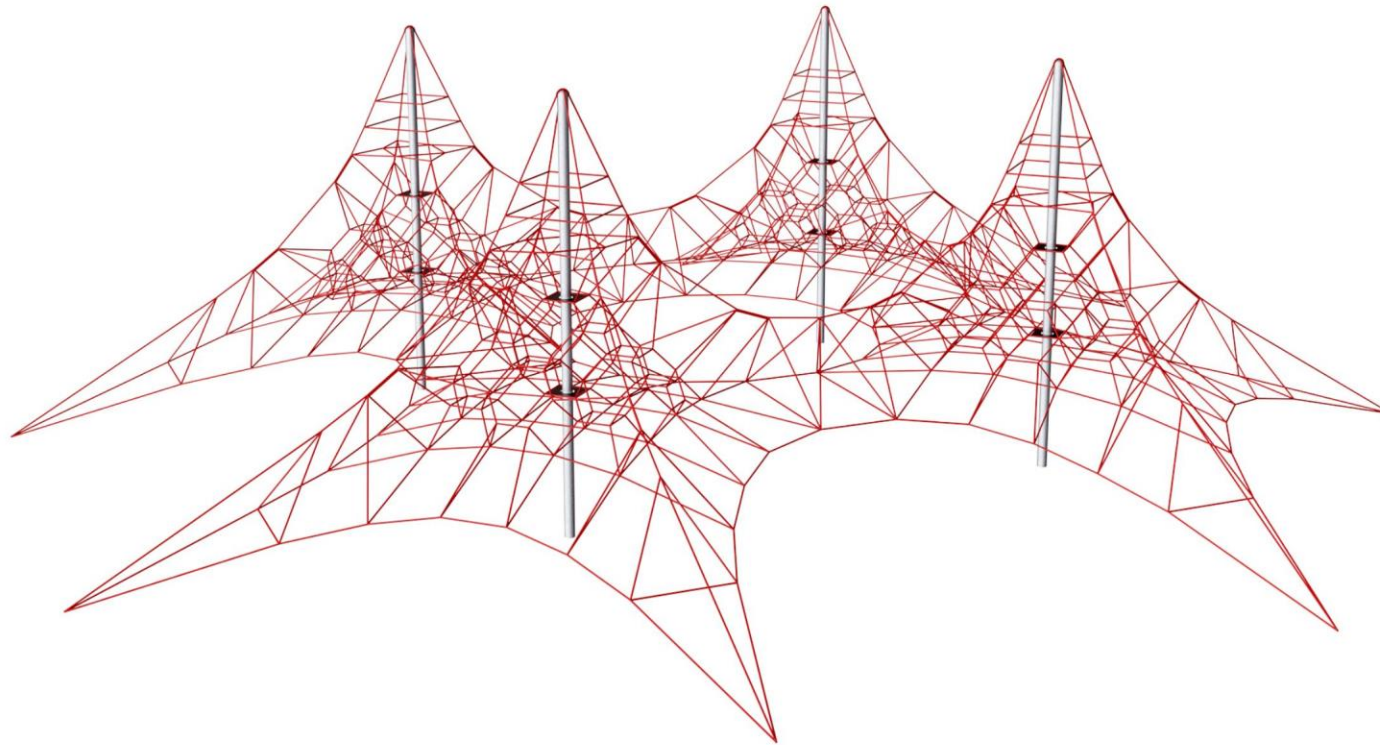







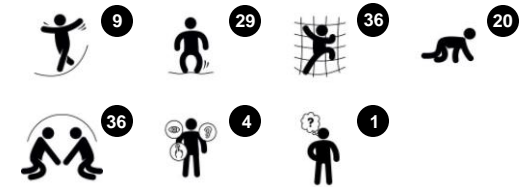


FOUR-MAST SPACENET, 5.8M

COR31444



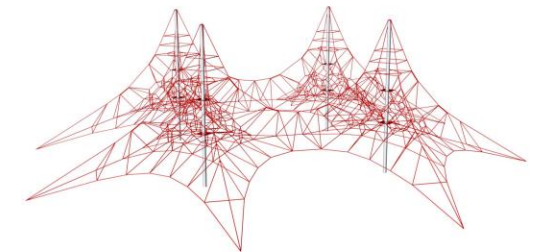
Item no. COR314441-1201	
General Product Information	
Dimensions LxWxH	1980 x 1980 x 580 cm
Age Group	5+
Play Capacity	160 children
Colour Options	      



The 5.8m Four-Mast Spacenet stands out in any play area from its height and width. The feeling of achievement when having climbed to the top is phenomenal. The rope net is responsive to the movement of children climbing and crawling creating an element of thrill and making children want to come back again and again to have more of the bouncy,

climbing loops. Climbing the interdependent meshes of the transparent net is challenging and trains important motor skills such as balance and coordination. These motor skills are fundamental to sitting still or navigating traffic safely. Major muscle groups are used when children climb the Four-Mast Spacenet: arms push and pull, legs push, and the core

provides stability as the children cling onto the ropes. The Four-Mast Spacenet trains courage and self regulation, skills necessary for children's social-emotional development.



FOUR-MAST SPACENET, 5.8M

COR31444



Corocord ropes with 19 mm 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.



Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.



The spacenets' main bearing ropes are equipped with an additional safety feature: should the main connections fail, the safety rope prevents collapse of the structure.



Corocord membranes consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance. Tested and compliant with REACH requirements for PAH. Embedded is a four-layered armouring made of woven polyester. The armouring and the two surface layers result in a total thickness of 7.5 mm.



In the centre of the net is the mast, made of high quality seamless steel. The structure of the mast as an oscillating support is statically favourable and equalizes the oscillations in the net. The masts are hot dip galvanised as standard, with the design option of additional powder coating.



Through KOMPAN Variant Team, you can choose between additional 7 rope colours and customize your solution. The assortment is a wide span of colours ranking from elegant and expressive black or natural and toned-down hemp colour, to a range of attractive and eye-catching signal colours.

Item no. COR314441-1201	
Installation Information	
Max. fall height	185 cm
Safety surfacing area	327.00 m ²
Numbers of Installers (persons)	2
Total installation time	47
Excavation volume	18.63 m ³
Concrete volume	13.04 m ³
Footing Depth (Standard)	120 cm
Shipment Weight	1,679 kg
Anchoring options	In-ground ✓
Warranty information	
Corocord Rope	5 Years
S-Clamps	10 Years
Aluminium Clamps	10 Years
Membranes	2 Years
Spare parts guaranteed	10 Years

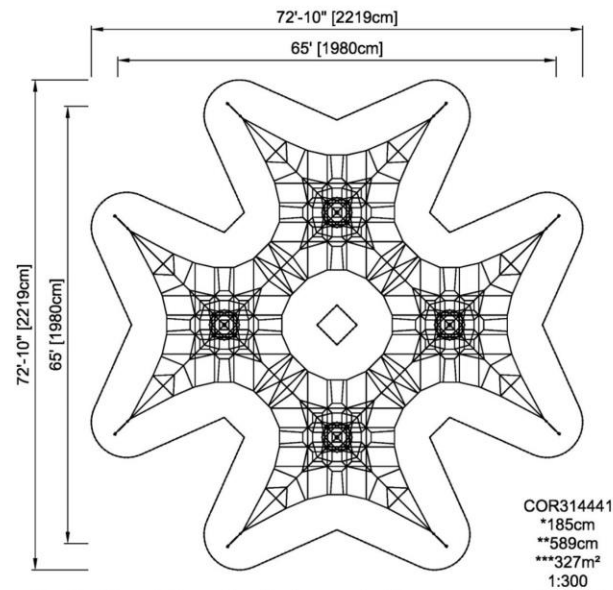


FOUR-MAST SPACENET, 5.8M

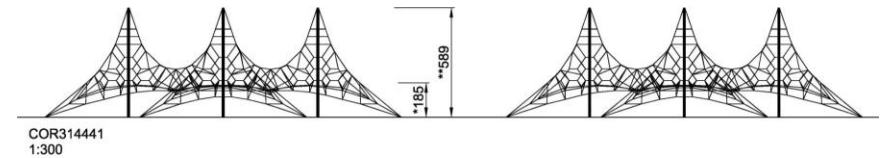
COR31444

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



Attention! Foundation anchor blocks exceed safety zone area. See installation instructions.



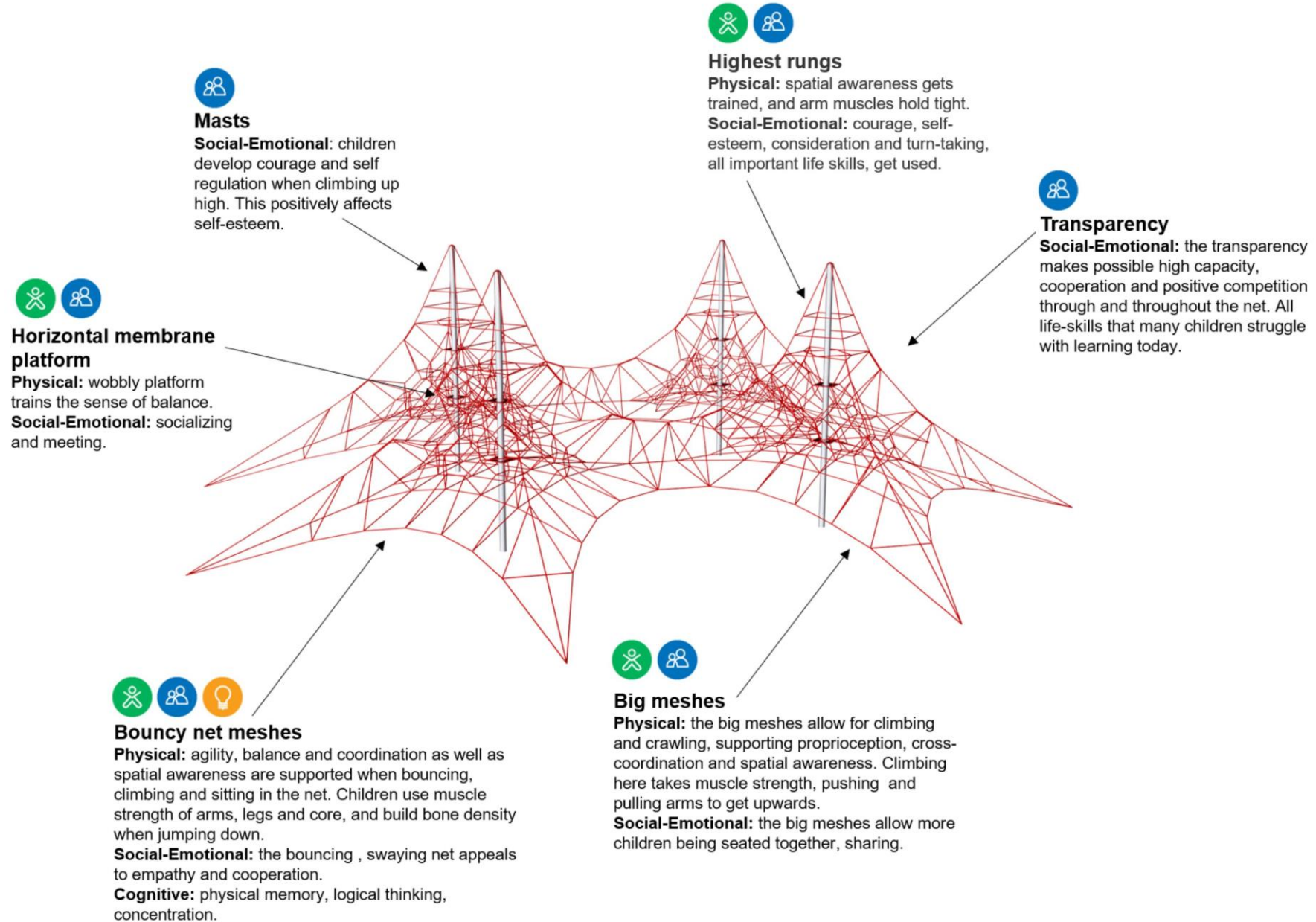
Attention! Foundation anchor blocks exceeds safety zone area. See installation instructions.

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

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

FOUR-MAST SPACENET, 5.8M

COR31444



FOUR-MAST SPACENET, 5.8M

COR31444



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).



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



CLIMB

To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



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.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



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.



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.



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.



JUMP

To jump is the act of jumping up or down on a hard surface.



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.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



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.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



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.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



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.