

Cableway, for sloping area

M87211

Item no. M87211-3817	
General Product Information	
Dimensions LxWxH	3320x300x394 cm
Age group	4+
Play capacity (users)	1
Colour options	



The Large Cableway is the ultimate dare devil attraction. It may attract less evident risk profiles too; with its length and supportive seat and handhold, anyone can participate. And they will, again and again. The reason for this immense holding power lies mainly in the immense thrill of gliding through the air. The feeling of weightlessness and the floating

through the air at speed trains spatial awareness as well as the child's understanding of gravity, space and speed. This is necessary e.g. in managing traffic safely. The social skills get trained as children diligently hand back the seat to the next user in line. The running and pulling involved in this trains the child's cardio as well as upper body muscles. All in all, the

large cableway is an asset of play that unites generations and abilities as there is some way for almost everyone to use it.

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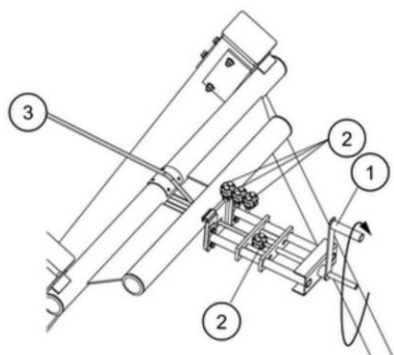
The steel surfaces are hot dip galvanised inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



The special designed seat is made of a stainless-steel insert covered with a soft layer of PUR rubber. The seat is impact tested to fulfill all global playground standards and the rope has an ergonomic handhold of a 60cm long moulded on PUR rubber handle.



The high-quality steel cable with a diameter of 12mm is designed for heavy usage of the cableway for many years. The starting point is indicated by a knob. At the stop point there is special designed spring device ensuring a softer stop of the puller.



The steel cable 3 is tensioned by a special designed device. By turning the handle 1 the steel cable can be tensioned according to instruction in a safe way. After tensioning the cable is locked by three clamps 2. The tensioning device can also be used for adjustment during annual inspections.

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Installation Information	
Max. fall height	100 cm
Safety surfacing area	164,6 m ²
Numbers of installers (persons)	2
Total installation time	10.1
Excavation volume	6,36 m ³
Concrete volume	1,54 m ³
Footing depth (standard)	100 cm
Shipment weight	361 kg
Anchoring options	In-ground ✓
Warranty Information	
Galvanised steel	10 years
PUR components	10 years
Spare parts guaranteed	10 years

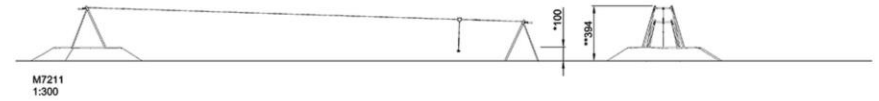
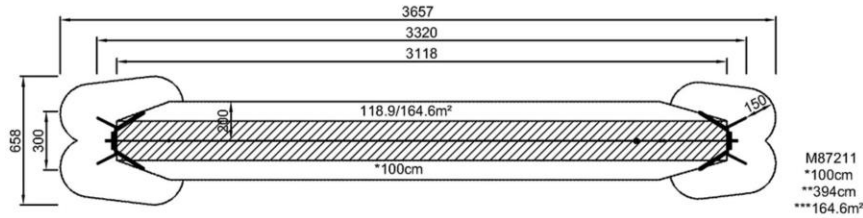


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



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

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The long line

Physical: the lengthy glide through the air adds to the thrill and trains spatial awareness, trunk stability and upper-body muscles. All this helps support the child's physical self esteem, making e.g. positive risk taking easier.



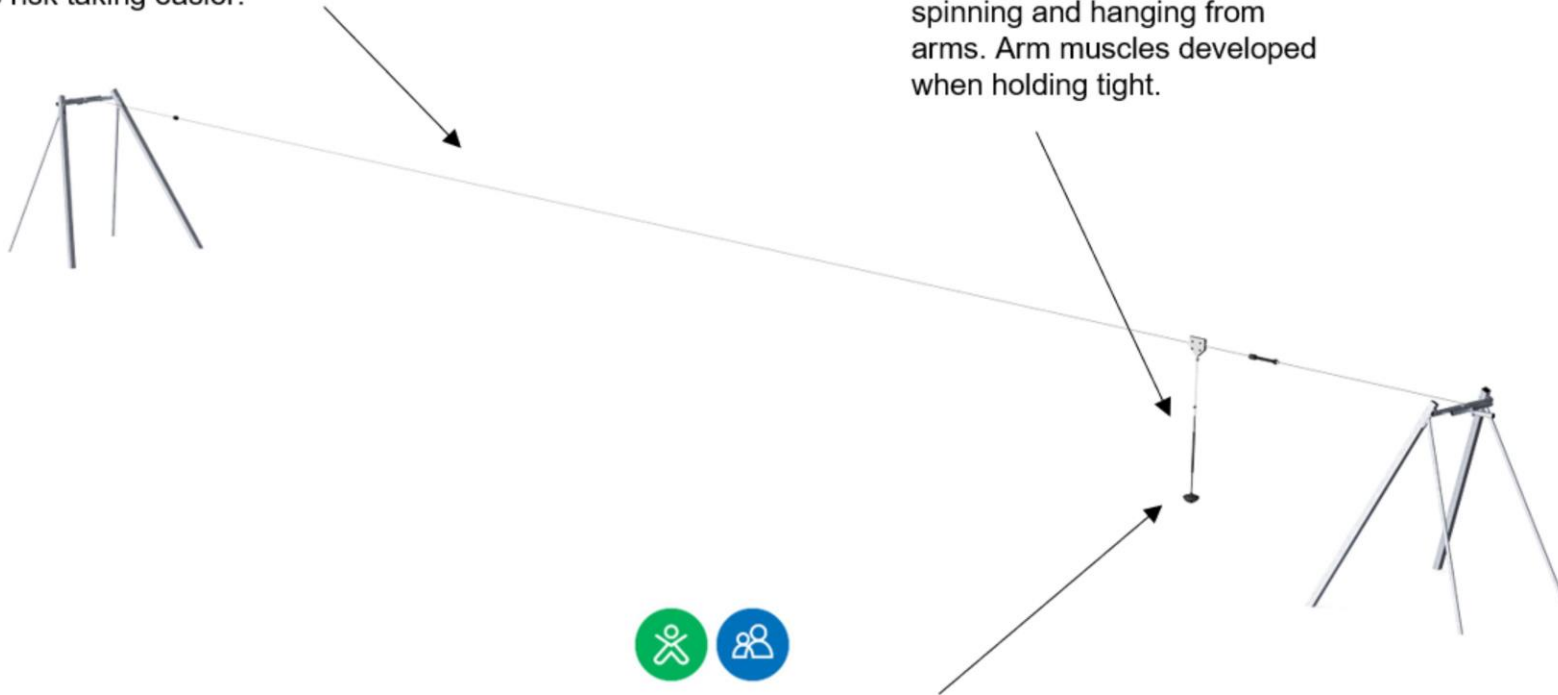
PUR covered rope

Physical: firm grip when spinning and hanging from arms. Arm muscles developed when holding tight.



Rounded seat

Physical: balance when sitting or standing. The sense of balance is important for instance for being able to sit still.
Social-Emotional: negotiation and turn-taking when deciding who should sit here.



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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.