



GO PLAY:) SYSTEM 15 – CARNIVAL





GO PLAY:) SYSTEM 15 – CARNIVAL





GO PLAY:) SYSTEM 15 – EARTHTONE





GO PLAY:) SYSTEM 15 – EARTHTONE





GO PLAY:) SYSTEM 15 – MARINA





GO PLAY:) SYSTEM 15 – MARINA

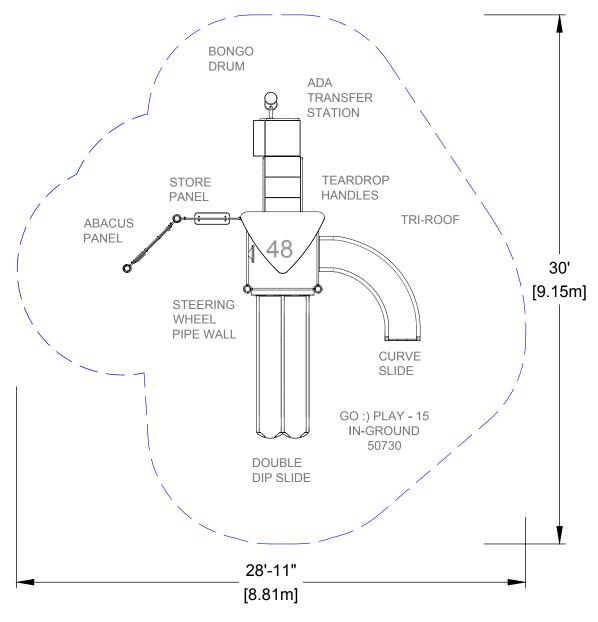




GO PLAY:) SYSTEM 15 – SIENNA



GO PLAY:) SYSTEM 15 – SIENNA



GO PLAY:) SYSTEM 15



DATE 03/26/2015 **PROJECT** GP 15 REVISION -**DESIGNER** Xccent

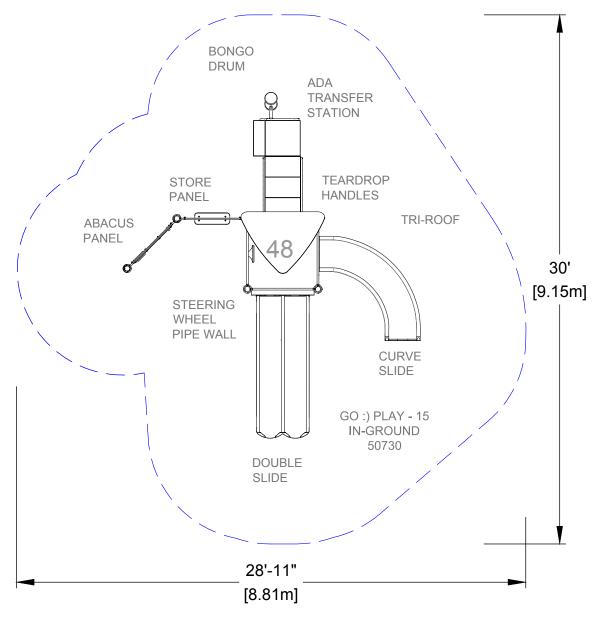




MIN. "FALL ZONE" $28'11'' \times 30'$ MAX. FALL HEIGHT

48" **AGES** 2-5, 5-12

			IOIGI	req a
ELEVATED COMPONENTS			3	_
ACCESSIBLE ELEVATED COMPONENTS				2
GROUND LEVEL EVENTS				1
DIFFERENT TYPES	of GROU	IND EVENTS	4	1
APPROX. SQ FT	N/A	APPROX. PER	RIM	N/A



GO PLAY:) SYSTEM 15



DATE 03/26/2015 **PROJECT** GP 15 REVISION -**DESIGNER** Xccent





MIN. "FALL ZONE" $28'11'' \times 30'$ MAX. FALL HEIGHT

48" **AGES** 2-5, 5-12

			total	req a
ELEVATED COMPONENTS			3	_
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GROUND LEVEL EVENTS				1
DIFFERENT TYPES	of GROU	ND EVENTS	1	
APPROX. SQ FT	N/A	APPROX. PER	RIM	N/A