

## 1.5.9 Playground Parts

### Document

Monkey Bars

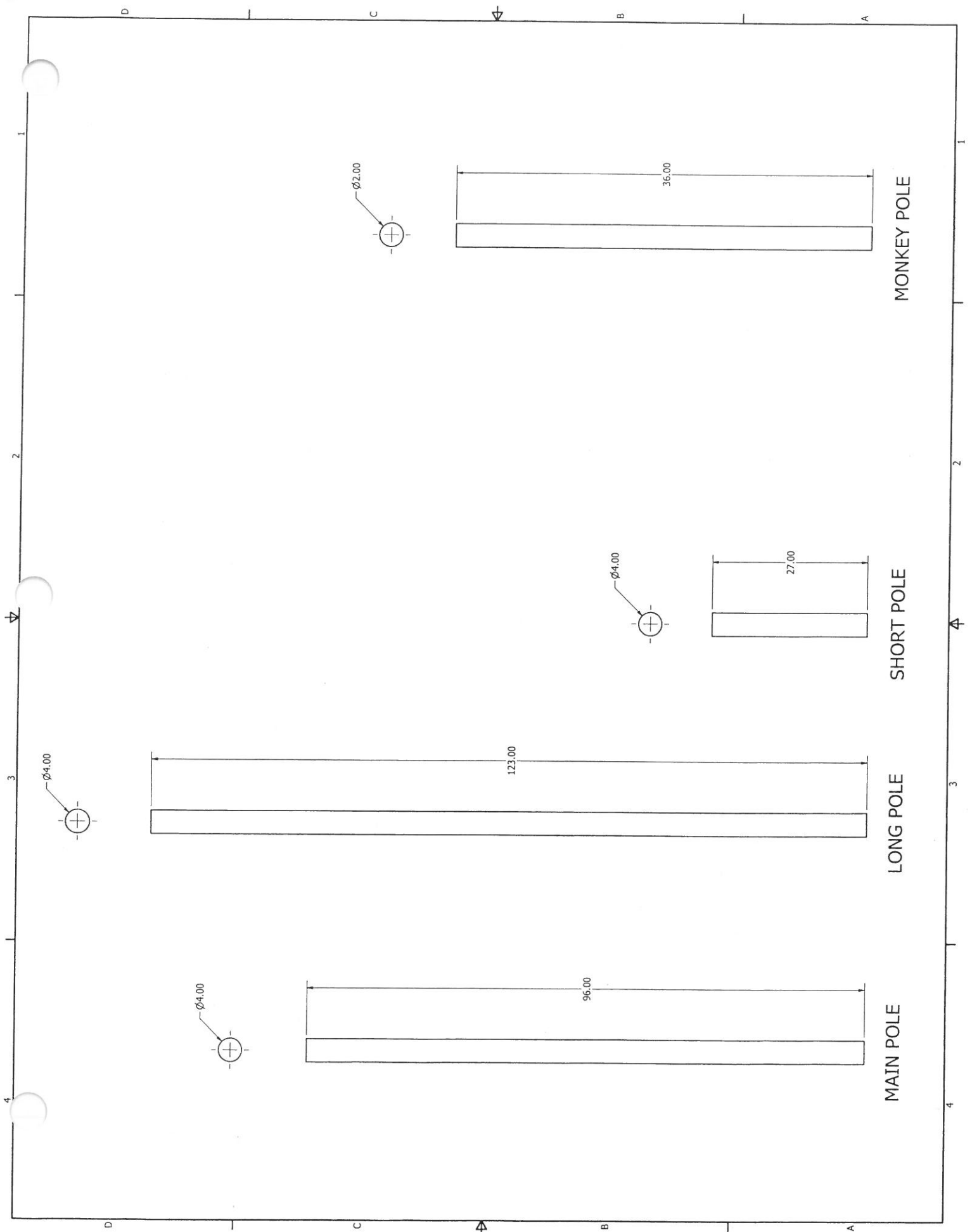
Climbing Wall

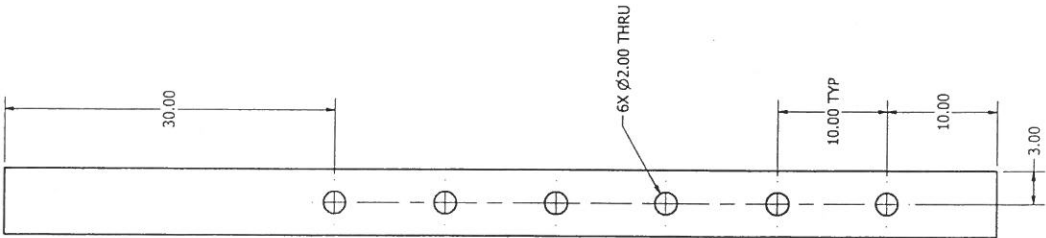
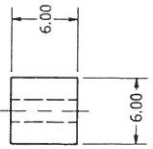
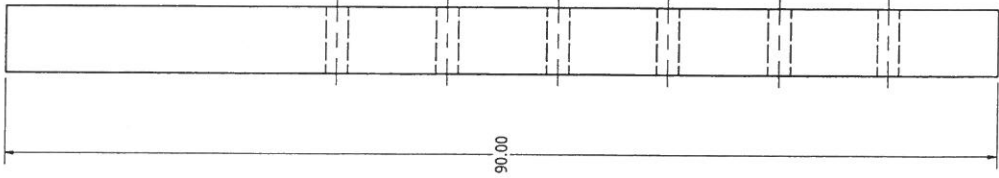
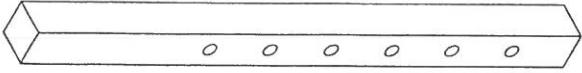
Platforms

Spiral Slide

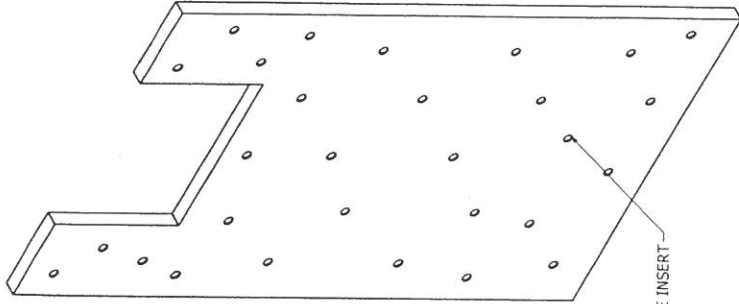
Tunnel Slide

Crayons





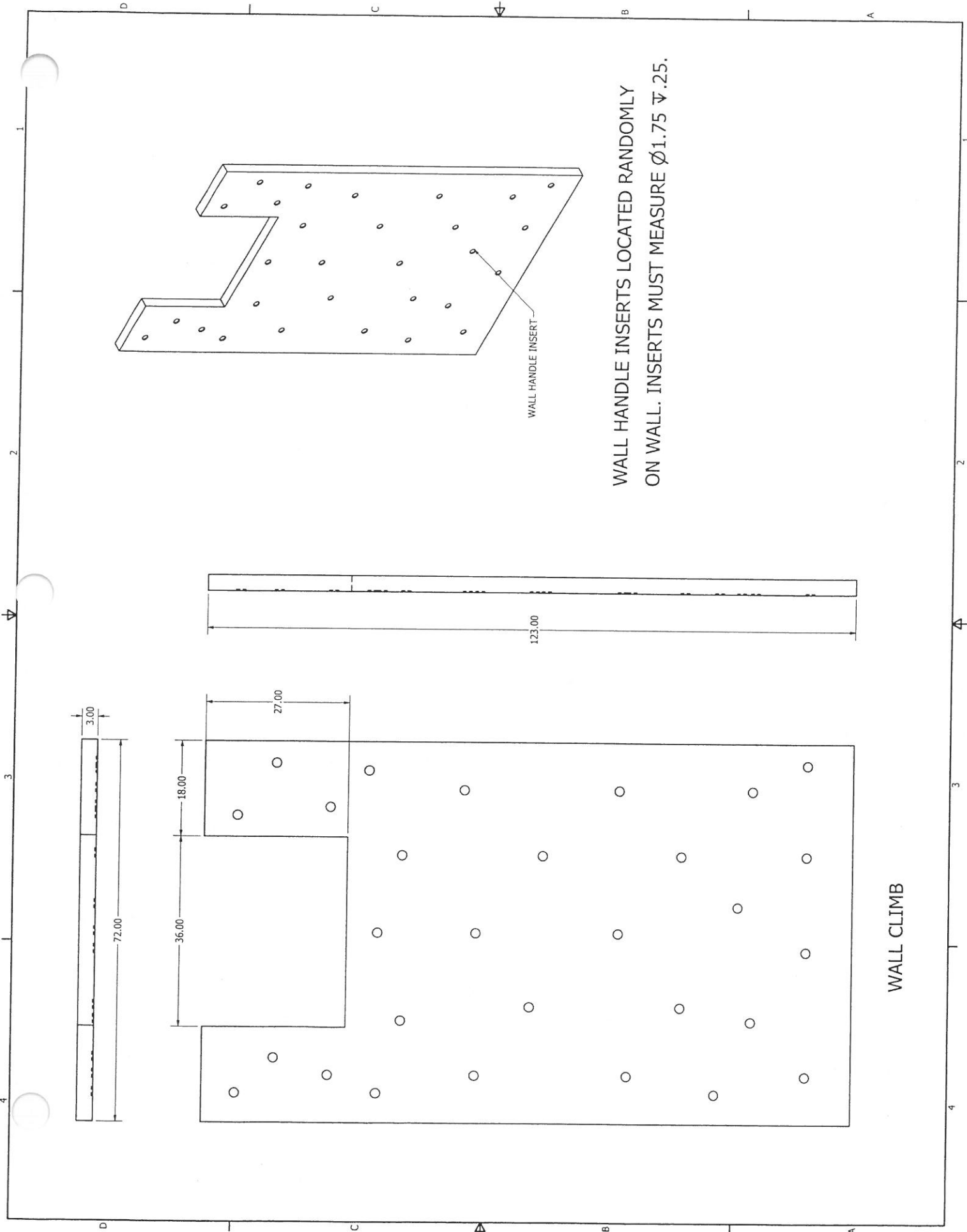
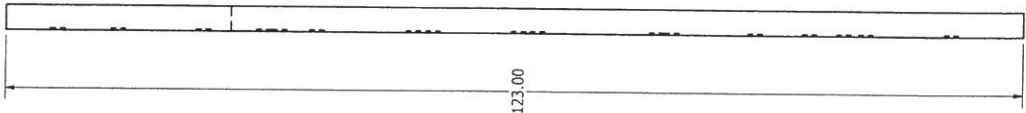
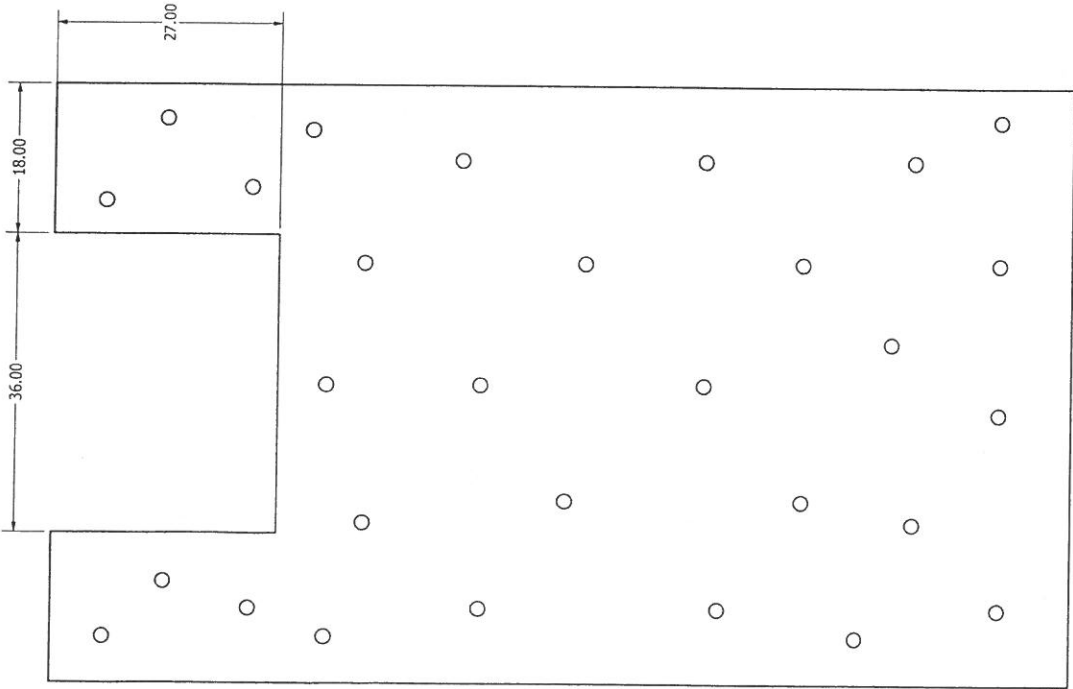
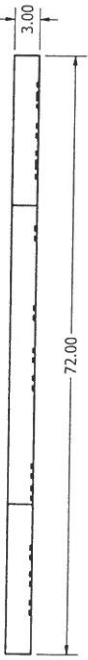
UPRIGHT MONKEY BAR

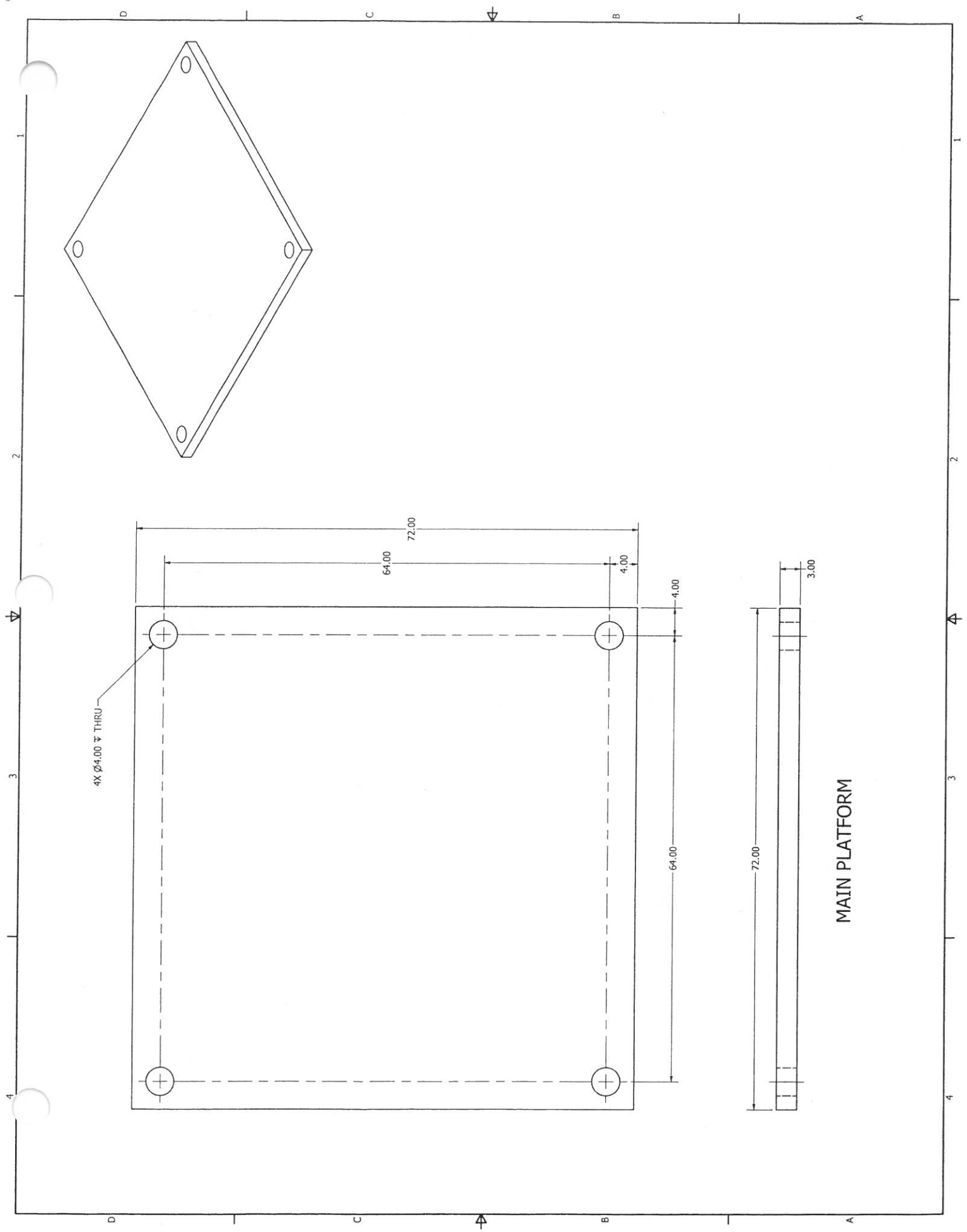


WALL HANDLE INSERT

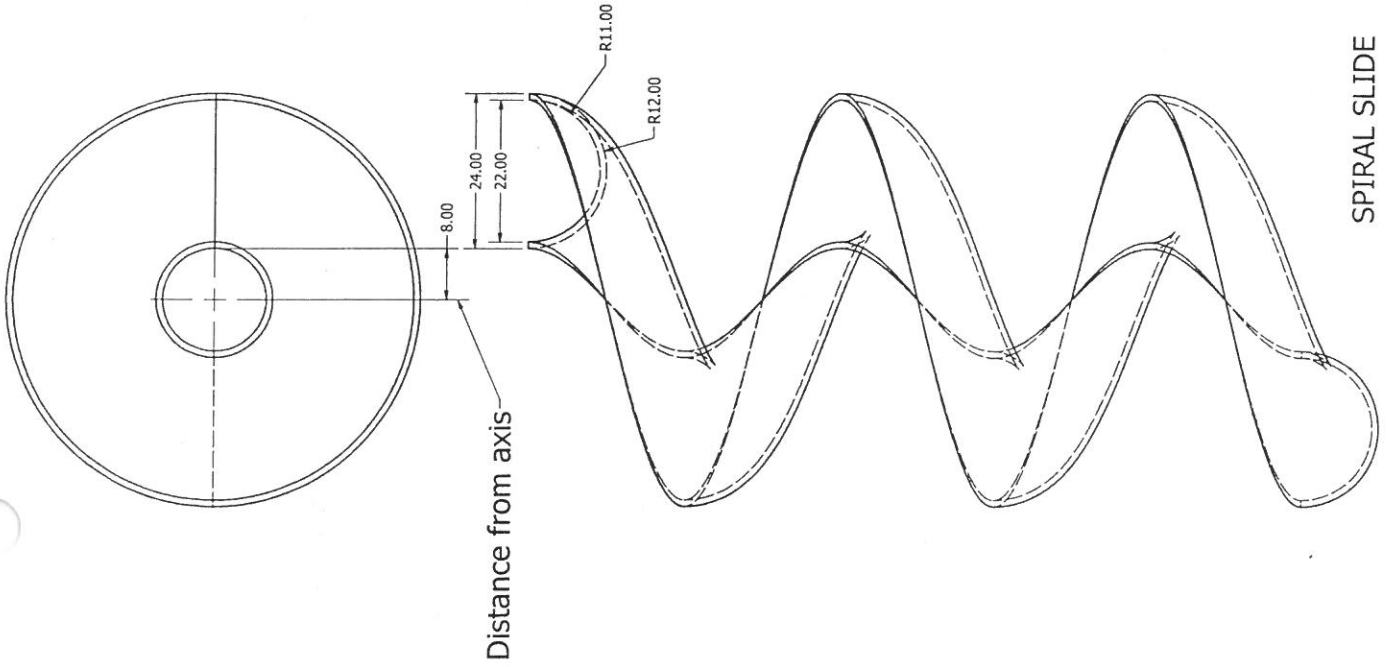
WALL HANDLE INSERTS LOCATED RANDOMLY  
ON WALL. INSERTS MUST MEASURE  $\varnothing 1.75 \pm .25$ .

WALL CLIMB

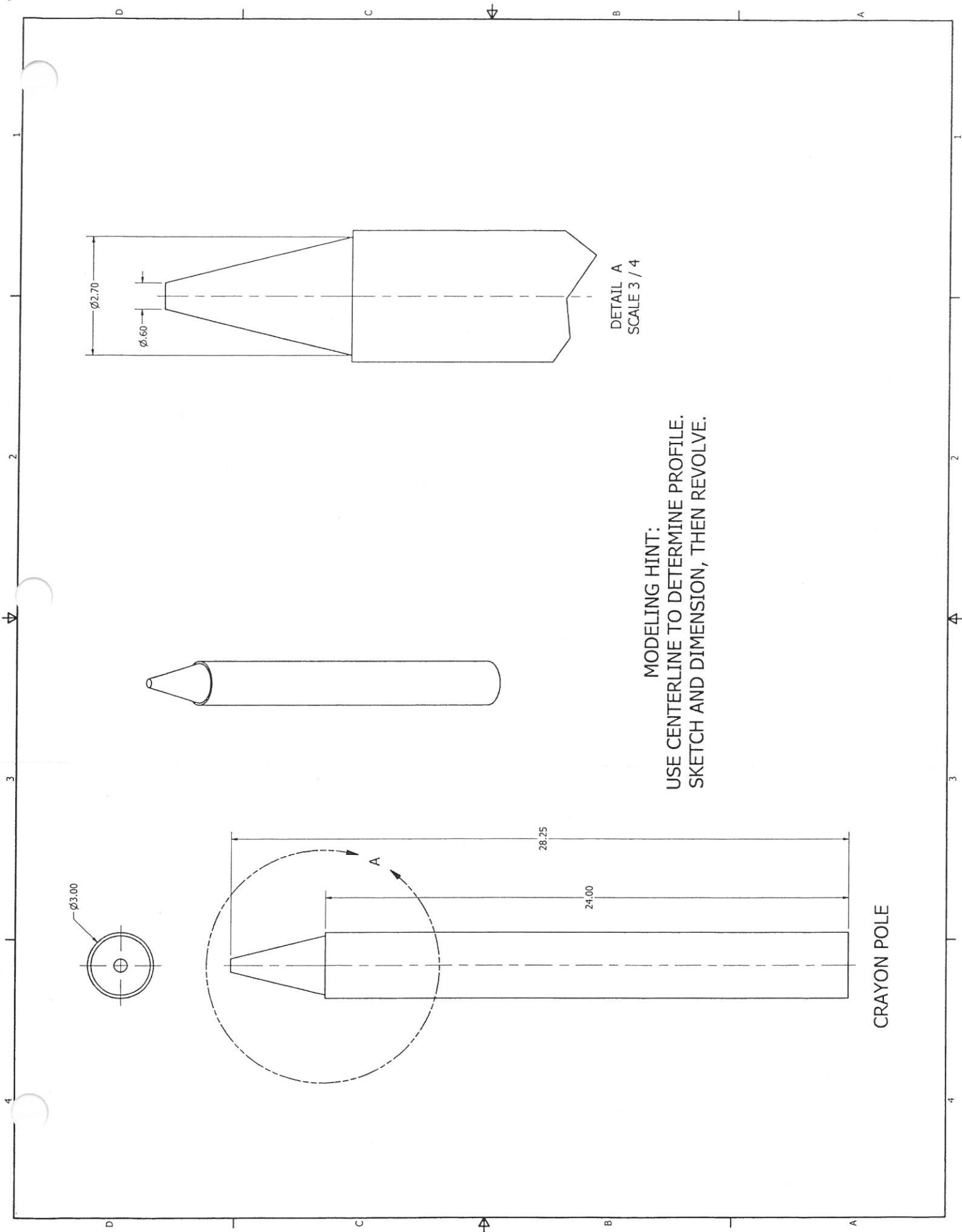




Slide is created using the Coil function.  
 Sketch how you want the slide to look  
 at the start of the actual slide & dimension.  
 (basically 2 arcs equal distance apart)  
 Draw a profile axis outside the arcs &  
 dimension.  
 Use Coil to set height and # of rotations.  
 (# of Rotations can vary)



SPIRAL SLIDE



MODELING HINT:  
 USE CENTERLINE TO DETERMINE PROFILE.  
 SKETCH AND DIMENSION, THEN REVOLVE.

CRAYON POLE

DETAIL A  
 SCALE 3 / 4

