




# Cliff Rider Ultimate

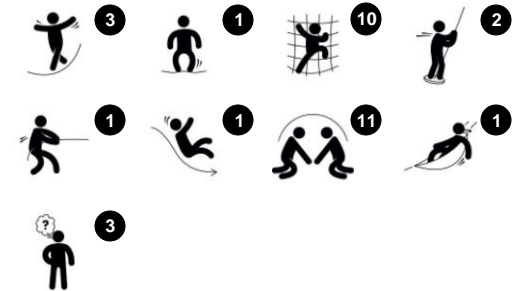
PCE3104



Item no. PCE310400-0901

## General Product Information

Dimensions LxWxH	1170x660x542 cm
Age group	6+
Play capacity (users)	36
Colour options	  



Wildly thrilling! The Cliff Rider Ultimate offers an immensely attractive school age children play heaven: It calls for repeated loops of action, again and again: Climbing up, down and around the richly varied accesses, with climbing cleats outside the stairs or the climbing wall accesses and gliding down the bannister bars pole is great fun! It also trains important motor skills such as balance and coordination, as well as muscles and cardio. There is no rest for the wicked on the Cliff Rider Ultimate: The

intensely thrilling High Rider up in the air is for the courageous. And those who aren't at the first go, can try out on the lower version. When testing the Cliff Rider Ultimate 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. They took great advantage of the fact that there were two levels of High Riders, having loops around each, and ultimately from the one to the other. From an adult perspective, the Cliff Rider has

high retention and ensures constant levels of varied physical activity that train 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 increases body confidence and ultimately self confidence. And the self-confidence that children gain from overcoming their initial hesitations to travel on the Cliff Riders, is the more reason that they should.

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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.



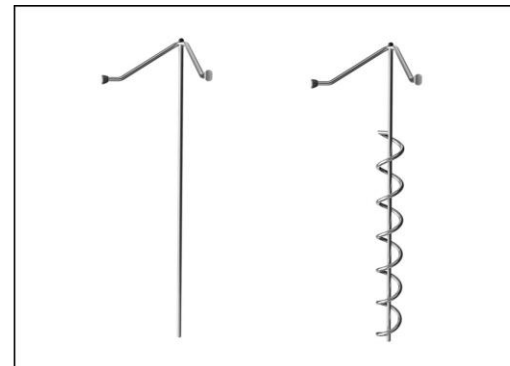
The curved start platforms are made of a curved stainless steel plate with non skid texture. The lower part of the platform is supported by a EcoCore board for safe foothold and the rubber bumper is placed to receive the pole.



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.

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## Installation Information

Max. fall height	273 cm
Safety surfacing area	87,8 m <sup>2</sup>
Number of installers	2
Total installation time	54.4
Excavation volume	1,71 m <sup>3</sup>
Concrete volume	0,36 m <sup>3</sup>
Footing depth (standard)	90 cm
Shipment weight	1.754 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

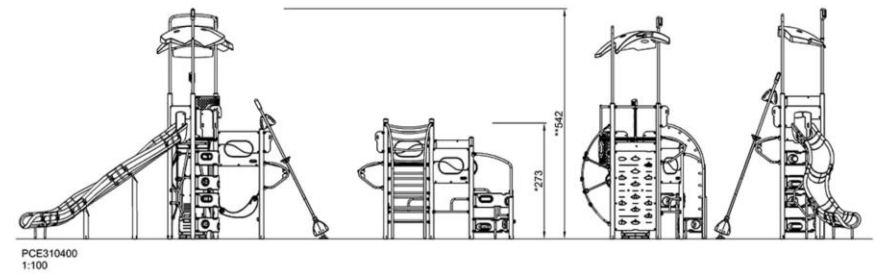
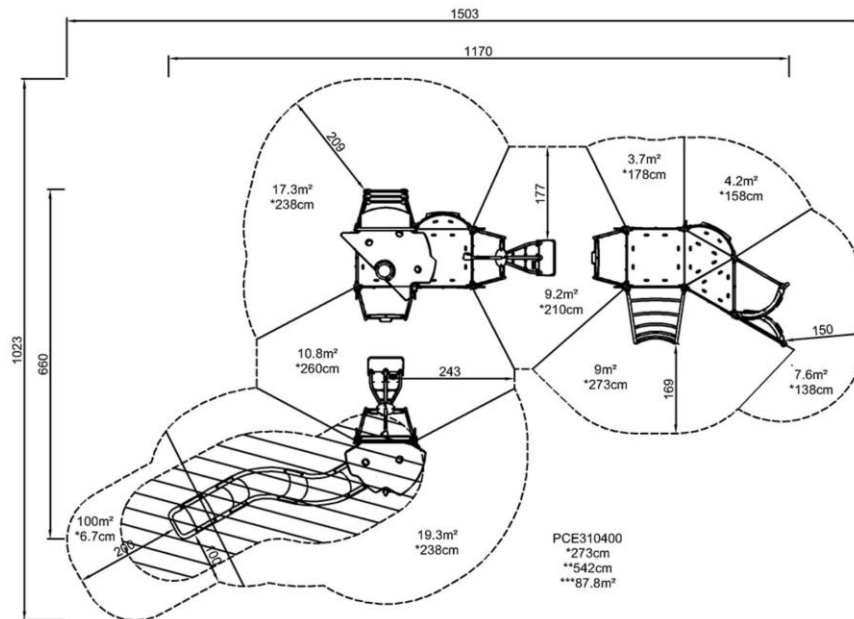


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\* Max fall height | \*\* Total height | \*\*\* Safety surfacing area

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



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

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

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## Curved slide

**Physical:** sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.  
**Social-Emotional:** empathy stimulated by turn-taking.



## 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.



## Play shell

**Physical:** the swaying movement stimulates the sense of balance, necessary to sit still on a chair.  
**Social-Emotional:** meeting, taking a break and turn-taking are supported, skills necessary to learn how to avoid conflicts.



## 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.



## Pipe and panel climber

**Physical:** crawling and climbing support cross coordination, proprioception and build major muscle groups.  
**Social-Emotional:** place for a rest, sharing with friends.



## Arc ladder

**Physical:** cross coordination and spatial awareness as well as upper body muscles when hanging with arms. This is especially important due to sedentary lifestyles of today's children.  
**Social-Emotional:** chill and socialize on top of the overhead ladder.  
**Cognitive:** logical thinking and planning to determine how best to enter the platform.

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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.