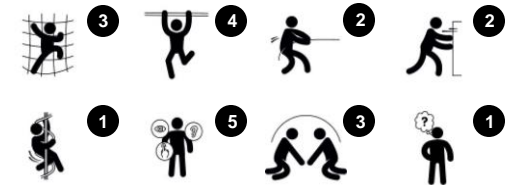


Item no. GXY936012-3717

General Product Information

Dimensions LxWxH	379x398x293 cm
Age group	6+
Play capacity (users)	8
Colour options	



The Rigel has fantastic play versatility. Tweens and teens will feel attracted by the varied, challenging climb, balance and spin activities of the Rigel. In the early teenage years, the sense of balance needs training due to the rapid physical growth. The Musca spinner whirls around when children enter and put their full muscle force into pushing and pulling it around.

This trains the sense of balance. It also fosters an understanding of rotation principles. The Jacob's Ladder is a challenging twisted ladder that only older children can manage. Rigel is perfect for socialising tweens with the rope and seat options in the centre, inviting meetings.





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.



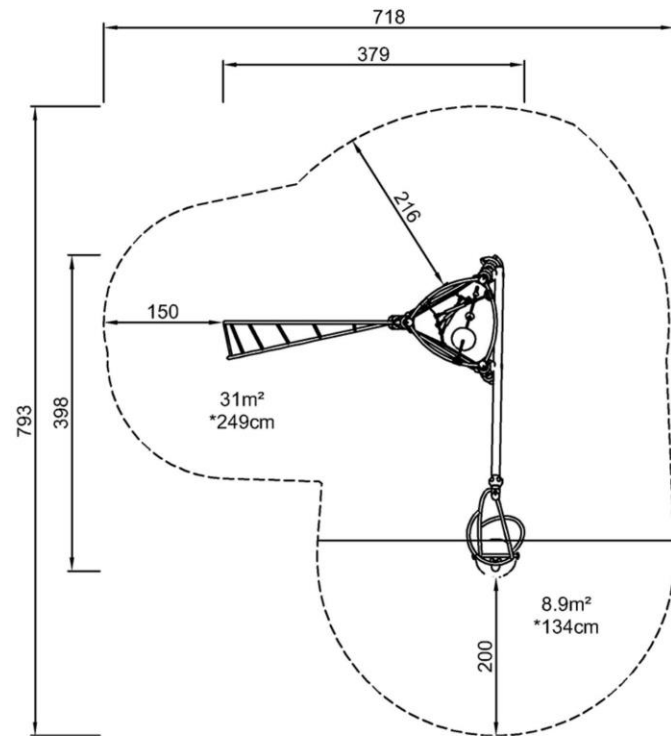
Galaxy products are available in different colour combinations with either hot dip galvanised steel surface treatment or optional with powder top finish of selected steel components. Colours of the activities are adjusted to support the individual colour combination.

Item no. GXY936012-3717	
Installation Information	
Max. fall height	249 cm
Safety surfacing area	39,9 m ²
Numbers of installers (persons)	2
Total installation time	9.8
Excavation volume	1,21 m ³
Concrete volume	1,20 m ³
Footing depth (standard)	90 cm
Shipment weight	389 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

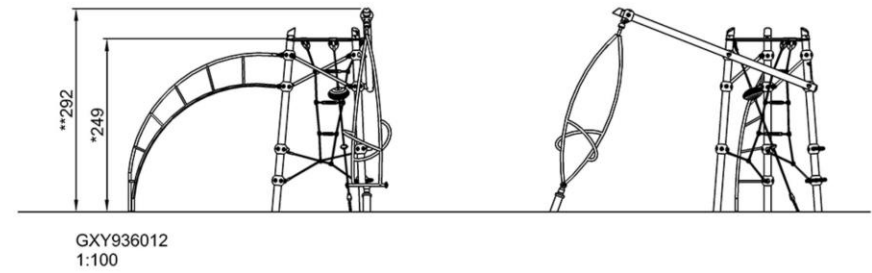


* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



GXY936012-xx17
*249cm
**293cm
***39.9m²



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



Jacob's ladder

Physical: coordination, muscle strength.

Social-Emotional: turn-taking and cooperation.

Cognitive: logical thinking when going from 2nd to 3rd step, changing feet.



Musca spinner

Physical: balance when standing, sitting and rotating, muscles develop when holding tight, spinning.

Social-Emotional: cooperation in getting the spinner to turn.



Twisted ladder

Physical: cross-coordination and eye-hand coordination are supported when climbing the ladder. The climbing also develops leg and arm muscles.

Social-Emotional: social interaction when hanging out together, learning about turn taking and cooperation.





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.