


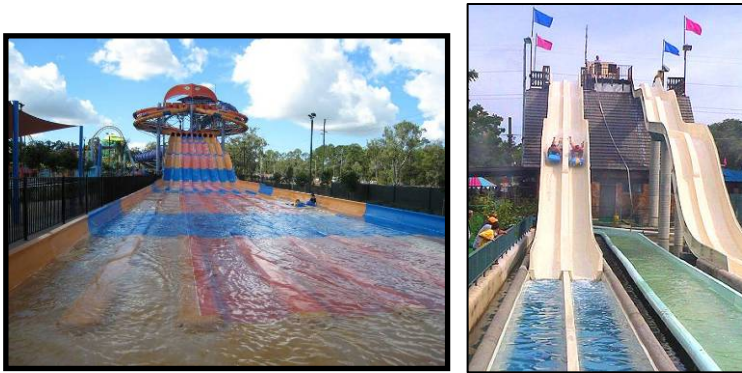



**Table 1: Types of Systems for Water Parks**

System Type	Definition	Typical Current Anti-Entrapment Mitigations	Concerns from VGB	Reference Photos
<b>Wave Action</b>	Wave action pools include any pool designed to simulate breaking or cyclic waves for purposes of general play or surfing;	<ul style="list-style-type: none"> <li>• Life guarded</li> <li>• Large un-blockable Drains</li> <li>• Partially Submerged Drains (skimmers)</li> <li>• Multiple Outlets</li> <li>• Water Velocity through drains &lt; 1.5 fps.</li> </ul>	<ul style="list-style-type: none"> <li>• Non-Flush Grating Covers create trip, and toe-stubbing hazards.</li> <li>• Finger Entrapment requirements difficult to apply for large high flow drains</li> <li>• Zero entry drainage gutters</li> </ul>	
<b>Activity Pool</b>	Activity pools are those pools designed for casual water play ranging from simple splashing activity to the use of attractions placed in the pool for recreation. The attractions within the activity pool may include rope ladders, rope swings, cargo nets, and other similar activities.	<ul style="list-style-type: none"> <li>• Life guarded</li> <li>• Multiple Outlets</li> <li>• Partially Submerged Drains (skimmers)</li> <li>• Water Velocity through drains &lt; 1.5 fps.</li> </ul>	<ul style="list-style-type: none"> <li>• Non-Flush Grating Covers create trip, and toe-stubbing hazards.</li> <li>• Zero entry drainage gutters</li> </ul>	
<b>Leisure River</b>	Manufactured streams of near-constant depth in which the water is moved by pumps or other means of propulsion to provide a river-like flow that transports bathers over a defined path that may include water features and play devices.;	<ul style="list-style-type: none"> <li>• Life guarded</li> <li>• Large un-blockable Drains</li> <li>• Multiple Outlets</li> <li>• Partially Submerged Drains (skimmers)</li> <li>• Patrons are Primarily floating in Tubes within continuously flowing water which minimizes patron encounter with drains.</li> <li>• Water Velocity through drains &lt; 1.5 fps.</li> </ul>	<ul style="list-style-type: none"> <li>• Non-Flush Grating Covers create trip, and toe-stubbing hazards.</li> <li>• Finger Entrapment requirements difficult to apply for large high flow drains</li> <li>• Zero entry drainage gutters</li> </ul>	

<p><b>Runout Slides</b></p>	<p>Runout Slides include a gradually sloping area at the termination of a manufactured waterslide attraction that is submerged in gradually increasing water depth for the purpose of decelerating patrons prior to exiting to a deck or walkway area.</p>	<ul style="list-style-type: none"> <li>• Operator Attended</li> <li>• Partially Submerged Drains (Skimmers)</li> <li>• Multiple Outlets</li> <li>• Water Velocity through drains &lt; 1.5 fps.</li> </ul>	<ul style="list-style-type: none"> <li>• Non-Flush Grating Covers create trip, and toe-stubbing hazards</li> </ul>	
<p><b>Catch Slides</b></p>	<p>Catch Slides include bodies of water located at the termination of a manufactured waterslide attraction provided for the purpose of terminating the slide action and providing a means for exit to a deck or walkway area.</p>	<ul style="list-style-type: none"> <li>• Life guarded</li> <li>• Large un-blockable Drains</li> <li>• Partially Submerged Drains (Skimmers)</li> <li>• Multiple Outlets</li> <li>• Water Velocity through drains &lt; 1.5 fps.</li> </ul>	<ul style="list-style-type: none"> <li>• Non-Flush Grating Covers create trip, and toe-stubbing hazards.</li> <li>• Finger Entrapment requirements difficult to apply for large high flow drains</li> <li>• Zero entry drainage gutters</li> </ul>	
<p><b>Interactive Play Attractions</b></p>	<p>A manufactured water play device or a combination of water-based play devices in which water flow volumes, pressures, or patterns are intended to be varied by the bather without negatively influencing the hydraulic conditions of other connected devices. Attractions may incorporate devices or activities such as slides, climbing and crawling structures, visual effects, user-actuated mechanical devices and other elements of bather-driven and bather-controlled play. They do not incorporate captured or standing water greater than 12 inches deep as part of the bather activity area.</p>	<ul style="list-style-type: none"> <li>• Life guarded</li> <li>• Multiple Outlets</li> <li>• Partially Submerged Drains (skimmers)</li> <li>• Water Velocity through drains &lt; 1.5 fps.</li> </ul>	<ul style="list-style-type: none"> <li>• Non-Flush Grating Covers create trip, and toe-stubbing hazards.</li> <li>• Zero entry drainage gutters</li> </ul>	