

Foreword

1. This technical regulation of the Customs Union was developed in accordance with the Agreement on common principles and rules of technical regulation in the Republic of Belarus, the Republic of Kazakhstan and the Russian Federation of November 18, 2010.

2. This technical regulation of the Customs Union is developed in order to establish uniform requirements for toys mandatory for implementation and enforcement in the common customs territory, to ensure free movement of toys placed on the market in the common customs territory of the Customs Union.

3. If there are other technical regulations of the Customs Union, the Eurasian Economic Community (hereinafter - EurAsEC) adopted which establish requirements for toys, toys must comply with the requirements of these technical regulations of the Customs Union, EurAsEC covering these toys

Article 1. Scope

1. This technical regulation of the Customs Union applies to toys placed on the market of the common customs territory of the Customs Union which were not previously in use.

2. This technical regulation of the Customs Union does not apply to items specified in Annex 1 to this technical regulation of the Customs Union which are not regarded as toys, as well as to custom-made toys, exhibition samples.

3. This technical regulation of the Customs Union sets requirements for toys with the aim of protecting the life and health of children and persons looking after them, as well as preventing actions misleading purchasers (consumers) of toys regarding their purpose and safety.

Article 2. Definitions

In this technical regulation of the Customs Union the following terms and their definitions are used:

inflammation - the emergence of combustion under the influence of an ignition source accompanied by flames;

flammability - potentiality of substances and materials for inflammation;

playing kit containing chemical substances (not related to chemistry experiment kits) – plaster cast production kit; ceramic materials and enamels for glass vitrification supplied in kits for the equipment of mini-workshops for artists; kits containing molding mixtures based on plasticized polyvinyl chloride (with subsequent heating in a furnace); kits for art casting; molding kits; photo developer kits; adhesives, paints, lacquers, thinners and cleaners (reducers) supplied in designer kits;

play set - a toy consisting of various items, materials, substances, intended to develop children's creativity and manual labor skills;

toy - an article or material intended for games of a child (children) under 14;

toy for games on the water - a toy (inflatable or non-inflatable) bearing a load of a child's body weight when swimming and (or) intended for games in shallow water;

printed board game - a game made with the use of the printing method, with or without additional game elements;

stuffed toy - a toy with or without a wireframe, with a soft surface and a filling material;

scale toy – a toy whose dimensions are determined in reduced scale in accordance with the actual dimensions of the prototype;

manufacturer - a legal or natural person as an individual entrepreneur engaged in production and sale of toys on their own behalf and responsible for their compliance with safety requirements of this technical regulation of the Customs Union;

importer - a resident of a Member state of the Customs Union which concluded a foreign trade agreement for the transfer of toys with a non-resident of a Member state of the Customs Union, implements sales of these toys, and is responsible for their compliance with safety requirements of this technical regulation of the Customs Union;

designer kit - a set of mechanical and (or) electrical (electronic) components designed for the assembly of various toys;