



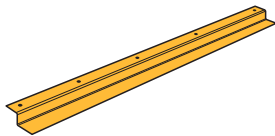
**PlayMat54**  
**Full-Depth Accessible Route**  
**Installation Instructions**

# PlayMat54 Full-Depth Accessible Route Instructions

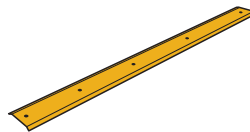
## MOUNTING KIT 54

The PlayMat54 full-depth entrance section is delivered fully assembled. The accessible PlayMat54 full-depth sections are to be installed within the perimeter of the playground on smooth and compact well-draining granular base that is 300mm (12") below final grade. This kit is used to attach an **EVERPLAY** PlayMat54 Full-Depth 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 or PlayMat54 Full-Depth entrance section.

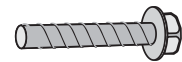
### MATERIALS (SUPPLIED BY EVERPLAY)



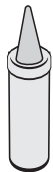
1 X SUPPORT



1 X THRESHOLD



5 X (3/8"x 3") TAPCON®  
CONCRETE SCREWS



1 X ACCELERATOR



1 X ADHESIVE

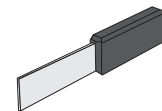
### TOOLS REQUIRED (not supplied)



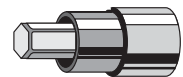
LEVEL (PREFERABLY DIGITAL)



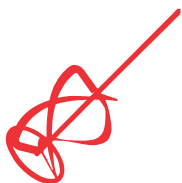
DRILL



PUTTY KNIFE



SOCKET(3/8")



SMALL DOUBLE HELIX  
MIXING DRILL BIT



DRILL BIT MASONRY 1/2"



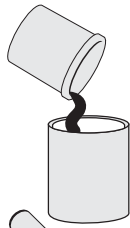
5ft STRAIGHT EDGE

# Assembly Of Entrance Section

(identified with yellow strip on edge)

## ADHESIVE

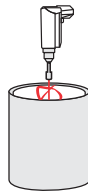
POUR 1/4  
ADHESIVE  
INTO CLEAN  
CONTAINER.



ADD 3 FULL  
DROPS OF  
ACCELERATOR  
TO 1/4 ADHESIVE.



MIX FOR 3 MIN OR  
UNTIL ADHESIVE  
REACTS SLIGHTLY.



Use of the **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. **EVERPLAY** Adhesive can be used in this state alone.

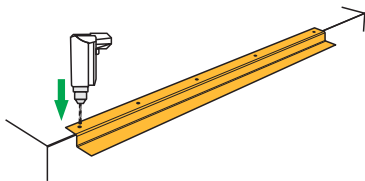
The following mixing instructions are to drastically reduce the cure time but will also reduce the time to work with the material. **(use caution)**

NOTE: Using smaller amounts at a time will prevent any waste and allow for additional applications if needed. To reduce the wastage, decant the adhesive into a smaller container to the approximate amount needed to bond one section, and seal the remaining unused adhesive.

B) If the temperature is below 10C (50F) the **EVERPLAY** Adhesive Accelerator can be added to the decanted container and begin mixing for 3 minutes or until material has reacted slightly.

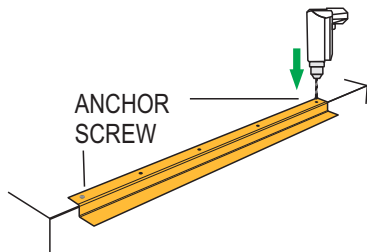
NOTE: At this point the **EVERPLAY** Adhesive will cure within 6 hours and will become very difficult to work with 20 minutes after mixing is complete.

STEP 1



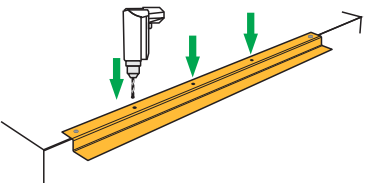
Position the SUPPORT at the intended location on the concrete curb and use as a template for drilling the first hole – use 1/2" diameter masonry bit to the drill hole minimum 80mm (3") deep. The drilled hole must be deeper or equal to the length of the Anchor Screw.

STEP 2



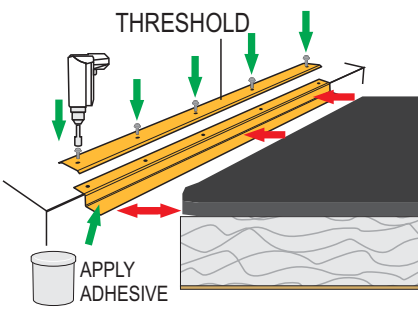
Drive Anchor Screw into the first hole and allow it to project as a temporary location pin – drill a hole at opposite end of the SUPPORT like in Step 1.

STEP 3



Drill the remainder of the holes to minimum of 80mm (3") depth.

STEP 4



When the adjacent and underlying playground surfacing supporting surfaces are leveled, compacted and ready (**CROSS SLOPE MUST NOT BE GREATER THAN 2%, RUNNING SLOPE MUST NOT BE GREATER THAN 6.25%**), apply the **EVERPLAY** ADHESIVE onto the vertical and horizontal surface of the Threshold Support. **Do not put adhesive on the Threshold.** Slide and insert.

# Assembly Of Accessible Route

This kit is used to assemble an **EVERPLAY** PlayMat54 FULL-DEPTH 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. **CROSS SLOPE MUST NOT BE GREATER THAN 2%, RUNNING SLOPE MUST NOT BE GREATER THAN 6.25%.**

## MATERIALS (SUPPLIED)



1 X PLAYMAT54 (FULL-DEPTH)  
4ft x 5ft x 1ft

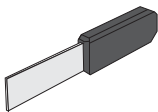


1 X. ADHESIVE ACCELERATOR



1 X ADHESIVE

## TOOLS REQUIRED (NOT SUPPLIED)



PUTTY KNIFE



LEVEL  
(PREFERABLY DIGITAL)



5ft STRAIGHT EDGE

## ASSEMBLY OF ACCESSIBLE ROUTE

The PlayMat54 full-depth sections are delivered fully assembled. The accessible PlayMat54 full-depth sections are to be installed within the perimeter of the playground on smooth and compact well-draining granular base that is 300mm (12") below final grade.

Each unit is installed sequentially from a previously installed Entrance section or PlayMat54. Configure the route to connect to each elevated accessible component that exits to the ground and each ground level accessible component. 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) and 300mm (12") below final grade. The final running slope of the surface must be a maximum 1:16 with a cross slope maximum of 1:48.

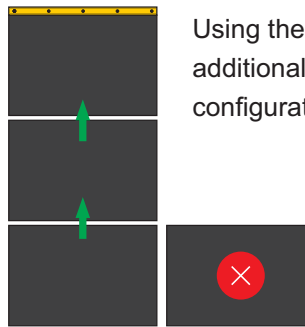
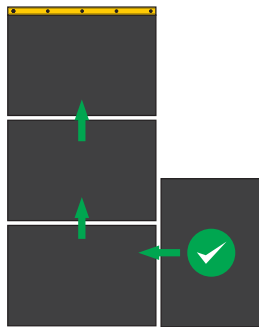
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# ASSEMBLY OF ACCESSIBLE ROUTE

**STEP 1** Remove the side support wooden packaging and plastic wrap as necessary. Have the next PlayMat54 full-depth section within 300mm (12") of the previously installed section. Apply **EVERPLAY** Adhesive to the vertical side of the previously installed Full-Depth mat section (not on the top surface). Slide the next section into place making sure that the surfaces are in full contact. **Keep the EVERPLAY Adhesive from the top of the mat and remove any excess material at the seam.**

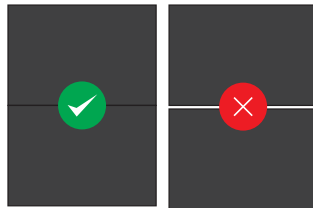
**Note:** Check the level and slope of each section frequently and make any adjustments to the base below the section to achieve the required tolerance throughout the Accessible route. This can only be done prior to or after the **EVERPLAY** Adhesive is applied and still malleable.

**STEP 2**



Using the same technique as step 1, place all additional sections in place to form the desired configuration.

**STEP 3**



Check for any gaps at the seams between the mat sections and apply a light bead of Everplay adhesive on the seams if necessary.

Once installed the loose fill material is installed to the level of the PlayMats.

## REAL WORLD INSTALLATION



**EVER** **PLAY**<sup>TM</sup>  
*play and recreation surfaces*

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