

## **FREQUENTLY ASKED QUESTIONS (FAQs)**

### **Q) What will I need to do to reinforce my pool deck?**

A) Nothing. If your pool deck is a typical 4" minimum thickness concrete deck, our slides will easily mount on the deck surface.

### **Q) How much water is needed on the slide?**

A) 20-30 Gallons per Minute per flume is all that is needed.

### **Q) How does the water get to the top of the slide?**

A) Usually, a line can be run from the existing pool pump to the location of the slide. Our installers would then, connect to the top of the slide.

### **Q) How deep should the pool be?**

A) Federal regulations call for a minimum water depth of 40". We recommend 4 Feet.

### **Q) Do I need any permits or licenses?**

A) Regulations may vary by state, county and municipality. It is the pool owner's responsibility to understand and secure any permits or licenses. Occasionally, a regulator will ask for additional engineering documentation - wind, soil, structural analysis, etc. We can provide at an additional fee.

### **Q) What is the warranty?**

A) Our one year warranty covers all workmanship and materials.

### **Q) How long have you been building water slides?**

A) We have been designing and building water slides since 1995. We now have water slides in nearly every state. Our parent company, Superior International Industries, has been manufacturing playground equipment sold around the world for over 20 years.

### **Q) Can adults use these slides?**

A) Our large 30" diameter slides can accommodate all but the very largest adults. Why should the kids have all the fun?

### **Q) What are they made of?**

A) The flumes are made of smooth hygienic polyethylene plastic with 3/8" minimum wall thickness. UV stabilizer is added to prevent fading. The structure is built with 1.9" O.D. Schedule 80 aluminum structural pipe connected with aluminum-magnesium fittings. The climb is completely contained with dura-net barrier netting to prevent climbing up the outside or falling out of the inside of the structure.