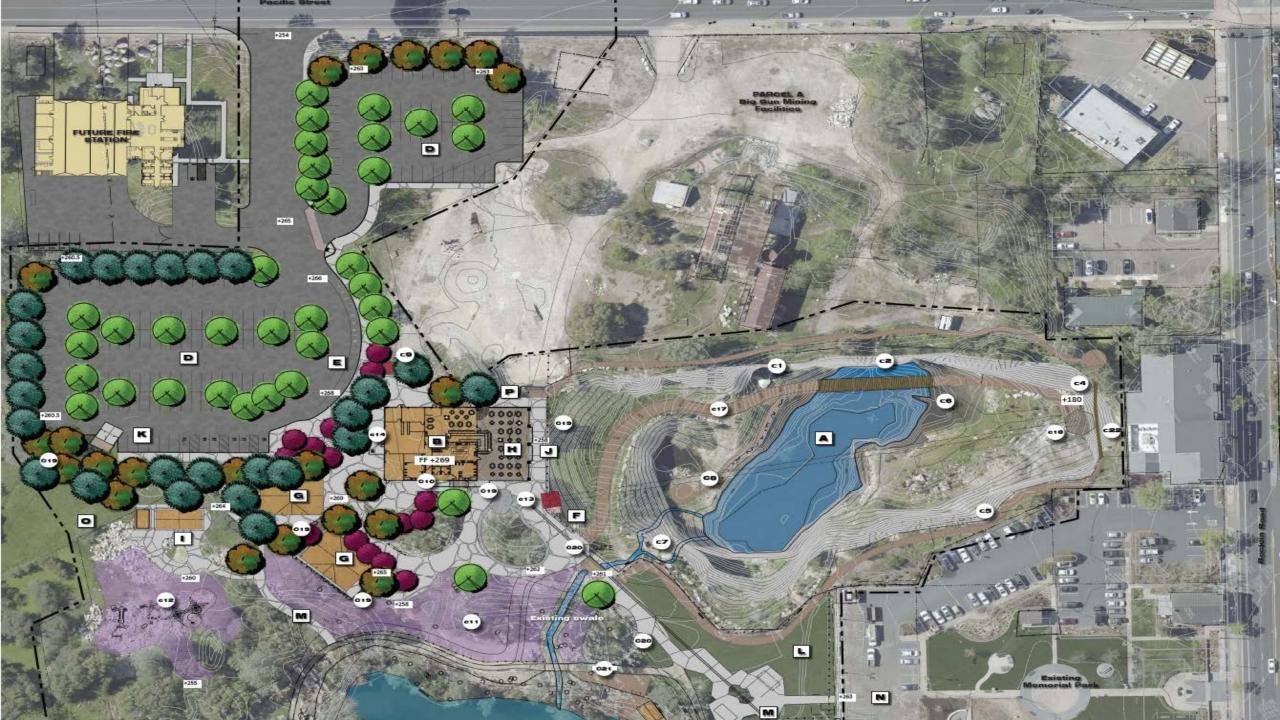
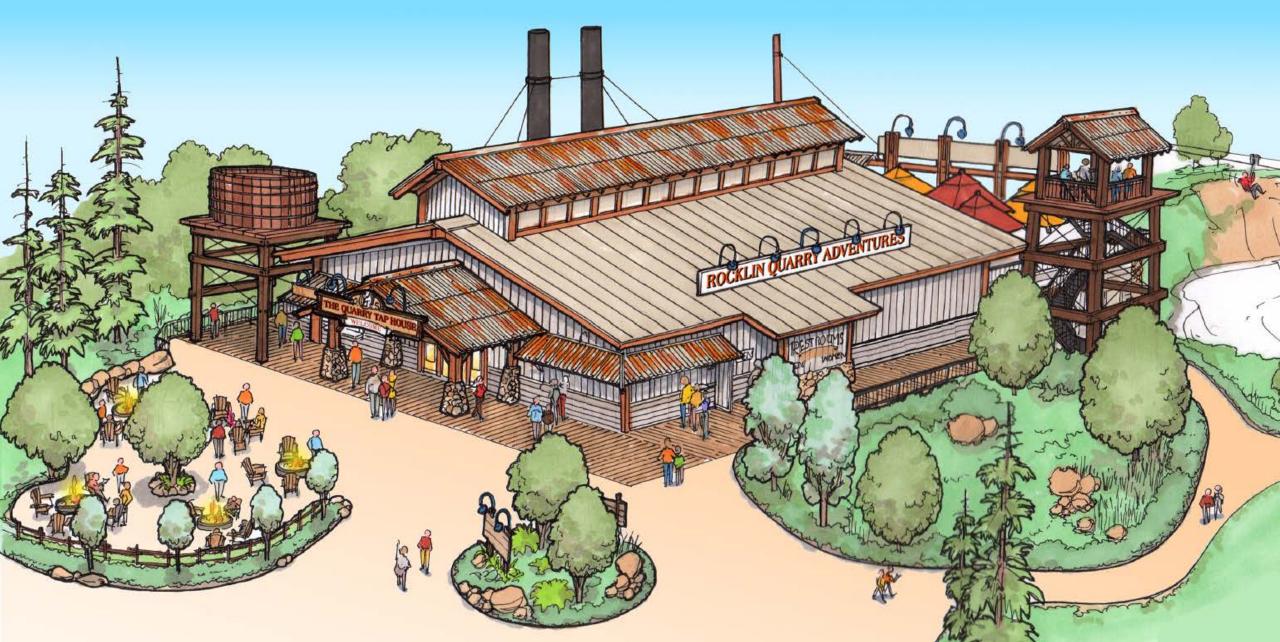


ROCKLIN QUARRY ADVENTURES



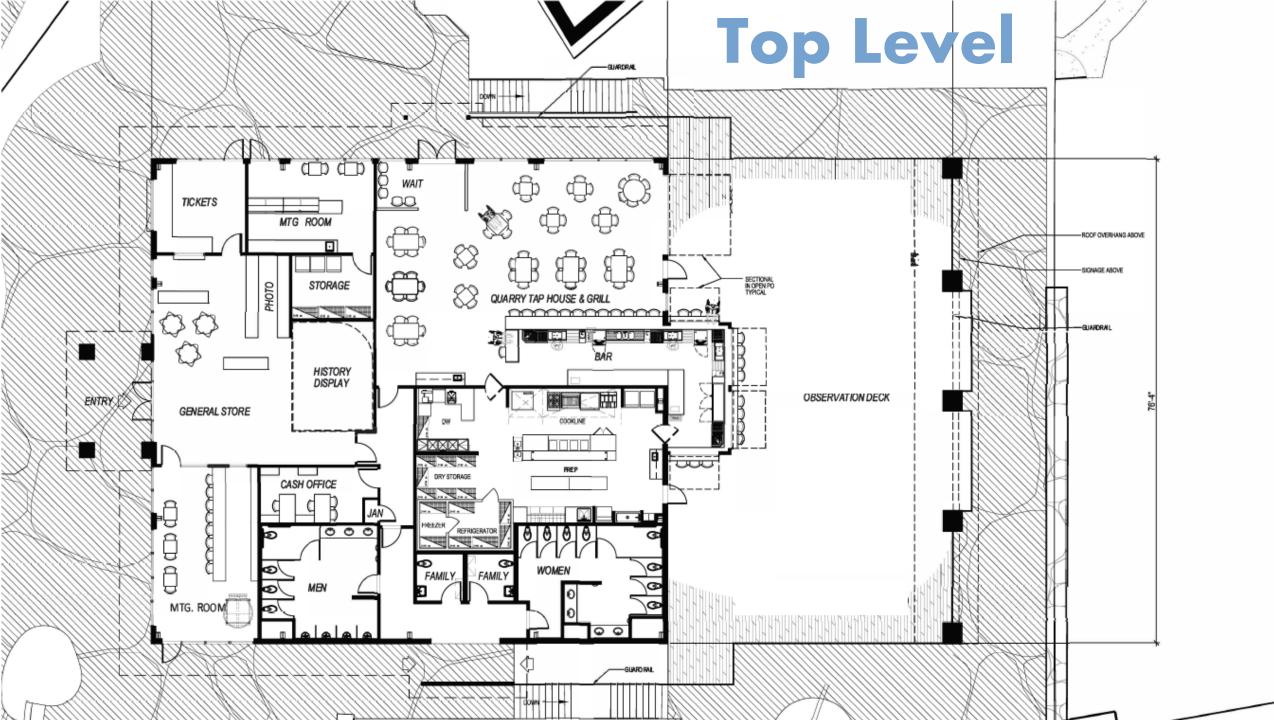


Grand Entrance





Honoring the Past



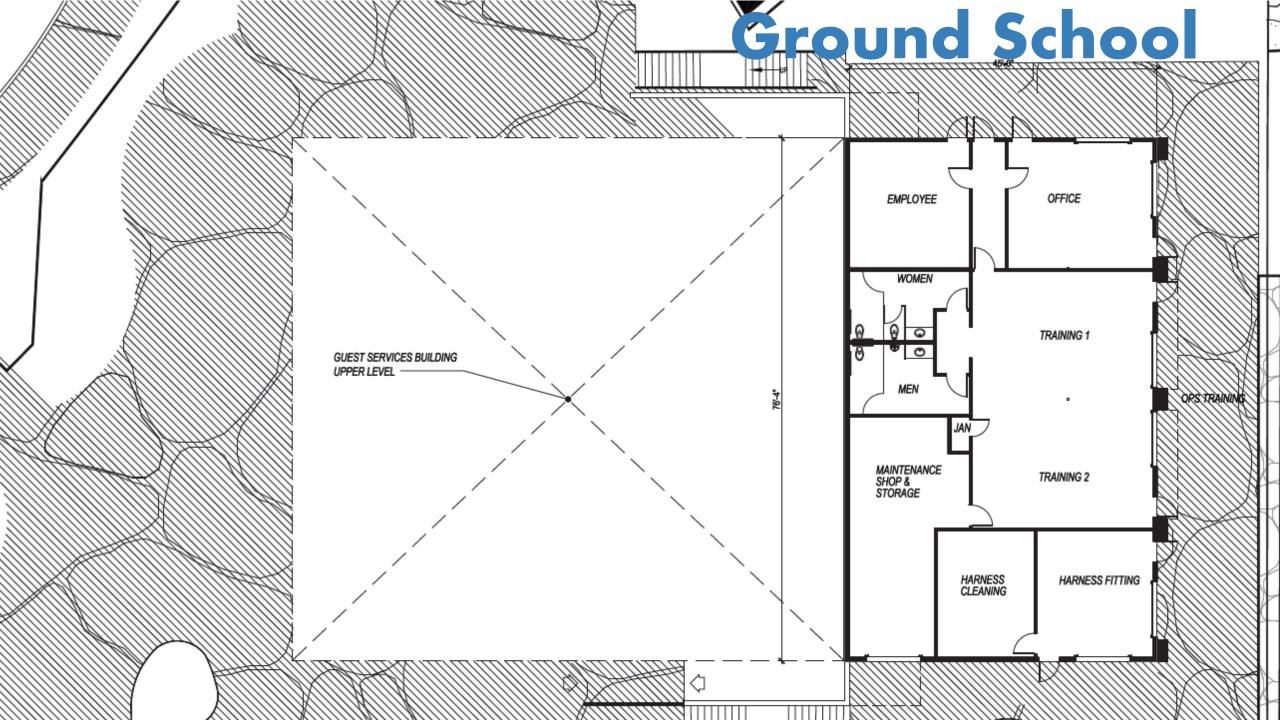
Quarry Tap House





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PARKING LOT MODIFICATIONS

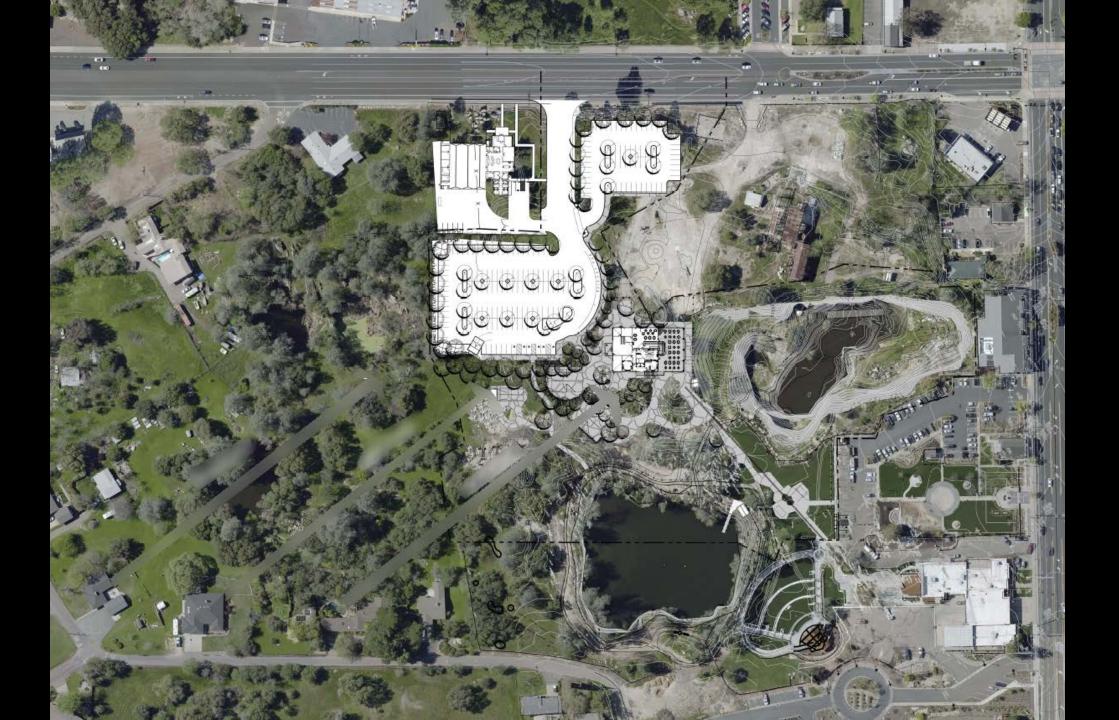
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ORIGINAL PARKING





ROCKLIN QUARRY ADVENTURES BRINGING FAMILIES CLOSER TOGETHER

A DAY AT KATHY LUND PARK

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Rocklin Quarry Adventures Overview Plan for Attractions





AERIAL ADVENTURE PARK

100 ELEMENT MULTI-LEVEL AERIAL CHALLENGE COURSE

3 LEVELS OF DIFFICULTY: 75% SUPER EASY, 20% INTERMEDIATE AND 5% DIFFICULT

8-10 ZIP LINES WILL CONNECT ELEMENTS WITH EACH OTHER AND QUARRY FLOOR

AERIAL COURSE WEAVES THROUGH THE QUARRY FLOOR, CONNECTING TO THE QUARRY WALLS AND SWINGING BRIDGES

GRAND ZIP LINE

- 700 FT LONG, DOUBLE OR TRIPLE ZIP LINES
- LOCATED OFF OF THE OBSERVATION DECK
 - **ZIP LINE WILL GO THE LENGTH OF THE QUARRY**



BRIDGES CONNECT CHALLENGE ELEMENTS, QUARRY WALLS AND WALKWAYS.



KING SWING

PLACED ON THE SOUTH FLOOR OF THE QUARRY NEXT TO THE POND
A DOUBLE OR TRIPLE SWING FOR A LARGER CAPACITY.



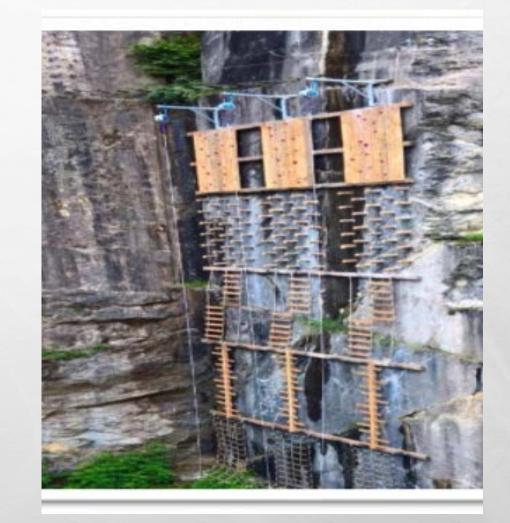
TRAVERSING HIGH TRAIL

- HIGH TRAVERSING TRAIL CONNECTS TO DIFFERENT PARTS OF THE AERIAL ADVENTURE COURSE ABOUT 400 FT LONG IN THREE SEGMENTS
- A 100 FT LONG LOW TRAVERSING TRAIL WILL BE SPECIALLY DESIGNED FOR JUNIOR EXPLORERS



WALL CARGO NET COMBO CLIMB AREA

• MULTIPLE CLIMBERS CAN BE ACCOMMODATED ON THE CARGO NET CLIMB ON CITY HALL WALL.



2 FREE FALL JUMPS STATIONS

JUMPS OFF A NATURAL OVERHANG, STRATEGICALLY PLACED OFF OF AERIAL PARK/ROPES COURSE PLATFORMS.

The state of the state

2 RAPPELLING STATIONS

PLACED ON THE WEST WALL USING, AUTO-BELAY SYSTEMS





20 CLIMBING ROUTES

• 20 ROUTES WITH 10 AUTO BELAYS. EACH AUTO-BELAY SERVES 2 ROUTES.

STRATEGICALLY PLACED ROCK CLIMBING ROUTES ACROSS THE MAIN WALL AND GULLY AREA. DIFFICULTY OF CLIMBING ROUTES SHOULD REFLECT THE DIFFICULTY PARAMETERS STATED ABOVE. CLIMBING HOLDS SHOULD BE DIFFERENT SIZES AND MADE OUT OF NATURAL GRANITE. THESE HOLDS WILL BE GLUED TO THE FACE OF THE CLIMBING WALL.





• 26 OR MORE HARNESS AND HELMET FREE ELEMENTS. IMAGINE WALKING ON A BALANCED BEAM 20 FEET HIGH WITH CARGO NET WALLS ON EITHER SIDE OF THE BEAM, SO IF YOU FALL THE NETS CATCH YOU.



STREAM PLAY

- STREAM PLAY AREA WITH DAMS AND WATER DIVERTERS TO MOVE THE FLOW OF WATER.
- KIDS MOVE A SERIES OF DAMS AND GATES CHANGE THE FLOW OF WATER THAT IS ABOUT 2 TO 4 INCHES DEEP.



BOULDER CLIMB AREA

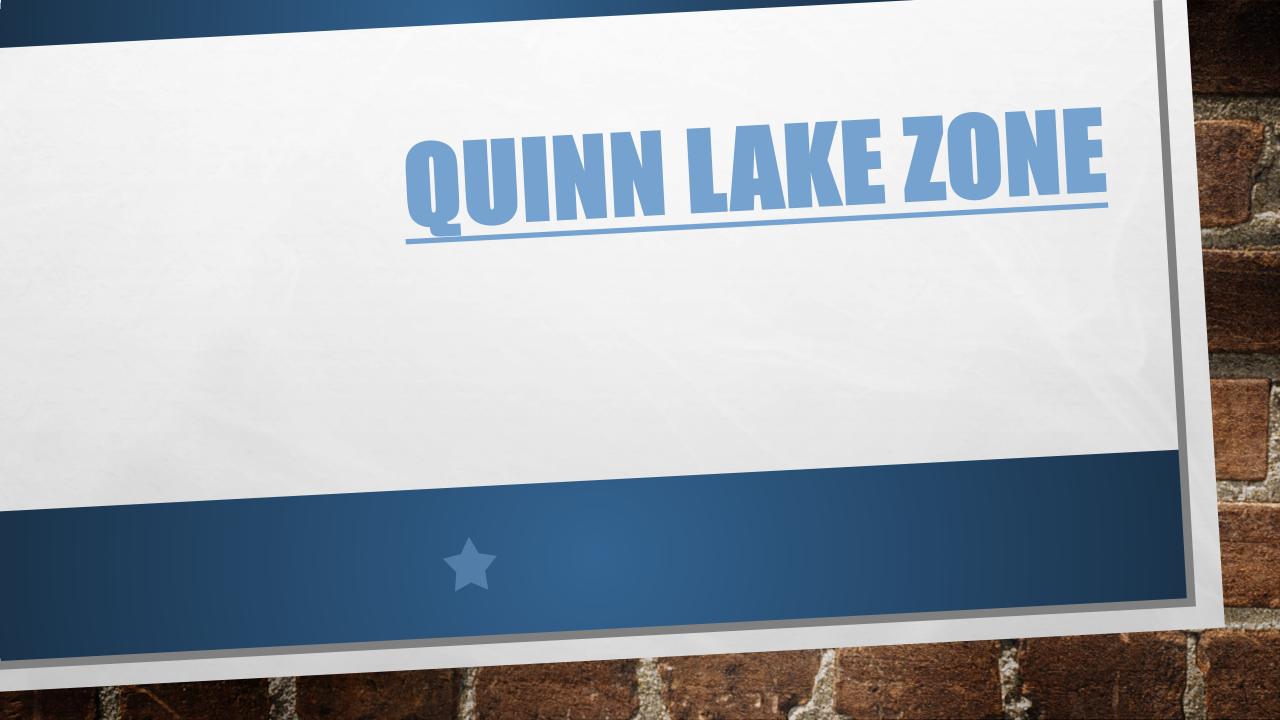
 BOULDERS ARRANGED INTO A MAZE. THESE BOULDERS SHOULD BE SELECTED FOR THEIR SHAPE AND HEIGHT FOR SAFE CLIMBING.

• THIS WAY WE ARE REPURPOSING EXISTING GRANITE BOULDERS IN THE AREA.





FOUR OR MORE KID'S ZIPS, HARNESS AND HELMET FREE. THESE ZIPS TRAVERSE 20 TO 50 FEET AND ARE SUSPENDED JUST A FEW FEET OFF THE GROUND. ZIP LINES WILL HAVE A VARIETY OF SEATS OR HAND HOLDS.





PADDLE BOATS/ BOAT HOUSE

- 20 OR MORE PADDLE BOATS WITH APPROPRIATE THEMING.
- BOAT HOUSE WITH KIOSK WINDOW FOR TICKETING AND LARGE ENOUGH TO STORE EQUIPMENT.
- LARGE DOCK WITH THE CAPACITY TO LOAD AT LEAST TWO BOATS AT A TIME.