

	Guideline	Level	Instructions
Principle 1 Perceivable			
1.1 Text alternatives			
1.1.1	Non-text content	A	Provide text alternative for non-text content
1.2 Time-based Media			
1.2.1	Audio-only and Video-only (Pre-recorded)	A	Provide an alternative for time-based media, audio-only and video-only
1.2.2	Captions (Pre-recorded)	A	Provide captions for videos with audio
1.2.3	Audio Description or Media Alternative (Pre-recorded)	A	Video with audio has a second alternative
1.2.4	Captions (Live)	AA	Live videos have captions
1.2.5	Audio Description (Pre-recorded)	AA	Users have access to audio description for video content
1.2.6	Sign Language (Pre-recorded)	AAA	Sign language interpretation is provided for all pre-recorded audio content in synchronized media
1.2.7	Extended Audio Description (Pre-recorded)	AAA	Extended audio description is provided for all pre-recorded video content in synchronized media where pauses in foreground audio are insufficient to allow audio descriptions to convey the sense of the video
1.2.8	Media Alternative (Pre-recorded)	AAA	Alternative for all pre-recorded synchronized media and for all pre-recorded video-only media

1.2.9	Audio-only (Live)	AAA	Provide alternative for live audio-only media
1.3 Adaptable			
1.3.1	Info and Relationships	A	Logical structure
1.3.2	Meaningful Sequence	A	Present content in a meaningful order
1.3.3	Sensory Characteristics	A	Use more than one sense for instructions
1.3.4	Orientation	AA	Content should not restrict its view to a single display orientation
1.3.5	Identify Input Purpose	AA	The purpose of each input field collecting information about the user can be programmatically determined
1.3.6	Identify Purpose	AAA	The purpose of User Interface Components, icons, and regions can be programmatically determined.
1.4 Distinguishable			
1.4.1	Use of Colour	A	Don't use presentation that relies solely on colour
1.4.2	Audio Control	A	Don't play audio automatically
1.4.3	Contrast (Minimum)	AA	The visual presentation of text and images of text has a contrast ratio of at least 4.5:1
1.4.4	Resize text	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

1.4.5	Images of Text	AA	If the technologies being used can achieve the visual presentation, text is used to convey information rather than images of text
1.4.6	Contrast (Enhanced)	AAA	The visual presentation of text and images of text has a contrast ratio of at least 7:1
1.4.7	Low or No Background Audio	AAA	Pre-recorded audio-only content to have low or no background audio
1.4.8	Visual Presentation	AAA	A mechanism is available to make changes to visual representation of blocks of text like foreground and background colours, width, justification etc
1.4.9	Images of Text (No Exception)	AAA	Images of text are only used for pure decoration or where a particular presentation of text is essential to the information being conveyed
1.4.10	Reflow	AA	Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions
1.4.11	Non-text Contrast	AA	The visual presentation of UI components and graphical objects have a contrast ratio of at least 3:1 against adjacent colour(s)
1.4.12	Text Spacing	AA	No loss of content or functionality occurs by setting all the following and by changing no other style property: <ul style="list-style-type: none"> i. Line height (line spacing) to at least 1.5 times the font size; ii. Spacing following paragraphs to at least 2 times the font size; iii. Letter spacing (tracking) to at least 0.12 times the font size; iv. Word spacing to at least 0.16 times the font size

1.4.13	Content on Hover or Focus	AA	Additional content appearing on mouse over or keyboard focus to be dismissable, hoverable and persistent
Principle 2 Operable			
2.1 Keyboard Accessible			
2.1.1	Keyboard	A	Accessible by keyboard only
2.1.2	No Keyboard Trap	A	Don't trap keyboard users
2.1.3	Keyboard (No Exception)	AAA	All functionality of the content is operable through a keyboard interface without requiring specific timings for individual keystrokes
2.1.4	Character Key Shortcuts	A	A mechanism is available to turn off, remap or active only on focus if a keyboard shortcut is implemented in content using only letter, punctuation, number, or symbol characters
2.2 Enough Time			
2.2.1	Timing Adjustable	A	Time limits have user controls
2.2.2	Pause, Stop, Hide	A	Provide user controls for moving content
2.2.3	No Timing	AAA	Timing is not an essential part of the event or activity presented by the content, except for non-interactive synchronized media and real-time events
2.2.4	Interruptions	AAA	Interruptions can be postponed or suppressed by the user, except interruptions involving an emergency

2.2.5	Re-authenticating	AAA	When an authenticated session expires, the user can continue the activity without loss of data after re-authenticating
2.2.6	Timeouts	AAA	Users are warned of the duration of any user inactivity that could cause data loss unless the data is preserved for more than 20 hours when the user does not take any actions
2.3 Seizures and Physical Reactions			
2.3.1	Three Flashes or Below Threshold	A	No content flashes more than three times per second
2.3.2	Three Flashes	AAA	Web pages do not contain anything that flashes more than three times in any one second period
2.3.3	Animation from Interactions	AAA	Motion animation triggered by interaction can be disabled, unless the animation is essential to the functionality, or the information being conveyed
2.4 Navigable			
2.4.1	Bypass Blocks	A	Provide a 'Skip to Content' link
2.4.2	Page Titled	A	Helpful and clear page title
2.4.3	Focus Order	A	Logical order
2.4.4	Link Purpose (In Context)	A	Every link's purpose is clear from its context
2.4.5	Multiple Ways	AA	Offer several ways to find pages

2.4.6	Headings and Labels	AA	Use clear headings and labels
2.4.7	Focus Visible	AA	Keyboard focus is visible and clear
2.4.8	Location	AAA	Information about the user's location within a set of Web pages is available
2.4.9	Link Purpose (Link Only)	AAA	The purpose of each link to be identified from link text alone, except where the purpose of the link would be ambiguous to users in general
2.4.10	Section Headings	AAA	Section headings are used to organize the content
2.4.11	Focus Not Obscured (Minimum)	AA	When a user interface component receives keyboard focus, the component is not entirely hidden due to author-created content
2.4.12	Focus Not Obscured (Enhanced)	AAA	When a user interface component receives keyboard focus, no part of the component is hidden by author-created content
2.4.13	Focus Appearance	AAA	When the keyboard focus indicator is visible, an area of the focus indicator is, at least 2 css pixel thick and having a contrast ratio of at least 3:1
2.5 Input Modalities			
2.5.1	Pointer Gestures	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
2.5.2	Pointer Cancellation	A	For functionality that can be operated using a single pointer, at least one of the following is true : no down-event, abort or undo, up reversal, essential

2.5.3	Label in Name	AA	For user interface components with labels that include text or images of text, the name contains the text that is presented visually
2.5.4	Motion Actuation	AAA	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: supported interface, essential
2.5.5	Target Size	AAA	size of the target for pointer inputs is at least 44 by 44 CSS pixels in general
2.5.6	Concurrent Input Mechanisms	AAA	Web content does not restrict use of input modalities available on a platform except where the restriction is essential, required to ensure the security of the content, or required to respect user settings
2.5.7	Dragging Movements	AA	All functionality that uses a dragging movement for operation can be achieved by a single pointer without dragging, unless dragging is essential or the functionality is determined by the user agent and not modified by the author
2.5.8	Target Size (Minimum)	AA	<p>The size of the target for pointer inputs is at least 24 by 24 CSS pixels, except where:</p> <ul style="list-style-type: none"> -Spacing: Undersized targets (those less than 24 by 24 CSS pixels) are positioned so that if a 24 CSS pixel diameter circle is centered on the bounding box of each, the circles do not intersect another target or the circle for another undersized target; -Equivalent: The function can be achieved through a different control on the same page that meets this criterion; -Inline: The target is in a sentence or its size is otherwise constrained by the line-height of non-target text;

-User agent control: The size of the target is determined by the user agent and is not modified by the author;

-Essential: A particular presentation of the target is essential or is legally required for the information being conveyed

Principle 3 Understandable

3.1 Readable

3.1.1	Language of Page	A	Page has a language assigned
3.1.2	Language of Parts	AA	Tell users when the language on a page change
3.1.3	Unusual Words	AAA	A mechanism is available for identifying specific definitions of words or phrases used in an unusual or restricted way, including idioms and jargon
3.1.4	Abbreviations	AAA	A mechanism for identifying the expanded form or meaning of abbreviations is available
3.1.5	Reading Level	AAA	When text requires reading ability more advanced than the lower secondary education level after removal of proper names and titles, supplemental content, or a version that does not require reading ability more advanced than the lower secondary education level, is available
3.1.6	Pronunciation	AAA	A mechanism is available for identifying specific pronunciation of words where meaning of the words, in context, is ambiguous without knowing the pronunciation

3.2 Predictable			
3.2.1	On Focus	A	Elements do not change when they receive focus
3.2.2	On Input	A	Elements do not change when they receive input
3.2.3	Consistent Navigation	AA	Use menus consistently
3.2.4	Consistent Identification	AA	Consistent identification
3.2.5	Change on Request	AAA	Changes of context are initiated only by user request, or a mechanism is available to turn off such changes
3.2.6	Consistent Help	A	If a Web page contains any of the following help mechanisms, and those mechanisms are repeated on multiple Web pages within a set of Web pages, they occur in the same order relative to other page content, unless a change is initiated by the user:
3.3 Input Assistance			
3.3.1	Error Identification	A	Clearly identify input errors
3.3.2	Labels or Instructions	A	Labels or instructions are provided when content requires user input
3.3.3	Error Suggestion	AA	Suggest fixes when users make errors
3.3.4	Error Prevention (Legal, Financial, Data)	AA	Reduce the risk of input errors for sensitive data
3.3.5	Help	AAA	Context-sensitive help is available

3.3.6	Error Prevention (All)	AAA	<p>For Web pages that require the user to submit information, at least one of the following is true:</p> <p>I. Reversible, II. Checked and III. Confirmed</p> <p>A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission</p>
3.3.7	Redundant Entry	A	<p>Information previously entered by or provided to the user that is required to be entered again in the same process is either:</p> <ul style="list-style-type: none"> * auto-populated, or * available for the user to select <p>Except when:</p> <ul style="list-style-type: none"> * re-entering the information is essential, * the information is required to ensure the security of the content, or * previously entered information is no longer valid
3.3.8	Accessible Authentication (Minimum)	AA	<p>A cognitive function test (such as remembering a password or solving a puzzle) is not required for any step in an authentication process unless that step provides at least one of the following:</p> <ul style="list-style-type: none"> -Alternative : Another authentication method that does not rely on a cognitive function test -Mechanism : A mechanism is available to assist the user in completing the cognitive function test -Object Recognition : The cognitive function test is to recognize objects -Personal Content : The cognitive function test is to identify non-text content the user provided to the Web site

3.3.9	Accessible Authentication (Enhanced)	AAA	<p>A cognitive function test (such as remembering a password or solving a puzzle) is not required for any step in an authentication process unless that step provides at least one of the following:</p> <ul style="list-style-type: none"> -Alternative : Another authentication method that does not rely on a cognitive function test -Mechanism : A mechanism is available to assist the user in completing the cognitive function test
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Principle 4 Robust

4.1 Compatible

4.1.1	Parsing	A	No major code errors
4.1.2	Name, Role, Value	A	Build all elements for accessibility
4.1.3	Status Messages	AA	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