

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

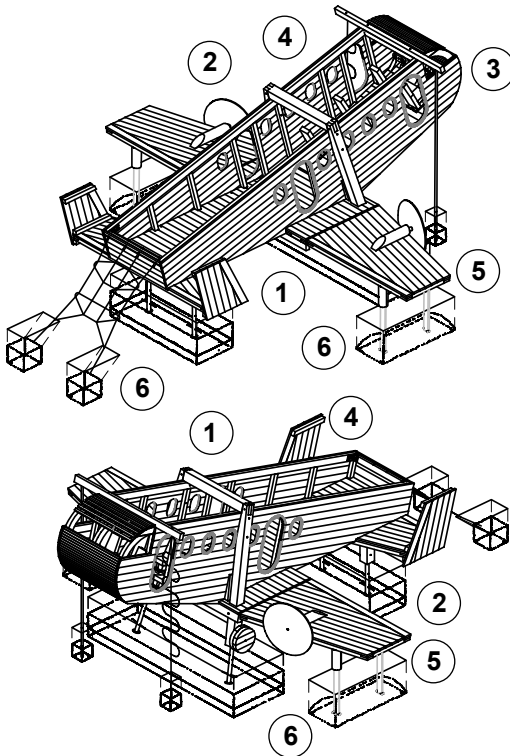
Checks depend on the kind of equipment. Any equipment with moving parts must be checked at least twice a year, static equipment at least once a year.

Intervals for maintenance work and checks generally depend on:

- location
- kind of use
- frequency of use
- possible vandalism

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

Large Wooden Airplane Order No. 8.05000



Wooden parts

1. Check for rot and, if necessary, smooth out splinters and round off sharp edges of cracks.
2. Check that all bolts and screws are tight and retighten if necessary.
3. Check control stick of function and firm seated, retighten if necessary. Check rubber buffer for function, replace if necessary.
4. **Recommendation:** apply paraffin wax to the upper end grain areas once a year, please refer to Order No. 0.90100, 1 litre.

Wing

5. Check the wing surfaces for mobility. Check the fastening of the steel supports to the wings, tighten if necessary. Check the function of the spring-loaded steel supports and make them operable again if necessary.

Structural stability

6. In order to check for rot at wooden parts and steel feet for corrosion, uncover the foundations once a year. Check all load-bearing components such as main supports and cross beams for integrity.

Combination equipment

Please pay attention to the **separate maintenance notes** of the following combination equipment:

Inclined Climbing Net	3.69140
Firemen's Pole	3.69460
Indian Ladder	10.80727
Rotating Disc	10.22150

Note

Please check that all documents are included!

Special notes (e. g. for repairs):

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

Repair not carried out, equipment ist taken out of action

All work carried out, everything is in order

Maintenance carried out by

..... Date