated, unless a change is initiated by the user.	Not applicable	Splash event pages are only one single page.
3.2.4	Consistent Identification	Level AA	Components that have the same functionality within a set of Web pages are identified consistently.	Yes	
Guideline 3.3 – Input Assistance Help users avoid and correct mistakes.					
3.3.1	Error Identification	Level A	If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.	Yes	
3.3.2	Labels or Instructions	Level A	Labels or instructions are provided when content requires user input.	Yes	
3.3.3	Error Suggestion	Level AA	If an input error is automatically detected and suggestions for correction are known, then the suggestions are provided to the user, unless it would jeopardize the security or purpose of the content.	Yes	
3.3.4	Error Prevention (Legal, Financial, Data)	Level AA	For Web pages that cause legal commitments or financial transactions for the user to occur, that modify or delete user-controllable data in data storage systems, or that submit user text responses, at least one of the following is true: 1. Reversible: Submissions are reversible. 2. Checked: Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. 3. Confirmed: A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.	Yes	
Principle 4 – Robust Content must be robust enough that it can be interpreted by a wide variety of user agents, including assistive technologies.					
Guideline 4.1 – Compatible Maximize compatibility with current and future user agents, including assistive technologies.					
4.1.1	Parsing	Level A	In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.	Yes	
4.1.2	Name, Role, Value	Level A	For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and role can be programmatically determined; states, properties, and values that can be set by the user can be programmatically set; and notification of changes to these items is available to user agents, including assistive technologies.	No	Some components do not meet this criteria. This is currently in the queue to be added.
4.1.3	Status Messages	Level AA	In content implemented using markup languages, status messages can be programmatically determined through role or properties such that they can be presented to the user by assistive technologies without receiving focus.	Yes	Except for our loaders which are only used for some features, like hubs