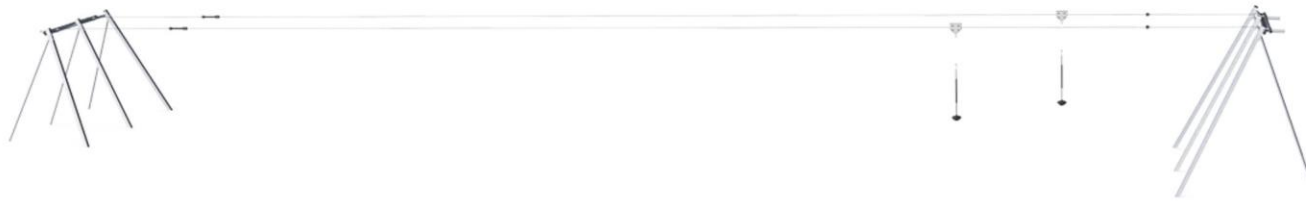



# Double Cableway, for flat area

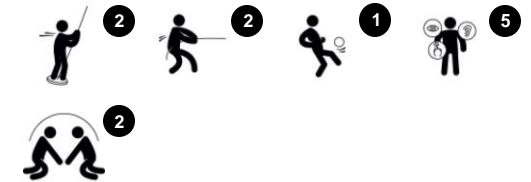
M88112



Item no. M88112-3817

## General Product Information

|                       |   |
|-----------------------|---|
| Dimensions LxWxH      | 3359x562x397 cm   |
| Age group             | 4+  |
| Play capacity (users) | 2   |
| Colour options        |  |



The Double Cableway is the ultimate social dare devil attraction. It will support social play again and again, children racing each other to the end, competing speed as they go. And they will go, again and again. The reason for this solid holding power lies mainly in the immense thrill of gliding through the air. The feeling of weightlessness and the swooshing through the

air 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.

# Double Cableway, for flat area

M88112



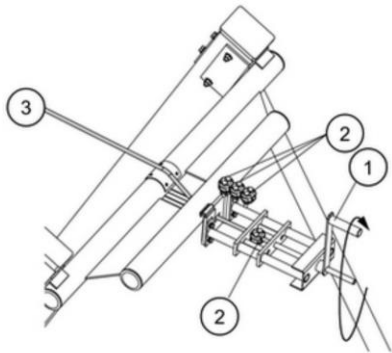
The steel support posts are hot dip galvanized inside and outside with lead free zinc. The galvanisation has excellent corrosion resistance in outside environments and requires low maintenance.



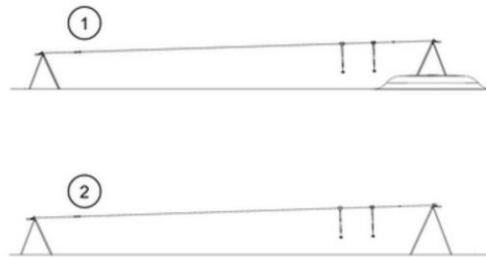
The special designed seat is made of a stainless-steel insert covered with a soft layer of PUR rubber. The seat is impact tested to fulfill all global playground standards and the rope has an ergonomic handhold of a 60cm long moulded on PUR rubber handle.



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.



KOMPAN cableways are available for flat or natural sloped surroundings and for surface or in-ground installation. Further the cableways can be supplied with one or two cables for children to ride together in friendly competition.

Item no. M88112-3817

## Installation Information

|                                 |                      |
|---------------------------------|----------------------|
| Max. fall height                | 100 cm               |
| Safety surfacing area           | 182,0 m <sup>2</sup> |
| Numbers of installers (persons) | 2                    |
| Total installation time         | 18.3                 |
| Excavation volume               | 12,28 m <sup>3</sup> |
| Concrete volume                 | 3,95 m <sup>3</sup>  |
| Footing depth (standard)        | 100 cm               |
| Shipment weight                 | 742 kg               |
| Anchoring options               | In-ground ✓          |

## Warranty Information

|                        |          |
|------------------------|----------|
| Galvanised steel       | 10 years |
| PUR components         | 10 years |
| Cable                  | 10 years |
| Movable parts          | 2 years  |
| Spare parts guaranteed | 10 years |

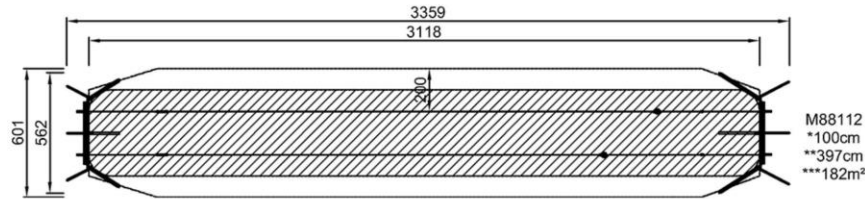


# Double Cableway, for flat area

M88112

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

\* Max fall height | \*\* Total height



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

# Double Cableway, for flat area

M88112



## The long line

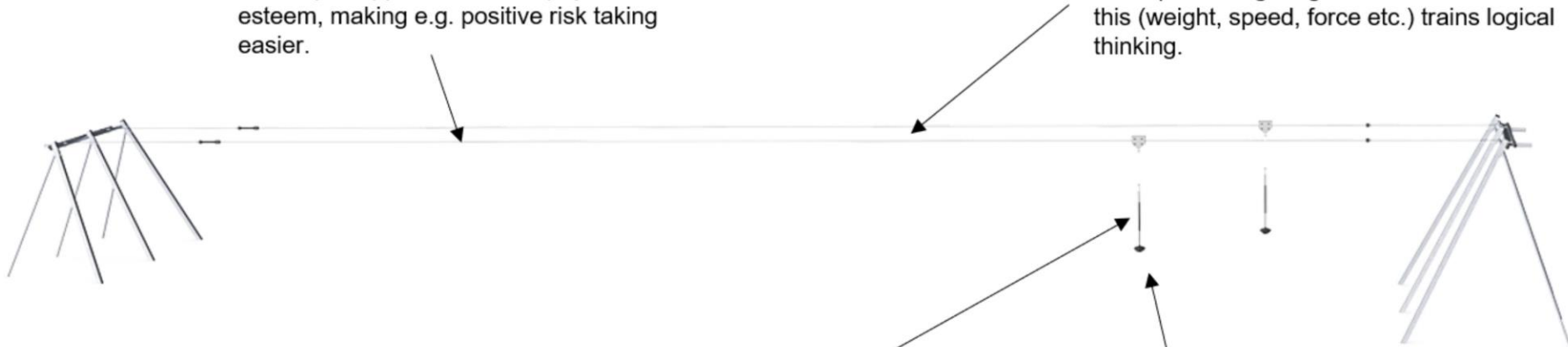
**Physical:** the lengthy glide through the air adds to the thrill and trains spatial awareness, trunk stability and upper-body muscles. All this helps support the child's physical self esteem, making e.g. positive risk taking easier.



## Double zipline

**Social-Emotional:** the possibility to glide with a companion or do friendly competitions train turn taking and cooperation skills.

**Cognitive:** the speed may differ between the two Ziplines. Figuring out the reason behind this (weight, speed, force etc.) trains logical thinking.



## PUR covered grip

**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.

# Double Cableway, for flat area

M88112



**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.