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## Introduction

We would like to thank you for your interest in KOMPAN, Inc. We invite you to use this Media Kit when collecting information on KOMPAN's playgrounds. This media kit includes information on KOMPAN's history, product lines, play value research and our environmental statement.

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If you should have any questions concerning the contents of this proposal, please feel free to contact us.

Again, thank you!

KOMPAN, Inc.

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**CONTACTS** KOMPAN, Inc. | Terra Moreland | 800.426.9788 • TerMor@KOMPAN.com

KOMPAN, Inc. | Tom Grover | 800.426.9788 • TomGro@KOMPAN.com

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## KOMPAN • Who We Are

Outdoor play is the ideal antidote to overstructured and inactive lifestyles. Providing engaging, challenging, and durable playgrounds ensures that kids play harder, stay longer, and come back more often to satisfy their natural need to play. KOMPAN is committed to making the most of that time on the playground.

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**ROOTS IN DESIGN** KOMPAN's unique approach to designing playground equipment has enriched children's play experiences for over 35 years. Founded by a sculptural artist and a child development specialist, KOMPAN produces equipment that blends modern design and exceptional play value. By creating products that satisfy children's innate need for play, with aesthetics that appeal to those who purchase them, KOMPAN has become a world leader of manufactured play equipment.

**INNOVATION** KOMPAN designers understand that children have different abilities at every stage of development. That's why KOMPAN is constantly developing new products and has the broadest portfolio of play equipment to choose from. From colorful thematic designs for younger children to exciting dynamic motion for older children, KOMPAN's wide variety of product designs offers creative solutions for any play environment.

**PLAY VALUE** KOMPAN products are designed with a respect for kids' abilities that keeps them coming back for more. To ensure that KOMPAN products are designed appropriately for each age group with the maximum play value, we founded the KOMPAN Play Institute (KPI). KPI is a network of child development experts who conduct play research, guide product development, and educate play environment designers about the importance of quality play value and design. Our focus on children and the benefits of play is reflected in every product we create.

**QUALITY** As an international supplier of playground equipment, KOMPAN manufactures its products using high quality materials and processes to withstand the harshest conditions and climates. KOMPAN's manufacturing is certified to ISO14000 standards and our environmental policy has earned the company the Green Business Award. Our commitment to quality helps to ensure that KOMPAN equipment will provide a lasting benefit to every customer.

**SAFETY** KOMPAN takes safety seriously. Our comprehensive approach to safety combines safe design and safe materials. We understand that by minimizing risks, we enable children to fully explore the world of play. KOMPAN is a self-certifying company. Our products are IPEMA certified, which guarantees conformance to current ASTM standards.

**THE FUTURE OF PLAY** The issues facing children today, including epidemic obesity rates and sedentary lifestyles, give greater importance to the development of quality play environments that deliver a variety of play experiences. By designing products that offer children appropriate, safe, and exciting choices on the playground, KOMPAN will continue to lead the way for innovative play.

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## KOMPAN Products

KOMPAN is constantly developing new and innovative products, and offers the broadest playground portfolio from toddlers to teens. Visit [kompan.com](http://kompan.com) to see our entire product collection, download technical product information, or find out more about starting a playground project in your community.

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### STORY MAKERS



STORY MAKERS combines bold colors with rounded, friendly shapes to create spaces for children ages 2 to 5 that truly invite them into the world of play. Young children learn best when both their bodies and minds are engaged which is why we've made STORY MAKERS with such a wide variety of play activities. Each component was designed to stimulate a child's imagination and to help develop fundamental skills.

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### ELEMENTS



Designed for children 2 to 5, ELEMENTS' curved design and meandering spaces create a retreat from the ordinary and stretch a child's imaginations. ELEMENTS' represents a bold new direction in preschool play equipment that is flexible for customization, and offers a broad range of unique and traditional play activities. Every structure encourages the experience of discovery by providing hand-friendly forms, smooth surfaces, and contrasting color schemes.

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### EDGE



EDGE changes the rules on the playground. It brings kids ages 5 to 12 to the edge of play by challenging their skills with PLAY360 Design™, while making every surface a safe play event. PLAY360 Design™ means that kids can climb around the entire structure, inside and out, without ever touching the ground. PLAY360, combined with soaring towers and PlayActive features, elevates play to a whole new level. Instead of limiting a child's playful curiosity, EDGE embraces it.

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### GALAXY



The sculptural blend of galvanized steel and contrasting colors creates a look of rugged sophistication that children ages 5 to 12+ find appealing. GALAXY's challenging play events capture the imagination of kids and lets them test their skills to the limit, while inspiring them to invent new games with their own rules. GALAXY is completely accessible at ground level, so kids of all abilities can experience a truly inclusive play experience. It's transparent design and large variety of components offer playground designers nearly limitless options when creating a unique play space.

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## KOMPAN Products



### FREEGAME

FREEGAME creates a space for sport, games, and community. FREEGAME can transform any open area into a place to play games, a place to compete, a place to meet and move. FREEGAME's sports court design creates endless recreation options for every type of player. With sturdy barriers and multiple options, FREEGAME courts will withstand the rigors of sport and create a venue for the freedom of play. FREEGAME is the ultimate sports court for all ages and abilities.



### BLOQX

Created for kids ages 5 and up, BLOQX melds contemporary sculpture and sport into a form that kids can't help but climb on. Bouldering is one thing, but climbing on BLOQX is something completely different. Designed for every level of climbing ability, BLOQXING offers endless challenges. Either with a group or solo, kids can organize games, define routes, compete with each other or explore new ways to get to the top. BLOQX makes the most of every space, by filling it with challenge, sculpture and sport in a way like never before.



### ICON

ICON on GALAXY combines our award-winning play design with the excitement of electronic gaming. Industrial designers, child development specialists, educators, park and recreation professionals, technology experts, landscape architects, and — most importantly — kids were all engaged to ensure ICON would be the best version of a digital playground. ICON does not come with instructions. Kids are encouraged to explore the system and discover all of its innovative features on their own or with their friends. ICON'S games and display were designed to be intuitive for the user, regardless of language. The Future of Outdoor Play for today's digital generation is here.

Below is an explanation of the benefits our play equipment contains. For safer, age appropriate play, it is recommended that play areas for younger age groups be separated from those for older age groups.

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### Play Areas for 2–5 Year Old Children

There is a wide range of abilities among children between the ages of 2 and 5. Through play, young children are actually working hard to develop important gross motor and fine motor skills. They also cultivate balancing skills and spatial perception: the ability to know how their bodies occupy space. And though they play independently — separately for the most part through parallel play — they are beginning to touch on important social skills.

Young children enjoy playing in bright and colorful environments. These settings stimulate their imaginations, encouraging them to explore, pretend, and be active. Children in the 2–5 age range like to playact: practicing their social skills by emulating everyday life, as when playing house, or exploring their self-potential by becoming “rescue heroes”. Theme play is very important to help nurture these abilities and behaviors. There is also something very special to small children about having play furniture and playhouses just their size. It lets them know these things are just for them, and that they are welcomed.

#### STORY MAKERS

Young children learn best when both their bodies and minds are engaged. All learning — emotional, physical, motor, brain, social, and intellectual — is accelerated, facilitated, and fueled by the pleasure of play. Playground equipment that promotes all types of play is vital for a child’s development in every domain.

Play begins simply and grows more complex as a child grows older. The STORY MAKERS product line is designed to encourage all forms of play and to continue to provide age-appropriate challenges as a child progress from toddler to preschooler. All children proceed through predictable stages of growth and change, regardless of their different temperaments and backgrounds. Age-appropriateness is based on the stages of development through which all children advance, though the rate of progress varies from child to child.

STORY MAKERS designs incorporate visually captivating, playful themes. The settings are warm and welcoming, inviting children to congregate and communicate. Familiar themes encourage them to engage in social pretend play, which aids the development of social and linguistic skills needed for success in school. The content of the socio-dramatic play that unfolds will vary depending on children’s experiences: input from the equipment, a story read to them, an event at the childcare center, something that happened in the family, or even television.

STORY MAKERS features an array of thoughtful design options created for optimal play. Features include upstairs and downstairs, entrances and exits, climbing nets, counters, refuges, and ground-level play. Bright colors, cartoon-inspired animations, puzzle pieces, hidden animals, and manipulative details enhance

the flexibly themed structures and themed rocking toys. The variety of engaging activities lengthens children's playtimes, which fosters their ability to focus attention and to persist at challenging learning tasks — a crucial component of academic achievement. Moreover, STORY MAKERS are wellsprings of physical activity for young children, who are constantly moving up, down, around, and through the structures. All these elements combine to give young kids a playful space that is cheerful, interesting, challenging, and filled with things to do.

**ELEMENTS** ELEMENTS is designed with the insight of KOMPAN's 30+ years of experience in early childhood development. Built right in are features focusing on play through the eyes of the 2–5 year old child. Friendly rounded curves and flowing bends around corners and platforms produce a sense of curiosity and wonderment for small children who enjoy games of hide-and-seek and peek-a-boo. Enclosed spaces and cozy corners make great "secret spots" that all young children enjoy, since these places correspond to a small child's size.

We also make efficient use of our colorful panel enclosures, creating finger mazes, play patterns, and different textures to increase tactile stimulation and play through experimentation. Small view holes are playfully placed here and there in the ELEMENTS panels, letting kids peep at each other and parents or check out the playground surroundings.

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### Play Areas for 5–12 Year Old Children

Studies show that children of this age group are quite sophisticated nowadays. Exposure to television, video games, computers, and the Internet has greatly increased this generation's technological savvy. What was stimulating to 5–12 year olds twenty years ago is now uninteresting without the bells and whistles of current technology, and therefore, not worth their time.

This conclusion also applies to the playground equipment offered to the 5–12 age range. Especially for the older end of this age group (say, 9–12 years old), kids are concerned about their image. Schools and parks invest a great deal of resources towards the end of playground equipment, but it does no good to offer it if the kids it was meant for won't play on it because it looks too childish.

But now more than ever — because of the aforementioned indoor distractions, along with the pressures of school and structured extracurricular activities — kids need to get outside, get some physical exercise, and just have fun.

**EDGE** Kids will always seek the edge. KOMPAN's EDGE play structures ensure they'll have a great time when they find it. EDGE brings kids to the edge of play by challenging their skills while making the most of your playground. Combining PLAY360° Design, soaring towers, and PlayActive™ features, EDGE elevates play to a whole new level.

We all know kids will play how they choose. Traditional playground design doesn't always allow for challenging choices. When we designed EDGE, we didn't

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## KOMPAN Play Value

design around the way kids play — we embraced it. PLAY360° Design gives everything on a structure a play purpose. Because of this, kids can climb up, over, and around the entire structure without ever touching the ground. Our structures let kids push their play to the edge safely, by making every surface a play event.

EDGE also offers a vertical challenge. No one can deny the attraction of a mountain, whether it's called K2, Rainier, or McKinley. For kids, a high platform with a variety of routes — each offering a different level of complexity — represents a mountain with many different faces. Easier climbing routes can be found around the base of a structure, more difficult ones in the middle, and the most challenging at the top. By placing various PlayActive™ features at different levels, PLAY360° Design creates appropriate challenges at appropriate heights. Our diverse play events let kids build their skills gradually as they master more challenging routes.

**GALAXY** For 5–12 year old children, the playground has to look thrilling, but be planned with their safety in mind. Older kids have a great appreciation for playground equipment that includes a wide variety of activities which aren't easily mastered, and which utilizes the contemporary architecture they identify with. Through extensive research of how today's older kids play, KOMPAN has developed GALAXY — a line of equipment designed to challenge 5–12 year olds with its technological look and complex activities. GALAXY presents an innovative departure from the traditional post-and-platform architecture offered by most other composite play structures. Since there are no decks to access, all of the activities associated with GALAXY are approached directly from the play surface. This creates a truly inclusive play experience for children of all abilities.

**FREEGAME** KOMPAN FREEGAME courts are state of the art sports court products! The courts have been designed to fit demanding environments and create safe surroundings for sport play to take place. A comprehensive range of features includes two multisport goals cages, two basketball hoops, metal goal backs, multisport posts and net, anti-vehicle bars, threshold bars (for grass), a vandal-resistant profile, metal handrails, outlets for water, and sports designs engraved into the multi-goal panels.

FREEGAME offers an opportunity for children, adolescents, and adults to be physically active in multiple ways. Not all children are gifted athletes but many children admire sports figures, who can serve as positive role models. In the mind of an 11-year-old boy playing basketball with his friends, he is the next Michael Jordan! Spaces that allow spontaneous and informal sports activities will engage children at different ages in accordance with each individual's attitudes and interests. FREEGAME offers an environment in which to meet new people or join friends for a quick basketball game or an extended, self-initiated tournament. A FREEGAME court supports multiple simultaneous sports activities, and can easily transform from a soccer field to a basketball court to a social site for a community gathering.

FREEGAME also provides a space for adults to meet and play. From research we know that children's physical activity patterns are closely related to parental sup-

port, and providing a stimulating place to play sports gives everyone the opportunity to be active. Parents, grandparents, and children all need spaces to play, laugh, and burn calories, both separately and together. With FREEGAME, we have moved the old types of play in the street to a safe place that encourages fun and constructive play for all ages.

**BLOQX** BLOQX is an object that is not just a playground, not just a sculpture, not just a climbing wall, not just a meeting space. BLOQX is an attractive spot to hang out for kids and adults, both in the city and in suburban locations. Conceived as a visual landmark whose design blurs the gap between play for adults, teens, and kids, this structure engages everybody in active and highly social interaction.

With BLOQX, KOMPAN introduces a truly three-dimensional and safe climbing environment aimed at older kids, aged 8–15. Moving beyond conventionally flat climbing walls, BLOQX provides easy access to a whole new experience. BLOQXING is for everyone — at their own level and on their own terms. BLOQXING can be done alone or in groups. You can organize games, define your own climbing routes, or just hang out and watch others play. Once you reach the top, BLOQX offers a great perch from which to meet new friends or simply see and be seen.

Research shows a clear relationship between physically challenging play and mental alertness. Physical activity is great for cardiovascular health, and it is cognitive candy for the brains of both kids and adults. BLOQX presents a design concept that is both intriguing and tough — designed to get us off our butts and having fun! Moreover, BLOQX offers strong, durable, easy-to-handle urban design. With its architectural shapes and beautiful form, BLOQX fits like a sculpture into any urban setting.

BLOQX has been developed in cooperation with some of the world's best climbers and with the involvement of young people. This gives BLOQX the advantage of supporting all skill levels and abilities. Koos van Raalt — an active climber, entrepreneur, and owner of Outdoor Valley, one of Europe's leading outdoor climbing parks — has been the inspirational advisor in developing BLOQX, together with Michael Laris, Head of Design at KOMPAN.

**ICON** Technology has played a major role in reshaping how kids play. Today the complexity, sophistication, and interactive components of electronic gaming have redefined their expectation of play. The results of this explosion of technology are just now emerging. Obesity rates have reached epidemic levels. Research shows a steady decline in physical activity among children, with less than 1/3 meeting recommended physical activity guidelines by the time they are 15. And physical outdoor play has often been replaced with sedentary indoor activities.

KOMPAN has always designed products that are relevant to the interests and needs of each age group, and today's digital generation is no different. ICON on GALAXY uses technology to combine the excitement of digital gaming with the outdoor playground to get kids back outside and playing.

ICON is the product of years of development. Industrial designers, child development specialists, educators, park and recreation professionals, technology

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## KOMPAN Play Value

experts, landscape architects, and — most importantly — kids were all engaged to make ICON the best possible version of a digital playground. Our global network of child development specialists from the KOMPAN Play Institute collaborated closely with our Product Development Team to ensure that research and youth feedback were incorporated into the system. The result of years of research and development is an innovative system that encourages kids to be physically active using a digital platform that they understand.

ICON does not come with instructions. Kids are encouraged to explore the system and discover all of its innovative features on their own or with their friends. ICON's games and display were designed to be intuitive for the user, regardless of language.

ICON brings friendly competition to the playground. Kids can create teams to compete against each other, pushing their own physical limits. Or they can race against the clock, competing against themselves to improve their personal scores. Furthermore, outdoor gaming play areas can enhance social interaction. Kids gather to collaborate with each other, discuss tactics, share ideas, strategize over rules, and use teamwork in order to win. ICON brings interaction to a whole new level on the playground.

Above all, ICON is designed to get players moving. The games challenge players' coordination, focus, and stamina. ICON games amp up the energy on the playground — everyone wants to enter their initials in the high score display. Even choosing a game requires movement. Our patent-pending design is a first for any electronic game: players use their bodies to scroll through the ICON menu.

# Environmental Statement

KOMPAN works hard to ensure that the products we sell are manufactured using safe, nontoxic materials and in the most environmentally responsible manner. KOMPAN leads our industry in maintaining the highest standards for both safety and environmental sustainability. Here are just a few of the ways we're working to make a difference.

## KOMPAN MANUFACTURING • ISO 14001



KOMPAN is certified to the International Standards Association 14001, which requires the highest level of environmental management of manufacturing. As a global supplier of quality playground equipment, KOMPAN is committed to meeting the most rigorous standards for environmentally responsible manufacturing.

## RECYCLED MATERIALS



KOMPAN utilizes recycled materials whenever feasible. Currently, our aluminum components are manufactured with recycled materials and our posts are comprised of 30 percent recycled steel. Our floor panels are manufactured from high pressure laminate, which utilizes 70 percent recycled content. Additionally, KOMPAN products are manufactured from materials which are recyclable.

## PVC AND PHTHALATES FREE

KOMPAN is proud to say that our products have always been PVC and phthalates free. Polyvinyl Chloride (PVC) is a plastic that many playground manufacturers use to coat metal parts, such as decks, handrails, and hand rings. Not only does the production of PVC release dioxins which are known to be linked to cancer, but the process of making the PVC soft involves the use of Phthalates, which have been linked to potential health hazards. Besides being harmful to our bodies, PVC is also harmful to the environment in which we live. Recycling PVC is difficult, and it usually ends up in landfills.

## LIMITED USE OF PAINT

Powder coating paint is a common method of adding color to playground equipment. When the surface coating chips, however, the metal is exposed to corrosive elements and will require added maintenance. One of KOMPAN's philosophies is to minimize the amount of paint on our equipment and instead use solid colored materials. Besides reducing the maintenance hours that would normally be necessary to reapply colored coatings to parts, this practice also eliminates the need to purchase and store touch-up paint and chemicals.

## LEED CERTIFICATION



KOMPAN supports the Leadership in Energy and Environmental Design (LEED) program, a Green Building System that represents a national standard for what constitutes a "green building." Through this program, KOMPAN can assist in achieving LEED certification for your project. KOMPAN equipment utilizes recycled materials, which can be applied toward attaining LEED credits 4.1 and 4.2.

## FSC CERTIFICATION



To reduce the use of trees, KOMPAN's utilizes durable and recyclable metals and plastics whenever possible. When printing marketing material, KOMPAN is sure to always use certified paper material that comes from a responsibly managed forest certified by the standards of The Forest Stewardship Council (FSC). For more information visit <http://www.fscus.org>.