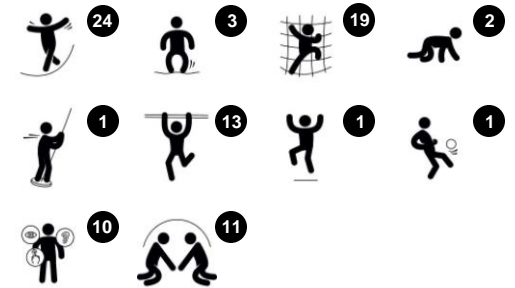


Triple Rope Trail

COR20840



Item no. COR208401-0901	
General Product Information	
Dimensions LxWxH	1308x613x220 cm
Age group	3+
Play capacity (users)	24
Colour options	



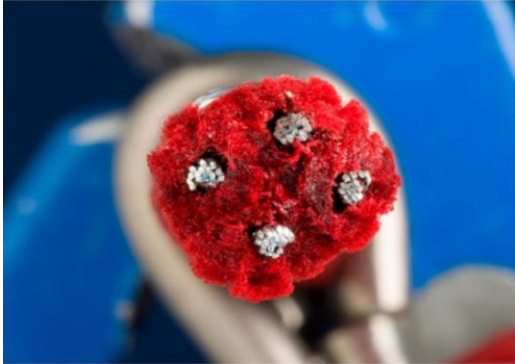
The Triple Rope trail with its versatile, bouncing climbing experiences hugely attract children and keep them playing for a long time, again and again. Either side of the trail is the climbing wall which is great for parallel play for children of all ages and midway is the rocking tube which is a good challenge for older children. The three great climbing links between offer

wobbly, swaying, bouncy climbs with vertical support points for seating. The responsive climb trains young children's balance, coordination and spatial awareness. These motor skills are crucial to for instance managing the world securely, or even sitting still, concentrating. The many rest points allow for socialization and offer a point from which less

confident climbers can logically plan their next moves. All in all, the Triple Rope Trail is a fun, stimulating, social climbing experience.

Triple Rope Trail

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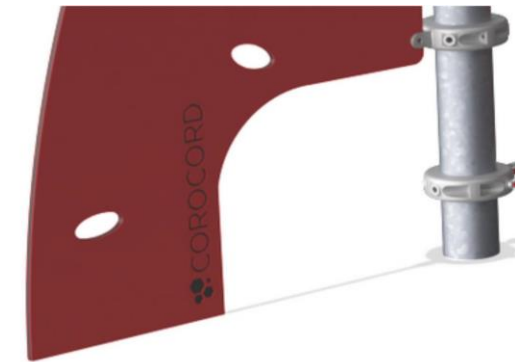
Corocord 16mm ropes are special 'Hercules'-type with galvanized four-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



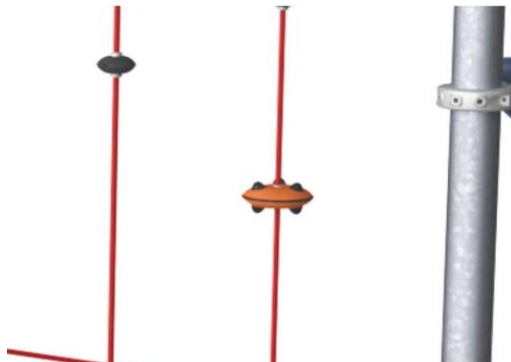
Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.



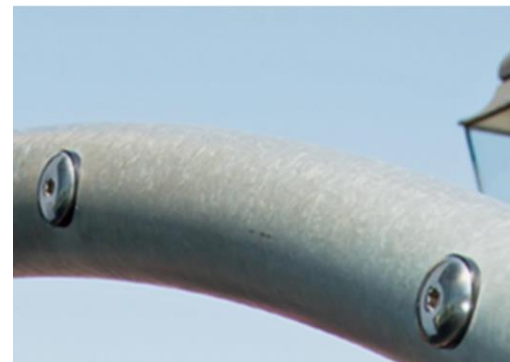
Fully coloured EPDM rubber discs with smooth surface. The moulded EPDM surrounds a hot dip galvanized steel core that ensures both the stability of the discs and durable fixation to the rope.



Panel of 19mm EcoCore™ HDPE. This highly durable, eco-friendly material is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Play activities like UFOs are made of injection moulded high quality PA6. PA6 has good wearing and impact strength.



The steel structure are hot dip galvanized inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.

Item no. COR208401-0901	
Installation Information	
Max. fall height	200 cm
Safety surfacing area	70,7 m ²
Numbers of installers (persons)	2
Total installation time	24.8
Excavation volume	7,67 m ³
Concrete volume	5,37 m ³
Footing depth (standard)	90 cm
Shipment weight	645 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
EPDM components	2 years
Spare parts guaranteed	10 years

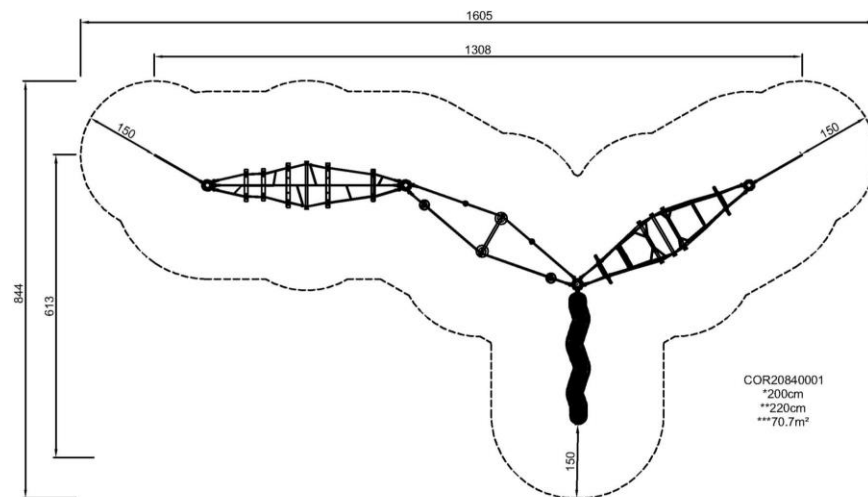


Triple Rope Trail

COR20840

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

* Max fall height | ** Total height



COR208401
1:300

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

Triple Rope Trail

COR20840



Climbing wall

Physical: develops children's cross coordination, eye-hand coordination, and muscle strength when climbing.

Social-Emotional: two-sided climb invites cooperation.



Rocking tube

Physical: balance and coordination when climbing up or down. Muscle strength when holding tight.

Social-Emotional: cooperation and turn-taking.



Up and down trail

Physical: all muscles are used to hold tight when crossing the trail. Additionally, they stimulate balance, coordination and spatial awareness. These support the ability to navigate securely in space. Children also develop timing as they move their body across the space.

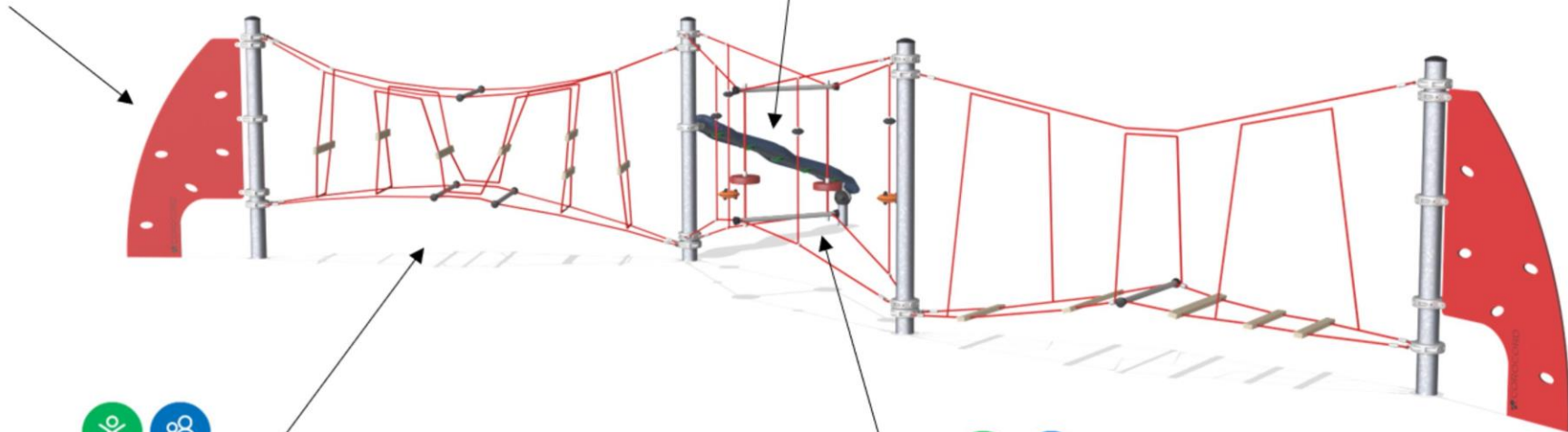
Social-Emotional: turn-taking and consideration of others when climbing through. These skills are hard to teach but easy to learn in play.



Ropes with rubber discs

Physical: children develop cross-body coordination and muscle strength when stepping onto the disc and climbing the rope. Their sense of balance is trained when swaying gently. The sense of balance is important for instance for being able to sit still.

Social-Emotional: socializing and turn-taking when deciding who should sit here.



Triple Rope Trail

COR20840



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.