

ACCESSIBILITY AUDIT FOR SS9 PCN

20th August 2021

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EXECUTIVE SUMMARY

This report describes the conformance of the SS9 PCN website with W3C's Web Content Accessibility Guidelines (WCAG). The review process is described in the 'Review Process' below and is based on evaluation described in [Accessibility Evaluation Resources](#).

Based on this evaluation, these pages test are compliant with the WCAG 2.1, guidelines, to level AA.

Detailed review results are available in the '[Results and recommended actions](#)' below.

EVALUATION

Background about evaluation

Conformance evaluation of web accessibility requires a combination of semi-automated evaluation tools and manual evaluation by an experienced reviewer. The evaluation results in this report are based on an evaluation conducted on the following date(s): 20/08/21. The website may have changed since that time.

Scope of review

As websites are composed of many pages, it is impossible to test every single page manually. Because of this a representative page sample approach is taken. We generally review all the key pages and the main page types – experience has shown that it is not necessary to review all pages, as the same issues tend to be repeated, especially with a large CMS-managed site.

Name of website:	The SS9 PCN
Purpose of site:	Primary Care Networks (PCN) will offer a new way of organising care, bringing together all local health and care services in a local area to deliver more joined up care to local populations.
Base URL of site:	https://www.ss9pcn.nhs.uk/
URLs included in review:	https://www.ss9pcn.nhs.uk/ https://www.ss9pcn.nhs.uk/news/ https://www.ss9pcn.nhs.uk/news/actor-ray-winstone-steps-up-to-support-skin-cancer-diagnosis/ https://www.ss9pcn.nhs.uk/events/ https://www.ss9pcn.nhs.uk/about-us/gp-practices/ https://www.ss9pcn.nhs.uk/your-health-and-care/ https://www.ss9pcn.nhs.uk/local-support-advice/ https://www.ss9pcn.nhs.uk/gp-practices/eastwood-group-practice-belfairs-branch/ https://www.ss9pcn.nhs.uk/about-us/meet-the-team/ https://www.ss9pcn.nhs.uk/get-involved/ https://www.ss9pcn.nhs.uk/content/uploads/2021/07/The-Dementia-Guide-Living-well-after-your-diagnosis.pdf
Exact date, or range of dates, on which review conducted:	20/08/21
Natural language(s) of website:	English

Reviewer(s)

Name of reviewer:	Ed Richards, Michael Caunce
Organisation:	Mixd
Telephone:	0113 360 8250
Reviewer(s) areas of expertise:	Specialises in Accessible Web design and has extensive experience as a front-end developer and the W3C 2.1 Web Content Accessibility Guidelines.
Natural language(s) with which the reviewer(s) is/are fluent, or familiar	English

REVIEW PROCESS

Conformance

Guidelines:	Web Content Accessibility Guidelines (WCAG) 2.1
Conformance Level:	AA standard. The Web page satisfies all the Level A and Level AA Success Criteria, or a Level AA conforming alternate version is provided.

Accessibility testing tools

The following tools were used in the review, including automated checkers, browsers, browser plugins, readability test tool, colour contrast test tool and screen readers.

Tools used during this review:

- [Mac OSX VoiceOver](#)
- [WebAIM Color Contrast Checker](#)
- [Microsoft Accessibility Insights](#)
- [Wave](#)
- [Google Lighthouse](#)

Manual testing

- Keyboard testing: navigation and focusable items
- Check for links with ambiguous link text
- Check for alt attributes
- Check form elements: descriptive labels and/or ARIA attributes
- Zoom readability/usability
- Page structure: landmarks and headings

Screen reader testing (i.e. Apple Voiceover)

- Quality and accuracy of link text and image attributes
- Spelling mistakes and reading order
- Interactivity with custom controls
- Accuracy of ARIA properties
- Accessibility of dynamic changes: predictive search, page content that changes on activation, filtered listings

Automated Testing

WCAG 2.1 mandatory requirements covered by the automated testing tools.

accesskeys	definition-list	list
aria-allowed-attr	dlistem	listitem
aria-required-attr	document-title	meta-refresh
aria-required-children	duplicate-id	meta-viewport
aria-required-parent	frame-title	object-alt
aria-roles	html-has-lang	tabindex
aria-valid-attr-value	html-lang-valid	td-headers-attr
aria-valid-attr	image-alt	th-has-data-cells
audio-caption	input-image-alt	valid-lang
button-name	label	video-caption
bypass	layout-table	video-description
color-contrast	link-name	

OVERVIEW OF RESULTS

Page Name/Template	Status
Home	Compliant (50/50)
News	Compliant (50/50)
News Post	Compliant (50/50)
Events	Compliant (50/50)
GP Practices	Compliant (50/50)
Your health and care	Compliant (50/50)
Local support and advice	Compliant (50/50)
Single GP Practice	Compliant (50/50)
Meet the team	Compliant (50/50)
Get involved	Compliant (50/50)
The Dementia Guide (PDF)	Almost Compliant (26/32)

Results and recommended actions

Summary of review results

Mixd performed critical path testing on the 10 pages listed above under '[Scope of review](#)'. This website is compliant with the WCAG 2.1 guidelines to AA standard.

Accessibility features in which this site is strong include:

- [1.1.1 Non-text Content](#)
- [1.3.1 Info and Relationships](#)
- [1.4.1 Use of colour](#)
- [1.4.3 Contrast \(Minimum\)](#)
- [2.1.1 Keyboard](#)
- [2.4.1 Bypass Blocks](#)
- [2.4.7 Focus Visible](#)
- [3.2.3 Consistent Navigation](#)

Our recommended priorities for addressing inaccessible features of the site are:

PDF documents (SS9 PCN)

Based on the PDF documents reviewed in our selection, it's highly likely that the website contains a large number of inaccessible PDF documents. Whilst the PDF we reviewed showed signs of being close to compliant, its key failings were:

- Logical reading order
- Title
- Bookmarks
- Tagged annotations
- Figures alternate text
- Other elements alternate text

Detailed results

Results for: Home

URL:	https://www.ss9pcn.nhs.uk/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	

<p>1.2.3 Audio Description or Media Alternative (Prerecorded)</p> <p>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.</p>		Pass	
<p>1.2.4 Captions (Live)</p> <p>Captions are provided for all live audio content in synchronized media.</p>		Pass	
<p>1.2.5 Audio Description (Prerecorded)</p> <p>Audio description is provided for all prerecorded video content in synchronized media.</p>		Pass	
<p>1.3.1 Info and Relationships</p> <p>Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass	
<p>1.3.2 Meaningful Sequence</p> <p>When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass	
<p>1.3.3 Sensory Characteristics</p> <p>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.</p>		Pass	
<p>1.3.4 Orientation</p> <p>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.</p>		Pass	
<p>1.3.5 Identify Input Purpose</p> <p>The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	

<p>1.4.1 Use of colour</p> <p>Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.</p>		Pass	
<p>1.4.2 Audio Control</p> <p>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.</p>		Pass	
<p>1.4.3 Contrast (Minimum)</p> <p>The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> • Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; • Incidental text or images 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 • Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text</p> <p>Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text</p> <p>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:</p> <ul style="list-style-type: none"> • Where the image of text can be visually customized to the user's requirements; • A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow</p> <p>Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> • Vertical scrolling content at a width equivalent to 320 CSS pixels; 		Pass	

<ul style="list-style-type: none"> ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. Except for parts of the content which require two-dimensional layout for usage or meaning. 			
<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> ● 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; ● Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> ● Line height (line spacing) to at least 1.5 times the font size; ● Spacing following paragraphs to at least 2 times the font size; ● Letter spacing (tracking) to at least 0.12 times the font size; ● Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> ● Dismissable - 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; ● Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; 		Pass	

<ul style="list-style-type: none"> ● 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. 			
Principle 2: Operable			
<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> ● Turn off - A mechanism is available to turn the shortcut off; ● Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); ● Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Turn off - The user is allowed to turn off the time limit before encountering it; or ● 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 		Pass	

<ul style="list-style-type: none"> • 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 • 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 • Essential Exception - The time limit is essential and extending it would invalidate the activity; or • 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> • 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 • 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled</p>		Pass	

Web pages have titles that describe the topic or purpose.			
2.4.3 Focus Order 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.		Pass	
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> • No Down-Event - The down-event of the pointer is not used to execute any part of the function; • Abort or Undo - Completion of the function is on the up-event, and a mechanism is available to abort the 		Pass	

<p>function before completion or to undo the function after completion;</p> <ul style="list-style-type: none"> • Up Reversal - The up-event reverses any outcome of the preceding down-event; • Essential - Completing the function on the down-event is essential. 			
<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	

<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	
<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing</p>		Pass	

<p>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.</p>			
<p>4.1.2 Name, Role, Value 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.</p>		Pass	
<p>4.1.3 Status Messages 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.</p>		Pass	

Results for: News

URL:	https://www.ss9pcn.nhs.uk/news/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control 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.</p>		Pass	
<p>1.4.3 Contrast (Minimum) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text 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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	

<p>2.4.3 Focus Order</p> <p>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.</p>		Pass	
<p>2.4.4 Link Purpose (In context)</p> <p>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.</p>		Pass	
<p>2.4.5 Multiple Ways</p> <p>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.</p>		Pass	
<p>2.4.6 Headings and Labels</p> <p>Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.</p>		Pass	
<p>2.4.7 Focus Visible</p> <p>Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass	
<p>2.5.1 Pointer Gestures</p> <p>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.</p>		Pass	
<p>2.5.2 Pointer Cancellation</p> <p>For functionality that can be operated using a single pointer, at least one of the following is true:</p> <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● Abort or Undo - Completion of the function is on the up-event, and a 		Pass	

<p>mechanism is available to abort the function before completion or to undo the function after completion;</p> <ul style="list-style-type: none"> • Up Reversal - The up-event reverses any outcome of the preceding down-event; • Essential - Completing the function on the down-event is essential. 			
<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation</p>		Pass	

<p>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.</p>			
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	
<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	

<p>4.1.2 Name, Role, Value 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.</p>		Pass	
<p>4.1.3 Status Messages 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.</p>		Pass	

Results for: News post

URL:	https://www.ss9pcn.nhs.uk/news/actor-ray-winstone-steps-up-to-support-skin-cancer-diagnosis/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded)		Pass	

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.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour		Pass	

<p>Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.</p>			
<p>1.4.2 Audio Control 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.</p>		Pass	
<p>1.4.3 Contrast (Minimum) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text 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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. 		Pass	

<p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>			
<p>1.4.11 Non-text Contrast The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing 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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • Persistent - The additional content remains visible until the hover or focus 		Pass	

trigger is removed, the user dismisses it, or its information is no longer valid.			
Principle 2: Operable			
2.1.1 Keyboard 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.		Pass	
2.1.2 No keyboard traps 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.		Pass	
2.1.4 Character Key Shortcuts 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: <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
2.2.1 Timing Adjustable For each time limit that is set by the content, at least one of the following is true: <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • Extend - The user is warned before time expires and given at least 20 seconds to extend the time limit with a 		Pass	

<p>simple action (for example, "press the space bar"), and the user is allowed to extend the time limit at least ten times; or</p> <ul style="list-style-type: none"> • 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 • Essential Exception - The time limit is essential and extending it would invalidate the activity; or • 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> • 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 • 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	

<p>2.4.3 Focus Order 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.</p>		Pass	
<p>2.4.4 Link Purpose (In context) 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.</p>		Pass	
<p>2.4.5 Multiple Ways 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.</p>		Pass	
<p>2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.</p>		Pass	
<p>2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass	
<p>2.5.1 Pointer Gestures 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.</p>		Pass	
<p>2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer, at least one of the following is true:</p> <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; 		Pass	

<ul style="list-style-type: none"> ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 			
<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> ● Supported Interface - The motion is used to operate functionality through an accessibility supported interface; ● Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation Navigational mechanisms that are repeated on multiple Web pages within a set of Web pages occur in the same relative order each time they</p>		Pass	

are repeated, unless a change is initiated by the user.			
3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.		Pass	
3.3.1 Error Identification 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.		Pass	
3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.		Pass	
3.3.3 Error Suggestion 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.		Pass	
3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true: <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
4.1.1 Parsing 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.		Pass	
4.1.2 Name, Role, Value For all user interface components (including but not limited to: form elements, links and		Pass	

<p>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.</p>			
<p>4.1.3 Status Messages 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.</p>		Pass	

Results for: Events

URL:	https://www.ss9pcn.nhs.uk/events/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control</p> <p>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.</p>		Pass	
<p>1.4.3 Contrast (Minimum)</p> <p>The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text</p> <p>Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text</p> <p>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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow</p> <p>Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	
<p>2.4.3 Focus Order If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive</p>		Pass	

focus in an order that preserves meaning and operability.			
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 		Pass	

<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	

<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	
<p>4.1.2 Name, Role, Value 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.</p>		Pass	

<p>4.1.3 Status Messages 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.</p>		Pass	
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Results for: GP practices

URL:	https://www.ss9pcn.nhs.uk/about-us/gp-practices/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control</p> <p>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.</p>		Pass	
<p>1.4.3 Contrast (Minimum)</p> <p>The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text</p> <p>Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text</p> <p>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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow</p> <p>Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	
<p>2.4.3 Focus Order If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive</p>		Pass	

focus in an order that preserves meaning and operability.			
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 		Pass	

<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	

<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	
<p>4.1.2 Name, Role, Value 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.</p>		Pass	

<p>4.1.3 Status Messages 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.</p>		Pass	
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Results for: Your health and care

URL:	https://www.ss9pcn.nhs.uk/your-health-and-care/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control</p> <p>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.</p>		Pass	
<p>1.4.3 Contrast (Minimum)</p> <p>The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text</p> <p>Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text</p> <p>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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow</p> <p>Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	
<p>2.4.3 Focus Order If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive</p>		Pass	

focus in an order that preserves meaning and operability.			
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 		Pass	

<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	

<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	
<p>4.1.2 Name, Role, Value 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.</p>		Pass	

<p>4.1.3 Status Messages 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.</p>		Pass	
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Results for: Local support and advice

URL:	https://www.ss9pcn.nhs.uk/local-support-advice/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control 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.</p>		Pass	
<p>1.4.3 Contrast (Minimum) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text 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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	
<p>2.4.3 Focus Order If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive</p>		Pass	

focus in an order that preserves meaning and operability.			
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 		Pass	

<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	

<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	
<p>4.1.2 Name, Role, Value 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.</p>		Pass	

<p>4.1.3 Status Messages 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.</p>		Pass	
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Results for: Single GP practice

URL:	https://www.ss9pcn.nhs.uk/gp-practices/eastwood-group-practice-belfairs-branch/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded)		Pass	

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.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour		Pass	

<p>Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.</p>		Pass	
<p>1.4.2 Audio Control 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.</p>		Pass	
<p>1.4.3 Contrast (Minimum) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text 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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. 		Pass	

<p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>			
<p>1.4.11 Non-text Contrast The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing 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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • Persistent - The additional content remains visible until the hover or focus 		Pass	

trigger is removed, the user dismisses it, or its information is no longer valid.			
Principle 2: Operable			
2.1.1 Keyboard 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.		Pass	
2.1.2 No keyboard traps 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.		Pass	
2.1.4 Character Key Shortcuts 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: <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
2.2.1 Timing Adjustable For each time limit that is set by the content, at least one of the following is true: <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • Extend - The user is warned before time expires and given at least 20 seconds to extend the time limit with a 		Pass	

<p>simple action (for example, "press the space bar"), and the user is allowed to extend the time limit at least ten times; or</p> <ul style="list-style-type: none"> • 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 • Essential Exception - The time limit is essential and extending it would invalidate the activity; or • 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> • 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 • 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	

<p>2.4.3 Focus Order 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.</p>		Pass	
<p>2.4.4 Link Purpose (In context) 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.</p>		Pass	
<p>2.4.5 Multiple Ways 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.</p>		Pass	
<p>2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.</p>		Pass	
<p>2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass	
<p>2.5.1 Pointer Gestures 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.</p>		Pass	
<p>2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer, at least one of the following is true:</p> <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; 		Pass	

<ul style="list-style-type: none"> ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 			
<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> ● Supported Interface - The motion is used to operate functionality through an accessibility supported interface; ● Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation Navigational mechanisms that are repeated on multiple Web pages within a set of Web pages occur in the same relative order each time they</p>		Pass	

are repeated, unless a change is initiated by the user.			
3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.		Pass	
3.3.1 Error Identification 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.		Pass	
3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.		Pass	
3.3.3 Error Suggestion 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.		Pass	
3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true: <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
4.1.1 Parsing 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.		Pass	
4.1.2 Name, Role, Value For all user interface components (including but not limited to: form elements, links and		Pass	

<p>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.</p>			
<p>4.1.3 Status Messages 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.</p>		Pass	

Results for: Meet the team

URL:	https://www.ss9pcn.nhs.uk/about-us/meet-the-team/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control 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.</p>		Pass	
<p>1.4.3 Contrast (Minimum) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text 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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	
<p>2.4.3 Focus Order If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive</p>		Pass	

focus in an order that preserves meaning and operability.			
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 		Pass	

<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	

<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	
<p>4.1.2 Name, Role, Value 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.</p>		Pass	

<p>4.1.3 Status Messages 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.</p>		Pass	
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Results for: Get involved

URL:	https://www.ss9pcn.nhs.uk/get-involved/
Date audited:	20/08/2021
Google Lighthouse score:	100
WCAG Checkpoints passed:	50/50

WCAG Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Perceivable			
1.1.1 Non-text Content 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: <ul style="list-style-type: none"> • Controls and inputs • Time-based media • Tests and quizzes • Sensory based • CAPTCHA • Decorative or invisible content 		Pass	
1.2.1 Audio-only and Video-only (Prerecorded) 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. Prerecorded Audio-only: <ul style="list-style-type: none"> • An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. Prerecorded Video-only: <ul style="list-style-type: none"> • Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content. 		Pass	
1.2.2 Captions (Prerecorded) Captions are provided for all pre recorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.		Pass	
1.2.3 Audio Description or Media Alternative (Prerecorded) An alternative for time-based media or audio description of the prerecorded video content is		Pass	

provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.			
1.2.4 Captions (Live) Captions are provided for all live audio content in synchronized media.		Pass	
1.2.5 Audio Description (Prerecorded) Audio description is provided for all prerecorded video content in synchronized media.		Pass	
1.3.1 Info and Relationships Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.		Pass	
1.3.2 Meaningful Sequence When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.		Pass	
1.3.3 Sensory Characteristics 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.		Pass	
1.3.4 Orientation 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.		Pass	
1.3.5 Identify Input Purpose The purpose of each input field collecting information about the user can be programmatically determined when: <ul style="list-style-type: none"> • The input field serves a purpose identified in the Input Purposes for User Interface Components section; and • The content is implemented using technologies with support for identifying the expected meaning for form input data. 		Pass	
1.4.1 Use of colour Color is not used as the only visual means of conveying information, indicating an action,		Pass	

prompting a response, or distinguishing a visual element.			
<p>1.4.2 Audio Control 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.</p>		Pass	
<p>1.4.3 Contrast (Minimum) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:</p> <ul style="list-style-type: none"> ● Large-scale text and images of large-scale text have a contrast ratio of at least 3:1; ● Incidental text or images 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 ● Logotypes that include text as part of a logo or brand name 		Pass	
<p>1.4.4 Resize text Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.</p>		Pass	
<p>1.4.5 Images of text 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:</p> <ul style="list-style-type: none"> ● Where the image of text can be visually customized to the user's requirements; ● A particular presentation of text is essential to the information being conveyed. 		Pass	
<p>1.4.10 Reflow Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> ● Vertical scrolling content at a width equivalent to 320 CSS pixels; ● Horizontal scrolling content at a height equivalent to 256 CSS pixels. <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass	

<p>1.4.11 Non-text Contrast</p> <p>The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):</p> <ul style="list-style-type: none"> • 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; • Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed. 		Pass	
<p>1.4.12 Text Spacing</p> <p>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:</p> <ul style="list-style-type: none"> • Line height (line spacing) to at least 1.5 times the font size; • Spacing following paragraphs to at least 2 times the font size; • Letter spacing (tracking) to at least 0.12 times the font size; • Word spacing to at least 0.16 times the font size. 		Pass	
<p>1.4.13 Content on Hover or Focus</p> <p>Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> • Dismissable - 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; • Hoverable - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing; • 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. 		Pass	
Principle 2: Operable			

<p>2.1.1 Keyboard</p> <p>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.</p>		Pass	
<p>2.1.2 No keyboard traps</p> <p>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.</p>		Pass	
<p>2.1.4 Character Key Shortcuts</p> <p>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:</p> <ul style="list-style-type: none"> • Turn off - A mechanism is available to turn the shortcut off; • Remap - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc); • Active only on focus - The keyboard shortcut for a user interface component is only active when that component has focus. 		Pass	
<p>2.2.1 Timing Adjustable</p> <p>For each time limit that is set by the content, at least one of the following is true:</p> <ul style="list-style-type: none"> • Turn off - The user is allowed to turn off the time limit before encountering it; or • 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 • 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 		Pass	

<ul style="list-style-type: none"> ● 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 ● Essential Exception - The time limit is essential and extending it would invalidate the activity; or ● 20 Hour Exception - The time limit is longer than 20 hours. 			
<p>2.2.2 Pause, Stop, Hide For moving, blinking, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> ● 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 ● 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. 		Pass	
<p>2.3.1 Three Flashes or Below Threshold 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.</p>		Pass	
<p>2.4.1 Bypass Blocks A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass	
<p>2.4.2 Page Titled Web pages have titles that describe the topic or purpose.</p>		Pass	
<p>2.4.3 Focus Order If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive</p>		Pass	

focus in an order that preserves meaning and operability.			
2.4.4 Link Purpose (In context) 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.		Pass	
2.4.5 Multiple Ways 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.		Pass	
2.4.6 Headings and Labels Headings and labels describe topic or purpose. Page headings and labels for form and interactive controls are informative. Avoid duplicating heading (e.g., "More Details") or label text (e.g., "First Name") unless the structure provides adequate differentiation between them.		Pass	
2.4.7 Focus Visible Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.		Pass	
2.5.1 Pointer Gestures 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.		Pass	
2.5.2 Pointer Cancellation For functionality that can be operated using a single pointer , at least one of the following is true: <ul style="list-style-type: none"> ● No Down-Event - The down-event of the pointer is not used to execute any part of the function; ● 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; ● Up Reversal - The up-event reverses any outcome of the preceding down-event; ● Essential - Completing the function on the down-event is essential. 		Pass	

<p>2.5.3 Label in Name For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>		Pass	
<p>2.5.4 Motion Actuation 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:</p> <ul style="list-style-type: none"> • Supported Interface - The motion is used to operate functionality through an accessibility supported interface; • Essential - The motion is essential for the function and doing so would invalidate the activity. 		Pass	
Principle 3: Understandable			
<p>3.1.1 Language of Page The default human language of each Web page can be programmatically determined.</p>		Pass	
<p>3.1.2 Language of Parts 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.</p>		Pass	
<p>3.2.1 On Focus When any user interface component receives focus, it does not initiate a change of context.</p>		Pass	
<p>3.2.2 On Input 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.</p>		Pass	
<p>3.2.3 Consistent Navigation 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.</p>		Pass	
<p>3.2.4 Consistent Identification Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass	

<p>3.3.1 Error Identification 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.</p>		Pass	
<p>3.3.2 Labels or Instructions Labels or instructions are provided when content requires user input.</p>		Pass	
<p>3.3.3 Error Suggestion 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.</p>		Pass	
<p>3.3.4 Error Prevention (Legal, Financial, Data) 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 test responses, at least one of the following is true:</p> <ul style="list-style-type: none"> ● Reversible - Submissions are reversible. ● Checked - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them. ● Confirmed - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission. 		Pass	
Principle 4: Robust			
<p>4.1.1 Parsing 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.</p>		Pass	
<p>4.1.2 Name, Role, Value 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.</p>		Pass	

<p>4.1.3 Status Messages 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.</p>		Pass	
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Results for: The Dementia Guide (PDF)

URL:	https://www.ss9pcn.nhs.uk/content/uploads/2021/07/The-Dementia-Guide-Living-well-after-your-diagnosis.pdf
Date audited:	20/08/2021
PDF Checkpoints passed:	26/32

PDF Checkpoint	Remarks and explanations	Status	FAO
Principle 1: Document			
Accessibility permission flag Accessibility permission flag must be set		Pass	
Image-only PDF Document is not image-only PDF		Pass	
Tagged PDF Document is tagged PDF		Pass	
Logical Reading Order Document structure provides a logical reading order	Some pages do not present a logical order that the reader would expect.	Fail	SS9-P CN
Primary language Text language is specified		Pass	
Title Document title is showing in title bar	No title has been applied to the document.	Fail	SS9-P CN
Bookmarks Bookmarks are present in large documents	Bookmarks are not present.	Fail	SS9-P CN
Color contrast Document has appropriate color contrast		Pass	
Principle 2: Page Content			
Tagged content All page content is tagged		Pass	
Tagged annotations All annotations are tagged	All annotations are not tagged.	Fail	SS9-P CN
Tab order Tab order is consistent with structure order		Pass	
Character encoding Reliable character encoding is provided		Pass	
Tagged multimedia All multimedia objects are tagged		Pass	

Screen flicker Page will not cause screen flicker		Pass	
Scripts No inaccessible scripts		Pass	
Timed responses Page does not require timed responses		Pass	
Navigation links Navigation links are not repetitive		Pass	
Principle 3: Forms			
Tagged form fields All form fields are tagged		Pass	
Field descriptions All form fields have description		Pass	
Principle 4: Alternate Text			
Figures alternate text Figures require alternate text	A lack of tags means images haven't been correctly tagged or alternate text hasn't been provided.	Fail	SS9-P CN
Nested alternate text Alternate text that will never be read		Pass	
Associated with content Alternate text must be associated with some content		Pass	
Hides annotation Alternate text should not hide annotation		Pass	
Other elements alternate text Other elements that require alternate text	A lack of tags means that no alternate text has been provided.	Fail	SS9-P CN
Principle 5: Tables			
Rows TR must be a child of Table, THead, TBody, or TFoot		Pass	
TH and TD TH and TD must be children of TR		Pass	
Headers Tables should have headers		Pass	
Regularity Tables must contain the same number of columns in each row and rows in each column		Pass	
Summary Tables must have a summary		Pass	

Principle 6: Lists			
List items LI must be a child of L		Pass	
Lbl and LBody Lbl and LBody must be children of LI		Pass	
Principle 7: Headings			
Appropriate nesting Heading nesting is appropriate		Pass	

References

- Web Content Accessibility Guidelines (WCAG) Overview
<https://www.w3.org/WAI/intro/wcag>
- Web Content Accessibility Guidelines 2.1
<https://www.w3.org/TR/WCAG21/>
- How to meet WCAG (Quick Reference)
<https://www.w3.org/WAI/WCAG21/quickref/>
- Techniques for WCAG 2.1
<https://www.w3.org/WAI/WCAG21/Techniques/>
- Accessibility Evaluation Resources
<http://www.w3.org/WAI/eval/>
- Web Accessibility Evaluation Tools List
<https://www.w3.org/WAI/ER/tools/>
- WCAG Conformance Evaluation Methodology
<https://www.w3.org/WAI/test-evaluate/conformance/wcag-em/>
- Using Combined Expertise to Evaluate Web Accessibility
<https://www.w3.org/WAI/eval/reviewteams>

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