Option 1:

Design #10805-2-2


landscape structures
Bell Park
10805-2-2 • 3.28.2025
habitat
systems incorporated
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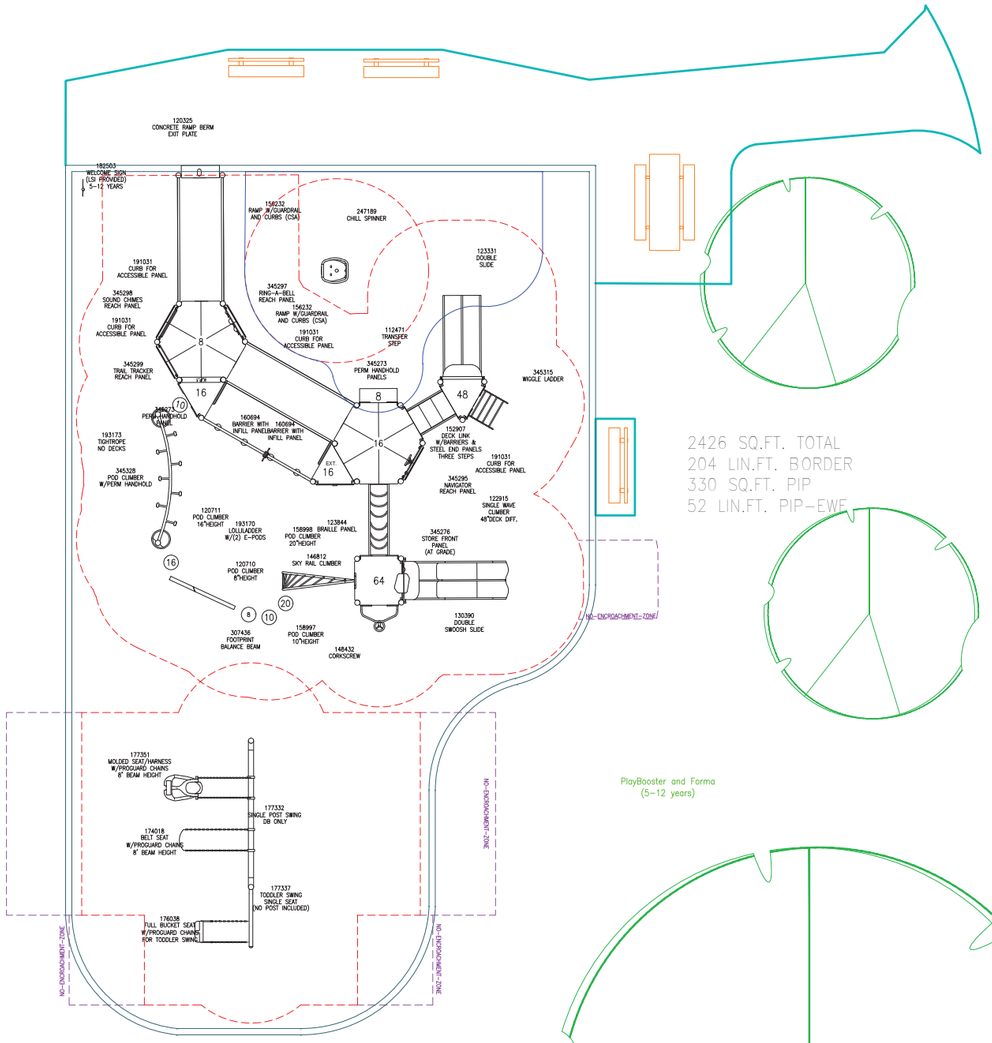
landscape structures

Bell Park

10805-2-2 • 3.28.2025

habitat systems incorporated



6"/8" RISE KICKPLATE
(KP-1) QTY. (1)

6"/8" RISE KICKPLATE
(KP-1) QTY. (1)

habitat systems incorporated

THIS PLAY AREA & PLAY EQUIPMENT IS DESIGNED FOR AGES 5-12 UNLESS OTHERWISE NOTED ON PLAN.

THE USE AND LAYOUT OF THESE COMPONENTS CONFORM TO THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD CAN/CSA-Z614

THE PLAY COMPONENTS IDENTIFIED ON THIS PLAN ARE IPEMA CERTIFIED (UNLESS OTHERWISE NOTED). TO VERIFY PRODUCT CERTIFICATION VISIT WWW.IPEMA.ORG

THIS CONCEPTUAL PLAN WAS BASED ON INFORMATION AVAILABLE TO US. PRIOR TO CONSTRUCTION, DETAILED SITE INFORMATION INCLUDING SITE DIMENSIONS, TOPOGRAPHY EXISTING UTILITIES, SOIL CONDITIONS, AND DRAINAGE SOLUTIONS SHOULD BE OBTAINED, EVALUATED, & UTILIZED IN THE FINAL DESIGN. PLEASE VERIFY ALL DIMENSIONS OF PLAY AREA, SIZE, ORIENTATION, AND LOCATION OF ALL EXISTING UTILITIES, EQUIPMENT, AND SITE FURNISHINGS PRIOR TO ORDERING. SLIDES SHOULD NOT FACE THE HOT AFTERNOON SUN.

CHOOSE A PROTECTIVE SURFACING MATERIAL THAT HAS A CRITICAL HEIGHT VALUE TO MEET THE MAXIMUM FALL HEIGHT FOR THE EQUIPMENT (REF. CSA – Z614 STANDARD CONSUMER SAFETY PERFORMANCE SPECIFICATION FOR PLAYGROUND EQUIPMENT FOR PUBLIC USE, CLAUSE 10.1 CURRENT REVISION). THE SUBSURFACE MUST BE WELL DRAINED. IF THE SOIL DOES NOT DRAIN NATURALLY IT MUST BE TILED OR SLOPED 1/8" TO 1/4" PER FOOT TO A STORM SEWER OR A "FRENCH DRAIN".

ACCESSIBLE/PROTECTIVE
LOOSE FILL MATERIAL
(ENGINEERED WOOD FIBER SUGGESTED)

REVISION NOTES

DESIGNED BY:
CW

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BURNABY, BC V5C 3E5
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landscape structures

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601 7th STREET SOUTH – P.O. BOX 198
DELANO, MINNESOTA 55328
PH: 1-800-328-0035 FAX: 1-763-972-6091

Date	Previous Drawing #	Initials

N

SCALE: IN FEET
0' 1' 5' 10'
SCALE: IN METERS
0.0M 1.0M 2.0M 4.0M

Bell Park
Delta, BC

Habitat Systems Inc.
Dave Warner

SYSTEM TYPE:
PlayBooster

DRAWING #:
10805-2-2

ISO 14001:2004 CERTIFIED
ISO 9001:2000 Certified

Single Wide Ramps

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Visual Proprioception Tactile	Balance, Coordination, Motor Planning, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

Single wide ramps on this structure ensure that children of all abilities are able to access play on the higher play deck levels. Those using wheeled devices are able to play at each deck level as well as change direction on these decks so that they can safely head to other areas of the play structure.

Braille and Clock Panel

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Tactile Proprioception	Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Braille Panel enables children to explore a different way of communicating with each other. One side of the panel includes the Braille alphabet while the other side contains an interactive clock with Braille numbers. This is a fun way for children to learn how some of their new friends use Braille for communication.

Chimes Reach Panel

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Auditory Proprioception Tactile	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Chimes Panel encourages children to explore sound in multiple ways as they run their fingers along the chimes. They can create loud to soft sounds or begin to create songs with their friends. This panel is designed for easy roll up access for an individual using a wheelchair.

Corkscrew Climber

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Corkscrew can be used as a spinner to exit the play deck providing a fun vestibular trip back to earth. It can also be used as a climber to re-enter the play deck helping children work on their balance, motor coordination, muscle strength and agility.

Deck Link

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Tactile Proprioception	Balance Coordination Motor Planning Core Body Strength	Problem Solving	

The Deck Link provides children with a climber to work on their basic step climbing skills as they climb up and down from one deck level to another on the playground.

Double Slide

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception	Balance Coordination Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Double Slide is designed to allow children to slide together or race to the ground below. It provides vestibular input and helps children understand the power of gravity. The side by side design encourages socialization and communication.

Double Swoosh Slide®

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception	Balance Coordination Motor Planning	Problem Solving	Social Skill Development

The Double Swoosh Slide is designed to allow children to slide together or race to the ground below. It provides vestibular input and helps children understand the power of gravity as they play. The side by side design encourages socialization and communication.

landscape structures

Footprint™ Balance Beam

landscape structures

Sensory Systems Engaged	Motor Skills
Visual Vestibular Proprioception	Agility, Balance, Coordination, Flexibility, Motor Planning, Lower & Core Body Strength
Cognitive Skills	**Social Skills**
Problem Solving	Cooperation Social Skill Development Imaginative Play

The Footprint Balance Beam provides an elevated path that children can use to get from one area of the playground to another. It helps children build their balance and motor coordination while they play with their friends. The different lumber colors add visual texture to the play experience.

LolliLadder™

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception Tactile	Agility, Coordination, Flexibility, Motor Planning Core & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The LolliLadder builds upper body and core trunk strength as children swing their way from one side to the other. The design requires them to move their arms reciprocally (alternating each arm) to reach the other side which builds connections between both sides of the brain as they play.

Navigator Reach Panel

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Navigator Reach Panel provides children with a fun way to drive off into the world of their imaginations. This panel is designed for easy roll up access for an individual using a wheelchair.

Pod Climber®

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception Tactile Visual	Balance, Coordination, Flexibility, Motor Planning, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

Pod Climbers allows children work on their balance and motor planning skills as they step from one pod to the next during play.

Ring-a-Bell™ Reach Panel

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Auditory Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Ring-a-Bell Reach Panel contains a set of bells that children can ring during play. This panel is designed for easy roll up access for an individual using a wheelchair.

Single Wave Climber

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper, & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Single Wave Climber has large rungs that children can use for hand and foot placement allowing children to develop the motor skills to change directions in space as they climb. They must work on changing their body position as they move downward, across then up the climber to reach the deck level.

Sky Rail Climber

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Sky Rail Climber challenges children to move in different planes moving from vertical to horizontal movement to go from the ground to structure above. This helps children build their motor coordination and planning skills as the move from climber to climber as they play with their friends.

Storefront Panel

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Proprioception Tactile	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Store Front Panel design allows children to engage in large variety of pretend play experiences.

Tight Rope™ Bridge

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Agility, Balance, Flexibility Coordination, Motor Planning, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Tight Rope Bridge provides children with a fun balance challenge where they can get some upper body support while they move across the rope and manage the moving spheres along the rope. Children often race each other across this element to see who can cross it the quickest.

Trail Tracker® Reach Panel

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Visual Tactile Proprioception	Eye-Hand Coordination Fine Motor Motor Planning	Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

The Trail Tracker Reach Panel includes several different paths that children can trace with their fingers. This multisensory play will help build problem solving and strategic thinking skills. This panel is designed for easy roll up access for an individual using a wheelchair.

Wiggle Ladder

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception Tactile	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Wiggle Ladder has solid rungs attached to chains. This combination results in some movement as children climb. This requires children to adjust their muscles as they climb to the deck above helping build core body strength as well as balance and motor coordination.

Chill™ Spinner

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception	Balance, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Chill™ Spinner provides children with a cozy seat where they can feel pull of gravity as they spin. The belted seat is set at an easy transfer height which allows children to be transferred from their wheelchair. The seat design provides support for every child allowing them to experience the fun of spinning.

Belt Seat Swing

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has opportunities for development through the swings found on the playground. Swing structures often include a variety of swings so that children can find their "just right" swing. The Belt Seat is designed for children who have good core trunk control and are able to initiate their own swinging experiences.

Full Bucket Seat Swing

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has opportunities for development through the swings found on the playground. Swing structures often include a variety of swings so that children can find their "just right" swing. The Full Bucket Seat Swing which is designed for the little swinger on the playground provides them with additional support so they can enjoy their first swinging experiences.

Molded Bucket Seat with Harness Swing

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has opportunities for development through the swings found on the playground. Swing structures often include a variety of swings so that children can find their "just right" swing. The Molded Bucket Seat Swing with Harness provides additional supports for children who might need additional trunk support while they swing. It also provides older children with a more intensive swinging experience due to the weight of the swing.

Option 2:

Design #10805-3-1


landscape structures
Bell Park
10805-3-1 • 3.28.2025
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systems incorporated
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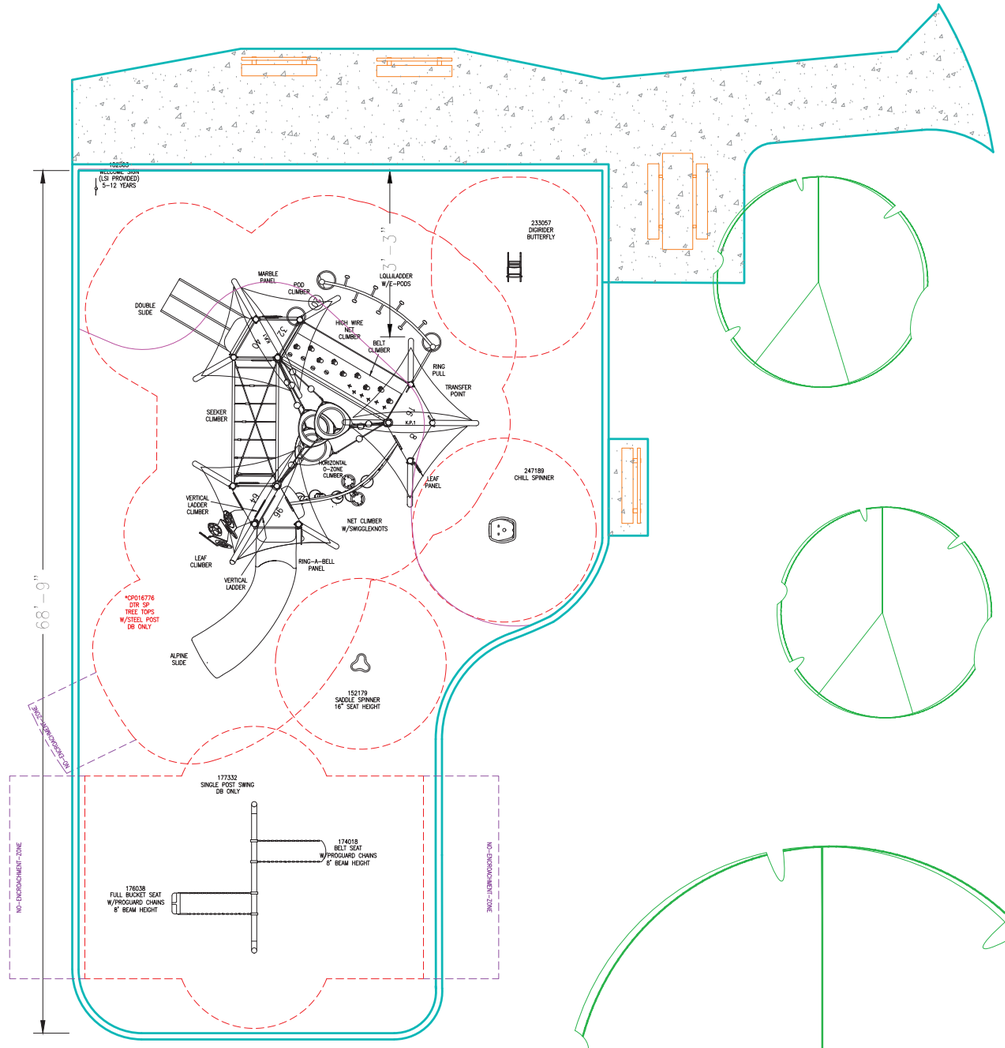
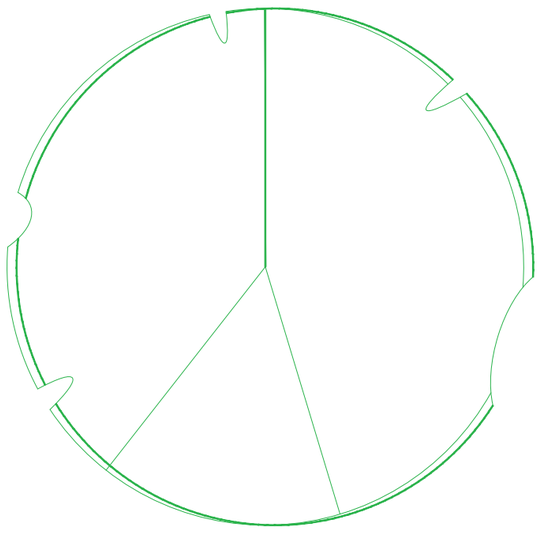
2438 SQ.FT. TOTAL
210 LIN.FT. BORDER
848 SQ.FT. PIP
66 LIN.FT. PIP-EWF





habitat systems incorporated

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ACCESSIBLE/PROTECTIVE
LOOSE FILL MATERIAL
(ENGINEERED WOOD FIBER SUGGESTED)

REVISION NOTES

DESIGNED BY:
CW

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BURNABY, BC V5C 3E5
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landscape structures

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601 7th STREET SOUTH - P.O. BOX 198
DELANO, MINNESOTA 55328
PH: 1-800-328-0035 FAX: 1-763-972-6091

Date	Previous Drawing #	Initials

N

SCALE: IN FEET
0' 1' 5' 10'
SCALE: IN METERS
0.0M 1.0M 2.0M 4.0M

Bell Park
Delta, BC

Habitat Systems Inc.
Dave Warner

SYSTEM TYPE:
PlayBooster

DRAWING #:
10805-3-1

ISO 14001:2004 CERTIFIED
ISO 9001:2000 Certified

Smart Play® Tree Tops™

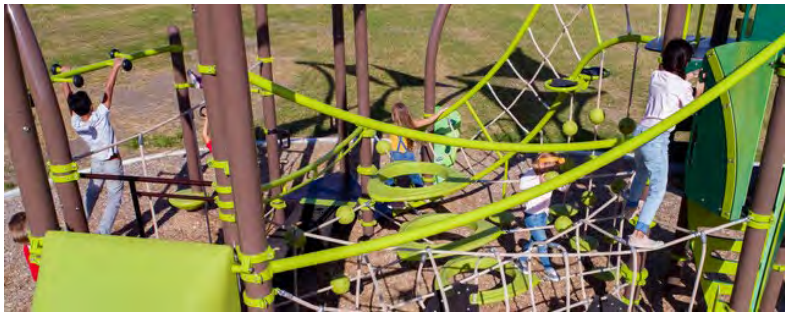
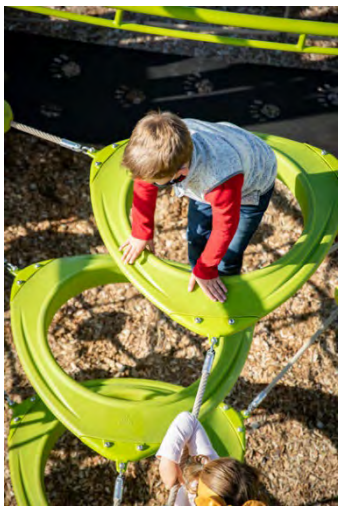
landscape structures®

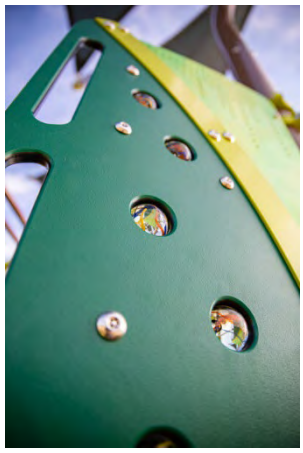
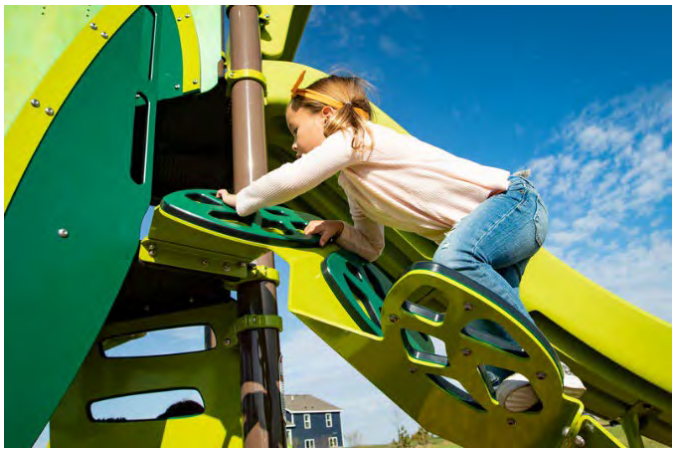
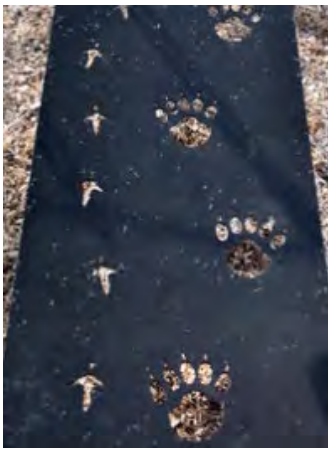
Sensory Systems Engaged	Motor Skills
Vestibular+ Proprioception Tactile Visual Auditory	Agility, Balance, Coordination, Endurance, Fine Motor, Eye-hand Coordination, Motor Planning, Core, Upper & Lower Body Strength
Cognitive Skills	**Social Skills**
Problem Solving Strategic Thinking	Cooperation Social Skill Development Imaginative Play

Tree Tops provides children with multiple ways to enter and leave this unique structure. Children can transfer into the imaginary forest at the transfer point then move along the Belt Climber to the next area of play. Elements like the Leaf Climber, Vertical Ladder provide other climbing paths. Once in the trees they will find many different ways to move around the structure without touching the ground. The Lolliladder™, Ring Pull and Seeker Climber allow them to use their upper body to swing to the next tree. The Vine Climber with SwiggleKnots™ and horizontal O-Zone® Rings provide full body workouts as they move to higher perches. Children can engage in sensory play at the Marble Panel® and Ring-A-Bell™ Panels. They can also track the footprints of assorted animals along the Belt Bridge. Besides climbing, children can experience sliding with their friends on the Double Slide or experience the thrill of swooping down the Alpine™ Slide. Every child will find a place to play with this very unique collection of trees.

This wondrously abstract playstructure gives kids the sense of exploring a forest canopy branch by branch. But beyond the normal ups and downs of traditional tree-climbing, here kids can also navigate their way across wiggly bridges, crawl through the O-Zone® 3-ring climber, roar down two different slides, plus so much more. Interconnected activities at multiple levels will spark hours of imaginative and energetic play, all protected by plenty of built-in shade. Whether it's a tree fort, a forest city or an agility race in the sky, it will always be a beacon for your playground.

- Transfer Point – helps with accessibility on your playground. The transfer station helps kids of all abilities access your playground.
- Ring Pull – lets kids do pull-ups or just hang around the playground. Beneficial for children with upper-body strength. Easy access for a child in a wheelchair.
- Belt Climber – flexible, extra-thick, textured belting bridge. Allows children with mobility needs and strong upper body strength to make their way across the bridge to access additional play components.
- High Wire Net Climber – proprioceptive input (being aware of body and movement in relation to its joints). Climbing helps develop the vestibular system and gross motor skills.
- Marble Panel – engages senses at ground level, including touch, hearing and vision. Great sensory exploration for those with sensory needs.
- Alpine Slide – engages body movement for children with limited mobility. Provides tactile and auditory experience while children slide.
- Seeker Climber – kids can make their way through this twisty net tunnel in a straight shot, travel the outside, drop into the middle, and can escape anywhere in between. Accessible at a lower level for a child in a wheelchair.
- Horizontal O-Zone Climber – suspended polyethylene rings challenge kids mentally and physically as they maneuver through, over and around. Allows children with mobility needs and strong upper body strength to make their way up the rings.

Vine Climber

Sensory Systems Engaged	Motor Skills
Proprioception Tactile Vestibular + Visual	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Lower & Upper Body Strength
Cognitive Skills	**Social Skills**
Problem Solving	Cooperation Imaginative Play Social Skill Development

The Vine Climber challenges children to work on their balance and motor planning skills as they move laterally across and up the climber. It has a solid upper and lower rail linked by ropes. This combination results in some movement as children climb. This requires children to adjust their muscles as they climb to the deck above helping build core body strength as well as balance and motor coordination.

Alpine™ Slide

Sensory Systems Engaged	Motor Skills
Vestibular+ Proprioception	Balance Coordination Motor Planning
Cognitive Skills	**Social Skills**
Problem Solving	Social Skill Development

The Alpine Slide provides children with a sweeping slide experience due to its scooped turn. The scoop side allows children's bodies to change position as they slide making them feel like they are on a slide ride to the ground below. This fully engages the child's vestibular system as they are whisked back to earth.

Double Slide

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception	Balance Coordination Motor Planning	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Double Slide is designed to allow children to slide together or race to the ground below.
It provides vestibular input and helps children understand the power of gravity.
The side by side design encourages socialization and communication.

LolliLadder™

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular Proprioception Tactile	Agility, Coordination, Flexibility, Motor Planning Core & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The LolliLadder builds upper body and core trunk strength as children swing their way from one side to the other.
The design requires them to move their arms reciprocally (alternating each arm) to reach the
other side which builds connections between both sides of the brain as they play.

Seeker Climber

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception Tactile	Agility, Balance, Coordination, Flexibility, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Seeker Climber challenges children to constantly respond to their own movements as well as the movement of other children climbing on this unique net bridge. This improves their balance, flexibility and motor coordination. The subtle movements of the net help build overall core trunk muscle strength. The assorted panels provide resting stops for children who might get tired while moving from deck to deck.

Chill™ Spinner

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception	Balance, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The Chill™ Spinner provides children with a cozy seat where they can feel pull of gravity as they spin. The belted seat is set at an easy transfer height which allows children to be transferred from their wheelchair. The seat design provides support for every child allowing them to experience the fun of spinning.

DigiRider™ Butterfly

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception Tactile Visual	Balance, Coordination, Flexibility, Motor Planning, Core, Lower & Upper Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The DigiRider Butterfly encourages children to rock back and forth. This is often enjoyed by younger children who are still exploring vestibular movement. This single user rider allows children to control their own motion as they learn to rock on this fun spring rider.

Saddle Spinners

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular+ Proprioception	Balance, Core & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The saddle spinner enables children to play with their vestibular system as they experience the rotational pull of gravity. The angled seat allows children to spin and rotate alone or with the help of a friend. Saddle spinners are often included in groups of two or three set at different heights. This ensures that children find their "just right" height seat. Some children will prefer a lower seat so that they can keep their feet in contact with the ground while other would prefer to have their feet off the ground and spin really fast.

Belt Seat Swing

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has opportunities for development through the swings found on the playground. Swing structures often include a variety of swings so that children can find their "just right" swing. The Belt Seat is designed for children who have good core trunk control and are able to initiate their own swinging experiences.

Full Bucket Seat Swing

Sensory Systems Engaged	Motor Skills	Cognitive Skills	Social Skills
Vestibular + Proprioception Tactile Visual	Balance, Coordination, Motor Planning, Core, Upper & Lower Body Strength	Problem Solving	Cooperation Social Skill Development Imaginative Play

The vestibular system has opportunities for development through the swings found on the playground. Swing structures often include a variety of swings so that children can find their "just right" swing. The Full Bucket Seat Swing which is designed for the little swinger on the playground provides them with additional support so they can enjoy their first swinging experiences.