


Solo Swing Hardwood

KSW90002



Item no. KSW90002-0906

General Product Information

Dimensions LxWxH	175x200x224 cm
Age group	2+
Play capacity (users)	1
Colour options	



YES! The Solo Swing is an all time playground favourite: children love swinging, individually and together. Swinging is pure thrill and joy, being swung up and down, using the whole body to increase speed, or slow down. The seat is shaped with a slight curve in the middle, to facilitate the secure seat position of a wide age span. A great place to play, for all ages, for

hours and days. Swinging apart from being great fun, trains the children's ABC: agility, balance and coordination as well as their spatial awareness. These motor skills are crucial to being able to judge distances and navigate, traffic safely. Swings allows for standing sitting, laying – and not least, jumping off! Apart from the motor skills training, this

trains the arm, leg and core muscles. The jumping off builds bone density – the majority of which is built up during the first years of life.



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The A-Frame is designed with hot dip galvanised $\varnothing 100\text{mm}$ crossbar with large steel end plates for strong fixation of the two post options: Hot dip galvanised $\varnothing 70\text{mm}$ steel. Impregnated pine wood with hot dip galvanised steel footings.



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



The post of the A-Frame swings are available for surface anchoring with expansion bolts or inground in 60cm or 90cm depth. The hot dip galvanised steel legs are anchored directly in the ground. Pine wood posts are elevated from ground by a unique profiled hot dip galvanised steel footing.



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



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

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Installation Information

Max. fall height	120 cm
Safety surfacing area	12,3 m ²
Numbers of installers (persons)	2
Total installation time	5.1
Excavation volume	1,30 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	90 cm
Shipment weight	193 kg
Anchoring options	In-ground ✓ Surface ✓

Warranty Information

Hardwood	10 years
Swing seat	10 years
Swing hangers	5 years
Chains	10 years
Spare parts guaranteed	10 years

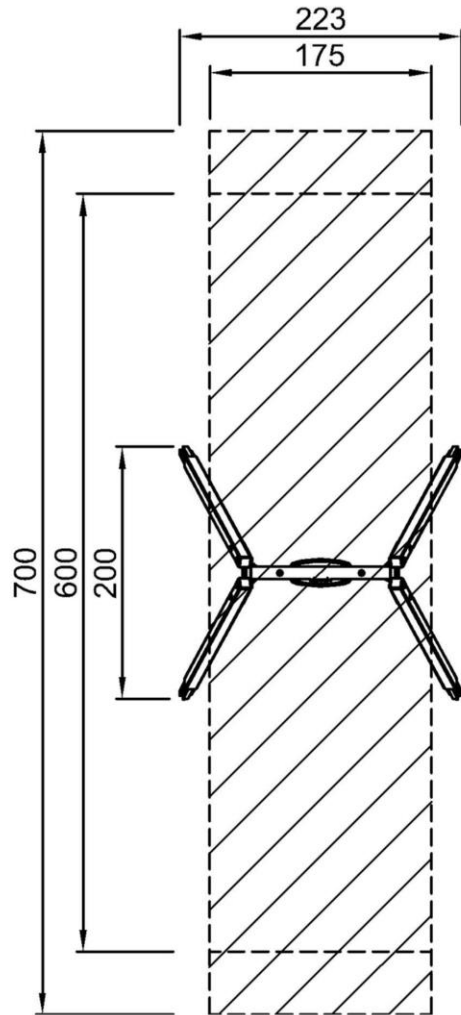


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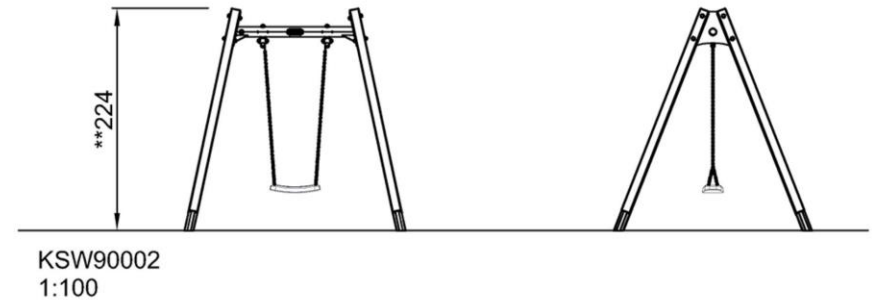
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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*120cm
**224cm
***12.3m²



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

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Swing seat

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

Cognitive: cause and effect understanding, managing rhythm and thinking skills for younger children when swinging.



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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.