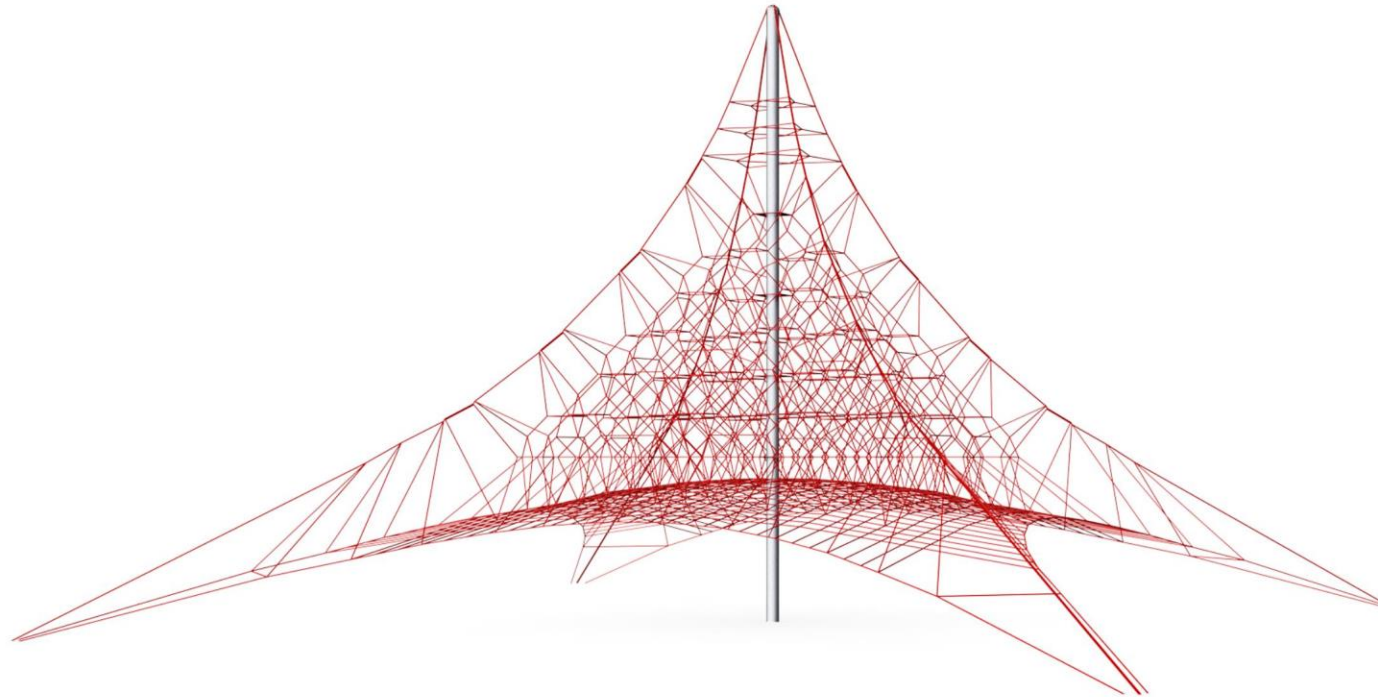
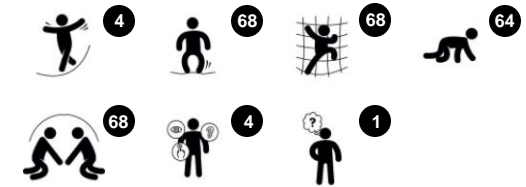


SUPER SPACENET 58

COR34581



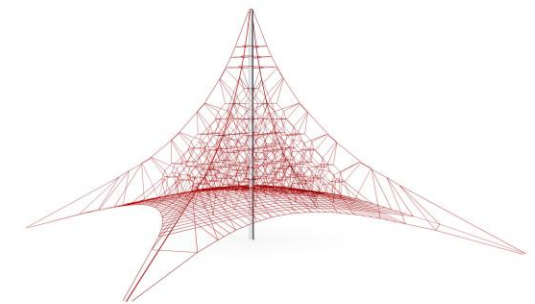
Item no. COR345811-1401	
General Product Information	
Dimensions LxWxH	2241x2241x1300 cm
Age Group	8+
Play Capacity	189 children
Colour Options	



13 meters of bouncy, swaying climbing. WOW! The Super Spacenet 58 attracts children again and again with its fantastic bouncy climbs and views. The enormous horizontal net at the bottom of the Super Spacenet is a great point for resting or crawling across, communicating with ground level players. Heaps of children can climb to the top at the same time. The

movements of all climbers are reflected in the sway and bounce of the net, making this a unique shared play experience, uniting children. Arm, core and leg muscles get good training. Social skills such as empathy and helping others are trained manifestly, when children climb together. Apart from the holistic climbing experience, the Super Spacenet attracts and

welcomes users from a very wide age span. Whole families can climb together, having fun in shared play.



SUPER SPACENET 58

COR34581



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.



Huge spacenet structures are secured to the foundation with a system of three turnbuckles. Horizontal and vertical edge cables are fixed to individual turnbuckles, which then connect to individual steel anchors. This system ensures that each edge cable can be tensioned separately and increases structural safety by way of independent anchoring.



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 armoring made of woven polyester. The armoring 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 ranging from elegant and expressive black or natural and toned-down hemp colour, to a range of attractive and eye-catching signal colours.

Item no. COR345811-1401	
Installation Information	
Max. fall height	300 cm
Safety surfacing area	475.20 m ²
Numbers of Installers (persons)	2
Total installation time	46
Excavation volume	50.55 m ³
Concrete volume	35.40 m ³
Footing Depth (Standard)	140 cm
Shipment Weight	4,675 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

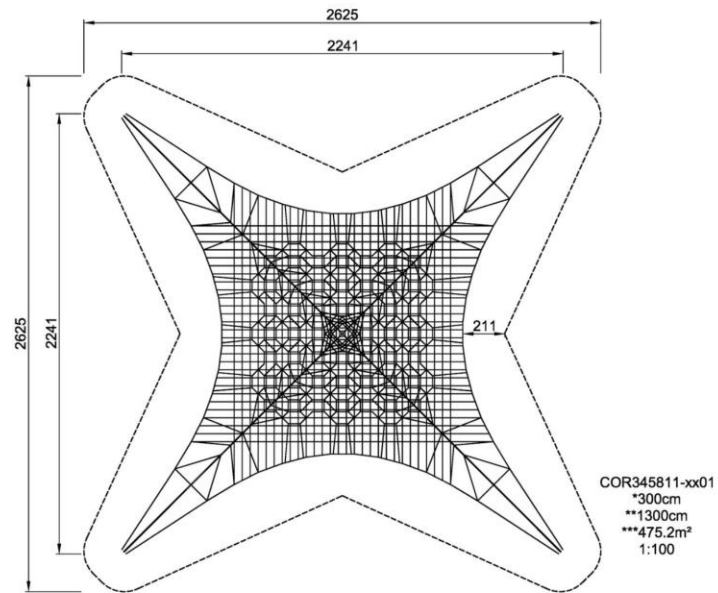


SUPER SPACENET 58

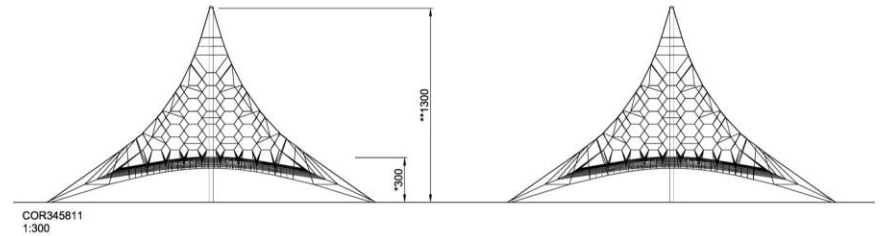
COR34581

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



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



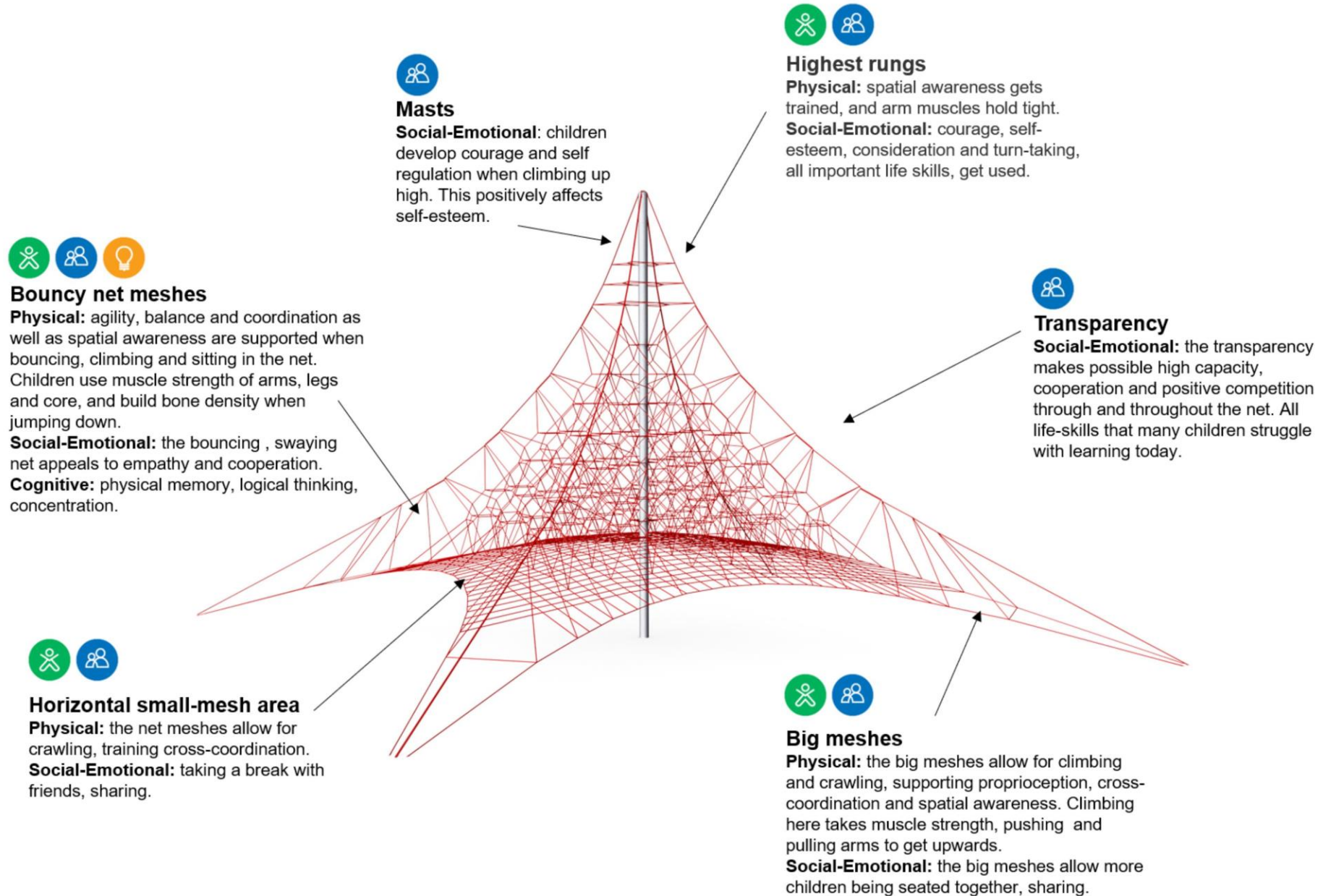
Attention! Foundation anchor blocks exceeds safetyzone area. See installation instructions.

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

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

SUPER SPACENET 58

COR34581



SUPER SPACENET 58

COR34581



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.