

# Seven Tower XL



KPL7001

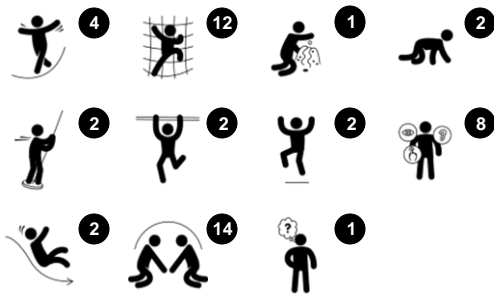


This seven tower play structure offers rich play variation and a high play capacity. This combination will make children play for a long time and want to come back again and again. On ground level, three different play panels create each their fun play retreat. The many different ways of climbing up on the platforms, via different ladders and climbing walls make

play explorations worthwhile. They additionally train the child's cross-coordination and muscles. The links between towers have different characteristics, from the classic, permeated tunnel to stable as well as wobbly net crossings. The way down can be graduated from the fast slide to the dare-devil fireman's pole. Playing here guarantees training of all

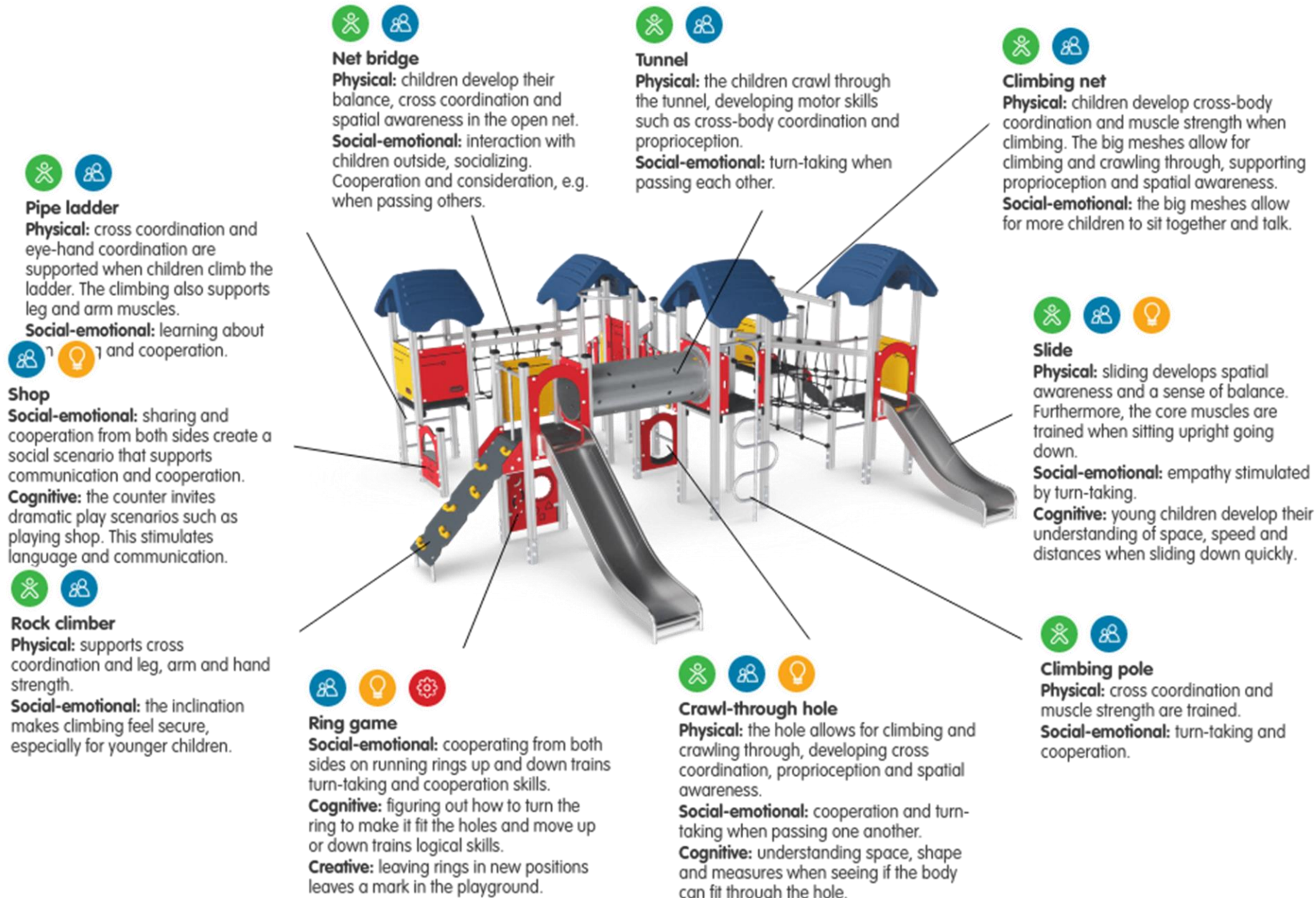
major physical development areas. It also guarantees fun play with friends, stimulating social-emotional developmental domains. But not least, promoting friendships in fun, playful ways.

Item no. KPL700112-0901	
General Product Information	
Dimensions LxWxH	674x608x274 cm
Age group	2+
Play capacity (users)	43
Colour options	 



# Seven Tower XL

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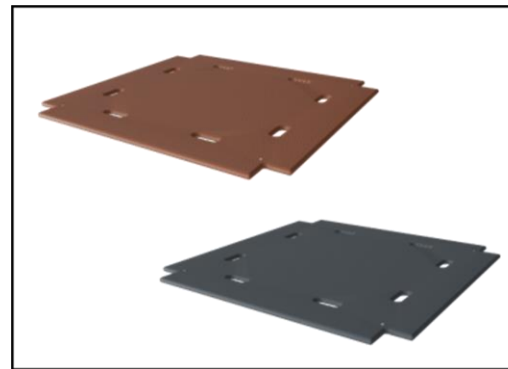
**KOMPAN**  
Let's play



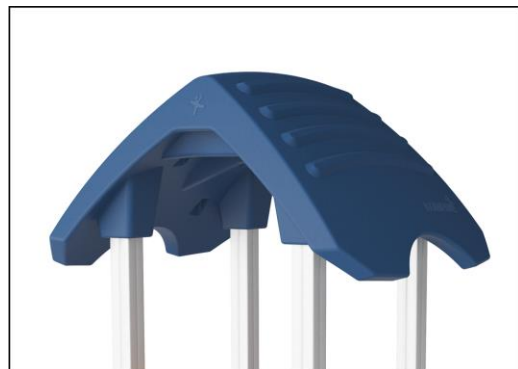
Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled post consumer material from food packing waste.



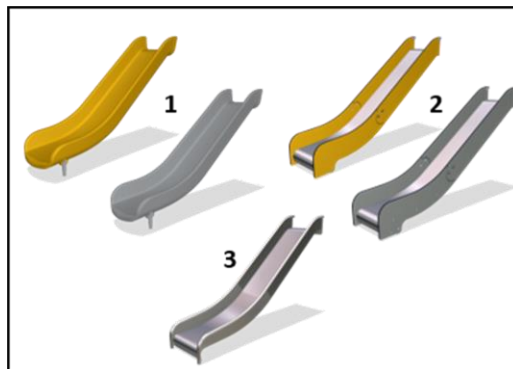
The main tower posts are available in two types of material: Pine wood posts pressure impregnated class AB with Tanalith E3475 according to EN335. Aluminum post t=2mm with anodized surface treatment. Base material EN AW-6060 T66.



Floors and panel activities are available in two types of material: Waterproof plywood decks thickness 21.5mm from pine and alder wood with anti-slip film on both sides. High Pressure Laminate HPL thickness 17.8mm with slip resistant surface texture according to EN 438-6.



The large hollow components are made of 100% recyclable PE. The roof displayed is moulded in one piece with minimum 5,5mm wall thickness to ensure high durability in all climates around the world.



Slides are available in three different materials: moulded on piece PE slides, Combined EcoCore™ sides and stainless steel slide bed t=2mm. Full stainless steel AISI304 t=2mm.



Climbing nets are made of UV-stabilised PP rope with inner steel cable reinforcement. The rope is induction treated to obtain maximum fixation between steel and rope which provides excellent wear and tear resistance. All rope connectors are made of 100% recyclable PA material.

Item no. KPL700112-0901

## Installation Information

Max. fall height	118 cm
Safety surfacing area	65.2 m <sup>2</sup>
Number of installers	2
Total installation time	39.2
Excavation volume	4.17 m <sup>3</sup>
Concrete volume	0.00 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	1,159 kg
Anchoring options	In-ground ✓ Surface ✓

## Warranty Information

EcoCore HDPE	Lifetime
Aluminum	15 years
Pinewood	10 years
Corocord rope	10 years
Spare parts guaranteed	10 years





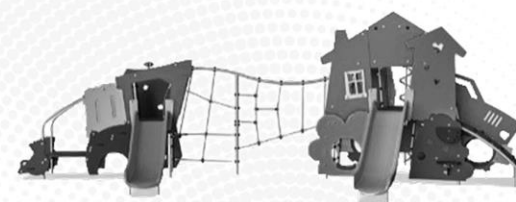
Cradle to Gate A1-A3	Total CO <sub>2</sub> emission	CO <sub>2</sub> e/kg	Recycled materials
	kg CO <sub>2</sub> e	kg CO <sub>2</sub> e/kg	%
KPL700112-0901	2,554.78	2.89	26.99

The overall framework applied for these factors is the Environmental Product Declaration (EPD), which quantifies "environmental information on the life cycle of a product and enable comparisons between products fulfilling the same function" (ISO, 2006). This follows the structure and applies a Life-Cycle Assessment approach to the entire Product stage from raw material through manufacturing (A1-A3))

**Kompan A/S**  
C.F. Tietgens Boulevard 32C  
DK-5220 Odense SØ  
Denmark



**Validation of CO<sub>2</sub> calculation of:  
Themed play systems**



Data version no. 2021-09-27

The CO<sub>2</sub> calculation and data are in compliance with the principles of a carbon footprint impact according to the GHG protocol (Greenhouse Gas Protocol), Scope 3, cradle to gate related to all individual components in the product category: "Themed play systems" represented by item no.: MSC641100-3717P.

(Scope 3 emissions include emission sources in the upstream and downstream value chain).

**Date: 15. October 2021 | Valid until: 15. October 2023**

**Validated by:**

*Bente Hviid*

Bente Hviid, Senior Consultant

*Peter Bendtsen*

Peter Bendtsen, Senior Consultant

Validation based on report: Validation of CO<sub>2</sub> calculation of 8 categories of Kompan product line, version 1.0, prepared by: Bureau Veritas HSE, Denmark: Bente Hviid and Peter Bendtsen.

**Publication date: 15. October 2021**

**By Bureau Veritas HSE**  
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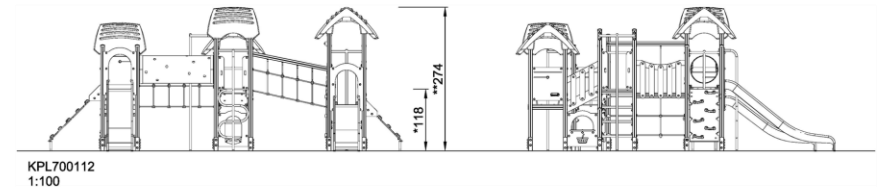
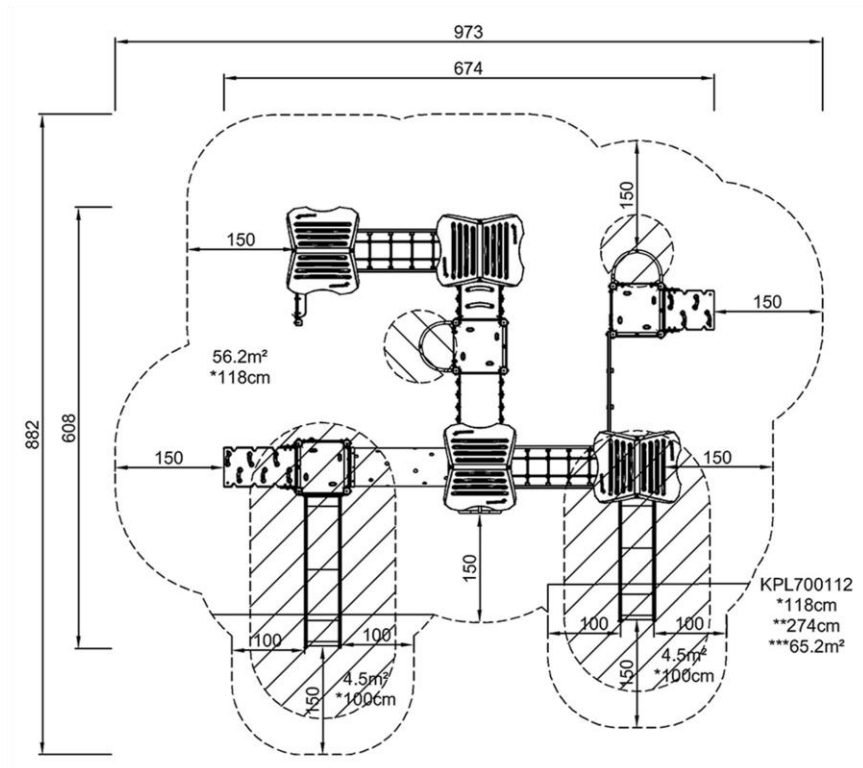


# Seven Tower XL

KPL7001

\* 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](#)







# Spinner Bowl

ELE400024



The Spinner Bowl makes the world go round and round! Hop in, pump your legs and sit and spin. Using centrifugal force and the weight distribution of the child, speeds can be controlled and stopping is a breeze. The Spinner Bowl secures the child in its generous depth seat and makes training balance a wild ride. When the bowl is filled with loose material

and spun in either direction, the force of rotation pushes the material from the centre and out through a drain hole. A useful tool in understanding centrifugal force and gravity, the Spinner Bowl is not only a thrill ride but a great science tool as well.

Item no. ELE400024-3717LG	
General Product Information	
Dimensions LxWxH	52x55x60 cm
Age group	4+
Play capacity (users)	1
Colour options	     



# Spinner Bowl

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.

# Spinner Bowl

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 galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



The Spinner Bowl is available in six different colour 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.



GreenLine versions in dark teal color are designed with molded PP parts which consist of 25% recycled post consumer waste and 75% virgin material. GreenLine ensures the lowest possible CO2e emission factor.

Item no. ELE400024-3717LG

## Installation Information

Max. fall height	100 cm
Safety surfacing area	9.8 m <sup>2</sup>
Number of installers	2
Total installation time	1.2
Excavation volume	0.11 m <sup>3</sup>
Concrete volume	0.06 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	22 kg
Anchoring options	In-ground ✓ Surface ✓

## Warranty Information

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





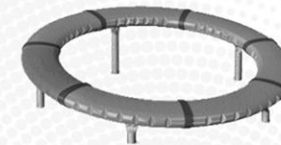
Cradle to Gate A1-A3	Total CO <sub>2</sub> emission	CO <sub>2</sub> e/kg	Recycled materials
	kg CO <sub>2</sub> e	kg CO <sub>2</sub> e/kg	%
<b>ELE400024-3717LG</b>	55.92	3.03	29.75
<b>ELE400024-3717DT</b>	54.08	2.93	37.61

The overall framework applied for these factors is the Environmental Product Declaration (EPD), which quantifies "environmental information on the life cycle of a product and enable comparisons between products fulfilling the same function" (ISO, 2006). This follows the structure and applies a Life-Cycle Assessment approach to the entire Product stage from raw material through manufacturing (A1-A3))

**Kompan A/S**  
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DK-5220 Odense SØ  
Denmark



## Validation of CO<sub>2</sub> calculation of: Freestanding play equipment



Data version no. 2021-09-27

The CO<sub>2</sub> calculation and data are in compliance with the principles of a carbon footprint impact according to the GHG protocol (Greenhouse Gas Protocol), Scope 3, cradle to gate related to all individual components in the product category: "Freestanding play equipment" represented by item no.: GXY916012-3417.

(Scope 3 emissions include emission sources in the upstream and downstream value chain).

**Date: 15. October 2021 | Valid until: 15. October 2023**

**Validated by:**

*Bente Hviid*

Bente Hviid, Senior Consultant

*Peter Bendtsen*

Peter Bendtsen, Senior Consultant

Validation based on report: Validation of CO<sub>2</sub> calculation of 8 categories of Kompan product line, version 1.0, prepared by: Bureau Veritas HSE, Denmark: Bente Hviid and Peter Bendtsen.

**Publication date: 15. October 2021**

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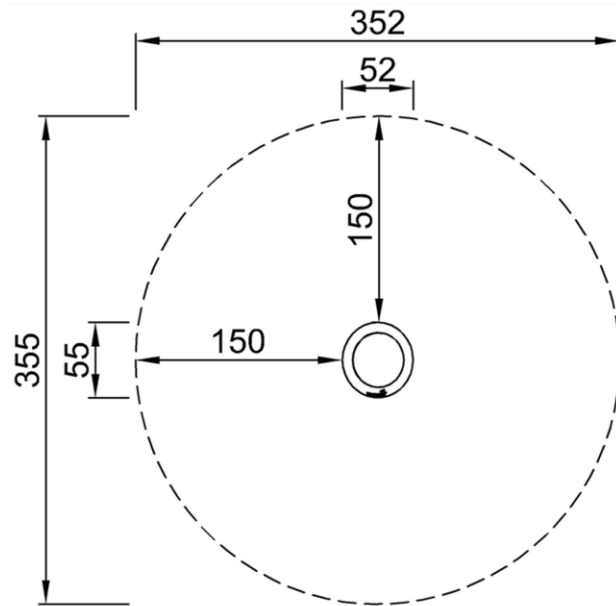


# Spinner Bowl

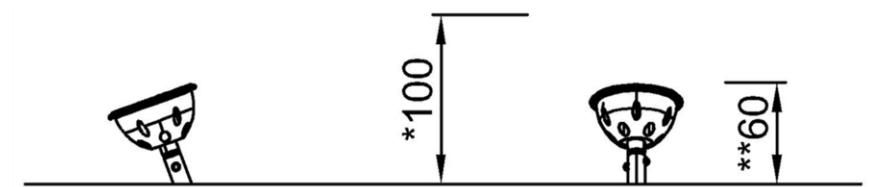
ELE400024

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

\* Max fall height | \*\* Total height



ELE400024  
\*100cm  
\*\*60cm  
\*\*\*9.8m<sup>2</sup>



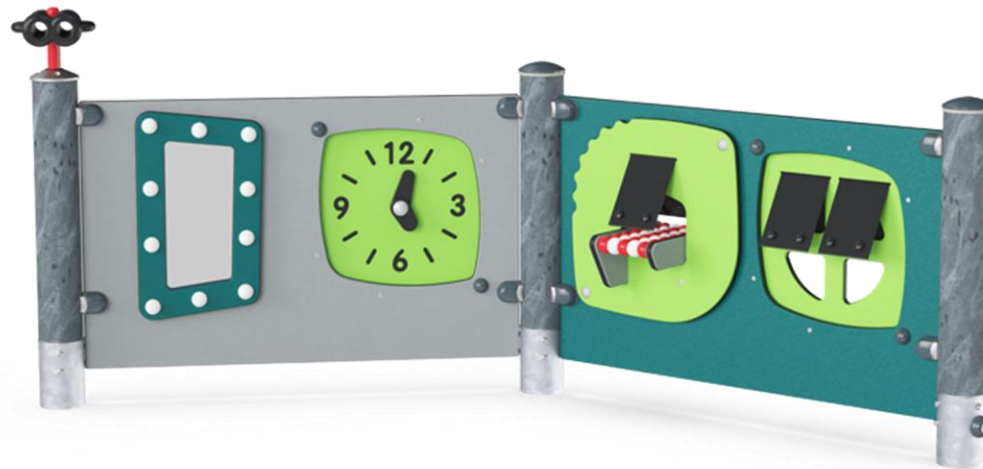
ELE400024  
1:100

[Click to see 1:100 ratio TOP VIEW](#)

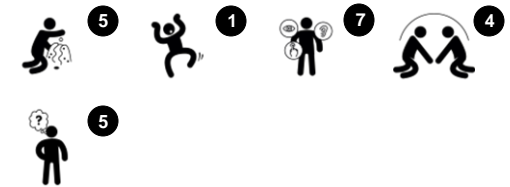
[Click to see 1:100 ratio SIDE VIEW](#)

# Play Panel 2 - Emotion, Classic

PCM003221



Item no. PCM003221-0901	
General Product Information	
Dimensions LxWxH	201x99x89 cm
Age group	1+
Play capacity (users)	9
Colour options	



The Emotions Play Panels immensely attract young children with their variation of rich, responsive play textures. The sense of touch is hugely stimulated with the Conveyor belt. The tactile stimulation, apart from being deeply satisfying for children, stimulate their fine motor and language abilities. So does the thematic character of the play panel: there is a watch to

the one side of the Conveyor Belt, and a Shop window that can be open and closed with curtains. This inspires playing shop or other dramatic play scenarios, that stimulate communication, language and social-emotional development. The mirror is there to assist the shop assistant in looking okay, and looking behind his shoulders, too. KOMPAN Play

Institute analysis shows the mirror as an immensely attractive activity for young children, developing their understanding of themselves as individuals, as well as their social-emotional skills. The binoculars make possible a view of the playground.



# Play Panel 2 - Emotion, Classic

PCM003221



## Binoculars

**Cognitive:** the binoculars set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language and communication skills.

**Creative:** the binoculars can be turned in all directions. Looking through them gives a new perspective on the world.



## Two sides

**Social-emotional:** invites cooperation and communication. The low height and the transparency of the panel makes interaction possible between the two sides.



## Mirror

**Cognitive:** understanding of individuality and self expression. Stimulates dramatic play and thus language and communication development.

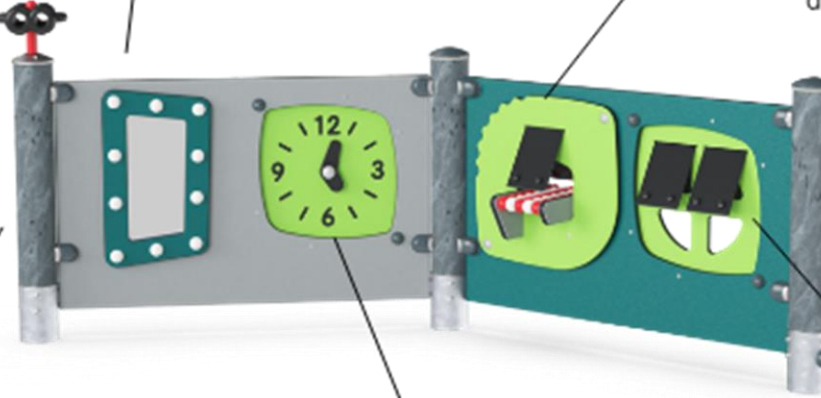


## Conveyor belt

**Physical:** tactile stimulation from running hands over rolling spheres on conveyor belt.

**Social-emotional:** spurs group play and conversations with its two-sidedness.

**Cognitive:** understanding of object permanence when pictures roll away and reappear.



## Clock

**Cognitive:** learning about numeracy and time in a tangible way.

**Creative:** leaving your mark on the playground when setting clock differently.



## Window with curtains

**Physical:** tactile stimulation supports sensory skills, when children explore the characteristics (e.g., hardness, weight) of the materials.

**Social-emotional:** social interaction between inside and outside, supporting turn-taking and cooperation skills.

**Cognitive:** understanding of object permanence when playing games such as peek-a-boo. Dramatic play support, encouraging language skills.

**Creative:** leaving a mark, deciding how to place curtains.

# Play Panel 2 - Emotion, Classic

PCM003221



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 post consumer material from food packing waste.



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 aluminum with color anodized top finish. Greenline TextMade posts of 100% post-consumer recycled PE and textile waste.



The Xylophone music panel consist of HDPE material in 19mm EcoCore™. The pipes are made of die cast aluminum specifically alloyed for outdoor environments. The percussion panel consist of 2 Conga Drums with PP tubes and top in colored ABS.



KOMPAN GreenLine versions are designed with ultimate environmentally friendly materials with lowest possible CO2e emission factor such as EcoCore™ panels of 100% post consumer recycled ocean waste.

Item no. PCM003221-0901

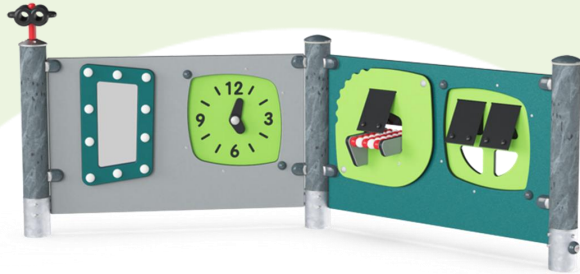
## Installation Information

Max. fall height	0 cm
Safety surfacing area	14.2 m <sup>2</sup>
Number of installers	2
Total installation time	6.1
Excavation volume	0.05 m <sup>3</sup>
Concrete volume	0.00 m <sup>3</sup>
Footing depth (standard)	85 cm
Shipment weight	75 kg
Anchoring options	

## Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
Hot dip galvanised steel	Lifetime
Movable parts	2 years
Spare parts guaranteed	10 years





Cradle to Gate A1-A3	Total CO <sub>2</sub> emission	CO <sub>2</sub> e/kg	Recycled materials
	kg CO <sub>2</sub> e	kg CO <sub>2</sub> e/kg	%
PCM003221-0901	160.18	2.67	58.41
PCM003221-0950	134.08	2.02	70.57

The overall framework applied for these factors is the Environmental Product Declaration (EPD), which quantifies "environmental information on the life cycle of a product and enable comparisons between products fulfilling the same function" (ISO, 2006). This follows the structure and applies a Life-Cycle Assessment approach to the entire Product stage from raw material through manufacturing (A1-A3))

## Kompan A/S

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DK-5220 Odense SØ  
Denmark

Validation of CO<sub>2</sub> calculation method  
**BUREAU VERITAS**  
HSE Denmark A/S



## Validation of CO<sub>2</sub> calculation of: Play systems



Data version no. 2021-01-11

The CO<sub>2</sub> calculation and data are in compliance with the principles of a carbon footprint impact according to the GHG protocol (Greenhouse Gas Protocol), Scope 3, cradle to gate related to all individual components in the product category: "Play systems" represented by item no.: PCM200309-0010. (Scope 3 emissions include emission sources in the upstream and downstream value chain).

Date: 15. October 2021 | Valid until: 15. October 2023

Validated by:

*Bente Hviid*

Bente Hviid, Senior Consultant

*Peter Bendtsen*

Peter Bendtsen, Senior Consultant

Validation based on report: Validation of CO<sub>2</sub> calculation of play systems – Kompan, version 1.0, prepared by: Bureau Veritas HSE, Denmark: Bente Hviid and Peter Bendtsen.

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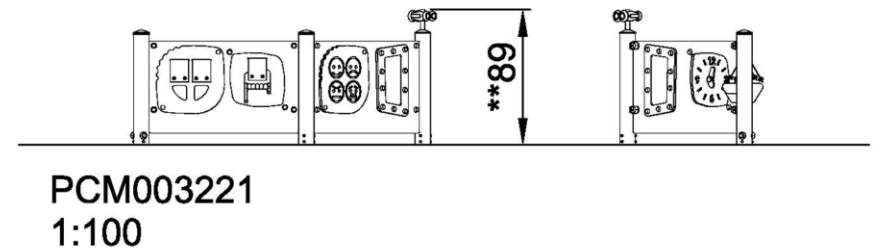
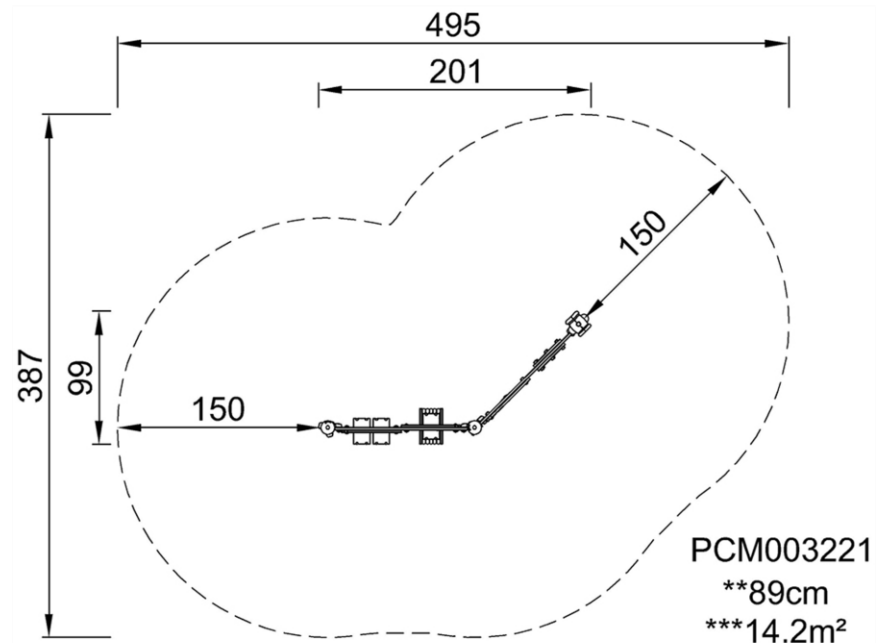


# Play Panel 2 - Emotion, Classic

PCM003221

\* 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](#)



**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, cross-coordinating 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.