





CONTENT

GREAT NEWS 2017	4	ARCHITECTS	54	BURST LEARNING THROUGH PLAY	116
CREATING HAPPIER &		Munich, Germany	56	Child-Centric design	118
HEALTHIER SOCIETIES	8	Landesgartenschau, Bayreuth, Germany	58	Child development incorporated in products	120
HEALI HIER SOCIETIES	0	KOMPAN Design studio	60		
THE KOMPAN INSTITUTES	9	Berlin, Germany	64	EARLY CHILDHOOD	122
TO DE FAIR DI AVILLAC		Grindelwald, Switzerland	66	Regnbuen, Denmark	124
TO BE FAIR , PLAY HAS	10	Shenzhen, China	68	Kindergarten – Oulu, Finland	126
TO BE INCLUSIVE	10	Schwäbisch Gmünd, Germany	70	Age-Specific Play Structure	128
TAILORED TO YOUR NEEDS	12	Ravensburg, Germany	72	Luton, England	130
		Tamworth, Australia	74	Boothville Primary School, England	132
PARK & RECREATION	14	Ripley, Australia	76	Hengersberg, Germany	134
Sarasota, USA	16	Moscaw, Russia	78		
Copenhagen, Denmark	18	Seattle, USA	80	PRIMARY AND SECONDARY SCHOOL	136
Sydney, Australia	20	Galacia, Spain	82	Nyborg Friskole, Nyborg, Denmark	138
Brno, Czech Republic	22			Brårup school, Skive, Denmark	140
Brno, Czech Republic	24	LEISURE, RESTAURANT AND RETAIL	84	Oslo, Norway	142
Carlisle City, Scotland	26	Givskud, Denmark	86	Brno, Czech Republic	144
Tergnier, France	28	Egeskov, Denmark	88	Borup, Denmark	146
Shading	30	IKEA Glasgow, Scotland	92	München Riem, Germany	148
ORGANIC ROBINIA - Castle	32	Tenerife, Spain	94	Montessori school, USA	150
ORGANIC ROBINIA - Ships	34	Cremona, Italy	96	Haderslev, Denmark	152
ORGANIC ROBINIA - Sand & Water Play	36	Quasar Village, Italy	98		
Shearwater, USA	38	Nallikari beach, Finland	100	LET'S PLAY IT "GREEN"	154
Meadowbank Mole Valley, England	40			INSTALLING AND CARING	
Höör, Sverige	42	HOUSING	102	FOR YOUR PLAYGROUND	155
Dordrecht, Holland	44	Courbevoie, France	104	FOR TOOK PLATOROUND	133
COROCORD Ocean Dome - News	46	Cannes, France	106	MATERIALS	156
Beuronm, Germany	48	Bells Reach, Australia	108	PLINT TO LACT	150
Completing the settings	50	Hedges Park, Singapore	110	BUILT TO LAST	158
Park and Benches	52	Hoyerswerder, Germany	112		
		Mandeure, France	114		







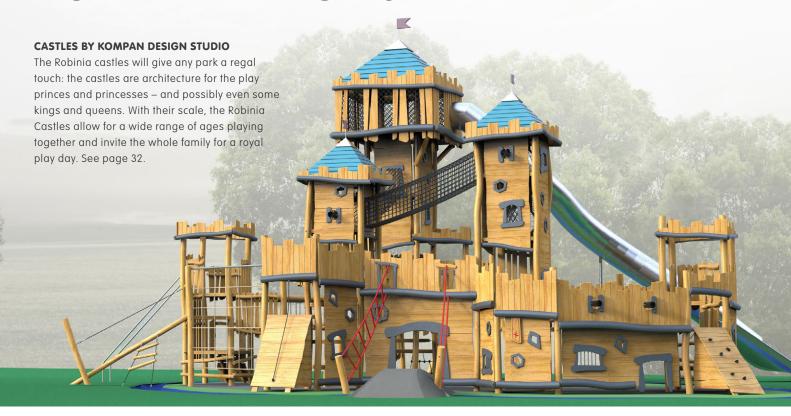


INTERACTIVE PRINT

- 1. Download the free Layar App.
- 2. Scan the product pages
- 3. Discover interactive content

Play is a global activity, however as safety standards vary across the world, KOMPAN must respond to these differences by producing country specific assortments. This catalogue is for inspirational purposes and the photos are from around the world, meaning that a particular product may not be available for all markets.

ROBINIA NEWS 2017





SAND & WATER PLAY

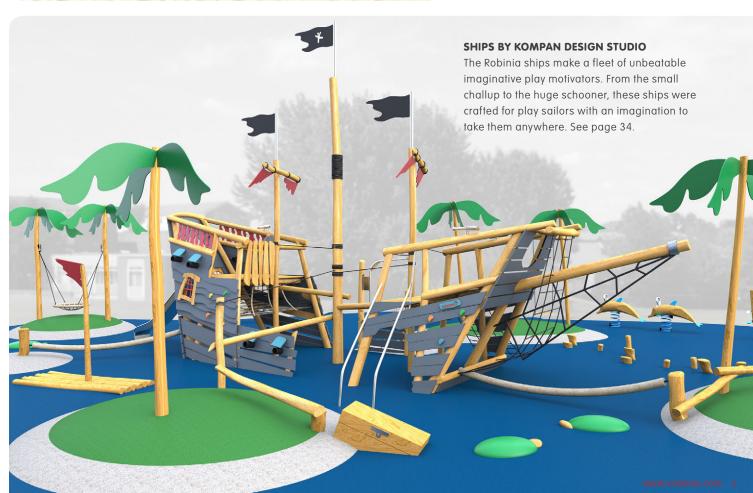
In 2017, KOMPAN will be adding a number of new structures to its Robinia portfolio that are designed specifically for children's sand and water play. The structures feature cranes, water-mills and other tools that children can use in their exploration of the world through the magic of sand and water. See page 36.





ROBINIA JUNGLE DOME

Climbing is traditionally a favourite amongst children and we honour this tradition by continuing to push innovation. Framed by a robust and organic wood construction. See page 37.



GREAT NEWS 2017



MOMENTS MINI

For maximum play value MOMENTS Mini has an inclusive design which stimulates children's physical, social, cognitive and creative development. The age appropriate design includes innovative play panels supporting thinking skills, fine- and gross-motor skills and much more. A perfect solution for the developing Toddler. See page 128.





COROCORD OCEAN DOME

Dive freely into a new adventure world. An underwater world formed by rope structures in deep ocean blue and colourful membranes. See page 46.



CREATING HAPPIER & HEALTHIER SOCIETIES

Play is really about much more than play alone. Most certainly it should be fun, but it is also a great opportunity to create happier and healthier societies. Therefore, we have developed a unique approach which we call the KOMPAN Approach. It encompasses three layers that ensure our solutions combine fun and development in an intelligent way.

IT ALL STARTS WITH THE USER

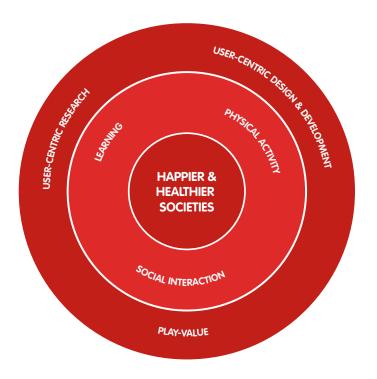
User-centric research, design and development ensure maximised play value. In everything we do, we observe and listen closely and involve our users. It is crucial that we propose ideas and solutions that stand out from the competition in terms of their appeal.

PHYSICAL ACTIVITY, LEARNING AND SOCIAL INTERACTION

All our solutions offer fun — joyful fun and fun in an intelligent way. However, our fun reaches even further, eventually improving people's lives in terms of physical activity, learning and social interaction. Fun is what keeps users/people active with our solutions time and time again.

HAPPIER AND HEALTHIER INDIVIDUALS AND SOCIETIES

Every solution we offer is geared towards making people of all ages and abilities happier and healthier. Built on our mission of contributing to "a better world through play and exercise".





THE KOMPAN INSTITUTES

Grounded in knowledge

RESEARCH IS THE BASIS OF INNOVATION

KOMPAN solutions are based on our in-depth user-centric research. It is of utmost importance for us to gain unique insights and further strengthen our knowledge both in the area of playing behaviour and in the area of sports and fitness behaviour. This is why KOMPAN has invested in two in-house research centres: The KOMPAN Play Institute and the KOMPAN Sports and Fitness Institute. Their findings are used to fuel KOMPAN's innovation programmes.

KOMPAN PLAY INSTITUTE

The KOMPAN Play Institute is an international network of play and child specialists who monitor how different trends in society influence children's development and play patterns. The institute also initiates and takes part in various research projects around the world. Having the KOMPAN Play Institute on board enables us to fit our play solutions to specific curriculum requirements and blending selections of our products to suit particular children's needs.

KOMPAN SPORT & FITNESS INSTITUT

The KOMPAN Sport and Fitness Institute is a global network of sports and fitness experts and professionals who share knowledge and trends and conduct research. The network maintains strategic partnerships with all sorts of local parties, including universities, researchers, scientists and fitness experts that are of value in terms of improving knowledge about sport and fitness at large.

WHO* RECOMMENDS CHILDREN AND YOUTH TO BE ACTIVE 60 MINUTES A DAY AS A MINIMUM. ADULTS AND SENIORS AT LEAST 150 MINUTES THROUGHTOUT THE WEEK.

PERCENTAGE NOT MEETING THE MINIMUM RECOMMENDATION FOR PHYSICAL ACTIVITY:

FEMALE AGF MΔIF 51% 65% **UP TO 11** 90% 96,6% 11-15 54%³

% OF THE POPULATION WHO IS **EITHER OVERWEIGHT OR OBESE**



15 MIN OF EXERCISE A DAY **IMPROVES CHILDREN'S LEARNING POTENTIAL**



- 2) Centers for Disease Control and Prevention, Health, United States, 2014.
- 3) The American Heart Association. Heart disease and stroke statistics 2013 update: a report from the American Heart Association. Circulation. 2013;127:e6-e245.
- 4) Dr. J.N. Booth et al. Associations between objectively measured physical activity and academic attainment in adolescents from a UK cohort. BSJM, Volume 48, Issue 3, 2013.

¹⁾ Ogden CL, Carroll MD, Kit BK, Flegal KM. Prevalence of childhood and adult obesity in the United States, 2011-2012. Journal of the American Medical Association 2014;311(8):806-814.

TO BE FAIR, PLAY HAS TO BE INCLUSIVE

At KOMPAN, we believe that every child should have the right to leisure and play – regardless of their physical and intellectual abilities. This belief is in line with the United Nations' Convention on the Rights of the Child, the most widely supported UN convention ever. Over the last few years, most nations have signed the United Nations' Convention on the Rights of Persons with Disabilities, which recommends that public spaces be designed in accordance with "universal design" principles.

WHAT WE DO TO INCLUDE EVERYONE IN PLAY

The belief in inclusive play runs deep at KOM-PAN. "Play Together" – or the idea that everyone should be included in play, is a foundational pillar in our philosophy of play. We design our products to be used universally and to accommodate activities that are relevant for all children. You will find universal design everywhere in our playgrounds, not least in the many openings and details that encourage play exchanges between children inside and outside the play elements.

THREE LEVELS OF INCLUSIVE PLAY

At KOMPAN, we divide playground activities into three categories:

- · Ground level activities
- Elevated level activities
- Multi-level activities

The activities are based on the Americans with Disabilities Act's Accessibility Guidelines for Play Areas (ADAAG), which state that if there are an equal number of elevated and ground level activities, the playground can be defined as "universal design" and "play for all".

In addition to this, we also provide multi-level activities that can be entered and used from both ground and elevated levels, enabling more open and diverse opportunities for play.









SIX PRINCIPLES FOR UNIVERSAL, INCLUSIVE DESIGN

PRODUCTS THAT ARE UNIVERSAL AND INCLUSIVE SHOULD BE:

- 1. Accessible
- 2. Multifunctional (when possible)
- 3. 360° design (play from all sides)
- 4. Equipped with diverse play opportunities
- 5. Clear in colour and design signals
- 6. Provided with special solutions for special needs when relevant







TAILORED TO YOUR NEEDS

In our opinion, every group of playground users are unique. So is every potential playground site. Our primary goal is to ensure that each playground is tailored uniquely to the customer's requirements. Our multidisciplinary team of play consultants, landscape designers and other experts follow a specially developed KOMPAN planning process. Working closely with the customer, we look at five different areas. The result is a completely original, custom designed playground solution that provides the greatest possible value for the specific playground users, the site and the customer.

OUR 5-STEP APPROACH TO TAILORED SOLUTIONS

The table on the right shows the areas we analyse. In every choice we make, we consider how the site best delivers the benefits the customer wants for the site's users.

Every choice is made with regard to how the site best delivers the benefits the customer wants for the site's users.





DESIGN PRINCIPLE

1	USERS	The user who will use the playground and exercise solution	
2	CURRICULUM/COMPETENCES	 The skills and experience the customer wants the playground and exercise solution to promote 	
3	SPACE	 How the playground and exercise solution should be divided into spaces in order to support different types of play 	
4	SURROUNDINGS	The playground and exercise solution and immediate surroundings	
5	ACTIVITIES	 What play equipment or other activities should be integrated in each space to stimulate the childeren's experience and competences 	





PARK & RECREATION

Great outdoor solutions - made to inspire play and movement!

KOMPAN has for more than 45 years developed unique, innovative outdoor solutions for public spaces in order to bring local communities together and ensure a well integrated society. Through research, knowledge and close cooperation with our customers and users we have developed our portfolio, enabling us to create the right tailormade solution together with you as a partner. As a result we make people of all ages play and move every day, all around the world.

All of our solutions offer a compelling design, high play value, uncompromising safety, unique innovation and inclusive design. At KOMPAN we understand that playgrounds that are inclusive for all abilities, are vital for a well-functioning community.

KOMPAN offers a wide range of design solutions for every type of environment, from rural to urban. Our wide choice of different product ranges allows us to blend products and landscaping seamlessly, whatever the location.

Our designs require the lowest levels of maintenance possible by using the highest quality materials available, providing the highest wear performance. This increases the lifetime of the site considerably, and provides a strong defence against potential vandalism.

As your professional partner throughout this process, we will support you in the following areas:

- Consultation
- Technical and visual design
- Installation
- Maintenance and aftercare

KOMPAN's approach to, and understanding of, the importance of physical activity and core play value allows us to provide public spaces that meet the aspirations of the community, benefitting the health and wellbeing of its users for many years to come.



Location – a beautiful park on the Sarasota waterfront, created in honor of Dr. Eloise Werlin. The park brings families together in an exquisite setting.

KOMPAN was chosen for this project due to its reputation for high-quality playground equipment that can withstand challenging weather - the saltwater, wind, and sun on the bay required very durable products.

Mr Werlin worked with the City of Sarasota and the Gulf Coast Community Foundation to create a destination park for people of all ages. The park features playground equipment for children along the scenic Sarasota Bay.

The centerpiece is a climbing net made of blue web rope, designed to boost children's dexterity, hand-eye coordination, imagination and social connections in a safe and fun environment.

The park's creation is thanks to generous donations from Ernest "Doc" Werlin and his many friends. Mr Werlin received considerable help from the Gulf Coast Community Foundation and Sarasota City Officials in his endeavour. The park is named after his wife, Eloise. In addition to the construction costs, Mr Werlin made an endowment to fund the future maintenance of the playground.





"I saw people fishing with their children and the children had nothing to do. KOMPAN was selected as the supplier for this playground since the company provides high quality play equipment that also can hold up in a difficult climate."

Mr. Ernest Werlin

Mr Werlin said: "I saw people fishing with their children and the children had nothing to do." Mr Werlin felt a park with wonderful playground equipment would excite children. In addition to attract adults, Mr Werlin added beautiful benches and shading equipment. His goal was to create a recreation area that could entertain children and be adult friendly. The park, which attracts about 75,000 people annually, has been voted Sarasota' best park two consecutive years.

Mr Werlin said creating the park is one of his finest achievements. He has helped the Sarasota community and provided a wonderful testimony to his wife of 40 years. Mr Werlin and his two daughters love visiting the park and sharing their thoughts with the park's many guests.

LOCATION

Dr. Eloise Werlin Park Playground, Sarasota, USA

DESIGNED BY

Landscape architect Phillip J. Smith, David W. Johnson Associates, Inc. Sarasota, FL.

PRODUCT

Explorer Dome, Spinner bowls, Octopus Seesaw, Supernova, Galaxy structures





In many ways physical activity is already part of Copenhagen's culture. It is one of the most bicycle friendly cities in the world and public sports centers and accessible parks are the norm. However, the capital of Denmark wants to create an even more active society.

Most 11-year-olds in Denmark meet the recommended levels of physical activity but by age 15 this trend breaks. To encourage an active lifestyle Copenhagen has therefore launched a series of innovative approaches to develop parks and public spaces. One example is the outdoor gym at Sundby Sports Park.

The outdoor gym is designed to promote physical activity. With a combination of KOMPAN's Cross System and Workout System, hundreds of different exercises at scalable levels are available. The vandalism-proof fitness solutions attract people of all ages and abilities.

Meanwhile, a free app motivates new users by guiding them through exercises and helps experienced users monitor their activity level and stay fit. KOMPAN and Copenhagen conducted a user survey three months after the installation.

During one week 388 users were observed and of these, 105 completed a survey and took part in interviews about the facility.

Survey results showed all ethnicities and age groups were using the gym, and 23% of the users had not been active before exercising at the new outdoor gym.

"The system can be used by anyone. This includes children, the disabled and the elderly. It is simple, straightforward and is freely available. At the same time, it is located in an area where many people do not traditionally work out. So the whole idea is to try to get more people to exercise."

Carl Christian Ebbesen Mayor of Culture and Leisure in Copenhagen







LOCATION

Sundby Sports park, Copenhagen, Denmark

PRODUCT

FAZ20100, Step, Combi 3, Bench, Dip bench, Parallel bars, FLEXOTOP™



The Fairfield City Council wanted to build a new playground and was looking for something that would attract people of all ages. The council knew the playground needed to be extraordinary - a truly special site that would promote outdoor play and exercise for older children, but that could also serve as a landmark with an outstanding "wow" factor. To make that happen, the council turned to KOMPAN.

KOMPAN's playground planners proposed a solution that included a double cableway, giant swings, a KOMPAN Supernova and the visually fascinating – and irresistible – Corocord Skywalk.

As well as attracting visitors with exciting structures, the playground is built from sturdy, durable materials.

Fairfield Mayor, Frank Carbone, says hardly a day goes by without throngs of children enjoying the playground and putting their skills to test on all the fun equipment. He said: "The Fairfield Adventure Park playground has arguably become the most iconic playground in Sydney – if not the state of New South Wales."





"Fairfield City Council believes this project has been an outstanding success not only for council, but also, and importantly, for the community."

Mayor Frank Carbone Fairfield City Council



LOCATION

Fairfield, Sydne , Australia

PARTNER

KOMPAN Design Studio

PRODUCT

COROCORD - Sky Walk Year: 2014





















































Great news 2017

ROBINIA SHIPS

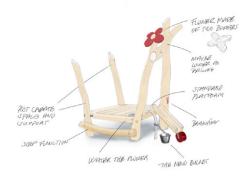
The Robinia ships make a fleet of unbeatable imaginative play motivators. From the yoal to the huge schooner, these ships were crafted for play sailors with an imagination to take them anywhere.











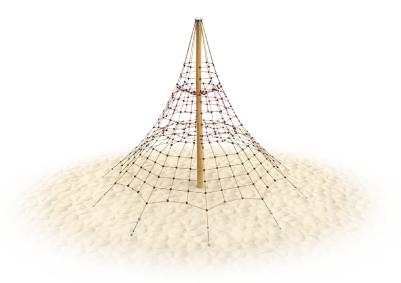
Great news 2017

ROBINIA SAND & WATER PLAY

Children love playing with sand and water. These two highly tactile ingredients are great working materials for the young creative mind, and contribute to children's early learning, experimentation and understanding of the world. When they play with sand and water, children develop their motor skills, they learn to interact in groups, and their ability to concentrate grows. In short, sand and water play is great for children's development.

KOMPAN takes children's development very seriously, and our new line of sand and water products are designed to enhance children's play experiences to the max! The structures come equipped with a variety of fun tools such as cranes, strainers and water mills, all of which give children the things they need to explore and investigate even more.





Climbing is traditionally a favorite amongst children and we honor this tradition by continuing to push innovation.





















Park & Recreation

OUTDOOR TRAINING FOR EVERYONE



Dordrecht, Holland

PRODUCT LINE

CROSS SYSTEMS

PRODUCT

Parallel bars, Suspension Trainer, Pull Up Bars, Steps



Age 13+





Based on customer and user insights, a deep understanding of global health issues, fitness trends and from our professionals working with training and physical activity, KOMPAN has developed a new holistic and innovative training approach, consisting of 3 layers:

- 1) Aesthetic and cleverly designed fitness products and solutions, suitable for all ages and abilities
- 2) Integrated digital training support
- 3) Onsite trainer program

The modular and inclusive training solutions are perfect for everyone no matter their fitness level, if the training is performed individually or in or in group, or with or without guidance.

With the new KOMPAN fitness app the concept provides a location specific training, complete with easy instructions, training programs and nutrition plans to enhance training effects and keep up motivation. Adding an onsite trainer takes the solution to the next level. The trainer increased the opportunity to encourage less physically active citizens, keeping them motivated and encouraged to be more physically active.





Great news 2017

COROCORD

Dive freely into a new adventure world. An underwater world formed by rope structures in deep ocean blue and colourful membranes. Discover this world like a fish and pass the existing Coral reefs, seaweed and starfish on your way to the surface and towards the horizon on top of the wave.

Various imaginative stories and adventures are waiting to be explored by playing in and on the Ocean Dome. Let your imagination run wild!

















Park & Recreation

COMPLETING THE SETTINGS















ARCHITECTS

Let's make visions come true

Architects are key stakeholders to KOMPAN and our customers. Together with architects we create spaces and places where people of all ages and abilities can enjoy themselves through play or exercise. Every space planning process means consideration of the functional and aesthetic purposes of the project as well as the special features of the given space and its surroundings. KOMPAN takes seriously the challenges and requirements of the planning. Our goal is to ensure that the exact requirements of the architecture as well as of the users of the future spaces are met. To help create the optimal solution to the creative and functional demands, KOMPAN offers the back-up of our team of experts in play and movement,

from play consultants, designers, engineers, technicians, to landscape architects. In this way, working with KOMPAN can be scaled to fit your specific project scenario.KOMPAN offers a wide range of design solutions for diverse landscapes and cityscapes, combining a variety of design expressions and high quality materials with the sought-after user experience. We have the industry's most comprehensive portfolio of ready-made play and activity pieces to pick and choose from. If needed, the pieces can be modified, or, you can decide to have your space designed from scratch to become an unique landmark through our special task force, KOMPAN Design Studio.

When searching for inspiration and the right product pieces, you can use the KOMPAN website to find and download all the necessary files and technical documentation, enabling you to create your unique solution for the play and activity space.

The following selection of cases from across the globe presents some of the outstanding solutions that our clients, and their clients, have created together with KOMPAN. Get inspired here and learn more on how to plan your solution together with our skilled consultants and release the potential of your architectural visions.



Architects

FOCUS ON FAMILIES: PLAYGROUNDS FOR MODERN RESIDENTIAL AREAS





The former Agfa industrial estate is just one of the sites now enjoyed by residents following the mass conversion of Munich's industrial spaces over the past 40 years. Developers created 1,200 apartments with attractive, forward-looking architecture for this 10-hectare plot.

Such an exciting development required equally high-quality design and functionality in its play and recreation areas. The client's first choice of playground equipment for transforming the central open area into an activity zone was the Corocord Loop. Its colour and distinctive modern shape, with its elongated steel pipe and multiple curves, made it truly eye-catching. The fitted, swinging net surfaces with their wave-like course, numerous membrane areas and swinging rope lianas open up a wide range of opportunities for play and movement.

The KOMPAN Design Studio planners and developers adapted the Corocord Loop's shape to fit perfectly into the site.



"The park is made up of different types of open spaces: grove, meadow, activity zone and tree space. Thus offers a wide range of possibilities of usage."

Lex-Kerfers landscape architects BDLA



LOCATION

Munich, Germany former AGFA area Firstalmstraße

PARTNER

Lex Kerfers landscape architect, KOMPAN Design Studio

PRODUCT

Loop Year: 2015





Bayreuth, a town well known for its musical festival and university, is a cultural metropolis. In 2016, the town also hosted the Bavarian State Garden Show and the same year, a new, natural-looking park was designed to enhance its beauty. When designing the park, the green spaces and buildings created in the Baroque period greatly inspired the planners of the State Garden Show.

A green recreational space based on the Baroque architecture found in the town centre expressed fun and modernity.

Alongside the KOMPAN Design Studio, the planners developed a unique climbing net structure, which set new standards in playground design in its form and function. The design consists of a three-dimensional surface stretched over pylons that uses mesh swinging nets.

Giant spheres in the net invite children to play while the net structure provides routes to discover. Bouncing and swinging, meanwhile, help children improve balance and climbing abilities.





"Now we have another outstanding park in our city."

Brigitte Merk-Erbe Mayor City of Bayreuth



LOCATION

Landesgartenschau Bayreuth, Germany

PARTNER

Hahn Hertling von Hantelmann landscape architect, officium Design Engineering GmbH, KOMPAN Design Studio

PRODUCT

Coromesh Net customised Year: 2016













KOMPAN DESIGN STUDIO

Customized solutions

The KOMPAN Design Studio is a special unit within the KOMPAN Group that focuses on creating totally new, innovative play structures and solutions that are tailor-made to meet the specific requirements of our customers. This special task force, consisting of Designers, Engineers, Landscape Architects and other specialists with extensive experience in the play industry, are engaged in adding creativity and play value to customized solutions.

The KOMPAN Design Studio utilises the entire KOMPAN network of specialists and cooperates closely with the KOMPAN Play & Sport Institutes, our research unit for play and movement. Your solution, in other words, will be aesthetically as well as functionally exactly what you envisioned, and a project that your client and not least, the future users of the new space, can take pride in. In developing the right solution to meet the specific requirements specified by our customers, the KOMPAN Design Studio also works closely with external partners, such as architects, landscape architects, engineers and other specialists.

When creating these unique solutions, the team utilizes the entire KOMPAN network, looking for the best choice of materials in order to create unique products that work well with the terrain and other conditions specific to the customer's site. With the KOMPAN Design Studio, you communicate with a single partner from idea to completion, and this allows us to guarantee a coherent and holistic concept.



Architects

A LANDMARK WITH A NATIVE STORY

"Tell a story that is relevant for the surrounding and the local community and create a unique landmark playground that caters for kids of different age groups and abilities" was the task given to the designers of the KOMPAN Design Studio. In a collaborative work process with local partners and landscape architects, the design team successfully created a design with playhouses that represent the fruits of a native tree species, the gumnuts. The final playground is indeed a highly visible attraction, a sculptural playground that is unique, authentic and promotes essential play activities for active and imaginative play amongst gardens and groves of Eucalyptus trees.

START

Briefing and site inspection



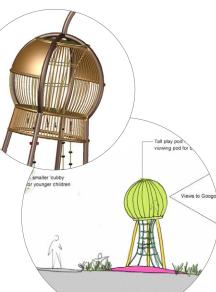
Project Presentation and approval



Team brainstorming and generating ideas



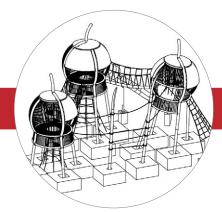
Concept feedback and story development



Custom project design and CAD drawings



Customer presentation and concept alignment



Engineering



Installation

REALISATION









KOMPAN Design Studio

PLAY WITH A FLYING FEELING

This project was developed for a large playground in Berlin, consisting of several individual play structures. The customer wanted a unique play structure that was inspired by aviation, but also incorporated ideas from the movie "The Flight of the Phoenix". The "plane" was designed and developed by the KOMPAN Design Studio team.



Architects

A WORLD OF ADVENTURE ON THE GLACIER GORGE

The breathtaking Glacier Gorge in the Grindelwald, Switzerland, is a hugely popular destination that was set for significant development to become a world of experience and adventure. KOMPAN's unusual task was to create a meeting point to span a mountain stream between rock faces. KOMPAN's design team needed an innovative and creative solution for such a challenging site – one that required full customisation to

meet the local planning conditions. As a result, the shape of the nets on the design followed the course of the rock faces. The KOMPAN Design Studio, in collaboration with Officium, created a sensational net structure of 170m² as a unique symbiosis between technology and nature. The open-space design allows visitors to approach great heights, and creates unique experiences from all perspectives.









LOCATION

Grindelwald, Switzerland Glacier Gorge

PARTNER

pronatour GmbH, officium Design Engineering GmbH, Kompan Design Studio

PRODUCT

COROCORD Coromesh Net customised Year: 2016









ARCHITECTURAL LANDMARKS FOR **INSPIRATION**

Location, user groups, design and creativity determine the character of the outdoor solution for play and activity. With plenty of choice in the KOMPAN assortment and the possibility of customization each solution will appear tailor made and unique. Maintaining a strong global and local presence, we have developed various projects and solutions all over the world. Here is a brief selection for your inspiration.















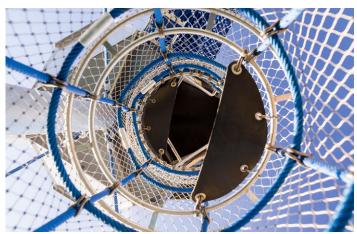














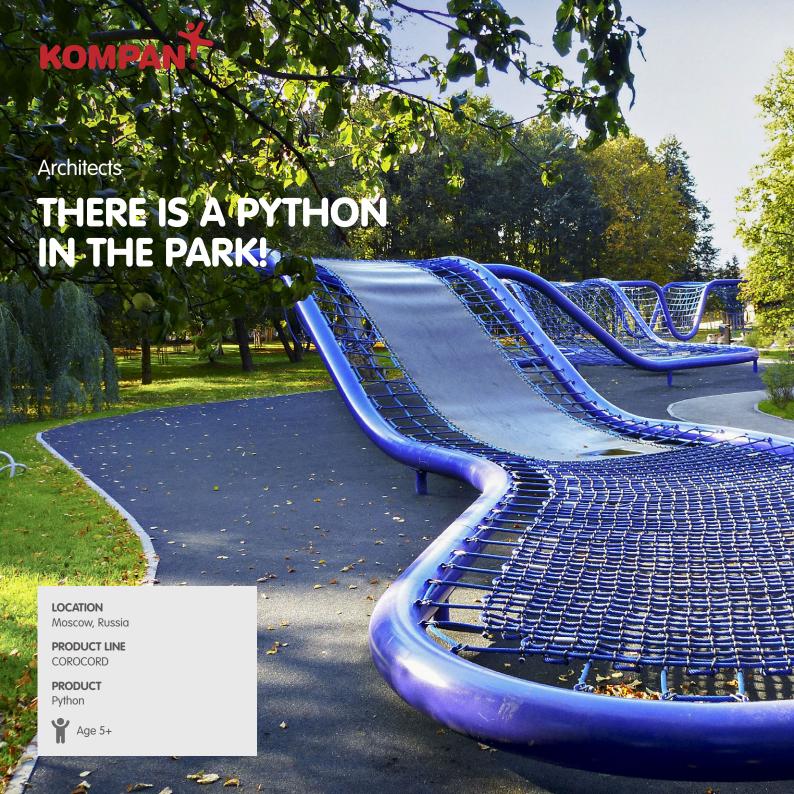










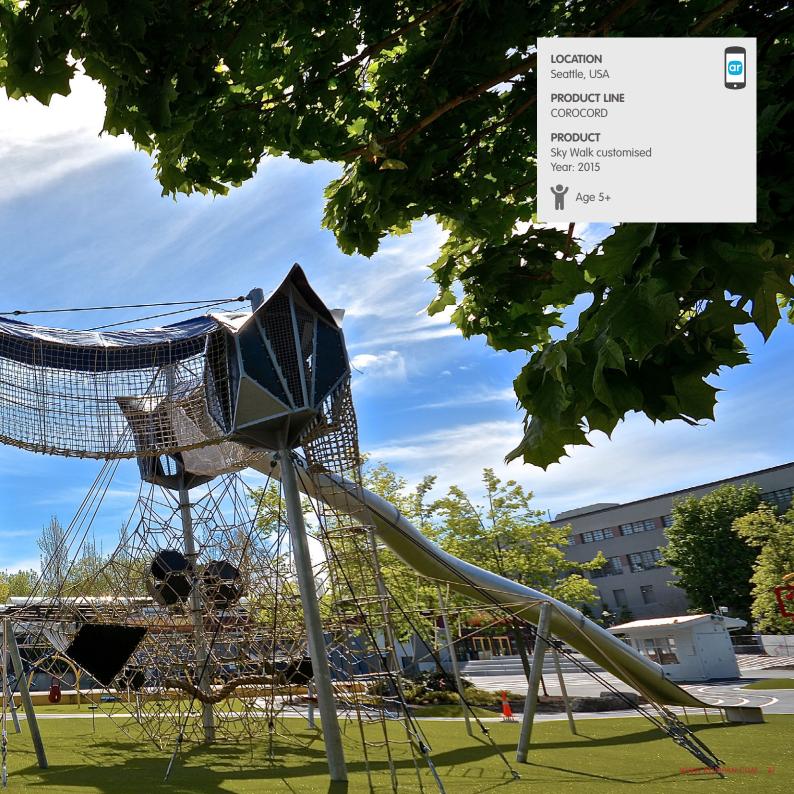






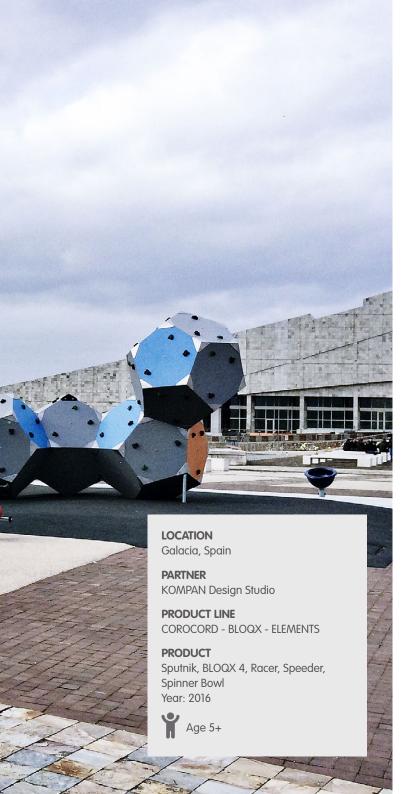




















LEISURE, RETAIL & RESTAURANT

Creating Great Guest Experiences

When it comes down to creating healthier and happier communities within the Leisure, Retail & Restaurant customer segment, KOMPAN believes it starts with understanding that a play solution in this segment is much more than just a short break for the parents. If the play solution is attractive enough and offers fun and high play value it becomes a key reason for the family to choose to visit the restaurant, amusement park or shopping center in the first place. In other words, the play solution becomes equally or more important than the core product itself!

At KOMPAN we take this responsibility very seriously and design tailored solutions that focus on:

- creating a 'wow' effect that attracts and retains users for a long time
- high durability and long lifetime based on top quality in every detail
- high safety standards and low maintenance
- and of course delivering the same benefits as all other KOMPAN play & sport solutions for physical activity, learning and social interaction.

In choosing one of KOMPAN's play & sport solutions, you gain much more than a worldclass play solution; at the end of the day you invest in a key asset, allowing you to attract more customers and generate higher earnings.



ORGANIC ROBINIA VILLAGE BRINGS NATURE TO THE ZOO

In search for new ways to stimulate visitors, Givskud Zoo in Denmark decided to create an outdoor playground. Givskud needed a playground consistent with the zoo's natural aesthetic and the animal life that moves freely around the park.

In this case the Organic Robinia products were the perfect match. This playground

is an impressive sight, which attracts visiting families and makes the trip to the park complete with play and activities.

Organic Robinia is influenced by natural shapes and designed to inspire play and movement. It is made from environmentally friendly wood and is built to last for many years. The site offers a range of experiences

that excite children's interest in nature, while parents can relax and keep watch. It encourages children to explore their understanding of nature while they socialise with others in a natural outdoor environment. With this unique playground we make room for fun and challenging games for visiting families.









"This way of creating playgrounds supports language, social behavior and integration – both in schools and institutions, but also in residential areas and on public playgrounds."

Gitte Bossow Playground Consultant LOCATION

Givskud Zoo, Danmark

PRODUCT LINE ORGANIC ROBINIA

PRODUCT ORGANIC ROBINIA The Village





Play Forest, part of the amusement park at Egeskov Castle in Denmark, is one of the largest KOMPAN playgrounds in Europe. The idyllic forest hosts a large play area with a variety of play opportunities for everyone, from the unique 12-metre Corocord climbing net to the toddlers' play area. The playground has been developed and expanded over the years to transform the play experience to a time travel through KOMPAN's product series.

Right from the early Moments structures to the brand new Corocard net

The playground offers challenges for children and parents. The Galaxy playground, with its colourful panels and range of spinners and slides, provides the perfect entertainment for older children and climbing experiences that challenge even adults.

One of the forest's newest additions is the Hans Christian Andersen smart playground. It facilitates physical and virtual play where users can learn about the adventures and fairy tales of the world-famous author. All activities are child-friendly and provide the highest level of safety.







"In the play forest kids of all ages are challenged and have fun. There is something for everybody. The Play Forest is an oasis in the beech forest, surrounded by tall trees and beautiful nature. You can't find a better place for a picnic."

Egeskov.dk

LOCATION

Egeskov Castle, Kværndrup, Danmark

PRODUCT

Spacenet, Pirate Ship with Plastic Slide, Supernova, Nereide, Sunflowe



A PLAY OASIS IN THE FOREST

"In the play forest kids of all ages are challenged and have fun. There is something for everybody. The Play Forest is an oasis in the beech forest, surrounded by tall trees and beautiful nature. You don't find a better place for a picnic."

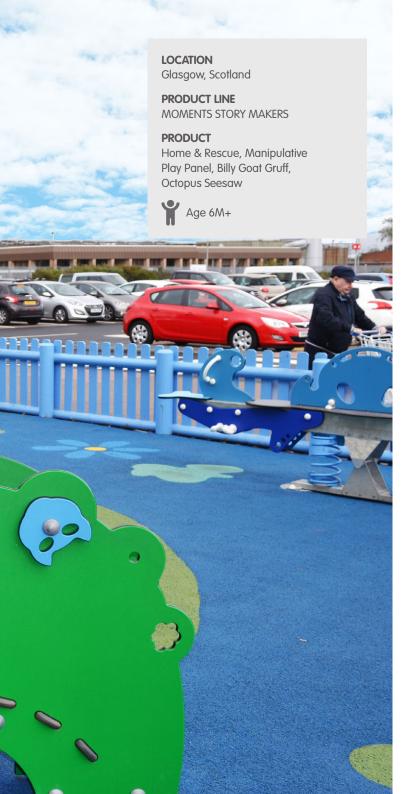
























LOCATION

Cremona, Italy

PRODUCT LINE

COROCORD - MOMENTS -STORY MAKERS

PRODUCT

KOMPAN Little Mermaid & Ugly Duckling with Castle, Bobcat Springer, Ladybird Springer, Explorer Dome, Portal Swing, Dune Buggy

















A PLACE TO MEET AND MOVE!

KOMPAN Multisport pitches encourage children to explore sports while they socialise. Along with lots of games to play, FREEGAME also provides an environment for social interaction which fosters new friends. It's a place for physical activities that promotes adolescents to lead an active and healthy lifestyle.





A TRANSPARENT LANDMARK

LOCATION

Nallikari Beach, Finland

PRODUCT LINE

COROCORD

PRODUCT

Small Four Mast Spacenet Year: 2013



Age 5+







HOUSING

Creating an attractive housing community

KOMPAN believes in creating places and spaces, including residential areas, that allow people to play and/or exercise. We are here to create happier and healthier societies, which is why we closely cooperate with various stakeholders in every housing area.

When creating an attractive outdoor environment in housing areas, it is essential that the solution is tailor made to meet the needs and wishes of both the residents and the housing developer. A well designed outdoor environment that activates children as well as adults is an asset for the existing residents and can attract new residents to the area.

We will work closely with you as a partner to identify the needs and requirements of the residents. In close dialogue with you as a partner, we identify the needs and requirements of the residents. Younger children need activities that they can use alone and activities that requires parental support, all within an environment where they can meet new friends. Teens and

families need areas where they can meet and be socially active. We also see an increasing need for activating teenagers and the adult population, e.g. through outdoor Sport & Fitness equipment. The result is a complete and unique, tailored outdoor solution that offers the best possible value for the specific users, the area and the housing developer.

When KOMPAN provides solutions for housing greas, there are various elements which need to be considered.

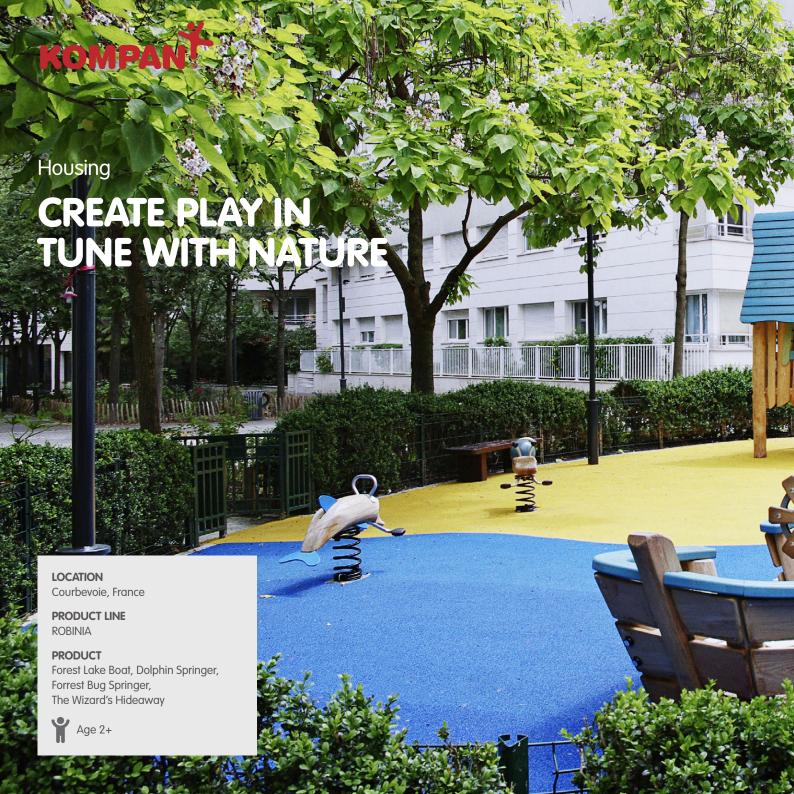
- Inhabitants who will be using the site.
- The play area and surroundings are a meeting place across generations.
- The skills and experience that the play & sport solution shall promote and support.
- How the area must be designed and divided in order to support users of all ages with different types of activities.
- Give adults a strong incentive to be physically and socially active.

Everybody needs public spaces. KOMPAN focuses on all facets of play and movement, from design to installation, safety management and maintenance

No compromises are made in regards to our high quality standards, ensuring you low maintenance and high durability making sure you can rely on our solution. This combined with an outstanding warranty secures your investment for many years to come.

Because there is plenty of choice in the KOMPAN assortment each housing setting will appear tailor made and unique.

Get inspired here and learn more on how to plan your solution together with our skilled consultants and release the potential of your housing project.





















Housing

IMAGINE A JELLYFISH...

LOCATION

Bells Reach, Australia

PRODUCT LINE

COROCORD - MOMENTS

PRODUCT

Jellyfish, Mermaid's Fountain Sand & Water Work Station



Age 1+



































BURST LEARNING THROUGH PLAY

During recent years numerous research has documented that play is essential for learning and developing basic skills. Children improve their ability to acquire new skills through play and hence play should be actively utilised as a means to improve learning rather than just a break during a day in day care or school.

Based on this we find that curriculum for all parts of the educational system - from nursery to secondary schools - set increasingly ambitious targets for the development of children.

At KOMPAN, we fully embrace this development. All KOMPAN play solutions combine playful moments with an effective tool for teachers. Which is why in all that we do we focus on play solutions that deliver development within the following 4 competences:

PHYSICAL

- the joy of physical challenge

SOCIAL/EMOTIONAL

- the joy of being together

COGNITIVE

- the joy of learning

CREATIVE

- the joy of creating on your own

The 4 competences are generic overall skills but of course the way they are applied varies across age groups. Age-appropriate play sets a beacon for the play solutions we develop for the educational segment. Because at KOMPAN we know that play is essential for learning.

CHILD-CENTRIC DESIGN

Age appropriate play

TODDLERS

PLAY TO LEARN

1-4 YEARS

- · Build sensory motor skills
- Stimulate language development
- Stimulate understanding of the world

GROWING MINDS IN LITTLE BODIES

Physical exercise is essential for toddlers' overall development. Toddlers need to move to relate to the world around them and understand it. The coordination of gross motor skills and spatial understanding is trained when moving through varied play areas, moving up and down, above and below, over and under. Hand-eye coordination is trained through varied tactile input and manipulative elements.

THE RIGHT SIZED CHALLENGE

It's important to remember just how SMALL these children are. Toddler play equipment and areas should be designed with this in mind.

STIMULATE LANGUAGE AND COMMUNICATION

A key driver of language development is adult-child interaction. KOMPAN designs to support and encourage communication between ages in using themes recognizable to toddlers: elements that can be described, reported, named or compared spark conversations.

BEGINNERS IN FRIENDSHIPS

Research shows that toddlers engage in significant social interaction despite their limited use of spoken language. They make up repetition games and play them in groups and they make early parallel play together. Activities such as springers, small seesaws or stomach swings placed in pairs, to encourage eye contact, and play in groups of twos or threes can promote this.

PRE-SCHOOL CHILDREN OUTSPOKEN PLAY

2-6 YEARS

- Role play
- Sensory motor skills gross motor and fine motor skills
- Imagination and friendships

GROSS MOTOR ADVANCEMENT

Pre-school children need gross motor and sensory skill practice. The level of refinement in physical activity increases steadily. A variety of physical activities stimulating cross-body coordination, balance and proprioception is recommended. Jumping and running are important means of building bone mass.

IMAGINATION UNLIMITED

Pre-schoolers increasingly express themselves through spoken language. They use their imagination to act out scenarios, inspired by the social phenomena they encounter. Children's role play develops language, communication and understanding of the world. Play areas offer easily recognizable themes can help promote this development.

UNDERSTANDING THE WORLD

Pre-schoolers grow to understand the cause and effect of phenomena in their surroundings, learning through play and first-hand interaction. Since children need to experience things to understand them clearly, playgrounds should provide opportunities for cause-and-effect play such as manipulating various items and materials, including natural materials. With a KOMPAN solution, you can be sure that this is built in!











SCHOOL AGE CHILDREN

THE GOLDEN AGE OF CHILDHOOD

6+ YFARS

- Gross motor skills ABC: Agility, Balance and Coordination
- "Rule play" scenarios
- Friendships

UNFOLDING PHYSICAL EXCELLENCE

Children now seem able to do and learn almost anything. Physically, children now have the same proportions as adults and their proprioception and sense of balance grow better every day. School aged children can master basic coordination skills such as running, climbing, balancing etc. Because their range of skills is so broad, it's important to offer a wide diversity of agility and coordination challenges.

RULES PLAY RULES

6 to 12 year olds develop an increased understanding of other people through conversation and cooperation. They can manage play in bigger groups, and gradually grow from role play to "rules play". Games with rules are hugely popular and well understood, with school children enjoying positive competition. Through games with rules they can learn to win and lose in a balanced manner, considering others. But they also strive to exceed their physical comfort zones to gain even more skills, which should be considered when planning the playground.

ACTIVE LEARNING

Recent research shows that important life skills are learned easily through play. Waiting for your turn may be hard in the classroom but turns out to be much more understandable in the playground. Outdoor play environments, with age appropriate and varied play challenges, assist the concentration and readiness to learn within this age group.

TEENAGERS

SEE AND BE SEEN

10+ YEARS

- ABC: Agility, balance and coordination
- Speed, endurance and strength
- · Places for socialising

STAYING ACTIVE

Teenagers' growth is so rapid (speedy/fast) that it dramatically challenges their sense of balance. They need to build up strength, endurance and speed. Opportunities to meet and move are crucial to teenagers, not least because physical activity seems to be declining in this age group. Statistics show an alarming growth in the number of teens suffering from obesity.

Teenagers say their favourite activities in play spaces are swings, climbing equipment, trim trails and ball game pitches. Activities that are challenging and seem somewhat daring are the most popular. Teenage girls tend to prefer less strenuous (vigorous) activities such as spinning, swings and equipment rather than ball games

STAYING FRIENDS

During teenage years, social interaction with peers becomes more important than ever. Teenagers need to be with and make new friends, preferably in large groups. This is essential when designing for them.

MIND AND BODY

The brain still develops during the teenage years. Numerous studies show that physically fit teenagers are better learners, more emotionally balanced and better integrated into social networks.

CHILD DEVELOPMENT INCORPORATED IN PRODUCTS

The Forest/Giraffe creates a symbiosis of play and learning. With its two themes of forest and giraffe, it's an inspiring play motivator that also helps carers and teachers address crucial curriculum points covering physical, cognitive, social and emotional development.

The design gives toddlers age-appropriate motor and sensory stimulation. Its many movable elements help kids to understand cause and effect. Geometrical openings allow carers to open children's eyes to the concept of shapes.

The Forest/Giraffe also allows space for carers to sit while supervising and guiding the children at play.

Carefully tested with carers and toddlers for months before finalisation, the Forrest/Giraffe has become an established playtime hit with children and carers alike.

This product is just one example of our ability to bring our knowledge from the KOMPAN Play Institute into our products, with the purpose of stimulating child development through play.







PHYSICAL

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



COGNITIVE

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



SOCIAL/EMOTIONAL

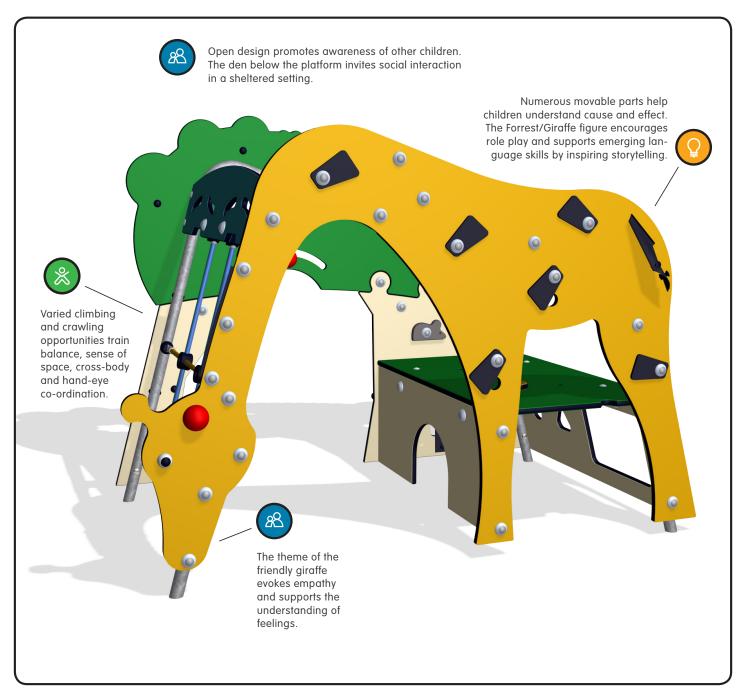
Joy of being together: teamwork, tolerance and sense of belonging



CREATIVE

Joy of creating: co-creation and experimenting with materials









EARLY CHILDHOOD **EDUCATION AND CARE**

The best educational investment in future welfare and prosperity is in high quality solutions for young children, economic research shows. The focus on high quality early childhood education and care is high, and educational playgrounds are increasingly seen as a child's domain for free play as well an educational tool and working of adults who observe, guide and instruct the children at play.

Well planned nursery and preschool play areas are high in age appropriate physical and social play motivation. They offer a wide range of cognitive and creative play experiences and facilitate the work with the Early Years Foundation Stage curriculum.

Physical play activity is essential, as even young children increasingly are documented by research to take far too little physical activity to develop their motor skills in the way previous generations did. To children, the motivation to play and move is high when play areas offer activity that responds to their movements, for example swings, spinning equipment and spring equipment. The social and creative play motivation is high in play areas offering for instance sheltered and themed play areas and sand play activities.







The Rainbow crèche in Denmark planned a whole new play area for their toddlers, beginning from scratch.

LOCATION

Regnbuen, Denmark

PRODUCT

Sunflowe , Tree Castle, Pony Seesaw



"I am happy when I watch the result and see the children play. The expression of this active toddler place is empathetic and reminds me of a summer's day."

Michael Julius
Playground consultant



A whole new group of 16 toddlers in an entirely new building. That was the positive challenge for the Rainbow crèche in Denmark. However, the new facility had but a grass field for outdoor play and educational purposes. Planning an outdoor area from scratch means identifying key objectives. What educational and other purposes should the playground serve?

The educational manager of the Rainbow, Susanne Nielsen, had an educational target to stimulate the motor skills of the toddlers first and foremost: "To toddlers, the managing of their own body and the space around them is a learning process and a fun challenge. Play is a wonderful way to encourage that learning. We made rubber-covered hills with motives that make sense to toddlers, as an additional sensory stimulation to the surrounding grass and the big sandbox.

The rubber allows for bare feet play, too. For the play offering, the Rainbow went for a variety of gross motor activities: swinging, climbing, balancing, sliding. A consideration of children's need for social contact and creativity was part of the play planning: "Even though the 0-3yearolds are mainly preoccupied with the near world, other children and social interaction are important. We arranged for a roomy sand box so that they could be together when exploring and creating with the sand," tells Susanne.



Kaakonpoika Kindergarten's 10-year-old outdoor play area was in need of renovation. In addition to general upgrades, the kindergarten wanted a separate, fenced-off area for the youngest children, and an area where the older children could play sports. It was important to the staff and parents that any new playground should offer something for all age groups from 0 to 6. Additional challenges included dealing with an unused concrete pool, envisioned as the sport area but currently blocking views, and ensuring the durability required for use not only during opening hours, but also in the evenings.

To meet these challenges, Kaakonpoika turned to KOMPAN for help. Working closely with the kindergarten's staff, KOMPAN drew a plan that converted a previously unused green area into the playground for younger children. This playground would incorporate a new educational product for toddlers – Green House & Florist - and a fence would surround the whole area. Since removing the problematic concrete pool would have been too costly, it was opened up, fenced in, and turned into a basketball and floorball court for the older children. A sandy area was enlarged, and some old playground equipment was replaced with new - while elements that were still in good condition were left in place.

The children are crazy about the Green House & Florist element. The sports area ended up being a perfect solution for the older children, while a larger sandy area provides more space for creativity, and a new bird's nest swing and hill slide are popular during and after hours. The Kaakonpoika staff are happy about being able to keep an eye on children through the transparent fence around the pool sport area, about the safety and popularity of the new spring items – and of course about the fact that everyone else is happy!

"We didn't want the smaller kids to be rolled over by the older ones, so we created their completely own yard for the smaller children on the greenspace that was not used before."

Piritta Kivimäki Case designer







Today, everyone is happy with the new playground. The little ones love having their own space and equipment that matches their size and abilities.

LOCATION

Kindergarten Kaakonpoika Kindergarten – Oulu, Finland

PRODUCT

Toddler Supervised - Green House & Florist, Aladdin's Cave

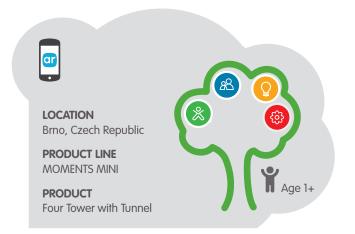




Great news 2017

AGE-SPECIFIC PLAY STRUCTURES

The Moments Mini portfolio is divided in two age groups: toddlers and preschoolers. According to Dr. Justin Markussen from the KOMPAN Play Institute, age-specific play options for children are especially important in early childhood: "Toddlers and preschoolers develop at an astonishing rate. We have used our insight into child development to design structures that are highly suitable for children at different development stages." He continues, "The needs of a two-year-old are very different than the needs of five-year-old."











































PRIMARY AND SECONDARY SCHOOL

Schools are expected to cater for children's life skills as well as their academic skills. Welldesigned play areas are learning fields for, in particular, children's social and physical skills. A growing number of children lead sedentary life styles and need support and direction for their social behaviour.

Well-planned outdoor school areas take their starting point from the users' play needs. The World Health Organisation recommends that children above the age of 5 years train their motor skills, condition, bone density and strength, specifically their arm, leg and core muscles. The age appropriate school play area offers varied opportunities for physical activity to motivate children, including less agile children, to be active in a self-directed and fun way.

Social interaction will be strong in well-planned school areas, and teachers report that social skills such as waiting for your turn are hard to teach, but easy for children to adapt to when in the playground. Guided or instructed activities and teaching may very well take place

in the playground, too. A school playground planned meticulously to support free, guided and instructed play can offer all children a varied and motivating learning experience. Last, but not least, it can be an inspiring educational tool for teachers, fully providing active learning experiences aligned with the curriculum.



Nyborg Friskole is an independent school that teaches children from pre-school to middle school. Its city centre location means it has limited space for its courtyard, which is widely used by children of all age groups. As a result, the playground had to be versatile and compact. The school wanted to motivate inactive children and felt it needed a more inclusive play area with room for everybody.

Artificial grass was installed to create a more inviting play area that does not become muddy in the rain. In this playground there is an emphasis on climbing, spinning, balancing and social areas.

This combination creates an interesting and comprehensive play area for children of all ages, and a teaching area for the pre-school and school pupils. The area provides opportunities for the teachers to be inspired and creative in their classes. It also encourages the children to be active and remain outdoors during breaks.

The combination of Bloqx and the Galaxy structures creates a fun and challenging environment for all the children, while the somersault stand is a big hit for the less active kids at the intermediate stage.





School

AN OASIS IN THE CITY CENTRE





"The playground is always filled with kids. Even in the weekends and evenings, our neighbors have told us that that playground is constantly used. Our original idea was to create a playground that would also be used by the more inactive kids. Especially the somersault stand has helped us to reach this goal. The artificial grass creates a whole new dimension to the playground. The kids use it as a hangout place and they love to play on it."

Brian Klarskov Hansen Pedagogical leader





These six unique play areas contribute to playing and learning, and have a positive effect on the pupils' motor skills. The playground facilitates playing and learning activities that stimulate younger and older children.

All of these play areas accommodate different sensory experiences and have a positive effect on the children's physical and social skills. The school wanted to create a space for children to play and learn, and as a result of the design got a playground where pupils of all ages could gather and play simultaneously.

Furthermore, this outdoor space can be a motivational and educational tool, helping the teachers provide active learning activities aligned with the curriculum. The equipment is installed with QR-codes which, together with the KOMPAN smart link, can be used in the lessons. The play equipment is resistant to abrasion and weather, and requires minimum maintenance







"I have enjoyed being a part of a long and unique process. I really like the different social meeting points the outdoor areas have created and how these meeting points bring our pupils together – not just our youngest but surprisingly enough also our older pupils."

Jette Søborg Præstholm Management representative at Brarup School

LOCATION

Brårup school, Skive, Denmark

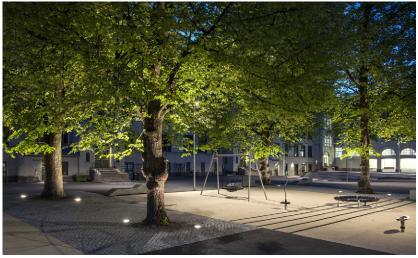
PRODUCT

Corocord Spacenet, Net Twister, Edge









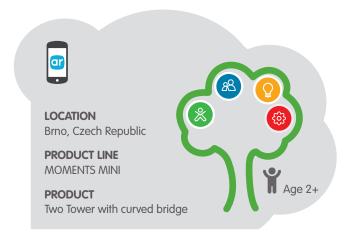




Great news 2017

PLAY PANELS FOR LEARNING

In addition to age-appropriate size and scaling, the Mini portfolio also features a number of new play-based learning panels. The panels support a number of skills and competences such as fine and gross motor skills, cross-coordination, abstract thinking and emotional development. "Through Mini's extensive design process, we observed again and again that intelligently designed panels teach kids a lot, while they remain a lot of fun for the user," says Cathrine Lüttge, designer on Moments Mini.













































LET'S PLAY IT "GREEN"

An environment for a better future

SUSTAINABILITY

Sustainability doesn't mean making sacrifices. In fact, when you start looking at design and production through the lens of sustainability, it's actually an opportunity!

At KOMPAN, sustainability isn't just an added benefit, it's built into all products, right from the very beginning. We design our playgrounds to last a lifetime, ensuring minimal environmental impact and providing maximum value to the community.

ENVIRONMENTAL RESPONSIBILITY

When the world's leading playground provider goes the extra mile for the environment, it matters! That's why we constantly keep optimizing our materials and production processes to take sustainability to even higher levels. It's not just about getting better at what we do - it's about striving for the ultimate; creating value for our customers and the environment and innovating for a better world. At KOMPAN we take responsibility for the impact of our activities, products and services. We live up to this promise by being the proud carriers of the most recognized areen certificates: ISO 9001. ISO 14001 and OHSAS 18001.

In addition, KOMPAN has implemented an environmental policy that constantly challenges the

conventional ways of addressing this extremely important area. We also require our suppliers to support us by doing the same! As a result of our environmental policy KOMPAN products are easy to separate into their different constituent materials and then recycle, or dispose of, when they reach the end of their life cycle.

A GREEN CONCEPT - ECOCORETM

Our corporate responsibility efforts are directed into all areas and all processes possible – with particular focus into areas where we can make the biggest impact and create the most value. We use FSC certified wood as well as recyclable steel and aluminum.

However, it doesn't stop here. As an innovation we are now changing all our widely used HDPE panels to the new EcoCoreTM: A highly durable, ecofriendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material! Still, of course, supported by our lifetime warranty.





ECOCORETM

- Core produced from 100% recycled material
- Recyclable after use
- Supported by our lifetime warranty



INSTALLING AND CARING FOR YOUR PLAYGROUND

As magical as playgrounds can seem to be, they don't appear magically. Setting up a playground can be a complex process that sometimes calls for support along the way. We understand the processes of planning, designing, approving, installing and eventually maintaining your playground, and we can provide all the advice and assistance you need every step of the way.

Although KOMPAN products are built to withstand heavy use, punishing weather and even vandalism, no playground is a timeless structure.

With KOMPAN, playground maintenance, including ordering replacement parts, it's easy. Thanks to detailed diagrams of our play equipment, and straightforward instructions for ordering the parts you need. You'll find the diagrams and ordering instructions on our dedicated customer service website: www.KOMPANMASTER.com.

AN UNMATCHED WARRANTY

At KOMPAN, we start with a promise to uphold the very highest standards of quality and safety. We back this promise with comprehensive quality and safety certification and the best warranty on the market. See page 158 for details about the KOMPAN playground warranty.













UNIQUE



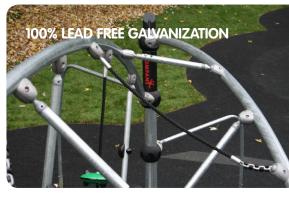






MATERIALS







BUILT TO LAST

A playground is only as good as it is reliable



LIFETIME* WARRANTY

- Galvanized structural parts
 - Steel poles
 - Cross beams
 - Floor frames
 - Top brackets
- Stainless steel hardware
- EcoCore™ and other HDPE Panels

15 YEARS WARRANTY

• Engineered Robinia timber

10 YEARS WARRANTY

- HPL floors & panels
- Galvanized and aluminum metal parts with painted top layer
- Other galvanized metal parts
- Other stainless steel parts
- "S" Clamps on Hercules rope
- Solid plastic parts
- Non-painted metal parts
- Other engineered timber

5 YEARS WARRANTY

- Resin coated plywood plates
- Hollow plastic parts
- Other painted metal parts
- Springs & ball bearing assemblies
- Rope & net constructions
- Concrete elements
- Flexotop virgin EDPM

2 YEARS WARRANTY

- Movable plastic & metal parts
- EDPM rubber membranes material
- Electronic components
- Flexotop recycled EDPM
- Sunshades & sail solutions

1. 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. The warranty period applies from the date of purchase by the first customer. 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 ICON Professional installer free of charge.

2. WARRANTY APPLIES ONLY IF PRODUCTS HAVE BEEN PROPERLY INSTALLED AND MAINTAINED

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.

3. NO COVERAGE FOR ACCIDENTS, WEAR, TEAR, COSMETIC ISSUES, MISUSE OR VANDALISM

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 not covered.

4. PRODUCTS INSTALLED NEAR WATER

Products installed in direct contact with chlorinated water or saltwater (Waterparks), 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 de-

fects caused by corrosion. Products installed in coastal areas, within 200 meters 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. KOMPAN's Lifetime warranty if applicable is limited to a 5 year warranty in relation to such products.

5. THIRD PARTY SUPPLIED PRODUCTS & SERVICES

KOMPAN provides non-KOMPAN branded products and installation services performed by certified third party suppliers. This general KOMPAN warranty 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 International Sales

C.F. Tietgens Boulevard 32C 5220 Odense SØ Denmark

Tel.: +45 63 62 12 50 export@kompan.com www.KOMPAN.com