Fish Trap
COR28200

The details of the Fish Trap inspire children to come and play. The variability of entry points and movement possibilities help the play to be sustained for a long time, encouraging physical activity and social interactions for all. Climbing, stretching, crawling, and navigating opportunities are abundant, with an element of imagination in the play space that allows for play moves inside, outside, over, under and through, all important concepts for the development of vocabulary and spatial awareness. Children and adults will be attracted to this structure as a place to test and strengthen their skills, again and again, which will make the playground a treasured place to be active and social, helping to strengthen community bonds and the adoption of a value for an active and healthy lifestyle.

<table>
<thead>
<tr>
<th>General Product Information</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Dimensions LxWxH</strong></td>
</tr>
<tr>
<td><strong>Age group</strong></td>
</tr>
<tr>
<td><strong>Play capacity (users)</strong></td>
</tr>
<tr>
<td><strong>Colour options</strong></td>
</tr>
</tbody>
</table>

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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.

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

Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 7.5 mm.

Full coloured EPDM rubber seats with smooth surface. The seats are moulded on a hot dip galvanised steel inlay that ensures durable fixation to the rope.

### Installation Information

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max. fall height</td>
<td>300 cm</td>
</tr>
<tr>
<td>Safety surfacing area</td>
<td>91.7 m²</td>
</tr>
<tr>
<td>Numbers of installers (persons)</td>
<td>2</td>
</tr>
<tr>
<td>Total installation time</td>
<td>68.6 hours</td>
</tr>
<tr>
<td>Excavation volume</td>
<td>22.28 m³</td>
</tr>
<tr>
<td>Concrete volume</td>
<td>15.60 m³</td>
</tr>
<tr>
<td>Footing depth (standard)</td>
<td>120 cm</td>
</tr>
<tr>
<td>Shipment weight</td>
<td>2.070 kg</td>
</tr>
<tr>
<td>Anchoring options</td>
<td>In-ground</td>
</tr>
</tbody>
</table>

### Warranty Information

<table>
<thead>
<tr>
<th>Item</th>
<th>Warranty Period</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corocord rope</td>
<td>5 years</td>
</tr>
<tr>
<td>S-Clamps</td>
<td>10 years</td>
</tr>
<tr>
<td>EPDM components</td>
<td>2 years</td>
</tr>
<tr>
<td>Membrane</td>
<td>2 years</td>
</tr>
<tr>
<td>Spare parts guaranteed</td>
<td>10 years</td>
</tr>
</tbody>
</table>
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* Max fall height | ** Total height | *** Safety surfacing area

Click to see 1:100 ratio TOP VIEW

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Climbing net
Physical: the net allows for climbing around and through, which supports motor skills, proprioception and spatial awareness.

Membranes
Physical: the bouncy membrane develops the sense of balance when the child stands, steps or sits there.
Social-Emotional: great point for a break or meeting with friends.

Frame
Physical: develop children’s upper body muscles and arm strength when hanging from arms. This is especially important due to sedentary lifestyles and back-pain in children.
Social-Emotional: develop children’s courage and self-regulation when seated on the top of the frame.

Tunnel
Physical: the children crawl through the tunnel, developing motor skills such as coordination and proprioception.
Social-Emotional: the holes in the tunnel allows for interaction with the children outside.

Ropes with discs
Physical: children develop cross-body coordination and muscle strength when stepping onto the wide disc and climbing onto the rope. Their sense of balance is trained when gently swaying when seated. 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.
Fish Trap

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

**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).

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

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

**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.

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

**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.

**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.

**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.

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

**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.

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

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

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

**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.

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

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

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

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

**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.

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

**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.