Success Criterion	Technique	PR	Type	Status (Dev/Approvals/Published)	Needs?	Priority (HTML)	Assigned to	Notes
1.3.4 Orientation (AA)								
	G214: Using a control to allow access to content in different orientations which is otherwise restrict	794	S	Published		H	Andrew	
	F97: Failure due to locking the orientation to landscape or portrait view		F	Published				
	F100: Failure of Success Criterion 1.3.4 due to showing a message asking to reorient device	790	F	Published		M	Jake	
	EXIF photo display orientation on embedded images on a page (potentially image-orientation css solution?)		A			L		Orientation instructions: EXIF data may also include instructions telling browsers how to orient the image, but if the image is already embedded directly into the website, then these instructions only come into play if users directly visit the image's URL. Therefore, it's not really needed. see also https://www.lifewire.com/why-is-my-picture-turned-sideways-1701398
1.3.5 Identify Input Purpose (AA)								
	H98: Using HTML 5.2 autocomplete attributes		S	Published		H		
	Failure: Using incorrect autocomplete values for user input fields		F				Marc J	
	Failure: Using autocomplete attribute on input fields not about the user		F				John Foliot	
	Failure: Using autocomplete for non-user specific examples			Rejected, not supported by the SC text		JF	Not sure if it would align with HTML5.x specs, need to check this first.
	Using specific HTML5 input types on a login form (email, password - needs to be very simple)			Rejected		H	David	
1.3.6 Identify Purpose (AAA)								
	ARIA11: Using ARIA landmarks to identify regions of a page AND		S	Published				
	Provide semantics that enables for symbols on key content (COGA Techniques 4.2) AND		S					
	Using microdata to markup user interface components (future link)		S					
	Using HTML 5.2 autocomplete attributes		S					
	Using personalization semantics for controls / Using aui- semantics for controls (Assigned to TBC)		A?					
	Enable user agents to find the version of the content that best fits their needs.		A					
	Using semantics to identify important features (coga-simplification="simplest").		A					
	Marking up icons (Assigned to TBC)							
	Using HTML 5 landmarks (Jake)							
1.4.10 Reflow (AA)								
	C32: Using media queries and grid CSS to reflow columns		S	Published				
	C31: Using CSS Flexbox to reflow content		S	Published				
	SCR34: Calculating size and position in a way that scales with text size		S	Published				
	G206: Providing options within the content to switch to a layout that does not require the user to scroll horiz		S	Published				
	C38: Using CSS width, max-width and flexbox to fit labels and inputs		S	Published				
	C33: Allowing for Reflow with Long URLs and Strings of Text		S	Published				
	Using flexible text input form control (Assigned to Jake Abma => needs some explanation...)		S			H	Jake	
	Using CSS pre-wrap so that code examples in pre reflow		S					
	F102: Failure of Success Criterion 1.4.10 due to content disappearing and not being available when content		F	Published				
	@@ Using fixed sized containers and fixed position content (CSS)		F					
	Failure due to using the order and reverse properties in Flexbox to resequence content logic: See https://gitl		F					
	Failure due to content disappearing and not being available when content has reflowed		F				Detlev	
	Failure due to removing content during reflow without providing a mechanism to access it.		F				Rachael	
	CSS, Fitting images to the viewport;		A	Published			Jake	
	C34: Using media queries to un-fixing sticky headers / footers		A	Published				
	C37: Using CSS max-width and height to fit images		A	Published				
	CSS, Reflowing simple data tables.		A			L		Unsure if this is possible without creating other issues.
	CSS, Fitting data cells within the width of the viewport.		A			L		
	Mechanism to switch to a small-screen (320px wide) view at any time		A					
1.4.11 Non-Text Contrast (AA)								
	G195: Using an author-supplied, highly visible focus indicator		S	Published				
	G207: Ensuring that a contrast ratio of 3:1 is provided for icons		S	Published		H	Alastair	
	G209: Provide sufficient contrast at the boundaries between adjoining colors		S	Published		H	Rachael	
	C40: Creating a two-color focus indicator to ensure sufficient contrast with all components		S	Published		M	David	
	G174: Providing a control with a sufficient contrast ratio that allows users to switch to a presentation that us		S	Published				
	Changing the shape of component with a contrasting focus indicator		S	Defer to 2.2 (Not applicable)			Alastair	
	Include labels and values with graphics conveying data (TBD)		S			M		Could use content from similar one: https://www.w3.org/TR/WCAG20-TECHS/G205.html
	Providing a visible text alternative to a graphic		S			M		
	Providing a visual text alternative to graphical information (TBD)		S			L		
	F78: Failure of Success Criterion 2.4.7 due to styling element outlines and borders in a way that removes or		F	Published				
	G183: Using a contrast ratio of 3:1 with surrounding text and providing additional visual cues on focus for lin		A	Published				
1.4.12 Text Spacing (AA)								
	C36: Allowing for text spacing override		S	Published				
	C35: Allowing for text spacing without wrapping		S	Published				
	Failure of Success Criterion 1.4.12 due to preventing spacing override.		F				David MacDonald	
	Losing content when text styles are modified. (box doesn't resize)		F	Published		H	David MacDonald	
	C8: Using CSS letter-spacing to control spacing within a word		A	Published				
	C21: Specifying line spacing in CSS		A	Published				
	C28: Specifying the size of text containers using em units		A	Published				
1.4.13 Content on Hover or Focus (AA)								
	SCR39: Making content on focus or hover hoverable, dismissable, and persistent	543	S	Published		H	Detlev	Needs improved example
	Make content on Hover or Focus dismissable via a keyboard shortcut (not sufficient on its own!!)		S			M		
	F95: Failure of Success Criterion 1.4.13 due to content shown on hover not being hoverable		F	Published				
	Failure of content on hover or focus due to content not being dismissible	450	F			M	Detlev	
2.1.4 Character Key Shortcuts (A)								
	G217: Providing a mechanism to allow users to remap or turn off character key shortcuts		S	Published				Added this to sheet, as it seemed to be missing
	A mechanism is provided to allow users to change character-key shortcuts. The remapping mechanism inclu		S	Drafted	new title	H	MATF	
	Users have a way to turn off single-key shortcuts		S			L		
	F99: Failure of Success Criteria 2.1.4 due to implementing character key shortcuts that cannot be turned off		F	Published		H	Detlev	
2.2.6 Timeouts (AAA)								
	Setting a session timeout to occur following at least 20 hours of inactivity.		S				Glenda	
	Store user data for more than 20 hours.		S					
	Provide a warning of the duration of user inactivity at the start of a process.		S				Katie H-S / Glenda	
	Not Providing and Warning and not storing the data for 20 hours		F				Glenda	
2.3.3 Animation from Interactions (AAA)								
	C39: Using the CSS reduce-motion query to prevent motion		S	Published				
	Not respecting a user preference for reduced motion		F					
2.4.3 Focus Order								
	Focussed elements disappearing under sticky headers/footers: Focusable items must be visible on the screen; failure or sufficient : technique for focus.		S				MATF	
	Focus management when zooming / rotating / deleting elements: When focused content is collapsed or deleted, the focus is reset to a related component, e.g. the focus is on a menu item; when the menu collapses to a hamburger menu due to zooming, the focus is reset to the hamburger menu item		S				MATF	
2.5.1 Pointer Gestures (A)								
	G215: Providing controls to achieve the same result as path based or multipoint gestures	760	S	Published	link	H	Alastair	
	G216: Providing single point activation for a control slider	760	S	Published			Detlev / Patrick	
	Not relying on path or multipoint gestures for operation	793	S	ready to survey			Detlev	This is NOT a failure technique, as written
	Providing single-point activation for spatial positioning and manipulation		S	may be ready				
	Functionality can be operated by pointer input but not with single-point activation alone		F					
	Authentication using a multipoint gesture (e.g., draw a spiral)		F					
	Function requires a multipoint gesture with no alternative (e.g. pinch to zoom map)		F	Ready to survey			Detlev	
								Detlev (Example Patrick)	
2.5.2 Pointer Cancellation (A)								
	G212: Using native controls to ensure functionality is triggered on the up-event	728	S	Published			David MacD	
	G210: Ensuring that drag-and-drop gestures can be cancelled		S	Published			Detlev	
	Triggering touch events only when touch is removed from a control.		S	Drafted			Marc	M029
	Allowing undo on an action for a control that is activated on the up-event		S				Andrew	
	Not triggering activation events when touch is removed from a control		S				David	David said on March 11 that this one would be easy! :)
	F101: Failure of Success Criterion 2.5.2 due to activating a control on the down-event		F	Published			David	FM001
	Failure of SC 2.5.2 due to activating a button on initial touch location rather than the final touch location.		F	Drafted			David	
2.5.3 Label in Name (A)								
	G208: Including the text of the visible label as part of the accessible name		S	Published		H	Mike Gower	originally assigned in MATF
	G211: Matching the accessible name to the visible label		S	Published		M	Mike Gower	
	Using ARIA to match the accessible name to the visible label		S	Drafted			Mike Gower	awaiting supporting research
	Failure due to accessible name not containing the visible label text		F			H	Detlev	
	G162: Positioning labels to maximize predictability of relationships		A	Published				
2.5.4 Motion Actuation (A)								
	G213: Provide conventional controls and an application setting for motion activated input		S	Published		H	Rachael	Michael G & Detlev thought it should be split, but that's the opposite of what people said at CSUN.
	Ready to go? AWK check		F	Drafted		H	Rachael	
		Failure due to content functionality that can only be activated via input from devicemotion events							
2.5.5 Target Size (AAA)								
	Ensuring that touch targets are at least 44 by 44 CSS pixels.		S				Jake	March 11
	Providing a mechanism to change the size of the target independent of magnification.		S					
	Failure of success criterion 2.5.5 due to target size of a paragraph that is also a link being less than 44 x 44		F	Not a failure?				
	Failure of success criterion 2.5.5 due to target size being less than 44 by 44 CSS pixels.		F				Jake	
	Ensuring inline links provide sufficiently large activation target.		A					
2.5.6 Concurrent Input Mechanisms (AAA)								
	Only using high-level, input-agnostic event handlers (focus, blur, click) in Javascript (operating systems/UAs		S				Patrick	Ping Patrick
	Registering event handlers for keyboard/keyboard-like and pointer inputs simultaneously in Javascript (see		S				Patrick	
	F98: Failure due to interactions being limited to touch-only on touchscreen devices		F	Published			Patrick	
	Restricting event handlers based on the presence of a detected input mechanism.		F				Patrick	
	Using CSS Media Queries Level 4 Interaction Media Features to determine what the UA deems to be the "p		F				Patrick	
3.3.1 Error Message (AAA)								
	?	G139: Creating a mechanism that allows users to jump to errors		S	Published	Remove?			
	G85: Providing a text description when user input falls outside the required format or values		S	Published				
	G84: Providing a text description when the user provides information that is not in the list of allowed values		S	Published				May need new parenthetical text "(Sufficient using a more specific technique)"
	G83: Providing text descriptions to identify required fields that were not completed		S	Published				
	G199: Providing success feedback when data is submitted successfully		S	Published				
	G194: Providing spell checking and suggestions for text input		S	Published				
	G193: Providing help by an assistant in the Web page		S	Published				
	G177: Providing suggested correction text		S	Published				
	ARIA23: Using role=log to identify sequential information updates		S	Published				
	ARIA22: Using role=status to present status messages in combination with any of the following:		S	Published				
	ARIA19: Using ARIA role=alert or Live Regions to Identify Errors in combination with any of the following:		S	Published				
	Using role="progressbar" (future link)		S			L		
	Providing status messages that cannot be programmatically determined through role or properties		F	Submitted			Mike Gower	https://github.com/w3c/wcag/pull/853
	Using a visibilitychange event to hide or display a document when switching the document's live regions b		F	Retired		M	Mike Gower	not an appropriate event
	Using role="alert" or aria-live="assertive" on content which is not important and time-sensitive (future link)		F	Dev		M	Mike Gower	submitted draft, but likely should not proceed
	SCR14: Using scripts to make nonessential alerts optional		A	Published				
	ARIA18: Using aria-alertdialog to Identify Errors		A	Published				
	Using role="timer" (future link)		A			L		
	Using role="marquee" (future link)		A			L		
	Using aria-live regions with chat clients (future link)		A					
	Using aria-live regions to support 1.4.13 Content on Hover or Focus (future link)		A					
	Support personalization by providing an option for users to set a preference on live content: SCR14: Using s		A					
Misc								
	Following APG keyboard interaction documentation meets 2.1.1		S					

removed from 1.3.4	Use of the flexible box model to change the meaningful sequence order of content to match the visual order in different orientations.				
removed from 1.3.4	Failure due to functionality that is only available in one orientation				
removed from 1.3.4	Setting the orientation to allow both landscape and portrait				
removed from 1.3.6	Use of aria-invalid and aria-required.				
removed from reflow	Failure due to using a font of 16 px that does not wrap				
removed from reflow	Allowing for Reflow				
removed from graphical contras	Using sufficient contrast for images that convey information (Draft)				
removed from hoverable	ARIA: Using role="tooltip" (not sufficient on its own!!)				
removed from hoverable	CSS: Using hover and focus pseudo classes (not sufficient on its own!!)				
removed from hoverable	Make content on Hover or Focus hoverable (not sufficient on its own!!)				
removed from hoverable	Failure to meet by content on hover or focus not remaining visible until dismissed or invalid (put on backburner)				
removed from pointer cancelatic	M029(wiki) Touch events are only triggered when touch is removed from a control				
removed from 2.5.3	If an icon has no accompanying text, consider using its hover text as its accessible name				
removed from 2.5.3	Accessible name does not contain the visible label text				
removed from 2.5.3	Accessible name contains the visible label text, but the words of the visible label are not in the same order as they are in the visible label text				
removed from 2.5.3	Accessible name contains the visible label text, but one or more other words is interspersed in the label				
	Providing single-point activation for spatial positioning and manipuation				
	Ensuring that multi-point and path-based gesture functionality can be operated with a single pointer				
Motion activation	Not relying on path-based gestures				
	Supporting system level features which allow the user to disable motion actuation				
removed from 4.1.3	Using role="progressbar" (future link)				
removed from 4.1.3	Using role="marquee" (future link)				
removed from 4.1.3	Using role="timer" (future link)				
New SC needed					
The case where a page has content and functionality missing in one view that is available in the other.					

	Priority		Sufficient Techniques		Advisory Techniques		Failures	
			Approved	Drafted	Approved	Drafted	Approved	Drafted
1.3.4 Orientation (AA)	Done		1	0	0	0	2	0
https://www.w3.org/WAI/WCAG21/Understanding/orientation.html								
1.3.5 Identify Input Purpose (AA)	Medium		1	0	0	0	0	2
https://www.w3.org/WAI/WCAG21/Understanding/identify-input-purpose.html								
1.3.6 Identify Purpose (AAA)	Low		1	0	0	0	0	0
https://www.w3.org/WAI/WCAG21/Understanding/identify-purpose.html								
1.4.10 Reflow (AA)	Done		7	0	3	0	1	0
https://www.w3.org/WAI/WCAG21/Understanding/reflow.html#techniques								
1.4.11 Non-text contrast (AA)	Done		5	1	1	0	1	0
https://www.w3.org/WAI/WCAG21/Understanding/non-text-contrast.html#techniques								
1.4.12 Text Spacing (AA)	Done		2	0	3	0	1	1
https://www.w3.org/WAI/WCAG21/Understanding/text-spacing#techniques								
1.4.13 Content on Hover or Focus (AA)	Done		1	0	0	0	1	0
https://www.w3.org/WAI/WCAG21/Understanding/content-on-hover-or-focus.html#techniques								
2.1.4 Character Key Shortcuts (A)	Done		1	0	0	0	1	0
https://www.w3.org/WAI/WCAG21/Understanding/character-key-shortcuts.html#techniques								
2.2.6 Timeouts (AAA)	Medium		0	3	0	0	0	1
https://www.w3.org/WAI/WCAG21/Understanding/timeouts.html#techniques								
2.3.3 Animation from Interactions (AAA)	Low		1	0	0	0	0	1
https://www.w3.org/WAI/WCAG21/Understanding/animation-from-interactions.html#techniques								
2.5.1 Pointer Gestures (A)	Done		2	0	0	0	1	0
https://www.w3.org/WAI/WCAG21/Understanding/pointer-gestures.html#techniques								
2.5.2 Pointer Cancellation (A)	Done		1	3	1	0	1	1
https://www.w3.org/WAI/WCAG21/Understanding/pointer-cancellation.html#techniques								
2.5.3 Label in Name (A)	Done		2	0	1	0	1	0
https://www.w3.org/WAI/WCAG21/Understanding/label-in-name.html#techniques								
2.5.4 Motion Actuation (A)	Done		1	0	0	0	1	1
https://www.w3.org/WAI/WCAG21/Understanding/motion-actuation.html#techniques								
2.5.5 Target Size (AAA)	Medium		0	2	0	1	0	1
https://www.w3.org/WAI/WCAG21/Understanding/target-size.html#techniques								
2.5.6 Concurrent Input Mechanisms (AAA)	Medium		0	3	0	0	1	2
https://www.w3.org/WAI/WCAG21/Understanding/concurrent-input-mechanisms.html#techniques								
4.1.3 Status Messages (AA)	Done		11	0	2	0	1	1
https://www.w3.org/WAI/WCAG21/Understanding/status-messages.html#techniques								

0	High
4	Medium
2	Low
11	Done