Fwd: KOMPAN/Westport Elementary Option 1

1	m	e	SS	a	q	е

Michelle Rapoza <mrapoza@westportschools.org>
To: Karen Augusto <kaugusto@westportschools.org>

Thu, Sep 23, 2021 at 3:21 PM

Option one

----- Forwarded message -----

From: Jeffrey Hochwarter < JefHoc@kompan.com>

Date: Wed, Sep 8, 2021 at 2:49 PM

Subject: KOMPAN/Westport Elementary Option 1

To: Michael Grandfield <mgrandfield@westportschools.org>, Stacey Duquette

<sduquette@westportschools.org>, mrapoza@westportschools.org

<mrapoza@westportschools.org>

Here is option 1, Great main piece that has multiple slides, integrated shade, ground play elements and large capacity... This includes a 3 bay swing set but attached is the product information sheet that features 2 bay because it is a standard sheet...

The higher total cost with each of the budget sheets represents Turf or poured in place surfacing... the lower cost represents if you went with Engineered wood fiber with the rubber mats on top..

It also includes pictures of what the surfacing options resemble

Let me know if you have any questions,

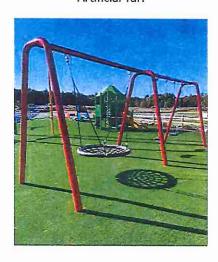
Westport Elementary

Option 1	Sq Ft.	6200	
Product	Retail	% Discount	Net
PCM310704	\$90,050	10%	\$81,045
KSW926(3bay-4belts,1basket	\$6,000	10%	\$5,400
ELE400065-3717BL	\$5,050	10%	\$4,545
PCM803-0902	\$1,300	10%	\$1,170
ELE400024-3717LG	\$1,360	10%	\$1,224
ELE400024-3717LG	\$1,360	10%	\$1,224
PCM111504-0902	\$15,300	10%	\$13,770
	\$120,420		
Equip total			\$108,378
Approx freight			\$5,000
Approx Installation			\$42,000
Approx Surfacing	Turf/PIP		\$150,000
Approx Surfacing	EWF/Mats	\$96,100	- "
		\$251,478	\$305,378

Surfacing Options



Artificial Turf



Engineered Wood Fiber/Rubber Mats



Poured in Place Rubber



9/23/21, 3:29 PM









ELE400024





Item no. ELE400024-3717LG

General Product Information

Dimensions LxWxH 1'8"x1'10"x2'0"

Age group 5 - 12

Play capacity (users) 1

Color options









This wildly or mildly spinning piece with its cute rounded design evokes squeals of joy when children rotate again and again. With its easily accessible, tilted spinning bowl it invites children of all abilities and a wide age span to play. The small footprint allows for placing 2-3 Spinner Bowls together, encouraging social play. The variety of play opportunities include

sitting in, on edge of, pushing, pulling or even standing in the spinner bowl. these make the Spinner Bowl a long-time attraction. The tilted bowl allows the child to adjust the spinning speed with their body movements. This trains the logical thinking to speed up by scooping up or slow down by spreading arms and legs out. Spinner Bowls train the sense of balance,

which is mandatory for concentration skills and the ability to sit still. Pushing or being pushed by others trains social-emotional skills such as turn-taking.





ELE400024



The Spinner Bowl is made of recyclable PE. The bowl is moulded in one piece with integrated metal thread bushings and a water drain hole to ensure high durability in all climates around the world.



Heavy duty engineered bearing system with single row deep groove ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated and maintenance free.



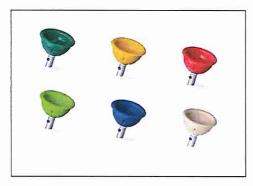
The steel surfaces are hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.



Item no. ELE40002	4-3717LG	
Installation Info	rmation	
Max. fall height		2'0"
Safety surfacing area	14	9 ft2
Number of installers		2
Total installation time		1.2
Excavation volume	0.14	yd3
Concrete volume	0.08	yd3
Footing depth (standard)	2	2'11"
Shipmentweight	44	lbs
Anchoring options	In-ground	v
	Surface	v
WarrantyInform	mation	

Hollow PE Parts	10 years
Bearing construction	5 years
Hot dip galvanized steel	Lifetime
Hardware	10 years
Spare parts guaranteed	10 years

⊟evated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1



The Spinner Bowl is available in five different color options.



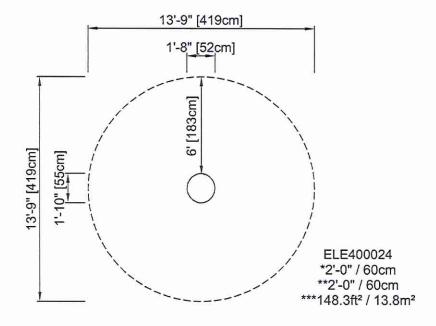
The sand colored variant is made of rotomolded stone mixed PE material with non skid surface texture. Minor differences in the stone mix visuality of the material are to be expected.

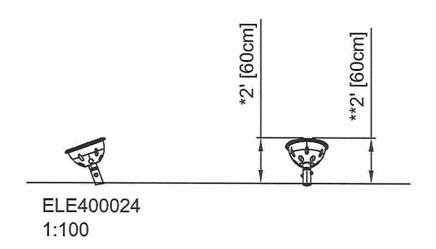
ELE400024



* Max fall height| ** Total height| *** Safety surfacing area

* Max fall height | ** Total height





ELE400024





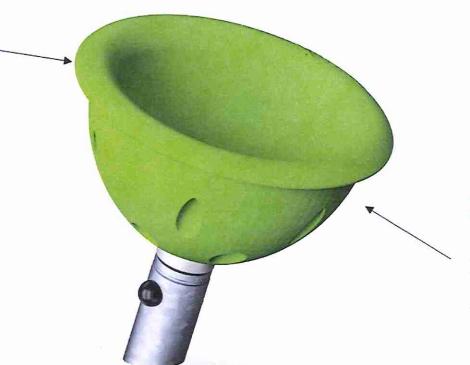


Tilted, spinning bowl

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.

ELE400024



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



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



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



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



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).



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard



SLIDE

To slide is the act of moving fast downwards seated



CLIMB

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net.



PUL

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.



Socializi

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



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.



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.



OTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.



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.



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.

ELE400065









WOW, a spinning TIPI! The whimsical shapes of the TIPI carousel with top brace attracts children in its own right. And they will play here again and again, thanks to the multifunctionality of the slick TIPI. Responsive to children's movements, the TIPI spins when pushed or pulled. Apart from being a fun negotiation and turn-taking game, the pushing and pulling build

muscles and cardio. In the TIPI children can lie, sitor stand with the support of the side bars or the top frame. This welcomes children with mobility disabilities to be part of the play, too. The spinning movement trains the sense of space and balance. The sense of balance is fundamental to all other motor skills and is important for motor control, for instance being

able to sit still or cycle securely, without falling. The TIPI facilitates universal, inclusive play: It's good fun!



ELE400065



The bowls are made of recyclable PE. The bowls are molded in one piece with integrated metal thread bushings and water drain hole to ensure high durability in all climates around the world.



Top brace is made of welded steel. The steel is hot dip galvanized inside and outside with lead free zinc and with outside powder coated top-



Heavy duty engineered bearing system with single row deep groove ball bearings with rubber seals. The fully closed bearing construction is lifetime lubricated and maintenance free.



Item no. ELE400065-3717GR

Installation Inform	nation
Max. fall height	3'3"
Safety surfacing area	380 ft2
Number of installers	2
Total installation time	2.5
Excavation volume	0.58 yd3
Concrete volume	0.41 yd3
Footing depth (standard)	3'3"
Shipmentweight	175 lbs
Anchoring options	In-ground 🗸
	Surface 🗸

Warranty Information

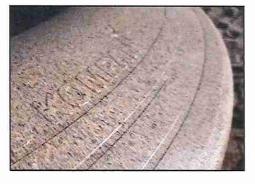
Hollow PE Parts	10 years
Bearing construction	5 years
Hot dip galvanized steel	Lifetime
Spare parts guaranteed	10 years



Tipi Carousel has unique water drain system. Water drains automatically-assuring that carousel is always dry and ready to use. The water drain is covered by stainless steel strainer.



The Tipi Carousel is available in three different color options.



The sand colored variant is made of rotomolded stone mixed PE material with non skid surface texture. Minor differences in the stone mix visuality of the material are to be expected.

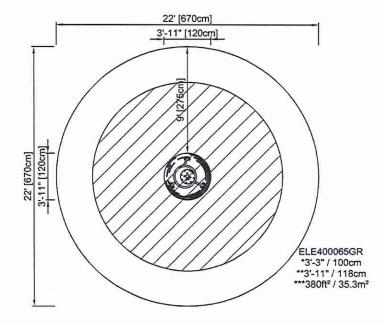
⊟evated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

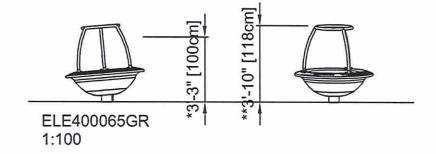
ELE400065



* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height| ** Total height





Click to see 1:100 ratio TOP VIEW

Click to see 1:100 ratio SIDE VIEW

ELE400065





Top frame

Physical: support for standing, gripping, and training the sense of balance when spinning. Social-Emotional: supports standing for more children at a time. Adds support and a feeling of security for children with mobility impairments or disabilities.





Rotation

Physical: pushing or pulling it into motion, children use their muscle strength and strengthen their cardio. The rotation develops the sense of balance and space when enjoying the ride.

Social-Emotional: listening and negotiating how slow or fast to go, children develop their empathy and cooperation skills.







Three side bars

Physical: support for gripping, pushing and pulling, training muscles. Back support for seating, also for children with mobility impairments or disabilities.

Social-Emotional: supports seated positions for more children. Facilitates social interaction between inside and outside, when children spin each other. Facilitates use from outside of Tipi Carousel, and turn-taking.





Spacious platform

Physical: allows for more body positions: sitting, lying, standing, which facilitates use for children with physical disabilities.

Social-Emotional: facilitates many children

using the Tipi Carousel simultaneously, supporting cooperation and turn-taking.





Shallow entry rim

Physical: support for entering and staying in when spinning. Eases entry for children with a range of mobility disabilities.

Social-Emotional: feeling of security when children lie or sit in Tipi Carousel. Provides a secure feeling for those seated when spinning.

ELE400065



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



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



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



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



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).



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard surface.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



CLIME

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net.



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.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



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.



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.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.



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.



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.

PCM803





Item no. PCM803-0902

General Product Information

Dimensions LxWxH 10'0"x3'11"x5'7"

Age group 2 - 12

Play capacity (users) 3

Color options





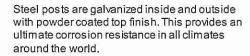
The Triple Somers ault Bars are great oldschool playground favorites. They are irresistable to children, and their parents, repeatedly. The Triple Somers ault Bars make possible cooperation and sharing, in two varied heights. They accomodate more users and different age and ability levels. The Triple Somers ault Bars cater to a range of play activities, including hanging from your arms, swaying, and training upper body muscles. They also create space for sitting on the bars with friends, sharing, using social-emotional skills or somersaulting. Somersaulting on the Triple Somersault Bars trains children's proprioception: the awareness of where body parts are and how to coordinate movements to

fit a space. It trains the senses of space and balance, too, making the child able to navigate the surroundings securely. Last, but not least, it develops major muscles.



PCM803







The turnbars are hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and it requires low maintenance.



Item no. PCM803	3-0902	
Installation Infor	mation	
Max. fall height	2	110"
Safety surfacing area	25	0 ft2
Number of installers		2
Total installation time		3.1
Excavation volume	0.14	yd3
Concrete volume	0.05	yd3
Footing depth (standard)		2'9"
Shipmentweight	142	2 lbs
Anchoring options	In-ground	v
	Surface	v
WarrantyInform	nation	

Post

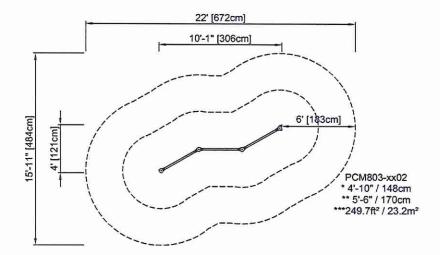
⊟evated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	0	1	1

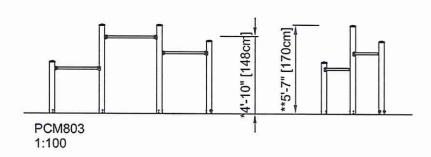
PCM803



* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height





KOMPAN*

PCM803



Somersault bars

Physical: develop balance and core when hanging from knees. Arm, leg and core muscles are developed when climbing up, somersaulting around. Balance and spatial awareness are strengthened.

Social-Emotional: meeting, socializing and turn-taking when climbing up and down via bar.

PCM803



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



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



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



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



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).



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUME

To jump is the act of jumping up or down on a hard surface.



SLIDI

To slide is the act of moving fast downwards seated on a slide.



CLIMB

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net.



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.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWA

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.



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.



OTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.



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.

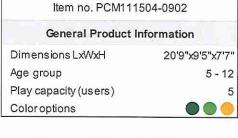


WONDER

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.

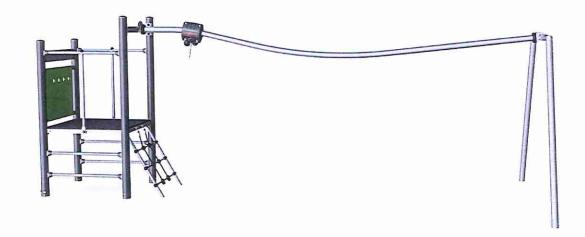
PCM111504











The Track Ride Tower enhances physical play with opportunities for children to move their bodies by climbing, stretching, and gliding. The structure motivates children by adding speed and thrill to play. This will make them come back again and again for more fun play. Climbing the inclined net strengthens muscles and helps to develop cross-coordination skills.

This enhances a child's ability to use both sides of their brain and supports the internal structures that enable reading and thinking.
Gliding on the track is thrilling, but it also helps children to understand movement and force, important intellectual skills. It supports upper body strength as well as posture, which are important to build up confidence and control of

body movements. The fun in whizzing through the air is unparalleled for bigger children.



PCM111504





Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Main posts with hot dip galvanized steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanized inside and outside with powder coated top finish steel posts. Lead free aluminium with color anodized top finish.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure molded aluminum connectors. The HPL decks with a thickness of 17.8mm with a very high wearing strength and a unique KOMPAN nonskid surface texture.



Installation Information Max. fall height 6'6" Safety surfacing area 512ft2 Number of installers Total installation time 9.6 Excavation volume 0.35 yd3 0.07 yd3

Item no. PCM111504-0902

Concrete volume Footing depth (standard) 2'9"

Shipmentweight 650 lbs Anchoring options

In-ground Surface

Warranty Information

EcoCore HDPE Lifetime Post 10 years HPL decks 15 years Ropes & nets 10 years Spare parts guaranteed 10 years



Ropes are made of UV-stabilized PES rope strands with inner steel cable reinforcement. The polyester wrapping is inductively melted onto each strand to obtain excellent wear and tear resistance.



The hang-on puller is designed with at welded steel core and covered with low-density PE housing. The two hot dip galvanized steel handles are angled to provide best possible ergonomic while gliding. The wheels of the puller are made of low noise TPU and installed with sealed ball bearings.



The steel surfaces are hot dip galvanized inside and outside with lead free zinc. The galvanization has excellent corrosion resistance in outside environments and requires low maintenance.

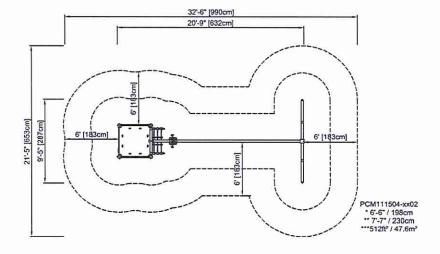
Elevated activities 4	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	0	0
Required	2	1	1

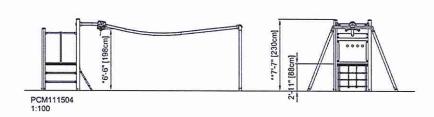
PCM111504



* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height





PCM111504

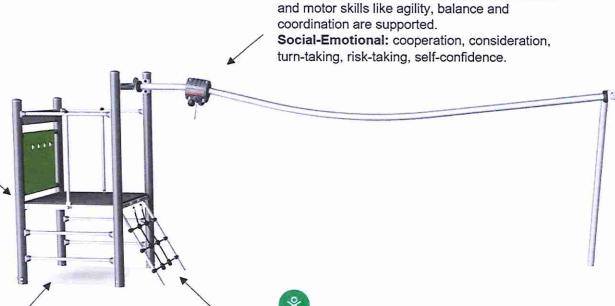




20

Platform

Social-Emotional: the platform allows for more children to be together and share. Important life skills like courage, selfconfidence, consideration and turn-taking are built.







Pipe ladder

Physical: cross coordination and eyehand coordination are supported when children climb the ladder. The climbing also supports leg and arm muscles. Social-Emotional: learning about turn taking and cooperation.

Boarding net

Physical: supports physical strength and crossbody coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read.

Physical: train arm and core muscles. Bone density when jumping down from the handholds

PCM111504



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



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



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



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



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).



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard surface.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



CLIMB

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net.



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.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire



PIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



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.



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.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.



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.



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.

PCM310704





Item no. PCM310704-0902

General Product Information

Dimensions LxWxH 33'2"x35'1"x15'5"

Age group 5 - 12

Play capacity (users) 47

Color options





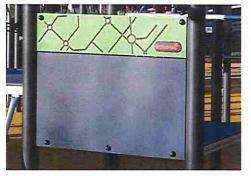
WOW: the richness of activities! The awesome Double Mega Deck has great play activities for all abilities. Play exploration is endless and will make children come back for more play for a long time. The sturdiness means that everyone, including parents, can play. The manyplay sections are connected by stair and balance links. The unit has a multitude of varied

activities on the ground, welcoming wilder and milder playand socializing. The huge asset of the play unit is the vastness of sliding, gliding, and climbing: three different slides and a Fireman's Pole add thrill while training the spatial awareness and building bone density for life. The many climbers vary in challenge level: from the accessible stair to the Jacob's Ladder,

cross-coordination and proprioception are trained to support life skills such as physical self-reliance.



PCM310704



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Main posts with hot dip galvanized steel footing are available in different materials: Pregalvanized inside and outside with powder coated top finish steel posts or lead free aluminium with color anodized top finish.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure molded aluminium connectors. The HPL decks with a thickness of 17.8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



The slides can be chosen in different materials and colors: Straight or curved molded PE slides in yellow or grey color. Full stainless steel in onpiece design for more vandalism proof solutions.



Ropes are made of UV-stabilized PES rope strands with inner steel cable reinforcement. The polyester wrapping is inductively melted onto each strand to obtain excellent wear and tear resistance.



KOMPAN Play Systems can be customized to match individual demands. Visit the products www.KOMPAN.com to see options with the digital KOMPAN Solution Planner, Multiple options for panels, decks, post, slides and other play activities ensures durable solutions in any outdoor environment.

Item no. PCM310704-0902

Installation Information

Max. fall height 9'10" Safety surfacing area 1,467 ft2 Number of installers Total installation time 68.3 Excavation volume 2.38 yd3 Concrete volume 0.05 yd3Footing depth (standard) 2'11" Shipmentweight 4,809 lbs Anchoring options In-ground Surface

Warranty Information

EcoCore HDPE	Lifetime	
Post	10 years	
HPL decks	15 years	
Ropes & nets	10 years	
Spare parts guaranteed	10 years	

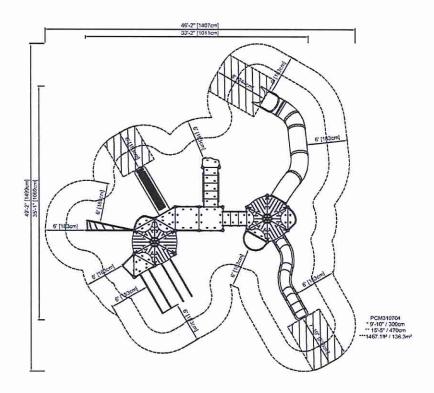
⊟evated activities 12	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	12	3	2
Required	6	4	3

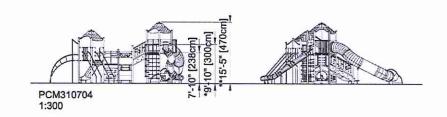
PCM310704



* Max fall height| ** Total height| *** Safety surfacing area

* Max fall height | ** Total height





PCM310704







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.

Cognitive: visual details to stimulate thinking skills such as logic and mathematical sequencing.







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.







Timer

Social-Emotional: teams can each have a button to measure rounds, wins etc. The buttons support cooperation and teamwork.

Cognitive: counting and registering support thinking skills such as logical thinking and sequencing.

Creative: children can leave their mark, placing the

timer in different positions.





Tunnel

Physical: the children crawl through the tunnel, developing motor skills such as cross-body coordination and proprioception.

Social-Emotional: turn-taking when

passing each other.





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.







Jacob's ladder

Physical: cross coordination and spatial awareness as well as upper body muscles when hanging with arms. This is especially important due to sedentary lifestyles of today's children.

Social-Emotional: turntaking and cooperation. Cognitive: logical thinking when going from 2nd to 3rd step, changing feet.





Climbing wall

Physical: develops children's cross coordination, eye-hand coordination, and muscle strength when climbing. Social-Emotional: two-sided climb invites cooperation.





Hammock

Physical: coordination and sense of balance when swaying.

Social-Emotional: meeting, pushing friends gently back and forth, turn-taking.



Pipe ladder

hand coordination are supported when children climb the ladder. The climbing also supports leg and arm muscles. Social-Emotional: social interaction when hanging out together, learning about turn taking and cooperation.

Physical: cross coordination and eve-

PCM310704



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



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



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



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



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).



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard



SLIDE

To slide is the act of moving fast downwards seated on a slide.



CLIME

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net



PULI

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.



OCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire



PIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



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.



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.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.



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.



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.

KSW92009





Item no. KSW92009-0910

General Product Information

Dimensions LxWxH 21'11"x6'0"x8'4"

Age group 2 - 12

Play capacity (users) 8

Color options



WOW! The combination of the bird's nest swing and two single seats swing is a hit: children love it, as it can be done individually and together. It facilitates lying, seated, and standing swinging, alone or together. It is a great facilitator of fun rough-and-tumble play. The seats allow for multiple users of all abilities and most ages to play day after day, for hours

and hours. Swinging, apart from being tremendous fun, trains the children's ABCs: agility, balance and coordination, as well as their spatial awareness. These motor skills are crucial to being able to judge distance and navigate traffic safely. The standing sitting, lying and standing swing activities train the arm, leg and core muscles. Jumping off builds bone

density— the majority of which is built up during the first years of life. Finally, this swing supports social skills such as taking turns and cooperation.





KSW92009





Vertical posts of hot dip galvanized steel or powder coated on pre-galvanized steel base. Swing frame end connectors and cross beam of hot dip galvanized steel or powder coated on hot dip galvanized steel base.



KOMPAN heavy duty designed swing hangers of stainless steel with anti-twist function. The hangers are attached to the cross beam on a welded bracket with two bolts. The bearings are embedded with silicone lubricant and needs no further lubrication.



KOMPAN designed the bird's nest seats to be light in weight and in compliance with global safety standards. The soft, shock absorbent bumpers with non-slip surface makes the swing seat extremely user friendly. Choose between a rope version with reinforced PA rope or a molded PE version. Both equipped with soft rubber bumpers.



Installation Information Max. fall height 7'9" Safety surfacing area 850 ft2 Number of installers Total installation time 7.0 Excavation volume 2.07 vd3 Concrete volume 0.76 yd3Footing depth (standard) 2'11" Shipmentweight 572 lbs Anchoring options In-ground Warranty Information

Item no. KSW92009-0910

Steel post HDG Lifetime Swing seat 10 years Swing hangers 5 years 10 years

10 years



The standard seats of KOMPAN swings is engineered for maximum safety and durability. The seattwo components eat with a PP inner core and outside rubber is produced in one operation. The seats are available with swing chains of either hot dip galvanized steel or stainless steel for all swings heights.



The swing hangers are made of high quality UVstabalized nylon (PA6) housing with integrated lifetime sealed ball bearings. The height adjustable chains are fixed by a stainless steel hook with theft proof snake-eye bolt in a turn able anti twist housing. All seats with two chain fixation are available with either standard or anti-wrap suspension.



Unique designed seats for toddlers: Baby seat of rubber. Toddler seat of PUR with four chain suspension for easy movement. Cradle seat. You & Me swing seat for adult/child or children of different ages to swing together while facing each other.

Elevated activities 0	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	0	1	1
Required	1	1	1

Chains

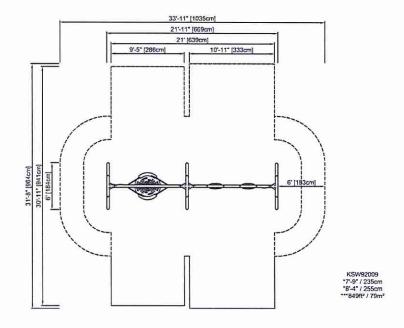
Spare parts guaranteed

KSW92009



* Max fall height| ** Total height| *** Safety surfacing area

* Max fall height| ** Total height





KSW92009







Shell nest swing

Physical: balance, coordination and spatial awareness are developed when swinging. The swinging movement trains the arm, leg and core muscles, and strengthens bone density when jumping off.

Social-Emotional: the spacious seat allows for many children standing, lying, seated together and is inclusive for all.

Cognitive: cause and effect understanding, rhythm and thinking skills are developed in younger children.



Two single swings

Physical: balance, coordination and spatial awareness are developed when swinging. All necessary when judging distances and navigating. The swinging movement trains the arm, leg and core muscles, and strengthens the bone density when jumping off.

Social-Emotional: parallel play invites cooperation and consideration. **Cognitive:** cause and effect understanding, managing rhythm and thinking skills for younger children when swinging. Rules games for bigger children, when swinging in same or different rhythm.

KSW92009



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



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



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



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



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).



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard surface



LIDE

To slide is the act of moving fast downwards seated



CLIMB

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net



ULL

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.



SOCIALIZ

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAW

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWA

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.



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.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.



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.



WONDE

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.