

Getting the most from your WingWalls



WingWall® model 03

The WingWall is an exciting new product for public and private playgrounds.

Freestanding WingWall units offer children ages 5 to 12 an exciting outlet for their natural desire to climb. Installed individually or in groupings, WingWalls bring attractive new design features and flexibility to the traditional play environment.

This manual tells how to maintain and safely use WingWalls, and suggests activities that expand the possibilities of play and exercise.



CONTENTS:

- 2 General Information
- 4 Adjusting WingWalls
- 6 Games and Activities
- 12 Warranty
- 13 Maintenance and Parts



In the interest of playground safety, IPEMA provides a Third Party Certification Service whereby a designated independent laboratory validates a participant's certification of conformance to ASTM F1487, *Standard Consumer Performance Specification for Playground Equipment for Public Use*, except sections 7.1.1, 10 and 12.6.1; CAN/CSA Z614, *Children's Play spaces and Equipment*, except clauses 9.8, 10 & 11 or both. The use of the corresponding logo by Brewer's Ledge Inc. in this instruction manual signifies that Brewer's Ledge Inc. has received written validation from the independent laboratory that the product associated with the use of the logo conforms with the requirements of the indicated standard. Check the IPEMA website (www.ipema.org) to confirm product validation.

WHAT IS A WINGWALL?

A WingWall is a freestanding Climbing wall 6 ft. high by 8 ft. wide. The surfaces look like real rock with many features to step on and grab. In addition there are bolt on hand and footholds that can be moved around from time-to-time if desired. Each wing has two climbing faces, and sturdy cast-aluminum grab rings at the ends that make it possible to move from one side to the other or from wing to wing. In spite of its rugged surface, the overall shape is like a graceful wing, and it sits solidly perched a couple of inches off the ground on a central post. WingWalls can be swiveled. By loosening clamping bolts at the bottom with the included wrench, the whole wing can be pivoted around the central post. This re-orientation is particularly important when you have a group of 2 or more WingWalls. They interact with each other and form an exciting maze of climbing surfaces that can be altered at will.

THE WINGWALL IS OPTIMIZED FOR CHILDREN AGED 5-12 YEARS OLD.

At six feet high, the WingWall is specifically designed to meet standards for children 5-12, and provides a wealth of climbing challenges for elementary school ages. Nevertheless, this height does not limit its use to small children. Sideways climbing is what WingWalls are all about, and older kids find this activity intriguing and challenging. Even adults may want to give it a try!

As always, children should be supervised.

DESIGNING A WINGWALL SITE

WingWalls are easy to fit into your playground. The accompanying planning guide has suggested layouts and visual aids to help in the design process. Use the triangular grid system to create a fascinating WingWall maze, or start with one or two units and expand the group by adding more WingWalls later.

The planning guide is also available as a PDF file at www.wingwall.com.

SHIPPING

Each WingWall is shipped separately. With each WingWall there are six parts - a 4' base post with loose flange, short slide-fit inner post, three pieces of rebar, a bag of parts that includes bolts, hardware, manuals and the special security wrench for holds, and the 6'x8' assembled WingWall. If delivered by truck, either a forklift can be used to unload the entire package at one time, or the package can be opened and the components unloaded by hand. You will need to ensure sufficient help, as the assembled WingWall itself weighs about 300 pounds.

INSTALLATION

Proper installation is important for a safe and effective WingWall setup. The foundation tube is installed first, and when the concrete is set the WingWall is attached. An installation sheet is provided with every WingWall and has specific instructions and guidelines. A 24" power auger is helpful to dig the foundation hole. If a smaller auger is used, a triangular foundation as shown on the sheet is necessary. The installation sheet is also available as a PDF file on our website, www.wingwall.com. Sufficient lifting power to raise the WingWall onto the base post will be required. You will not have to mount the holds or other components - they ship assembled.

With any type of playground area where kids are climbing, the landing area is critical for safety. The installation guide calls for the surface used under any *WingWall to meet ASTM F1292 with a fall height of 7 feet*. This surface must extend under the WingWalls and the surrounding area a *minimum 10 feet 6 inches* from each mounting post. Please consult a certified playground inspector or surface manufacturer if you are in doubt.

When choosing the safety surface, please remember that all safety surfaces must be maintained to be effective. Loose fill surfaces should be raked and fluffed when compacted and all safety surfaces should be kept free of any foreign objects. Strictly follow the individual surface manufacturer's guidelines.

PIVOTING THE WINGWALL

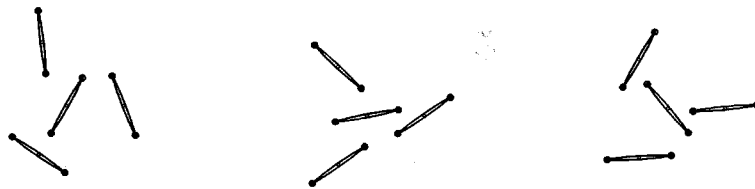
There are 8 large bolts that clamp the central post to the ground post. The following tools are required:

- ◆ The supplied WingWall wrench
- ◆ Tape measure or ruler

To adjust the orientation of any individual Wing, loosen the 8 bolts and rotate the Wing into the desired new position. Re-tighten the bolts. The bolts should be tightened firmly - to about 40 foot pounds of torque. After tightening, test the wing to make sure it cannot be pivoted.

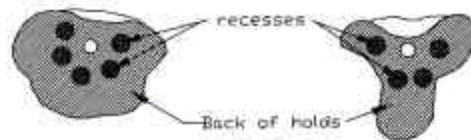
WingWalls are designed as *functionally linked (ASTM 3.1.15) play structures*. Children are encouraged to move from one Wing to the next using both the grab rings and holds. This will involve upper body as well as lower body muscle groups, balance and functional use of hand-eye coordination. Use these guidelines to safely re-orient WingWalls:

- ◆ Don't set the wings too close to each other - 12 inch minimum
- ◆ Don't set the wings too far apart. Each wing should have another wing within 36 inches for larger kids and 24 inches for smaller children.



ADJUSTING THE HOLDS

Each WingWall comes equipped with 32 moveable hand and foot holds. The holds are bolted into sturdy threaded inserts and can be loosened and removed using the special security wrench that comes with each WingWall. Pivoting the holds and moving them around is another way of changing the WingWalls and providing variety to the playground experience. The holds have a special "LedgeLock" system to prevent them from unwanted rotation. Each hold has a number of recesses built into the flat backside. When the hold is bolted down into place, one of these recesses fits over a protrusion that is molded into the wall.



- ◆ **Pay attention to the LedgeLock system.** When you pivot or move a hold, make sure that the hold is oriented correctly so that the protrusion lines up correctly with one of the recesses *before* tightening.
- ◆ **It is very important not to cross-thread the hold-bolts into the threaded inserts.** When moving a hold to a new location, make sure the bolt is threaded properly and seated onto the hold *before* applying force. Holds should be tightened solidly with the special wrench - about 15-foot lbs. of torque.

SAFE USAGE

Kids are natural climbers and love to scramble around these attractive objects. Of course the same safety issues that apply to other playground equipment are relevant to WingWalls.

- ◆ All children should be supervised.
- ◆ No horseplay or wild behavior
- ◆ Avoid one child climbing over another child.
- ◆ No standing or balancing on the top of the wing.

◆ **ACTIVITIES AND GAMES**

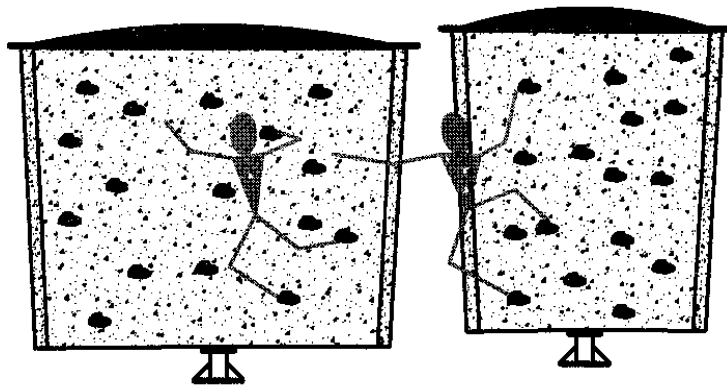
WingWalls are just naturally fun for kids. Turn them loose and they will be climbing all over the Wings. There are some good games to play as well, and the ones we like best are variations on old themes.

TAG

In WingWall tag, pretty much anything goes. Of course anyone who falls off or touches the ground is either "it" or out of the game. Also, when a player is tagged and becomes "it" they must traverse to a new climbing surface (either a different WingWall or the other side of the same WingWall) before tagging anyone.

A cool version is "Hat Tag", a team-tag game that works well with 3-5 members per team. Each climber wears a baseball cap. Team A wears the visor in the front and Team B has it in back. Each team has one WingWall surface for "Home" where they cannot be tagged as long as they don't touch another surface (although they can tag others from their home panel).

To tag a player, you must touch their hat. If an opposing team member tags your hat, you get off the wing, turn your hat around and join that team by climbing onto their "Home" panel. Play continues until all climbers are on the same team.



HIDE AND SEEK

WingWall Hide and Seek has slightly unusual rules. It works well with 3-5 players.

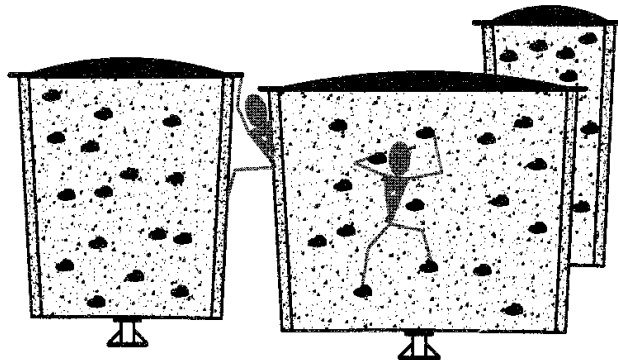
One WingWall surface is designated as the countdown surface and one central hold on this surface is designated as the goals. All the players start from this surface and climb around to a hiding place while the seeker holds the goals and counts to 100.

The seeker attempts to catch each player by finding them and then returning to the goals and calling their name (for example, if the player's name is Mark, the seeker yells "Mark's goals one-two-three".)

A player may "get their goals" by returning to the goals before the seeker and tagging it calling "My goals one-two-three". In either case, the player retires from the game until the next round. At the beginning of the next round, all players who were caught in the previous round buck up to choose a new seeker.

Some rules:

1. The seeker must see the face of the other player before returning to the goals and counting them out.
2. No players are allowed to look over the top of the wings – only around the ends.
3. A seeker who falls off the wing must return to the goals and start over.
4. A player who falls off the wing is considered "caught".

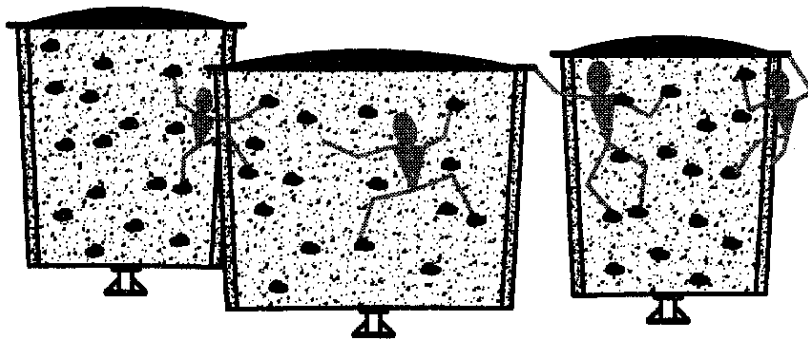


FOLLOW THE LEADER

This is a terrific game that is easy to set up, is excellent exercise, and can have hilarious moments.

The leader finds a path that leads from the end of one panel through the entire maze of WingWalls, traversing each surface until reaching the starting point again. Everyone else must follow. If the climbers are all similar size, a good variation is to require everyone to use the same holds.

A climber that falls goes to the end of the line.



HORSE

This is an excellent game where the climbers set the challenge. One climber sets a short route of about 4-8 moves (called a 'problem')/ Then each other person has to complete the same route. If anyone failing to complete the problem is given a letter. First one to complete the word loses. Since the climbers are going one at a time, this game works best in small groups of 3 or 4 friends.

Variation:

In order to adjust for skill, try giving different climbers different animal names. For example, the experienced climber might get DOG, where as the beginner may get ELEPHANT.

HIGH GRAVITY

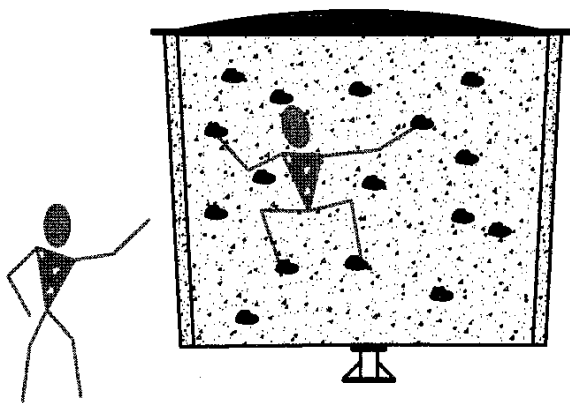
The object is to add extra weight to experience the feeling. There are several ways of doing this. A backpack with a waist belt on it works well. Fill the bag up with several heavy books or weights. Now, climb! Good luck!!

TELL ME SHOW ME

Pair off. Now have the climber get on the wing. The second person is going to point out the holds for the climber to use. You can get technical if you want and have the second person try to tell the climber what kind of moves to do. For Example, "Jay! Do a back step with your right foot, off the little blue hold and reach for the orange hold with your right hand."

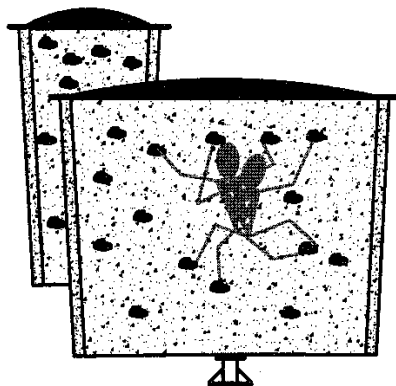
Variations:

- *Mumbo Jumbo*: The second person can only speak to the climber - they cannot point out the holds. They should keep their hands behind their backs.
- *What if?* The Second person can only point to holds - they cannot speak to the climber. Try limiting the time they can point out the next hold.



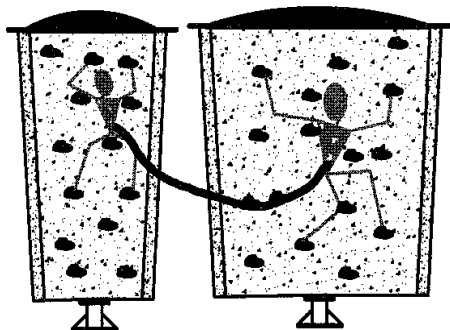
CRISS CROSS

Divide the climbers into two groups. Have each group start at opposite ends of the climbing area. Both groups start at the same time and make their way to the other team's beginning spot. Depending on the size of the group, start the climbers individually or in a bunch. Starting climbing in series highlights the game's goal of having to pass another climber on the wing, working cooperatively to get by, judging position and balance.



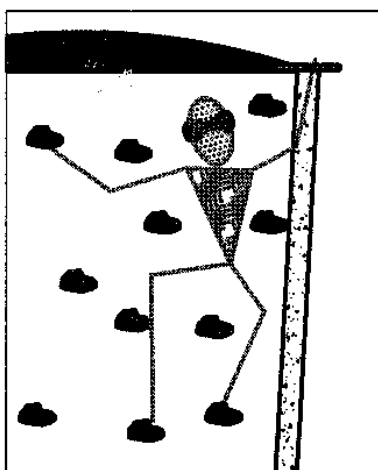
BUDDY BUDDY

In this game, climbers will traverse the wing in pairs while connected together by holding the same object. This can be a hoop. A scarf, a short piece of rope: anything soft and light. *Make sure that is never looped around a climber's neck or shoulder - hands only.*



BLIND ROUND'A'BOUTS

Pair up the climbers, each pair on a separate wing. One of the climbers wears a blindfold; the other will act as a guide. The climbers should climb completely around one wing, and then switch roles. Try it once allowing the climbers to talk to each other, and then try it without any talking.



SIMON DOES

One climber is the leader. He or she starts off at a given point, and all the other climbers have to follow that climber's exact moves, closely as possible. The trick is to have the leader try all sorts of fun movement and see if the followers can imitate. It will help to group the players by size: someone who is taller will be able to reach further than a shorter climber. This is not the goal. The goal is to teach climbers to experiment with different movement, using for example, back steps, under clings and side pulls.

THE LONG TRAVERSE

Using a long length of woolen thread, tie together a group of climbers and have them traverse around the wings. Tie the thread onto their hands or back belt loops. Do not use their shoulders or necks. See how long a group you can string together. If it is long enough, can they snake around and go back between themselves? It gets interesting!

TREASURE HUNT

The object is to get as many hidden items in a limited amount of time. Divide the climbers into two teams. First one group places a certain number of objects or rings in and around the WingWall area. The second team has a certain amount of time to gather all the items without getting off the wing or touching the ground with their feet. Reverse the team's roles. Do this a number of times. If one team makes it too hard, the other can do it in return, so there is a sense of strategy in how each team places items.

LIMITED WARRANTY

All WingWall components are warranted as below against failure caused by material defects or defective workmanship.

This warranty does not cover damage due to excessive wear, color fade, vandalism, theft, parts not installed or adjusted according to the Seller's instructions, cosmetic defects, or negligence.

Upon presentation of a valid claim, the Seller shall at its discretion repair or replace parts deemed defective according to the schedule below. The Seller shall be the sole judge of the warranty claim and at its discretion and written notice to customer may require return of the defective product to the point of manufacture.

The warranty period shall begin on the date of invoice. All materials or parts replaced under this warranty shall be warranted for the balance of the original limited warranty only.

The Warranty covers the following parts for a period of 10 years:

- ◆ **Aluminum hand rings**
 - ◆ **Galvanized steel structure and flanges**
 - ◆ **Rotationally molded plastic surfaces**
 - ◆ **Holds**
- For the *initial first (1) year*, the seller will deliver replacement parts, free of charge, at the customer's address, excluding labor.
 - For the *balance of the limited warranty*, the seller will repair or replace, free of charge, parts FOB point of manufacture, excluding labor.

The Seller will not accept the return of any item without prior written approval. The Seller will not be responsible as noted herein for labor costs involved in the removal of products or the installation of replacement products covered under this warranty.

Except as provided herein, the Seller makes no express warranties; implied warranty of merchantability or fitness for a particular purpose is limited in its duration to the duration of the written limited warranties set forth herein.

In no case shall the Seller be liable for any special, incidental, or consequential damages based on breach of warranty or contract, negligence or any other legal theory. Such damages include but are not limited to, loss of use of the equipment or any associated equipment, the cost of capital, the cost of substitute equipment, facilities or services, the claims of third parties, including customers, and injury to property.

This limitation does not apply to claims for personal injury where such limitation would be a violation of the applicable law. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

MAINTENANCE

WingWalls require minimal maintenance. The following is a table detailing the scheduled inspections and suggested work to maintain a WingWall.

ACTION	Weekly for first month	monthly	Every three months or seasonally
Check holds for looseness and retighten	X	X	
Check landing surface materials: rake or redistribute as necessary		X	
Check all fittings and hold bolts. Replace any worn fittings or those with stripped heads.			X
Clean the climbing holds			X
Re-Orienting the Wings: This is optional, and can be done on any time basis.			

PARTS/ACCESSORIES (* pre-installed on WingWall unit)

PART	Description	Supplied with WW	Part #
Wrench for hold bolts	5/16" Allen wrenches for tamper resistant pin in socket bolts.	1 per WingWall	ww-wr1
Holds	LedgeLoc™ holds to meet ASTM/CSA regulations	16 per side, 32 per WW	ww-hs1
Hold Bolts	3/8" x 16 x 2" pin in socket head bolts, SS.	32 per WingWall*	ww-hb1
Flange Bolts	3/4 x 2 hex head bolts, 18-8 SS.	8 per WingWall	ww-fb1
Flange washers	1/2" USS grade 8 washer, 18-8 SS.	8 per WingWall	ww-wa1
Adjustment wrench	1 1/8" combination wrench for adjustment of base flange bolts.	1 per WingWall group	ww-wr3
Wrench for top bolts	7/32" Allen wrench for pin in socket bolts.		ww-wr2
Top bolts	3/8" x 2" button hear, pin in socket, zinc or stainless steel.	3 per WingWall*	ww-tb1
Grab Ring	Cast aluminum ring, custom shape.	2 per WingWall*	ww-gr1
Foundation tube	Galvanized foundation embedment tube with bolt flange and rebar.	1 per WingWall	ww-ft1
Safety tube	Inner slide-fit tube for flange alignment.	1 per WingWall	ww-st1
Safety label	Replacement adhesive labels regarding placement over non-compliant surfaces.	1 per WingWall*	ww-ss1
WingWall manual	Owners and install manual (also available online at www.brewersledge.com)	1 per WingWall	ww-om1

NOTES:

This book was compiled by the staff at Brewer's Ledge in Boston, with the critical input from the staff at Passe Montage in Val-David, Quebec and at RTS Plastics in Waterloo, Ontario. Numerous other people contributed to the Wing Wall's development and shared have in the vision of creating a more exciting and interactive playground.

WingWall is patented in the USA by Brewer's Ledge Inc.
WingWall® is a registered trademark in The United States and Canada

For more information please contact your local dealer or visit www.wingwall.com

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ROTATING AND STATIONARY WALL SYSTEMS

