

## Instructions for maintenance

We recommend, in addition to our instructions for maintenance, to consider carefully the demands of EN 1176-7






### **K&K** **0-33312-002 Retaining weir**



Check all screw connections; if necessary screw down again.

one-time only approx. 4-5 weeks  
after installation

#### Recommendations about regular maintenance

	1 x weekly	2 x monthly	1 x monthly	4 x yearly	2 x yearly	1 x yearly
 Check cleanliness of play- and safety area, take out alien elements	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Check other component elements for wear and tight connections, tighten connections and replace defective elements if necessary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
 Check bearings and/or joints for tight fixing and easy-runningfunction, replace an grease if necessary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
 Check rubber parts like seats, hoses, collars etc. for wear,replace if necessary	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 Check foundation, foundation anchoring and whole construction for corrosion or decay, repair or replace if necessary.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Please note: The mentioned maintainance intervals are a recommendation only. They have to be adjusted to the needs and circumstances of a certain playground (e.g.due to the frequency of use, social facilities and vandalism problems etc.)