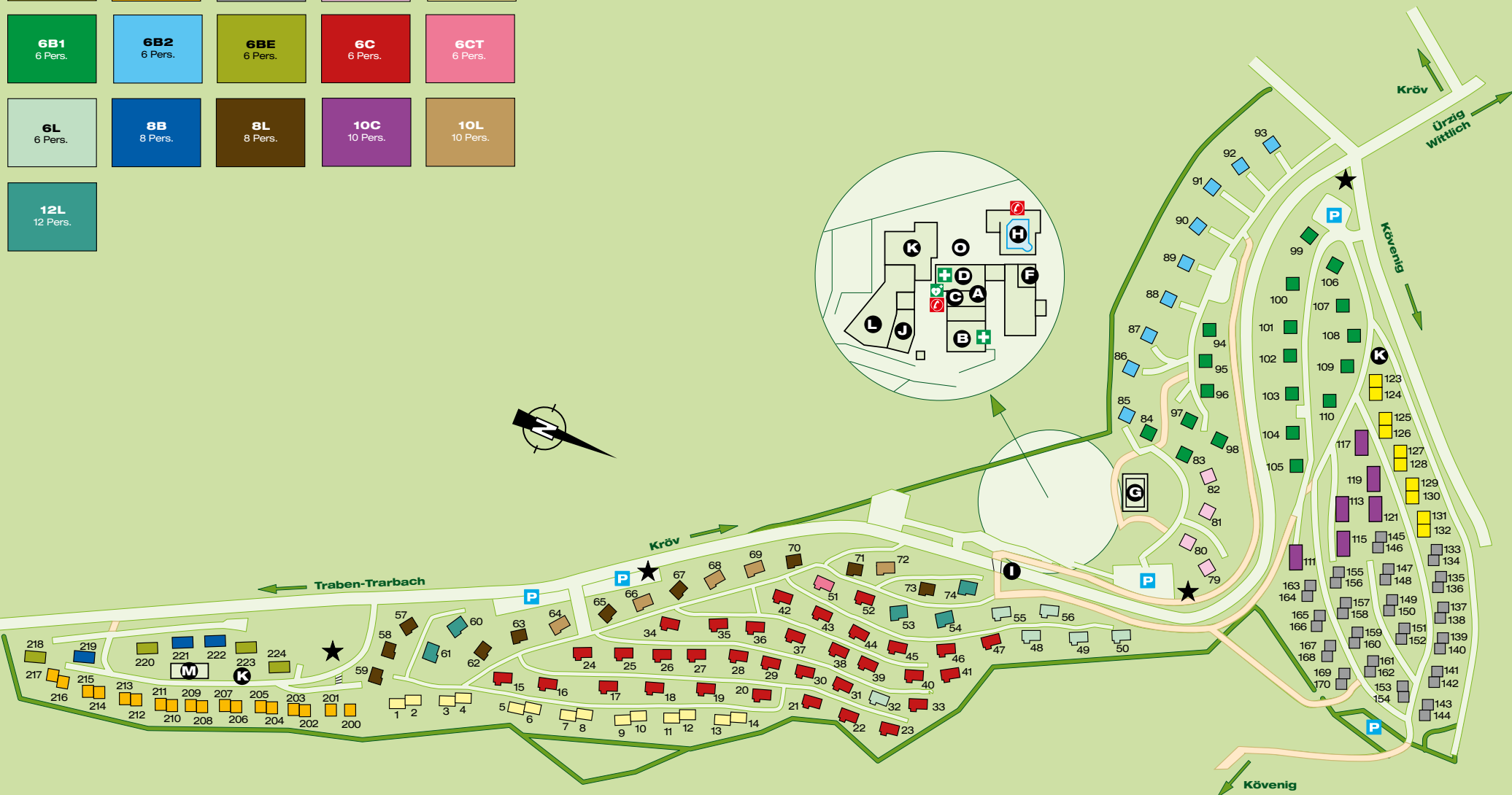


# Parkplan & Einrichtungen

Plattegrond & faciliteiten - Map & facilities

<b>4C</b> 4 Pers.	<b>4B1</b> 4 Pers.	<b>4B2</b> 4 Pers.	<b>4BE</b> 4 Pers.	<b>4L</b> 4 Pers.
<b>6B1</b> 6 Pers.	<b>6B2</b> 6 Pers.	<b>6BE</b> 6 Pers.	<b>6C</b> 6 Pers.	<b>6CT</b> 6 Pers.
<b>6L</b> 6 Pers.	<b>8B</b> 8 Pers.	<b>8L</b> 8 Pers.	<b>10C</b> 10 Pers.	<b>10L</b> 10 Pers.
<b>12L</b> 12 Pers.				



Änderungen vorbehalten  
Wijzigingen voorbehouden  
Subject to changes - 10-2017

- |   |  |
|---|--|
| <b>A</b> = Rezeption - <i>Receptie</i> - Reception  | <b>P</b> = Parkplatz - <i>Parkeerplaats</i> - Parking place  |
| <b>B</b> = Bollo-Club   | <b>☎</b> = Nottelefon - <i>Noodtelefoon</i><br>Emergency phone   |
| <b>C</b> = Parkshop/Vinothek  | <b>🚑</b> = Defibrillator - <i>AED</i>  |
| <b>D</b> = Café-Bistro Woods/'take away'  | <b>🏠</b> = Erste Hilfe-Kasten - <i>E.H.B.O.-kit</i><br>First aid-kit   |
| <b>F</b> = Waschsalon - <i>Wasserette</i> - Launderette   | <b>🪜</b> = Treppe - <i>Trap</i> - Staircase  |
| <b>G</b> = Mehrzweckplatz - <i>Combinatieveld</i> - Combi-field   | <b>★</b> = Entsorgungsstelle - <i>Milieustraat</i><br>Garbage container<br>(Restmüll und Glas - <i>Vuilnis en glas</i><br>Garbage and glass) |
| <b>H</b> = Hallenschwimmbad mit Planschbecken<br><i>Overdekt zwembad met kleuterbad</i><br>Indoor swimming pool with toddler's pool | <b>👤</b> = Fußweg - <i>Wandelpad</i> - Footpath  |
| <b>I</b> = Fußgängertunnel - <i>Voetgangertunnel</i><br>Pedestrian tunnel   |  |
| <b>J</b> = Tiergehege - <i>Dierenweide</i> - Animal meadow  |  |
| <b>K</b> = Spielplatz - <i>Speeluin</i> - Playground  |  |
| <b>L</b> = Minigolf - <i>Midgetgolf</i> - Crazy golf  |  |
| <b>M</b> = Badmintonfeld - <i>Badmintonveld</i> - Badminton field   |  |
| <b>O</b> = Panoramaterasse - <i>Panorama terras</i><br>Panorama terrace   |  |

Die Ferienhäuser 153 bis 162 haben keinen Stellplatz in direkter Nähe.  
*Bungalows 153-162 hebben geen parkeerplaats bij de bungalow*  
Bungalows 153-162 do not have a parking place nearby.