

DESIGN & BUILD WITH ADG

Having pioneered the design/build concept in the aquatic industry over three decades ago, ADG is uniquely positioned to act as your partner throughout the entire development process.

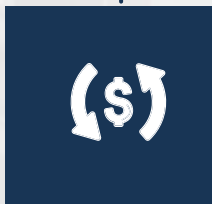
With ADG as your design/build partner, you're buying the experience of a project team that is fully knowledgeable of all facets of your project and can react in real-time to address any contingencies that arise during the development process to keep your project moving forward – on time and on budget.



1

UPFRONT PLANNING & REVIEW

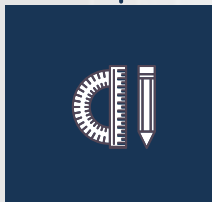
It all begins with our trademark InDepth™ process that includes examining the existing site infrastructure and gathering all required information to create a solid project plan; establishing project costs, schedules and providing assistance with real operating budgets to avoid costly overruns and delays later on.



2

PRODUCT DESIGN & ENGINEERING

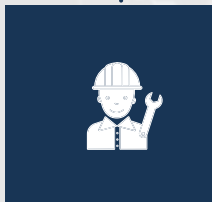
ADG will provide a complete design & equipment package for all of your specialty aquatic attractions. This includes all necessary documents and drawings so you can see what your attractions will look like, as well as understand how they will function in relation to one another and the park as a whole.



3

PROJECT COST ANALYSIS & BUDGETING

Based on the approved design, ADG will provide you with an up-front fixed cost price for all of the aquatic features in the plan, inclusive of mechanical, infrastructure and foundational needs. This provides you with a true sense of what the project will cost you. No surprises down the road!



4

PROJECT BUILD

You will be assigned a dedicated on-site Project Manager for the duration of the project build and beyond — ensuring that every detail of your aquatic program is managed right from the start with clear communication between all relevant parties, and delivered to your satisfaction, on-time and on-budget.

● the result...

ADG completes more projects on-time and on-budget, delivering exceptional results in a time frame that no other company can match