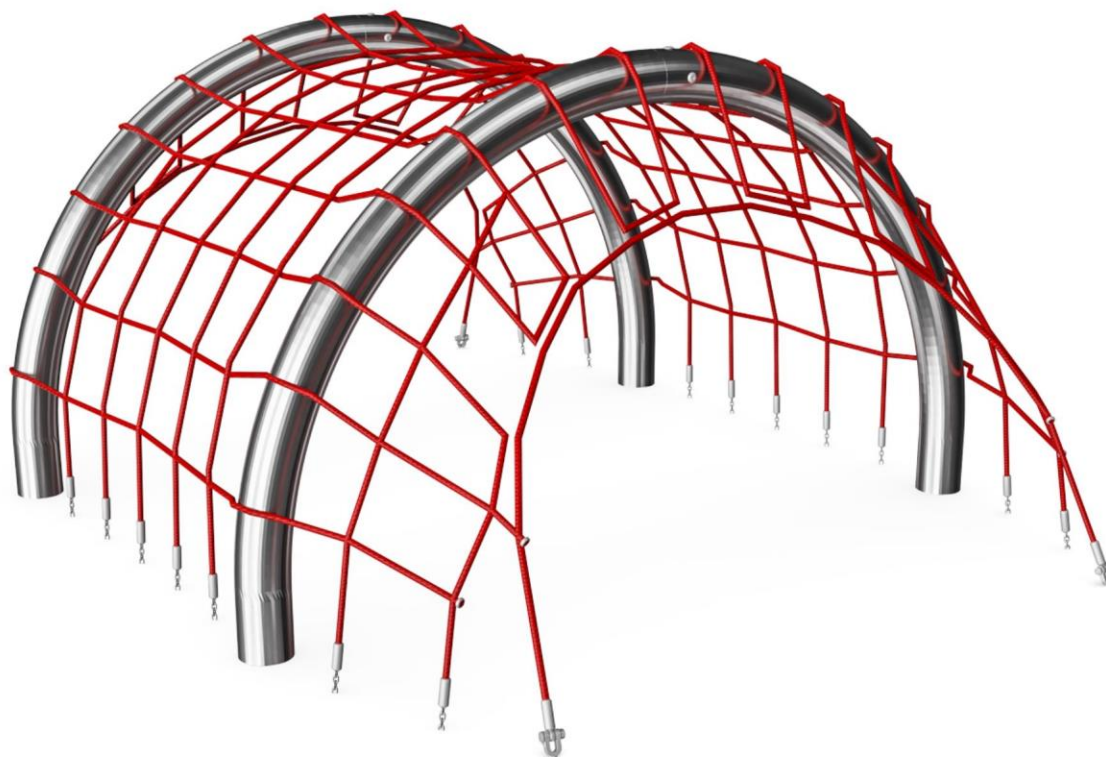


Mini Arch Net

COR28040



There is something for everyone in this simple and elegant structure – inside and out. Climbing the curved slopes supports the development of physical skills such as agility, balance, and cross-coordination, which are essential for the young child. Young children will also swing from their arms on the net when they are able, and experience the joy of feeling their body swing

against gravity. The specially engineered ropes are perfect for their hands. The interior of the structure makes for incredible fun and imagination, as it can be a house or a cave, and a place of make-believe. The transparent design is well suited for adults to be able to support the play and join in the fun.

Item no. COR280401-1101	
General Product Information	
Dimensions LxWxH	407x302x150 cm
Age group	3+
Play capacity (users)	8
Colour options	



Mini Arch Net

COR28040



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.



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.



The bended arches are holding the tensioned net structure without additional disturbing fasteners. Therefore, the arches are produced from high degree stainless steel to allow movement of the net on the surface of the steel arches. The surface is treated to make it shiny.



Through KOMPAN Variant Team, you can choose between additional 7 rope colours and customize your solution. The assortment is a wide span of colours ranking from elegant and expressive black or natural and toned-down hemp colour, to a range of attractive and eye-catching signal colours.

Item no. COR280401-1101	
Installation Information	
Max. fall height	150 cm
Safety surfacing area	38,7 m ²
Numbers of installers (persons)	2
Total installation time	22.9
Excavation volume	6,14 m ³
Concrete volume	4,30 m ³
Footing depth (standard)	110 cm
Shipment weight	760 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Stainless steel components	10 years
Spare parts guaranteed	10 years

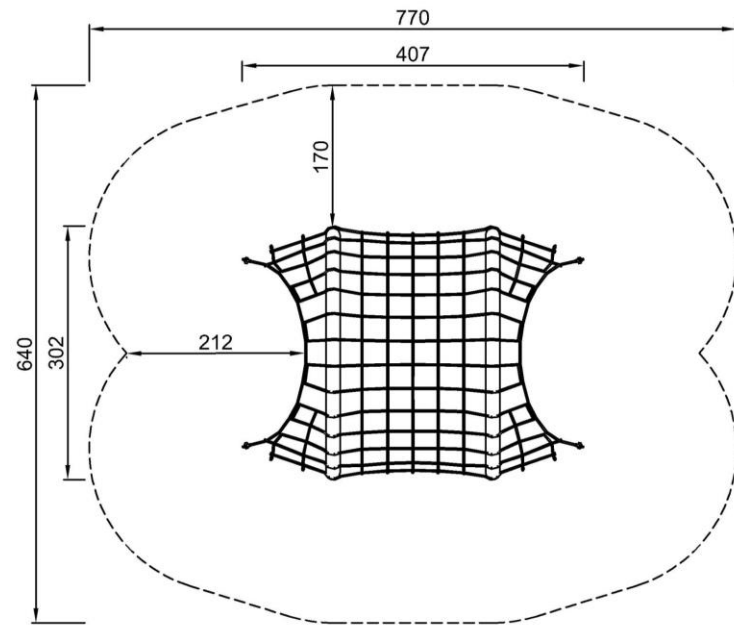


Mini Arch Net

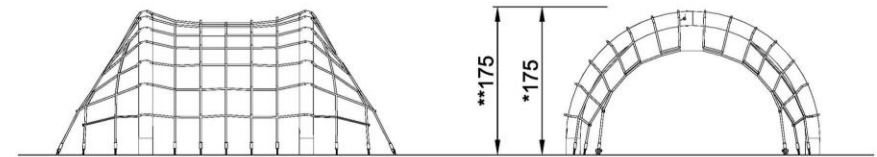
COR28040

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

* Max fall height | ** Total height



COR280401
*175cm
**175cm
***43.3m²



COR280401
1:100

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

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

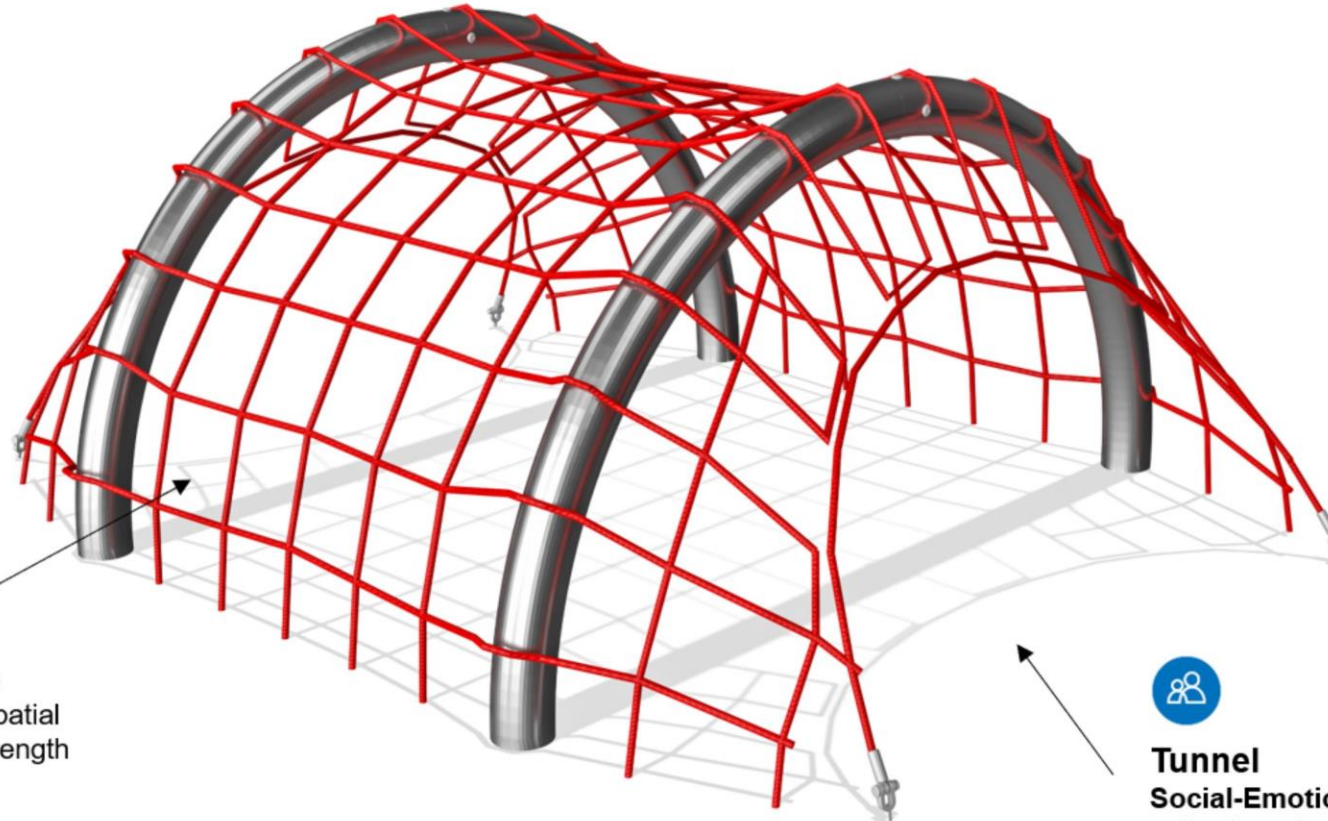
Mini Arch Net

COR28040



Meeting point

Social-Emotional: allows for more children being together, sharing. Courage, self-confidence, consideration and turn-taking, all important life skills, are practiced.



Climbing net

Physical: children develop cross-body coordination, spatial awareness, and muscle strength when climbing around.



Tunnel

Social-Emotional: invites socializing, gathering, sharing, chatting. The transparency allows for interaction with others outside the net.



Mini Arch Net

COR28040



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.