
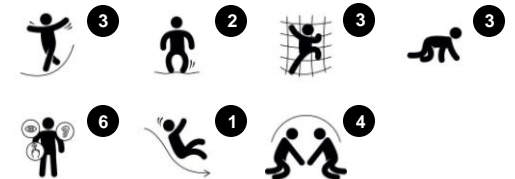


Large Rope Play Tower

COR29600



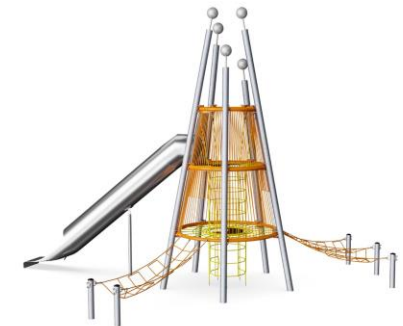
Item no. COR296001-1104	
General Product Information	
Dimensions LxWxH	918x862x730 cm
Age group	5+
Play capacity (users)	33
Colour options	



The Large Rope Play Tower is a remarkable landmark that sends an impactful signal of play to all users. A swaying climb up to the first platform of the play tower calls for a break. The climb up to the top platform rewards the children with great viewpoint, and a thrilling ride back down the slide to the ground. A lot of children can play in the structure, for a long

time, and the various ways of entering the structure will sustain their interest in the play. Climbing or swaying in the Large Rope Play Tower is challenging. It trains the motor skills ABC's: Agility, Balance and coordination. The major muscle groups get used when children climb here. The feeling of height and the transparency of the nets when standing on

them up high adds thrill and additionally trains important social-emotional skills such as self regulation and courage.



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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.



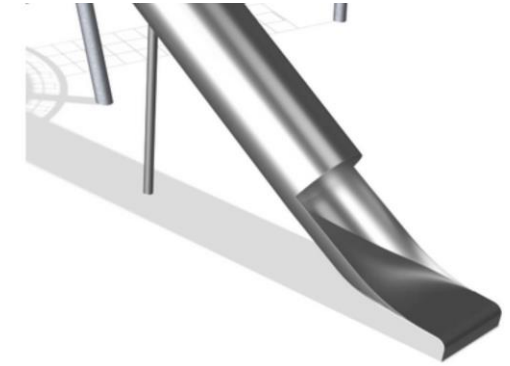
The aluminium swages of the net are double conical with rounded ends and are as small as safety allows. The overall net design aims at keeping metal parts within the net to an absolute minimum, both in size and number, in order to provide the best possible rope climbing experience.



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 armoring made of woven polyester. The armoring and the two surface layers result in a total thickness of 7.5 mm.



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.



The stainless steel components are made of high quality stainless steel in compliance with global playground standards. The steel is glass blasted after manufacturing to ensure a smooth gliding surface.

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Installation Information	
Max. fall height	150 cm
Safety surfacing area	70,9 m ²
Numbers of installers (persons)	2
Total installation time	68.6
Excavation volume	18,71 m ³
Concrete volume	13,10 m ³
Footing depth (standard)	110 cm
Shipment weight	3.720 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
Membrane	2 years
Spare parts guaranteed	10 years

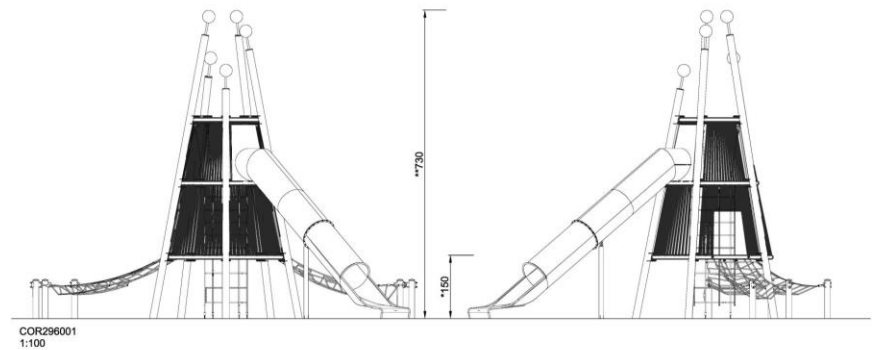
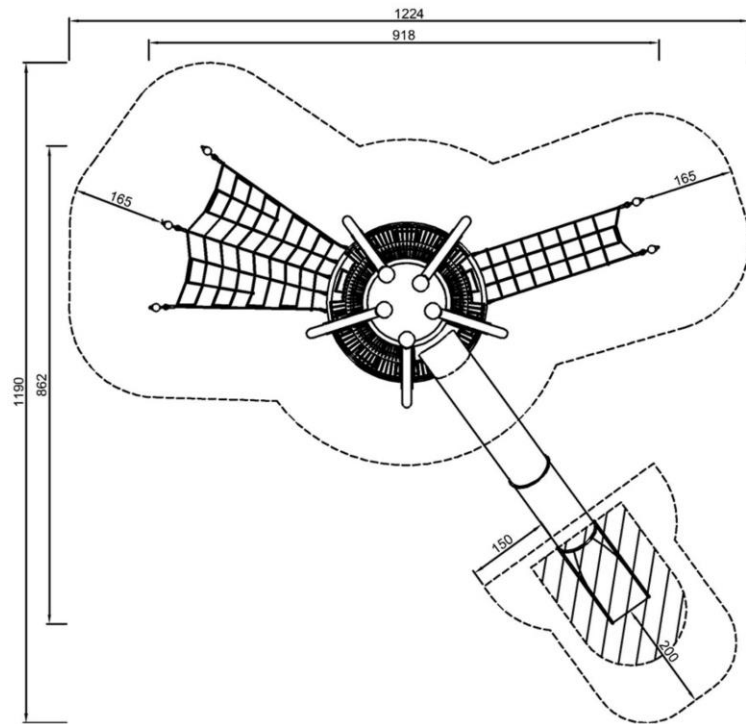


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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

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Platform

Social-Emotional: the platform allows for more children to be together and share. Important life skills like courage, self-confidence, consideration and turn-taking are built.



Height

Social-Emotional: children develop courage and self-regulation when being up high. This positively affects self-confidence.



Internal climbing net

Physical: children develop cross-body coordination and muscle strength when climbing. The big meshes allow for climbing and crawling through, supporting proprioception and spatial awareness.

Social-Emotional: the big meshes allow for more children to sit together and talk.



Waggle bridge

Physical: sense of balance and training of cross coordination. Important for other skills such as being able to sit still.

Social-Emotional: turn-taking and helping others when climbing up.



Inclined net

Physical: the inclined net supports the upward climbing movement of the body, training cross-body coordination and muscle strength.

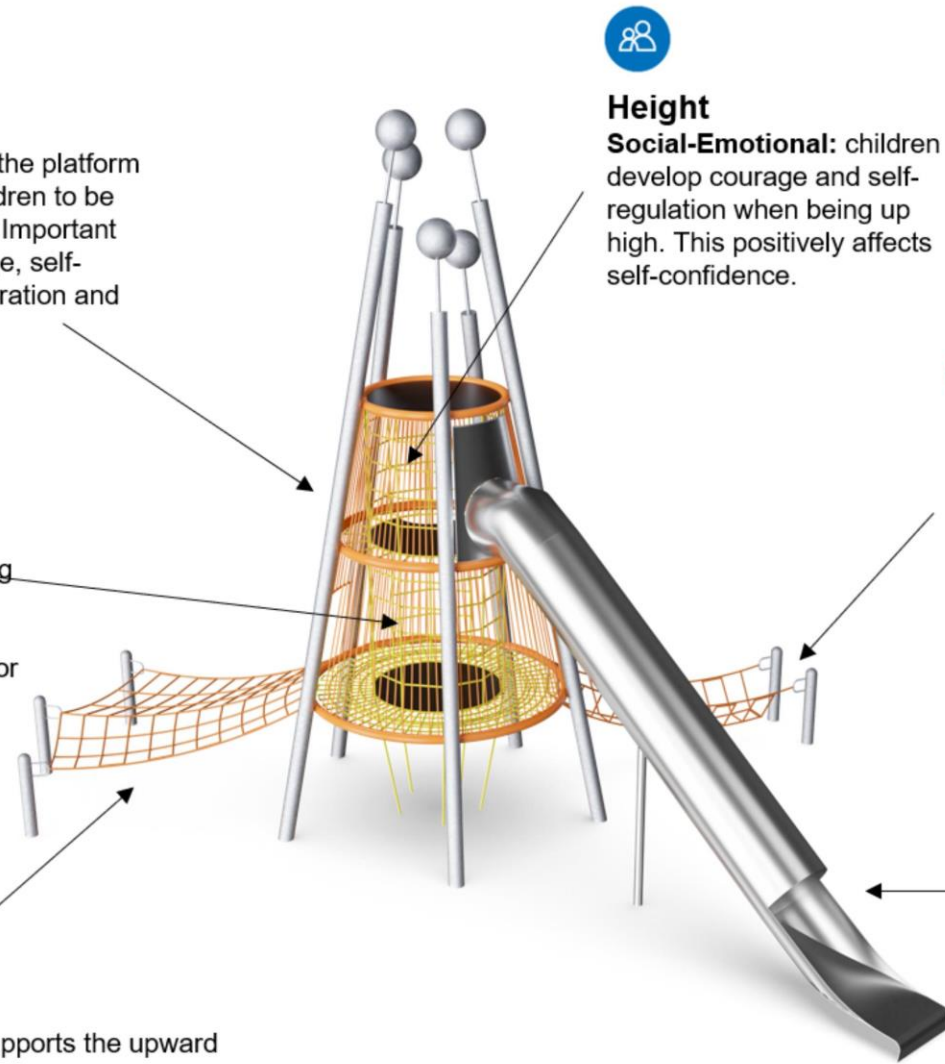
Social-Emotional: the meshes allow for more children being seated or lying together, sharing.



Tube slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

Social-Emotional: thrill when going down fast. Empathy stimulated by turn-taking.



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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.