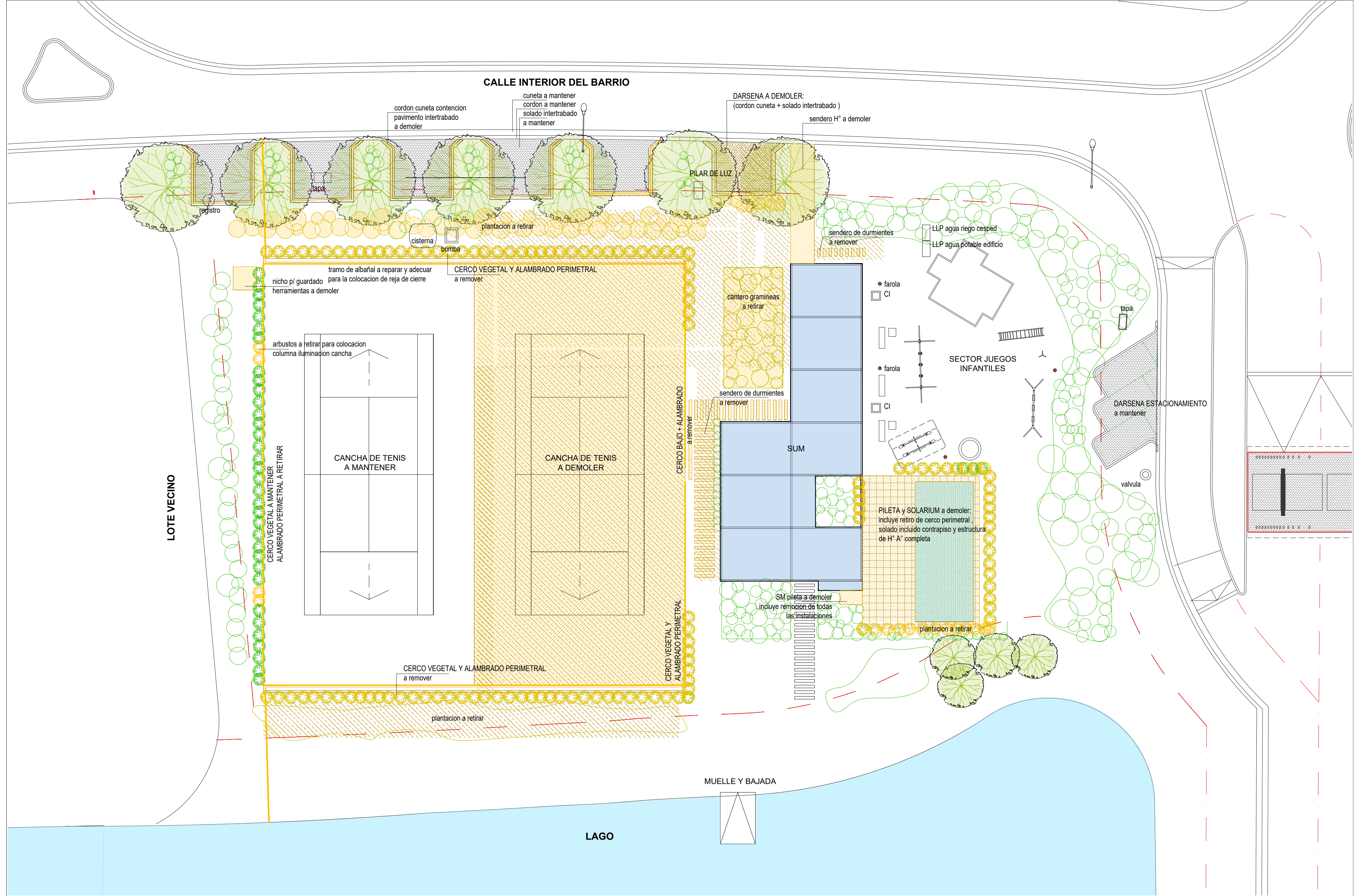
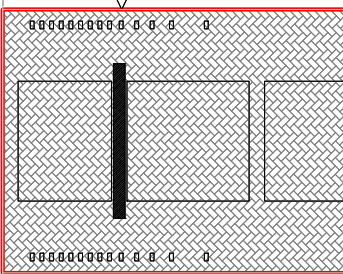
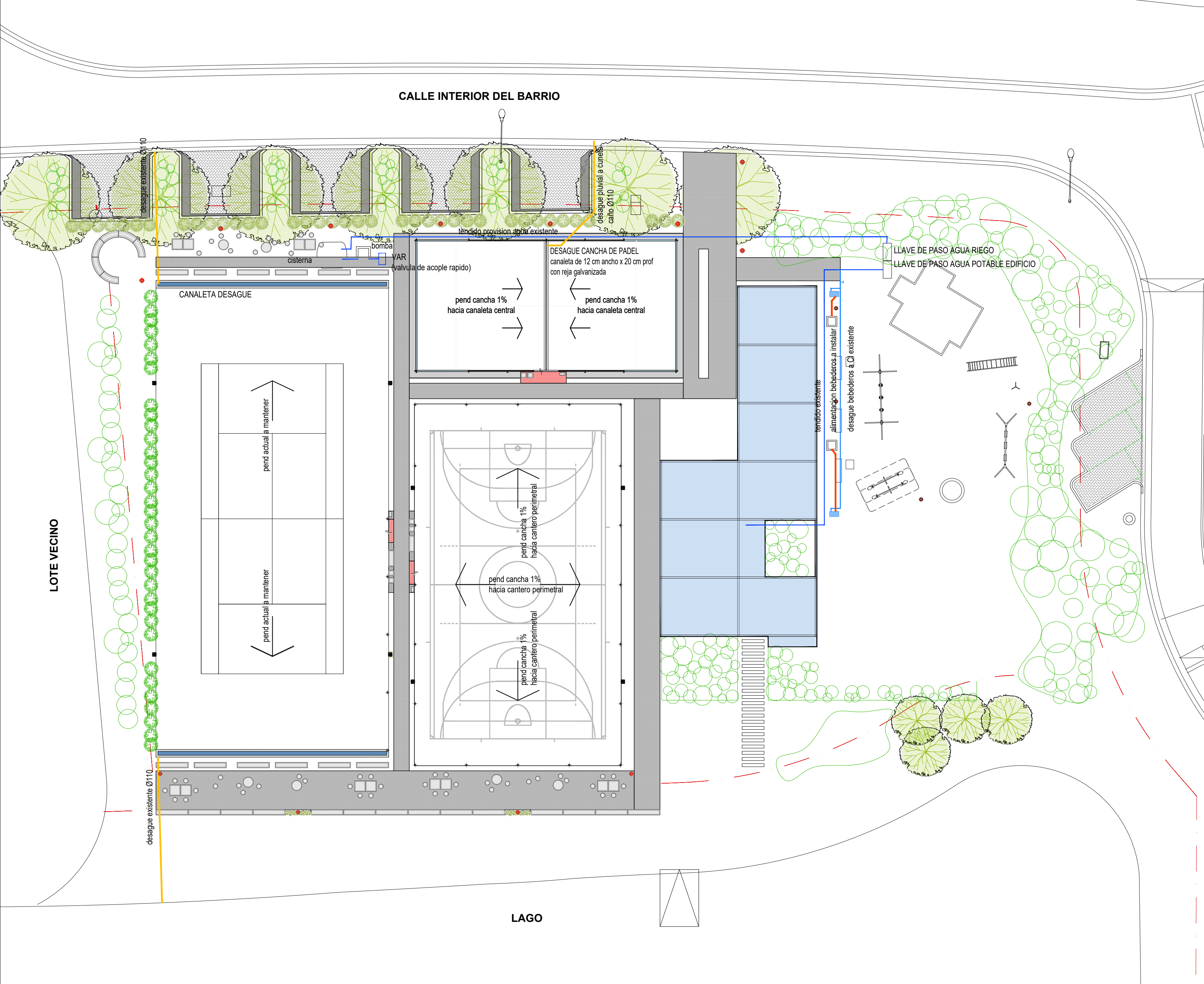




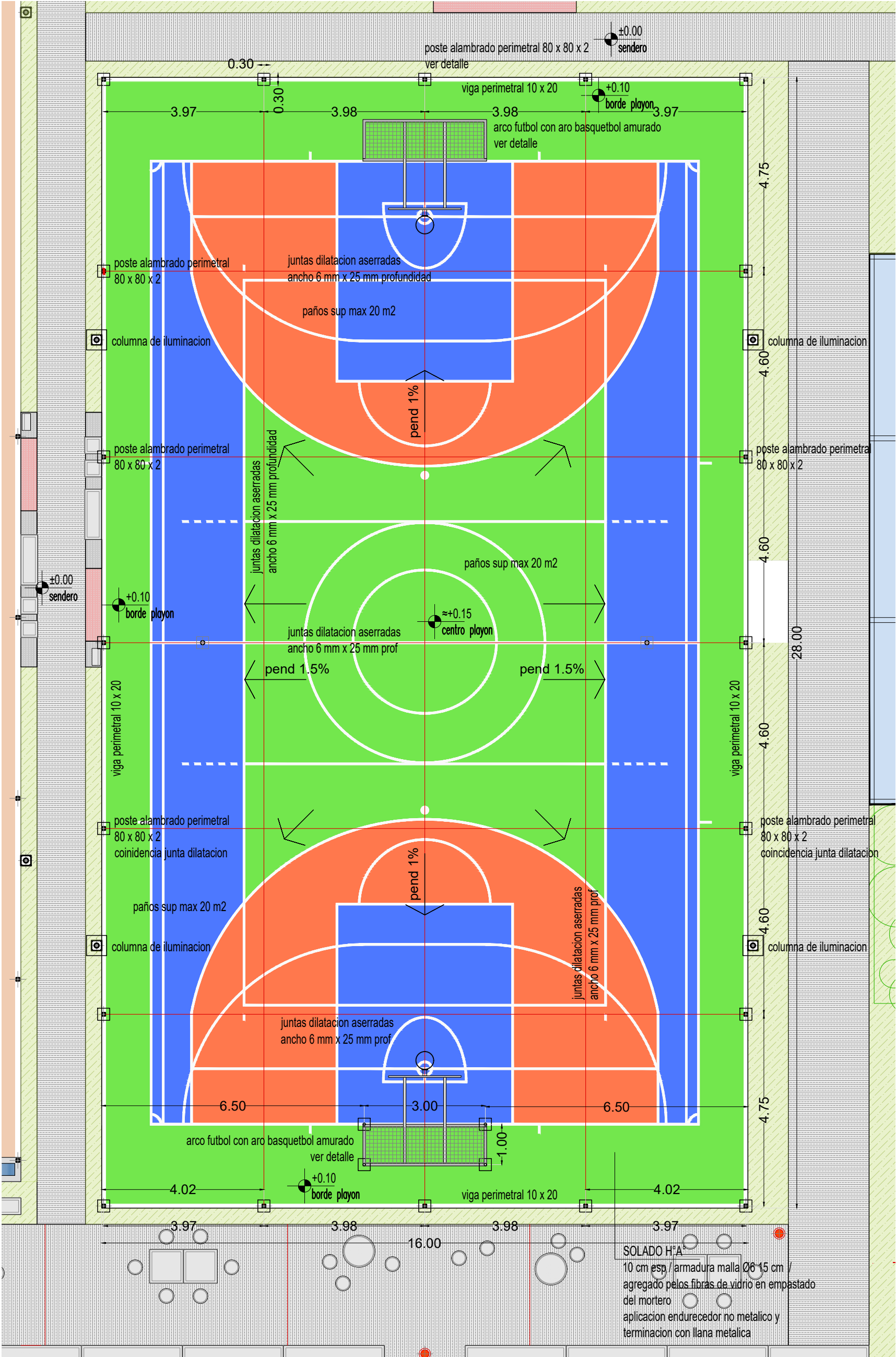






BEBEDERO H° PREMOLDEADO

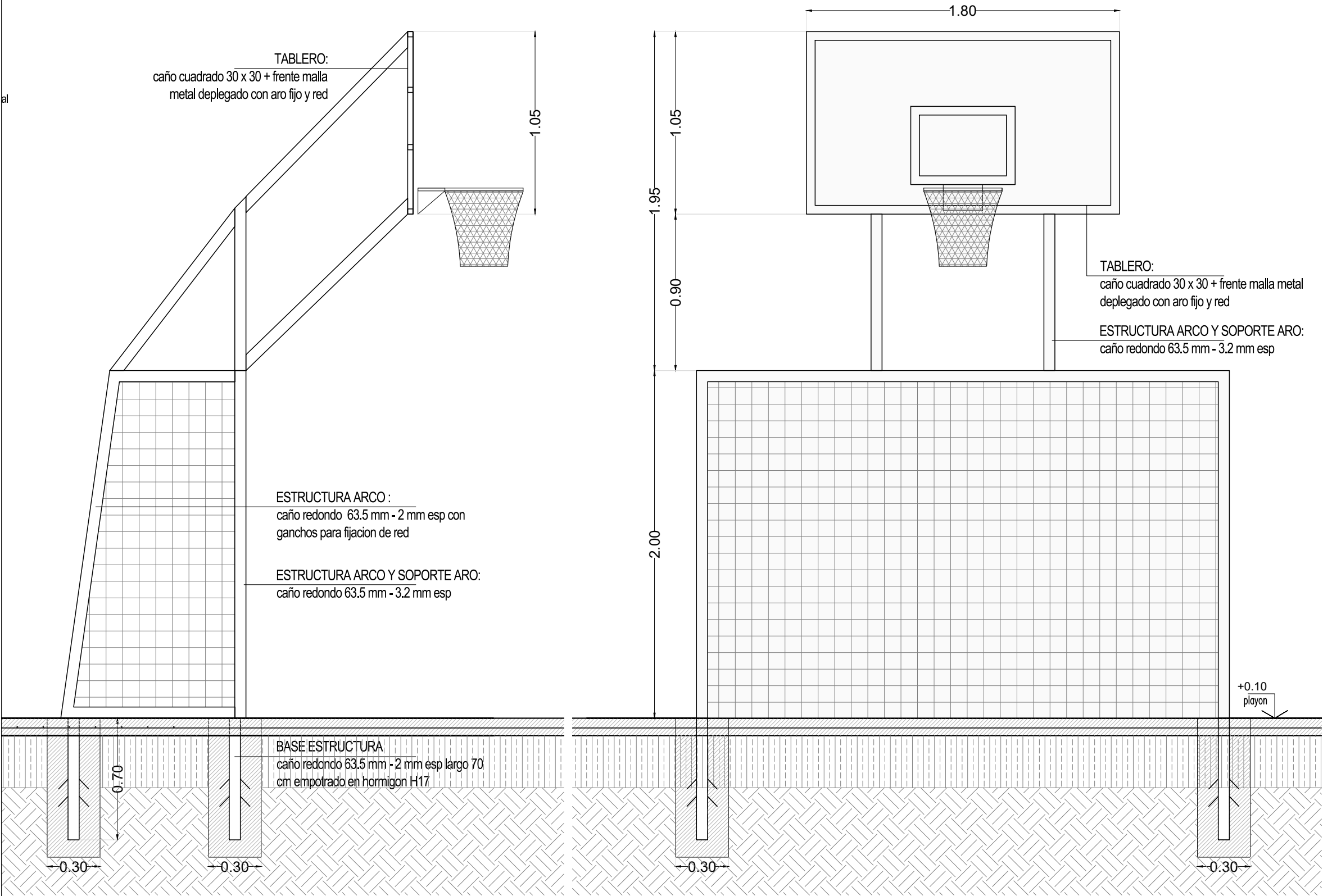
- REFERENCIAS**
- TENDIDO AGUA EXISTENTE
 - TENDIDO AGUA A EJECUTAR
 - DESAGUE PLUVIAL
 - DESAGUE CLOACAL



PINTURA LINEAS DEMARCAACION Y COLORES SOLADO
pintura de resina acrilica termoplastica de alta flexibilidad y resistente a la perdida de color

SE REALIZARA PRUEBA DE COLOR PREVIO A SU APLICAIION PARA APROBACION DE AVP

ARCO DE FUTBOL Y ARO DE BASQUET FIJOS



esc 1:25

POSTES Y RED REGLAMENTARIA DE VOLEY REMOVIBLES

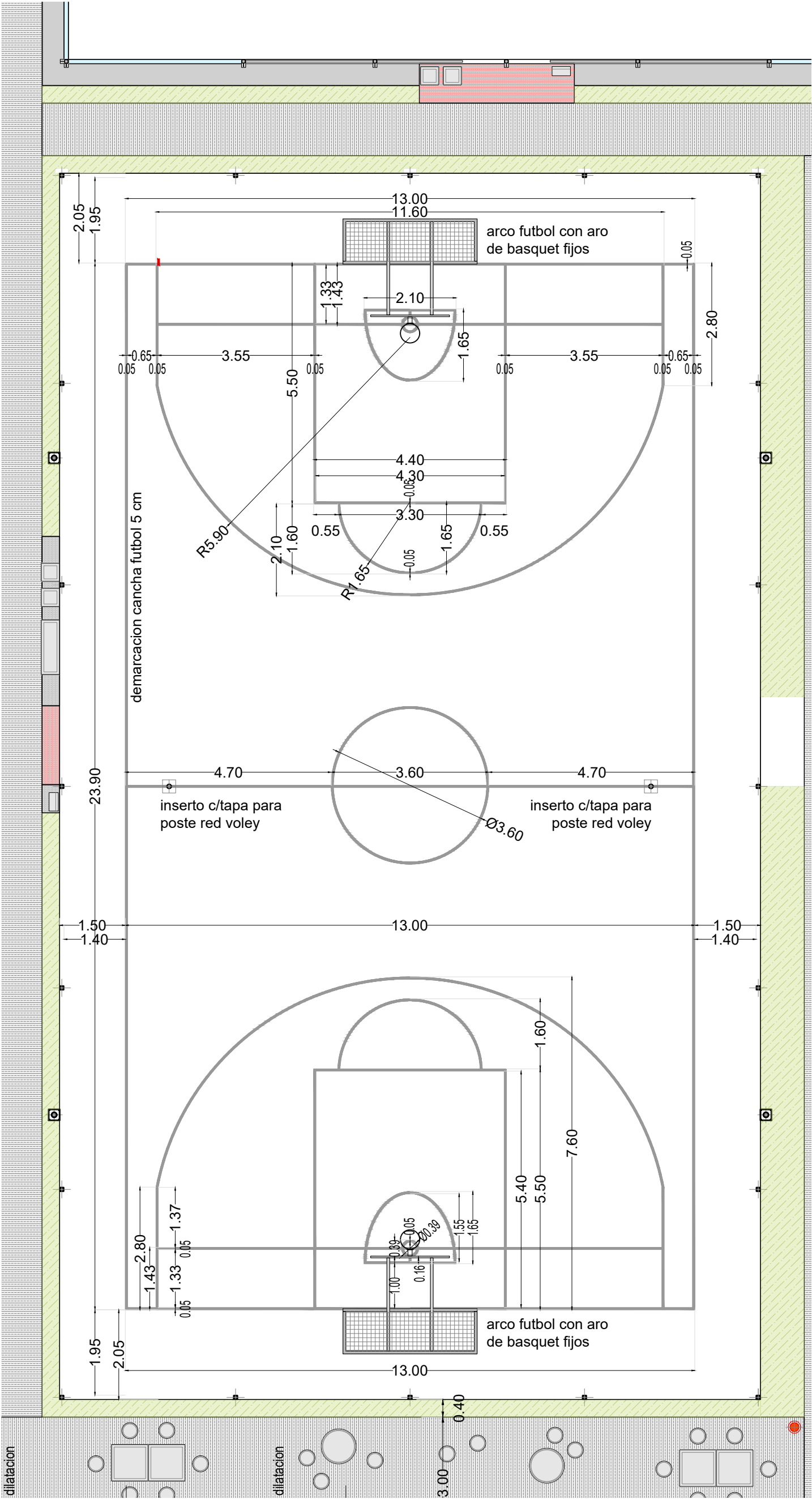


conjunto de postes de voley, red altura variable segun reglamento
detalle camisa embutida en hormigon con tapa al ras del solado

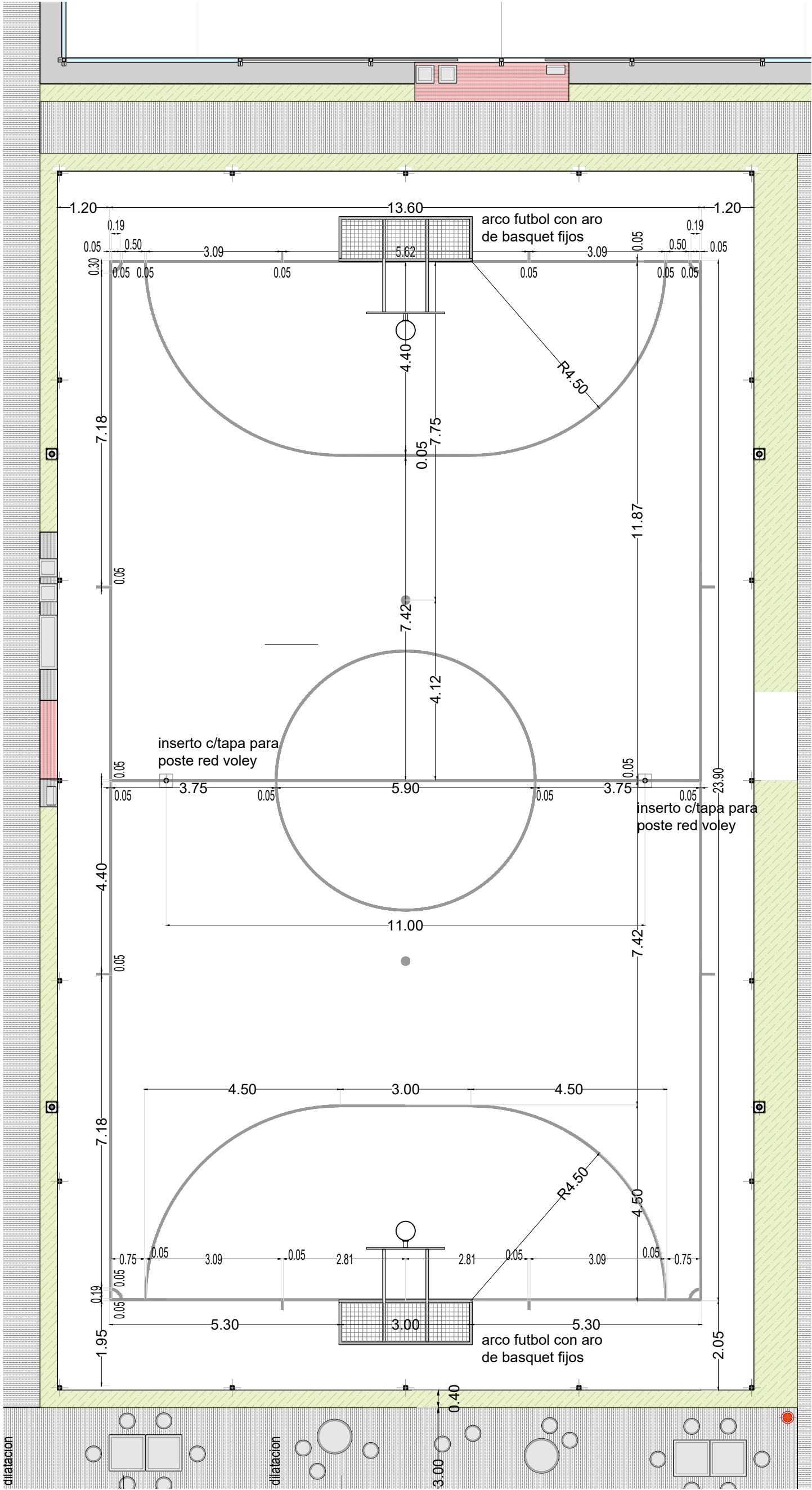


arco y aro fijos

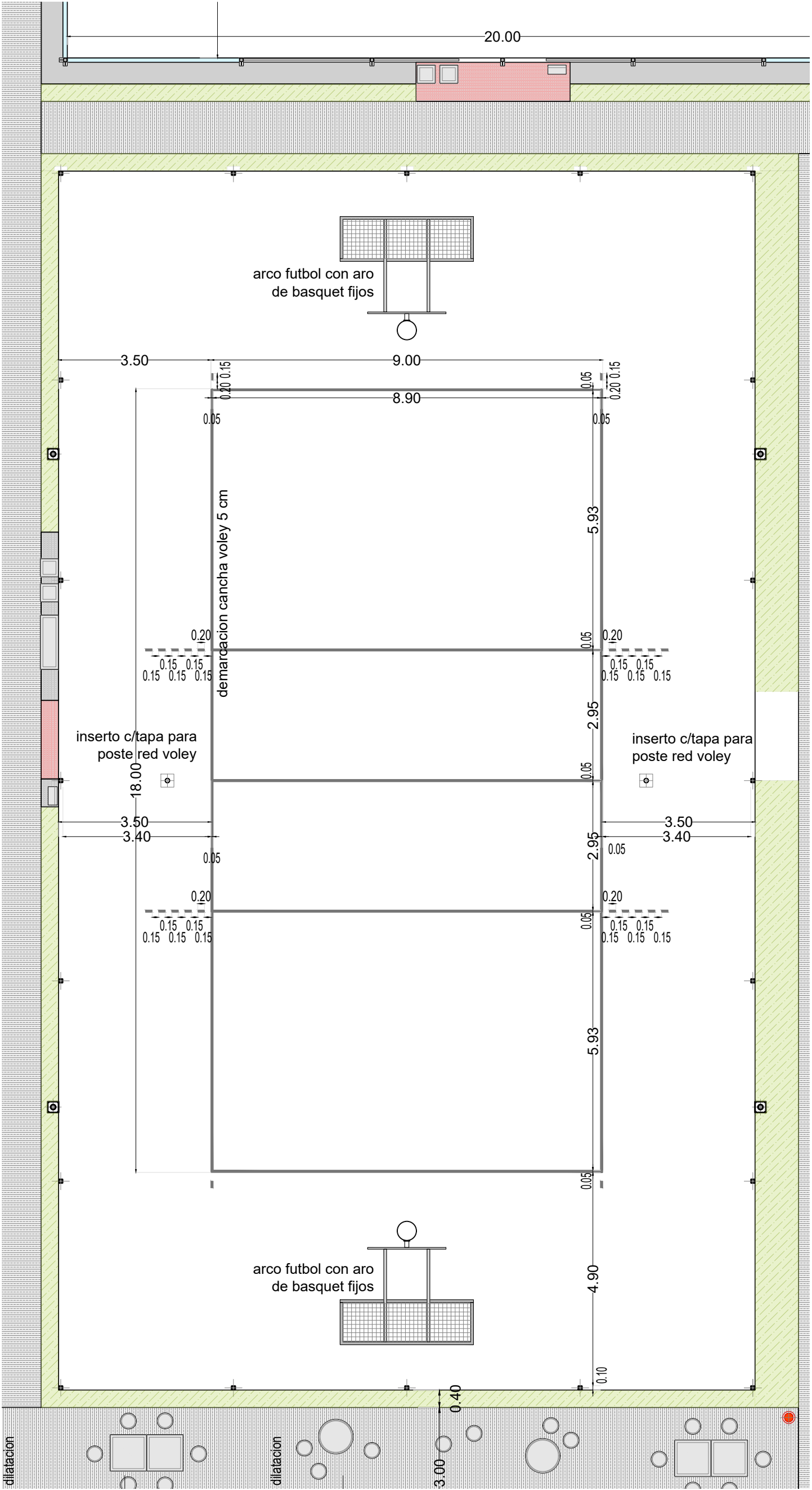
CANCHA DE BASQUET



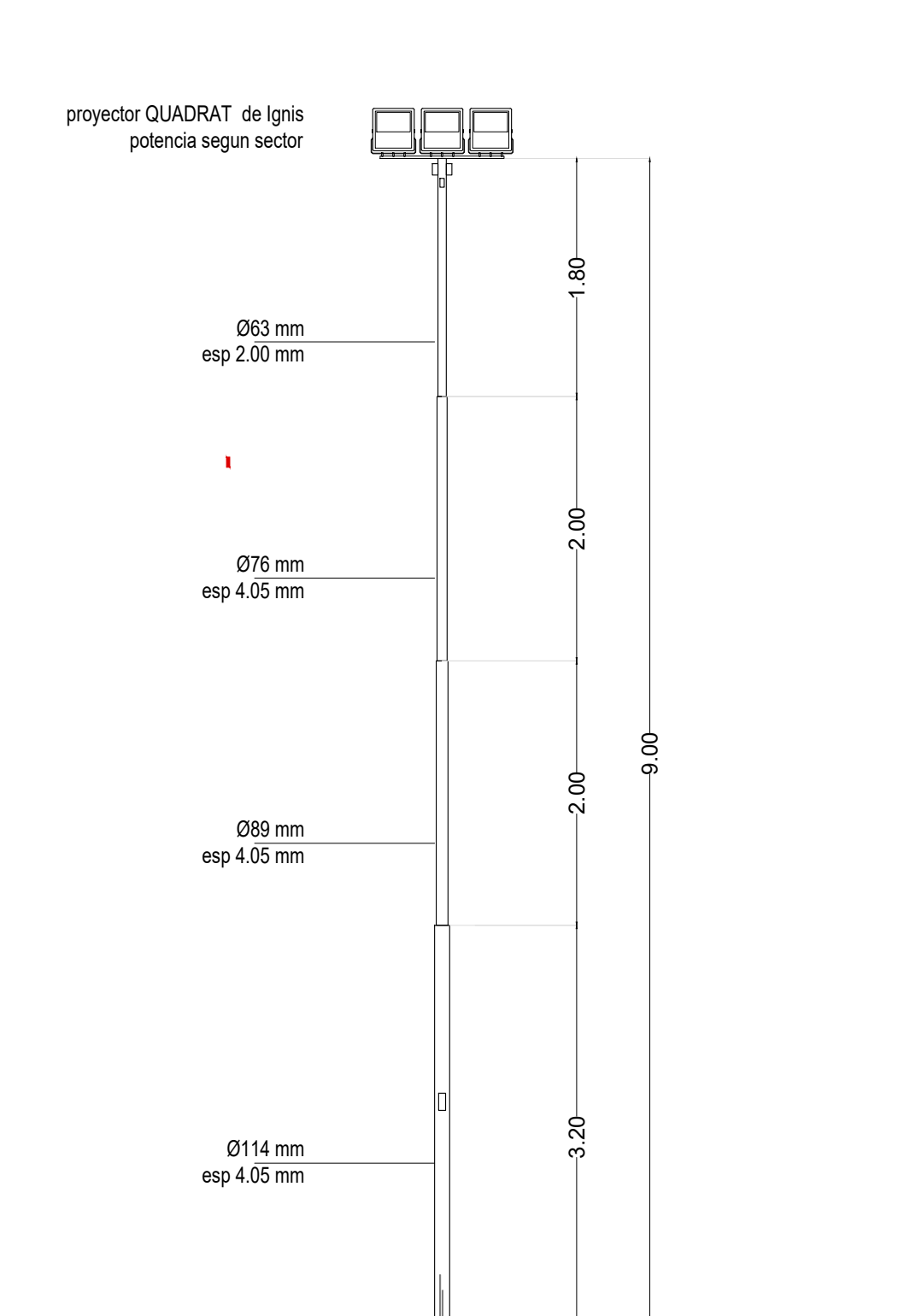
CANCHA DE FUTBOL



CANCHA DE VOLEY

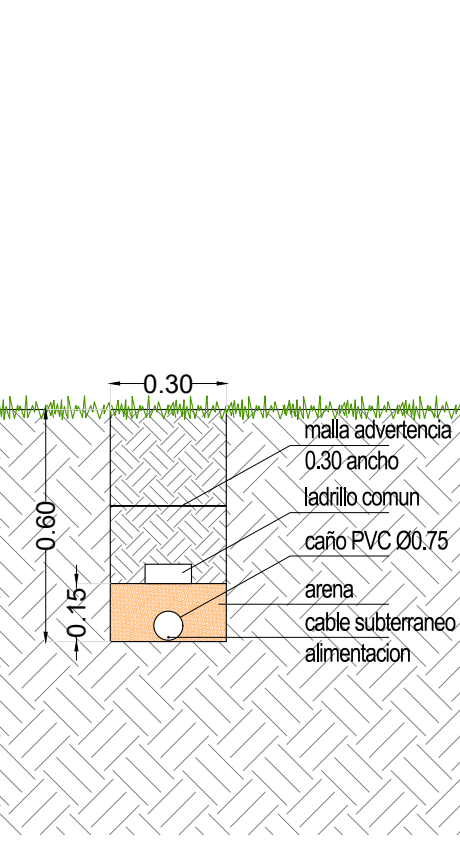


COLUMNAS ILUMINACION PLAYON Y CANCHA DE TENIS



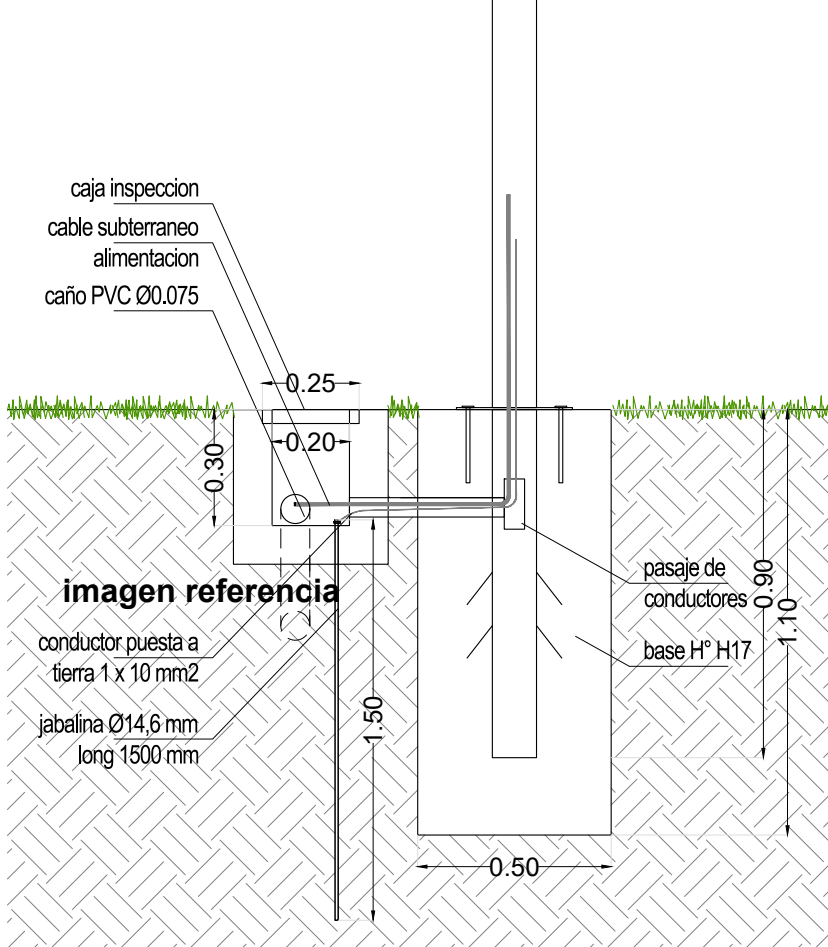
esc 1:50

DETALLE ZANJA CABLEADO

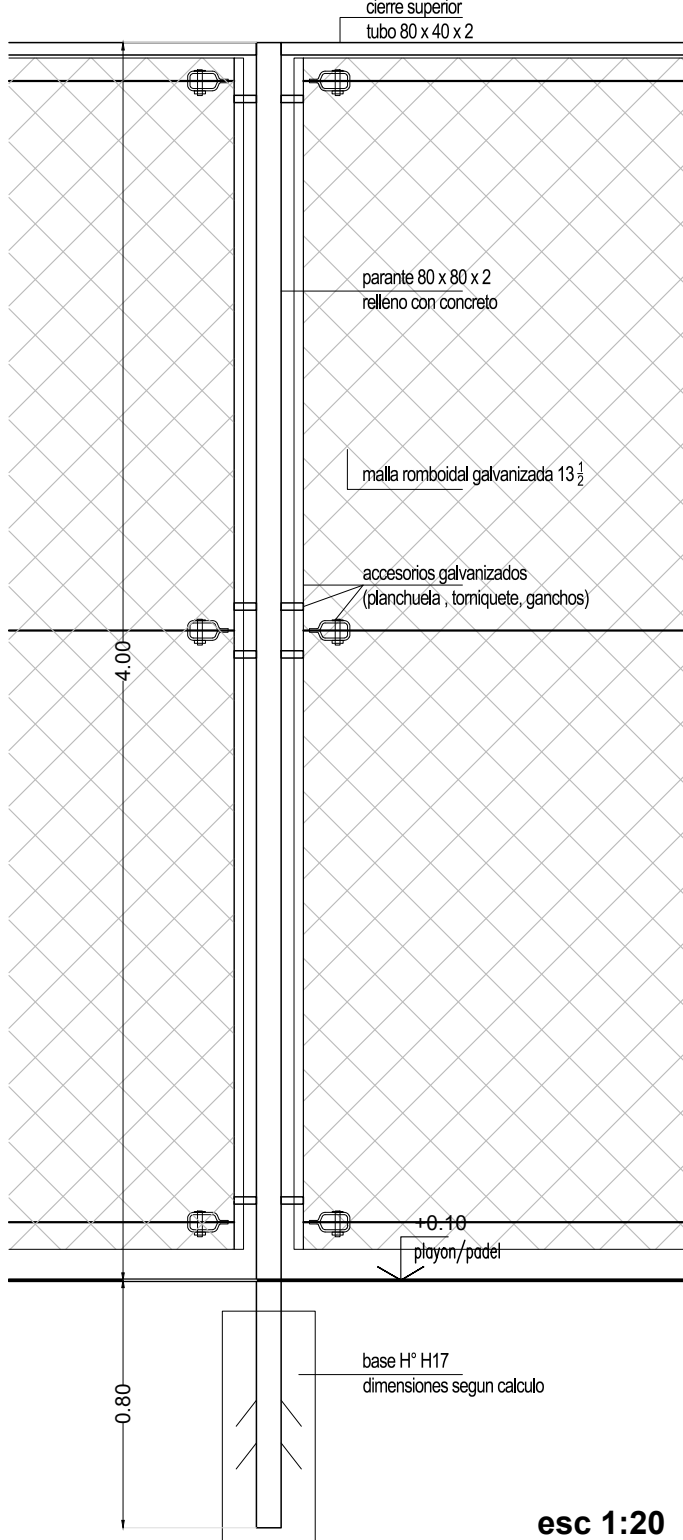
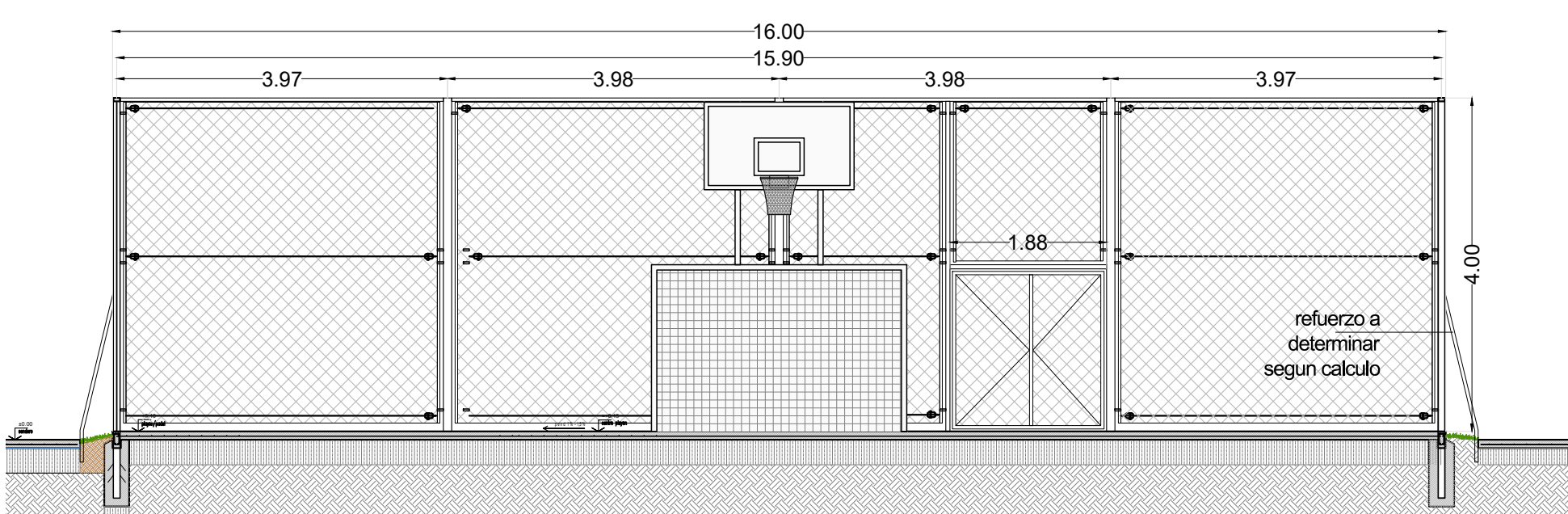
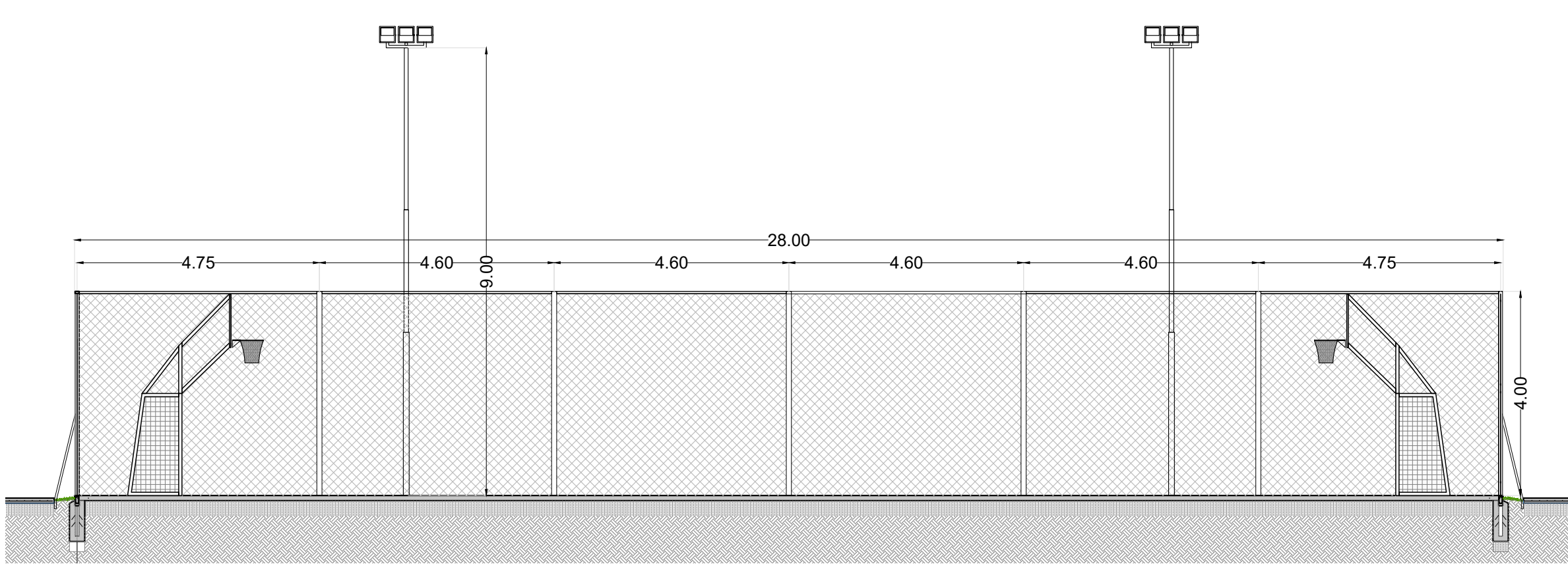


esc 1:20

DETALLE BASE

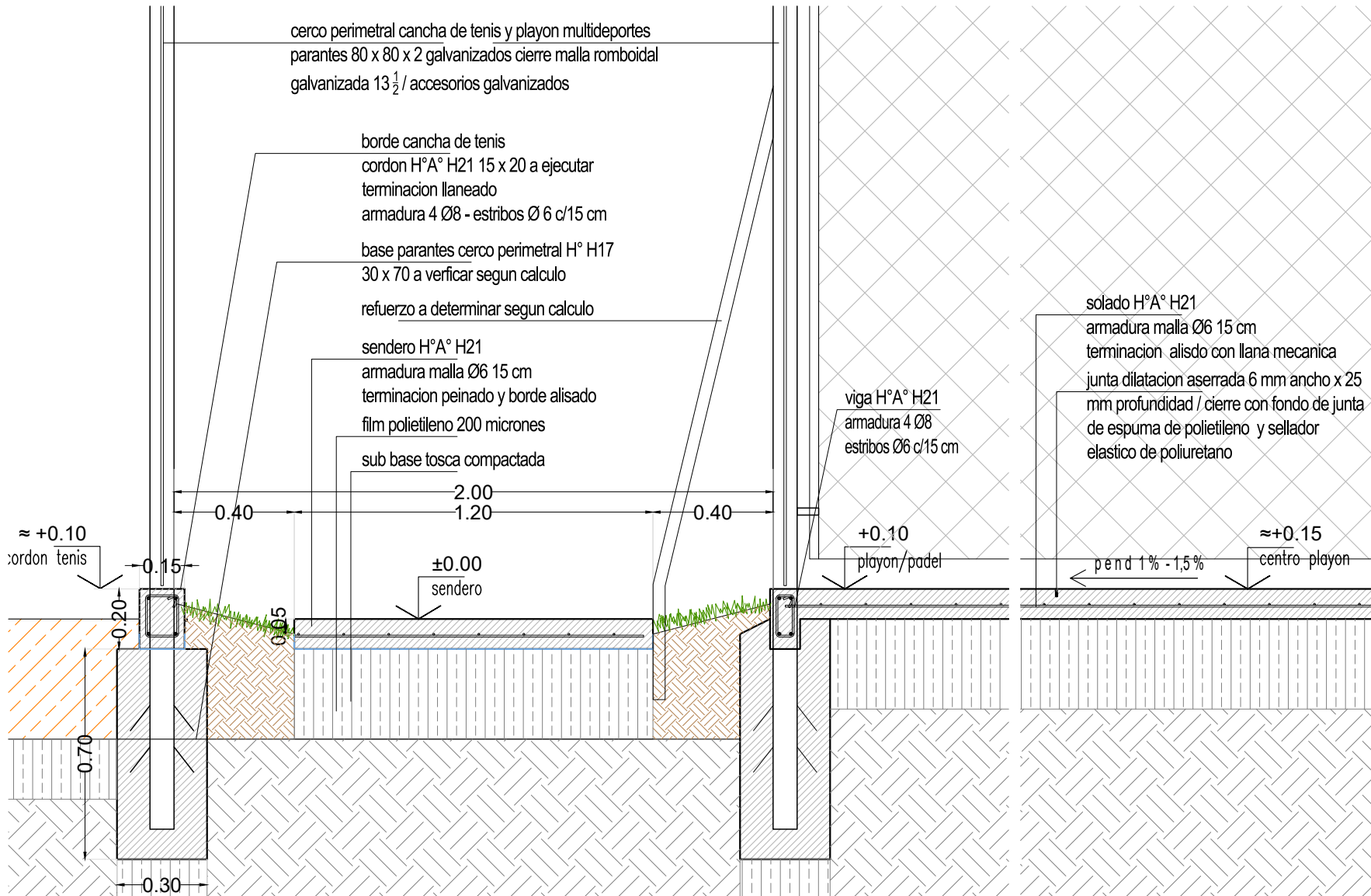


CERCO PERIMETRAL PLAYON MULTIDEPORTES y CANCHA DE TENIS

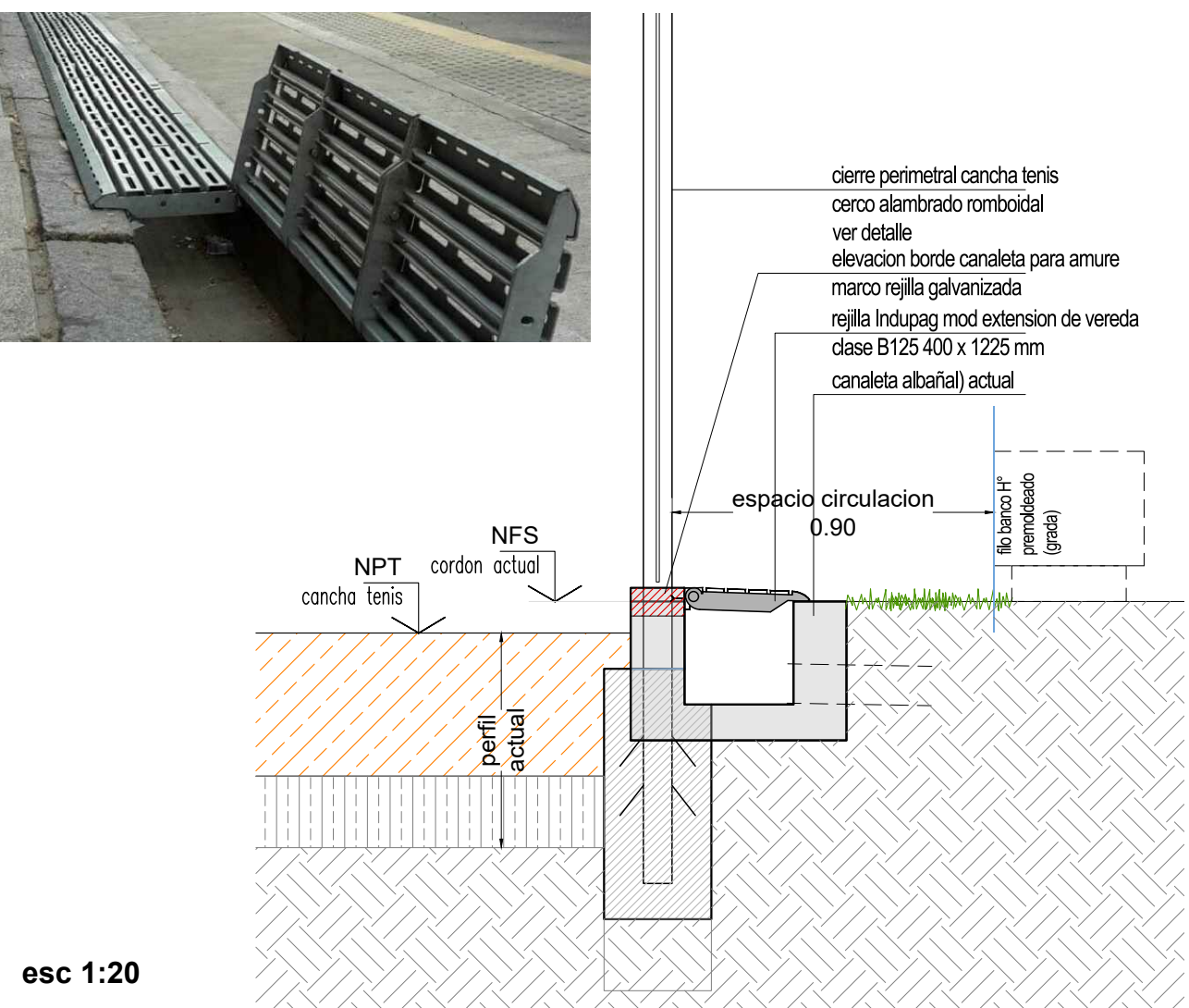


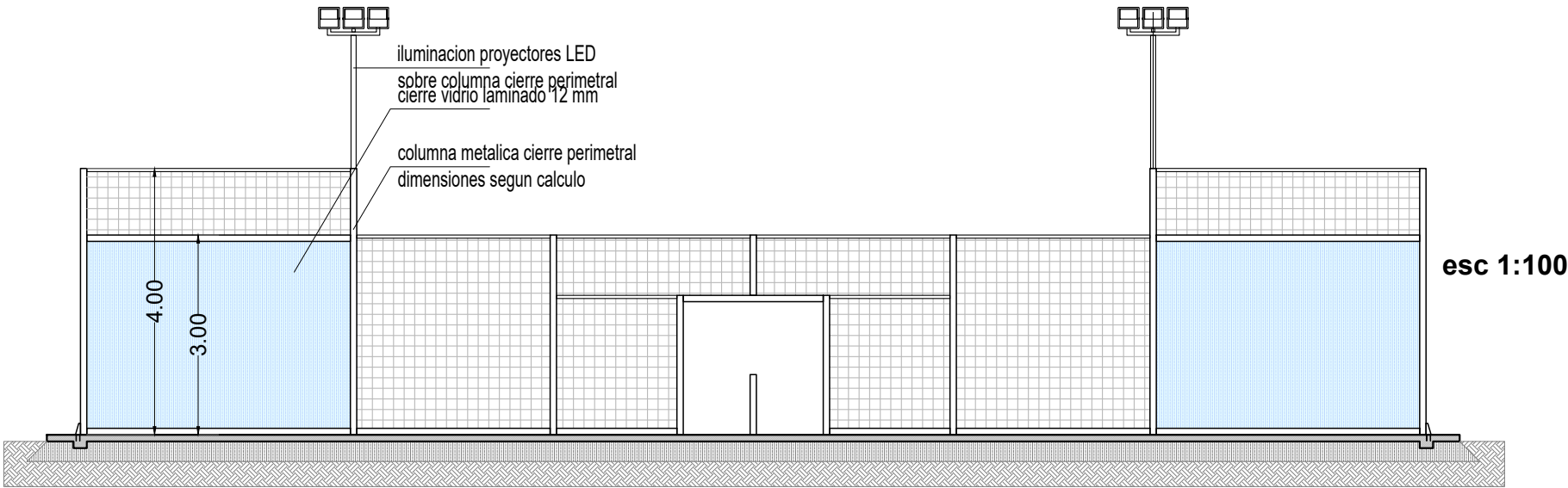
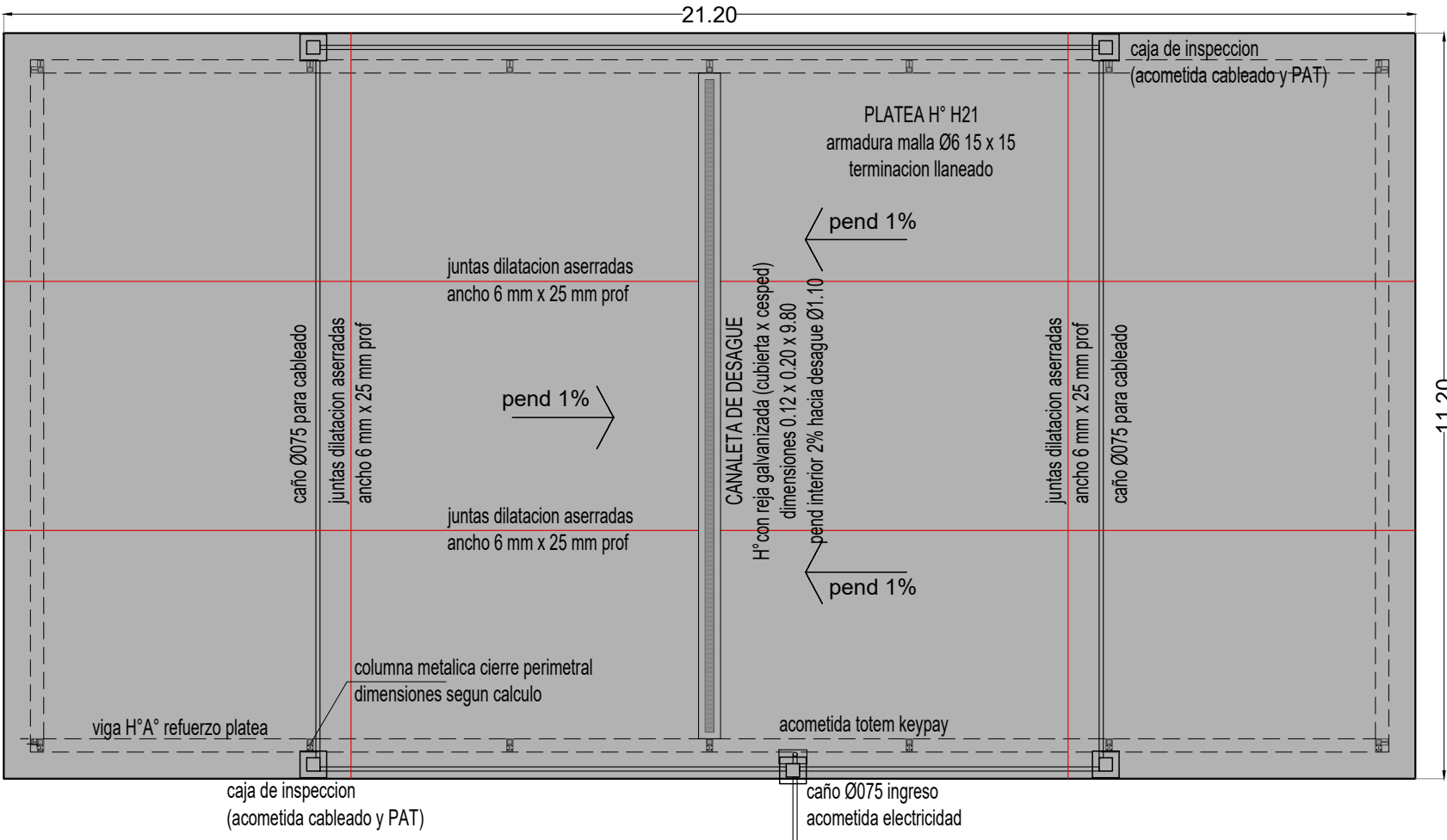
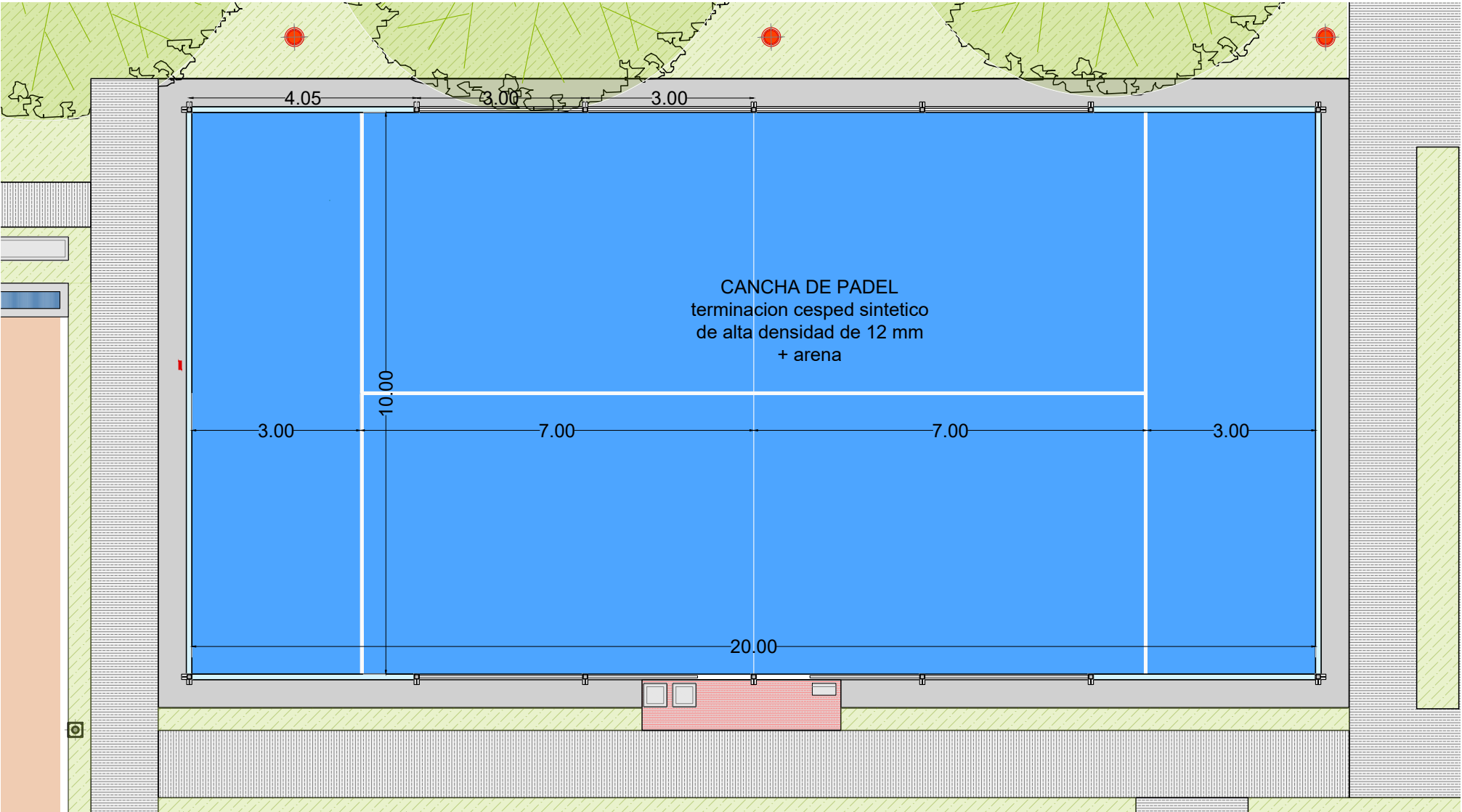
SOLADOS

DETALLE SENDEROS H° ENTRE CANCHAS



DETALLE CANALETA DESAGUE TENIS



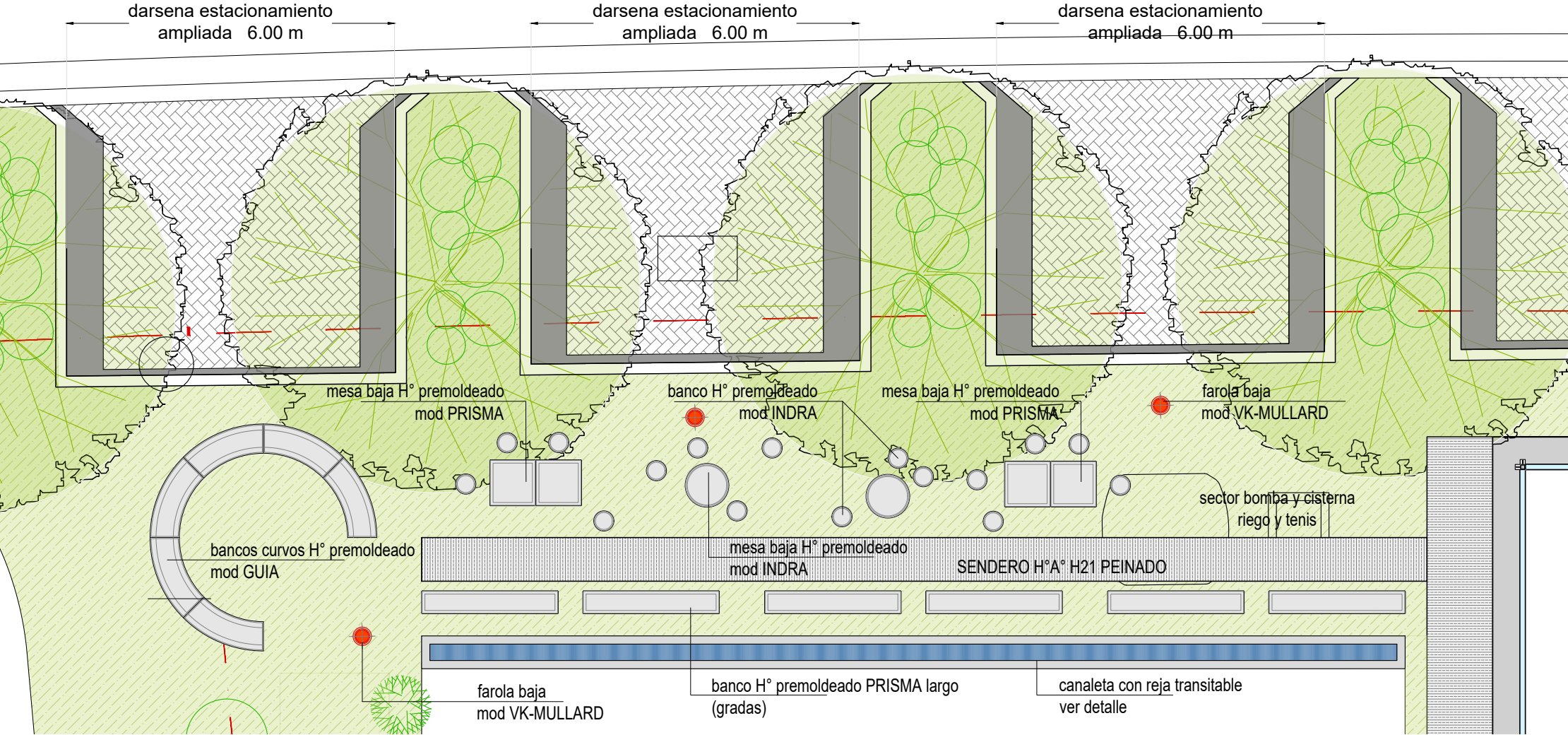


IMAGENES REFERENCIA



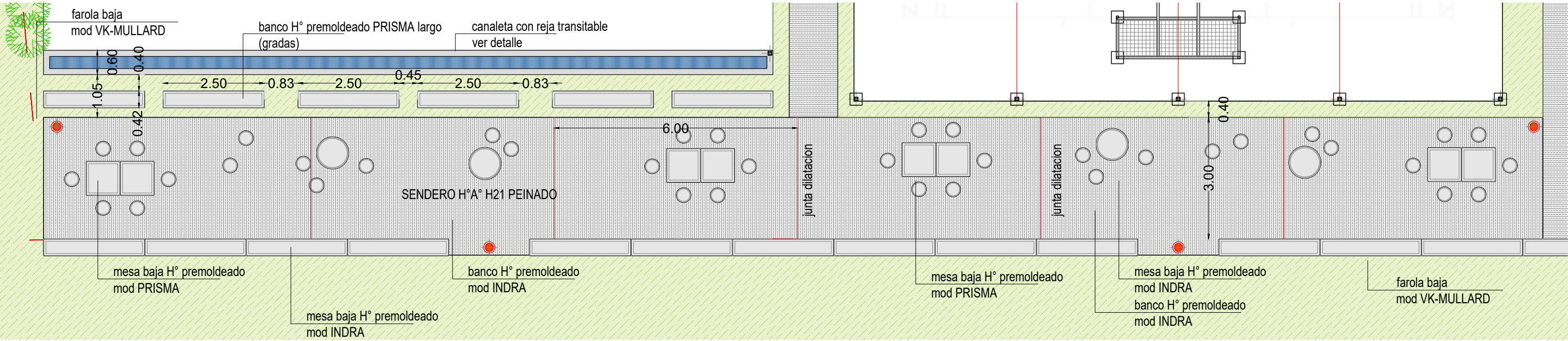
SECTOR ESTACIONAMIENTO

esc 1:100

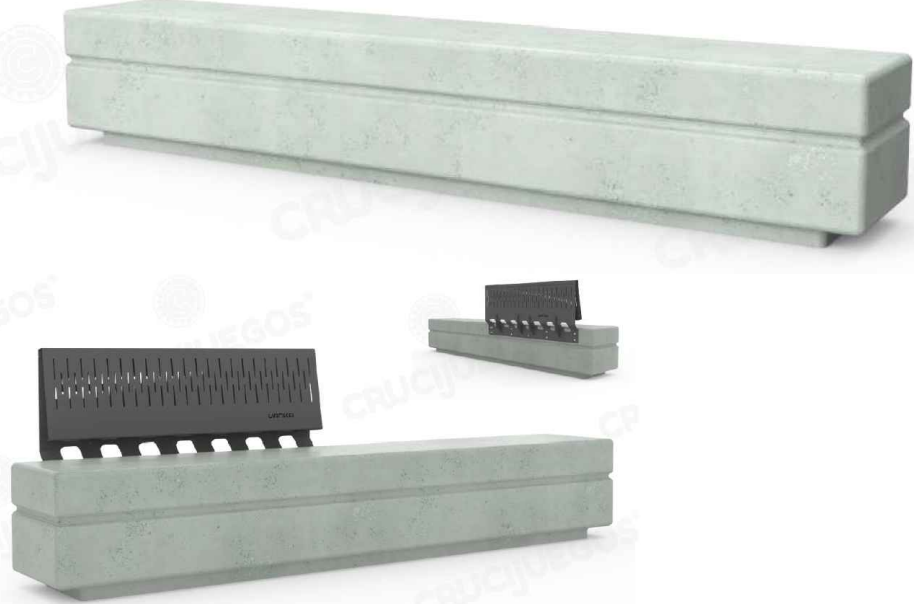


SECTOR LAGO

esc 1:100



IMAGENES REFERENTES EQUIPAMIENTO



BANCO RECTANGULAR LARGO mod PRISMA

UBICACION: GRADAS Y BORDE TALUD

CANT TOTAL: 26 (veintiseis) BANCOS (opcional con respaldo)



BANCO Y MESA CIRCULAR mod INDRA / MESA CUADRADA mod PRISMA

UBICACION: ZONAS DE ESTAR ESTACIONAMIENTO Y LAGO

CANT TOTAL: 52 (cincuenta y dos) BANCOS / 6 (seis) MESAS CIRCULARES / 12 (doce) MESAS CUADRADAS



BANCOS MEDIANO Y CHICO mod PRISMA

UBICACION: ACCESO CANCHAS

CANT TOTAL: 2 (dos) MEDIANOS / 6 (seis) CHICOS



BANCO CURVO mod GUIA

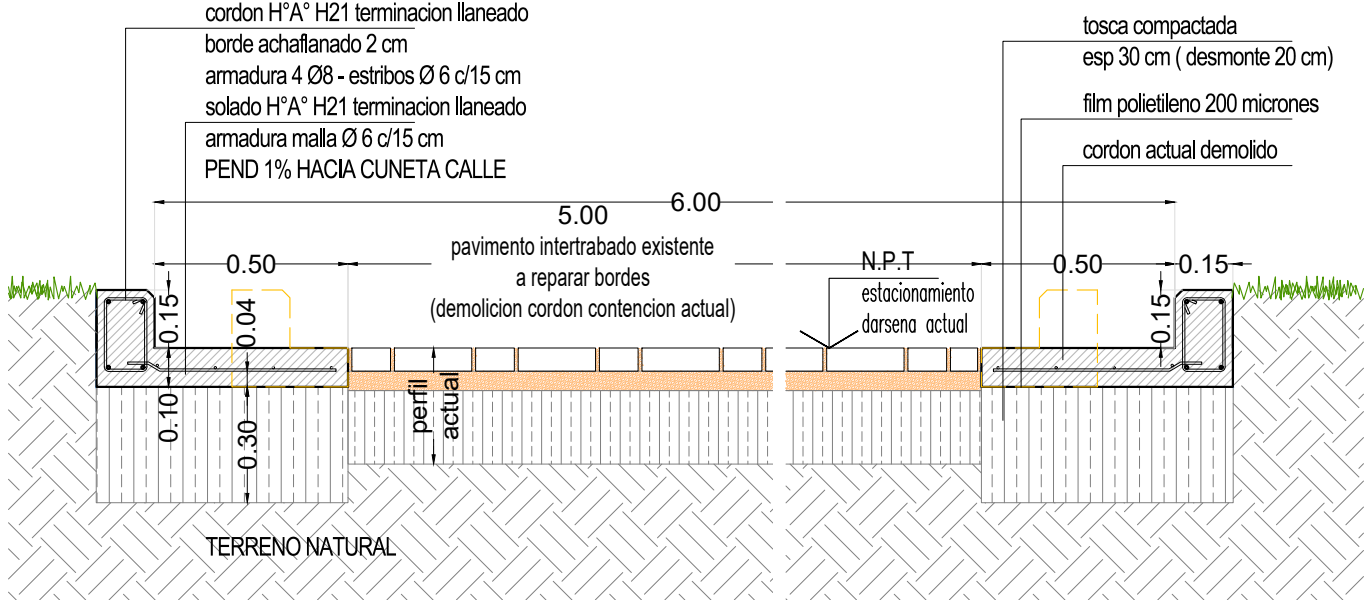
UBICACION: ESTAR ESTACIONAMIENTO

CANT TOTAL: 6 (seis)



DETALLE AMPLIACION DARSENAS ESTACIONAMIENTO

esc 1:20



DETALLE SECTOR LAGO

esc 1:20

