

How to Meet WCAG 2.0

A customizable quick reference to Web Content Accessibility Guidelines 2.0 requirements (success criteria) and techniques

Introduction

[\[Hide Introduction\]](#)

This document lists all of the requirements (called "success criteria") from [Web Content Accessibility Guidelines \(WCAG\) 2.0](#). It also lists techniques to meet the requirements, which link to more details. The "Understanding" links go to descriptions, examples, and resources.

You can customize the list by selecting the technologies that apply to your Web project, and the [levels](#) and techniques that you want included in the list.

Technology-specific techniques do not supplant the general techniques: content developers should consider both general techniques and technology-specific techniques as they work toward conformance.

Note: In some customized views, no techniques will be listed under some headings. This indicates that there are no documented techniques for the technologies chosen.

See the [WCAG Overview](#) for an introduction to WCAG and supporting documents, including more information about this document.

About the Techniques

Note that all techniques are [informative](#) - you don't have to follow them. The "sufficient techniques" listed below are considered sufficient to meet the success criteria; however, it is not necessary to use these particular techniques. Anyone can [submit new techniques](#) at any time. If techniques are used other than those listed by the Working Group, then some other method for establishing the technique's ability to meet the success criteria would be needed.

In addition to the 'sufficient techniques', there are also advisory techniques that go beyond WCAG 2.0's requirements. Authors are encouraged to apply all techniques that they are able to, including the advisory techniques, in order to best address the needs of the widest possible range of users.

Note that even content that conforms at the highest level (AAA) will not be accessible to individuals with all types, degrees, or combinations of disability, particularly in the cognitive language and learning areas. Authors are encouraged to seek relevant advice about current best practice to ensure that Web content is accessible, as far as possible, to this community.

See also [Sufficient and Advisory Techniques](#).

Table of Contents

[WCAG 2.0 Quick Reference List](#)

- 1.1 [Text Alternatives: Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.](#)

Customize this Quick Reference

Technologies:

- ☒ Show HTML techniques and failures
- ☒ Show CSS techniques and failures
- ☐ Show SMIL techniques and failures
- ☒ Show Client-side Scripting techniques and failures
- ☒ Show Server-side Scripting techniques and failures
- ☐ Show Flash techniques and failures
- ☒ Show PDF techniques and failures
- ☐ Show Silverlight techniques and failures
- ☐ Show WAI-ARIA techniques and failures

Levels:

- ☒ Show Level A Success Criteria
- ☒ Show Level AA Success Criteria
- ☐ Show Level AAA Success Criteria

Sections:

- ☒ Show Sufficient Techniques and Failures
- ☒ Show Advisory Techniques

Save Settings Option:

- ☒ Save these settings (requires cookies)

[Customize with Settings Above](#)

- 1.2 [**Time-based Media:** Provide alternatives for time-based media.](#)
 - 1.3 [**Adaptable:** Create content that can be presented in different ways \(for example simpler layout\) without losing information or structure.](#)
 - 1.4 [**Distinguishable:** Make it easier for users to see and hear content including separating foreground from background.](#)
 - 2.1 [**Keyboard Accessible:** Make all functionality available from a keyboard.](#)
 - 2.2 [**Enough Time:** Provide users enough time to read and use content.](#)
 - 2.3 [**Seizures:** Do not design content in a way that is known to cause seizures.](#)
 - 2.4 [**Navigable:** Provide ways to help users navigate, find content, and determine where they are.](#)
 - 3.1 [**Readable:** Make text content readable and understandable.](#)
 - 3.2 [**Predictable:** Make Web pages appear and operate in predictable ways.](#)
 - 3.3 [**Input Assistance:** Help users avoid and correct mistakes.](#)
 - 4.1 [**Compatible:** Maximize compatibility with current and future user agents, including assistive technologies.](#)
- [Conformance Requirements](#)
-

Your Customized WCAG 2.0 Quick Reference List

This Quick Reference is currently customized to include:

- **Techniques and Failures:** General, HTML, CSS, Client-side Scripting, Server-side Scripting, PDF (Hidden: SMIL, Flash)
- **Success Criteria Levels:** A, AA (Hidden: AAA)
- **Sections:** Introduction, Sufficient Techniques and Failures, Advisory Techniques, Conformance Requirements

Text Alternatives

[Guideline 1.1](#) Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language. [Understanding Guideline 1.1](#)

Advisory Techniques for Guideline 1.1

- Providing sign language videos for audio-only files (future link)

[top of page](#)

Non-text Content

[1.1.1](#) 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. (Level A) [Understanding Success Criterion 1.1.1](#)

- **Controls, Input:** If non-text content is a control or accepts user input, then it has a name that describes its purpose. (Refer to [Guideline 4.1](#) for additional requirements for controls and content that accepts user input.)
- **Time-Based Media:** If non-text content is time-based media, then text alternatives at least provide descriptive identification of the non-text content. (Refer to [Guideline 1.2](#) for additional requirements for media.)
- **Test:** If non-text content is a test or exercise that would be invalid if presented in text, then text alternatives at least provide descriptive identification of the non-text content.
- **Sensory:** If non-text content is primarily intended to create a specific sensory experience, then text alternatives at least provide descriptive identification of the non-text content.

- **CAPTCHA:** If the purpose of non-text content is to confirm that content is being accessed by a person rather than a computer, then text alternatives that identify and describe the purpose of the non-text content are provided, and alternative forms of CAPTCHA using output modes for different types of sensory perception are provided to accommodate different disabilities.
- **Decoration, Formatting, Invisible:** If non-text content is pure decoration, is used only for visual formatting, or is not presented to users, then it is implemented in a way that it can be ignored by assistive technology.

Sufficient Techniques for 1.1.1 - Non-text Content (for the technologies you checked above)

Situation A: If a short description can serve the same purpose and present the same information as the non-text content:

1. [G94: Providing short text alternative for non-text content that serves the same purpose and presents the same information as the non-text content](#) using a **short** text alternative technique listed below

Situation B: If a short description can **not serve the same purpose and present the same information as the non-text content (e.g., a chart or diagram):**

1. [G95: Providing short text alternatives that provide a brief description of the non-text content](#) using a **short** text alternative technique listed below **AND** one of the following techniques for **long** description:
 - [G92: Providing long description for non-text content that serves the same purpose and presents the same information](#) using a **long** text alternative technique listed below
 - [G74: Providing a long description in text near the non-text content, with a reference to the location of the long description in the short description](#)
 - [G73: Providing a long description in another location with a link to it that is immediately adjacent to the non-text content](#)

Situation C: If non-text content is a control or accepts user input:

1. [G82: Providing a text alternative that identifies the purpose of the non-text content](#) using a **short** text alternative technique listed below
2. [H44: Using label elements to associate text labels with form controls](#) (HTML)
3. [H65: Using the title attribute to identify form controls when the label element cannot be used](#) (HTML)

Situation D: If non-text content is time-based media (including live video-only and live audio-only); a test or exercise that would be invalid if presented in text; or primarily intended to create a specific sensory experience:

1. Providing a descriptive label using a **short** text alternative technique listed below
2. [G68: Providing a descriptive labelshort text alternative that describes the purpose of live audio-only and live video-only content](#) using a **short** text alternative technique listed below
3. [G100: Providing a short text alternative which is the accepted name or a descriptive name of the non-text content](#) using a **short** text alternative technique listed below

Situation E: If non-text content is a CAPTCHA:

1. [G143: Providing a text alternative that describes the purpose of the CAPTCHA](#) **AND** [G144: Ensuring that the Web Page contains another CAPTCHA serving the same purpose using a different modality](#)

Situation F: If the non-text content should be ignored by assistive technology:

1. Implementing or marking the non-text content so that it will be ignored by assistive technology using one of the technology-specific techniques listed below
 - [H67: Using null alt text and no title attribute on img elements for images that AT should ignore](#) (HTML)
 - [C9: Using CSS to include decorative images](#) (CSS)
 - [PDF4: Hiding decorative images with the Artifact tag in PDF documents](#) (PDF)

Short text alternative techniques for use in sufficient techniques above

1. [H36: Using alt attributes on images used as submit buttons](#) (HTML)
2. [H2: Combining adjacent image and text links for the same resource](#) (HTML)
3. [H37: Using alt attributes on img elements](#) (HTML)
4. [H35: Providing text alternatives on applet elements](#) (HTML)
5. [PDF1: Applying text alternatives to images with the Alt entry in PDF documents](#) (PDF)
6. [H53: Using the body of the object element](#) (HTML)
7. [H24: Providing text alternatives for the area elements of image maps](#) (HTML)
8. [H86: Providing text alternatives for ASCII art, emoticons, and leetspeak](#) (HTML)

9. [H30: Providing link text that describes the purpose of a link for anchor elements](#) (HTML)
Note: See [Understanding Success Criterion 2.4.4 Link Purpose \(In Context\)](#).
10. [G196: Using a text alternative on one item within a group of images that describes all items in the group](#)

Long text alternative techniques for use in sufficient techniques above

1. [H45: Using longdesc](#) (HTML)
2. [H53: Using the body of the object element](#) (HTML)

Advisory Techniques for 1.1.1 - Non-text Content (for the technologies you checked above)

General Techniques for Informative Non-Text Content (Advisory)

- Identifying informative non-text content (future link)
- Keeping short descriptions short (future link)
- Describing images that include text (future link)
- Providing a longer description of the non-text content where only a descriptive label is required using a technology-specific technique (for an accessibility-supported content technology) for long description listed above (future link)
- Providing different sizes for non-text content when it cannot have an equivalent accessible alternative (future link)
- Using server-side scripts to resize images of text (future link)

General Techniques for Live Non-Text Content (Advisory)

- Linking to textual information that provides comparable information (e.g., for a traffic Webcam, a municipality could provide a link to the text traffic report.) (future link)

General techniques to minimize the barrier of CAPTCHAs

- Providing more than two modalities of CAPTCHAs (future link)
- Providing access to a human customer service representative who can bypass CAPTCHA (future link)
- Not requiring CAPTCHAs for authorized users (future link)

HTML Techniques (Advisory)

- [H46: Using noembed with embed](#) (HTML)
- Writing for browsers that do not support frame (future link)
- Providing alternative content for iframe (future link)
- [H27: Providing text and non-text alternatives for object](#) (HTML)
- Not using long descriptions for iframe (future link)
- Providing redundant text links for client-side image maps (future link)

CSS Techniques (Advisory)

- [C18: Using CSS margin and padding rules instead of spacer images for layout design](#) (CSS)
- Using CSS background, :before or :after rules for decorative images instead of img elements (future link)
- Displaying empty table cells (future link)

Metadata Techniques (Advisory)

- Using metadata to associate text transcriptions with a video (future link)
- Using metadata to associate text transcriptions with audio-only content (future link)
 - EXAMPLE: Providing, in metadata, URI(s) that points to an audio description and a text transcript of a video.
 - EXAMPLE: Providing, in metadata, URI(s) that point to several text transcripts (English, French, Dutch) of an audio file.

Failures for SC 1.1.1 - Non-text Content (for the technologies you checked above)

- [F30: Failure of Success Criterion 1.1.1 and 1.2.1 due to using text alternatives that are not alternatives \(e.g., filenames or placeholder text\)](#)
- [F20: Failure of Success Criterion 1.1.1 and 4.1.2 due to not updating text alternatives when changes to non-text content occur](#)
- [F3: Failure of Success Criterion 1.1.1 due to using CSS to include images that convey important information](#)

- [F38: Failure of Success Criterion 1.1.1 due to omitting the alt-attribute for non-text content used for decorative purposes only in HTML](#)
- [F71: Failure of Success Criterion 1.1.1 due to using text look-alikes to represent text without providing a text alternative](#)
- [F72: Failure of Success Criterion 1.1.1 due to using ASCII art without providing a text alternative](#)
- [F65: Failure of Success Criterion 1.1.1 due to omitting the alt attribute on img elements, area elements, and input elements of type "image"](#)
- [F67: Failure of Success Criterion 1.1.1 and 1.2.1 due to providing long descriptions for non-text content that does not serve the same purpose or does not present the same information](#)
- [F13: Failure of Success Criterion 1.1.1 and 1.4.1 due to having a text alternative that does not include information that is conveyed by color differences in the image](#)

Time-based Media

[Guideline 1.2](#) Provide alternatives for time-based media. [Understanding Guideline 1.2](#)

[top of page](#)

Audio-only and Video-only (Prerecorded)

[1.2.1](#) 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: (Level A) [Understanding Success Criterion 1.2.1](#)

- **Prerecorded Audio-only:** An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.
- **Prerecorded Video-only:** Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.

Sufficient Techniques for 1.2.1 - Audio-only and Video-only (Prerecorded) (for the technologies you checked above)

Situation A: If the content is prerecorded audio-only:

1. [G158: Providing an alternative for time-based media for audio-only content](#)

Situation B: If the content is prerecorded video-only:

1. [G159: Providing an alternative for time-based media for video-only content](#)
2. [G166: Providing audio that describes the important video content and describing it as such](#)

Advisory Techniques for 1.2.1 - Audio-only and Video-only (Prerecorded) (for the technologies you checked above)

- Providing a transcript of a live audio only presentation after the fact (future link)
- Linking to textual information that provides comparable information (e.g., for a traffic Webcam, a municipality could provide a link to the text traffic report.) (future link)

Failures for SC 1.2.1 - Audio-only and Video-only (Prerecorded) (for the technologies you checked above)

- [F30: Failure of Success Criterion 1.1.1 and 1.2.1 due to using text alternatives that are not alternatives \(e.g., filenames or placeholder text\)](#)
- [F67: Failure of Success Criterion 1.1.1 and 1.2.1 due to providing long descriptions for non-text content that does not serve the same purpose or does not present the same information](#)

Captions (Prerecorded)

[1.2.2](#) Captions are provided for all prerecorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such. (Level A) [Understanding Success Criterion 1.2.2](#)

Sufficient Techniques for 1.2.2 - Captions (Prerecorded) (for the technologies you checked above)

1. [G93: Providing open \(always visible\) captions](#)
2. [G87: Providing closed captions](#) using any readily available media format that has a video player that supports closed captioning
3. [G87: Providing closed captions](#) using any of the technology-specific techniques below

Advisory Techniques for 1.2.2 - Captions (Prerecorded) (for the technologies you checked above)

- Providing a note saying "No sound is used in this clip" for video-only clips (future link)

Failures for SC 1.2.2 - Captions (Prerecorded) (for the technologies you checked above)

- [F8: Failure of Success Criterion 1.2.2 due to captions omitting some dialogue or important sound effects](#)
- [F75: Failure of Success Criterion 1.2.2 by providing synchronized media without captions when the synchronized media presents more information than is presented on the page](#)
- [F74: Failure of Success Criterion 1.2.2 and 1.2.8 due to not labeling a synchronized media alternative to text as an alternative](#)

Audio Description or Media Alternative (Prerecorded)

[1.2.3](#) 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. (Level A) [Understanding Success Criterion 1.2.3](#)

Sufficient Techniques for 1.2.3 - Audio Description or Media Alternative (Prerecorded) (for the technologies you checked above)

1. [G69: Providing an alternative for time based media](#) using one of the following techniques
 - [G58: Placing a link to the alternative for time-based media immediately next to the non-text content](#)
2. Linking to the alternative for time-based media using one of the following techniques
 - [H53: Using the body of the object element](#) (HTML)
3. [G78: Providing a second, user-selectable, audio track that includes audio descriptions](#)
4. [G173: Providing a version of a movie with audio descriptions](#) using one of the following:
 - Using any player that supports audio and video
5. [G8: Providing a movie with extended audio descriptions](#) using one of the following:
 - Using any player that supports audio and video

Advisory Techniques for 1.2.3 - Audio Description or Media Alternative (Prerecorded) (for the technologies you checked above)

Captions (Live)

1.2.4 Captions are provided for all live audio content in synchronized media. (Level AA)
[Understanding Success Criterion 1.2.4](#)

Sufficient Techniques for 1.2.4 - Captions (Live) (for the technologies you checked above)

1. [G9: Creating captions for live synchronized media](#) AND [G93: Providing open \(always visible\) captions](#)
2. [G9: Creating captions for live synchronized media](#) AND [G87: Providing closed captions](#) using any readily available media format that has a video player that supports closed captioning

Note: Captions may be generated using real-time text translation service.

Audio Description (Prerecorded)

1.2.5 Audio description is provided for all prerecorded video content in synchronized media. (Level AA)
[Understanding Success Criterion 1.2.5](#)

Sufficient Techniques for 1.2.5 - Audio Description (Prerecorded) (for the technologies you checked above)

1. [G78: Providing a second, user-selectable, audio track that includes audio descriptions](#)
2. [G173: Providing a version of a movie with audio descriptions](#) using one of the following:
 - Using any player that supports audio and video
3. [G8: Providing a movie with extended audio descriptions](#) using one of the following:
 - Using any player that supports audio and video

Advisory Techniques for 1.2.5 - Audio Description (Prerecorded) (for the technologies you checked above)

- Providing audio description for live synchronized media (future link)

Adaptable

Guideline 1.3 Create content that can be presented in different ways (for example simpler layout) without losing information or structure. [Understanding Guideline 1.3](#)

Info and Relationships

1.3.1 Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text. (Level A)
[Understanding Success Criterion 1.3.1](#)

Sufficient Techniques for 1.3.1 - Info and Relationships (for the technologies you checked above)

Situation A: The technology provides semantic structure to make information and relationships conveyed through presentation programmatically determinable:

1. [G115: Using semantic elements to mark up structure](#) AND [H49: Using semantic markup to mark emphasized or special text](#) (HTML)
2. [G117: Using text to convey information that is conveyed by variations in presentation of text](#)
3. [G140: Separating information and structure from presentation to enable different presentations](#)
4. Making information and relationships conveyed through presentation programmatically determinable using the following techniques:
 - [G138: Using semantic markup whenever color cues are used](#)
 - [H51: Using table markup to present tabular information](#) (HTML)
 - [PDF6: Using table elements for table markup in PDF Documents](#) (PDF)
 - [PDF20: Using Adobe Acrobat Pro's Table Editor to repair mistagged tables](#) (PDF)
 - [H39: Using caption elements to associate data table captions with data tables](#) (HTML)
 - [H73: Using the summary attribute of the table element to give an overview of data tables](#) (HTML)
 - [H63: Using the scope attribute to associate header cells and data cells in data tables](#) (HTML)
 - [H43: Using id and headers attributes to associate data cells with header cells in data tables](#) (HTML)
 - [H44: Using label elements to associate text labels with form controls](#) (HTML)
 - [H65: Using the title attribute to identify form controls when the label element cannot be used](#) (HTML)
 - [PDF10: Providing labels for interactive form controls in PDF documents](#) (PDF)
 - [PDF12: Providing name, role, value information for form fields in PDF documents](#) (PDF)
 - [H71: Providing a description for groups of form controls using fieldset and legend elements](#) (HTML)
 - [H85: Using OPTGROUP to group OPTION elements inside a SELECT](#) (HTML)
 - [H48: Using ol, ul and dl for lists or groups of links](#) (HTML)
 - [H42: Using h1-h6 to identify headings](#) (HTML)
 - [PDF9: Providing headings by marking content with heading tags in PDF documents](#) (PDF)
 - [SCR21: Using functions of the Document Object Model \(DOM\) to add content to a page](#) (Scripting)
 - [PDF11: Providing links and link text using the /Link structure element in PDF documents](#) (PDF)
 - [PDF17: Specifying consistent page numbering for PDF documents](#) (PDF)
 - [PDF21: Using List tags for lists in PDF documents](#) (PDF)

Situation B: The technology in use does NOT provide the semantic structure to make the information and relationships conveyed through presentation programmatically determinable:

1. [G117: Using text to convey information that is conveyed by variations in presentation of text](#)
2. Making information and relationships conveyed through presentation programmatically determinable or available in text using the following techniques:
 - [T1: Using standard text formatting conventions for paragraphs](#) (Text)
 - [T2: Using standard text formatting conventions for lists](#) (Text)
 - [T3: Using standard text formatting conventions for headings](#) (Text)

Advisory Techniques for 1.3.1 - Info and Relationships (for the technologies you checked above)

- [C22: Using CSS to control visual presentation of text](#) (CSS)
- Using CSS rather than tables for page layout (future link)
- [G162: Positioning labels to maximize predictability of relationships](#)
- Providing labels for all form controls that do not have implicit labels (future link)
- [G141: Organizing a page using headings](#)

Failures for SC 1.3.1 - Info and Relationships (for the technologies you checked above)

- [F2: Failure of Success Criterion 1.3.1 due to using changes in text presentation to convey information without using the appropriate markup or text](#)
- [F17: Failure of Success Criterion 1.3.1 and 4.1.1 due to insufficient information in DOM to determine one-to-one relationships \(e.g., between labels with same id\) in HTML](#)
- [F33: Failure of Success Criterion 1.3.1 and 1.3.2 due to using white space characters to create multiple columns in plain text content](#)
- [F34: Failure of Success Criterion 1.3.1 and 1.3.2 due to using white space characters to format tables in plain text content](#)
- [F42: Failure of Success Criterion 1.3.1 and 2.1.1 due to using scripting events to emulate links in a way that is not programmatically determinable](#)
- [F43: Failure of Success Criterion 1.3.1 due to using structural markup in a way that does not represent relationships in the content](#)
- [F46: Failure of Success Criterion 1.3.1 due to using th elements, caption elements, or non-empty summary attributes in layout tables](#)
- [F48: Failure of Success Criterion 1.3.1 due to using the pre element to markup tabular information](#)
- [F62: Failure of Success Criterion 1.3.1 and 4.1.1 due to insufficient information in DOM to determine specific relationships in XML](#)
- [F68: Failure of Success Criterion 1.3.1 and 4.1.2 due to the association of label and user interface controls not being programmatically determinable](#)
- [F87: Failure of Success Criterion 1.3.1 due to inserting non-decorative content by using :before and :after pseudo-elements and the 'content' property in CSS](#)

[top of page](#)

Meaningful Sequence

[1.3.2](#) When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined. (Level A) [Understanding Success Criterion 1.3.2](#)

Sufficient Techniques for 1.3.2 - Meaningful Sequence (for the technologies you checked above)

1. [G57: Ordering the content in a meaningful sequence](#) for all the content in the Web page
2. Marking sequences in the content as meaningful using one of the following techniques **AND** [G57: Ordering the content in a meaningful sequence](#) for those sequences
 - [H34: Using a Unicode right-to-left mark \(RLM\) or left-to-right mark \(LRM\) to mix text direction inline](#) (HTML)
 - [H56: Using the dir attribute on an inline element to resolve problems with nested directional runs](#) (HTML)
 - [C6: Positioning content based on structural markup](#) (CSS)
 - [C8: Using CSS letter-spacing to control spacing within a word](#) (CSS)
3. [C27: Making the DOM order match the visual order](#) (CSS)
4. [PDF3: Ensuring correct tab and reading order in PDF documents](#) (PDF)

Advisory Techniques for 1.3.2 - Meaningful Sequence (for the technologies you checked above)

- Using left-justified text for languages that are written left to right and right-justified text for languages that are written right-to-left (future link)
- Providing a link to linearized rendering (future link)
- Providing a style switcher between style sheets that affect presentation order (future link)

Failures for SC 1.3.2 - Meaningful Sequence (for the technologies you checked above)

- [F34: Failure of Success Criterion 1.3.1 and 1.3.2 due to using white space characters to format tables in plain text content](#)

- [F33: Failure of Success Criterion 1.3.1 and 1.3.2 due to using white space characters to create multiple columns in plain text content](#)
- [F32: Failure of Success Criterion 1.3.2 due to using white space characters to control spacing within a word](#)
- [F49: Failure of Success Criterion 1.3.2 due to using an HTML layout table that does not make sense when linearized](#)
- [F1: Failure of Success Criterion 1.3.2 due to changing the meaning of content by positioning information with CSS](#)

[top of page](#)

Sensory Characteristics

[1.3.3](#) Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, size, visual location, orientation, or sound. (Level A) [Understanding Success Criterion 1.3.3](#)

Note: For requirements related to color, refer to [Guideline 1.4](#).

Sufficient Techniques for 1.3.3 - Sensory Characteristics (for the technologies you checked above)

1. [G96: Providing textual identification of items that otherwise rely only on sensory information to be understood](#)

Advisory Techniques for 1.3.3 - Sensory Characteristics (for the technologies you checked above)

- Using an image with a text alternative for graphical symbols instead of a Unicode font glyph with the desired graphical appearance but different meaning (future link)

Failures for SC 1.3.3 - Sensory Characteristics (for the technologies you checked above)

- [F14: Failure of Success Criterion 1.3.3 due to identifying content only by its shape or location](#)
- [F26: Failure of Success Criterion 1.3.3 due to using a graphical symbol alone to convey information](#)

Distinguishable

[Guideline 1.4](#) Make it easier for users to see and hear content including separating foreground from background. [Understanding Guideline 1.4](#)

Advisory Techniques for Guideline 1.4

- Using readable fonts (future link)
- Making sure any text in images of text is at least 14 points and has good contrast (future link)
- Providing a highly visible highlighting mechanism for links or controls when they receive keyboard focus (future link)

[top of page](#)

Use of Color

[1.4.1](#) Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element. (Level A) [Understanding Success Criterion 1.4.1](#)

Note: This success criterion addresses color perception specifically. Other forms of perception are covered in [Guideline 1.3](#) including programmatic access to color and other visual presentation coding.

Sufficient Techniques for 1.4.1 - Use of Color (for the technologies you checked above)

Situation A: If the color of particular words, backgrounds, or other content is used to indicate information:

1. [G14: Ensuring that information conveyed by color differences is also available in text](#)
2. [H92: Including a text cue for colored form control labels](#) (HTML)
3. [G182: Ensuring that additional visual cues are available when text color differences are used to convey information](#)
4. [G183: Using a contrast ratio of 3:1 with surrounding text and providing additional visual cues on focus for links or controls where color alone is used to identify them](#)

Situation B: If color is used within an image to convey information:

1. [G111: Using color and pattern](#)
2. [G14: Ensuring that information conveyed by color differences is also available in text](#)

Advisory Techniques for 1.4.1 - Use of Color (for the technologies you checked above)

- Conveying information redundantly using color (future link)
- [C15: Using CSS to change the presentation of a user interface component when it receives focus](#) (CSS)

Failures for SC 1.4.1 - Use of Color (for the technologies you checked above)

- [F13: Failure of Success Criterion 1.1.1 and 1.4.1 due to having a text alternative that does not include information that is conveyed by color differences in the image](#)
- [F73: Failure of Success Criterion 1.4.1 due to creating links that are not visually evident without color vision](#)
- [F81: Failure of Success Criterion 1.4.1 due to identifying required or error fields using color differences only](#)

[top of page](#)

Audio Control

[1.4.2](#) 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. (Level A)
[Understanding Success Criterion 1.4.2](#)

Note: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether or not it is used to meet other success criteria) must meet this success criterion. See [Conformance Requirement 5: Non-Interference](#).

Sufficient Techniques for 1.4.2 - Audio Control (for the technologies you checked above)

1. [G60: Playing a sound that turns off automatically within three seconds](#)

2. [G170: Providing a control near the beginning of the Web page that turns off sounds that play automatically](#)
3. [G171: Playing sounds only on user request](#)

Advisory Techniques for 1.4.2 - Audio Control (for the technologies you checked above)

- Providing a site-wide preference to turn off audio in addition to providing a control near the top of the Web page that turns off sounds that play automatically (future link)

Failures for SC 1.4.2 - Audio Control (for the technologies you checked above)

- [F23: Failure of 1.4.2 due to playing a sound longer than 3 seconds where there is no mechanism to turn it off](#)

[top of page](#)

Contrast (Minimum)

[1.4.3](#) The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following: (Level AA) [Understanding Success Criterion 1.4.3](#)

- **Large Text:** Large-scale text and images of large-scale text have a contrast ratio of at least 3:1;
- **Incidental:** Text or images of text that are part of an inactive user interface component, that are pure decoration, that are not visible to anyone, or that are part of a picture that contains significant other visual content, have no contrast requirement.
- **Logotypes:** Text that is part of a logo or brand name has no minimum contrast requirement.

Sufficient Techniques for 1.4.3 - Contrast (Minimum) (for the technologies you checked above)

Situation A: text is less than 18 point if not bold and less than 14 point if bold

1. [G18: Ensuring that a contrast ratio of at least 4.5:1 exists between text \(and images of text\) and background behind the text](#)
2. [G148: Not specifying background color, not specifying text color, and not using technology features that change those defaults](#)
3. [G174: Providing a control with a sufficient contrast ratio that allows users to switch to a presentation that uses sufficient contrast](#)

Situation B: text is at least 18 point if not bold and at least 14 point if bold

1. [G145: Ensuring that a contrast ratio of at least 3:1 exists between text \(and images of text\) and background behind the text](#)
2. [G148: Not specifying background color, not specifying text color, and not using technology features that change those defaults](#)
3. [G174: Providing a control with a sufficient contrast ratio that allows users to switch to a presentation that uses sufficient contrast](#)

Advisory Techniques for 1.4.3 - Contrast (Minimum) (for the technologies you checked above)

- [G156: Using a technology that has commonly-available user agents that can change the foreground and background of blocks of text](#)
- Using a higher contrast value for text that is over a patterned background (future link)
- Using Unicode text and style sheets instead of images of text (future link)
- Using a higher contrast values for lines in diagrams (future link)
- Using greater contrast level for red-black text/background combinations (future link)

- Using colors that are composed predominantly of mid spectral components for the light and spectral extremes (blue and red wavelengths) for the dark
- Using a light pastel background rather than a white background behind black text to create sufficient but not extreme contrast (future link)
- Making icons using simple line drawings that meet the contrast provisions for text (future link)
- Providing sufficient color contrast in graphs and charts (future link)
- Using a 3:1 contrast ratio or higher as the default presentation (future link)
- Providing sufficient color contrast for empty text fields (future link)

Failures for SC 1.4.3 - Contrast (Minimum) (for the technologies you checked above)

- [F24: Failure of Success Criterion 1.4.3, 1.4.6 and 1.4.8 due to specifying foreground colors without specifying background colors or vice versa](#)
- [F83: Failure of Success Criterion 1.4.3 and 1.4.6 due to using background images that do not provide sufficient contrast with foreground text \(or images of text\)](#)

[top of page](#)

Resize text

[1.4.4](#) Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality. (Level AA)
[Understanding Success Criterion 1.4.4](#)

Sufficient Techniques for 1.4.4 - Resize text (for the technologies you checked above)

1. [G142: Using a technology that has commonly-available user agents that support zoom](#)
2. Ensuring that text containers resize when the text resizes **AND** using measurements that are relative to other measurements in the content by using one or more of the following techniques:
 - [C28: Specifying the size of text containers using em units](#) (CSS)
 - Techniques for relative measurements
 - [C12: Using percent for font sizes](#) (CSS)
 - [C13: Using named font sizes](#) (CSS)
 - [C14: Using em units for font sizes](#) (CSS)
 - Techniques for text container resizing
 - [SCR34: Calculating size and position in a way that scales with text size](#) (Scripting)
 - [G146: Using liquid layout](#)
3. [G178: Providing controls on the Web page that allow users to incrementally change the size of all text on the page up to 200 percent](#)
4. [G179: Ensuring that there is no loss of content or functionality when the text resizes and text containers do not change their width](#)

Advisory Techniques for 1.4.4 - Resize text (for the technologies you checked above)

- Providing large fonts by default (future link)
- Using page-percent for container sizes (future link)
- Avoiding scaling font sizes smaller than the user-agent default (future link)
 Note: The author won't actually know the font size, but should avoid percentage scaling that results in less than 100%
- Avoiding justified text (future link)
- Providing sufficient inter-line and inter-column spacing (future link)
- Providing different sizes for non-text content when it cannot have an equivalent accessible alternative (future link)
- Avoiding the use of text in raster images (future link)
- Using server-side scripts to resize images of text (future link)

- [C17: Scaling form elements which contain text](#) (CSS)
- Ensuring that text in raster images is at least 18pt (future link)
- Scaling text down to 50% (future link)
- [C20: Using relative measurements to set column widths so that lines can average 80 characters or less when the browser is resized](#) (CSS)
- [C22: Using CSS to control visual presentation of text](#) (CSS)
- Providing a mechanism to allow captions to be enlarged (future link)

Failures for SC 1.4.4 - Resize text (for the technologies you checked above)

- [F69: Failure of Success Criterion 1.4.4 when resizing visually rendered text up to 200 percent causes the text, image or controls to be clipped, truncated or obscured](#)
- [F80: Failure of Success Criterion 1.4.4 when text-based form controls do not resize when visually rendered text is resized up to 200%](#)

[top of page](#)

Images of Text

[1.4.5](#) 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: (Level AA)

[Understanding Success Criterion 1.4.5](#)

- **Customizable:** The image of text can be visually customized to the user's requirements;
- **Essential:** A particular presentation of text is essential to the information being conveyed.

Note: Logotypes (text that is part of a logo or brand name) are considered essential.

Sufficient Techniques for 1.4.5 - Images of Text (for the technologies you checked above)

1. [C22: Using CSS to control visual presentation of text](#) (CSS)
2. [C30: Using CSS to replace text with images of text and providing user interface controls to switch](#) (CSS)
3. [G140: Separating information and structure from presentation to enable different presentations](#)
4. [PDF7: Performing OCR on a scanned PDF document to provide actual text](#) (PDF)

Advisory Techniques for 1.4.5 - Images of Text (for the technologies you checked above)

General techniques for non-text content

1. Identifying informative non-text content (future link)

CSS Techniques

1. [C12: Using percent for font sizes](#) (CSS)
2. [C13: Using named font sizes](#) (CSS)
3. [C14: Using em units for font sizes](#) (CSS)
4. [C8: Using CSS letter-spacing to control spacing within a word](#) (CSS)
5. [C6: Positioning content based on structural markup](#) (CSS)
6. Avoid applying text styling to text characters within a word (future link)

Keyboard Accessible

[Guideline 2.1](#) Make all functionality available from a keyboard. [Understanding Guideline 2.1](#)

Keyboard

2.1.1 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. (Level A) [Understanding Success Criterion 2.1.1](#)

Note 1: This exception relates to the underlying function, not the input technique. For example, if using handwriting to enter text, the input technique (handwriting) requires path-dependent input but the underlying function (text input) does not.

Note 2: This does not forbid and should not discourage providing mouse input or other input methods in addition to keyboard operation.

Sufficient Techniques for 2.1.1 - Keyboard (for the technologies you checked above)

1. [G202: Ensuring keyboard control for all functionality](#)
2. Ensuring keyboard control by using one of the following techniques.
 - [H91: Using HTML form controls and links](#) (HTML)
 - [PDF3: Ensuring correct tab and reading order in PDF documents](#) (PDF)
 - [PDF11: Providing links and link text using the /Link structure element in PDF documents](#) (PDF)
 - [PDF23: Providing interactive form controls in PDF documents](#) (PDF)
3. [G90: Providing keyboard-triggered event handlers](#) using one of the following techniques:
 - [SCR20: Using both keyboard and other device-specific functions](#) (Scripting)
 - [SCR35: Making actions keyboard accessible by using the onclick event of anchors and buttons](#) (Scripting)
 - [SCR2: Using redundant keyboard and mouse event handlers](#) (Scripting)

Advisory Techniques for 2.1.1 - Keyboard (for the technologies you checked above)

- Using XHTML role, state, and value attributes if repurposing static elements as interactive user interface components (future link) AND [SCR29: Adding keyboard-accessible actions to static HTML elements](#) (Scripting)
- Providing keyboard shortcuts to important links and form controls (future link)
- Using unique letter combinations to begin each item of a list (future link)
- Choosing the most abstract event handler (future link) (Scripting)
- Using the onactivate event (future link) (Scripting)
- Avoiding use of common user-agent keyboard commands for other purposes (future link)

Failures for SC 2.1.1 - Keyboard (for the technologies you checked above)

- [F54: Failure of Success Criterion 2.1.1 due to using only pointing-device-specific event handlers \(including gesture\) for a function](#)
- [F55: Failure of Success Criteria 2.1.1, 2.4.7, and 3.2.1 due to using script to remove focus when focus is received](#)
- [F42: Failure of Success Criterion 1.3.1 and 2.1.1 due to using scripting events to emulate links in a way that is not programmatically determinable](#)

No Keyboard Trap

[2.1.2](#) 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. (Level A)

[Understanding Success Criterion 2.1.2](#)

Note: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether it is used to meet other success criteria or not) must meet this success criterion. See [Conformance Requirement 5: Non-Interference](#).

Sufficient Techniques for 2.1.2 - No Keyboard Trap (for the technologies you checked above)

1. [G21: Ensuring that users are not trapped in content](#)

Failures for SC 2.1.2 - No Keyboard Trap (for the technologies you checked above)

- [F10: Failure of Success Criterion 2.1.2 and Conformance Requirement 5 due to combining multiple content formats in a way that traps users inside one format type](#)

Enough Time

[Guideline 2.2](#) Provide users enough time to read and use content. [Understanding Guideline 2.2](#)

[top of page](#)

Timing Adjustable

[2.2.1](#) For each time limit that is set by the content, at least one of the following is true: (Level A) [Understanding Success Criterion 2.2.1](#)

- **Turn off:** The user is allowed to turn off the time limit before encountering it; or
- **Adjust:** The user is allowed to adjust the time limit before encountering it over a wide range that is at least ten times the length of the default setting; or
- **Extend:** The user is warned before time expires and given at least 20 seconds to extend the time limit with a simple action (for example, "press the space bar"), and the user is allowed to extend the time limit at least ten times; or
- **Real-time Exception:** The time limit is a required part of a real-time event (for example, an auction), and no alternative to the time limit is possible; or
- **Essential Exception:** The time limit is **essential** and extending it would invalidate the activity; or
- **20 Hour Exception:** The time limit is longer than 20 hours.

Note: This success criterion helps ensure that users can complete tasks without unexpected changes in content or context that are a result of a time limit. This success criterion should be considered in conjunction with [Success Criterion 3.2.1](#), which puts limits on changes of content or context as a result of user action.

Sufficient Techniques for 2.2.1 - Timing Adjustable (for the technologies you checked above)

Situation A: If there are session time limits:

1. [G133: Providing a checkbox on the first page of a multipart form that allows users to ask for longer session time limit or no session time limit](#)

2. [G198: Providing a way for the user to turn the time limit off](#)

Situation B: If a time limit is controlled by a script on the page:

1. [G198: Providing a way for the user to turn the time limit off](#)
2. [G180: Providing the user with a means to set the time limit to 10 times the default time limit](#)
3. [SCR16: Providing a script that warns the user a time limit is about to expire](#) (Scripting) **AND** [SCR1: Allowing the user to extend the default time limit](#) (Scripting)

Situation C: If there are time limits on reading:

1. [G4: Allowing the content to be paused and restarted from where it was paused](#)
2. [G198: Providing a way for the user to turn the time limit off](#)
3. [SCR33: Using script to scroll content, and providing a mechanism to pause it](#) (Scripting)
4. [SCR36: Providing a mechanism to allow users to display moving, scrolling, or auto-updating text in a static window or area](#) (Scripting)

Advisory Techniques for 2.2.1 - Timing Adjustable (for the technologies you checked above)

- Using a script to poll the server and notify a user if a time limit is present (future link) (Scripting)
- Using sounds to focus user's attention (future link)

Failures for SC 2.2.1 - Timing Adjustable (for the technologies you checked above)

- [F40: Failure of Success Criterion 2.2.1 and 2.2.4 due to using meta redirect with a time limit](#)
- [F41: Failure of Success Criterion 2.2.1, 2.2.4, and 3.2.5 due to using meta refresh with a time-out](#)
- [F58: Failure of Success Criterion 2.2.1 due to using server-side techniques to automatically redirect pages after a time-out](#)

[top of page](#)

Pause, Stop, Hide

[2.2.2](#) For moving, blinking, scrolling, or auto-updating information, all of the following are true: (*Level A*) [Understanding Success Criterion 2.2.2](#)

- **Moving, blinking, scrolling:** For any moving, blinking or scrolling information that (1) starts automatically, (2) lasts more than five seconds, and (3) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is essential; and
- **Auto-updating:** For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it or to control the frequency of the update unless the auto-updating is part of an activity where it is essential.

Note 1: For requirements related to flickering or flashing content, refer to [Guideline 2.3](#).

Note 2: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether it is used to meet other success criteria or not) must meet this success criterion. See [Conformance Requirement 5: Non-Interference](#).

Note 3: Content that is updated periodically by software or that is streamed to the user agent is not required to preserve or present information that is generated or received between the initiation of the pause and resuming presentation, as this may not be technically possible, and in many situations could be misleading to do so.

Note 4: An animation that occurs as part of a preload phase or similar situation can be considered essential if interaction cannot occur during that phase for all users and if not

indicating progress could confuse users or cause them to think that content was frozen or broken.

Sufficient Techniques for 2.2.2 - Pause, Stop, Hide (for the technologies you checked above)

1. [G4: Allowing the content to be paused and restarted from where it was paused](#)
2. [SCR33: Using script to scroll content, and providing a mechanism to pause it](#) (Scripting)
3. [G11: Creating content that blinks for less than 5 seconds](#)
4. [G187: Using a technology to include blinking content that can be turned off via the user agent](#)
5. [G152: Setting animated gif images to stop blinking after n cycles \(within 5 seconds\)](#)
6. [SCR22: Using scripts to control blinking and stop it in five seconds or less](#) (Scripting)
7. [G186: Using a control in the Web page that stops moving, blinking, or auto-updating content](#)
8. [G191: Providing a link, button, or other mechanism that reloads the page without any blinking content](#)

Advisory Techniques for 2.2.2 - Pause, Stop, Hide (for the technologies you checked above)

- Providing a mechanism to stop all content that blinks within a Web page (future link)
- Providing the user with a means to stop moving content even if it stops automatically within 5 seconds (future link)

Failures for SC 2.2.2 - Pause, Stop, Hide (for the technologies you checked above)

- [F16: Failure of Success Criterion 2.2.2 due to including scrolling content where movement is not essential to the activity without also including a mechanism to pause and restart the content](#)
- [F47: Failure of Success Criterion 2.2.2 due to using the blink element](#)
- [F4: Failure of Success Criterion 2.2.2 due to using text-decoration:blink without a mechanism to stop it in less than five seconds](#)
- [F50: Failure of Success Criterion 2.2.2 due to a script that causes a blink effect without a mechanism to stop the blinking at 5 seconds or less](#)
- [F7: Failure of Success Criterion 2.2.2 due to an object or applet, such as Java or Flash, that has blinking content without a mechanism to pause the content that blinks for more than five seconds](#)

Seizures

[Guideline 2.3](#) Do not design content in a way that is known to cause seizures. [Understanding Guideline 2.3](#)

Advisory Techniques for Guideline 2.3

- Ensuring that content does not violate spatial pattern thresholds (future link)

[top of page](#)

Three Flashes or Below Threshold

[2.3.1](#) 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. *(Level A)*

[Understanding Success Criterion 2.3.1](#)

Note: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether it is used to

meet other success criteria or not) must meet this success criterion. See [Conformance Requirement 5: Non-Interference](#).

Sufficient Techniques for 2.3.1 - Three Flashes or Below Threshold (for the technologies you checked above)

1. [G19: Ensuring that no component of the content flashes more than three times in any 1-second period](#)
2. [G176: Keeping the flashing area small enough](#)
3. [G15: Using a tool to ensure that content does not violate the general flash threshold or red flash threshold](#)

Advisory Techniques for 2.3.1 - Three Flashes or Below Threshold (for the technologies you checked above)

- Reducing contrast for any flashing content (future link)
- Avoiding fully saturated reds for any flashing content (future link)
- Reducing the number of flashes even if they do not violate thresholds (future link)
- Providing a mechanism to suppress any flashing content before it begins (future link)
- Slowing down live material to avoid rapid flashes (as in flashbulbs) (future link)
- Freezing the image momentarily if 3 flashes within one second are detected (future link)
- Dropping the contrast ratio if 3 flashes within one second are detected (future link)
- Allowing users to set a custom flash rate limit (future link)

Navigable

[Guideline 2.4](#) Provide ways to help users navigate, find content, and determine where they are. [Understanding Guideline 2.4](#)

Advisory Techniques for Guideline 2.4

- Limiting the number of links per page (future link)
- Providing mechanisms to navigate to different sections of the content of a Web page (future link)
- Making links visually distinct (future link)
- Highlighting search terms (future link)

[top of page](#)

Bypass Blocks

[2.4.1](#) A mechanism is available to bypass blocks of content that are repeated on multiple Web pages. (Level A) [Understanding Success Criterion 2.4.1](#)

Sufficient Techniques for 2.4.1 - Bypass Blocks (for the technologies you checked above)

1. Creating links to skip blocks of repeated material using one of the following techniques:
 - [G1: Adding a link at the top of each page that goes directly to the main content area](#)
 - [G123: Adding a link at the beginning of a block of repeated content to go to the end of the block](#)
 - [G124: Adding links at the top of the page to each area of the content](#)
2. Grouping blocks of repeated material in a way that can be skipped, using one of the following techniques:

- [H69: Providing heading elements at the beginning of each section of content](#) (HTML)
- [PDF9: Providing headings by marking content with heading tags in PDF documents](#) (PDF)
- [H50: Using map to group links](#) (HTML)
- [H70: Using frame elements to group blocks of repeated material](#) (HTML) **AND** [H64: Using the title attribute of the frame and iframe elements](#) (HTML)
- [SCR28: Using an expandable and collapsible menu to bypass block of content](#) (Scripting)

Advisory Techniques for 2.4.1 - Bypass Blocks (for the technologies you checked above)

- Providing keyboard access to important links and form controls (future link)
- Providing skip links to enhance page navigation (future link)
- Providing access keys (future link)
- Using accessibility supported technologies which allow structured navigation by user agents and assistive technologies (future link)
- [C6: Positioning content based on structural markup](#) (CSS)

[top of page](#)

Page Titled

[2.4.2](#) Web pages have titles that describe topic or purpose. (Level A) [Understanding Success Criterion 2.4.2](#)

Sufficient Techniques for 2.4.2 - Page Titled (for the technologies you checked above)

1. [G88: Providing descriptive titles for Web pages](#) **AND** associating a title with a Web page using one of the following techniques:
 - [H25: Providing a title using the title element](#) (HTML)
 - [PDF18: Specifying the document title using the Title entry in the document information dictionary of a PDF document](#) (PDF)

Advisory Techniques for 2.4.2 - Page Titled (for the technologies you checked above)

- [G127: Identifying a Web page's relationship to a larger collection of Web pages](#)
- Identifying the subject of the Web page (future link)
- Providing a meaningful name for identifying frames (future link)
- Using unique titles for Web pages (future link)
- Providing a descriptive top-level page heading (future link)

Failures for SC 2.4.2 - Page Titled (for the technologies you checked above)

- [F25: Failure of Success Criterion 2.4.2 due to the title of a Web page not identifying the contents](#)

[top of page](#)

Focus Order

[2.4.3](#) 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. (Level A) [Understanding Success Criterion 2.4.3](#)

Sufficient Techniques for 2.4.3 - Focus Order (for the technologies you checked above)

1. [G59: Placing the interactive elements in an order that follows sequences and relationships within the content](#)
2. Giving focus to elements in an order that follows sequences and relationships within the content using one of the following techniques:
 - [H4: Creating a logical tab order through links, form controls, and objects](#) (HTML)
 - [C27: Making the DOM order match the visual order](#) (CSS)
 - [PDF3: Ensuring correct tab and reading order in PDF documents](#) (PDF)
3. Changing a Web page dynamically using one of the following techniques:
 - [SCR26: Inserting dynamic content into the Document Object Model immediately following its trigger element](#) (Scripting)
 - [SCR37: Creating Custom Dialogs in a Device Independent Way](#) (Scripting)
 - [SCR27: Reordering page sections using the Document Object Model](#) (Scripting)

Advisory Techniques for 2.4.3 - Focus Order (for the technologies you checked above)

- Providing a highly visible highlighting mechanism for links or controls when they receive keyboard focus (future link)
- Creating alternative presentation orders (future link)

Failures for SC 2.4.3 - Focus Order (for the technologies you checked above)

- [F44: Failure of Success Criterion 2.4.3 due to using tabindex to create a tab order that does not preserve meaning and operability](#)
- [F85: Failure of Success Criterion 2.4.3 due to using dialogs or menus that are not adjacent to their trigger control in the sequential navigation order](#)

[top of page](#)

Link Purpose (In Context)

[2.4.4](#) 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. (Level A) [Understanding Success Criterion 2.4.4](#)

Sufficient Techniques for 2.4.4 - Link Purpose (In Context) (for the technologies you checked above)

1. [G91: Providing link text that describes the purpose of a link](#)
2. [H30: Providing link text that describes the purpose of a link for anchor elements](#) (HTML)
3. [H24: Providing text alternatives for the area elements of image maps](#) (HTML)
4. Allowing the user to choose short or long link text using one of the techniques below:
 - [G189: Providing a control near the beginning of the Web page that changes the link text](#)
 - [SCR30: Using scripts to change the link text](#) (Scripting)
5. [G53: Identifying the purpose of a link using link text combined with the text of the enclosing sentence](#)
6. Providing a supplemental description of the purpose of a link using one of the following techniques:
 - [H33: Supplementing link text with the title attribute](#) (HTML)
 - [C7: Using CSS to hide a portion of the link text](#) (CSS)
7. Identifying the purpose of a link using link text combined with programmatically determined link context using one of the following techniques:
 - [H77: Identifying the purpose of a link using link text combined with its enclosing list item](#) (HTML)
 - [H78: Identifying the purpose of a link using link text combined with its enclosing paragraph](#) (HTML)

- [H79: Identifying the purpose of a link using link text combined with its enclosing table cell and associated table headings](#) (HTML)
 - [H80: Identifying the purpose of a link using link text combined with the preceding heading element](#) (HTML)
 - [H81: Identifying the purpose of a link in a nested list using link text combined with the parent list item under which the list is nested](#) (HTML)
8. [G91: Providing link text that describes the purpose of a link](#) **AND** Semantically indicating links using one of the following techniques:
- [PDF11: Providing links and link text using the /Link structure element in PDF documents](#) (PDF)
 - [PDF13: Providing replacement text using the /Alt entry for links in PDF documents](#) (PDF)

Advisory Techniques for 2.4.4 - Link Purpose (In Context) (for the technologies you checked above)

- [H2: Combining adjacent image and text links for the same resource](#) (HTML)

Failures for SC 2.4.4 - Link Purpose (In Context) (for the technologies you checked above)

- [F63: Failure of Success Criterion 2.4.4 due to providing link context only in content that is not related to the link](#)
- [F89: Failure of Success Criteria 2.4.4, 2.4.9 and 4.1.2 due to using null alt on an image where the image is the only content in a link](#)

[top of page](#)

Multiple Ways

[2.4.5](#) 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. (Level AA)

[Understanding Success Criterion 2.4.5](#)

Sufficient Techniques for 2.4.5 - Multiple Ways (for the technologies you checked above)

1. Using two or more of the following techniques:
 - [G125: Providing links to navigate to related Web pages](#)
 - [G64: Providing a Table of Contents](#)
 - [PDF2: Creating bookmarks in PDF documents](#) (PDF)
 - [G63: Providing a site map](#)
 - [G161: Providing a search function to help users find content](#)
 - [G126: Providing a list of links to all other Web pages](#)
 - [G185: Linking to all of the pages on the site from the home page](#)

Advisory Techniques for 2.4.5 - Multiple Ways (for the technologies you checked above)

- [H59: Using the link element and navigation tools](#) (HTML)
- Including information about presentation modes in tables of contents and concept maps (future link)

[top of page](#)

Headings and Labels

[2.4.6](#) Headings and labels describe topic or purpose. (Level AA) [Understanding Success Criterion 2.4.6](#)

Sufficient Techniques for 2.4.6 - Headings and Labels (for the technologies you checked above)

1. [G130: Providing descriptive headings](#)
2. [G131: Providing descriptive labels](#)

Note: Headings and labels must be programmatically determined, per [Success Criterion 1.3.1](#).

Advisory Techniques for 2.4.6 - Headings and Labels (for the technologies you checked above)

- Using unique section headings in a Web Page (future link)
- Starting section headings with unique information (future link)

[top of page](#)

Focus Visible

[2.4.7](#) Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible. (Level AA) [Understanding Success Criterion 2.4.7](#)

Sufficient Techniques for 2.4.7 - Focus Visible (for the technologies you checked above)

1. [G149: Using user interface components that are highlighted by the user agent when they receive focus](#)
2. [C15: Using CSS to change the presentation of a user interface component when it receives focus \(CSS\)](#)
3. [G165: Using the default focus indicator for the platform so that high visibility default focus indicators will carry over](#)
4. [G195: Using an author-supplied, highly visible focus indicator](#)
5. [SCR31: Using script to change the background color or border of the element with focus](#) (Scripting)

Advisory Techniques for 2.4.7 - Focus Visible (for the technologies you checked above)

- Highlighting a link or control when the mouse hovers over it (future link)
- Providing a highly visible highlighting mechanism for links or controls when they receive keyboard focus (future link)