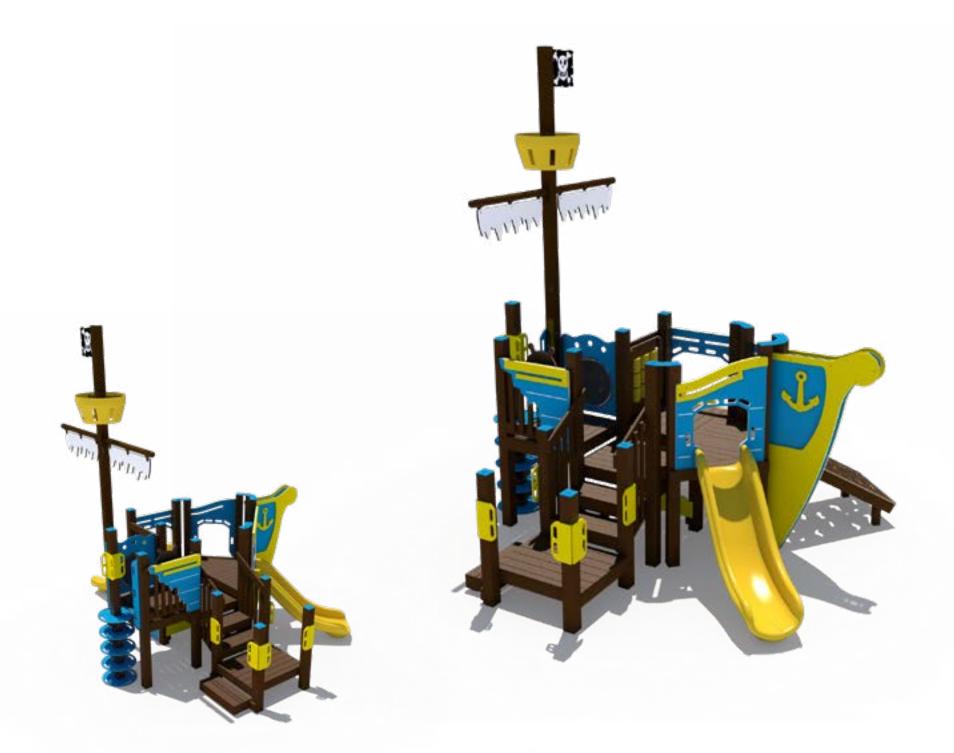


Structure: R3FX-30076A-E Theme: Ship Wreck Bow Section

## Preliminary Concept Design Designer: N.Guice Date: 07/13/20

Conceptual Renderings Only. Subject to change without notice at SRP's Discretion

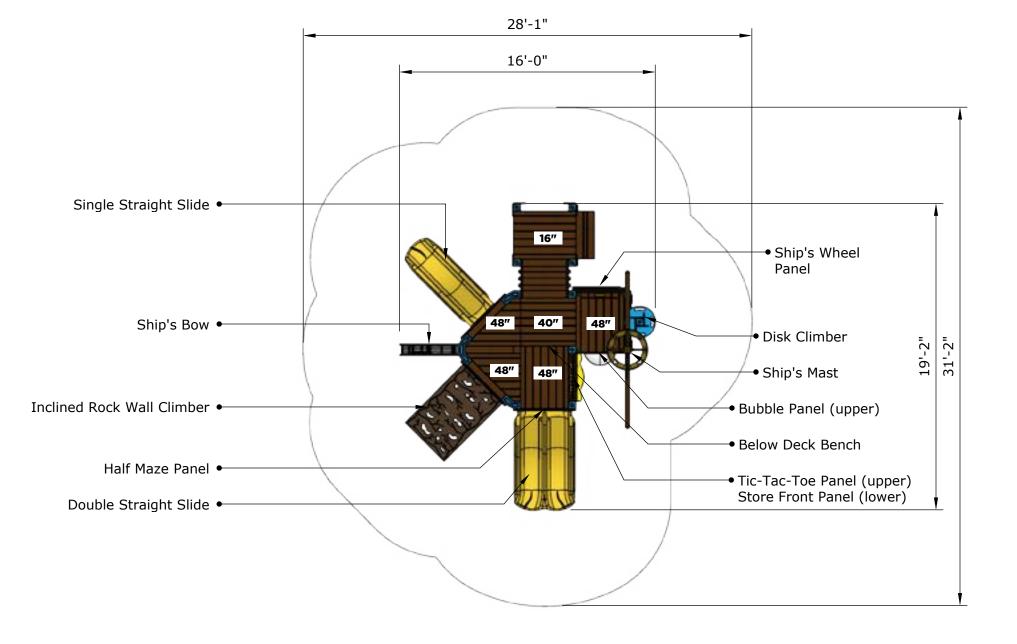




**Preliminary Concept Design** Conceptual Renderings Only. Subject to change without notice at SRP's Discretion





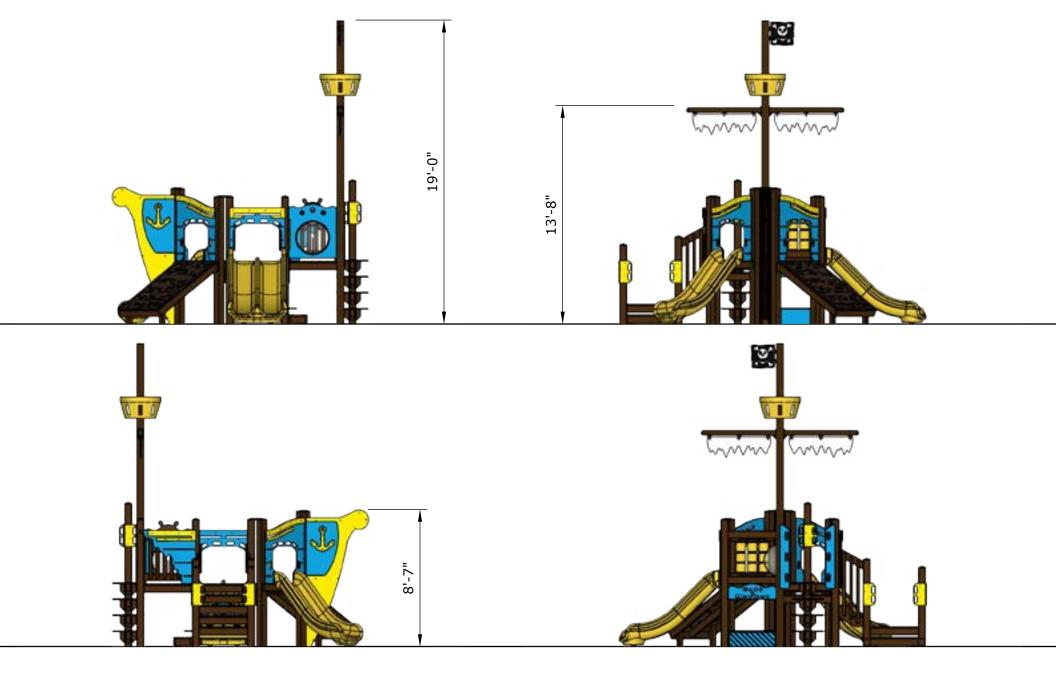


| Ages<br>2-12                    | Capacity<br>53 | Use<br>Zone<br>32'x29' | Fall<br>Height<br>48″ | Actual<br>Size<br>20'x16' | Timber<br>Count<br>24 | Elevated<br>Activities<br>8 | Scale: 1/6" = 1' | <sup>0</sup> | 6                          | Required<br>Provided | Ground Level<br>Accessible Play<br>Activities<br>2<br>3 | Ground Level<br>Accessible Activity<br>Types<br>3<br>3 |
|---------------------------------|----------------|------------------------|-----------------------|---------------------------|-----------------------|-----------------------------|------------------|--------------|----------------------------|----------------------|---|--|
| CDDG// Structure: R3FX-30076A-E |                |                        |                       |                           |                       |                             |                  |              | Preliminary Concept Design |                      |   |  |

## **Preliminary Concept Design**

Age: 2-5 / Series: Recycled / Theme: Shipwreck

RP 🗾



6

| _ | Ages | Capacity | Use<br>Zone | Fall<br>Height | Actual<br>Size |    | Elevated<br>Activities |                  |  |
|---|------|----------|-------------|----------------|----------------|----|------------------------|------------------|--|
|   | 2-12 | 53       | 32'x29'     | 48″            | 20'x16'        | 24 | 8                      | Scale: 1/6" = 1' |  |

Structure: R3FX-30076A-E Age: 2-5 / Series: Recycled / Theme: Shipwreck

SRP/X

## Preliminary Concept Design

Conceptual Renderings Only. Subject to change without notice at SRP's Discretion





superiorecreation.com • sales@siibrands.com • 800.327.8774