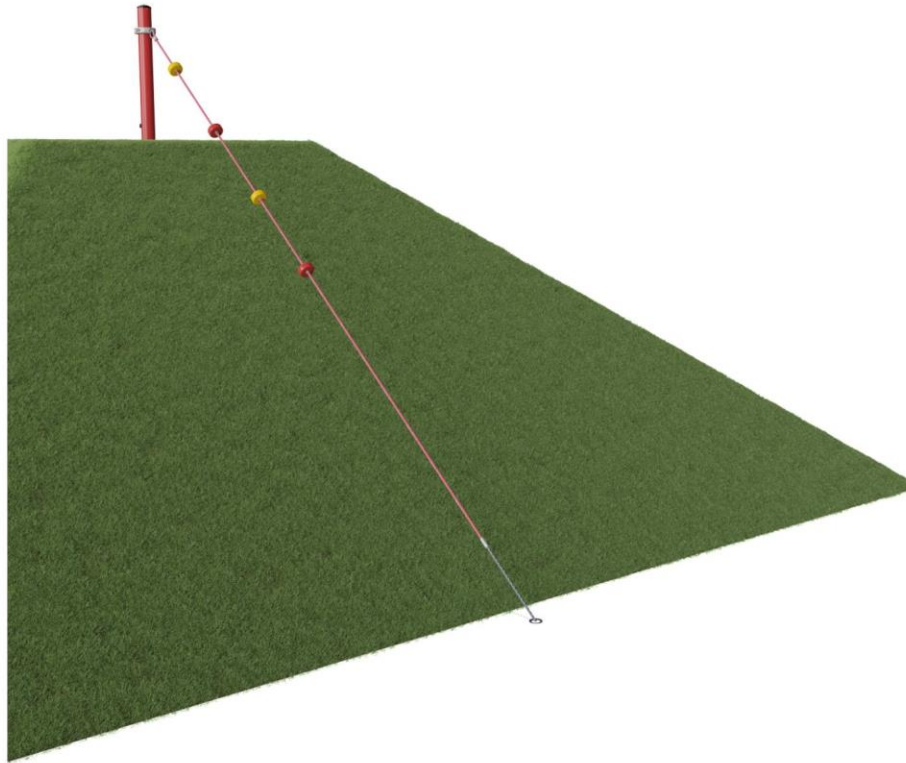


# Hill Climber rope with EPDM, type 7

COR10547

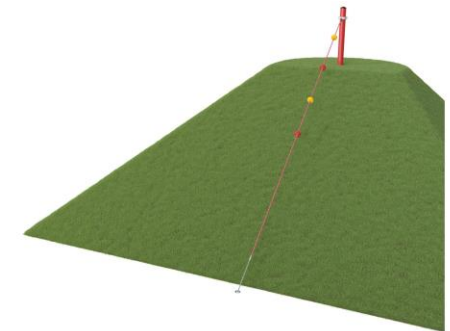


The fun of fundamentals make children play again and again: the Hill Climber invites and supports grappelling up steep hills. The wonderful combination of stemming the feet onto the hill, holding tight to the rope and leaning back, walking upwards is a repeatedly thrilling experience. Apart from being great fun, the combination of movement also provides

great gross motor and muscle training. Hands, arms and upper body get trained when gripping the perfectly sized rope, legs get trained walking upwards, and core muscles are put to work when leaning back, tensioning the core. The motor skill training is intense: the spatial awareness, the sense of balance and the coordination come to full use. This stimulates

the overall motor confidence of the child and helps train the ability to e.g. judge distances – important in street traffic.

Item no. COR105471-1101	
<b>General Product Information</b>	
Dimensions LxWxH	615x22x494 cm
Age group	3+
Play capacity (users)	11
Colour options	



# Hill Climber rope with EPDM, type 7

COR10547



Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanised six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



The metal parts are made of high quality steel, hot dip galvanised inside and outside with leadfree zinc. On the outside, there is an additional layer of powder coating. This ensures both excellent corrosion resistance and colourful design expression.



Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are bolted together. The height of the clamps is thus variable.

Item no. COR105471-1101	
Installation Information	
Max. fall height	0 cm
Safety surfacing area	29,9 m <sup>2</sup>
Number of installers	2
Total installation time	2.4
Excavation volume	1,33 m <sup>3</sup>
Concrete volume	0,83 m <sup>3</sup>
Footing depth (standard)	110 cm
Shipment weight	60 kg
Anchoring options	In-ground ✓
Warranty Information	
Corocord rope	10 years
S-Clamps	10 years
EPDM components	2 years
Spare parts guaranteed	10 years



The COROCORD Hill climbers are available in 8 galactic colour themes. The themes draw on bright colours that appeal to children of all ages.

Hill climber ropes are ideal embankment play products, usable on slopes of 20-60° and available in various lengths.

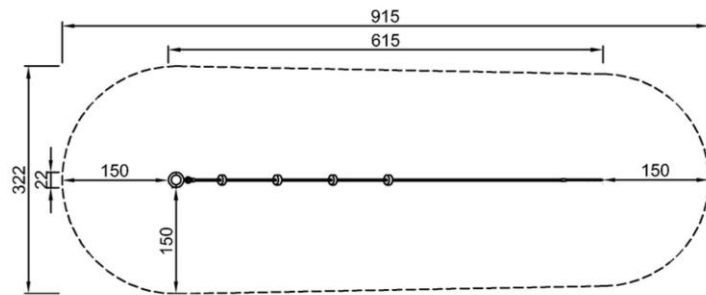


# Hill Climber rope with EPDM, type 7

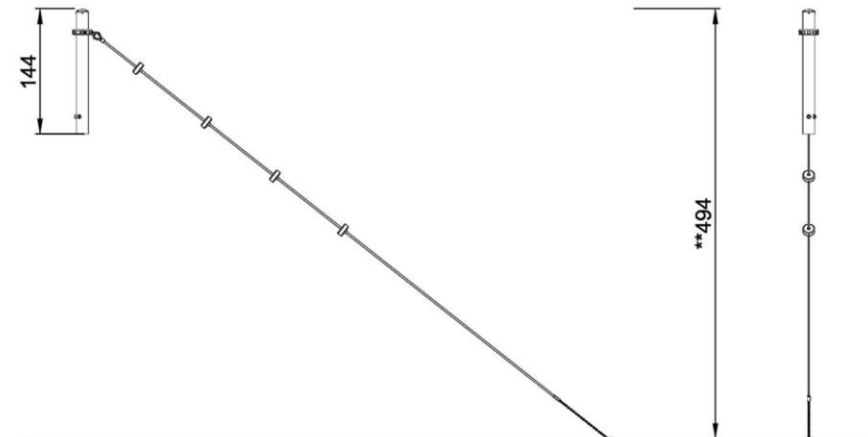
COR10547

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

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



COR105471  
\*0cm  
\*\*494cm  
\*\*\*29.9m<sup>2</sup>



COR105471  
Note: Total height (\*\*) is variable  
1:100

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

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

# Hill Climber rope with EPDM, type 7

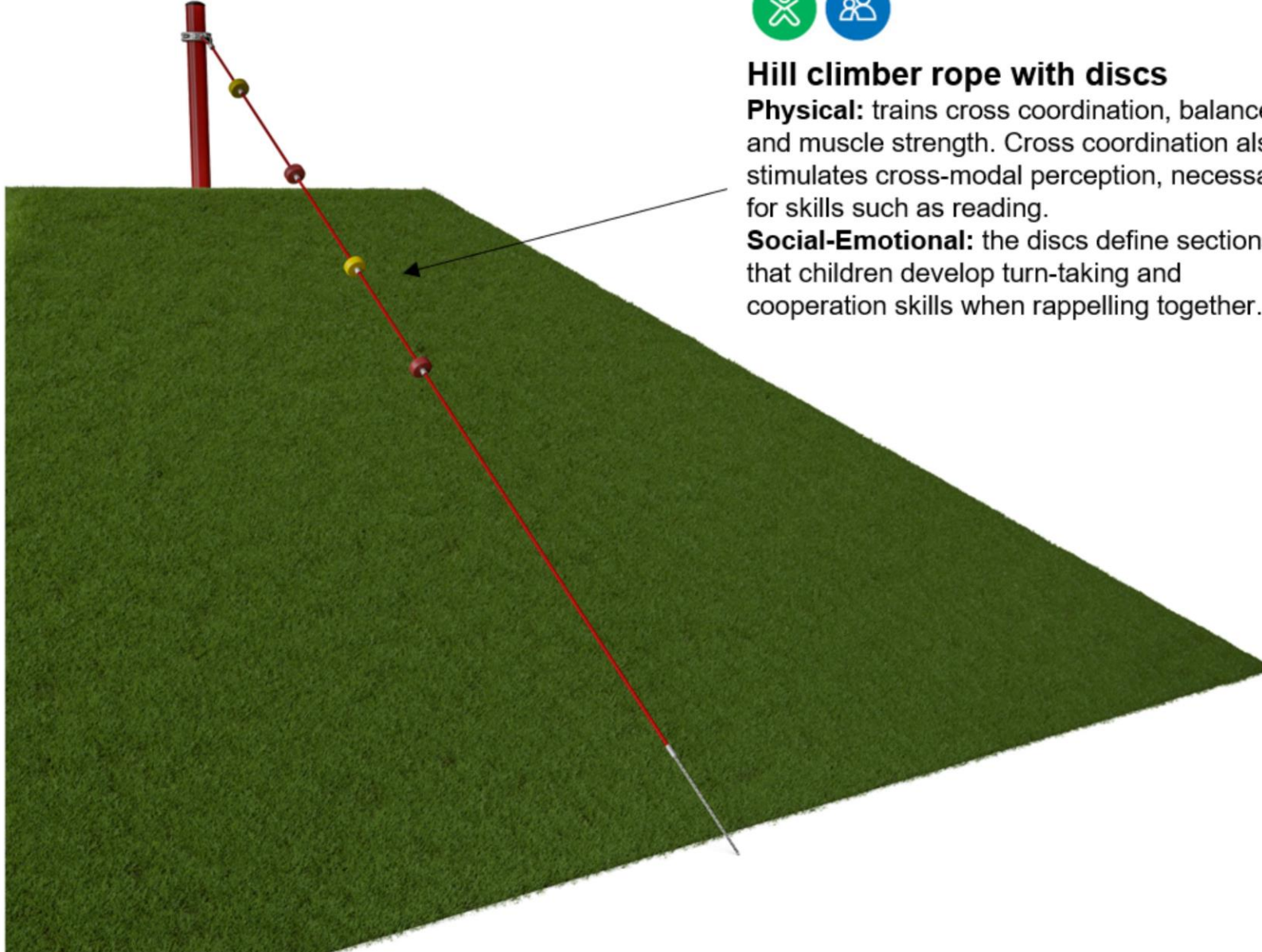
COR10547



## Hill climber rope with discs

**Physical:** trains cross coordination, balance and muscle strength. Cross coordination also stimulates cross-modal perception, necessary for skills such as reading.

**Social-Emotional:** the discs define sections so that children develop turn-taking and cooperation skills when rappelling together.



# Hill Climber rope with EPDM, type 7

COR10547



**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.