

Two-mast Spacenet M

COR31442

Item no. COR314421-1201

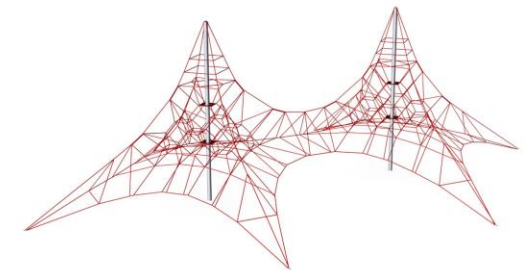
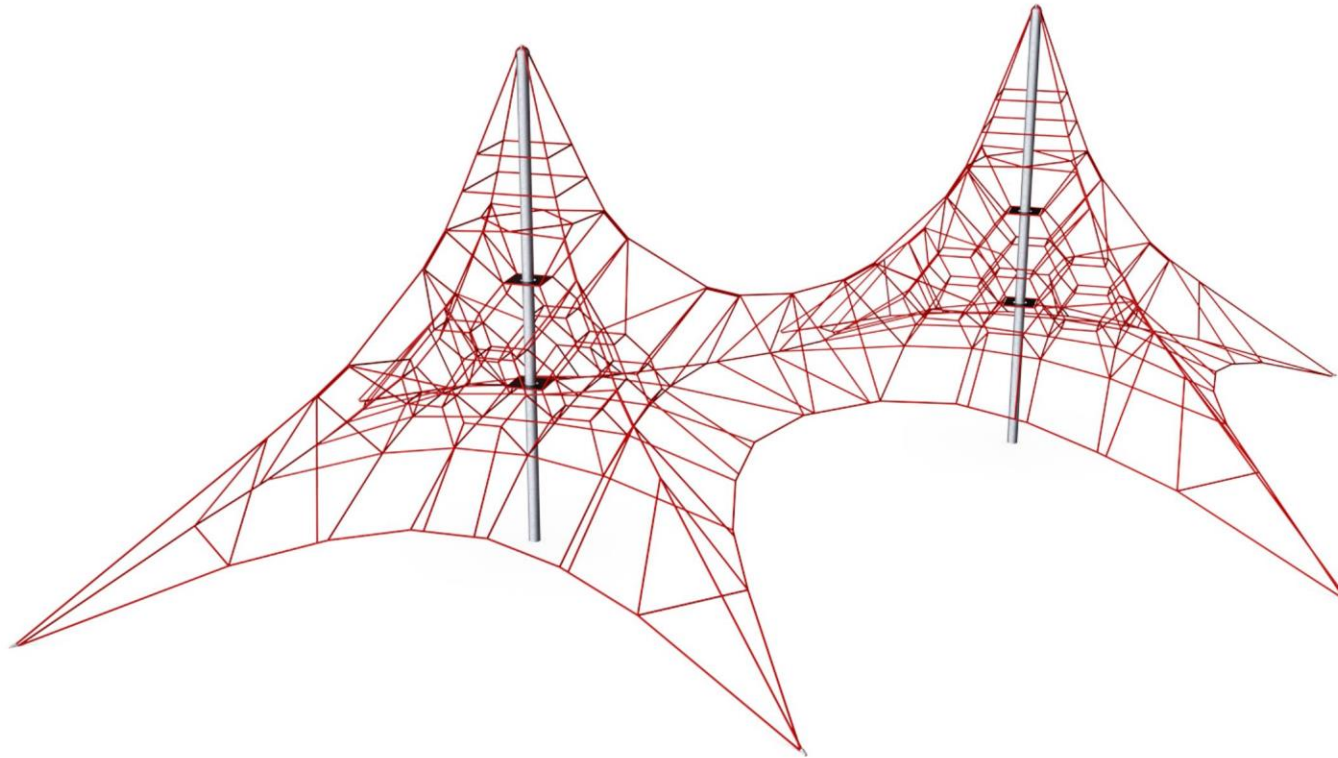
General Product Information

Dimensions LxWxH 1980x1260x589 cm

Age group 5+

Play capacity (users) 80

Colour options 



The Two-Mast Spacenet M stands out in any play area from its height and width. The feeling of achievement when having climbed to the top is phenomenal. The rope net is responsive to the movement of children climbing and crawling creating an element of thrill and making children want to come back again and again to have more of the bouncy, climbing loops.

Climbing the interdependent meshes of the transparent net is challenging and trains important motor skills such as balance and coordination. These motor skills are fundamental to sitting still or navigating traffic safely. Major muscle groups are used when children climb the Two-Mast Spacenet: arms push and pull, legs push, and the core provides

stability as the children cling onto the ropes. The Two-Mast Spacenet M trains courage and self-regulation, skills necessary for children's social-emotional development.

Two-mast Spacenet M

COR31442



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 spacenets' main bearing ropes are equipped with an additional safety feature: should the main connections fail, the safety rope prevents collapse of the structure.



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.



In the centre of the net is the mast, made of high quality seamless steel. The structure of the mast as an oscillating support is statically favourable and equalizes the oscillations in the net. The masts are hot dip galvanised as standard, with the design option of additional powder coating.



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. COR314421-1201	
Installation Information	
Max. fall height	185 cm
Safety surfacing area	194,2 m ²
Numbers of installers (persons)	2
Total installation time	27.2
Excavation volume	12,62 m ³
Concrete volume	8,38 m ³
Footing depth (standard)	120 cm
Shipment weight	1.037 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

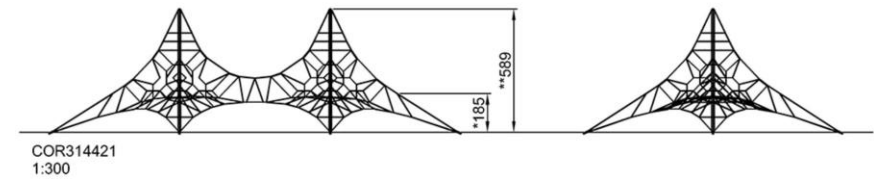
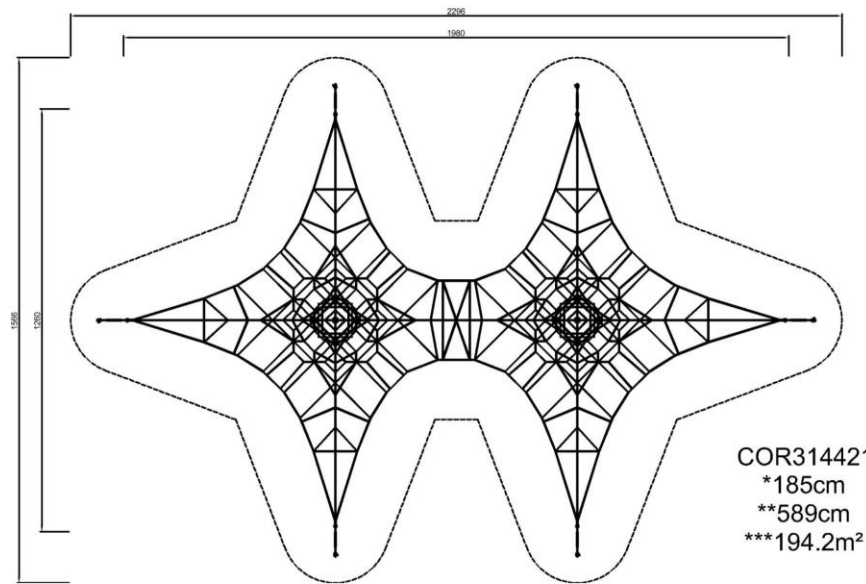


Two-mast Spacenet M

COR31442

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

* Max fall height | ** Total height



Attention! Foundation anchor blocks exceeds safety zone area. See installation instructions.

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

Two-mast Spacenet M

COR31442



Mast

Physical: the slightly swaying mast stimulates children's muscles and motor skills when they hold tight climbing the net.
Social-Emotional: children develop courage and self-regulation when climbing up high. This positively affects self-confidence.



Highest rungs

Physical: spatial awareness is supported, arm muscles when holding tight.
Social-Emotional: children develop courage, self-confidence, consideration and turn-taking, all important life skills.



Transparency

Social-Emotional: the transparency makes possible cooperation and communication throughout, all important life-skills for children to learn.



Bouncy net meshes

Physical: agility, balance and coordination as well as spatial awareness are supported when bouncing, climbing and sitting in the net. Children use muscle strength of arms, legs and core, and build bone density when jumping down.
Social-Emotional: the bouncing, swaying net appeals to empathy and cooperation.
Cognitive: physical memory, logical thinking, concentration.



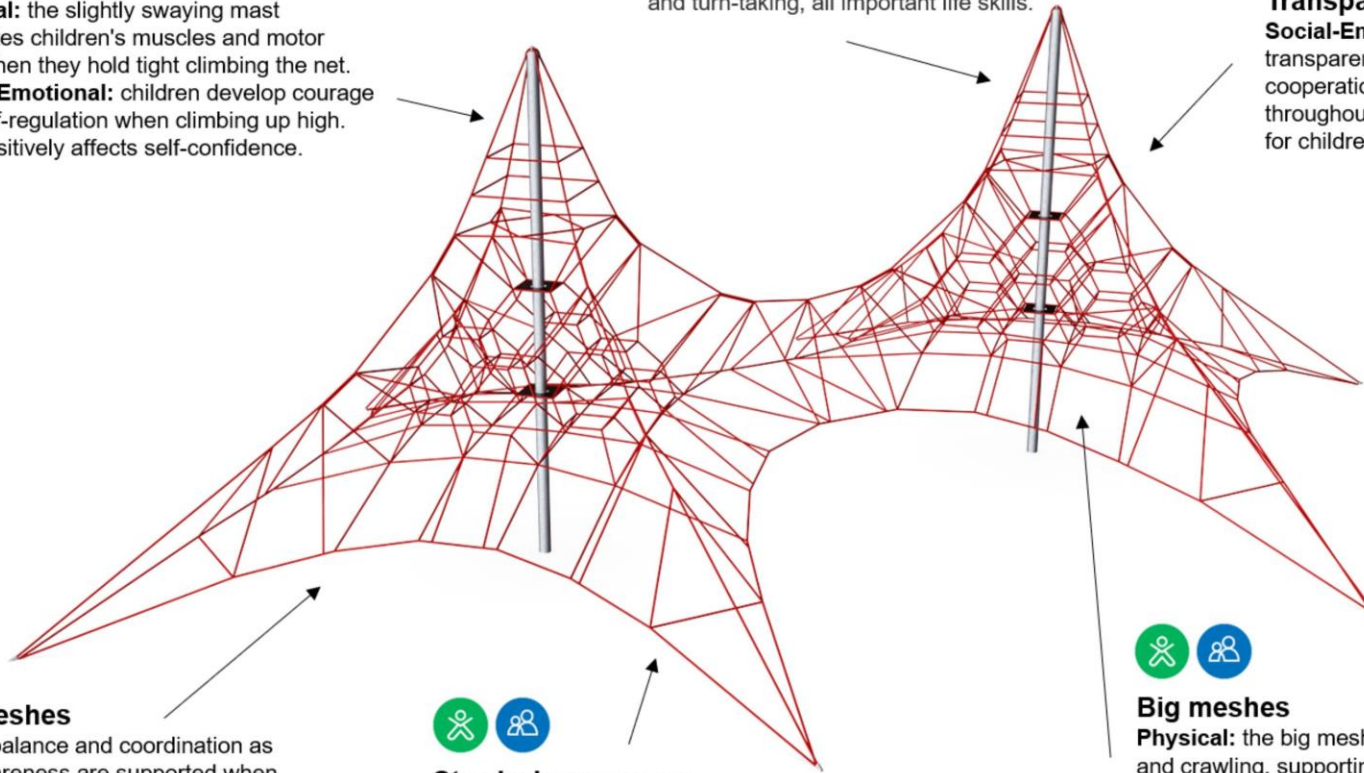
Sturdy, lower rungs

Physical: the stiff bounce of the lower rung supports balance and coordination as well as strengthens bone density when jumping down. Hanging from the arms trains back and upper body muscles, supporting good posture. These are a growing concern for children due to sedentary lifestyles.
Social-Emotional: great meeting point allowing socializing.



Big meshes

Physical: the big meshes allow for climbing and crawling, supporting proprioception, cross coordination and spatial awareness. Climbing here takes muscle strength, pushing and pulling arms to get upwards.
Social-Emotional: allow more children being seated together, sharing.



Two-mast Spacenet M

COR31442



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.