

## Appendix M As-Built Requirements for Parks

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## As-Built requirements (PRK)

### M01: Dog Exercise Area

Name

#### Dog Exercise Area (Polygon)

Polygon Type

M01 "Polygon Asset Inputs"

A space within a park set aside specifically for dogs to exercise.

Outline of structure

X Y



A dog exercise area. Note the fences and gates to prevent dogs escaping.

#### ADDITIONAL COMMENTS

Only areas designated as "Dog Parks" in Council bylaws should be recorded as dog exercise areas.

CAT Column	SAG Attribute Description	Valid Values
A	Type of Polygon Feature	M01
B	Leave Blank	Leave Blank
C	Asset Record Capture Type	Select from pick list: domExistingOrNew
D	Differs from design (yes/no)	Select from pick list: domDiffersFromDesign
E	Asset Unique Identifier	data - Text (100 Characters)
F	Polygon Vertex Easting coordinate	data - Decimal Number (12 Chars, 2 Decimals)
G	Polygon Vertex Northing coordinate	data - Decimal Number (12 Chars, 2 Decimals)
H	Order of vertex / point along polygon	data - Number
I	Date of commission	data - Date (dd/mm/yyyy)
J	Location certainty - accuracy of data	Select from pick list: domLocationCertainty
K	Name of main contractor who installed asset	Select from pick list: domInstalledBy
L	Date of "survey-start"	data - Date (dd/mm/yyyy)
M	Long Description - explanation, further details, or location within park	data - Text (70 Characters)
N	Artwork - has it an aspect of creative, aesthetic, or decorative beauty?	Select from pick list: domArtwork
O	File name of photo	data - Text (50 Characters)


#### Additional Information

\*All other columns must be left "blank" or hold the value "LEAVE BLANK" as default in CAT

See Appendix C.1.2 for a CAT example.

Col G: enter number of vertex along outline

All corner points along outline to be surveyed.  
Create one CAT row per surveyed point.

As-Built requirements (PRK)			
M02 : Dog Exercise Equipment	Name		Dog Exercise Equipment (Point)
	Point Type		M02 "Point Asset Inputs"
	CAT Column	SAG Attribute Description	Valid Values
	A	Type of Point Feature	M02
	B	Specific type of Dog Exercise Equipment	Select from pick list: domDogExerciseEquipmentType
	C	Asset Record Capture Type	Select from pick list: domExistingOrNew
	D	Differs from design (yes/no)	Select from pick list: domDiffersFromDesign
	E	Asset Unique Identifier	data - Text (100 Characters)
	F	Centre of Structure in Easting coordinate	data - Decimal Number (12 Chars, 2 Decimals)
	G	Centre of Structure in Northing coordinate	data - Decimal Number (12 Chars, 2 Decimals)
	H	Date of commission	data - Date (dd/mm/yyyy)
	I	Location certainty - accuracy of data	Select from pick list: domLocationCertainty
	J	Name of main contractor who installed asset	Select from pick list: domInstalledBy
	K	Date of "survey-start"	data - Date (dd/mm/yyyy)
	L	Long Description - explanation, further details, or location within park	data - Text (70 Characters)
	M	Artwork - has it an aspect of creative, aesthetic, or decorative beauty?	Select from pick list: domArtwork
	N	File name of photo	data - Text (50 Characters)
	O	Construction Material	Select from pick list: domDogExerciseEquipmentConstruction
	Additional Information		
	*All other columns must be left "blank" or hold the value "LEAVE BLANK" as default in CAT See Appendix C.1.2 for a CAT example.		
A structure designed to cater for the recreational and training needs of canines through physical activity.  Centre of structure X Y			
			
A Bag Dispenser(red) alongside a Canine Waste bin(green).			

**Dog Exercise Equipment (Continued)****CLASSIFICATION INFORMATION**

**1. Dog Exercise Equipment Type** - Specific type of dog exercise equipment (e.g. Table, Bag Dispenser, Crossover, tunnel, etc.)

a. **A-Frame** – Two steep ramps with the top edges touching. Ramps will have a number of horizontal ridges across the width for additional grip.

b. **Bag Dispenser** – A dispenser of plastic bags for us cleaning up after dogs. Bag dispensers are often alongside canine waste bins or at entrances to beaches.

c. **Cross Over** – Four ramps in a cross formation. A short section of balance beam between the top of the ramps and the intersection of the cross may be present.

d. **High Walk**– Balance beam, either supported or solid, with a ramp at each end. Bends or kinks at points along the length may be present.

e. **Table** – A table or other platform as part of a dog exercise area.

f. **Tunnel** – A pipe or other tunnel installed with the invert at or around ground level.

g. **Weave** – A row of poles set out as a slalom course.

**2. Construction Material**

See the definitions section for descriptions of the different construction materials.

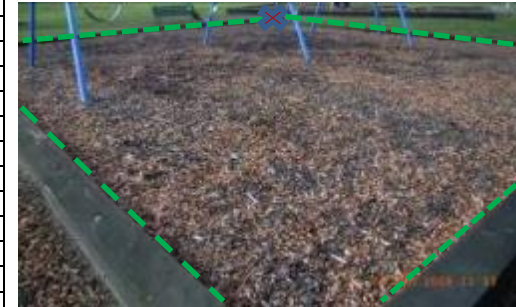
As-Built requirements (PRK)

M03 : Playground Surface

<b>Name</b>		<b>Playground Surface (Polygon)</b>
<b>Polygon Type</b>		<b>M03</b> "Polygon asset Inputs"
CAT Column	SAG Attribute Description	Valid Values
A	Type of Polygon Feature	M03
B	Specific type of Play surface	Select from pick list: domSurfaceType
C	Asset Record Capture Type	Select from pick list: domExistingOrNew
D	Differs from design (yes/no)	Select from pick list: domDiffersFromDesign
E	Asset Unique Identifier	data - Text (100 Characters)
F	Polygon Vertex Easting coordinate	data - Decimal Number (12 Chars, 2 Decimals)
G	Polygon Vertex Northing coordinate	data - Decimal Number (12 Chars, 2 Decimals)
H	Order of vertex / point along polygon	data - Number
I	Date of commission	data - Date (dd/mm/yyyy)
J	Location certainty - accuracy of data	Select from pick list: domLocationCertainty
K	Name of main contractor who installed asset	Select from pick list: domInstalledBy
L	Date of "survey-start"	data - Date (dd/mm/yyyy)
M	Long Description - explanation, further details, or location within park	data - Text (70 Characters)
N	Artwork - has it an aspect of creative, aesthetic, or decorative beauty?	Select from pick list: domArtwork
O	File name of photo	data - Text (50 Characters)
P	Surface Level	Select from pick list: domSurfaceLevel
Q	Surround Construction Material	Select from pick list: domPlaygroundSurfaceSurroundConstruction
R	Surface Thickness (in mm)	data - Decimal Number (4 Chars, 0 Decimals)
<b>Additional Information</b>		
<p>*All other columns must be left "blank" or hold the value "LEAVE BLANK" as default in CAT          See Appendix C.1.2 for a CAT example.          Col G: enter number of vertex along outline</p> <div style="border: 2px solid red; padding: 5px; display: inline-block;"> <p>All corner points along outline to be surveyed.              Create one CAT row per surveyed point.</p> </div>		

A shock absorbing surface installed under play equipment to reduce the likelihood of playground users suffering fall injuries.

Outline of structure  
X Y



**Playground Surface (Continued)****CLASSIFICATION INFORMATION****1. Surface Type**

See the definitions section for descriptions of the different surface types. The majority of play surfaces are softfall or Matta Tiles. Bark playground surfaces should be classified as either Bark Nuggets NZS5828:2015 or Woodchip NZS5828:2015.

**2. Surface Level**

- a. **Elevated** – The play surface is higher than surrounding surfaces.
- b. **Flush** – The play surface is at the same height as the surrounding surfaces.
- c. **Sunken** – The play surface is lower than the surrounding surfaces.

**3. Surround Construction Material**

What is the surround around the circumference of the play surface made of?

- a. **None** – There is no border.
- b. **Concrete** – The border is made from concrete.
- c. **Rock** – The border is made of rocks.
- d. **Wood** – The border is made of wood.

**ADDITIONAL PHOTOS**

Matta tile playground surface. This playground surface has a flush surface level with no border.



Safety matting playground surface. This playground surface has a flush surface level with no border.

As-Built requirements (PRK)

M04: Play Equipment

<b>Name</b>		<b>Play Equipment (Point)</b>
<b>Point Type</b>		<b>M04 "Point Asset Input"</b>
CAT Column	SAG Attribute Description	Valid Values
A	Type of Point Feature	M04
B	Specific type of Play Equipment	Select from pick list: domPlayEquipmentType
C	Asset Record Capture Type	Select from pick list: domExistingOrNew
D	Differs from design (yes/no)	Select from pick list: domDiffersFromDesign
E	Asset Unique Identifier	data - Text (100 Characters)
F	Centre of Structure in Easting coordinate	data - Decimal Number (12 Chars, 2 Decimals)
G	Centre of Structure in Northing coordinate	data - Decimal Number (12 Chars, 2 Decimals)
H	Date of commission	data - Date (dd/mm/yyyy)
I	Location certainty - accuracy of data	Select from pick list: domLocationCertainty
J	Name of main contractor who installed asset	Select from pick list: domInstalledBy
K	Date of "survey-start"	data - Date (dd/mm/yyyy)
L	Long Description - explanation, further details, or location within park	data - Text (70 Characters)
M	Artwork - has it an aspect of creative, aesthetic, or decorative beauty?	Select from pick list: domArtwork
N	File name of photo	data - Text (50 Characters)
O	Construction Material (Primary) - main substance from which the asset is manufactured	Select from pick list: domPlayEquipmentConstruction
P	Construction Material (Secondary) - secondary substance from which the asset is manufactured	Select from pick list: domPlayEquipmentSecondaryConstruction
Q	Moving Parts	Select from pick list: domHasMovingParts
R	Fall Height in meters (m)	data - Decimal Number (4 Chars, 1 Decimals)
S	Surface Finish	Select from pick list: domPlayEquipmentSurfaceFinish
T	Part of Modular Structure	Select from pick list: domPartofModularStructure
U	Number of Swings	data - Number
V	Number of infant seats	data - Number
W	Number of Disable Seats	data - Number
X	Number of Standard Swing Seats	data - Number
<b>Additional Information</b>		
*All other columns must be left "blank" or hold the value "LEAVE BLANK" as default in CAT See Appendix C.1.2 for a CAT example.		

A structure or sub-component of a structure, designed to cater for recreational needs through physical activity.

Centre of structure  
X Y



**Play Equipment (Continued)****CLASSIFICATION INFORMATION**

**1. Play Equipment Type** - the predominant style of recreational device (e.g. Platform, Slide, Swing, Flying Fox, Ladders, etc.) See types and photos on next pages.

**2. Has Moving Parts**

Does the play equipment have moving parts?

**3. Construction Material -**

See the definitions section for a list of construction materials.

**4. Fall Height –**

Highest point of designed standing/sitting/play use, measured in metres

**5. Surface Finish**

The outermost coating applied to the asset either for aesthetic, protective or both reasons. See the definitions section for a list of surface finishes.

**6. Part of Modular Structure**

Is this a subcomponent of a modular structure?

**7. Number of Swings**

The count of independently moving swings on the swing set.

**8. Number of Infant Swing Seats** - count of swings designed to cater for younger children, generally a more enclosed style seat that has a back and possibly a barrier in front

**9. Number of Disabled Seats** - count of swings designed to cater for people in wheel chairs, generally by clamping the user's wheel chair into the tray of the swing.

**10. Number of Standard Swing Seats**

How many swings of each type are considered part of the playground equipment structure? Records the count of swing seats that are able to be used by both able bodied children and adults.

**ADDITIONAL PHOTOS****Modular Structures**

Modular structures are assemblies of off-the-shelf components to form structures of multiple levels.

**The modular structure should be recorded as Play Equipment Modular Unit, and its individual components be recorded as equipment, with the equipment being tagged as part of a modular structure.**

**ADDITIONAL COMMENTS**

There is a long list of playground equipment types, please read the entire list to make sure you know what each play equipment type is.

When the play equipment type includes a range of assets (e.g. climbing equipment, Slide, swings), also add a Play Equipment Modular Unit asset, and use the long description field to provide as much detail as possible about the asset. There is a 70 letter limit for the long description field.

**Play Equipment Types (Continued)****Balance – Fixed Beam**

Fixed beams are long, narrow surfaces that are designed to be walked along. They are either inclined or horizontal, at varying heights and stationary when in use. Surfaces can be flat or curved and the length of the beam can be straight or have corners.

**Balance – Swinging Beam**

Swinging beams are horizontal, long, straight, narrow surfaces designed to be walked along. The surface is suspended so it moves underfoot when in use. The direction of movement for a swinging beam is swinging parallel to the length of the beam.

**Balance –Swivel Balance Board**

Swivel Balance Boards are horizontal, plastic, zig-zag, narrow surfaces designed to be walked along. The surface is suspended so it moves underfoot when in use. The direction of movement for a swivel balance board is tilting perpendicular to the length of the beam. Swivel balance boards typically have a small platform at one end.

**Boat**

Boats are steel assemblies constructed to swing back and forth under the motive power of their occupants. Occupants sit within a boat facing in either direction.

**Cantilever Tyre Swing**

Cantilever tyre swings are a tyre suspended from a cantilever arm. They will have only one swing per asset but can swing in any direction.

**Chin Up Bar**

## Play Equipment (Continued)

### Climbing – Monkey Bars



Monkey bars are structures, typically constructed of steel, designed for people to climb or swing on. Monkey Bars can be stand alone or installed as part of a modular structure.

### Climbing – Net



Climbing nets are flexible structures fabricated of rope, wire rope or chain and designed to be climbed up or along. Various sizes of climbing net are installed both as stand alone structures and as modules within modular structures.

### Climbing – Wall



Climbing walls are solid structures designed to be climbed upon. They can be a vertical or inclined wall or a large boulder. Wood, plastic, concrete and rock are all used for climbing walls.

## Play Equipment (Continued)

### Digger



Diggers are installed in sandpits and allow the operator to dig or move sand.

### Fireman's Pole



A fireman's pole is a vertical pole, often steel, installed to allow descent from elevated platforms.

### Bouncing Pillow



### Cube/Bead Sets



Generally installed as part of a modular structure a cube/bead set is an assembly of rotating beads or cubes. Cubes or beads typically have 3 sides decorated to allow games of noughts and crosses.

### Flying Fox



A flying fox is a pulley installed on an inclined cable installed between two posts or structures. Riders hold or sit on a horizontal bar or seat is suspended from the pulley and descends the incline under gravity.

### Fort



A fort is a structure with elevated levels, typically made of wood. Forts are constructed as a single unit compared to modular structures which are formed from a number of off-the-shelf modules.

## Play Equipment (Continued)

### Horse



A horse is a steel assembly constructed to swing back and forth under the motive power of its occupants. Occupants sit on top of a horse.

### Junior Hammock



A Junior Hammock is a sling constructed of fabric or rope netting slung between two points. Junior hammocks are installed as play equipment rather than for resting or sleeping.

### Ladders



Ladders are a series of horizontal bars mounted on a vertical or inclined plane and are designed to be climbed as access. Some ladders use hoops, spirals or other shapes to replace the horizontal bars. Ladders are typically used to access equipment at an elevated height

## Play Equipment (Continued)

### Maypole



A maypole is a vertical pole with a rotating cap on top. A number of ropes are attached to the cap. Loose ends of ropes may be knotted, looped or fitted with handles.

### Maze



A maze is a series of walls or barriers to form a branching passage through which the solver must find a route. Parks mazes are typically 0.5-1.0m in height and designed for small children.

### Obstacles



Obstacles are equipment designed to impede passage across an area. They can be large constructed assets that must be climbed over, under or through or a number of smaller assets such as stepping stones.

### Panels



Panels form the walls of modular structures. They can be plastic, metallic, concrete or wooden. Some panels are solids while others have windows, cut-outs or are simply a set of rails.

## Play Equipment (Continued)

### Parallel Bars



Parallel bars are a pair of metallic bars typically installed as access and egress from modular structures. Parallel bars can be climbed up or slid down

### Pendulum Swing



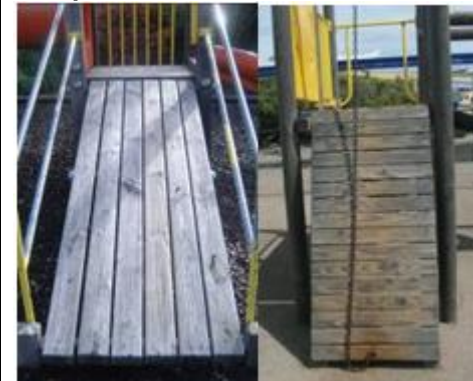
There are two types of pendulum swing as shown in photos above. Pendulum swings have an up and down motion independent of the back and forth motion.

### Platform



A platform is an elevated horizontal surface. Platforms can be constructed of a variety of materials. They can be stand alone assets or parts of modular structures.

### Ramp



Ramps are inclined surfaces for access to equipment at different height. Inclines can be gradual or steep. A rope or chain may be installed to assist on steeper inclines.

## Play Equipment (Continued)

### Rings on Chains



Rings on chains are a pair of rings suspended by chains attached to an overhead beam. Traditionally the rings are circular but other shapes are available.

Numerous rings hanging from a horizontal bar or frame by a shackle are monkey bars and not rings on chains

### Roctopus



A roctopus is a vertical pole with four or more arms extending downwards from a hub at the top. Each arm has a tyre seat at the bottom end. The tyres can both rotate around and swing towards and away from the central pole.

### Roof



Roofs may be installed above platforms on modular structures.

### Roundabout



A roundabout is a circular structure that rotates around a central pivot. Most roundabouts are a solid disc with handrails.

### Sandpit



Sandpits are different o play areas with a sand play surface. A sandpit is an area of sand designed to allow children to dig holes, make sandcastles, etc. Sandpits will have a border and may contain diggers and/or fossils.

## Play Equipment (Continued)

### Seat



A seat as a piece of play equipment is a structure designed to be sat upon. Play equipment seats will be located on a play surface and generally take the form of animals.

### See-Saw



See-saws are a beam with a seat at each end and a horizontal pivot in the centre. As one end of the see-saw goes up the other end goes down and visa versa.

### Slide



A slide is a slippery inclined surface deigned to be descended in the sitting position. Slides can be plastic or metallic and standalone, landscaped into the ground or part of modular structures. The ladder and handrails on a standalone slide are considered part of the slide and should not be captured separately.

### Tunnel Slide



A tunnel slide is a slide where the sliding surface is enclosed within a cylinder.

### Skateboard Rider



Skateboard riders are a pair of curved rails with a moving platform suspended on each rail. The rider stands, sits or lies on the platform, holds the handrails in the middle and propels the platforms along the curve of the rails.

## Play Equipment (Continued)

### Snowboard Rider



A snowboard rider is similar to a skateboard rider except the platform is hung from cables instead of riding on rails. The hand holds at one end differentiate snowboard riders from swings.

### Spinning Bowl



A spinning bowl is a plastic bowl for one or more people that rotates on a central pivot. The axis of rotation can be vertical or inclined.

### Solo Spinner



A solo spinner is a rotating pole and platform or handholds. Solo spinners are constructed for use by one person at a time.

### Spin Bar



### Spring



A spring is any piece of equipment supported above the ground by one or more coil springs. The equipment can be a simple balance board, a beam, a seat, an animal or a vehicle. Most springs support a single rider but springs for two or more do exist.

### Steering Wheel



Steering wheels are generally mounted on panels in modular structures.

## Play Equipment (Continued)

### Steps



Steps are stairways designed for access to platforms at different elevations. Handrails will often be installed alongside steps.

### Supa Nova



A supa nova is a slightly inclined ring that rotates in a similar fashion to a roundabout.

### Swing

Swings allow a person to oscillate back and forth in a pendulum like motion. Typically a swing is a seat suspended from an overhead beam by chains. More than one seat can be suspended from the same beam. A standard swing seat is a flat board or flexible belt that is sat on. An infant swing seat has holes for legs, a safety belt in the front and a high back. Disabled swing seats are platforms capable of wheelchair access. When recording swings the total number of swing seats, number of standard swing seats, number of infant swing seats and the number of disabled swing seats must be recorded.



A swing with five standard seats.

### Swing (Continued)



Standard and infants swing seats.



A disabled swing seat.

## Play Equipment (Continued)

### Swing Bridge



A swing bridge is an access way between two platforms where the deck is flexible or can move under the body weight of the user. This only includes swing bridges as play equipment and not those used to cross rivers.

### Walkway



A walkway is an access way between two platforms where the deck is solid and does not move under the body weight of the user. This only includes walkways as play equipment and not bridges used to cross rivers.

### Tunnel





A tunnel is a hollow cylinder providing access from one location to another. Tunnels can be on the ground or part of modular structures.

### Track Glyde



A track glyde is a handle that travels along a horizontal beam. Unlike a flying fox track glydes use the power of the user and can go in either direction.

M05: Play Modular Unit	Name		Play Modular Unit (Point)		<p>A children's play structure, which incorporates a number of separate play equipment into one modular unit.</p> <p>Centre of structure X Y</p> 	<p>The modular structure should be recorded as Play Modular Unit, and its individual components be recorded as Play Equipment, with the equipment being tagged as part of a modular structure.</p>
	Point Type		M05 "Point Asset Inputs"			
Additional Information						
*All other columns must be left "blank" or hold the value "LEAVE BLANK" as default in CAT See Appendix C.1.2 for a CAT example.						

**Play Modular Unit (Continued)****CLASSIFICATION INFORMATION**

**1. Play Modular Unit Type** - the age category of children that the asset is designed to cater (e.g., Junior, Senior).

- a) Senior (will be larger and difficult for preschool age children to play on)
- b) Junior (more suitable for preschool age children)

**ADDITIONAL COMMENTS**

When capturing a Play Equipment Modular Unit, ensure you also capture the individual play equipment components.


**ADDITIONAL PHOTOS**

Senior Modular Unit Type

As-Built requirements (PRK)			
M06: Fitness Equipment	Name	Fitness Equipment (Point)	
	Point Type	M06 "Point Asset Inputs"	
	CAT Column	SAG Description	Valid Values
	A	Type of Point feature	M06
	B	Type of Fitness Equipment	Select from pick list: domFitnessEquipmentType
	C	Existing or New Asset	Select from pick list: domExisitngOrNew
	D	Differs from design (yes/no)	Select from pick list: domDiffersFromDesign
	E	Unique identifier from drawing	data - text
	F	Centre of structure in Easting coordinate	data - decimal number
	G	Centre of structure in Northing coordinate	data - decimal number
	H	LEAVE BLANK	LEAVE BLANK
	I	Date of commission	data - date (dd/mm/yyyy)
	J	Location certainty - accuracy of data	Select from pick list: domLocationCertainty
	K	Name of main contractor who installed asset	data - text (30 Characters)
	L	Date of 'survey-start'	data - date (dd/mm/yyyy)
	M	Guideline revision used for survey	Select from pick list: domSurveyGuidelineID
	N	Long Description - explanation, further details, or location within park	data - text (70 Characters)
	O	LEAVE BLANK	
	P	File name of photo. Photo must be supplied.	data - text (30 Characters)
Q	Construction Material - main substance from which the asset is manufactured	Select from pick list: domConstructionMaterial	
R	Construction Material - secondary substance from which the asset is manufactured	Select from pick list: domConstructionMaterial	
S	Moving Parts - describe whether the piece of equipment has moving componentry	Select from pick list: domHasMovingParts	
T	Fall Height - highest point of designed standing/sitting/play use, measured in metres	data - decimal number (12 Chars, 1 Decimal)	
U	Surface Finish - the outermost coating applied to the asset either for aesthetic, protective or both reasons.	Select from pick list: domSurfaceFinish	
Additional Information			
*All other columns must be left "blank" or hold the value "LEAVE BLANK" as default in CAT See Appendix C.1.2 for a CAT example.			

Permanent structure that allows for physical exercise outdoors.

Centre of structure  
X Y



Moving Multi Exercise

ADDITIONAL COMMENTS

Add description of fitness surface under Play Assets "Activity Surface"

As-Built requirements (PRK)  
**Fitness Equipment (Continued)**

**CLASSIFICATION INFORMATION**

**1. Fitness Equipment Type**

- a. Moving Single Exercise
- b. Moving Multi Exercise
- c. Balance Beam
- d. Stepping Stretch
- e. Parallel Bars
- f. Barrel Roll
- g. Chin Up Bar
- h. Spin Bar
- i. Sit Up Stretch
- j. Push Up Bars
- k. Wall Climber
- l. Vertical Ladder

**2. Construction Material**

See the definitions section for a list of construction materials with descriptions.

**3. Has Moving Parts**

- a. Yes – Has moving parts
- b. No – Static structure

**4. Fall Height –**

Highest point of designed standing/sitting/play use, measured in metres

**5. Surface Finish**

The outermost coating applied to the asset either for aesthetic, protective or both reasons. See the definitions section for a list of surface finishes.

**ADDITIONAL COMMENTS**

Add description of fitness surface under Play Assets "Activity Surface"

**ADDITIONAL PHOTOS**



**Sit Up Bench**



**Wall Climber**



**Spin Bar**



**Chin Up Bar**



**Push Up Bars**

**Fitness Equipment (Continued)**

**ADDITIONAL PHOTOS**



**Vertical Ladder**



**Stepping Stretch** – Stand on one step and stretch to next one.



**Stair Climbing Frame**



**Parallel Bars**



**Balance Beam**



**Barrel Roll**



**Monkey Bars**



**Multi Static**

As-Built requirements (PRK)  
**Fitness Equipment (Continued)**

**ADDITIONAL PHOTOS**



**Moving Multi Exercise** – Structure that combines more than one exercise and is built with moving parts



**Moving Single Exercise** – Structure that is designed for one exercise and is built with moving parts

**ADDITIONAL COMMENTS**



**Example of Fitness Station**



**Example Signage associated with Fitness Equipment**