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Attention: Wim de Man

Safety assessment Toy Safety Directive 2009/48/EC article 18

Report no. SP14-016938W

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The following technical documentation were submitted and identified by/on behalf of the client as:

Name of Product/Item	Band-it
Details of product received	Set with loombands, s-clips, pin, and board. See photo below.
Article number	6200/0800
Batch number	-
Number of submitted samples	One set
Date Product Received	June 24, 2014
Review period	July 25, 2014

This review is based on guidance document on the application of directive 2009/48/EC on the Safety of Toys:
"Technical documentation"

Technical documentation must be drawn up by the manufacturer, since the manufacturer is the economic operator who should know all details regarding the design, production, composition (materials and chemicals) of the toy. The other economic operators (authorised representatives, importers, distributors) are obliged to make this information available.

Conclusion Safety assessment

Identified hazards

Following mechanical and physical hazards are identified which are covered by the toy standard EN 71 part 1;

1. Choking hazard;
2. Puncture hazard;
3. Laceration hazard;
4. Strangulation/tourniquet hazard.

Following mechanical and physical hazard is identified which is covered by the toy standard EN 71 part 2;

5. Flammable substances

Conformity assessment

The results of the safety assessment and available information do not indicate objections to apply self-declaration conformity procedure (module A) as described in "DECISION No 768/2008/EC"

Signed for and on behalf of
CTS Agri-Food Laboratory



E.A.M van Meurs
Laboratory Manager

Mechanical, physical, flammability and electrical hazard

Hazards and their typical injury scenario and typical injury

Size, shape and surface			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Product is obstacle	Person trips over product, falls and hits the floor; or person bumps into product	Bruising; fracture
No	Product is impermeable to air	Product covers mouth and/or nose of a person (typically a child), or covers internal airway	Suffocation
Yes	Product is or contains small part	Person (child) swallows small part; the part gets stuck in larynx and blocks airways	Choking, internal airway obstruction
Yes	Sharp corner or point	Person hits sharp corner or is hit by moving sharp object; this causes a puncture or penetration injury	Puncture; blinding, foreign body in eye; hearing, foreign body in ear
Yes	Sharp edge	Person touches sharp edge; this lacerates skin or cuts through tissues	Laceration, cut; amputation
No	Slippery surface	Person walks on surface, slips and falls hitting the floor	Bruising; fracture
No	Rough surface	Person slides along rough surface; this causes friction and/or abrasion	Abrasion
No	Gap or opening between elements	Person puts a limb or body in opening and is trapped with finger, arm, neck, head, body or clothing; injury occurs due to gravity or movement	Crushing, fracture, amputation, strangulation
No	Protruding elements	Person falls on top of the protruding element; this causes puncture or penetration injury	Puncture, internal injury
Yes	Product contains long cords, nooses, chains, electric cables	Long cords can form nooses and wrap around limbs or neck of the user	Suffocation, strangulation
No	Possibility to bite off small part from product	Person (child) swallows small part; the part gets stuck in the digestive tract	Digestive tract obstruction

Potential energy			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Low mechanical stability	Product tips; person on top of product falls from height, or person near product is hit by the product; electrical product tips, breaks and gives access to live parts, or continues to work heating nearby surfaces	Bruising; dislocation; sprain; fracture; crushing; electric shock; burns
No	Low mechanical strength	Product collapses by overloading; person on top of product falls from height, or person near product is hit by the product;	Bruising; dislocation; fracture; crushing;
No	High position of user	Person at high position on the product loses balance, has no support to hold on to and falls from height	Bruising; dislocation; fracture; crushing
Yes	Elastic element or spring	Elastic element or spring under tension is suddenly released; person in the line of movement is hit by the product	Bruising; dislocation; fracture; crushing
No	Pressurized liquid or gas, or vacuum	Liquid or gas under pressure is suddenly released; person in the vicinity is hit; or implosion of the product produces flying objects	Dislocation; fracture; crushing; cuts (see also under fire and explosion)

Kinetic energy			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Moving product	Person in the line of movement of the product is being hit by the product or run over	Bruising; sprain; fracture; crushing
No	Parts moving against one another	Person puts a body part between the moving parts while they move together; the body part gets trapped and put under pressure (crushed)	Bruising; dislocation; fracture; crushing
No	Parts moving past one another	Person puts a body part between the moving parts while they move close by (scissor movement); the body part gets trapped between the moving parts and put under pressure (shearing)	Laceration, cut; amputation
No	Rotating parts	A body part, hair or clothing of a person is entangled by the rotating part; this causes a pulling force	Bruising; fracture; laceration (skin of the head); strangulation
No	Rotating parts close to one another	A body part, hair or clothing of a person is drawn in by the rotating parts; this causes a pulling force and pressure on the body part	Crushing, fracture, amputation, strangulation
No	Acceleration	Person on the accelerating product loses balance, has no support to hold on to and falls with some speed	Dislocation; fracture; crushing
No	Flying objects	Person is hit by the flying object and depending on the energy sustains injuries	Bruising; dislocation; fracture; crushing
No	Vibration	Person holding the product loses balance and falls; or prolonged contact with vibrating product causes neurological disorders, osteo-articular disorder, trauma of the spine, vascular disorder	Bruising; dislocation; fracture; crushing
No	Noise	Person is exposed to noise from the product. Tinnitus and hearing loss may occur depending on sound level and distance	Hearing injury

Electrical energy			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	High/low voltage	Person can touch part of the product that is at high voltage; the person receives an electric shock and may be electrocuted	Electric shock
No	Heat production	Product becomes hot; a person touching it may sustain burns; or the product may emit molten particles, steam etc. that hits a person	Burn, scald
No	Live parts too close	Electric arc or sparks occur between the live parts. This may cause a fire and intense radiation	Eye injury; burn, scald

Extreme temperatures			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Open flames	A person near the flames may sustain burns, possibly after clothing catches fire	Burn
No	Hot surfaces	Person does not recognise the hot surface and touches it; the person sustains burns	Scald
No	Hot liquids	Person handling a container of liquid spills some of it; the liquid falls on the skin and causes scalds	Burn
No	Hot gases	Person breathes in the hot gases emitted from a product; this causes lung burn; or prolonged exposure to hot air causes dehydration	Scald
No	Cold surfaces	Person does not recognize the cold surface and touches it; the person sustains frostbite	Burn

Radiation			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Ultraviolet radiation, laser	Skin or eyes of a person are exposed to radiation emitted by the product	Burn, scald; neurological disorders; eye injury; skin cancer, mutation
No	High intensity electromagnetic field (EMF) source; low frequency or high frequency (microwave)	Person is close to the electromagnetic field (EMF) source, body (central nervous system) is exposed	Neurological (brain) damage, Leukaemia (children)

Fire and explosion			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
Yes	Flammable substances	Person is near the flammable substance; an ignition source sets the substance on fire; this causes injuries to the person	Burn
No	Explosive mixtures	Person is near the explosive mixture; an ignition source causes an explosion; the person is hit by the shock wave, burning material and/or flames	Burn, scald; eye injury, foreign body in eye; hearing injury, foreign body in ear
No	Ignition sources	The ignition source causes a fire; a person is injured by flames, or intoxicated by gases from the house fire	Burn; poisoning
No	Overheating	Product overheats; fire, explosion	Burn, scald; eye injury, foreign body in eye;

Product operating hazards			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Unhealthy posture	Design causes unhealthy posture of person when operating the product	Strain; musculoskeletal disorder
No	Overexertion	Design requires use of considerable force when operating the product	Sprain or strain; musculoskeletal disorder
No	Anatomical unsuitability	Design is not adapted to human anatomy which makes it difficult or impossible to operate	Sprain or strain
No	Ignoring personal protection	Design makes it difficult for a person wearing protection to handle or operate the product	Various injuries
No	Inadvertent (de)activation	Person can easily (de)activate product which leads to unwanted operation	Various injuries
No	Operational inadequacy	Design provokes faulty operation by a person; or product with a protective function does not provide expected protection	Various injuries
No	Failure to stop	Person wants to stop the product, but it continues to operate in situation where this is unwanted	Various injuries
No	Unexpected start	Product shuts down during a power failure, but resumes operation in a hazardous way	Various injuries
No	Inability to stop	In an emergency situation, person is not able to stop operation of the product	Various injuries
No	Inadequately fitting parts	Person tries to fit a part, needs too much force to fit, product breaks; or part is too loosely fitted and gets loose during use	Sprain or strain; laceration, cut; bruising; entrapment
No	Missing or incorrectly fitted protection	Hazardous parts are reachable for a person	Various injuries
No	Missing or incorrectly fitted protection	User does not notice warning texts and/or does not understand symbols	Various injuries
No	Insufficient warning signals	User does not see or hear warning signal (optical or auditive) causing dangerous operation	Various injuries

Hygiene and radioactivity

There are no harmonized standards available for the hygiene and radioactivity requirements; therefore an assessment is needed to evaluate the compliance. In order to assess the toy, the composition of the toy and the materials used in the toy need to be known.

Hygiene and radioactivity			
Applicable yes / no	Product property	Typical injury scenario	Typical injury / Hazard
No	Are there any radioactive materials added?		Radiation
No	Are there any natural materials used like nuts, pips, herbs?		Allergies / Microbiological
No	Are there any liquids used?		microbiological
No	Is the toy intended for children < 3 years and made of textile?		microbiological

Note 1: When “No” is selected for a hazard, it indicates that under normal circumstances it will be unlikely this hazard is applicable.

Note 2: **SGS** = SGS recommended additional review point, not part of guidance document on the application of directive 2009/48/EC on the Safety of Toys: “Technical documentation”

Photo of reviewed product



- End of Report -