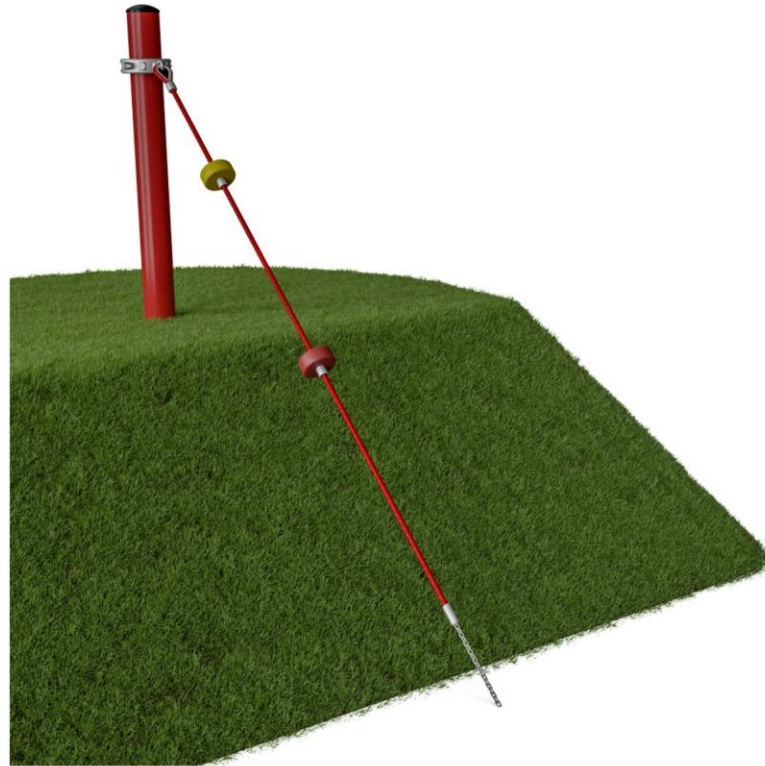


Hill Climber rope with EPDM, type 3

COR10543



Item no. COR105431-1101

General Product Information

Dimensions LxWxH	258x22x244 cm
Age group	3+
Play capacity (users)	5
Colour options	



The fun of fundamentals make children play again and again: the Hill Climber invites and supports grappelling up steep hills. The wonderful combination of stemming the feet onto the hill, holding tight to the rope and leaning back, walking upwards is a repeatedly thrilling experience. Apart from being great fun, the combination of movement also provides

great gross motor and muscle training. Hands, arms and upper body get trained when gripping the perfectly sized rope, legs get trained walking upwards, and core muscles are put to work when leaning back, tensioning the core. The motor skill training is intense: the spatial awareness, the sense of balance and the coordination come to full use. This stimulates

the overall motor confidence of the child and helps train the ability to e.g. judge distances – important in street traffic.



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Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



The metal parts are made of high quality steel, hot dip galvanised inside and outside with leadfree zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colourful design expression.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.

Item no. COR105431-1101	
Installation Information	
Max. fall height	0 cm
Safety surfacing area	16,3 m ²
Numbers of installers (persons)	2
Total installation time	2.3
Excavation volume	1,33 m ³
Concrete volume	0,83 m ³
Footing depth (standard)	110 cm
Shipment weight	53 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
EPDM components	2 years
Spare parts guaranteed	10 years



The COROCORD Hill climbers are available in 8 galactic colour themes. The themes draw on bright colours that appeal to children of all ages.

Hill climber ropes are ideal embankment play products, usable on slopes of 20-60° and available in various lengths.

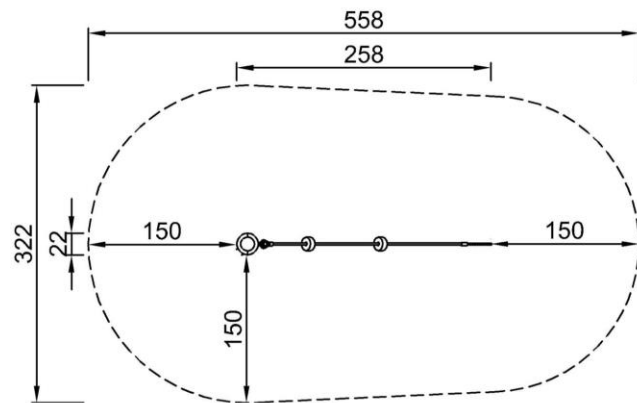


Hill Climber rope with EPDM, type 3

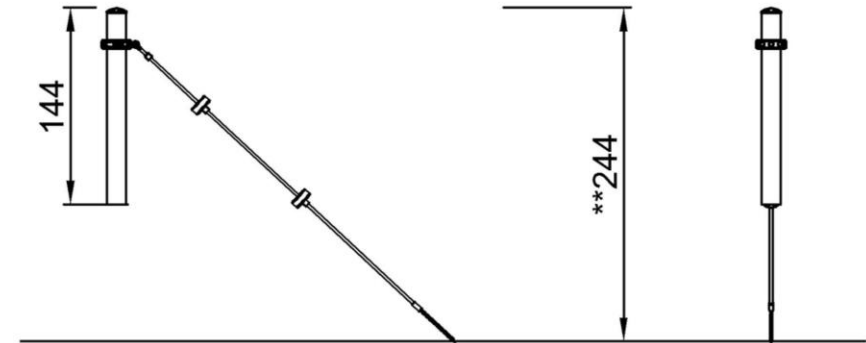
COR10543

* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



COR105431-xx01
*00cm
**244cm
***16.3m²

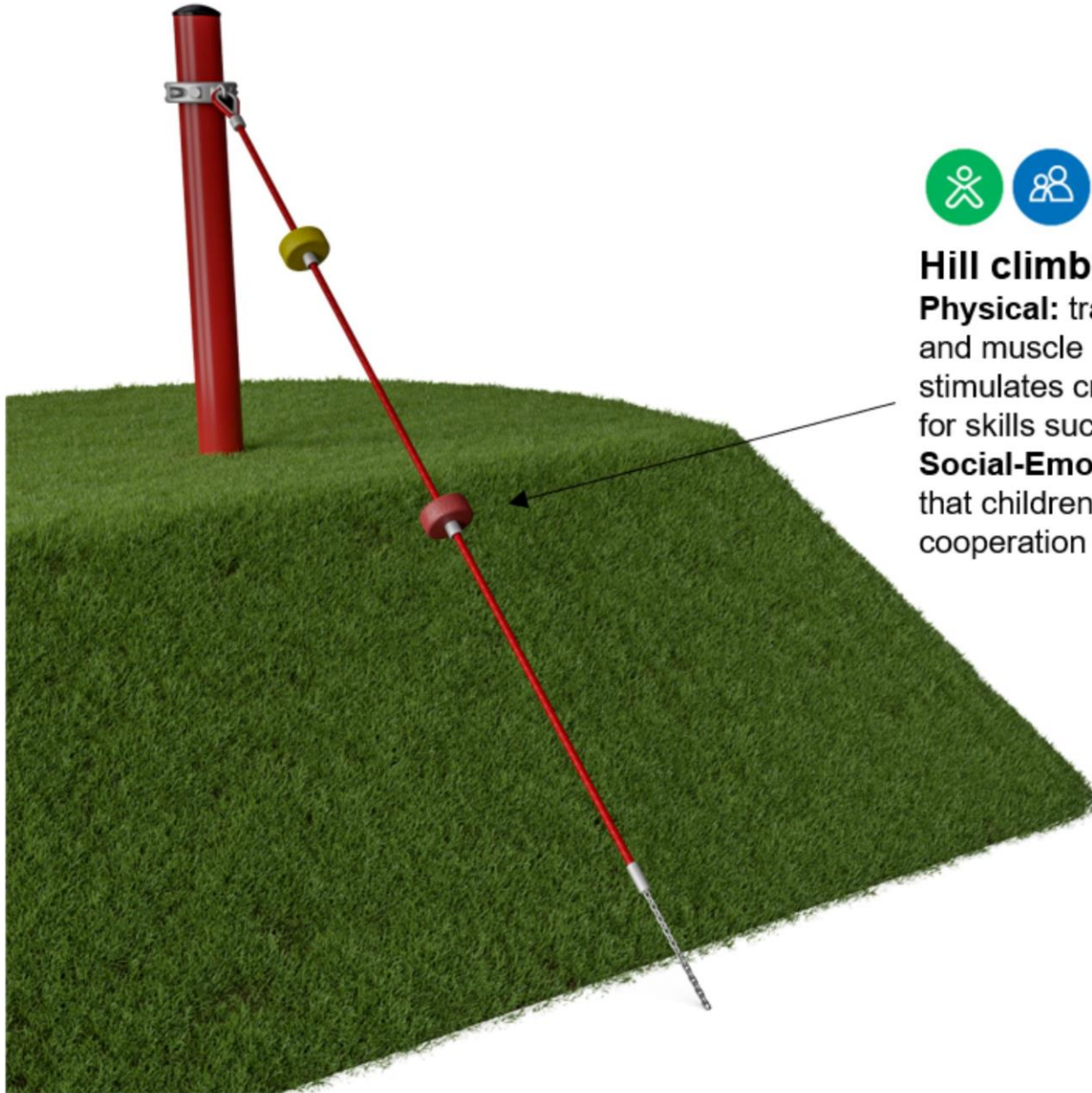


COR105431
Note: Total height (**) is variable
1:100

[Click to see 1:100 ratio TOP VIEW](#)

Hill Climber rope with EPDM, type 3

COR10543



Hill climber rope with discs

Physical: trains cross coordination, balance and muscle strength. Cross coordination also stimulates cross-modal perception, necessary for skills such as reading.

Social-Emotional: the discs define sections so that children develop turn-taking and cooperation skills when rappelling together.

Hill Climber rope with EPDM, type 3

COR10543



PHYSICAL

Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL

Joy of being together:
teamwork, tolerance and
sense of belonging



COGNITIVE

Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE

Joy of creating:
co-creation and experimenting
with materials



BALANCE

To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



HANG IN ARMS

To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard surface.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



CLIMB

To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



PULL

To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



CONSTRUCT

To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWAY

To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



DRAMATIC PLAY

Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



GLIDE

To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



RULES PLAY

Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER

To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.