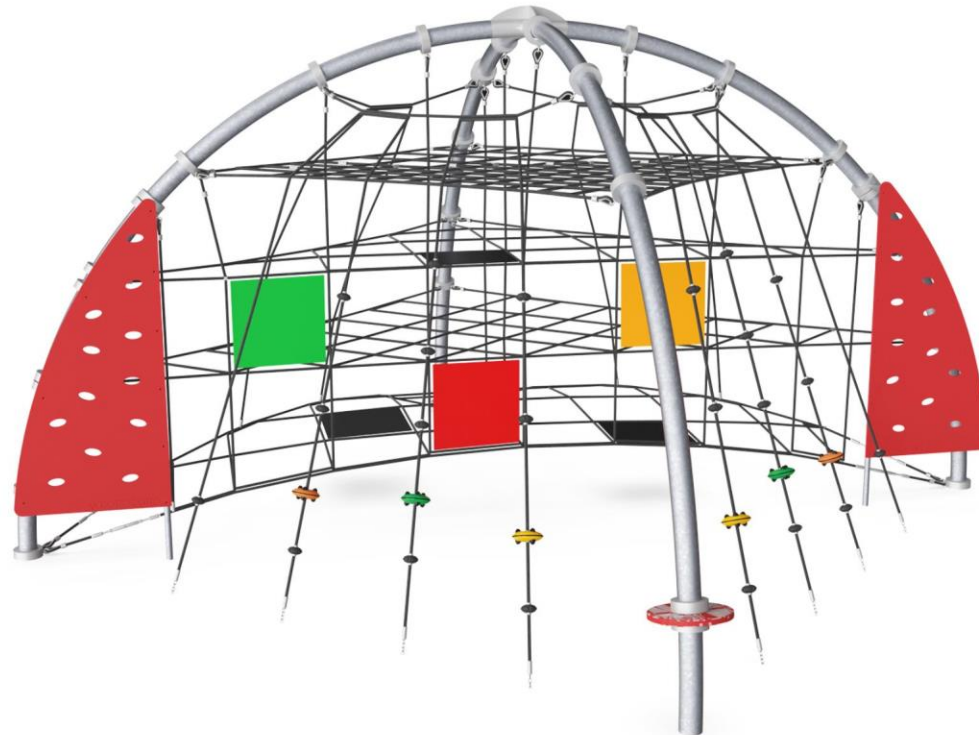


Performer Dome

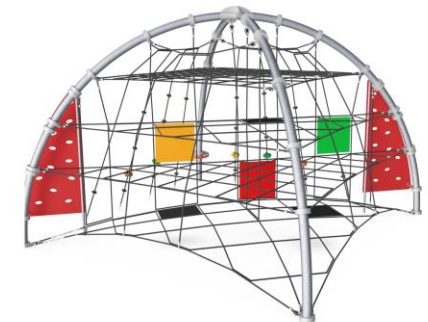
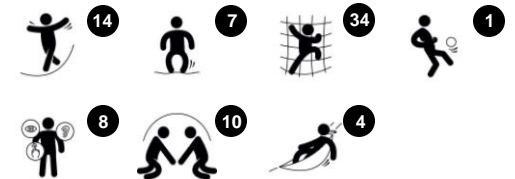
COR84200



Item no. COR842001-0406

General Product Information

Dimensions LxWxH	822x831x417 cm
Age group	5+
Play capacity (users)	52
Colour options	●



The Corocord Performer Dome with its varied colours and climbing options is an irresistible invitation to climb, sway and bounce. An open space on ground level, surrounded by swaying ropes and climbing walls make for great variation and numerous users on ground level. The huge horizontal nets allow for several children to gather and climb. The membranes

make great destination and rest points before reaching the very top. The climbing and hanging on to the rope structure helps develop core muscle strength as well as agility and balance. The vertical, transparent nets allow children to sense and see the height, developing their spatial awareness and risk taking.

Performer Dome

COR84200



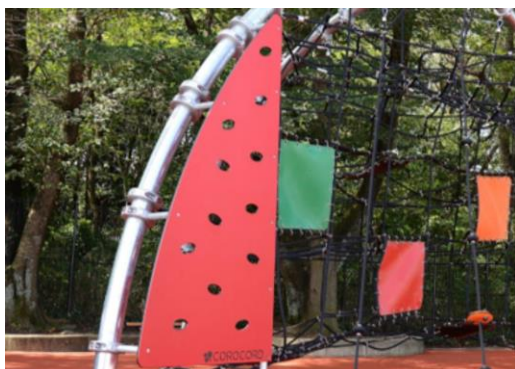
Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



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.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.



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



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.



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. COR842001-0406	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	76,7 m ²
Numbers of installers (persons)	2
Total installation time	48.1
Excavation volume	3,08 m ³
Concrete volume	2,20 m ³
Footing depth (standard)	40 cm
Shipment weight	1.535 kg
Anchoring options	In-ground ✓
Warranty Information	
EcoCore HDPE	Lifetime
Corocord rope	5 years
S-Clamps	10 years
Aluminium clamps	10 years
Spare parts guaranteed	10 years

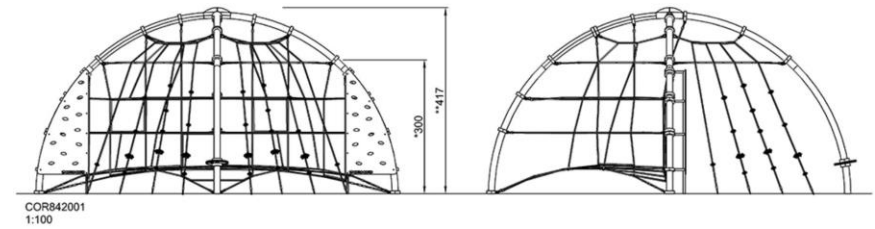
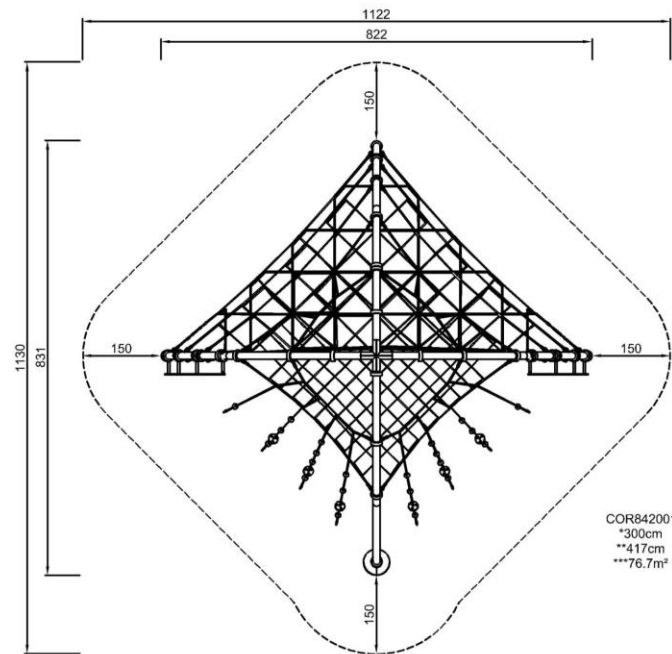


Performer Dome

COR84200

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

* Max fall height | ** Total height



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

Performer Dome

COR84200



Vertical ropes

Physical: train balance and allow for a good grip.

Social-Emotional: turn-taking when passing other climbers.



Top rungs

Physical: sense of balance and space is developed, facilitating the understanding of distances, important in managing the body in space safely.

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



Horizontal net

Physical: cross coordination is developed when crawling over and sense of space when looking down.

Social-Emotional: space for socializing and bouncy breaks.



Sturdy, lower rung

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.



Climbing wall

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

Social-Emotional: two-sided climb invites cooperation.



Membranes

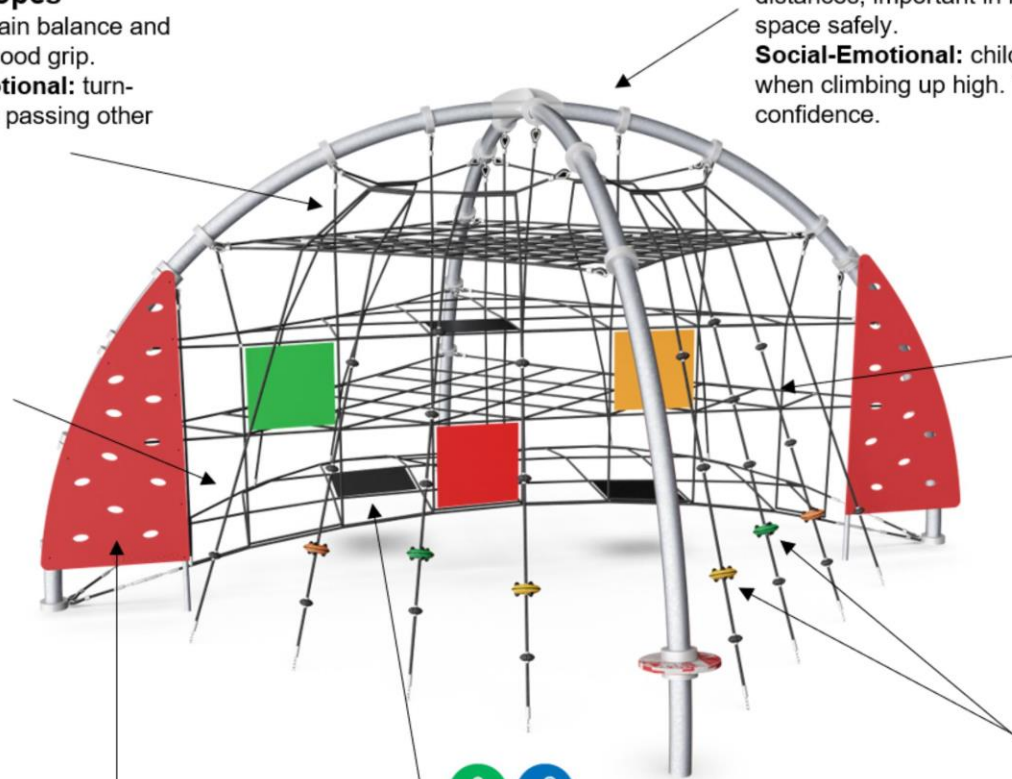
Physical: the bouncy membrane develops the sense of balance when the child stands, steps or sits here. A faster way up, due to the extra support of the membrane.

Social-Emotional: a meeting point for retreat from the rope landscape.



UFOs

Physical: the UFOs allow for both seated and standing swaying, climbing and turning. A sense of balance develops when sitting and swaying. Climbing up strengthens arm and leg muscles.



Performer Dome

COR84200



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.