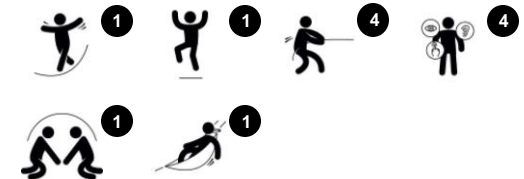


Flexus

GXY919



Item no. GXY919000-3717	
General Product Information	
Dimensions LxWxH	233x63x201 cm
Age group	6+
Play capacity (users)	1
Colour options	



Flexus appeals immensely to teenagers. With its swaying, swinging movements, it gives immediate physical response that teenagers love. When standing on the footrest, holding the support bars and swaying the lower body back and forth, teens train the ABC of motor skills: agility, balance and coordination. The sense of balance is fundamental for all other motor skills.

During tween and teen years, due to growth spurts, the sense of balance takes extra training. The Flexus provides playful training of the sense of balance, and the agility. The movements resemble skiing movements and train leg, core and upper body muscles. The teenagers additionally make lots of positive competition on the Flexus. They teach peers

new skills and train turn-taking and negotiation.



Data is subject to change without prior notice.

Flexus

GXY919



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



The unique designed GALAXY connection ball is made with an inner circular core of aluminium surrounded by a shell of hard PP with a outer layer of soft TPV rubber. Flexible lead free aluminium connectors allow for installation in variable angles.



GALAXY ropes has six-stranded steel wires and a steel wire core. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. After initial friction has removed the surface fibers, a harder PES coating remains to protect each strand, making the ropes highly wear- and vandalism-resistant.



Bearing systems in heavy duty design in a maintenance free construction. All steel bearings are fully closed and lifetime lubricated.



Coloured steel components has a base of hot dip galvanisation and a powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world.



Galaxy products are available in different colour combinations with either hot dip galvanised steel surface treatment or optional with powder top finish of selected steel components. Colours of the activities are adjusted to support the individual colour combination.

Item no. GXY919000-3717

Installation Information

Max. fall height	135 cm
Safety surfacing area	18,6 m ²
Numbers of installers (persons)	2
Total installation time	3.9
Excavation volume	0,86 m ³
Concrete volume	0,48 m ³
Footing depth (standard)	90 cm
Shipment weight	144 kg
Anchoring options	In-ground ✓ Surface ✓

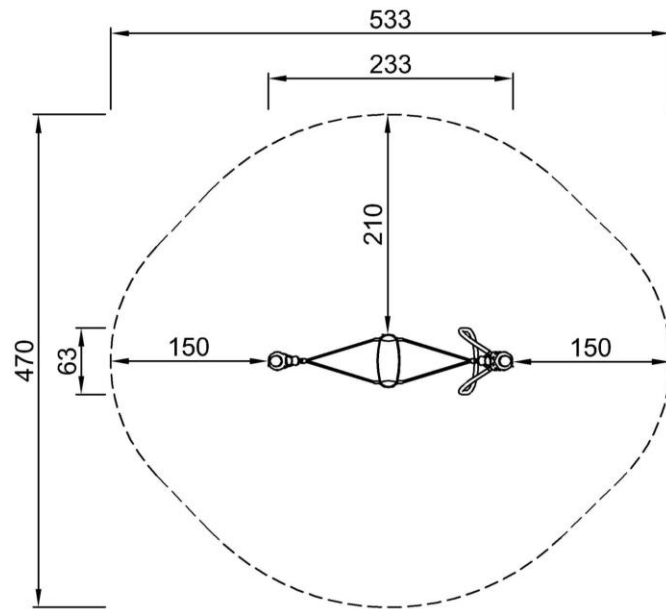
Warranty Information

HDG structural parts	Lifetime
PUR components	10 years
Hollow PE parts	5 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

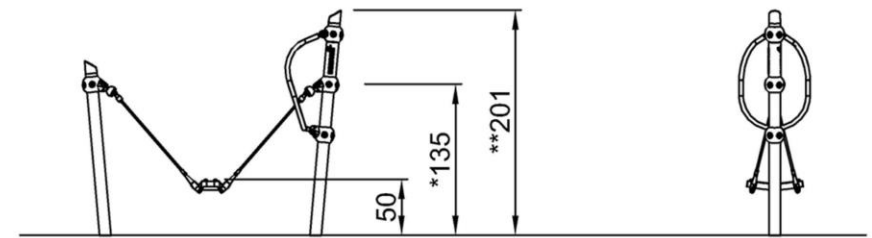


* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



GXY919000-xx17
*135cm
**201cm
***18.6m²



GXY919
1:100

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

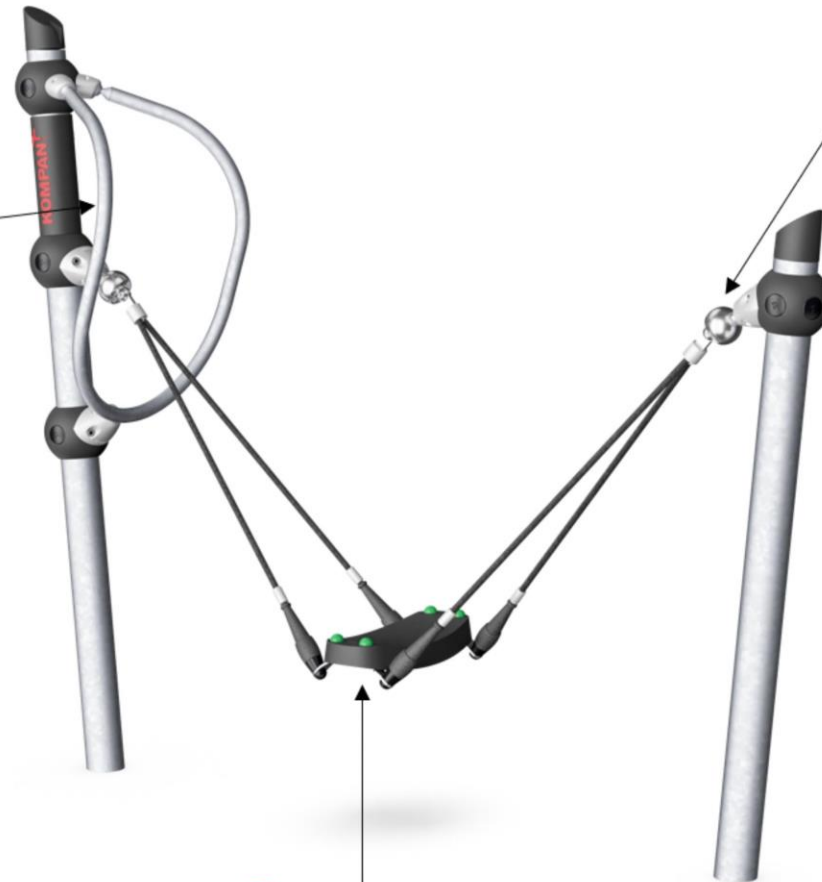
Flexus

GXY919



Handhold

Physical: the possibility to hold onto more areas of the handhold ensures a good grip, necessary for swaying intensely. This trains the hand and arm muscles.



Swivels

Physical: children use their muscle strength, legs and core to put the Flexus into motion. When standing up while swinging, children develop their sense of balance.



Foot support

Physical: getting the foot support to sway intensely supports proprioception skills. These help the child in all other physical activities.



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.