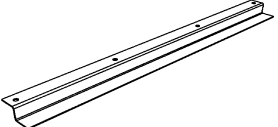


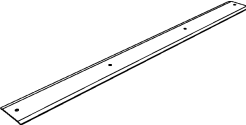
## EVERPLAY PlayMat54 Accessible Route Instructions

### MOUNTING KIT 54

This kit is used to attach an EVERPLAY PlayMat54 tile onto a hard curb edge (such as concrete). The intent is to mount a metal support to the perimeter of the playground to ensure a stable transition from the external hard surface to the PlayMat54.

#### Kit Contents (from EVERPLAY)

SUPPORT  **x 1**

THRESHOLD  **x 1**

EPOXY (marine grade, 2 part)

Tapcon® Concrete Screw (3/8"x 3")



**X 5**

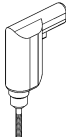
ADHESIVE  **x 1**

Adhesive activator and accelerator

#### TOOLS REQUIRED (not supplied)

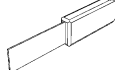
DRILL BIT MASONRY 5/16"



DRILL  **x 1**

DOUBLE HELIX MIXING DRILL BIT



PUTTY KNIFE  **x 1**

LEVEL (preferably digital)



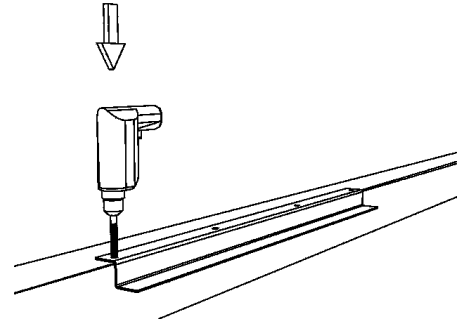
SOCKET (9/16")



## Assembly

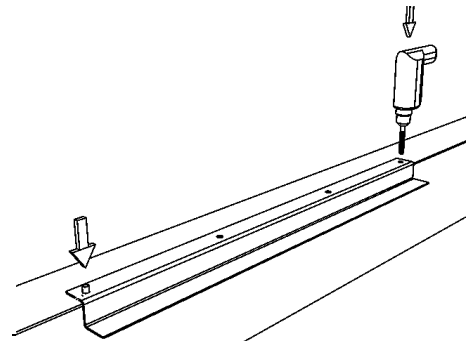
### Step 1

Position SUPPORT at intended location on concrete curb and use as template for drilling first hole – use 5/16" diameter masonry bit to drill hole minimum 95mm (3.5") deep. The drilled hole must be a minimum of 12mm (1/2") deeper than Anchor Screw



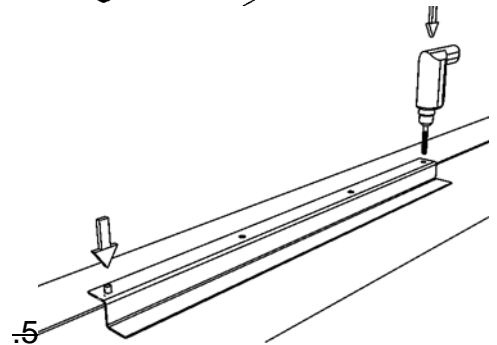
### Step 2

Place a 6mm (1/4") pin into first hole and allow to locate pin – drill hole at opposite end of SUPPORT like in Step 1 and place another locator pin.



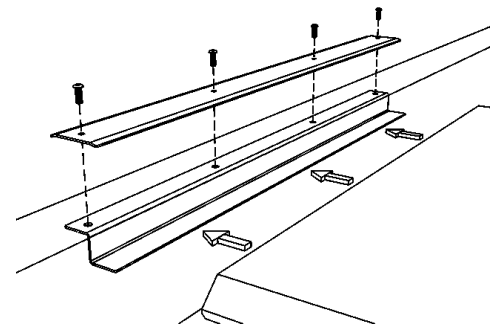
### Step 3

Drill remainder of holes to 95mm (3.5")



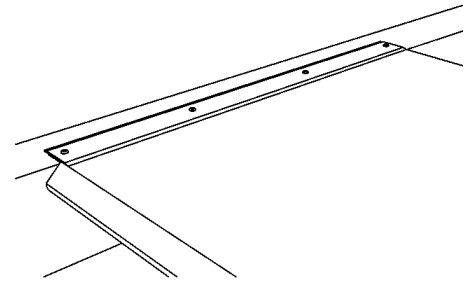
### Step 4

When the adjacent and underlying supporting surfaces are leveled and ready, install an appropriate square cut PlayMat54 (see Foam Timber installation instructions and mat cutting instructions) onto the SUPPORT. Apply the marine ADHESIVE to the lip of the SUPPORT and locate the PlayMat into its intended location as shown



### Step 5


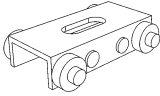

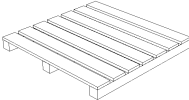
Position THRESHOLD as shown and use SOCKET DRIVER with a 9/16" socket head to secure with Tapcon® Concrete Screw





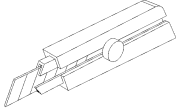

## PLAYMAT 54 SQUARE CUT PROCEDURE FOR CHANGE IN DIRECTION

This instruction explains the cutting procedure for producing square edges on EVERPLAY PlayMat 54 tiles. The intent is to make a square edge cut, removing the bevel to allow bonding to the MOUNTING KIT or in preparation for a LAP CUT.

### Kit Contents (from EVERPLAY)

CUTTING GUIDE		<b>x 1</b>	TROLLEY		<b>x 1</b>
PLAYMAT 54		AS REQUIRED	SKID		<b>x 1</b>

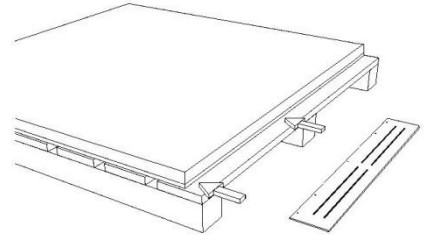
### Tools Required (not supplied)

HAMMER		<b>x 1</b>	NAIL (2")		<b>x 2</b>
KNIFE (Olfa HD)		<b>x 1</b>	GLOVES (Kevlar Safety)		<b>x 2</b>

## Procedure

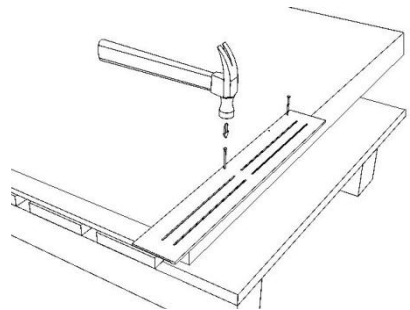
### Step 1

Position PLAYMAT 54 on SKID (supplied with the mats) and slide CUTTING GUIDE over the edge intended for cutting



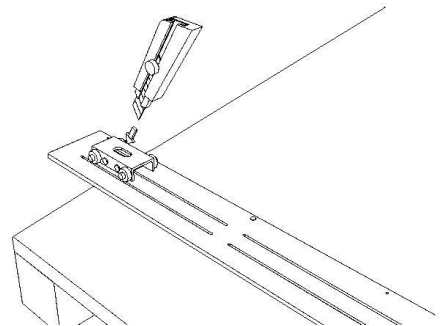
### Step 2

Make sure that CUTTING GUIDE is flush and tight to edge that is to be cut and projects minimum 50mm (2") past corner of mat; Secure CUTTING GUIDE by driving NAILS into rubber as shown



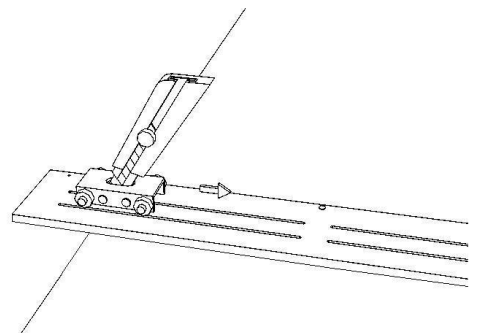
### Step 3

Place TROLLEY over outermost slot in CUTTING GUIDE and insert KNIFE blade – the goal is to cut 50mm (2") off the edge of the mat leaving a clean square edge. Make sure to wear Kevlar Safety GLOVES for all cutting operations



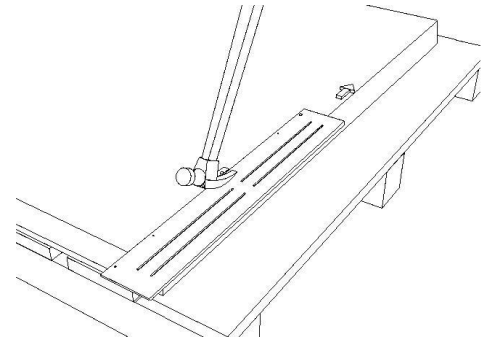
### Step 4

Using TROLLEY and CUTTING GUIDE slot as a guide, draw the KNIFE the full length of each slot in the line. Increase the length of the knife blade and repeat the action numerous times. Keep extending the blade and repeating the action until a cut the full depth of the PLAYMAT has been achieved



**Step 5**





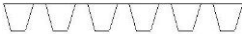
Pull NAILS out with HAMMER and slide CUTTING GUIDE along the edge of the PLAYMAT 54  
Position the CHANNEL tight to the edge of the PLAYMAT and secure once again with the NAILS



## ASSEMBLY OF ACCESSIBLE ROUTE

This kit used to assemble an EVERPLAY PlayMat54 ACCESSIBLE ROUTE. The intent is to assemble PlayMat54 mats into a configuration to create a firm and stable accessible route into the play surface area from an installed perimeter threshold.

### Materials (supplied by EVERPLAY)

- |                      |   |            |                    |   |            |
|----------------------|---|------------|--------------------|---|------------|
| PLAYMAT54            |  | <b>x 1</b> | ADHESIVE           |  | <b>x 1</b> |
| ADHESIVE ACCELERATOR |  | <b>x 1</b> | ADHESIVE ACTIVATOR |  | <b>x 1</b> |
| EDGE UNDERLAYMENT    |  | <b>x 1</b> | PER JOINT          | 6" X 60" Per Piece  |            |

### Tools Required (not supplied)

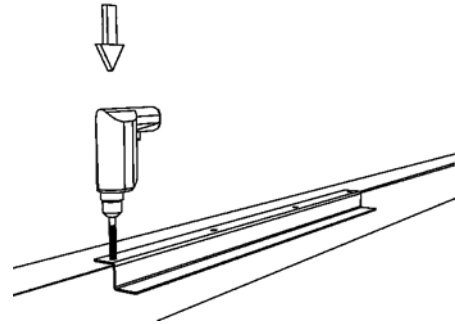
- |             |   |            |                            |   |
|-------------|---|------------|----------------------------|---|
| PUTTY KNIFE |  | <b>x 1</b> | LEVEL (preferably digital) |  |
|-------------|---|------------|----------------------------|---|

## Assembly

The accessible route mats are to be installed within the protective surface area leading from a previously installed MOUNTING KIT (see MOUNTING KIT instruction) and connecting to each elevated accessible component that exits to the ground and each ground level accessible route. The PlayMat54 tiles are to be installed on a prepared smooth, compacted base that is flat within a tolerance of 6mm over 3 m (1/4" over 10 ft). The edges of the PlayMat54 are supported by the EVERPLAY Foam Timbers. The base may be compacted granular material outside the play area and/or SMARTE bags within the use zone of the defined playspace. The final running slope of the surface must be a maximum 1:16 with a cross slope maximum of 1:48.

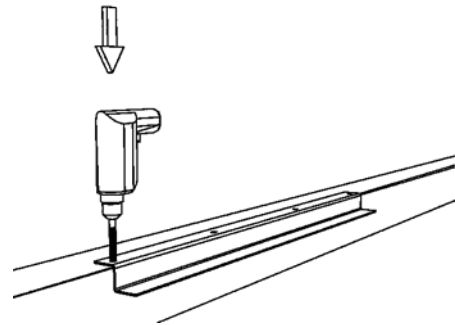
### Step 1

Locate suitable placement of entrance to playground base. The EVERPLAY Foam Timbers are laid at the edges of the PlayMat54 according to the instructions. The granular base is installed to minus 100mm (4") from the top of the Foam Timber to allow for placement of the SMARTE system.



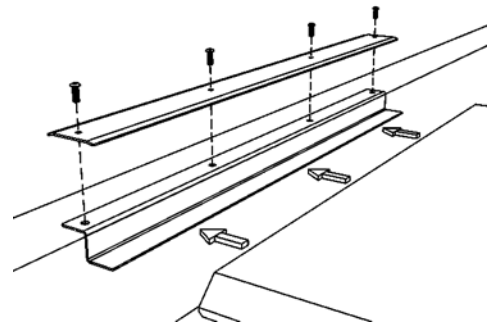
### Step 2

Place and fasten Threshold Mat to concrete curb as per Step 1.



### Step 3

Fasten Mat 1 to threshold to ensure a solid starting point

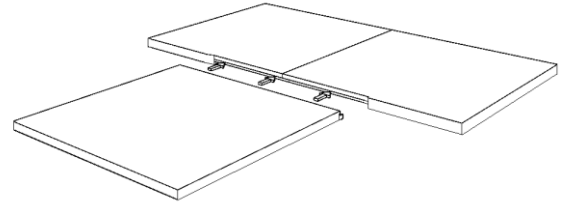


## play and recreation surfaces

## EVERPLAY INTERNATIONAL INC.

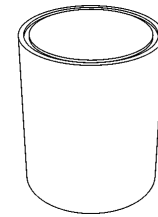
### Step 4

To reduce the risk of complications, it is advised that all Foam Timbers and SMARTE system are in place and bonded to each other with the EVERPLAY Adhesive. Once the Timbers and SMARTE system are in place, the PlayMats54 can be placed. Under each jointing of the PlayMats54, the EDGE UNDERLAYMENT is placed to support the joint until the adhesive is cured. The edge underlayment remains.



### Step 5

Mixing of EVERPLAY adhesive – A) Open pail of Black EVERPLAY Adhesive and inspect the material for a crust. If a crust is present, lightly press down on it to release it from the bucket and remove to expose the paste. B) Add EVERPLAY Adhesive accelerator to the pail and begin mixing for 3 minutes or until material has foamed slightly. Allow the foam to reduce to original volume and begins to stiffen. C) Add EVERPLAY Adhesive Activator and mix vigorously for 10 minutes allowing the material to foam and reduce to original volume

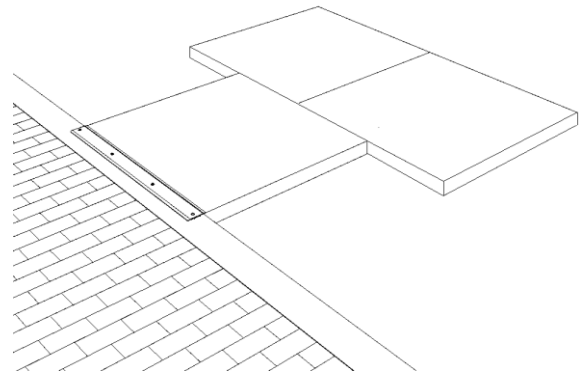


NOTE: At this point the EVERPLAY Adhesive will cure within 6 hours and will become very difficult to work with 20 minutes after mixing is complete.. The Activator may not be required if the temperature is over 20°C (70°F) as the reduction in working time might make the adhesive unmanageable. A relative humidity greater 40% can also reduce working time.

### Step 6

Separate mats and apply adhesive with PUTTY KNIFE to all vertical surfaces of joints to be connected do not apply excessive amount as adhesive does not clean off easily. Do not apply in wet conditions or the adhesive will foam.

Assemble mats into final configuration as shown.



### Step 7

Install loose fill playground surface around the accessible route and flush with the top of the PlayMats.