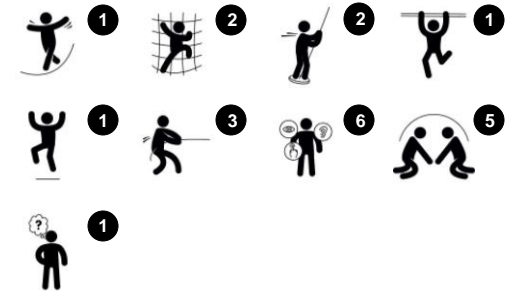


# Elements Cliff Rider

PCE1124



Item no. PCE112400-0901	
General Product Information	
Dimensions LxWxH	140x502x443 cm
Age group	6+
Play capacity (users)	14
Colour options	



The amazing taller Cliff Rider is hugely attractive to school age children. It calls for repeated loops of action, again and again. The intensely thrilling ride high up in the air, on a small footrest, is for the courageous. And those who aren't at the first go, get there with a little help from their friends. Till then, there is ample climbing and gliding on the climbing walls, climbing cleats on poles and the fireman's pole.

When testing the Cliff Rider with children, they

rated it a top scorer in thrilling play: Height, speed and rough-and-tumble was what the children really liked when playing here. From a more adult perspective, the Cliff Rider trains the muscle force and tension as well as the timing and sequencing of movements. Judging your body's movements, object control as well as timing is quite a complex task, but a necessary life skill that make it possible to for instance navigate the body securely and confidently through environments, e.g. in the street traffic.

As opposed to NOT being able to do this, the children who master these skills have body confidence, self confidence and ultimately the ability to concentrate on other things, such as academic topics in school. Last but not least, the self-confidence that children gain from overcoming their initial hesitations to travel on the Cliff Rider, is the more reason that they should.

# Elements Cliff Rider

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The pole vaulter pole is made of a welded steel construction with a 360° standing platform of Ekogrip. The double sided curved handles are made of EcoCore material. The pole combines superior ergonomics with outstanding functionality.



The rocking movement back and forth is controlled by a heavy duty scaled double rubber torsion spring element. The rubber element ensures a safe movement and reduces speed towards the tower platforms. The base cover of molded PE material with high impact resistance.



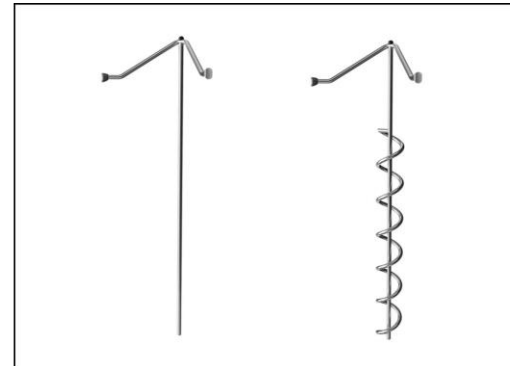
The curved start platforms are made of a curved stainless steel plate with non skid texture. The lower part of the platform is supported by a EcoCore board for safe foothold and the rubber bumper is placed to receive the pole.



The Curved ELEMENTS panels are moulded of UV stabilised recyclable PE with multiple options for in-build play features that also ensures a strong panel solution. Straight panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, ecofriendly and recyclable material.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17.8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



The stainless steel activities are made of high quality stainless steel. The steel is glass blasted after manufacturing to ensure a smooth gliding surface.

Item no. PCE112400-0901

### Installation Information

Max. fall height	260 cm
Safety surfacing area	41,1 m <sup>2</sup>
Number of installers	2
Total installation time	21.2
Excavation volume	0,70 m <sup>3</sup>
Concrete volume	0,32 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	642 kg
Anchoring options	In-ground ✓ Surface ✓

### Warranty Information

EcoCore HDPE	Lifetime
Hot dip galvanised steel	Lifetime
HPL decks	15 years
Post	10 years
Spare parts guaranteed	10 years

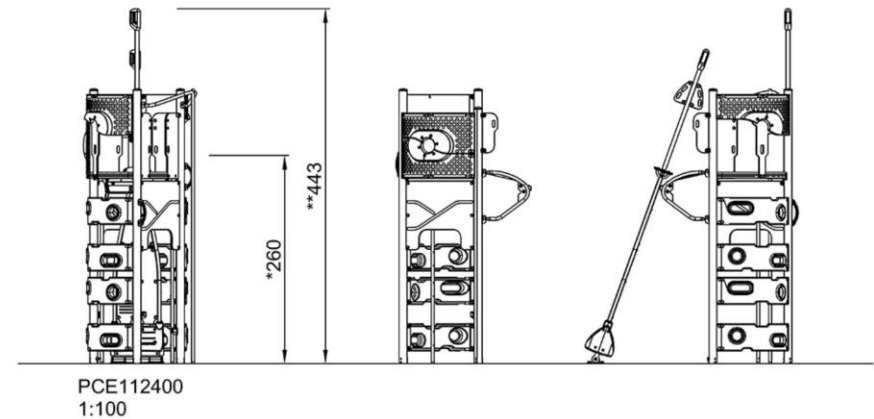
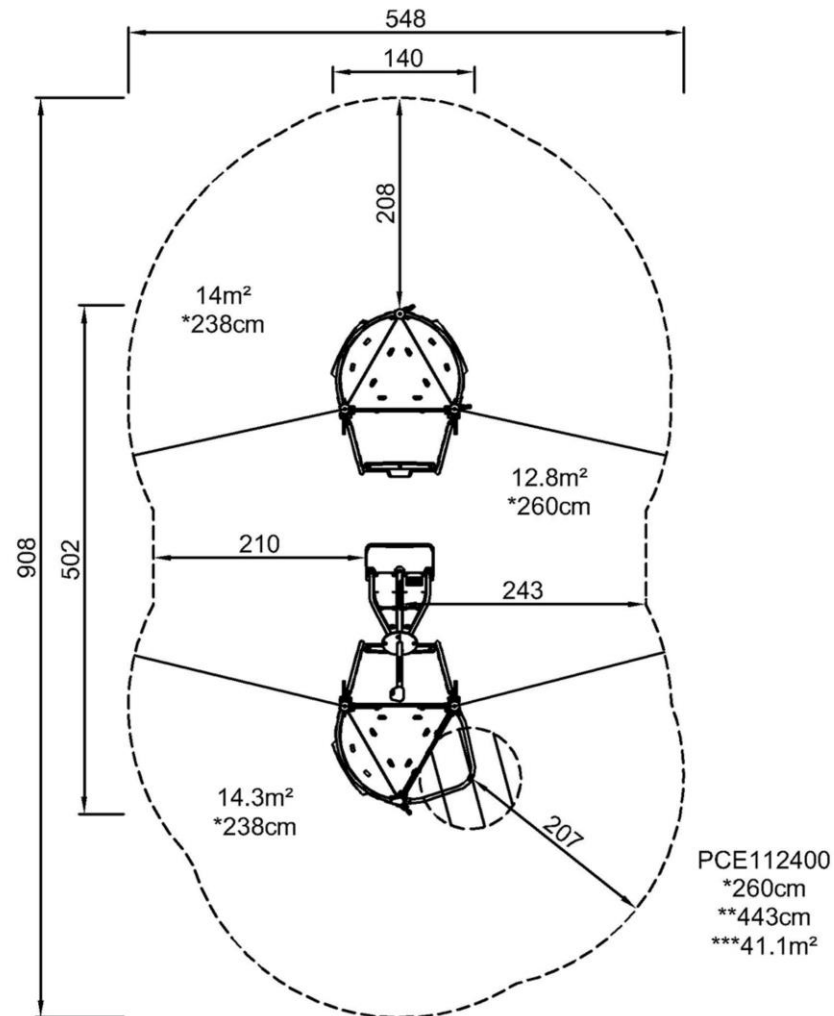


# Elements Cliff Rider

PCE1124

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

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



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

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

# Elements Cliff Rider

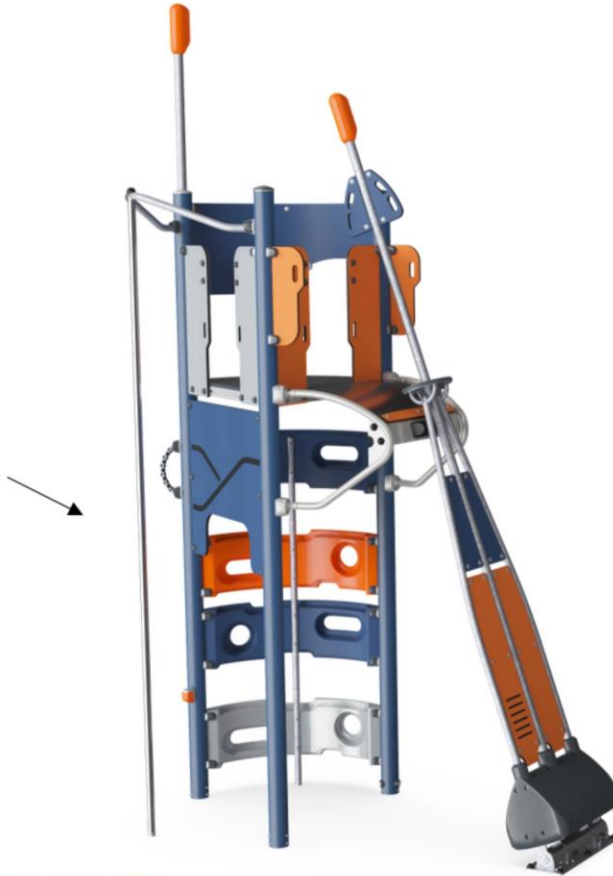
PCE1124



## Fireman's pole

**Physical:** coordination is supported when going down, as well as arm and core muscles. Landing strengthens bone density, which is built for life in early childhood.

**Social-Emotional:** turn-taking and risk-taking.



## Cliff rider

**Physical:** pushing with the feet and pushing and pulling with the arms train major muscles. The force of movement needs to be calibrated to make a smooth ride to the other side, which trains proprioception. Timing, force and sequence of movements train proprioception and coordination skills that build physical confidence in children.

**Social-Emotional:** cooperating with others and turn-taking skills are supported on the Cliff Rider. In addition, the thrill of stepping into the air physically supports a sense of overcoming challenges. Helping others overcome their hesitation trains empathy and consideration.

**Cognitive:** the force and coordination of movements teach children important life skills that add to their confidence.



## Wall climber

**Physical:** climbing supports cross coordination, proprioception, and the development of major muscle groups and hand strength.

**Social-Emotional:** two-sided climbing spurs social interaction and turn-taking.

# Elements Cliff Rider

PCE1124



## 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.