

# ACCESSIBILITY AUDIT FOR EAST AND NORTH HERTFORDSHIRE NHS TRUST WEBSITE

Friday 3rd January 2020

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# EXECUTIVE SUMMARY

This report describes the conformance of the East and North Hertfordshire NHS Trust 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, the <https://www.enherts-tr.nhs.uk/> website is close to meeting WCAG 2.1, Conformance 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): 02/01/2020 to 03/01/2020. The website may have changed since that time.

## Scope of review

As websites are comprised 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:	East and North Hertfordshire NHS Trust
Purpose of site:	To provide up to date information to users of the East and North Hertfordshire NHS Trust.
Base URL of site:	<a href="https://www.enherts-tr.nhs.uk/">https://www.enherts-tr.nhs.uk/</a>
URLs included in review:	<a href="https://www.enherts-tr.nhs.uk/">https://www.enherts-tr.nhs.uk/</a> <a href="https://www.enherts-tr.nhs.uk/about/">https://www.enherts-tr.nhs.uk/about/</a> <a href="https://www.enherts-tr.nhs.uk/about/trust/">https://www.enherts-tr.nhs.uk/about/trust/</a> <a href="https://www.enherts-tr.nhs.uk/services/">https://www.enherts-tr.nhs.uk/services/</a> <a href="https://www.enherts-tr.nhs.uk/services/adhd-add/">https://www.enherts-tr.nhs.uk/services/adhd-add/</a> <a href="https://www.enherts-tr.nhs.uk/hospitals/">https://www.enherts-tr.nhs.uk/hospitals/</a> <a href="https://www.enherts-tr.nhs.uk/hospitals/lister/">https://www.enherts-tr.nhs.uk/hospitals/lister/</a> <a href="https://www.enherts-tr.nhs.uk/hospitals/lister/services/">https://www.enherts-tr.nhs.uk/hospitals/lister/services/</a> <a href="https://www.enherts-tr.nhs.uk/consultants/">https://www.enherts-tr.nhs.uk/consultants/</a> <a href="https://www.enherts-tr.nhs.uk/consultants/oluwakemi-adejare/">https://www.enherts-tr.nhs.uk/consultants/oluwakemi-adejare/</a> <a href="https://www.enherts-tr.nhs.uk/patient-visitors/">https://www.enherts-tr.nhs.uk/patient-visitors/</a> <a href="https://www.enherts-tr.nhs.uk/patient-visitors/appointments/">https://www.enherts-tr.nhs.uk/patient-visitors/appointments/</a> <a href="https://www.enherts-tr.nhs.uk/resources/">https://www.enherts-tr.nhs.uk/resources/</a> <a href="https://www.enherts-tr.nhs.uk/gps-professionals/publications/">https://www.enherts-tr.nhs.uk/gps-professionals/publications/</a> <a href="https://www.enherts-tr.nhs.uk/contact/">https://www.enherts-tr.nhs.uk/contact/</a> <a href="https://www.enherts-tr.nhs.uk/about/board/meet/">https://www.enherts-tr.nhs.uk/about/board/meet/</a> <a href="https://www.enherts-tr.nhs.uk/news/">https://www.enherts-tr.nhs.uk/news/</a> <a href="https://www.enherts-tr.nhs.uk/careers/vacancies/">https://www.enherts-tr.nhs.uk/careers/vacancies/</a>
Exact date, or range of dates, on which review conducted:	02/01/2020 03/01/2020
Natural language(s) of website:	English

## Reviewer

Name of reviewer:	Alex Edwards
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:	<a href="#">Web Content Accessibility Guidelines (WCAG) 2.1</a>
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](#)
- [aXe](#)
- [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.

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

# Results and recommended actions

## Summary of review results

Mixd performed critical path testing on the 18 pages listed above under '[Scope of review](#)'.

This website is close to meeting WCAG 2.1 AA.

Accessibility features in which this site is strong include:

- Use of alternative text
- Colour contrast
- Focus visibility

### Alternative text

Another area that should receive attention is the use of images of text. In many places throughout the pages reviewed images contain text, where in some cases the text is not reproduced as an actual text alternative. Text that appears in images should be included in an HTML Alt attribute accompanying an image, or better eliminated as an image and reproduced as actual text in the text content of pages.

### Colour contrast

Users, including users with visual disabilities, must be able to perceive content on the page. A contrast ratio of 4.5:1 is required. Links used throughout the microsite were often inconsistent in colour and style, failing contrast checks against various backgrounds. Tools such as the WCAG Colour contrast checker can be used to determine if sufficient contrast is provided. Some of the colour contrast issues indicated by automatic checks were for HTML elements that were “hidden” using additional CSS (cannot be seen on the front-end), provided mostly for screen readers and other assistive technologies.

### Focus visible

A keyboard user typically uses the Tab key to navigate through interactive elements on a web page—links, buttons, fields for inputting text, etc. When an item has a keyboard "focus", it can be activated or manipulated with the keyboard. A sighted keyboard user must be provided with a visual indicator of the element that currently has keyboard focus.



## Detailed results for: Home

URL:	<a href="https://www.enherts-tr.nhs.uk/">https://www.enherts-tr.nhs.uk/</a>
Date audited:	02/01/2020
Google Lighthouse score:	98
WCAG Checkpoints passed:	49/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	<p>3x Instances of missing alternative text</p> <p>2x Instances of images with the same alternative text</p> <p><b>Recommendation:</b> Ensure that all images include alternative text that is original and specific to the individual image (i.e. not duplicated).</p>	Fail
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.4.3 Contrast (Minimum)</a> 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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>	<p>All text and logotypes pass minimum contrast checks, despite automatic accessibility tools such as WAVE suggesting there are two errors. The errors are with regards to controls for the slider element (non-text) and the CQC widget, outside of our developmental control.</p>	<p>Pass</p>
<p><a href="#">1.4.4 Resize text</a> 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>		<p>Pass</p>
<p><a href="#">1.4.5 Images of text</a> 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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	<p>There are no images of text on the page at the time of auditing.</p>	<p>N/A</p>
<p><a href="#">1.4.10 Reflow</a> 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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		<p>Pass</p>
<p><a href="#">1.4.11 Non-text Contrast</a> 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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>	<p>All text and logotypes pass minimum contrast checks, despite automatic accessibility tools such as WAVE suggesting there are two errors. The errors are with regards to controls for the slider element (non-text) and the CQC widget, outside of our developmental control.</p>	<p>Pass</p>

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>		Pass

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>		Pass
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass



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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Section A

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/about/">https://www.enherts-tr.nhs.uk/about/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>		Pass
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>          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><a href="#">1.4.5 Images of text</a>          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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>          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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>          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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is not functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass



<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Section B

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/about/trust/">https://www.enherts-tr.nhs.uk/about/trust/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass



<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Services

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/services/">https://www.enherts-tr.nhs.uk/services/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>          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><a href="#">1.4.5 Images of text</a>          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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>          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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>          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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A



<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Services Section B

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/services/adhd-add/">https://www.enherts-tr.nhs.uk/services/adhd-add/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass



<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Hospitals

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/hospitals/">https://www.enherts-tr.nhs.uk/hospitals/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a> 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><a href="#">1.4.5 Images of text</a> 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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a> 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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a> 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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass



<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Lister hospital

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/hospitals/lister/">https://www.enherts-tr.nhs.uk/hospitals/lister/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass



<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>          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><a href="#">1.4.5 Images of text</a>          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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>          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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>          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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Departments

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/hospitals/lister/services/">https://www.enherts-tr.nhs.uk/hospitals/lister/services/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A



<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A



## Detailed results for: Consultants

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/consultants/">https://www.enherts-tr.nhs.uk/consultants/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>          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><a href="#">1.4.5 Images of text</a>          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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>          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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>          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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass



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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Consultant

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/consultants/oluwakemi-adejare/">https://www.enherts-tr.nhs.uk/consultants/oluwakemi-adejare/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass



<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Patients and Visitors

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/patient-visitors/">https://www.enherts-tr.nhs.uk/patient-visitors/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass



<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Change an appointment (Form)

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/patient-visitors/appointments/">https://www.enherts-tr.nhs.uk/patient-visitors/appointments/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>	A known issue exists within the Google reCAPTCHA in that automatic accessibility checks flag the “text area” as having a missing label. This issue is with Google to implement a global fix.	Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume</p>	There is no audio or video content on the page.	N/A

independently from the overall system volume level.		
<p><a href="#">1.4.3 Contrast (Minimum)</a> 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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		Pass
<p><a href="#">1.4.4 Resize text</a> 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><a href="#">1.4.5 Images of text</a> 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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a> 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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a> 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"> <li>• 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;</li> </ul>		Pass

<ul style="list-style-type: none"> <li>Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		
<p><a href="#">1.4.12 Text Spacing</a></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"> <li><b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li><b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li><b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li><b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li><b>Dismissable</b> - 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;</li> <li><b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li><b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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</p>		Pass

<p>methods, the user is advised of the method for moving focus away.</p>		
<p><a href="#">2.1.4 Character Key Shortcuts</a>          If a keyboard shortcut is implemented in content using only letter (including upper- and lower-case letters), punctuation, number, or symbol characters, then at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		Pass
<p><a href="#">2.2.1 Timing Adjustable</a>          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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a>          For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or</li> </ul>	There is no moving content on the page.	N/A



<p>scrolling is part of an activity where it is <a href="#">essential</a>; and</p> <ul style="list-style-type: none"> <li>• <b>Auto-updating</b> - 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.</li> </ul>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a></p>		Pass

<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>		
<p><a href="#">2.5.2 Pointer Cancellation</a>  For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a>  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><a href="#">2.5.4 Motion Actuation</a>  Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	<p>There is no functionality on the page that can be controlled by device or user motion.</p>	N/A
<p><a href="#">3.1.1 Language of Page</a>  The default human language of each Web page can be programmatically determined.</p>	<p>The HTML lang of the page is "en-GB".</p>	Pass
<p><a href="#">3.1.2 Language of Parts</a>  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><a href="#">3.2.1 On Focus</a>  When any user interface component receives focus, it does not initiate a change of context.</p>		Pass

<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass
<p><a href="#">3.2.3 Consistent Navigation</a> 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><a href="#">3.2.4 Consistent Identification</a> Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a> If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>		Pass
<p><a href="#">3.3.2 Labels or Instructions</a> Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a> 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><a href="#">3.3.4 Error Prevention</a> 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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	The form on the page does not include any legal commitments.	N/A
<p><a href="#">4.1.1 Parsing</a> In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>	A known issue exists within the Google reCAPTCHA in that the value of the “for” attribute of the label element must be the ID of a non-hidden form control. This issue is with Google to implement a global fix.	Pass

<p><a href="#">4.1.2 Name, Role, Value</a> For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> 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><a href="#">4.1.3 Status Messages</a> 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>	There are no status messages present on the page.	N/A

## Detailed results for: Resources

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/resources/">https://www.enherts-tr.nhs.uk/resources/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>          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><a href="#">1.4.5 Images of text</a>          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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>          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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>          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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass



<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Publications

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/gps-professionals/publications/">https://www.enherts-tr.nhs.uk/gps-professionals/publications/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass



<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Contact

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/contact/">https://www.enherts-tr.nhs.uk/contact/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a> All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>	There are no images on the page.	N/A
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a> For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such. Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a> 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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a> An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such.</p>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass



<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	There are no time limits set by content on the page.	N/A
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	There is no moving content on the page.	N/A

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Meet the board

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/about/board/meet/">https://www.enherts-tr.nhs.uk/about/board/meet/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>		Pass
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A



<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A



## Detailed results for: News

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/news/">https://www.enherts-tr.nhs.uk/news/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>		Pass
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>  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><a href="#">1.4.5 Images of text</a>  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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>  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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>  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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass

<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass



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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## Detailed results for: Current vacancies

<b>URL:</b>	<a href="https://www.enherts-tr.nhs.uk/careers/vacancies/">https://www.enherts-tr.nhs.uk/careers/vacancies/</a>
<b>Date audited:</b>	02/01/2020
<b>Google Lighthouse score:</b>	100
<b>WCAG Checkpoints passed:</b>	50/50

WCAG Checkpoint	Remarks and explanations	Status
<p><a href="#">1.1.1 Non-text Content</a></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Controls and inputs</li> <li>• Time-based media</li> <li>• Tests and quizzes</li> <li>• Sensory based</li> <li>• CAPTCHA</li> <li>• Decorative or invisible content</li> </ul>		Pass
<p><a href="#">1.2.1 Audio-only and Video-only (Prerecorded)</a></p> <p>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.</p> <p>Prerecorded Audio-only:</p> <ul style="list-style-type: none"> <li>• An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</li> </ul> <p>Prerecorded Video-only:</p> <ul style="list-style-type: none"> <li>• Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</li> </ul>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.2 Captions (Prerecorded)</a></p> <p>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.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.3 Audio Description or Media Alternative (Prerecorded)</a></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>	There is no audio or video content on the page.	N/A

<p><a href="#">1.2.4 Captions (Live)</a> Captions are provided for all live audio content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.2.5 Audio Description (Prerecorded)</a> Audio description is provided for all prerecorded video content in synchronized media.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.3.1 Info and Relationships</a> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.</p>		Pass
<p><a href="#">1.3.2 Meaningful Sequence</a> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.</p>		Pass
<p><a href="#">1.3.3 Sensory Characteristics</a> Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.</p>		Pass
<p><a href="#">1.3.4 Orientation</a> 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><a href="#">1.3.5 Identify Input Purpose</a> The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>		Pass
<p><a href="#">1.4.1 Use of colour</a> 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><a href="#">1.4.2 Audio Control</a> If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.</p>	There is no audio or video content on the page.	N/A
<p><a href="#">1.4.3 Contrast (Minimum)</a></p>		Pass

<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"> <li>• <b>Large-scale text</b> and images of large-scale text have a contrast ratio of at least 3:1;</li> <li>• <b>Incidental text</b> 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</li> <li>• <b>Logotypes</b> that include text as part of a logo or brand name</li> </ul>		
<p><a href="#">1.4.4 Resize text</a>          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><a href="#">1.4.5 Images of text</a>          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"> <li>• Where the image of text can be visually customized to the user's requirements;</li> <li>• A particular presentation of text is essential to the information being conveyed.</li> </ul>	There are no images of text on the page at the time of auditing.	N/A
<p><a href="#">1.4.10 Reflow</a>          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"> <li>• <b>Vertical scrolling</b> content at a width equivalent to 320 CSS pixels;</li> <li>• <b>Horizontal scrolling</b> content at a height equivalent to 256 CSS pixels.</li> </ul> <p>Except for parts of the content which require two-dimensional layout for usage or meaning.</p>		Pass
<p><a href="#">1.4.11 Non-text Contrast</a>          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"> <li>• 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;</li> <li>• Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.</li> </ul>		Pass

<p><a href="#">1.4.12 Text Spacing</a></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"> <li>• <b>Line height</b> (line spacing) to at least 1.5 times the font size;</li> <li>• <b>Spacing</b> following paragraphs to at least 2 times the font size;</li> <li>• <b>Letter spacing</b> (tracking) to at least 0.12 times the font size;</li> <li>• <b>Word spacing</b> to at least 0.16 times the font size.</li> </ul>		Pass
<p><a href="#">1.4.13 Content on Hover or Focus</a></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"> <li>• <b>Dismissable</b> - 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;</li> <li>• <b>Hoverable</b> - If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;</li> <li>• <b>Persistent</b> - The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.</li> </ul>		Pass
<p><a href="#">2.1.1 Keyboard</a></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><a href="#">2.1.2 No keyboard traps</a></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><a href="#">2.1.4 Character Key Shortcuts</a></p>		Pass

<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"> <li>• <b>Turn off</b> - A mechanism is available to turn the shortcut off;</li> <li>• <b>Remap</b> - A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);</li> <li>• <b>Active only on focus</b> - The keyboard shortcut for a user interface component is only active when that component has focus.</li> </ul>		
<p><a href="#">2.2.1 Timing Adjustable</a> 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"> <li>• <b>Turn off</b> - The user is allowed to turn off the time limit before encountering it; or</li> <li>• <b>Adjust</b> - 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</li> <li>• <b>Extend</b> - 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</li> <li>• <b>Real-time Exception</b> - 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</li> <li>• <b>Essential Exception</b> - The time limit is essential and extending it would invalidate the activity; or</li> <li>• <b>20 Hour Exception</b> - The time limit is longer than 20 hours.</li> </ul>	<p>There are no time limits set by content on the page.</p>	<p>N/A</p>
<p><a href="#">2.2.2 Pause, Stop, Hide</a> For moving, <a href="#">blinking</a>, scrolling, or auto-updating information, all of the following are true:</p> <ul style="list-style-type: none"> <li>• <b>Moving, blinking, scrolling</b> - 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 <a href="#">pause</a>, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is <a href="#">essential</a>; and</li> <li>• <b>Auto-updating</b> - For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other</li> </ul>	<p>There is no moving content on the page.</p>	<p>N/A</p>

<p>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.</p>		
<p><a href="#">2.3.1 Three Flashes or Below Threshold</a> Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds.</p>	There is no flashing content on the page.	N/A
<p><a href="#">2.4.1 Bypass Blocks</a> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages.</p>		Pass
<p><a href="#">2.4.2 Page Titled</a> Web pages have titles that describe topic or purpose.</p>		Pass
<p><a href="#">2.4.3 Focus Order</a> If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.</p>		Pass
<p><a href="#">2.4.4 Link Purpose (In context)</a> The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.</p>		Pass
<p><a href="#">2.4.5 Multiple Ways</a> 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><a href="#">2.4.6 Headings and Labels</a> 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><a href="#">2.4.7 Focus Visible</a> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.</p>		Pass
<p><a href="#">2.5.1 Pointer Gestures</a> All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>		Pass

<p><a href="#">2.5.2 Pointer Cancellation</a> For <a href="#">functionality</a> that can be operated using a <a href="#">single pointer</a>, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• <b>No Down-Event</b> - The down-event of the pointer is not used to execute any part of the function;</li> <li>• <b>Abort or Undo</b> - 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;</li> <li>• <b>Up Reversal</b> - The up-event reverses any outcome of the preceding down-event;</li> <li>• <b>Essential</b> - Completing the function on the down-event is essential.</li> </ul>		Pass
<p><a href="#">2.5.3 Label in Name</a> 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><a href="#">2.5.4 Motion Actuation</a> Functionality that can be operated by device motion or user motion can also be operated by <a href="#">user interface components</a> and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• <b>Supported Interface</b> - The motion is used to operate functionality through an accessibility supported interface;</li> <li>• <b>Essential</b> - The motion is essential for the function and doing so would invalidate the activity.</li> </ul>	There is no functionality on the page that can be controlled by device or user motion.	N/A
<p><a href="#">3.1.1 Language of Page</a> The default human language of each Web page can be programmatically determined.</p>	The HTML lang of the page is “en-GB”.	Pass
<p><a href="#">3.1.2 Language of Parts</a> 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><a href="#">3.2.1 On Focus</a> When any user interface component receives focus, it does not initiate a change of context.</p>		Pass
<p><a href="#">3.2.2 On Input</a> Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.</p>		Pass



<p><a href="#">3.2.3 Consistent Navigation</a>          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><a href="#">3.2.4 Consistent Identification</a>          Components that have the same functionality within a set of Web pages are identified consistently.</p>		Pass
<p><a href="#">3.3.1 Error Identification</a>          If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.</p>	There are no inputs on the page that require error identification.	N/A
<p><a href="#">3.3.2 Labels or Instructions</a>          Labels or instructions are provided when content requires user input.</p>		Pass
<p><a href="#">3.3.3 Error Suggestion</a>          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>	There are no inputs on the page that require error suggestion.	N/A
<p><a href="#">3.3.4 Error Prevention</a>          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"> <li>● <b>Reversible</b> - Submissions are reversible.</li> <li>● <b>Checked</b> - Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</li> <li>● <b>Confirmed</b> - A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</li> </ul>	There are no inputs on the page that require error prevention.	N/A
<p><a href="#">4.1.1 Parsing</a>          In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features.</p>		Pass
<p><a href="#">4.1.2 Name, Role, Value</a>          For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and <a href="#">role</a> can be programmatically determined; states, properties,</p>		Pass

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.		
<a href="#">4.1.3 Status Messages</a> 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.	There are no status messages present on the page.	N/A

## 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/>
- 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/>
- Using Combined Expertise to Evaluate Web Accessibility  
<https://www.w3.org/WAI/eval/reviewteams>

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