



Dundas Park

NARROMINE SHIRE COUNCIL

- COMMUNITY CONSULTATION -

DATE: 08/07/2020
KOM0832-2A



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We love your vision Narromine kids!

What an amazing playground design!

We've seen what you'd love in your Dundas Park, and here's what we've been able to create for you:

- ✓ Flying Fox / Cableway
- ✓ Swings
- ✓ Inclusive Swing
- ✓ Big Slide
- ✓ Little Slide
- ✓ Tree house Structure
- ✓ Rock Play / Climbing System
- ✓ Bike / Scooter Track
- ✓ Rope Play

Few extra elements to meet the Council and community needs to:

- ✓ Create a safe, visible and functional playground;
- ✓ Retain existing skate park and infrastructure/services;
- ✓ Integrate existing shade structure;
- ✓ Value for money;
- ✓ Design, install and certify a compliant regional playground;
- ✓ Themed design;
- ✓ Cater for junior and senior ages;
- ✓ Offer physical, cognitive, emotion and social development opportunities;
- ✓ Deliver an inclusive playground to Everyone Can Play guidelines;
- ✓ Interesting hardy landscape to encourage exploration, create play zones, intimate spaces and climbing;
- ✓ Provision for shade;
- ✓ Paths for connectivity and equitable access; and
- ✓ Inclusive and accessible seating and park furniture.

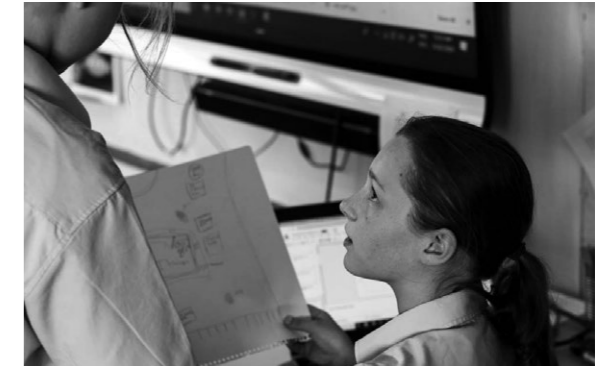


PHOTO CREDIT: Narromine News. <https://www.narrominenewsonline.com.au/story/6694363/students-invent-inclusive-playground-area/>



PLAY CONCEPT - Aussie Nature



0-12
(Yrs) Age
Range

109+
Children
Capacity

182
Play
Activities











Dundas Park_NARROMINE SHIRE COUNCIL







Dundas Park_NARROMINE SHIRE COUNCIL





Inclusive High Back Seat >
By Others













PLAY VALUE - Aussie Nature



1

MOM-CUSTOM-161896
Variant> Single Cableway, Flat Ground

Age: 4+Years

The cableway is approximately 33 meters long with a ride of 25 meters. A stopping device ensuring a soft landing. A stopping device ensuring a soft landing. Gliding on the cableway, whether it be seated or standing, is a stomach tickling experience that appeals to children of all ages. It is hugely fun rough-and-tumble play, and the greatly shaped seats and handholds also supports the pulling of the cableway seat. Apart from being great fun, the cableway also trains fundamental social-emotional skills such as turn-taking, cooperation and empathy, when the children hand back the seat to the next user in line.



4

KPL-CUSTOM-291475
Variant> Wheelchair carousel

Age: 2+Years

The bench provides a comfortably seated spin. The handholds function from both sides. From the inside they offer good support, whilst from the outside they to get the carousel moving. Spinning on this carousel trains the vestibular system, the sense of balance and the spatial awareness. The benefits trained through play also encompass social skills, such as cooperation and empathy by assisting friends of all abilities to spin and helping others wanting to join or exit. It is play with a purpose for all.



7

ELE400024-3717F
Spinner Bowl, Yellow

Age: 4+ Years

The Spinner Bowl secures the child in its generous depth and makes training balance a wild ride. When the bowl is filled with loose material and spun in either direction, the force of rotation pushes the material from the centre and out through a drain hole. A useful tool in understanding centrifugal force and gravity, the Spinner Bowl is not only a thrill ride but a great science tool as well.



2

PCM102300-xx02
Start Ramp

Age: 4+Years

Large elevated square start platform with capacity for many waiting users. The long run-up ramp ensures easy access up to the start area when returning the seat to the next user. The platform is designed to be used for cableways installed on flat surroundings. For double cableways two start platforms can be placed next to each other.



5

MSC-CUSTOM-680469
Variant> Emu & Bush

Age: 1+Years

The Forest Emu is the friendliest animal in the bush. It attract tots straight away. Thanks to the wide variety of activities, toddlers play for a long time and come back again and again. Thanks to the transparency in design and the wide platform, support of play is eased for carers. The climbing net assists cross-coordination and proprioception, both fundamental motor skills in navigating the world securely.



8

PCM100810-CUSTOM-20083063
Variant> Mega Tower

Age: 2+ Years

. An ADA stairway, also allowing space for an assistant, leads the child securely to the low platform from which a tickling slide ride with a friend via the double slide goes back to ground level. Another route from the platform is up the inclined climbing wall with supportive smiley steps, adding another variation of entering the platform. Once on the platform, manipulative play spheres and a game of tic-tac-toe will be a popular pastime, motivating cooperation and rules games.



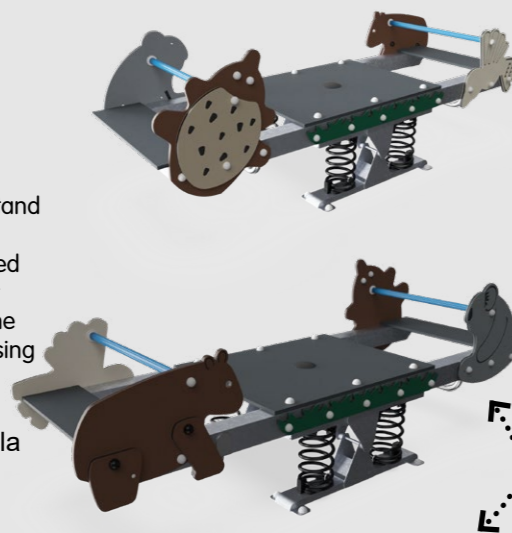
3

MOM-CUSTOM-161756
Variant> Aussie Seesaw

Age: 3+Years

The more experienced player can sit or stand on the center plate, from where they can influence the ride considerable. All involved players will have to cooperate, to find out how to make the ride a success for all. The soothing movement makes one want to sing and enjoy the rhythm.

Seesaw has wombat, echidna, koala and cockatoo.



6

KSW-CUSTOM-950687
Port. Bay(3) P/C Baby(1) Std(1) Y&M(1) BN-R, Ing, Moss Green.

Age: 1+ Years

It will train their vestibular system, the cross-body coordination and sense of balance. These are some of the most crucial features of a child's motor skills. And motor skills are crucial to getting around and managing this world in the first place. The benefits of the basket swing are many: the children train their motor skills, such as balance and coordination, they train their muscles when pulling and pushing the swing into motion, they train their social abilities and cooperation when pulling and pushing to increase or lower speed.



9

PRODUCT NEW IN 2020!

PCTG-CUSTOM-200134
Variant> Giant L w/ Side Tower, Nature, Yellow Posts

Age: 6+Years

The Giant has a unique variety of speedy sliding and gliding, gentle swaying and not least challenging climbing activities. All these are in a see-through tower, promoting thrill and social interaction. This ensures vigorous play, over and over. The open and closed slide and the fireman's pole and banister bars offer each their fast ride. This is severe fun and it stimulates social-emotional skills such as self-regulation and empathy. The balance bridge and the many climbing activities add thrill to the open towers also. This stimulates cross-coordination, and the senses of balance and space, useful in e.g. managing street traffic. On ground level there is room for socializing in the swaying hammocks. This adds an active rest point to make friends in play.



10

RUBBER DOMES Semi Sphere, Yellow

Age: 1+ Years

Clever layering of surfaces and textures to offer passive play or balance.



11

PAR4073-xx05 Agora Inclusive Picnic Table, Moss Green

Age: N/A Years

The complete AGORA line is available in highly vandalism resistant steel versions where tabletop and seat are made of perforated HDG Steel, leaving very little need for maintenance. The steel versions are available in accent colours to e.g. support a city's visual identity or make a statement.

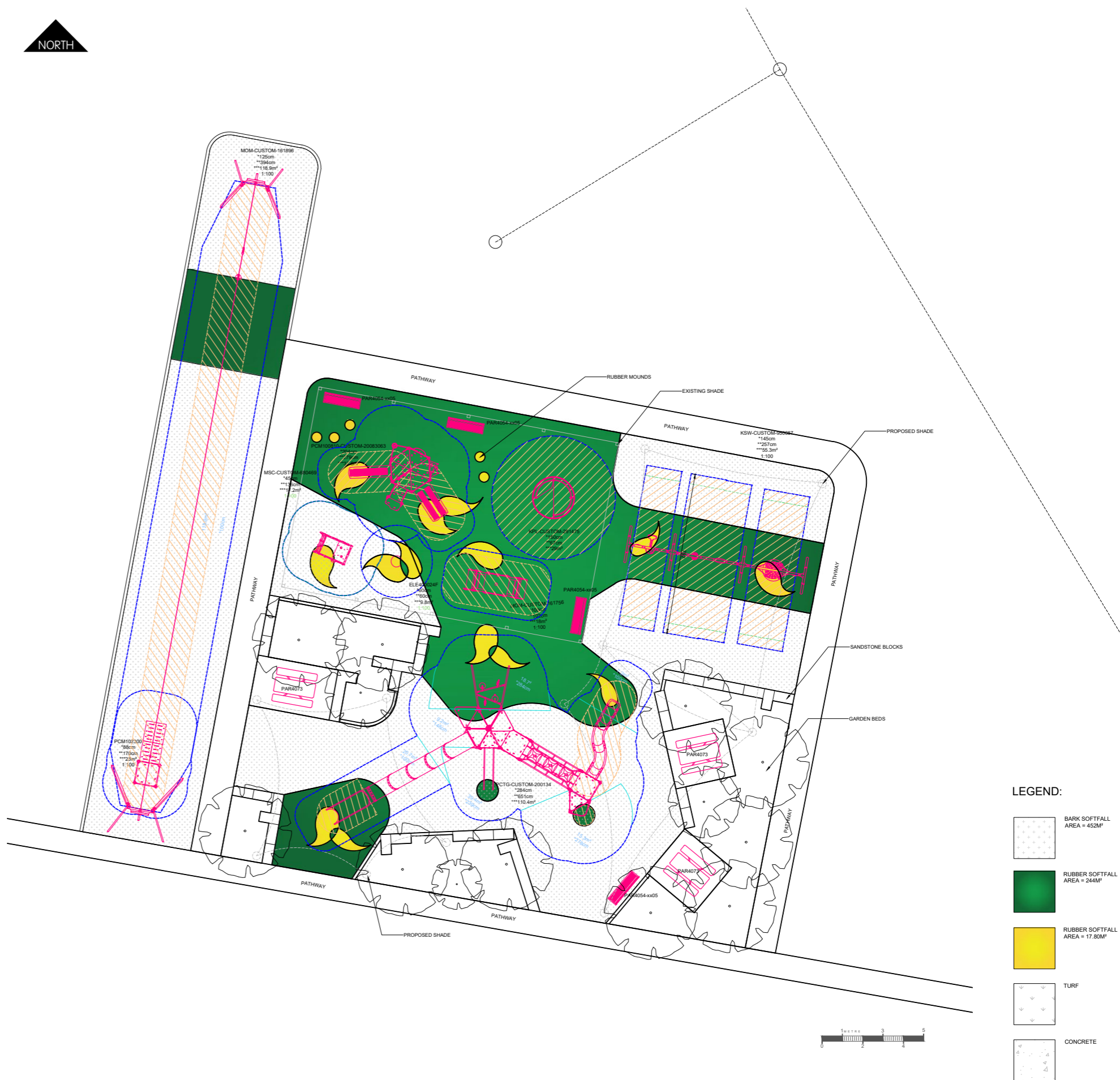


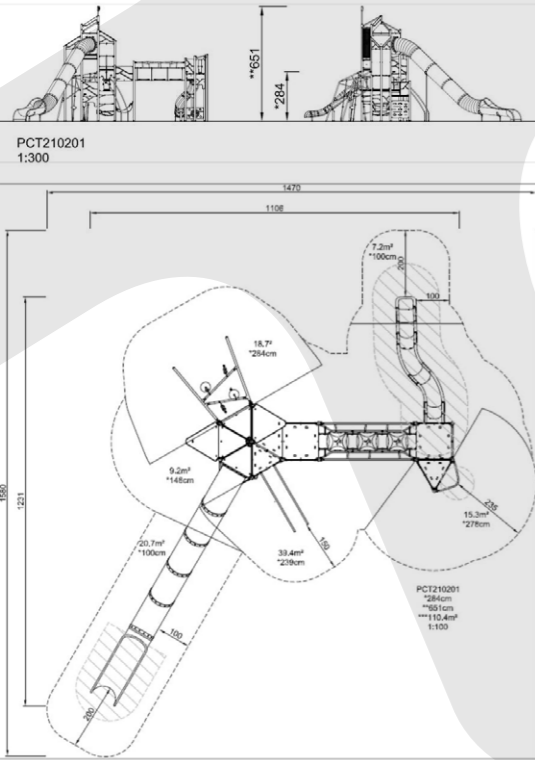
12

PAR4054-0605 Agora Steel Bench, Yellow

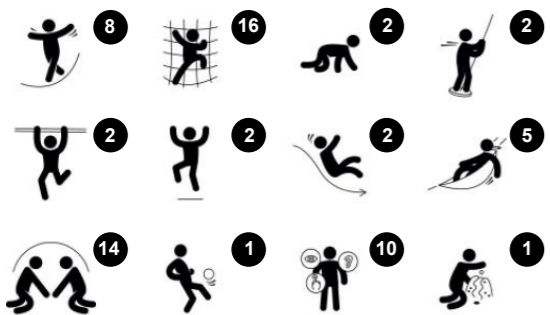
Age: N/A Years

AGORA STEEL BENCH WITH BACKREST is a part of the awarded furniture line from KOMPAN. The complete AGORA line is available in highly vandalism resistant steel versions where tabletop and seat are made of perforated HDG Steel, leaving very little need for maintenance. The steel versions are available in accent colours to e.g. support a city's visual identity or make a statement.





Item no. PCT210201-0901	
General Product Information	
Dimensions LxWxH	1106 x 1231 x 651 cm
Age Group	6+
Play Capacity	40 children
Colour Options	



Transparent panels

Social-Emotional: the see-through panel adds the possibility to watch and contact friends on ground level when up high.
Cognitive: the see through-effect adds a feeling of thrill when used up high.



Long tube slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: thrill when going down fast. Empathy stimulated by turn-taking. Feeling of security when stopping on extra long slide mouth.



Movable hammock

Physical: sense of balance when swaying, body pressure when lying.
Social-Emotional: meeting, pushing friends gently back and forward, turn-taking.
Creative: changing direction and position of hammock.



Peak climber

Physical: cross-coordination and muscle strength are developed when climbing and crawling across the unequally dispersed ropes. Balance and spatial awareness are supported when standing on turning spheres or climbing across or up.
Social-Emotional: turn-taking and socializing skills are supported when sitting with friends or interacting across the net.



Banister bars

Physical: balance, spatial awareness and coordination are developed when going down, as well as arm, leg and core muscles when holding tight. Landing strengthens bone density, which is built for life in early childhood.
Social-Emotional: turn-taking and risk-taking.



Wackle bridge

Physical: sense of balance and space, and training of posture. Important for being able to sit still.
Social-Emotional: cooperation, turn-taking and friendly competition on the two plates.



Pipe climber

Physical: muscle strength, cross-coordination, and spatial awareness when climbing.
Social-Emotional: encourage socializing when seated on the bars.



Fireman's pole

Physical: coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in childhood.
Social-Emotional: turn-taking and risk-taking.



Play shells

Physical: the swaying movement stimulates the sense of balance, necessary to sit still on a chair.
Social-Emotional: meeting, taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.

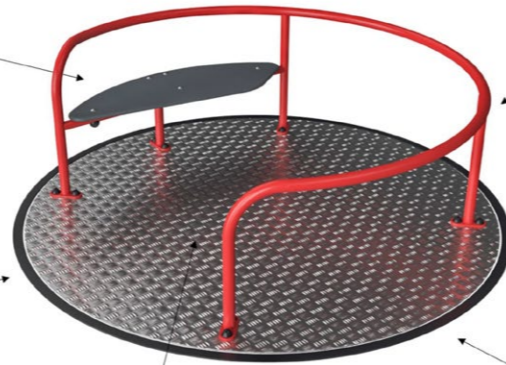


Tilted, spinning bowl
Physical: the sense of balance and the coordination are supported when spinning. This effects the ability to sit still for longer periods. Muscles are developed when pushing or pulling friends.
Social-Emotional: cooperation, helping others, turn-taking.
Cognitive: logical thinking when speeding up or slowing down the spin by either curling up or stretching.



Deep bowl
Social-Emotional: feeling of security when scooping in the bowl. Inclusive for all abilities.

Bench
Social-Emotional: a secure resting point for less confident or physically agile users. Great point for adult users or assistants.



Handrails and side tubes
Physical: pushing or pulling the carousel trains arm and leg muscle
Social-Emotional: pushing and pulling others facilitates cooperation and empathy; when to stop, how to take turns etc.

Wide open entrance
Physical: enough space for securely jumping on and off while spinning, training agility, balance and coordination, as well as building bone density.
Social-Emotional: allows space for assistive devices and wheelchairs.

Open space
Social-Emotional: room for many users, with or without assistive devices, to spin and play together. Training of cooperation and empathy.

Rotation
Physical: pushing or pulling it into motion, children use their muscle strength and get cardio training. The rotation trains the sense of balance and space, both important for e.g. navigating traffic safely.
Social-Emotional: Listening and negotiating e.g. speed of spinning, children develop their empathy and cooperation skills.

Tic-tac-toe panel
Social-Emotional: communication from both sides.
Cognitive: rules understanding, logical thinking.

Play spheres
Social-Emotional: communication from both sides.
Cognitive: cause and effect understanding.
Creative: leave a mark and place the spheres at different positions.

Curly climber
Physical: coordination and proprioception is supported when placing arms, legs and backside correctly for going down. Sense of balance when rotating. Arm muscles for holding tight. Bone density when jumping down.
Social-Emotional: empathy stimulated by turn-taking.
Cognitive: logical thinking when placing arms and legs right for rotating downwards.



Rock climber
Physical: supports cross-coordination and leg, arm and hand strength.
Social-Emotional: the inclination makes climbing feel secure, especially for younger children.

Hammock
Physical: coordination and sense of balance when swaying.
Social-Emotional: pushing friends gently back and forth, turn-taking.
Cognitive: for toddlers cause and effect understanding.

Xylophone music panel
Physical: fine motor skills and hand-eye coordination.
Social-Emotional: invites social interaction and co-creation for more children, on both sides.
Cognitive: understanding of cause and effect when striking tubes and creating sound.
Creative: leaving a sound and tonality mark, creating tunes.

Accessible stairway
Physical: climbing the accessible stairway is for all and supports cross-coordination as well as arm and leg muscles. For young children, walking stairs and alternating feet is developed.
Social-Emotional: room for active breaks and adult helpers. An inclusive space.

Double slide
Physical: sliding develops spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: invites socializing, supports parent-child and peer-to-peer play.
Cognitive: young children train their understanding of space, speed and distances when sliding down quickly.

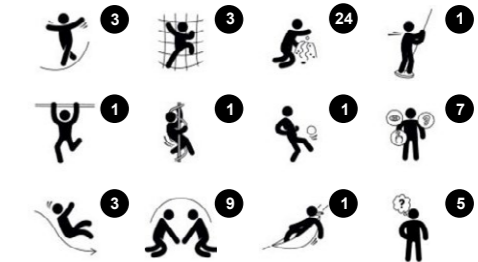
Item no. ELE400024-3717LG	
General Product Information	
Dimensions LxWxH	55x52x60 cm
Age group	4+
Play capacity (users)	1
Colour options	



Item no. KPL123-0201	
General Product Information	
Dimensions LxWxH	208 x 208 x 67 cm
Age Group	2+
Play Capacity	8 children
Colour Options	



Item no. PCM100810-0910	
General Product Information	
Dimensions LxWxH	477x394x320 cm
Age group	2+
Play capacity (users)	19
Colour options	





Tail
Physical: hand-eye coordination when pulling the tail. Cooperation and turn-taking when playing with friends on the other side of panel.
Cognitive: understanding of object permanence; things can disappear without being gone forever.
Creative: leaving a mark by placing tail in your preferred position.

Broad table platform
Physical: spatial awareness and cross-coordination when crawling over and under. This trains secure navigation of space.
Social-Emotional: space for sharing, meeting, resting and socializing.
Cognitive: the dark green horizontal panel and the sand colored vertical panels support spatial awareness.

Den
Physical: crawling through the four possible openings trains spatial awareness.
Social-Emotional: the enclosed space invites social play for two or three children.
Cognitive: the differently shaped holes (triangle, circle, square, square with curtains) invites naming and exploring shapes, supporting the understanding of shapes, space and measures.

Peep holes
Social-Emotional: invites parallel play, looking through holes at each other from each side.
Cognitive: understanding of object permanence.

Flaps
Physical: hand-eye coordination, fine motor skills and tactile input.
Cognitive: exploring that some flaps have holes behind them, some don't.

Mane and eye
Physical: tactile input.
Social-Emotional: eye and mane evoke emotions of empathy, encouraging children to stroke the mane and look the giraffe in the eye.

Climb-through hole with curtains
Physical: hand-eye coordination when pushing/pulling the curtains. Tactile input.
Social-Emotional: cooperation and turn-taking when playing with friends on the other side.
Cognitive: understanding of object permanence; things can disappear without being gone forever – a thrilling insight.

Play spheres in grooves
Social-Emotional: can be played from both sides, encouraging cooperation.
Cognitive: cause and effect understanding.
Creative: leave a mark and place the spheres at different positions.

Climbing net
Physical: due to the inclination of the net, the child is supported in climbing. Hand-eye coordination, cross-coordination and proprioception are trained. These are fundamental for judging the body in time and space, crucial life skills for navigating the world securely.

Centre platform
Physical: train agility, balance and coordination when standing, using leg and core muscles. Bone density when jumping. Facilitate sitting and lying also, allowing for users with disabilities.
Social-Emotional: inclusive. Point for gathering and for care givers assisting. Teamwork and socializing with rocking together.

Seat, extra foot and back support
Physical: extra back and foot support for children with walking disabilities. Rocking promotes sense of balance and space, both important in for instance managing traffic safely. Arms and leg muscles used, and bone density trained when holding tight and pushing with legs. Bone density built when jumping off.
Social-Emotional: socializing and cooperation, all abilities support.

Rocking together
Physical: rocking promotes sense of balance and space, both important in for instance managing traffic safely.
Social-Emotional: consideration of others when rocking.
Cognitive: cause and effect understanding for young children.

The long line
Physical: the lengthy glide through the air adds to the thrill and trains spatial awareness, trunk stability and upper-body muscles. All this helps support the child's physical self esteem, making e.g. positive risk taking easier.

PUR covered grip
Physical: firm grip when spinning and hanging from arms. Arm muscles developed when holding tight.

Double zipline
Social-Emotional: the possibility to glide with a companion or do friendly competitions train turn taking and cooperation skills.
Cognitive: the speed may differ between the two Ziplines. Figuring out the reason behind this (weight, speed, force etc.) trains logical thinking.

Rounded seat
Physical: balance when sitting or standing. The sense of balance is important for instance for being able to sit still.
Social-Emotional: negotiation and turn-taking when deciding who should sit here.

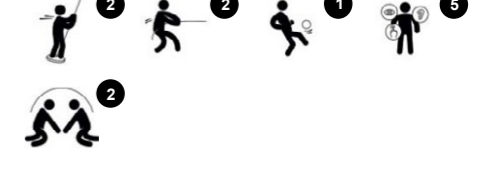
Item no. MSC541600-3417P	
General Product Information	
Dimensions LxWxH	181x115x136 cm
Age group	6m+
Play capacity (users)	11
Colour options	

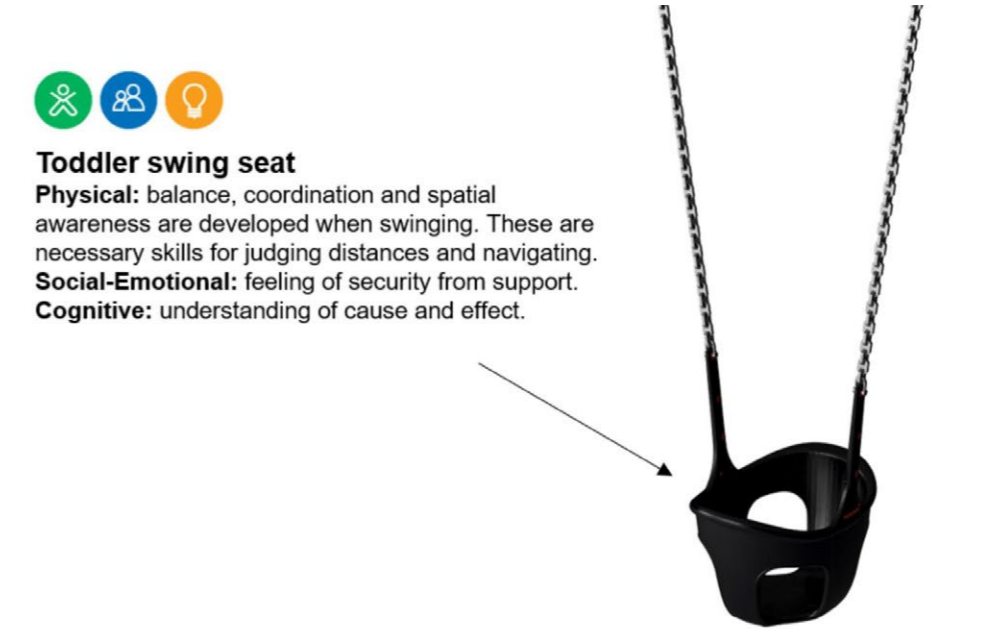
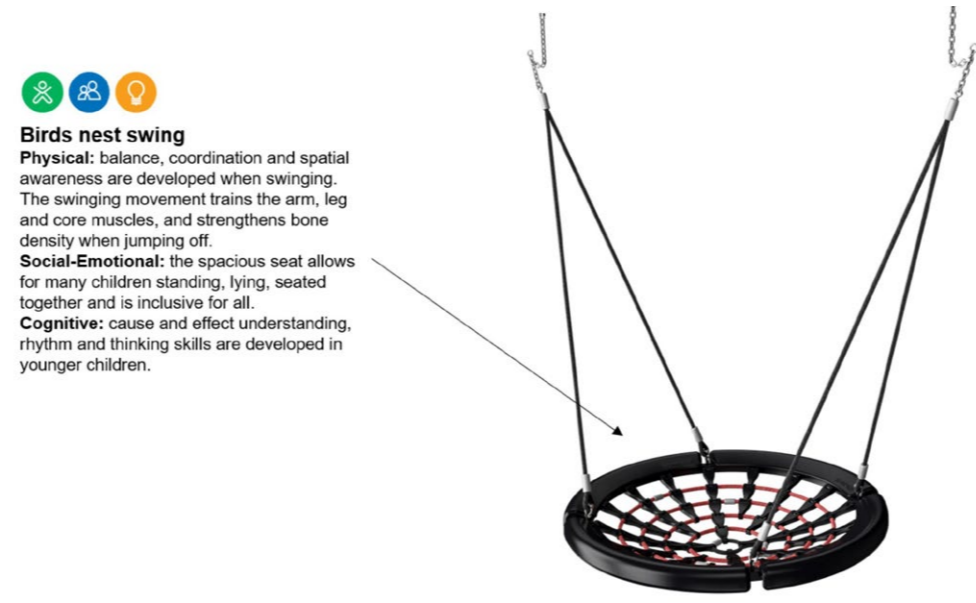


Item no. M18601-01P	
General Product Information	
Dimensions LxWxH	108x328x109 cm
Age group	3+
Play capacity (users)	10
Colour options	



Item no. M88112-3817	
General Product Information	
Dimensions LxWxH	3118x562x397 cm
Age group	4+
Play capacity (users)	2
Colour options	





Item no. SW990121-00	
General Product Information	
Dimensions LxWxH	0x0x0 cm
Age group	1+
Play capacity (users)	2
Colour options	● ●



Item no. SW990111-03	
General Product Information	
Dimensions LxWxH	193x124x0 cm
Age group	4+
Play capacity (users)	7
Colour options	●

Item no. SW990022-00	
General Product Information	
Dimensions LxWxH	37x175x0 cm
Age group	1+
Play capacity (users)	1
Colour options	●

LET'S PLAY - Aussie Nature



STEP 2

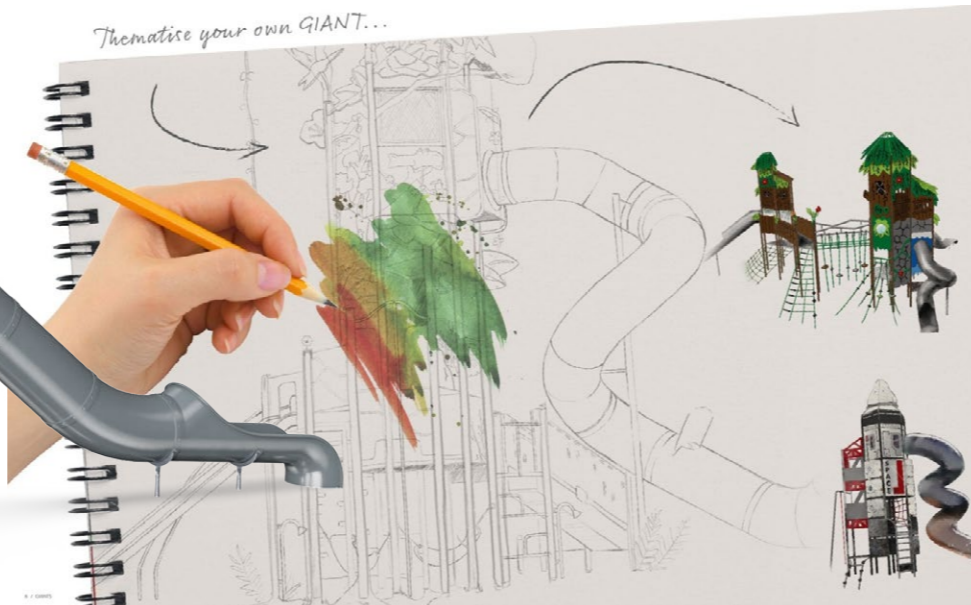
Draw inspiration from the community, its history and the children. No better way to build a sense of pride amongst the community, than creating it together.

GOT SOME IDEAS NARROMINE COMMUNITY?
 Let's design your own custom Giants Play Tower TOGETHER!
 Aussie, Bush... or an iconic Narromine tale of time. We can create a custom theme for you.



STEP 1

Choose a structure that it packed with play value, target age group, meets the brief and respects the budget.



LOOK FAMILIAR NARROMINE?
 Designed especially for Dundas Park capturing Narromine's colours and true core values.

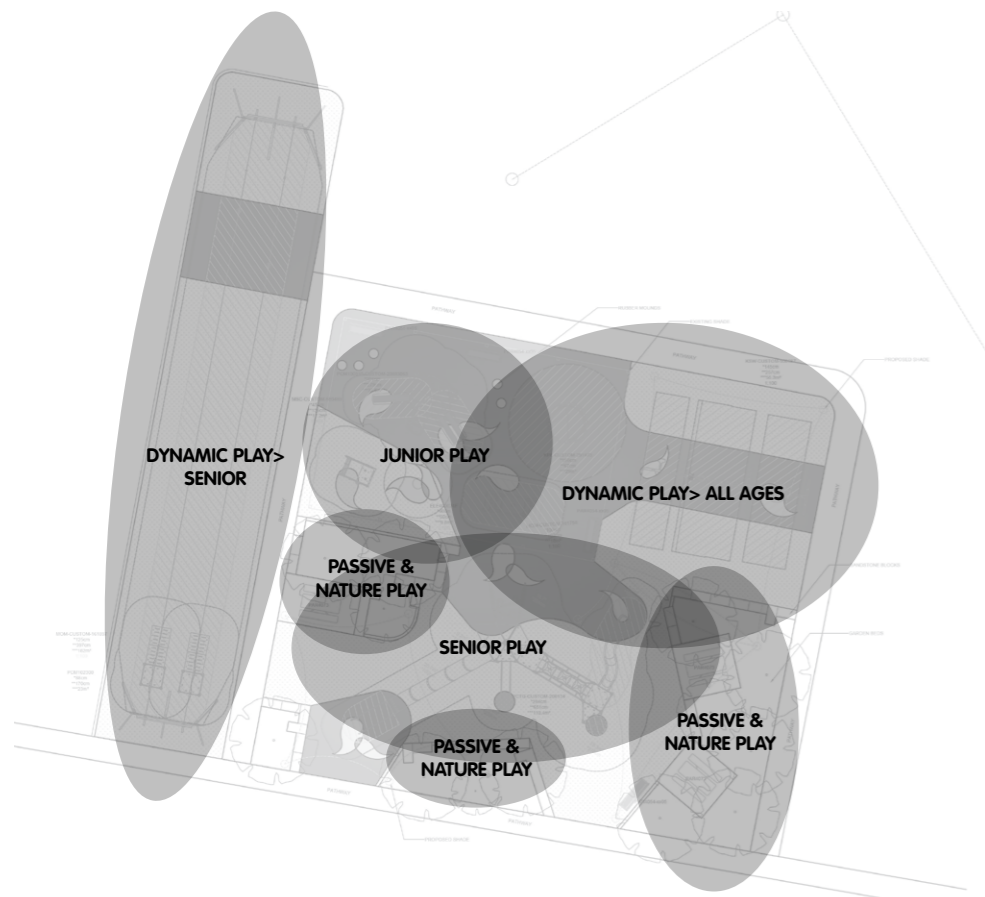


STEP 3

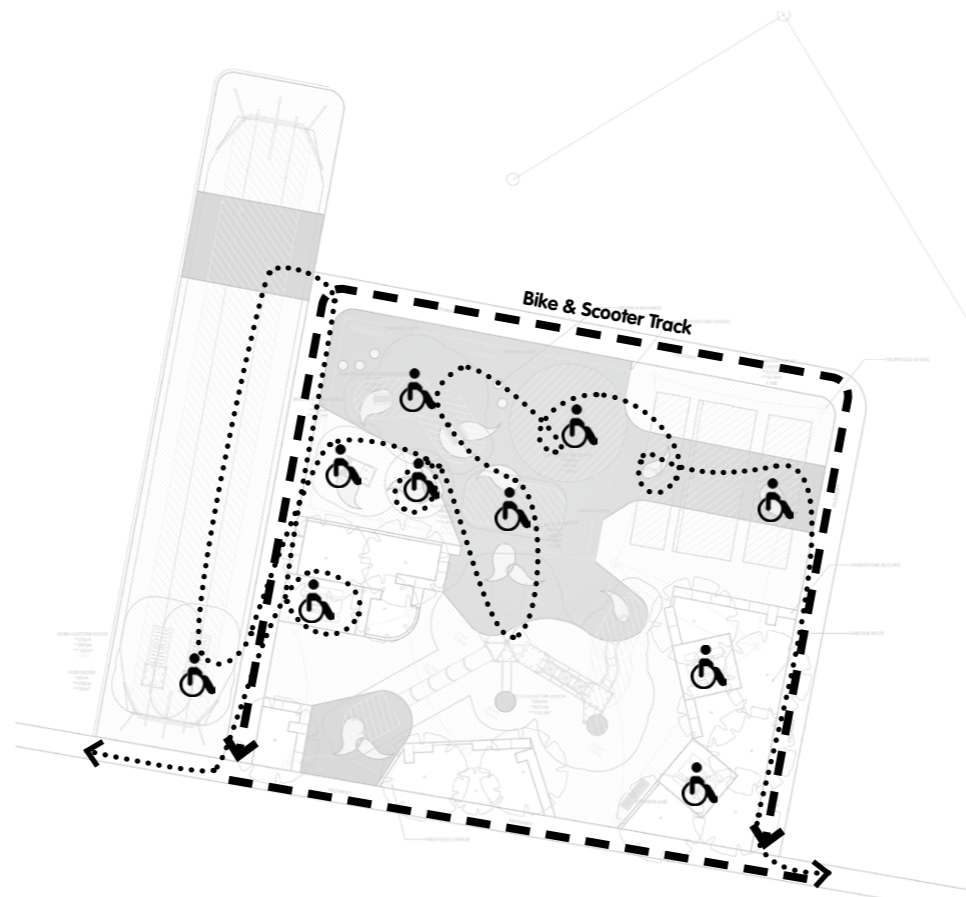
Narromine's imagination is the limit. Let's create and build a custom themed tower together. Iconic to the region. The ideas are endless... Australian, farm, local hero. Here are some of our recent works.



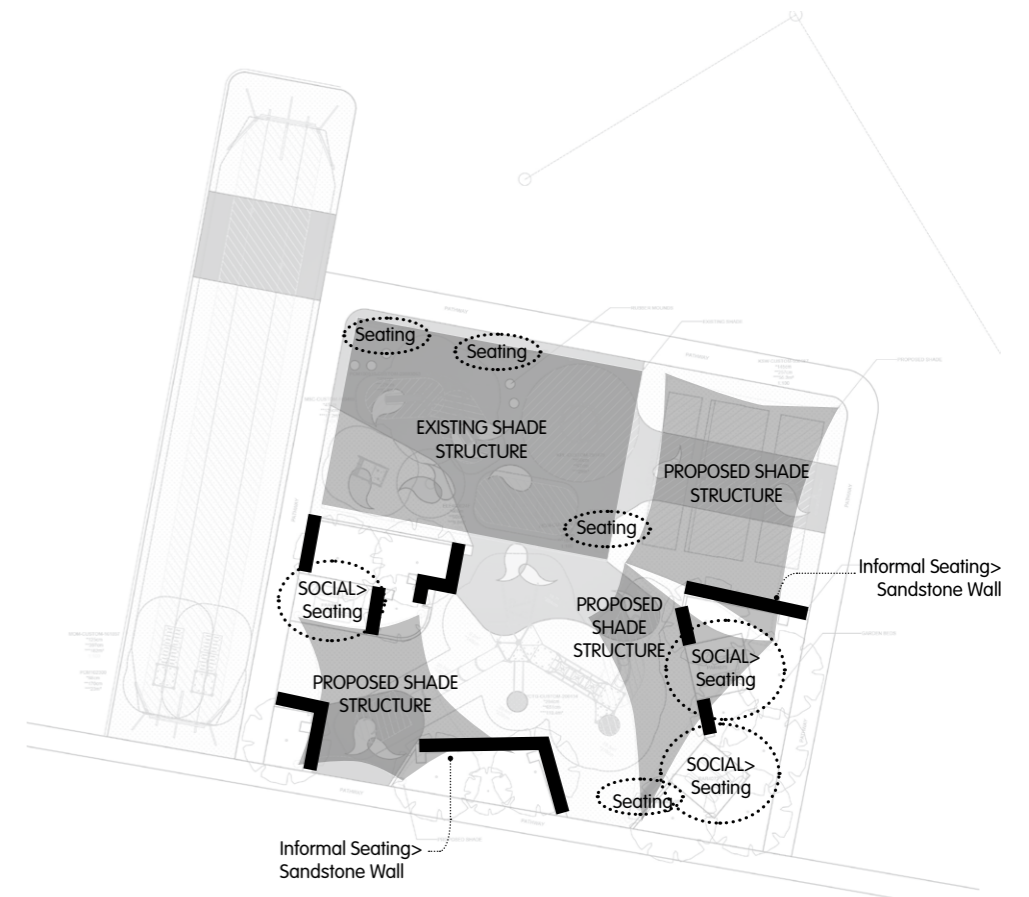
CONSIDERED DESIGN - Aussie Nature



PLAY ZONES> Ages and Activities

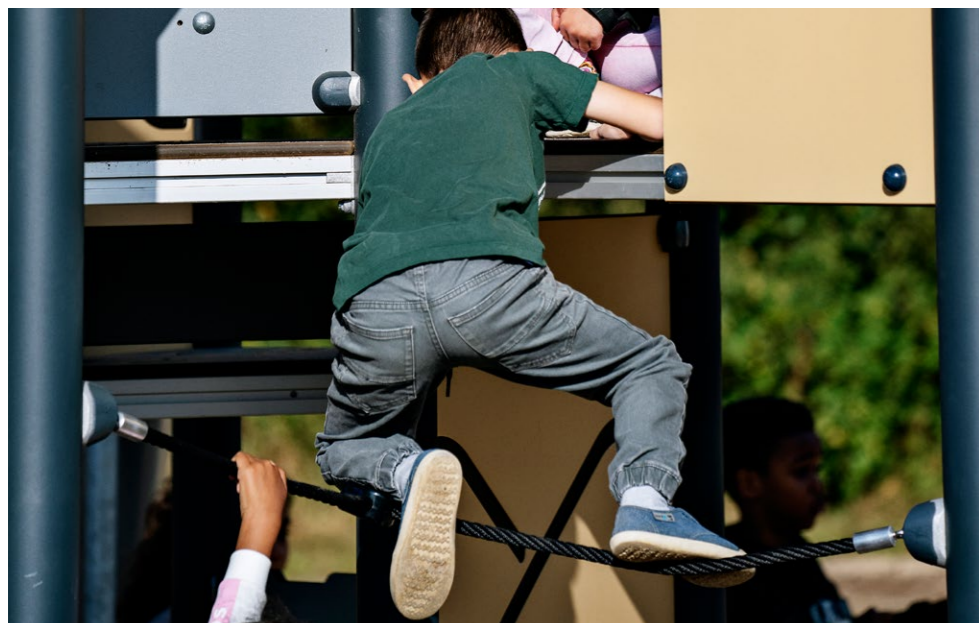


INCLUSIVENESS> Activity Loops & Equipment



FUNCTION> Shade & Amenities







way

WOW, Stay, Develop, are three distinct factors that are moulded into every KOMPAN solution and radiantly displayed in the happy faces of each new generation. Play is an open door to the future.

WOW FACTOR

Eyes wide open to capture the full scene, sucking in more air in anticipation of action, the legs run wildly in search of adventure. This is the Wow Factor, the moment of arrival at the playground that distinguishes a KOMPAN design from all others. It satisfies the child's instinctive demand for novelty, variety and excitement. The constant cry for something new and exciting is only successfully met by triggering that initial WOW.

STAY FACTOR

'Oh no, not yet' is the expression we most love to hear in the response to the suggestion to head home. It epitomises The Stay Factor. Each time a play feature is approached, it should be a fresh encounter, open to new interpretation. From every angle, it promises a different challenge. Crawl inside, into a twisted series of mini caves, go left, go right, up or down, and then emerge outside to conquer a rock face, with every movement building dexterity and decision-making. The Stay Factor reflects the most important feature in any sports or play facility, the people in it.

DEVELOP FACTOR

Behind the laughter (and occasional tears) development is paramount – personal, cooperative and competitive. Achieving the Develop Factor is the main goal of our KOMPAN Play Institute experts. These specialists craft ways of developing motor skills, coordination and balance. Intellectual learning is equally vital – cognitive development, communication, language expansion and understanding of how to turn an idea into a successful outcome.



Universal Design

Inclusive play is at the very core of everything we strive for as a company

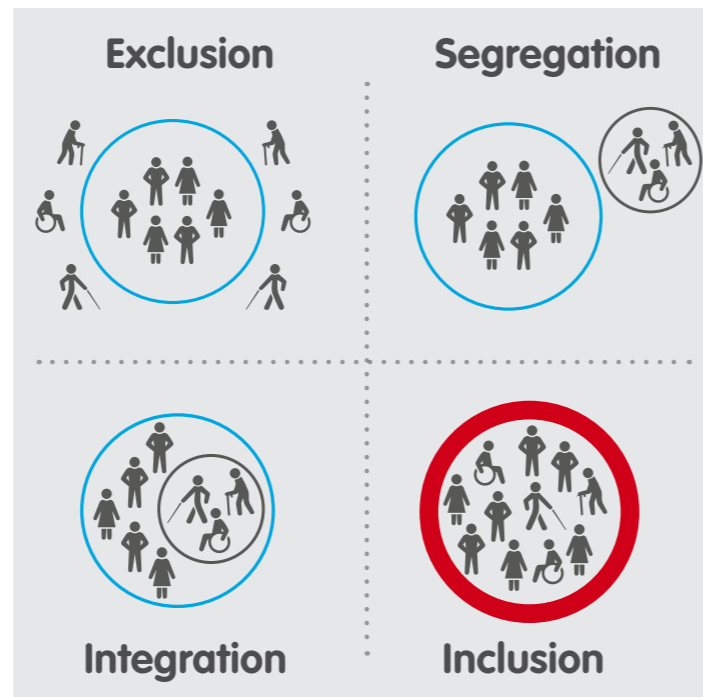
Play is the most captivating thing in a child's life; it represents an open door to self-expression and development. At KOMPAN, we encourage all children to go through that door and enjoy the physical, social, emotional and learning benefits of playgrounds.

Inclusive play is at the very core of everything we aim for. Our efforts result in a universal design philosophy which embraces the needs of all. Within universal playgrounds, all children can play together, with peers, parents or individually as segregated areas have been removed as these types of spaces can have the opposite effect of inclusivity.

When our designers turn original ideas into concepts, there is one aim they strive for; that everyone has a positive experience when visiting one of KOMPAN's playgrounds or fitness spaces. Good health, like play, is for everyone; is a philosophy that is front and centre across all of our playground and fitness designs.

Of course, as individuals, we are all limited in what we are prepared to do or can achieve. Inclusive playgrounds and fitness areas cater for that and offer playful ways to reach and surpass those limits and perhaps reset the bar, to advance and grow. At a KOMPAN site, everyone can grow, as everyone is included.

DIAGRAM: Accessible, inclusive and universal playground design >



6

Universal PLAYGROUND Design Points

1. Accessible, inclusive routing and infrastructure
2. Access to relevant ground level activities
3. Access to relevant elevated level activities
4. Support thrilling and challenging play
5. Support social interaction
6. Variation in play activities

6

Universal PLAY EQUIPMENT Design Points

1. Ground level usability
2. Responsive or thrilling
3. Play from all sides: 360 degree decision
4. Two-sided play activities on play panels
5. Transparency in design
6. Multi-functional whenever possible

The KOMPAN Play Institute

Play Benefit Scheme > Age Appropriate Play: Every Age is Different



Child development incorporated into products



Physical

Joy of movement: motor skills, muscle, cardio and bone density.



Social

Joy of learning: curiosity, understanding of causal relationships and knowledge of the world.



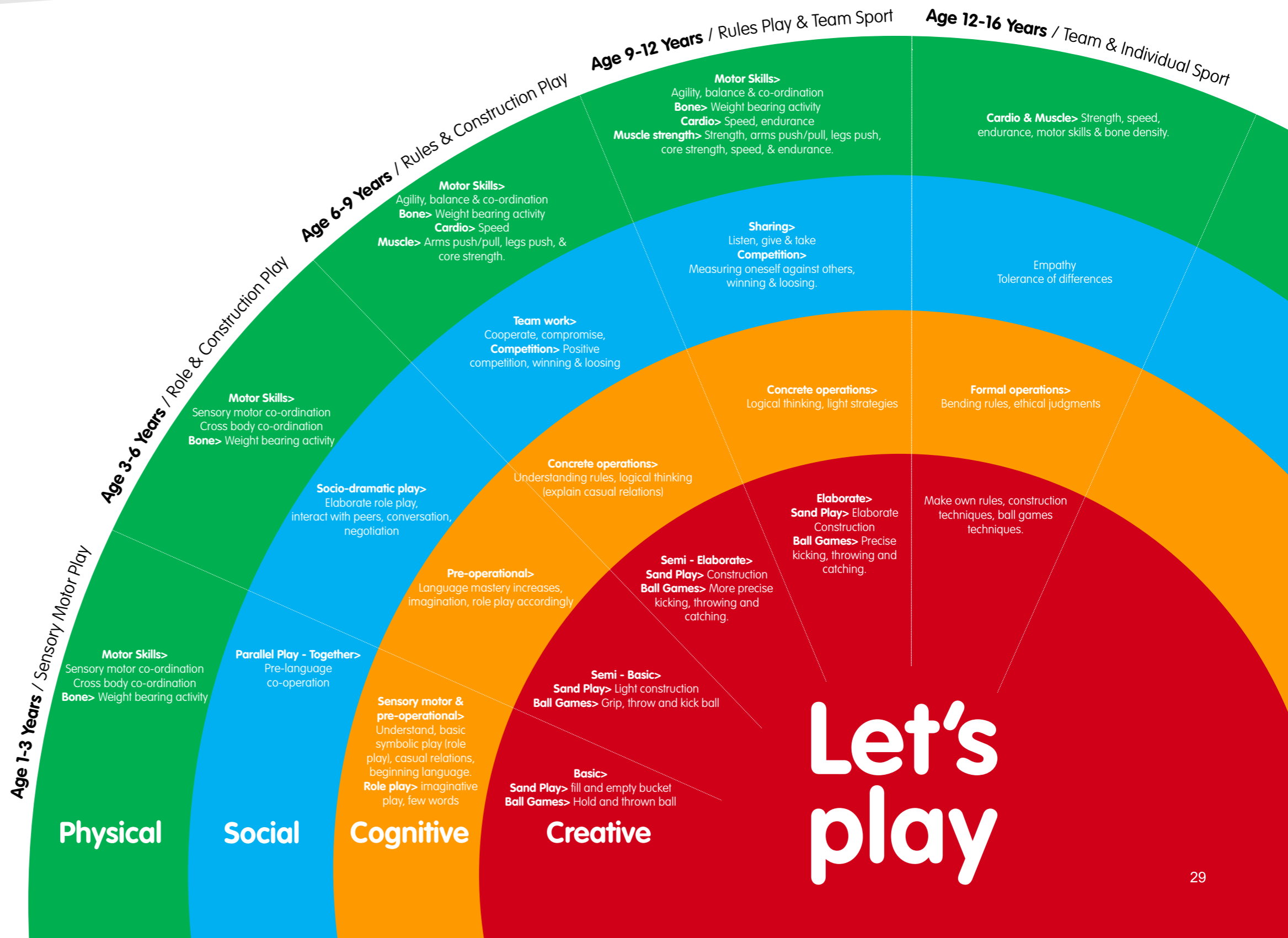
Cognitive

Joy of being together: teamwork, tolerance and sense of belonging.



Creative


Joy of creation: co-creation and experimenting with materials.



Let's play

The KOMPAN Play Institute

Play Benefit Scheme > Play Value Legend

 <p>BALANCE To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).</p>	 <p>HANG IN ARMS To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.</p>	 <p>SENSORY To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.</p>
 <p>BOUNCE To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.</p>	 <p>JUMP To jump is the act of jumping up or down on a hard surface.</p>	 <p>SLIDE To slide is the act of moving fast downwards seated on a slide.</p>
 <p>CLIMB To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.</p>	 <p>PULL To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.</p>	 <p>SOCIALIZE To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.</p>
 <p>CONSTRUCT To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.</p>	 <p>PUSH To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.</p>	 <p>SPIN To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.</p>
 <p>CRAWL To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.</p>	 <p>ROCK To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.</p>	 <p>SWAY To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.</p>
 <p>DRAMATIC PLAY Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.</p>	 <p>ROTATE To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.</p>	 <p>SWING To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.</p>
 <p>GLIDE To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.</p>	 <p>RULES PLAY Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.</p>	 <p>WONDER To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.</p>



Warranty

We have industry leading warranties.

LIFETIME* warranty

- Hot-dip galvanised structural parts; steel poles, and top brackets
- Stainless steel hardware
- EcoCore™ and other high-density polyethylene (HDPE) panels

15-year warranty

- Robinia wood

10-year warranty

- High pressure laminate
- Galvanised and aluminium metal parts with painted top layer
- Other galvanised metal parts
- Corocord "S" clamps and other stainless steel parts
- Handles, seats and other solid plastic parts
- Non-painted aluminium & metal parts
- Wood-plastic composite (WPC)
- Siberian larch, pine and other wood types
- Corocord Hercules Ropes

5-year warranty

- Resin-coated plywood plates
- Plastic slides and other hollow plastic parts
- Other painted metal parts
- Springs & ball bearing assemblies
- Rope & net structures
- Concrete elements
- FLEXOTOP safety surfacing virgin top layer

2-year warranty

- Moveable plastic & metal parts
- Rubber membranes material
- Screens and electronic components
- FLEXOTOP safety surfacing recycled top layer
- FLEXOTOP safety surfacing base layer
- Sunshades & sail solutions

WARRANTY COVERAGE

This warranty applies to KOMPAN's products for the time periods described for each product type above and with the limitations described in this warranty. This warranty covers only defects in materials. KOMPAN's liability under this warranty is limited to repair or replacement of defective products, without charge, at KOMPAN's discretion. Defective electronic components will be delivered and changed by a KOMPAN installer free of charge.

PROPER INSTALLATION AND MAINTENANCE

The warranty only applies if KOMPAN's products have been installed according to the instructions provided by KOMPAN and maintained correctly according to the KOMPAN Maintenance Manual. The warranty for the ICON electrical components is dependent on those products being installed by an ICON trained and approved installer.

WARRANTY EXCLUSIONS

This warranty does not cover any damage caused by accident, improper care, negligence, normal wear and tear, surface corrosion on metal parts, discoloured surfaces and other cosmetic issues or failures due to misuse or vandalism. Natural changes in wood over time are considered cosmetic issues and are not covered.

NEAR WATER INSTALLATIONS

Products installed in direct contact with chlorinated water or saltwater (water parks), or products installed with occasional contact with such water or installed so close to the shore they are subjected to salt spray are not covered by the KOMPAN warranty for any defects caused by corrosion.

Standard products installed in coastal areas, within 200 metres from the shore will only be covered by the warranty for half the period of the standard product warranty in relation to defects caused by corrosion. If applicable, KOMPAN's Lifetime Warranty is limited to a 5 Year Warranty in relation to such products (except HPL floors and HDPE panels).

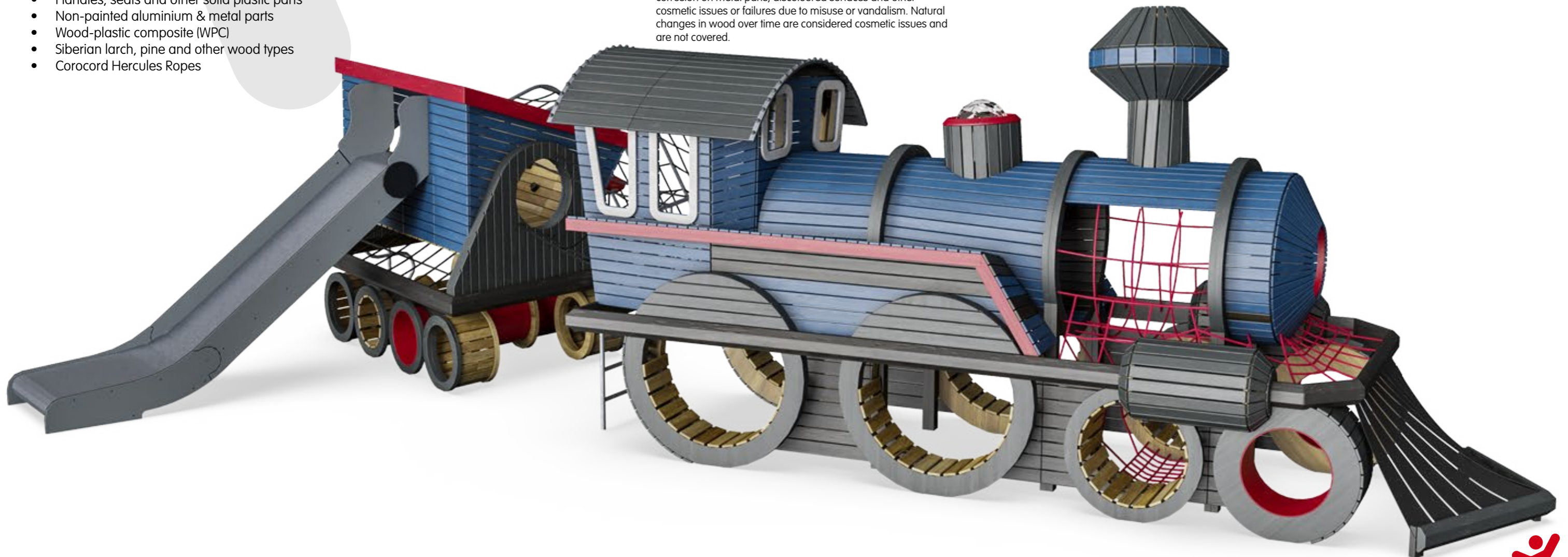
Special designed products (handled via department for customised products and upgraded to corrosion class C4) installed in foreshore coastal areas (e.g. aluminum posts or galvanised items with foreshore paint), within 200 metres from the shore, will only be covered by the warranty for half the period of the standard product warranty in relation to defects caused by corrosion.

If applicable, KOMPAN's Lifetime Warranty is limited to a 15 Year Warranty in relation to such products. The extended foreshore warranty only applies when extra maintenance and regular washing down with clean freshwater, has been completed. Bearings (equipment with rotating/moving parts, are not designed for foreshore or coastal areas). Stainless steel (Grade AISI 304) items are not suited for foreshore areas.

THIRD-PARTY SUPPLIED PRODUCTS & SERVICES

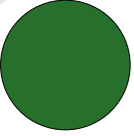


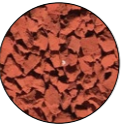
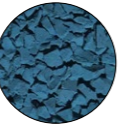

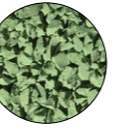
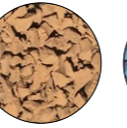
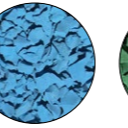
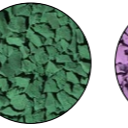
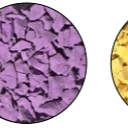
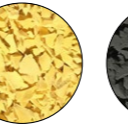
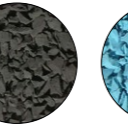
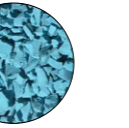






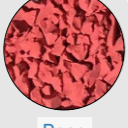
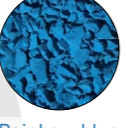
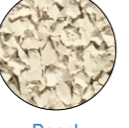
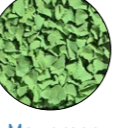

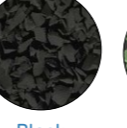
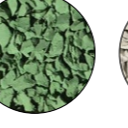
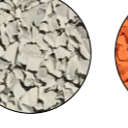
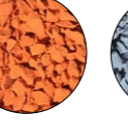
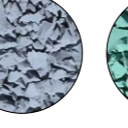
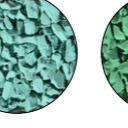












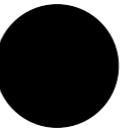
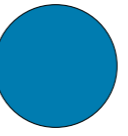
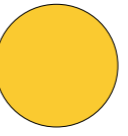
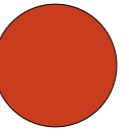















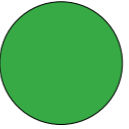
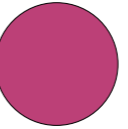
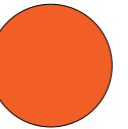
KOMPAN provides non-KOMPAN branded products and installation services does not apply to such non-KOMPAN branded products and installation services, which may carry their own warranties. KOMPAN will pass on information on such warranties where possible.

*KOMPAN's LIFETIME warranty is in effect for the lifetime of the product until the product is uninstalled and/or taken out of use. In addition, KOMPAN's general terms and delivery conditions apply and supplement this warranty and/or taken out of use.



Quality Materials

KOMPAN is able to provide flexibility in design, creating a point of difference.

Playshells		EPDM Stones & Discs														HDPE_EcoCore			
																			
Green	Grey	Beige	Red	Capri blue	Eggshell	Reseda green	Brown	Sky blue	Signal green	Purple	Yellow	Slate grey	Teal	Red 0301	Black 0305	Night sky blue 0308	Green 0309		
																			
Lime green	Blue	Rose	Rainbow blue	Pearl	May green	Earth yellow	Black	Rainbow green	Light grey	Orange	Blue grey	Turquoise blue	Patina green	Yellow 0310	Light blue 0311	White 0313			
Ropes								Standard Membranes				HDPE_EcoCore							
																			
Sand	Yellow	Orange	Red	Light blue	Ultramarine blue	Green	Black	Black	Sky blue	Zinc yellow	Red (<750x750mm)	Sand 0315	Ultramarine blue 0316	Orange 0317	Grey 0323	Lime green 0325	Brown 0326		
Correspondence to RAL K5 Classic colour chart								KDS Membranes											
																			
RAL 1001 Beige	RAL 1006 Maize yellow	RAL 2010 Signal orange	RAL 3001 Signal red	RAL 5012 Light blue	RAL 5002 Ultramarine blue	RAL 6029 Mint green	RAL 9005 Jet black	Green (<750x750mm)	Light green (only for decoration)	Telemagenta	Orange (<750x750mm)								



Let's
play