his copy may be copied for maintenance of Richter play equipment. Pag		
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	Wooden parts	
Date of installation	<ol> <li>Check for rot and, if necessary, smooth out splinters and round off sharp edges of cracks.</li> </ol>	
Checks depend on the type of equipment. Any equipment with moving parts must be checked at least twice a year, static equipment at least once a year.	<ol> <li>Check that all bolts and screws are tight and retighten if necessary.</li> </ol>	
Intervals for maintenance work and checks generally depend on:	<ol> <li>Check the ash wood rungs of the ladders for wear and tear, the remaining diameter must be at least 30 mm.</li> </ol>	
<ul><li> location</li><li> kind of use</li><li> frequency of use</li></ul>	4. Recommendation: Apply paraffin wax to the upper end grain areas once a year, please refer to Order No. 0.90100, 1 litre.	
- possible vandalism	Structural stability	
For more details see also "General instructions for maintenance of playgrounds".	<ol> <li>In order to check the steel feet for corrosion, uncover the foundation once a year.</li> </ol>	
Square Tower Order No. L3.20600 with Roof Order No. L3.20610 without roof		Special notes, e.g. for repairs
	Repair not carried out, it is still possible to play on equipment	
	Repair not carried out, equipment is taken out of action	
5	All work carried out, everything is in order	
	Maintenance carried out by:	
For spare parts refer to back of page.	Date	

## Page 2

## Spare Parts Square Tower Order No. L3.20600/L3.20610



Please note that the safety standards of the equipment must not be affected. Therefore, when carrying out repairs it is helpful **to only use original parts**.

Order No.	Spare part	
0.92620	Ladder	
0.98310	Single rung	
0.30050	Tower cladding, length 3.25 m spruce, impregnated	
ΪΤ ι	li	
0.30060	Tower cladding, length 3.25 m larch	
	Please indicate length and width!	
	5	