

Instructions for wear checks of play equipment

The equipment must be checked for correct operation and safety, especially the points listed below:

Proof of maintenance

Playground.....

Date of installation

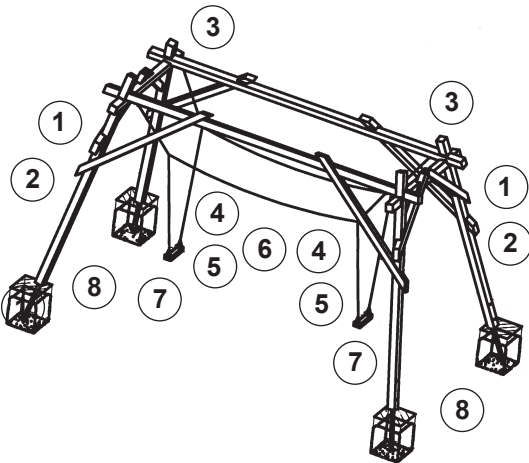
Checks depend on the type of equipment. Any equipment with moving parts must be checked at least twice a year, static equipment at least once a year.

Intervals for maintenance work and checks generally depend on

- the location
- the usage
- the frequency of use
- possible vandalism

For more details see also "General instructions for maintenance of playgrounds".

Partner Swing
Order No. 10.92000



Wooden parts

1. Check for rot and, if necessary, smooth out splinters and round off sharp edges of cracks.
2. Check that all wood connections are tight and retighten if necessary.
3. **Recommendation:** apply paraffin wax to the upper end grain areas once a year, please refer to order No. 0.90100, 1 litre.

Swing suspension

4. Check that ropes, chains and seats are securely connected or linked. Retighten the bolts of the suspension frame, if required.
5. Check that swivels move smoothly, re-grease if necessary.
6. Check ropes and chains for wear and tear, replace if necessary.

Swing

7. Check for vandalism, replace if metal parts are exposed.

Structural stability

8. Uncover the foundation once a year in order to check for rot or the steel feet for corrosion.

Special notes, e.g. for repairs

Repair not carried out, it is still possible to play on equipment

Repair not carried out, equipment is taken out of action

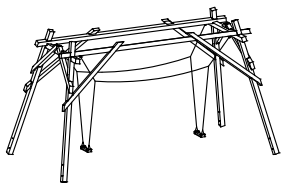
All work carried out, everything is in order

Maintenance carried out by:

For spare parts refer to back of page.

..... Date

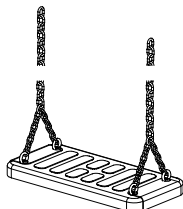
**Spare Parts
Partner Swing
Order No. 10.92000**



Please note that the safety standards of the equipment must not be affected. Therefore, when carrying out repairs it is helpful to **only use original parts.**

Order No. Spare part

0.93060 rubber swing seat with chains for adults



10.99922 connecting rope 5 m (1 pair)

