



Duo Swing Seat H:2.5m

SW990201



Item no. SW990201-00

General Product Information

Dimensions LxWxH	69x80x190 cm
Age group	2+
Play capacity (users)	2
Colour options	 



There is nothing more fun than swinging. The Duo Seat adds to the joy by making it possible to swing in eye height with your best friend. The sturdy handholds of the Duo Swing Seat add the possibility of vigorous swinging movements. At the same time, they add to the feeling of security. Swinging on the Duo Swing seat is more than just fun: the swinging movements

train the child's spatial awareness and sense of balance. Well-trained senses of balance and space help children navigate the world securely and adds to their self-confidence. Swinging together on the Duo Swing Seat adds tons of social and emotional benefits to the ride: Children learn cooperation and turn taking when swinging together. Furthermore, they

need to adjust their rhythm in movement. These are great skills to have in play as well as in making friends.



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KOMPAN heavy duty designed swing hangers of stainless steel with anti-twist function. The hangers are attached to the cross beam on a welded bracket with two bolts, The bearings are embedded with silicone lubricant and needs no further lubrication.



The Duo Swing seat is fitted with 6mm stainless steel chains.



The frame is powder coated inside & outside hot-dip galvanised steel.



The Duo swing seat can be installed in Kompan A-Frame, Robinia Frame and Portal swing systems for the heights 2.5 and 3.0. The swing seat is not applicable for 2.0.



All soft seat materials are UV and ozone protected to the maximum within the frames of the strongest environmental demands.



The baby seat is made of black TPV (Santoprene) and the design has large leg holes for easy placement of baby/toddler.

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Installation Information	
Max. fall height	135 cm
Safety surfacing area	13,9 m ²
Number of installers	2
Total installation time	0.3
Excavation volume	0,00 m ³
Concrete volume	0,00 m ³
Footing depth (standard)	0 cm
Shipment weight	23 kg
Anchoring options	
Warranty Information	
Galvanised/painted metal	10 years
Chains	10 years
Movable parts	2 years
Swing seat	10 years
Spare parts guaranteed	10 years

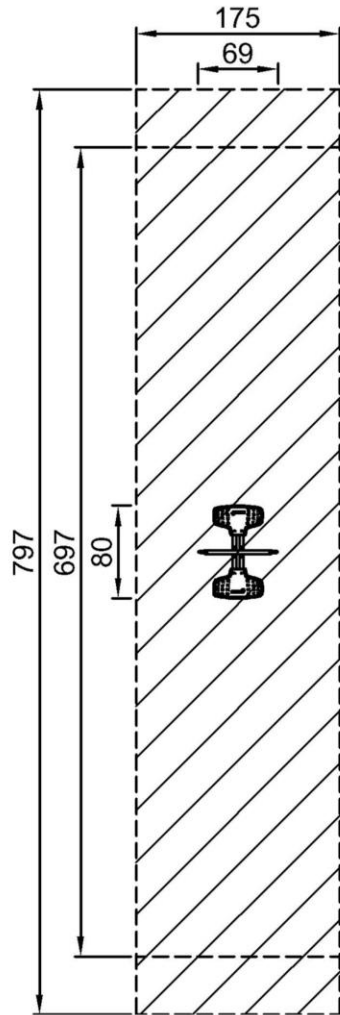


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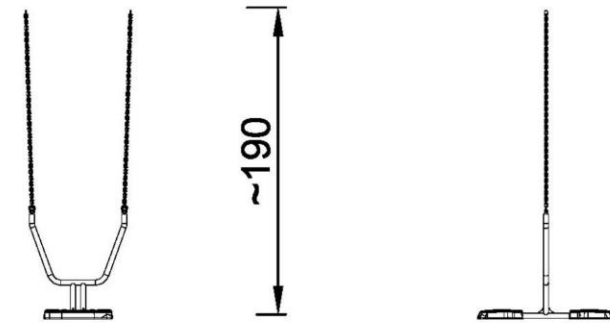
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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



SW990201
**~190cm
***13.9m²



SW990201
1:100

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

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

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Swing seats

Physical: balance and spatial awareness are stimulated by swinging. These are necessary skills in e.g. judging distances. When swinging vigorously, the arm and core muscles are trained.

Social-Emotional: the cooperation in movement of swinging together trains cooperation, sequencing teamwork understanding and empathy.

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



Grip bars

Physical: height and diameter to support grips of sizes from toddler to grandparent.

Social-Emotional: feeling of security when being able to hold onto properly proportioned grip.

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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.