



Sensory Guide

A resource for guest with cognitive disabilities including autism spectrum disorder (ASD).

SENSORY LEVEL SUMMARY

ATTRACTION	TOUCH	TASTE	SOUND	SIGHT	SMELL
Miniland	1	0	2	1	1
Driving School	2	0	2	2	1
LEGO® CITY Airport	3	0	3	3	1
LEGOLAND Express	1	0	4	2	1
Boating School	1	0	1	1	1
LEGO Mindstorms	3	0	5	2	1
LEGO Academy	3	0	4	2	1
LEGO City Stage	3	0	4	5	1
Junior Driving School	2	0	2	2	1
Rescue Academy	4	0	3	2	1
The Shipyard	5	0	2	3	1
Rebuild The World	3	0	4	4	1
Aquazone Wave Racers	3	0	3	3	1
The Great LEGO Race	7	0	7	7	1
Technic Twister	4	0	3	3	1
Royal Joust	3	0	2	2	1
Dragon's Apprentice	4	0	3	3	1

ATTRACTION	TOUCH	TASTE	SOUND	SIGHT	SMELL
Merlin's Challenge	3	0	3	3	1
The Dragon	5	0	4	4	1
Castle Stage	1	0	4	3	1
The Forestmen's Hideout	4	0	2	2	1
LEGO Studios	4	0	4	5	1
Kids Power Tower	4	0	3	3	1
Build and Test	3	0	3	2	1
DUPLO Express	1	0	4	2	1
Observation Tower	5	0	2	4	1
DUPLO Playtown	4	0	3	2	1
Dino Island	5	2	3	4	2
Lost Kingdom Adventure	2	0	6	6	1
Beetle Bounce	4	0	3	2	1
Pharaoh's Revenge	4	0	2	3	1
LEGO NINJAGO The Ride	4	0	8	8	1
Cole's Rock Climb	4	0	3	3	1
Zane's Temple Build	2	0	2	2	1
Kai's Spinners	4	0	2	3	1

AMENITIES

GUEST SERVICES

Guest Services is located behind the ticket turnstiles on the right-hand side.

RESTROOMS

Restrooms are available throughout the Theme Park, including companion restrooms in select locations. Please check the park map or ask a Model Citizen (employee) to find the closest locations.

FIRST AID

Our First Aid facilities are staffed with professional paramedics. At LEGOLAND® Malaysia Resort, the primary first aid unit is located in LEGO® City. If you have any questions or need special assistance, ask any Model Citizen or stop by Guest Services inside the main entrance.

PARKING

LEGOLAND® Malaysia Resort has preferred parking available located at Zone 1 & 2. Touch N Go service is available. Disability parking is located at Zone 1 car park, which is near to the park entrance.

DINING

Guests looking for a quieter dining environment are encouraged to visit meal facilities during non-peak hours or ahead of meal time.

ALLERGY FRIENDLY

LEGOLAND® is able to accommodate many allergies, including milk, eggs, wheat, soybean, peanuts, tree nuts and fish. Ingredient lists are available in each location upon request—please ask a Model Citizen. For any additional special dietary needs or concerns please email info@legoland.my at least 72-hours in advance of your visit and the Food and Beverage team will be happy to assist.

BABY CARE

Baby Care is located at The Beginning and Imagination area of the Resort. This facility is great for taking a break and includes private rooms for nursing mothers, baby changing areas, quiet rooms and a companion restroom. This area is a place to relax and is typically a little less busy.

RIDE ACCESSIBILITY PROGRAM

LEGOLAND® Malaysia Resort shops, restaurants, show venues and the majority of our rides and attractions are ADA accessible to guests who use wheelchairs or are in need of special services. Please view our Accessibility Guide at www.LEGOLAND.my to use in addition to our Park Map on your visit to ensure your safety and enjoyment.

FOOD POLICY

Outside coolers, food and beverages may be brought into the park under certain guidelines (see below). Alcohol may not be brought onto LEGOLAND® Malaysia property.

Acceptable items:

- Bottled water
- Small snacks that do not require heating
- Any food required for medical purposes and medically-indicated nutritional supplements
- Any food required for special dietary needs
- Baby food/baby formula
- Soft-sided insulated bags no larger than 8.5" wide x 6" high x 6" deep.

MINILAND

MINILAND

ATTRACTION SUMMARY:

Explore iconic Asian landmarks recreated with over 30 million LEGO® bricks.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	1	TASTE	0	SOUND	2	SIGHT	1	SMELL	1
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Visitors can explore at their own pace and view scenery

Low impact on this sense

Potential for close proximity/shared space with other visitors;
Background music

Indoors/
low lighting

Low impact on this sense

LEGO® CITY

DRIVING SCHOOL

ATTRACTION SUMMARY:

Kids learn to drive and earn their own LEGOLAND® driver's license on a realistic course.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
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Drivers sit and drive their own vehicles around track

Low impact on this sense

Potential for close proximity/shared space with other visitors;
Background music and sound

Outdoors/
natural lighting

Low impact on this sense

LEGO® CITY AIRPORT

ATTRACTION SUMMARY:

Pilot your own plane and soar through the skies in this fun ride for young aviators.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	3	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
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Users must sit in aircraft cabin seat with lap bar; Ride moves quickly in a circular motion, cabins ascending and descending periodically

Low impact on this sense

Background music

Outdoors/
natural lighting;
Bright colors

Low impact on this sense



LEGOLAND® EXPRESS

ATTRACTION SUMMARY:

Enjoy a scenic train ride around the park, perfect for a relaxing break.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	4	SIGHT	2	SMELL	1
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Riders sit in the train car as it moves slowly around the track; May be in close proximity to other guests

Low impact on this sense

Background music, train sounds, and loudspeaker present

Outdoors/natural light; Some bright colors

Low impact on this sense



BOATING SCHOOL

ATTRACTION SUMMARY:

Navigate your own boat through calm waters in this interactive ride.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	1	SIGHT	1	SMELL	1
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Boaters sit and steer their own watercraft

Low impact on this sense

Low impact on this sense

Outdoors/natural lighting; Boat movement is leisurely

Slight scent of water may be present



LEGO® MINDSTORMS

ATTRACTION SUMMARY:

Build and program your own LEGO® robots in this hands-on workshop.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
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Play at your own pace; Opportunity to interact, build and more; May be in close proximity to other guests

Low impact on this sense

Potential for close proximity/shared space with other visitors; If crowded, space can be loud

Indoors, some natural lighting; Some bright colors

Low impact on this sense



LEGO® ACADEMY

ATTRACTION SUMMARY:

Participate in creative workshops to build and learn with LEGO® bricks.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	3	TASTE	0	SOUND	4	SIGHT	2	SMELL	1
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Visitors can engage in hands-on building experiences with bricks; Play at your own pace

Low impact on this sense

Potential for close proximity/shared space with other visitors

Indoors, some natural lighting; Some bright colors

Low impact on this sense

LEGO® CITY STAGE

ATTRACTION SUMMARY:

Enjoy entertaining live performances featuring LEGO® characters.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	3	TASTE	0	SOUND	4	SIGHT	5	SMELL	1
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Visitors can sit and watch a puppet show and other performances; Bench style seating

Low impact on this sense

Music and loud sound are featured as part of the show

Potential for close proximity/shared space with other visitors; Bright colored lights, engaging visuals and graphics as part of 3D experience

Low impact on this sense



JUNIOR DRIVING SCHOOL

ATTRACTION SUMMARY:

A driving course tailored for younger kids to learn basic driving skills.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
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Drivers sit and drive their own vehicles around track

Low impact on this sense

Potential for close proximity/shared space with other visitors; Background music

Outdoors/natural lighting

Low impact on this sense

RESCUE ACADEMY

ATTRACTION SUMMARY:

Families team up to drive fire trucks and put out 'fires' in a fun, interactive challenge.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	4	TASTE	0	SOUND	3	SIGHT	2	SMELL	1
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Riders pump handle to move fire truck to achieve the goal

Low impact on this sense

Sound and loudspeaker are used

Outdoors/natural lighting

Low impact on this sense



THE SHIPYARD

ATTRACTION SUMMARY:

An outdoor play area with slides and climbing structures themed as a shipyard.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
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Play at your own pace; Visitors can slide, jump, climb and play on a variety of play structures

Low impact on this sense

Potential for noise from other visitors

Outdoors/natural lighting; Some bright colors

Slight scent of water or chlorine may be present

LEGO® TECHNIC



REBUILD THE WORLD

ATTRACTION SUMMARY:

Build and launch your own LEGO® creations into space in this interactive exhibit.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH 3 TASTE 0 SOUND 4 SIGHT 4 SMELL 1

Visitors can engage in a variety of hands-on building experiences with bricks; Play at your own pace

Low impact on this sense

Potential for close proximity/shared space with other visitors

Indoors, some natural lighting; Some bright colors

Low impact on this sense



AQUAZONE WAVE RACERS

ATTRACTION SUMMARY:

Spin and splash on this thrilling water ride, dodging water blasts as you race.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH 3 TASTE 0 SOUND 3 SIGHT 3 SMELL 1

Riders can sit or stand; May get wet; Riders can somewhat adjust the experience by turning steering wheel; Ride spins quickly

Low impact on this sense

Potential for close proximity/shared space with other visitors

Outdoors/ natural lighting

Low impact on this sense

LEGO® TECHNIC



THE GREAT LEGO® RACE

ATTRACTION SUMMARY:

Experience the world's first VR roller coaster, racing against LEGO® minifigure competitors.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH 7 TASTE 0 SOUND 7 SIGHT 7 SMELL 1

Riders sit with a lap restraint and wear VR headset for full experience; Riders may feel sense of weightlessness

Low impact on this sense

Noise from other visitors is present

Digital graphics with rushing scenery

Low impact on this sense



TECHNIC TWISTER

ATTRACTION SUMMARY:

Spin as fast as you can on this LEGO® Technic-themed teacup ride.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH 4 TASTE 0 SOUND 3 SIGHT 3 SMELL 1

Riders must sit in seats; Riders can somewhat adjust the experience by turning the steering wheel; Potential for dizziness as ride spins

Low impact on this sense

Sound and loudspeaker are used as part of the experience

Outdoors/ natural lighting

Low impact on this sense

LEGO® KINGDOMS

ROYAL JOUST

ATTRACTION SUMMARY:

Young knights ride LEGO® horses through a medieval forest in this gentle ride.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	3	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Rider sits on 'horse' with lap belt as it moves and bounces along a track

Low impact on this sense

Background music

Outdoors/natural lighting

Low impact on this sense



DRAGON'S APPRENTICE

ATTRACTION SUMMARY:

A junior roller coaster offering a taste of adventure for younger guests.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders sit with lap bar; Riders may feel sense of weightlessness or other sensations as ride speeds, turns, and drops

Low impact on this sense

Background music and sound

Outdoors/natural lighting

Low impact on this sense

LEGO® KINGDOMS

MERLIN'S CHALLENGE

ATTRACTION SUMMARY:

A high-speed carousel ride that takes you round and round in a magical setting.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	3	TASTE	0	SOUND	3	SIGHT	3	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders must sit in ride seat with lap bar; Ride moves quickly in a circular motion

Low impact on this sense

Background music

Outdoors/natural lighting

Low impact on this sense



THE DRAGON

ATTRACTION SUMMARY:

A thrilling roller coaster that weaves through the King's castle and the medieval countryside.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	0	SOUND	4	SIGHT	4	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders must sit with lap bar; Riders may feel sense of weightlessness as ride speeds, drops and turns

Low impact on this sense

Music and sound are featured as part of attraction

Bright colors/lights

Low impact on this sense

LEGO® KINGDOMS

IMAGINATION



CASTLE STAGE

ATTRACTION SUMMARY:
Enjoy live shows featuring knights, princesses, and action-packed performances.

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



Visitors can get on stage, meet and greet with characters

Low impact on this sense

Music and sound featured as part of shows

Outdoors/ natural lighting

Low impact on this sense



THE FORESTMEN'S HIDEOUT

ATTRACTION SUMMARY:
An outdoor playground with climbing structures and slides for adventurous kids.

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



Play at your own pace; Visitors can slide, jump, climb and play on a variety of play structures

Low impact on this sense

Background music

Outdoors/ natural lighting

Low impact on this sense



LEGO® STUDIOS

ATTRACTION SUMMARY:
Watch 4D movies featuring your favorite LEGO® characters with special effects.

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



Visitors sit and watch a 4D show; Effects may include physical aspects such as water, wind, fog

Low impact on this sense

Music and sound featured as part of attraction

Indoors/ low lighting

Low impact on this sense



KIDS POWER TOWER

ATTRACTION SUMMARY:
Pull yourself up a tower for a bird's-eye view, then enjoy a fun descent.

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



Riders are seated with a lap bar, feet hang free; Riders use manual power to ascend to the top and let go of the rope to descend

Low impact on this sense

Noise from other riders

Outdoors/ natural lighting

Low impact on this sense

IMAGINATION

BUILD AND TEST

ATTRACTION SUMMARY:

Construct your own LEGO® cars and race them down ramps to test their speed.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	3	TASTE	0	SOUND	3	SIGHT	2	SMELL	1
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Visitors can build a vehicle with bricks and race it against others; Likely to interact and be in close proximity to other guests

Low impact on this sense

Potential for noise from other visitors

Indoors, overhead lighting

Low impact on this sense



DUPLO EXPRESS

ATTRACTION SUMMARY:

A gentle train ride designed for toddlers and young children.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	1	TASTE	0	SOUND	4	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders sit in their own train car as it moves slowly around the track

Low impact on this sense

Background music

Outdoors/natural lighting

Low impact on this sense

IMAGINATION

OBSERVATION TOWER

ATTRACTION SUMMARY:

Get a panoramic view of the entire park from this rotating tower.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

A closed platform ascending and descending slowly; Potential for dizziness as platform rotates

Low impact on this sense

Background music

Outdoors/natural lighting

Low impact on this sense



DUPLO PLAYTOWN

ATTRACTION SUMMARY:

Let your little ones explore colorful mini houses, slides, and interactive play areas designed for toddlers.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Visitors can slide, jump, climb and play on a variety of play structures; Play at your own pace

Low impact on this sense

Potential for close proximity/shared space with other visitors; Potential for noise from other visitors

Outdoors/natural lighting; Bright colors

Low impact on this sense

LAND OF ADVENTURE

DINO ISLAND

ATTRACTION SUMMARY:

Embark on a boat adventure through a prehistoric land, ending with a thrilling splashdown.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders sit with lap bar; Riders may feel sense of weightlessness or other sensations as ride speeds, turns, and drops

Potential for water in mouth

Sound effects, music, and background noise

Outdoors/ natural lighting

Potential for scent of water or chlorine



LOST KINGDOM ADVENTURE

ATTRACTION SUMMARY:

An interactive dark ride where you shoot targets to find hidden treasure.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	6	SIGHT	6	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders can shoot laser gun while seated with lap bar; Music and sound are featured as part of attraction

Low impact on this sense

Music and sound featured

Indoor confined space with lighting effects

Low impact on this sense

LAND OF ADVENTURE

BEETLE BOUNCE

ATTRACTION SUMMARY:

A junior drop ride that bounces kids up and down for a fun thrill.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation



TOUCH	4	TASTE	0	SOUND	3	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Riders are seated with a lap bar, feet hang free; Riders may experience a brief sense of weightlessness

Low impact on this sense

Potential for noises from other riders

Outdoors/ natural lighting

Low impact on this sense



PHARAOH'S REVENGE

ATTRACTION SUMMARY:

An interactive play area where kids can shoot foam balls in an ancient Egyptian setting.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Visitors can jump, climb, and play on a variety of play structures; Interactive feature with foam balls

Low impact on this sense

Potential for noise from other visitors

Outdoors/ natural lighting

Low impact on this sense

NINJAGO® WORLD



LEGO® NINJAGO® THE RIDE

ATTRACTION SUMMARY:

Master the elements in this 4D interactive ride, battling enemies with hand movements.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	8	SIGHT	8	SMELL	1
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Users sit in ride with lap bar and wear 3D glasses; Visuals stimulate sensation of movement

Low impact on this sense

Music and sound heavily featured

Bright lights, colors, engaging visuals

Low impact on this sense



COLE'S ROCK CLIMB

ATTRACTION SUMMARY:

Test your climbing skills on this Ninjago-themed rock wall.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
-------	---	-------	---	-------	---	-------	---	-------	---

Visitors can grasp hand and footholds to climb wall; Play at your own pace

Low impact on this sense

Background music with interactive audio

Outdoors/natural lighting

Low impact on this sense

NINJAGO® WORLD



ZANE'S TEMPLE BUILD

ATTRACTION SUMMARY:

Build your own creations in this Ninjago themed building area.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	2	TASTE	0	SOUND	2	SIGHT	2	SMELL	1
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Guests can build structures along the perimeter of LEGO® Monastery Model; Play at your own pace; Likely to be in close proximity with other guests.

Low impact on this sense

Potential for close proximity/shared space with other visitors; Background music

Outdoors/natural lighting; Some bright colors; Potential for close proximity/shared space with other guests

Low impact on this sense



KAI'S SPINNERS

ATTRACTION SUMMARY:

Spin yourself dizzy on this Ninjago themed ride.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	4	TASTE	0	SOUND	2	SIGHT	3	SMELL	1
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Users can sit or stand on 'spinners'; Must be able to grip/hold on to spinner

Low impact on this sense

Low impact on this sense

Outdoors/natural lighting

Low impact on this sense

IBCCES

A special thank you to the International Board of Credentialing and Continuing Education Standards (IBCCES) for developing this sensory guide for LEGOLAND® Malaysia Resort.

For almost 20 years, IBCCES has been the industry leader in autism training for licensed healthcare professionals and educators around the globe. IBCCES recognized that many families with children who have special needs have limited travel options, and in response, created training and certification programs specifically for the hospitality and travel industry. The assessors believe the information contained within this assessment report to be correct at the time of printing.

The assessors do not accept responsibility for any consequences arising from the use of the information herein. The report is based on matters which were observed or came to the attention of the assessors during the day of the assessment and should not be relied upon as an exhaustive record of all possible risks or hazards that may exist or potential improvements that can be made.



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