

Regulus

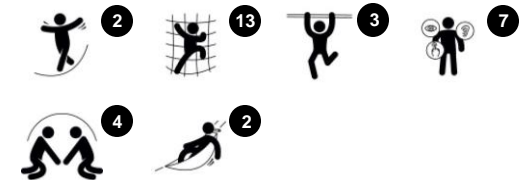
GXY939



Item no. GXY939012-3717

General Product Information

Dimensions LxWxH	481x555x265 cm
Age group	6+
Play capacity (users)	14
Colour options	



Regulus' bright colours and swaying and bouncy destinations attract and cater for playful children of all abilities. The slanting nets make it possible to stand, sit and lie, thus catering for users of all abilities and a wide age span. All the nets are intertwined which means that children can feel the movement of the other children climbing. The physical feedback,

meeting points and transparency of the nets support fun, social play, for a long time. When children climb, bounce and sway in the Regulus, they train their balance, proprioception and spatial awareness. This supports skills needed for e.g. sitting still at on a chair, concentrating.

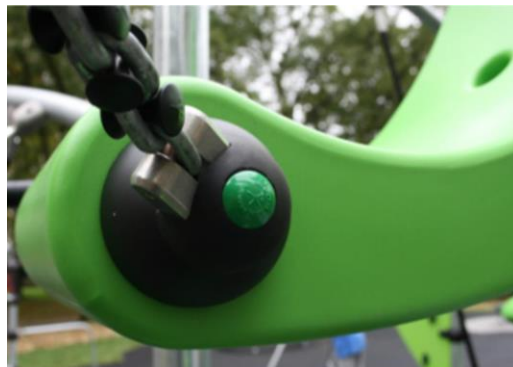


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The steel surfaces of GALAXY are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



Larger activities are made of 100% recyclable PE. The play shell displayed is moulded in one piece with a minimum 5mm wall thickness. PE has high impact resistance across a wide temperature span which ensures vandal resistance in all locations.



GALAXY climbing triangle with outer soft layer of PUR and corner brackets of moulded nylon (PA6). The core consist of a powder coated welded steel frame with integrated corner suspension points. Larger triangles are closed with an 18mm thick Ekogrip® panel that has a top-layer of rubber with a non-skid effect.



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 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.

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Installation Information

Max. fall height	249 cm
Safety surfacing area	49,1 m ²
Numbers of installers (persons)	2
Total installation time	16.6
Excavation volume	4,47 m ³
Concrete volume	1,62 m ³
Footing depth (standard)	90 cm
Shipment weight	498 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

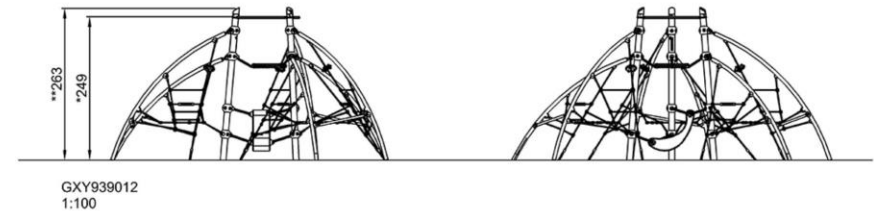
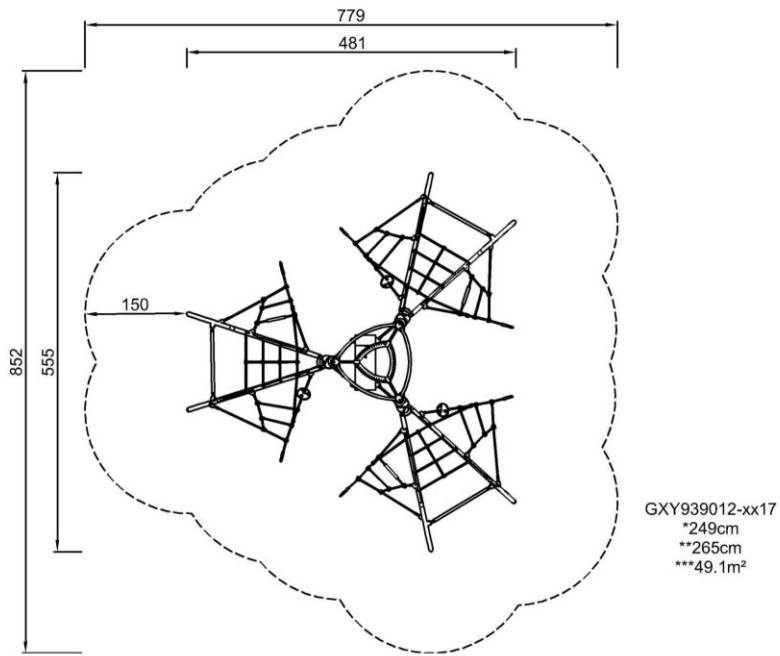


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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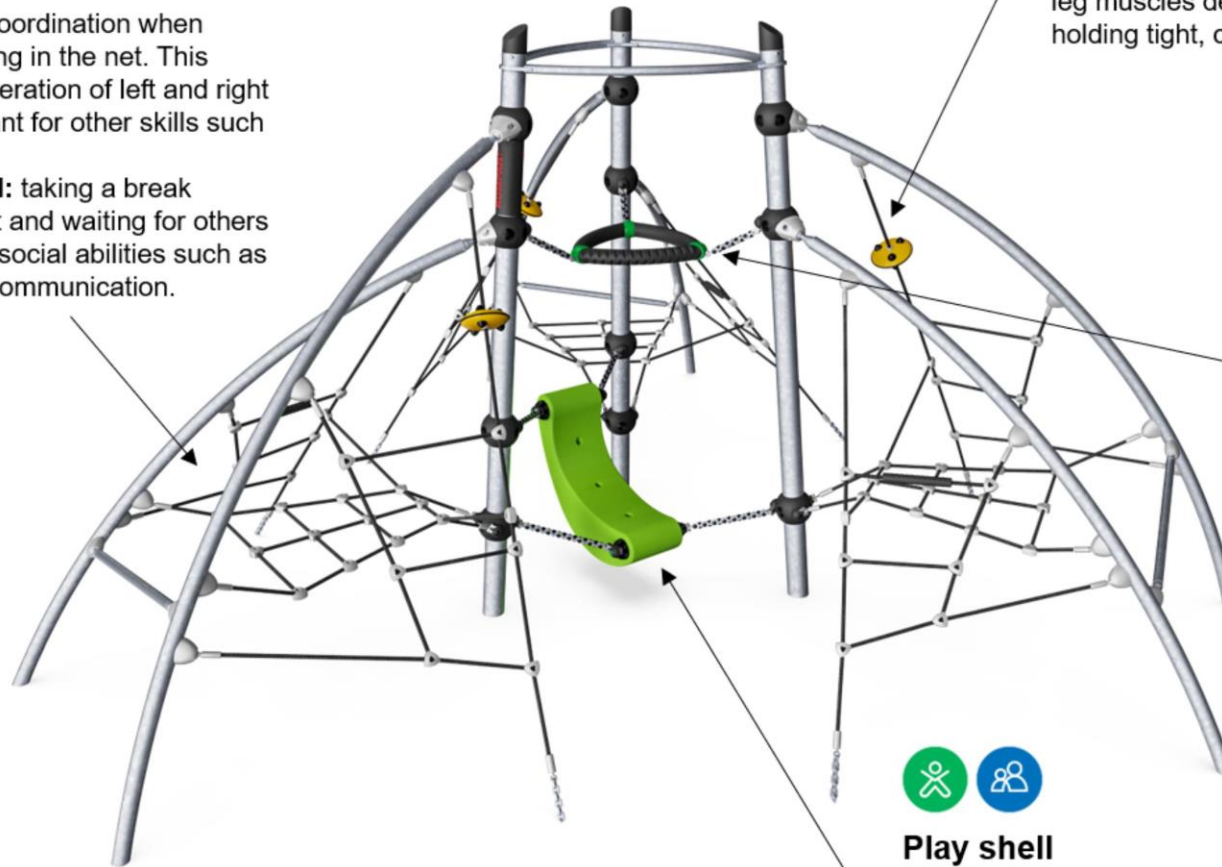
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Net

Physical: cross coordination when climbing or crawling in the net. This supports the cooperation of left and right brain half, important for other skills such as reading.

Social-Emotional: taking a break together in the net and waiting for others to cross supports social abilities such as cooperation and communication.



Ufo

Physical: sense of balance when sitting, swaying. Arm and leg muscles develop when holding tight, climbing up.



Open triangle plate

Physical: arm, leg and core muscles are developed by climbing up and through. Proprioception and spatial awareness are supported, both motor skills that help navigating the body in space.

Social-Emotional: swaying seat for a break, inviting socializing and turn-taking.



Play shell

Physical: the swaying movement stimulates the sense of balance, necessary to sit still on a chair.

Social-Emotional: taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.

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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.