



Mission

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Our mission is to make public spaces attractive for play, sports, exercise and socialising so that people of all ages can continue to develop and have fun. Playing and exercising are essential for people's development in physical, cognitive, social-emotional, creative and intellectual areas, regardless of their age.

Design philosophy

When designing outdoor spaces, we look through the eyes of the user and select exercise and play equipment that suits different needs and ages. In this way, we contribute to physical and mental health as well as social well-being. We use different furnishing concepts based on the needs of the users per location.

Our working method is flexible, allowing us to respond to current social developments such as climate adaptation, biodiversity, nearsightedness of children, lack of space and exercise poverty.

Sustainability

We have more than 63 years of experience and expertise in sustainability and eco-friendly solutions.

We use a circular business model. Our business operations are oriented on the basis of the R-strategy: Reduce, Repair, Re-use and Recycle, in which safety and reuse of materials are central.

In this brochure, we explain how we put these aspects into practice.

Willem Butz

Managing Director



essential for children

Play is essential for children as it contributes to the development of their bones, muscles, nervous system and motor skills. It also boosts their social and emotional development and stimulates the formation of connections in the brain, 95% of which are formed in the first 6 years of their lives.

Children have different exercise needs at different ages. Our play areas offer a range of play values and encourage children to explore, explore boundaries, be inventive and take on challenges, with the aim of supporting them in creating their own play.

Sensorimotor

Handling incoming impulses and the progression of movements from head to toes.

Physical

Muscle development, bone strength, physique, and endurance.

Source: Hanneke Poot – Bewegen is de basis

Social

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Stimulates cooperation, communication and social skills.

The influence of play

on development

Cognitive

Stimulates problemsolving skills and creativity. Maturation of the brain.

Emotional

Boosts self-confidence and resilience.

Want to learn more about the development of children?
Please visit: https://www.boerplay.com/en/the-influence-of-play-on-development

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The four play types

To help us create engaging and challenging play areas, we distinguish between four different play types: Energizers, Structure seekers, Builders and Observers. Each type has its own way of playing and has unique needs from a play area.

The four types were inspired by the design philosophy of Dutch architect Bertus Mulder. By taking an approach that focuses on this diversity, we can enable each child to engage in their preferred style of play, alone or with others.

Children grow up, but their diversity remains. Visit our website to learn how we apply our philosophy to creating spaces for children, adults and seniors.

https://www.boerplay.com/en/lifecycle/general/





Energizer

"I am the fastest; try to catch me! Just let me hop-, bounce and run around. I don't like to sit still. I need space to do my thing"

Energizers need a lot of open and undefined space. Preferably with competition elements and height differences. There they can excel and achieve.



Structure seeker

"Playing is the best thing in the world! Give me something I can play with and I'll have fun. And when we play together, it will be even more fun! Come on, let's not waste time and get started! "

Structure seekers need an environment where they can meet and which is equipped with predefined playing purposes and comfortably furnished.





"Just let me be... I'm just comfortable over here. Can I stay just a little longer? I was just playing a really fun game. You said we could stay another 5 minutes, didn't you? Well, they're not over, so we can't go back yet"

Observers need a safe space to retreat and seek shelter.



"Look, all of it made by me! With everything I can find around me, I build the most beautiful creations. I learn by trying: I experiment like crazy. And if I ever digress. something even more beautiful often comes up! "

Builders need an open space with (natural) building materials present for building and finding freedom of expression and interpretation.

Exercise needs by age group

For different age groups, specific exercise goals and environmental requirements apply to our play and sports areas:

Development: Motor and sensory motor skills.

Environmental wishes: A defined, safe and clean environment with soft surfaces with constant supervision.

Development: Fine motor skills, sensorimotor skills and understanding of cause and effect.

1.5 - 4vear

Environmental wishes: Plenty of space for running, jumping, lugging, cycling, ball games, etc. Various materials (such as sand, water, grass) and relief.

vear

Development: Stimulation of gross and fine motor skills, balance and coordination. **Environmental wishes:** Protected and safe areas. Free space without obstacles for free play, movement play and group play. Abundance of natural elements and variety of surfaces.

Development: Refinement of motor skills, agility and endurance. Environmental wishes: A lively location for skill and construction play and street sports.

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Development: Cognitive and psychosocial development.

Environmental wishes: Meeting places with high-quality multifunctional sports facilities, separate for boys and girls, within sight but out of earshot of homes.

Development: Promoting vitality, health and social interaction. **Environmental wishes:** A lively location for various forms of exercise.





Sustainability: an obvious aspect

Sustainability is at the heart of all our activities, with a specific focus on our main target group: children. When designing a playground, we reuse materials already available at the site as much as possible, with the same or modified function. When designing and manufacturing play equipment, we are careful in the use of scarce raw materials, keeping future generations in mind.

We apply a hybrid circular business model:

Classical sustainable: We use high-quality (recycled) raw materials to achieve a long life of our play equipment.

Intermediary: With the aim of extending the lifespan of our play equipment, it is by definition easy to repair. In addition, we have an efficient return flow for reuse of equipment, modules or parts.



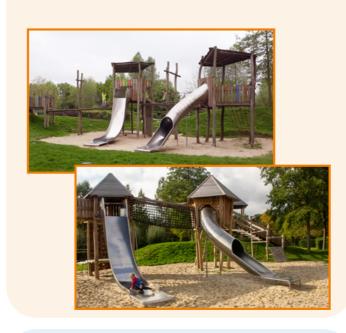


Reduce, Re-use, Repair en Recycle

Our operations are based on the R-strategy: Reduce, Repair, Re-use and Recycle, through which we aim to minimise waste, extend the life of our products, recycle materials and promote reuse.

Reduce

We apply as little material as possible and only standard available sizes, c.q. lengths. The material we use has a long lifespan (20 years), is low-maintenance and reusable.



Repair

We design our programmes to be modular. All modules, such as floors, roofs, panels, climbing walls, slides and slide bars, handles, etc. are easily dismountable and interchangeable, i.e. without having to dismantle the entire unit.



Re-use

At the end of the life cycle, we take back our own appliances. Serviceable parts of the returned equipment are reused, with corrective measures if necessary. By reusing parts, we do not compromise on safety (EN 1176) or play value.



Recycling

We have been using recycled plastic since 1981. Other materials such as stainless steel and aluminium have already been recycled as well. We add 10-30% virgin material for optimal properties. In 2022, we introduced posts made of recycled artificial grass. Our production waste is offered separately for high-quality recycling.



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Life-cycle analysis and environmental impact

We have analysed the life cycle (LCA) of our products from 'Cradle to Gate', including 'End of Life' (Table 1) and established an Environmental Product Declaration (EPD) according to ISO 14205 / EN 15804+A2. In the EPD, we have defined the impact of 13 environmental impact indicators, such as CO2 etc. We weigh these 13 indicators against a shadow price for the social compensation costs, the so-called Environmental Cost Indicator (EQI) (see table 2).

Product stage		Construction process stage		Use stage							End of life stage				Benefits and loads beyond the system boundaries	
Raw material supply	Transport	Manufacturing	Transport to site	Assembly (installation)	Use	Maintenance	Repair	Replacement	Refurbishment	Operational energy use	Operational water use	De-construction demolition	Transport	Waste processing	Disposal	Reuse-, recover-, recycling potential
A1	A2	A3	A4	A5	81	82	B3	84	85	B6	87	C1	C2	C3	C4	D
х	х	х	ND	ND	ND	ND	ND	ND	ND	ND	ND	Х	Х	Х	Х	Х

Table 1: Modules of the analysis: $x = performed \mid ND = not performed$

We calculate the Environmental Cost Indicator (EQI) according to the NMD Determination Method Version 1.1 March 2022. A lower MKI value means lower costs to compensate for negative environmental impacts. The MKI serves as a driver for us to improve our design, production and procurement choices.

We strive to minimise our environmental impact because we do not want to confront the children who grow up using our playgrounds now, later on, with the consequences of irresponsible choices we make now. From 2027, we will calculate the environmental impact over the full life cycle 'cradle to grave'.

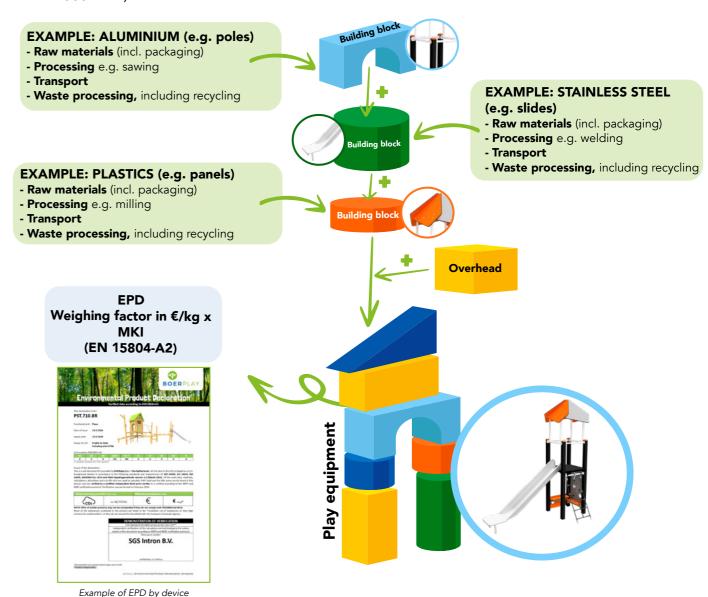
Our calculation methods have been validated by SGS Intron BV.

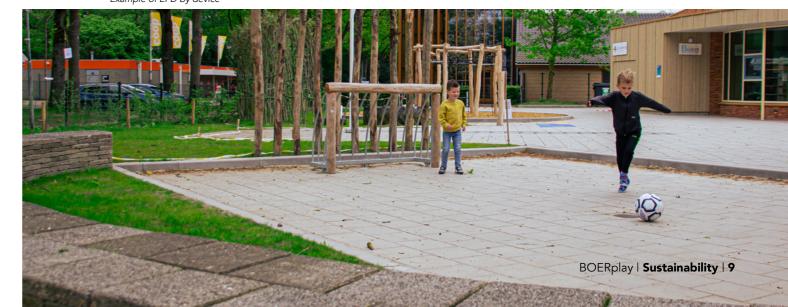
Impact Category / Indicator	Unit	Description					
1. Climate change – total, fossil, biogenic, and land use	kg CO ₂ -eq	Indicator of potential global warming due to emissions of greenhouse gases to the air.					
2. Ozone depletion	kg CFC-11- eq	Indicator of emissions to air that causes the destruction of the stratospheric ozone layer.					
3. Acidification	kg SO ₂ -eq	Indicator of the potential acidification of soils and water due to the release of gases such as nitrogen oxides and sulfur oxides					
4. Eutrophication	kg PO ₄ ³⁻ -eq	Indicator of nutrient enrichment of the aquatic ecosystem due to nitrogen or phosphorus containing compounds.					
5. Photochemical ozone creation	kg ethene- eq	Indicator of gas emissions that affect the creation of photochemical ozone in the lower atmosphere (smog) catalysed by sunlight.					
6. Depletion of abiotic resource elements	kg Sb-eq	Indicator of depletion of natural non-fossil resources.					
7. Depletion of abiotic resources - fossil fuels	MJ	Indicator of natural fossil fuel depletion.					
8. Human toxicity	1,4-DCB-eq	Impact on humans of toxic substances emitted to the environment (Dutch version of EN15804 only).					
9. Freshwater aquatic ecotoxicity	1,4-DCB-eq	Impact on freshwater organisms of toxic substances emitted to the environment (Dutch version of EN15804 only).					
10. Marine aquatic ecotoxicity	1,4-DCB- eq/sup>	Impact on marine organisms of toxic substances emitted to the environment (Dut version of EN15804 only).					
11. Terrestrial ecotoxicity	1,4-DCB-eq	Impact on terrestrial organisms of toxic substances emitted to the environment (Dutch version of EN15804 only).					
12. Water pollution	m³	Indicator of the amount of water required to dilute toxic elements emitted into water or soil (French version of EN15804 only).					
13. Air pollution	m³	Indicator of the amount of air required to dilute toxic elements emitted into the air (French version of EN15804 only).					

Table 2 - Source: https://ecochain.com/

How do we calculate the environmental impact?

The raw materials we use affect the environment throughout their life cycle: from extraction and production to transport, use and disposal. We have calculated the environmental impacts in euros per Kg per material, creating several 'building blocks' per appliance. By adding up the impact per building block, we can calculate the Environmental Cost Indicator (EQI) for each appliance (according to EN 15804+A2).







Guidelines on procurement from municipalities

Governments face the challenge of formulating policies based on political considerations and societal developments related to sustainability and the environment. Integrating environmental and sustainability standards into municipalities' procurement policies is also an effective means of giving direction to the market to assess the performance of market players.

As an experienced player in the field of sustainability in outdoor spaces, we strive to create awareness in the market. Our expertise enables us to support municipalities in formulating sustainability/circularity policies around play, sports, exercise and meeting in public outdoor spaces.



Example of EPD by device

EQI and CO2 reduction are already commonplace in the building and infrastructure, energy and transport sectors, which is why we have also chosen these comparable parameters.

We apply the *NEN-EN 15804+A2* standard for environmental declarations of products and *the NMD Determination method version 1.1 March 2022* for calculating the environmental impact and EQI score.

For municipalities that want to compare different contract partners on the basis of sustainability criteria, it is crucial to know which standards are used. For this, the specification text on the page opposite can be used for tenders.

By adopting consistent and recognised standards, municipalities can chart a sustainable course and contribute to an environmentally friendly future in the design of outdoor public spaces.

Warranty and certification

As proof of the durability of our play equipment, we offer comprehensive warranties on the construction, walls, floors, roofs and slides of our products. Our processes are certified to ISO 9001 and ISO 14001 standards for quality and environmental management. Moreover, we are classified at level 5 of the CO2 performance ladder, which confirms our commitment to CO2 reduction and sustainability.























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