

COROCORD®

Ultimate architectural freedom





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KOMPAN Group is one of the world's leading play equipment manufacturers.

For more than 50 years, the company has designed, manufactured and marketed an extensive range of high-quality playground equipment, outdoor fitness equipment and outdoor furniture.

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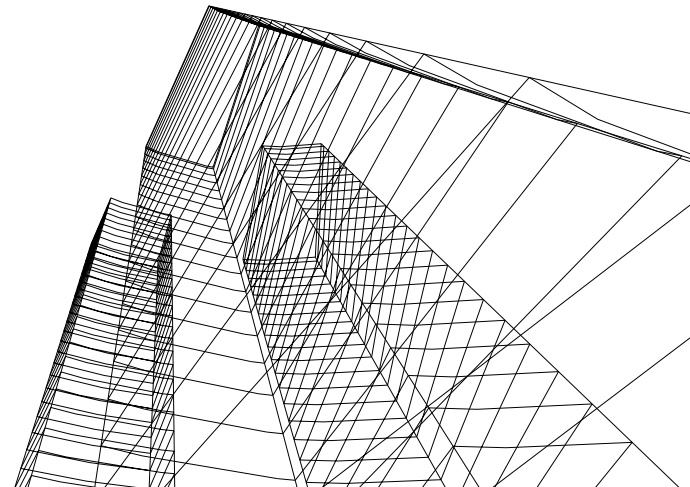
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TURNING THEMES, IDEAS AND STORIES INTO
ARCHITECTURAL PLAY LANDMARKS





Hot Air Balloon at Futuroscope Theme Park near Paris



San Francisco City Hall





ULTIMATE ARCHITECTURAL FREEDOM

The architectural freedom of Corocord is ultimate. It can take almost any shape and expression; transparent, themed, high, wide, colourful, neutral, abstract or explicit.

So the artistic mind can make a unique play monument that calls upon children and adults to come play, yet does not look like anything anyone has seen before. It can be made to match its environment – like at the Seattle Space Needle, the San Francisco City Hall, or the Futuroscope Theme Park near Paris.

You decide whether it dominates the scene or adds to the existing environment. And its timeless design makes it look contemporary, even after 50 years.

Seattle Space Needle



TAILOR-MADE

We tailor-make it with you and to you. A theme park may want a hot air balloon that symbolises travel, adventure and exploration. A sport stadium may want a trophy that symbolises competition, sportsmanship and winner attitude.



1

FINDING THE PERFECT CONCEPT

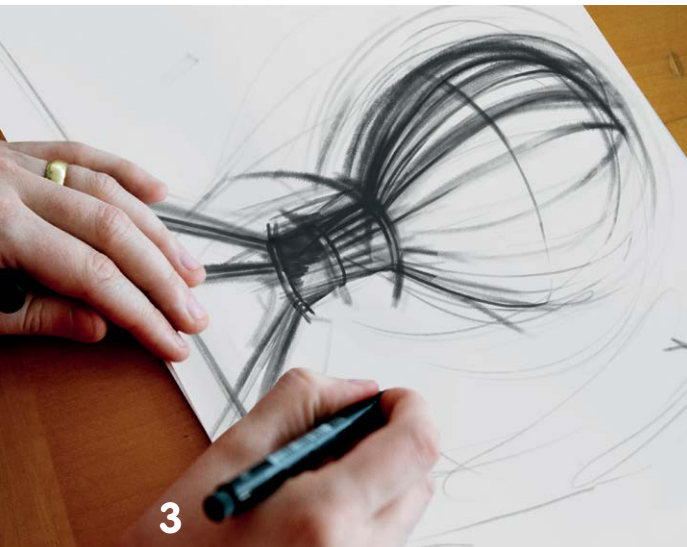
Together we find the perfect concept for the story you want to tell. For a theme park that wants to signal exploration, the concept of a hot air balloon can be the right concept.



2

RESEARCHING THE CONCEPT

Next, the design team will study the phenomena in order to find the features that visualise your story the right way.



3

SKETCHING DESIGN IDEAS

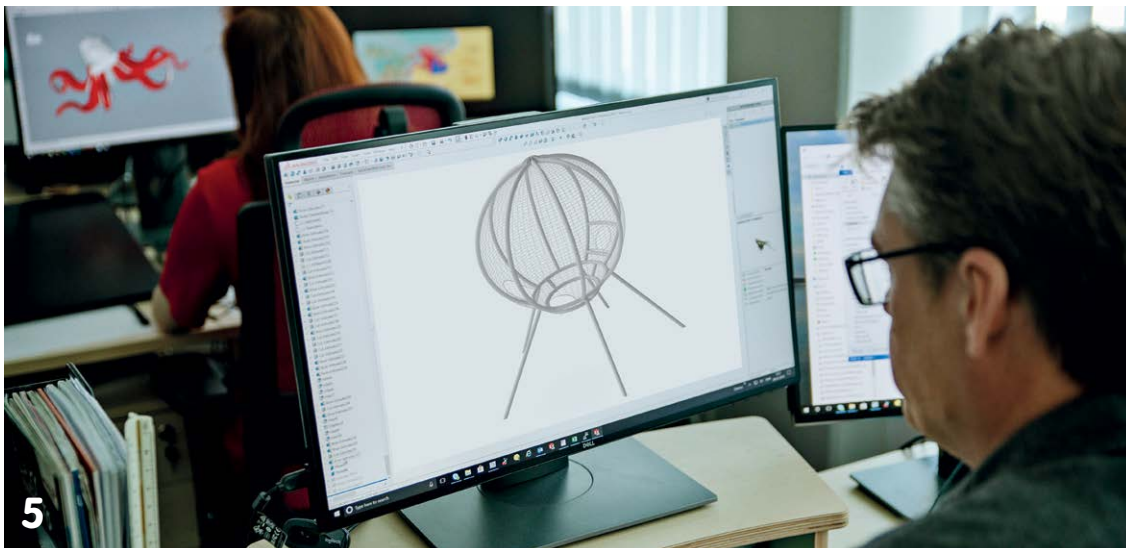
The first sketches are made and delivered to you in order to test ideas and together find the perfect design for the site.



4

LOADED WITH PLAY

Your play sculpture is loaded with the portfolio of play features that we have invented throughout half a century.



5

BUILDING THE PLAY SCULPTURE

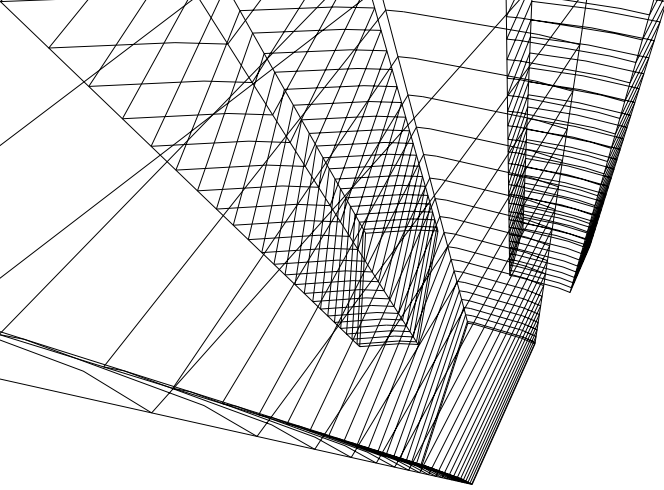
Our engineers make sure that the static structure is safe and sound. We use the highest quality materials in order to build a landmark that lasts for decades.



6

INSTALLATION

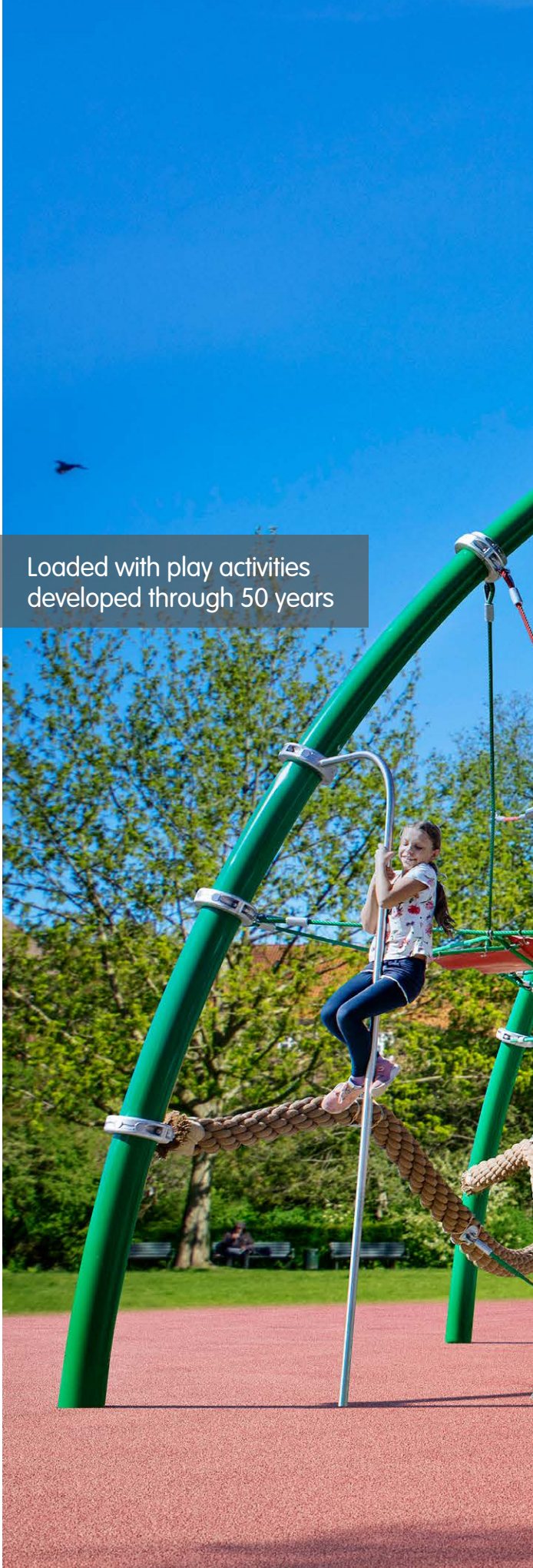
Our installers around the world can take on the job of building the site, so you avoid the pitfalls on the road of construction.



LOADED WITH PLAY THAT DEVELOPS BODY, MIND AND FRIENDSHIPS

Corocord play monuments are more than unique pieces of art with high structures and thrilling height.

Children used to get their physical excitement and mental stimulation by climbing trees. Today, these 3-dimensional spaces trigger the same reaction, but with a lot more variation than a couple of branches – and safety! The endless number of ways to climb the structure develop creativity. The nets also sway and bounce back, developing the senses. The adventure-filled structures and the countless ways of climbing them stimulate social interaction and communication, which again develops social skills, leading to new or stronger friendships.



Loaded with play activities
developed through 50 years





GIANT SKYWALK OCEAN



GILANT Skywalk Jungle



GILANT Skywalk Ocean

Play Shells, Talking Tubes, Hammock and Tic-Tac-Toe create an integrated and inviting ground-level retraction space for the youngest or the less courageous. The activities all invite to cooperation and turn-taking, and the Tic-Tac-Toe adds an element of play for strategic thinking.

The bouncy Spacenet adds bounce and thrill to climbs. Climbing here trains cross-coordination, sense of space and muscles.

The Giant play tower offers a unique variety of speedy sliding, observation posts and, not least, challenging climbing. Low climbing and hang-out areas add opportunities for all to socialise and participate in play.

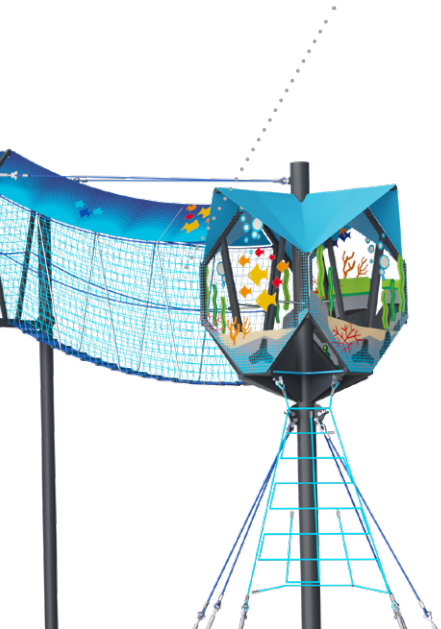
The slides are the main attractions. The open and closed slides offer each their fast ride. Severe fun, stimulating social-emotional skills such as self-regulation and empathy.



Potential specifications	GIANT Skywalk Ocean	GIANT Skywalk Jungle
Age	6+	6+
Max. fall height	279cm	279cm
Total height	913cm	990cm
Fall space dimensions	3273 x 2361cm	3166 x 2083cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The transparent bridges add thrill and social interaction, helping to overcome fears and feel the accomplishment when daring.





SKYTWISTER





A SENSE OF LIGHT AND
COLOUR REFLECTION



SkyTwister Sensory

The visual dichroic panels create an amazing colour change on the outside and a wondrous meeting point on the inside, adding to children's – and adults' – curiosity and sense of wonder.

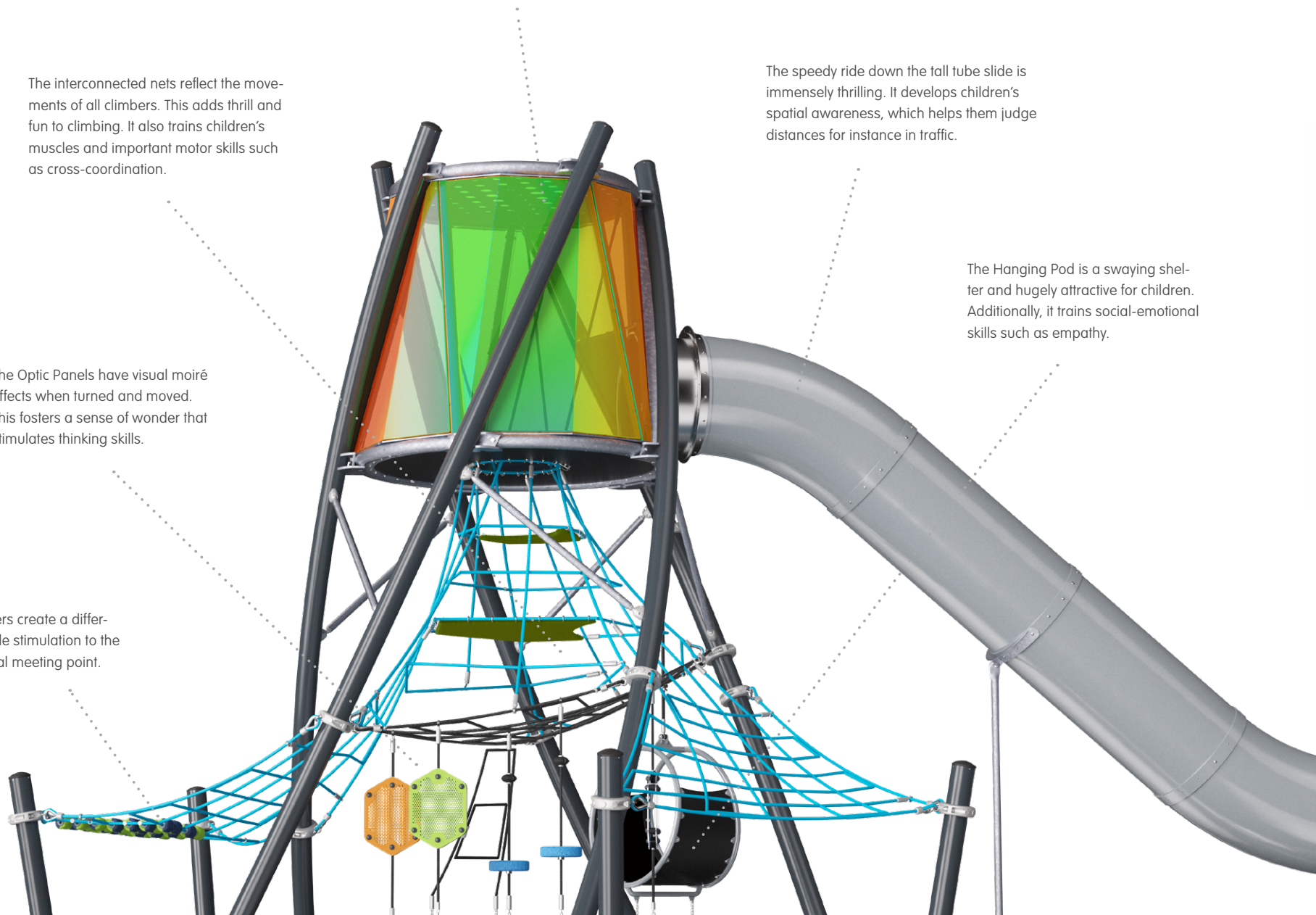
The interconnected nets reflect the movements of all climbers. This adds thrill and fun to climbing. It also trains children's muscles and important motor skills such as cross-coordination.

The speedy ride down the tall tube slide is immensely thrilling. It develops children's spatial awareness, which helps them judge distances for instance in traffic.

The Optic Panels have visual moiré effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.

The Hanging Pod is a swaying shelter and hugely attractive for children. Additionally, it trains social-emotional skills such as empathy.

The Rollers create a different, tactile stimulation to the horizontal meeting point.



Potential specifications

Age	5+
Max. fall height	245cm
Total height	503cm
Fall space dimensions	829 x 1165cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

SkyTwister Physical





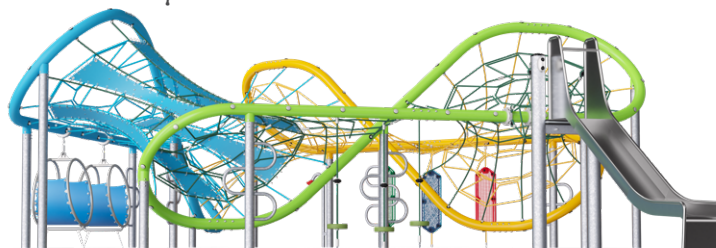
BUTTERFLY DOUBLE



Butterfly



Butterfly Triple



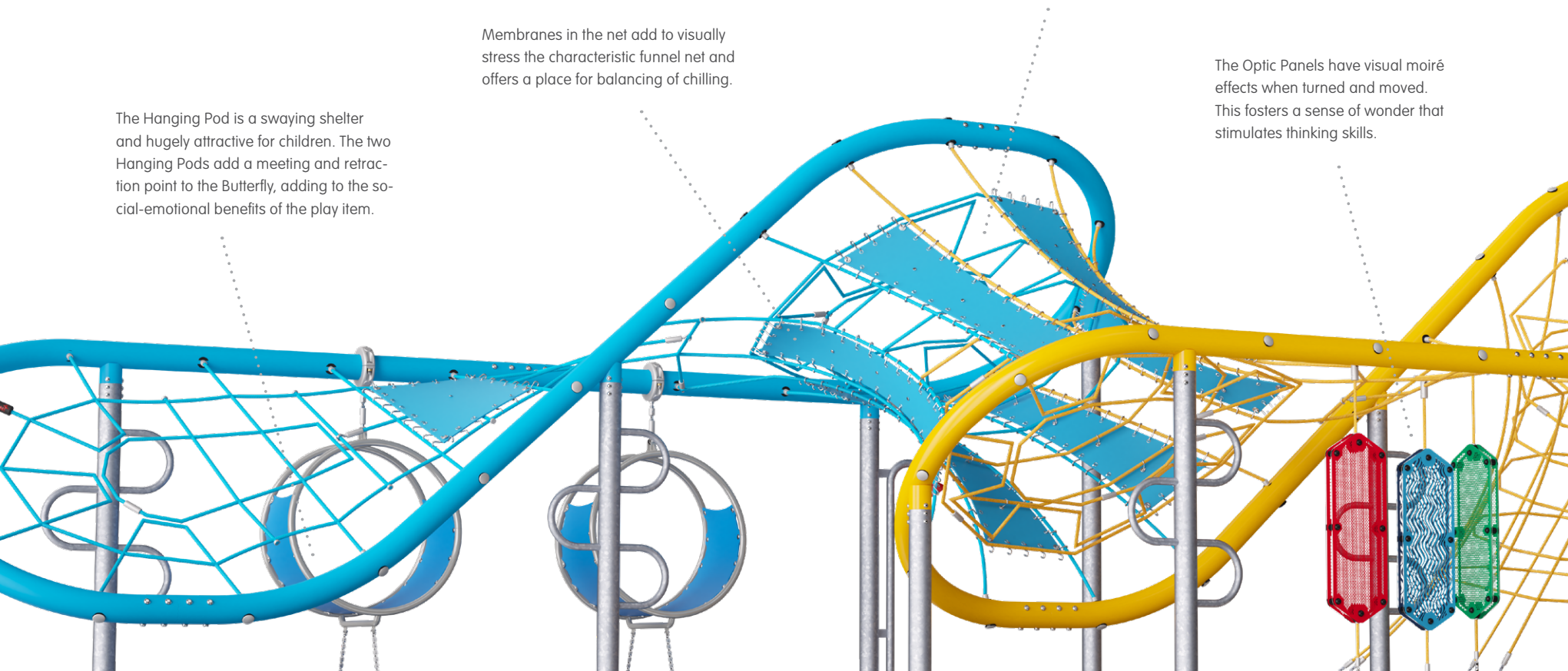
Butterfly Double

The 360 Funnel Net connects the loops and creates a climb tunnel that is climbable inside and outside. The 3D climbing trains children's muscles and their proprioception. This benefits their physical confidence and safety.

Membranes in the net add to visually stress the characteristic funnel net and offers a place for balancing of chilling.

The Hanging Pod is a swaying shelter and hugely attractive for children. The two Hanging Pods add a meeting and retraction point to the Butterfly, adding to the social-emotional benefits of the play item.

The Optic Panels have visual moiré effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.



Potential specifications	Butterfly	Butterfly Double	Butterfly Triple
Age	5+	5+	5+
Max. fall height	300cm	300cm	300cm
Total height	308cm	308cm	308cm
Fall space dimensions	1046 x 872cm	1492 x 745cm	1251 x 1171cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The climbing net trains children's versatile climbing movements while allowing for visual contact to playmates thanks to the transparency of the structure.

The Talk Tubes encourage communication and make children wonder and use logical thinking skills to figure out how to communicate via funnels and invisible tubes.

ORGANIC SHAPES AND EYE-CATCHING COLOURS





SENSORY DOME



Sensory Dome

The Rollers create a different, tactile stimulation for all as a ground-level accessible meeting point.

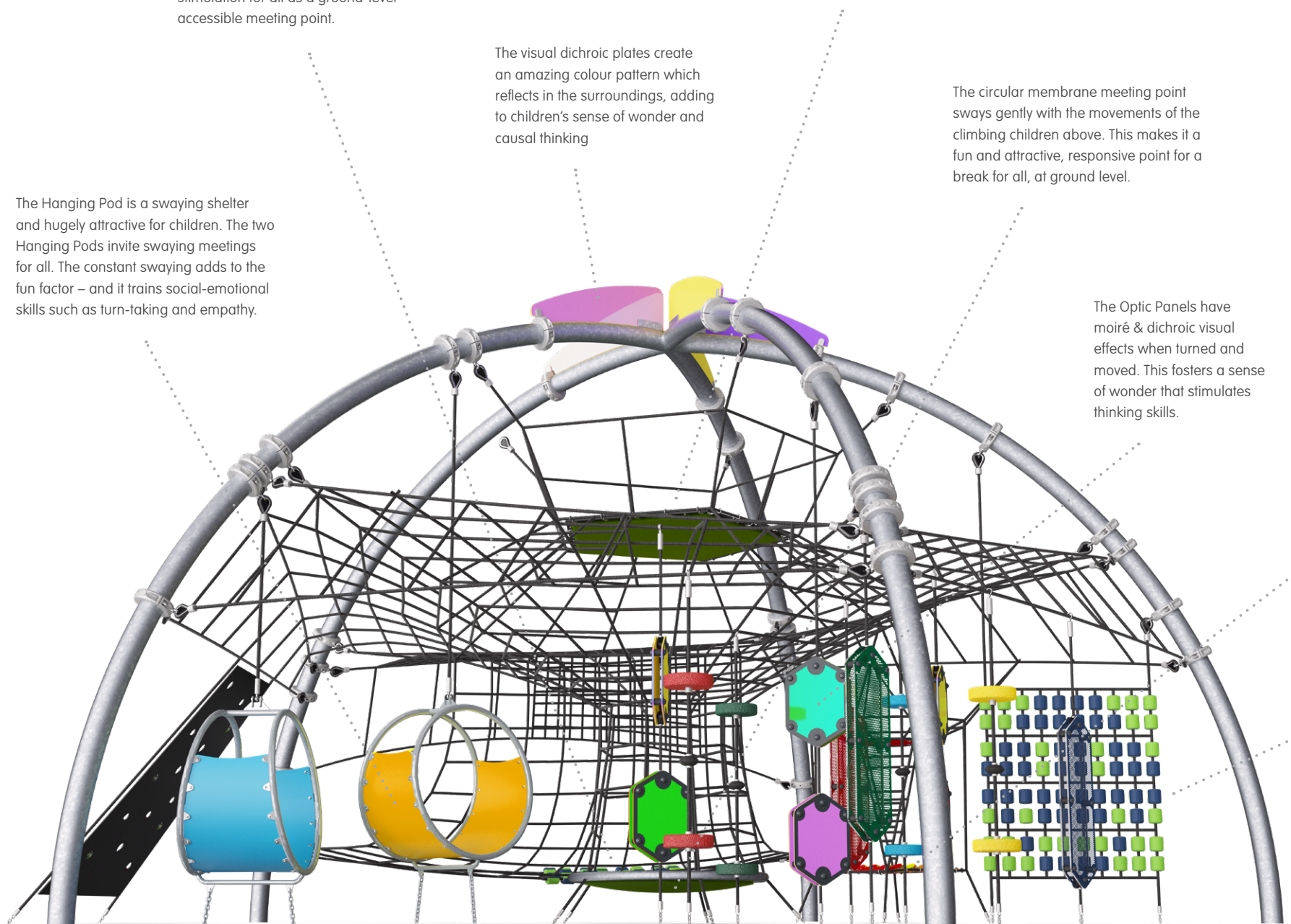
The gently moving, turfed membrane meeting point adds a tactile destination from which children can feel the movements of the net climbers around them.

The visual dichroic plates create an amazing colour pattern which reflects in the surroundings, adding to children's sense of wonder and causal thinking

The circular membrane meeting point sways gently with the movements of the climbing children above. This makes it a fun and attractive, responsive point for a break for all, at ground level.

The Hanging Pod is a swaying shelter and hugely attractive for children. The two Hanging Pods invite swaying meetings for all. The constant swaying adds to the fun factor – and it trains social-emotional skills such as turn-taking and empathy.

The Optic Panels have moiré & dichroic visual effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.



Potential specifications	Sensory Dome
Age	5+
Max. fall height	300cm
Total height	438cm
Fall space dimensions	1075 x 1036cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The Dragon Scale membrane invites all ages and abilities for a colourful, tactile break. The membrane is dispersed in the nets above and gently sways by the movements of the climbers.



The Drawing Wall offers a tactile and versatile game of creating patterns and signals. The possibility of leaving a mark stimulates children's creativity and cooperation.





NIMBUS CLOUD





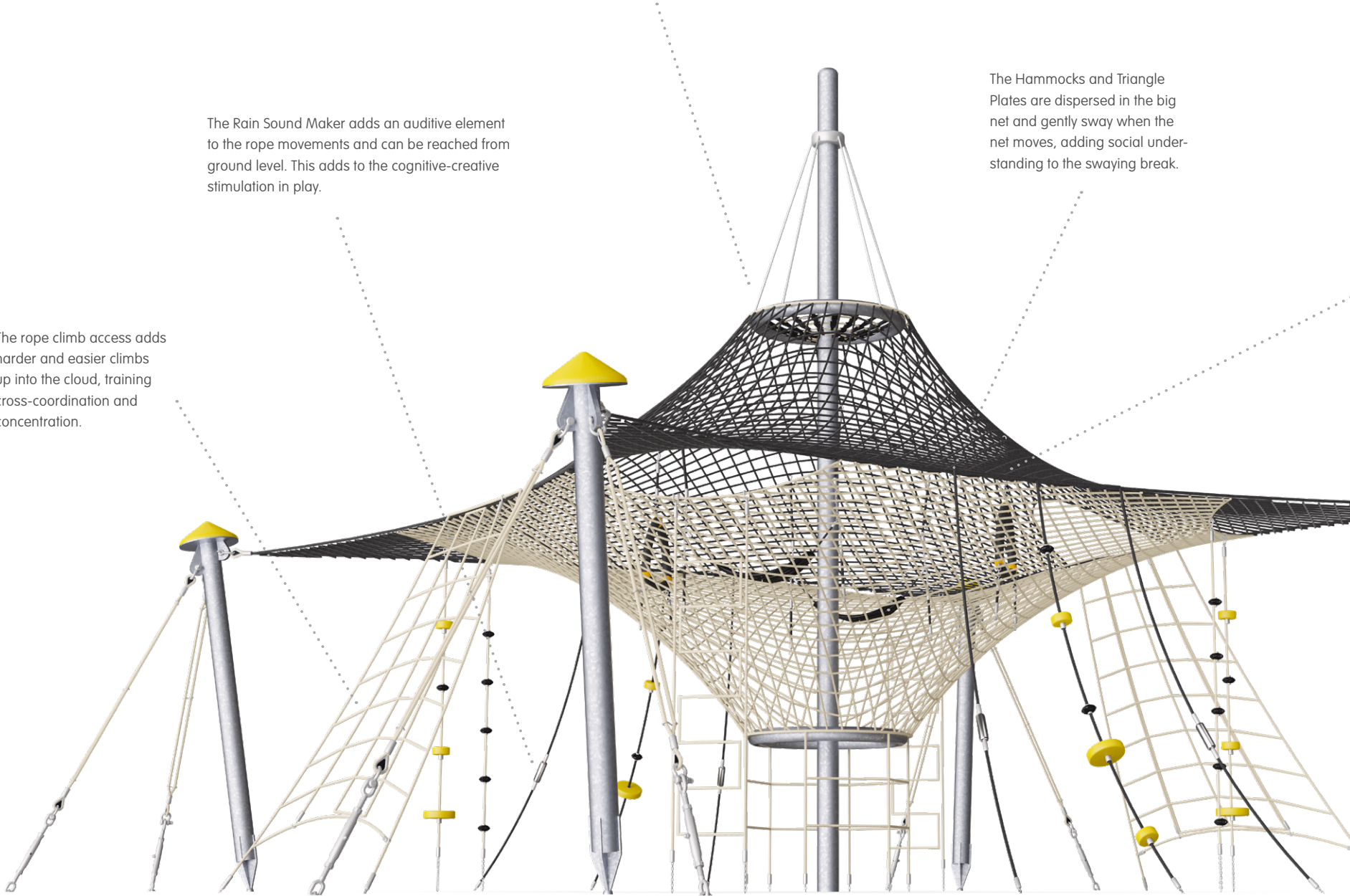
Nimbus Cloud

The outlook hang-out is a great destination and a bouncy platform to socialise and enjoy.

The Rain Sound Maker adds an auditive element to the rope movements and can be reached from ground level. This adds to the cognitive-creative stimulation in play.

The Hammocks and Triangle Plates are dispersed in the big net and gently sway when the net moves, adding social understanding to the swaying break.

The rope climb access adds harder and easier climbs up into the cloud, training cross-coordination and concentration.



Potential specifications

Age	5+
Max. fall height	300cm
Total height	660cm
Fall space dimensions	1388 x 1388cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The softly bouncing coromesh spurs cautious walks and crawls on the outside and wild climbs on the inside, adding a social and highly physically demanding play journey which trains both motor skills, thinking skills and muscles.

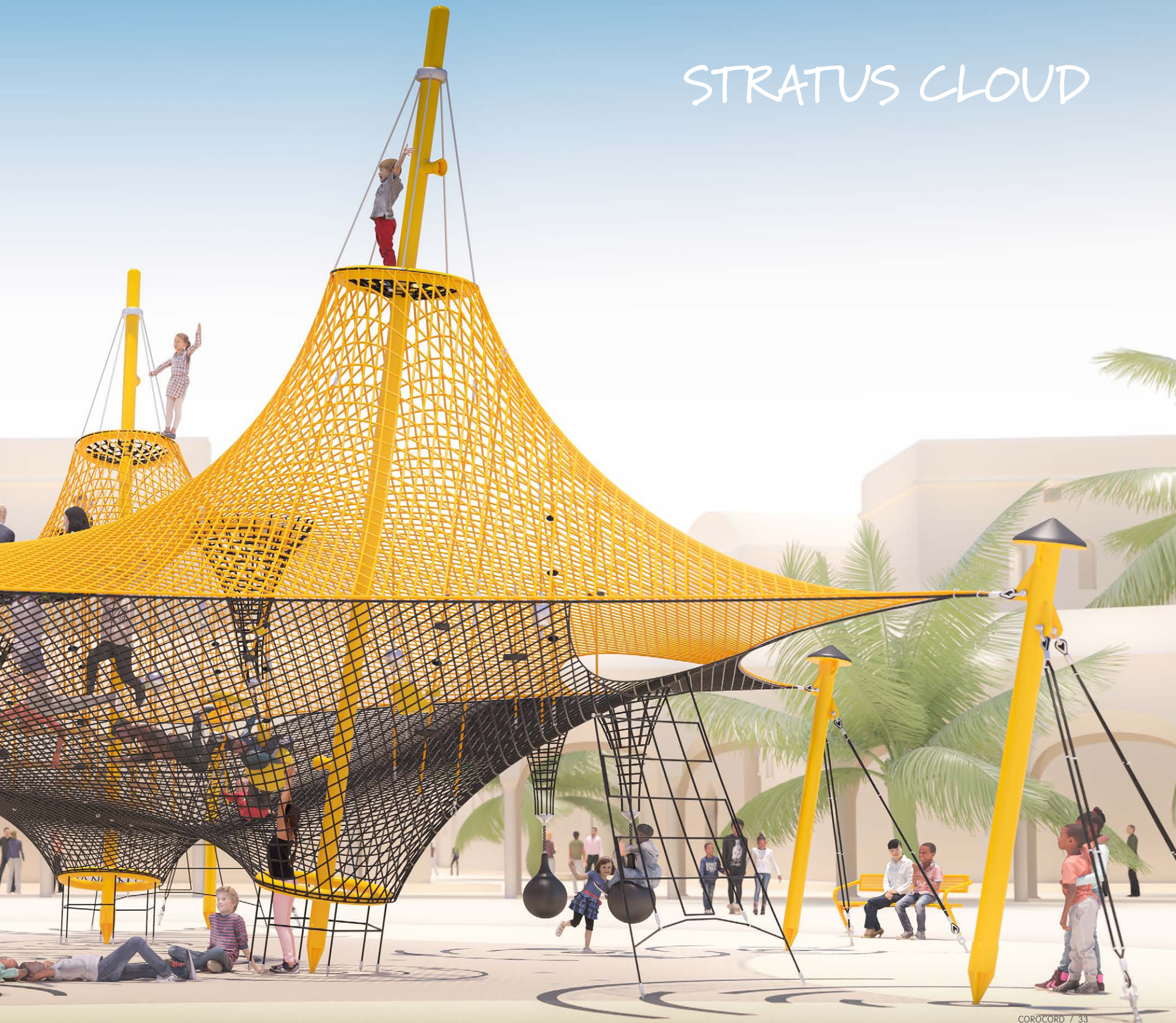


BOUNCING IN THE SKY





STRATUS CLOUD





TRANSPARENT CLIMBING LANDSCAPE



Stratus Cloud

The softly bouncing coromesh spurs cautious walks and crawls on the outside and wild climbs on the inside, adding a social and highly physically demanding play journey which trains both motor skills, thinking skills and muscles.

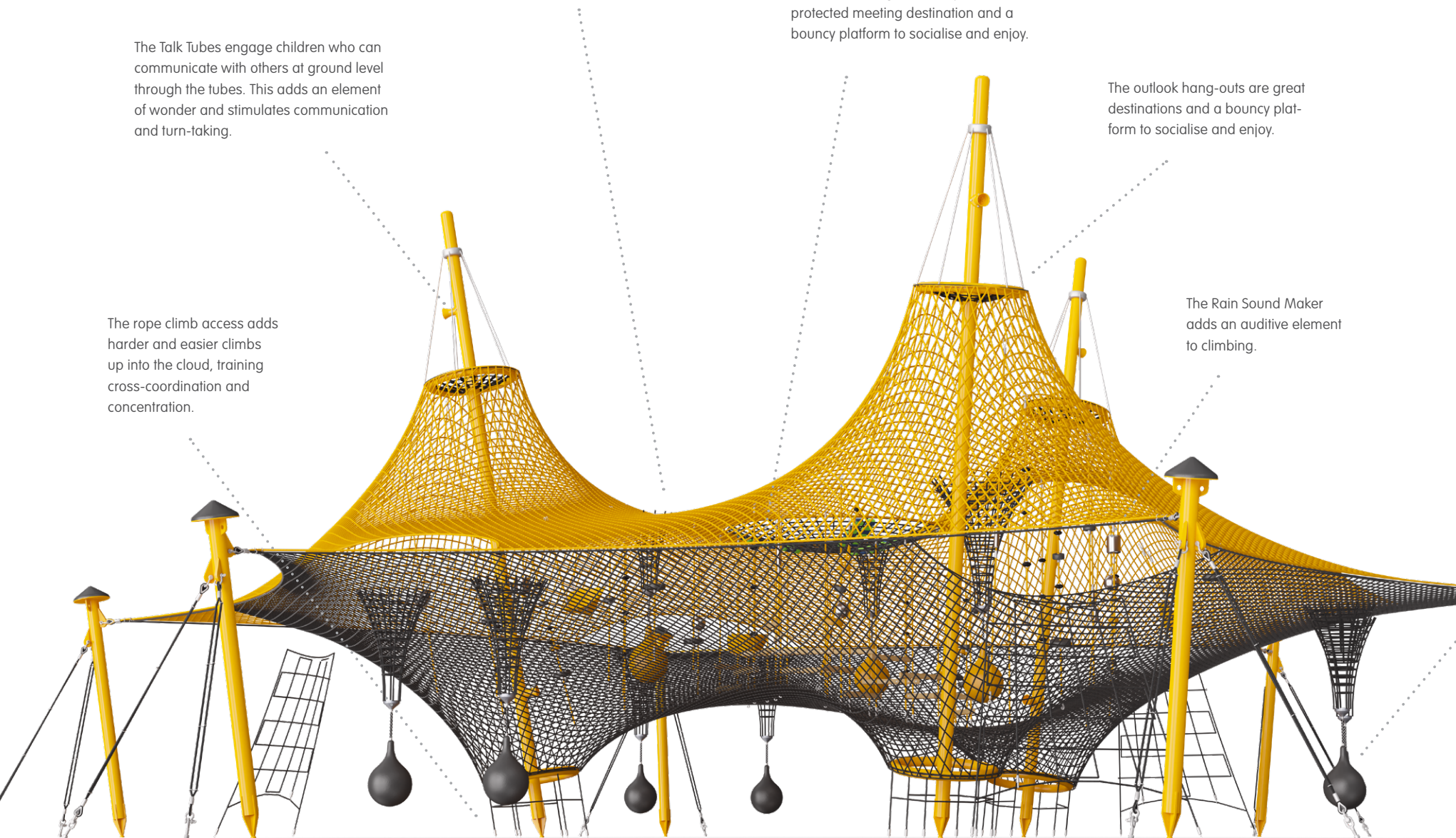
The Talk Tubes engage children who can communicate with others at ground level through the tubes. This adds an element of wonder and stimulates communication and turn-taking.

The central hang-out is a spacious, protected meeting destination and a bouncy platform to socialise and enjoy.

The outlook hang-outs are great destinations and a bouncy platform to socialise and enjoy.

The rope climb access adds harder and easier climbs up into the cloud, training cross-coordination and concentration.

The Rain Sound Maker adds an auditive element to climbing.



Potential specifications	Stratus Cloud
Age	5+
Max. fall height	300cm
Total height	855cm
Fall space dimensions	2427 x 2570cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The Sturdy Drops make for an extremely appealing, swaying break. Sitting, hanging or leaning on the drop is a calming movement, which adds to a social understanding and gives a feeling of connectedness to other players as the movements of the climbers in the big cloud above are replicated into the drops.





CUMULUS CLOUD



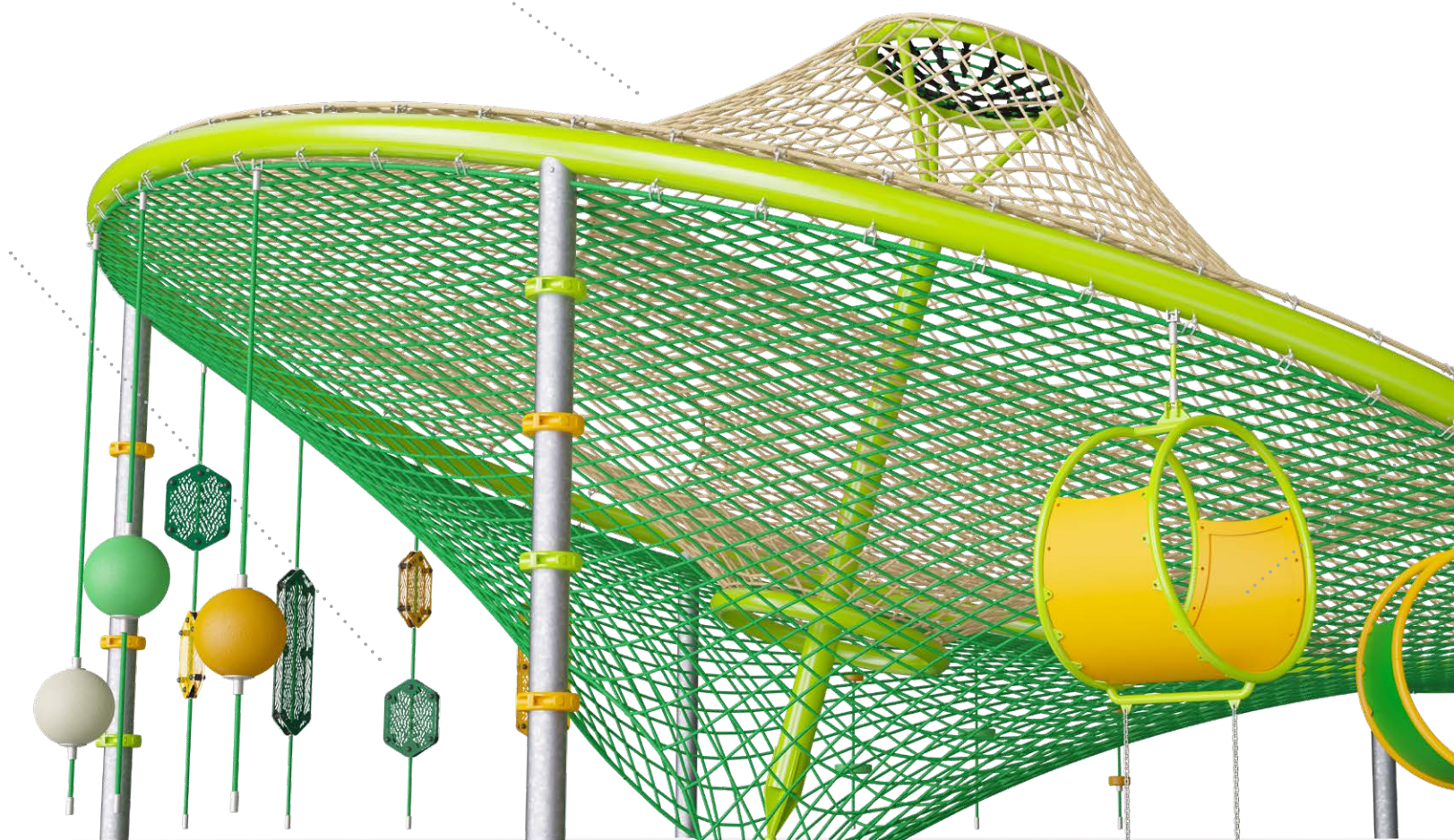


Cumulus Cloud

The softly bouncing coromesh spurs cautious walks and crawls on the outside and wild climbs on the inside, adding a social and highly physically demanding play journey which trains both motor skills, thinking skills and muscles.

The outlook hang-out is a great destination and a platform to socialise and enjoy.

The Optic Panels have moiré visual effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.

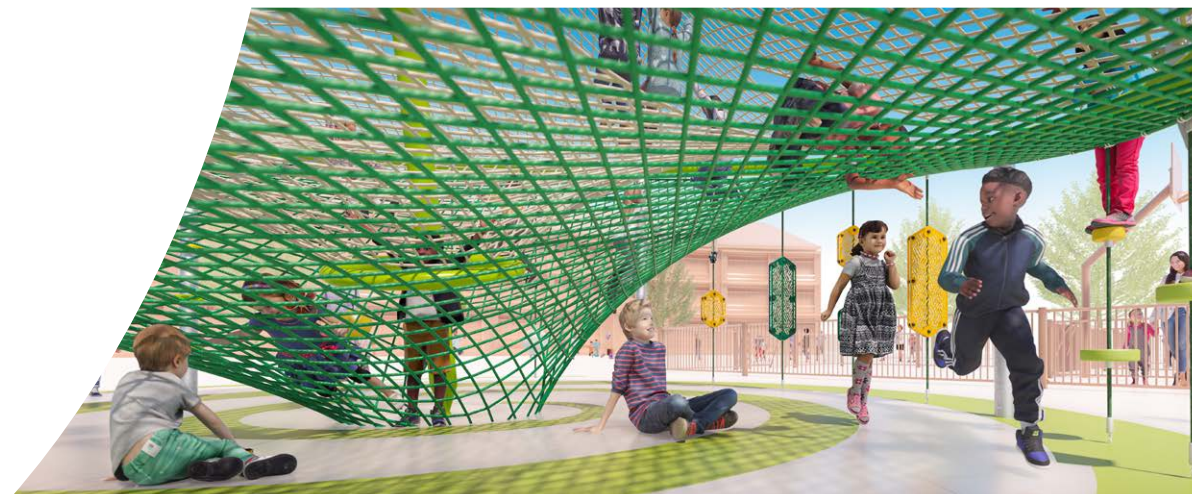
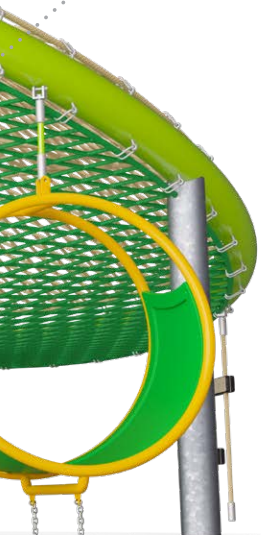


Potential specifications

Age	5+
Max. fall height	300cm
Total height	425cm
Fall space dimensions	1180 x 1212cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The Hanging Pod is a swaying shelter and hugely attractive for children. The two Hanging Pods invite swaying meetings for all. The constant swaying adds to the fun factor – and it trains social-emotional skills such as turn-taking and empathy.





CIRRUS CLOUD





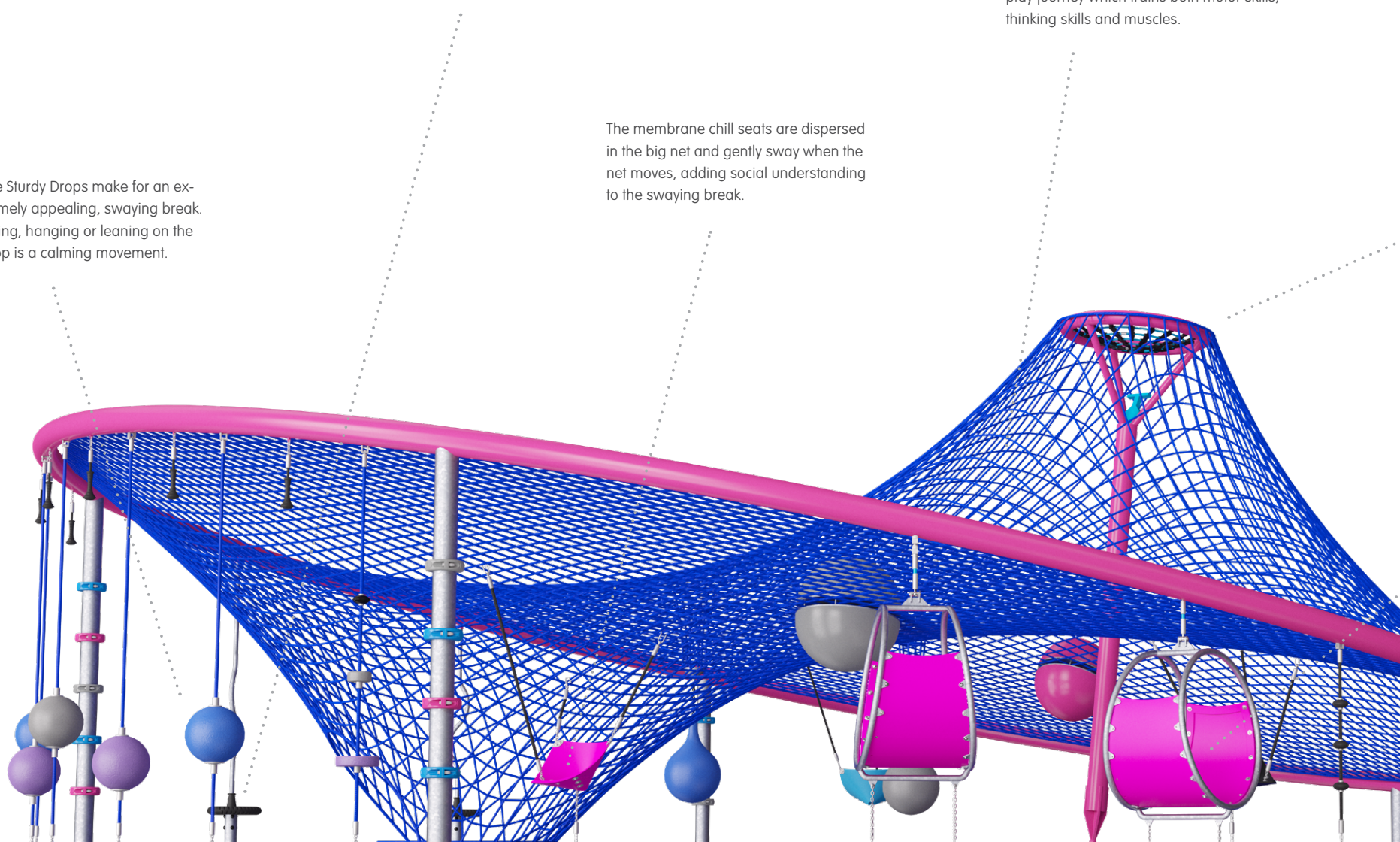
Cirrus Cloud

The vividly spinning Spica stimulates the sense of balance and social skills such as cooperation and turn-taking. The triangular seat shape invites up to 3 children standing. The Spica takes thinking skills and body awareness, as it spins faster, when the child holds the body close to the pole and slower, when the child lean out.

The softly bouncing coromesh spurs cautious walks and crawls on the outside and wild climbs on the inside, adding a social and highly physically demanding play journey which trains both motor skills, thinking skills and muscles.

The Sturdy Drops make for an extremely appealing, swaying break. Sitting, hanging or leaning on the drop is a calming movement.

The membrane chill seats are dispersed in the big net and gently sway when the net moves, adding social understanding to the swaying break.



Potential specifications	Cirrus Cloud
Age	5+
Max. fall height	290cm
Total height	425cm
Fall space dimensions	1594 x 1576cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The outlook hang-outs are great destinations and a bouncy platform to socialise and enjoy.

The Hanging Pod is a swaying shelter at ground level and hugely attractive for children. The two Hanging Pods invite swaying meetings for all. The constant swaying adds to the fun factor – and it trains social-emotional skills such as turn-taking and empathy.

A SOCIAL PLAY UNIVERSE





BIG TOP



Big Top with shading

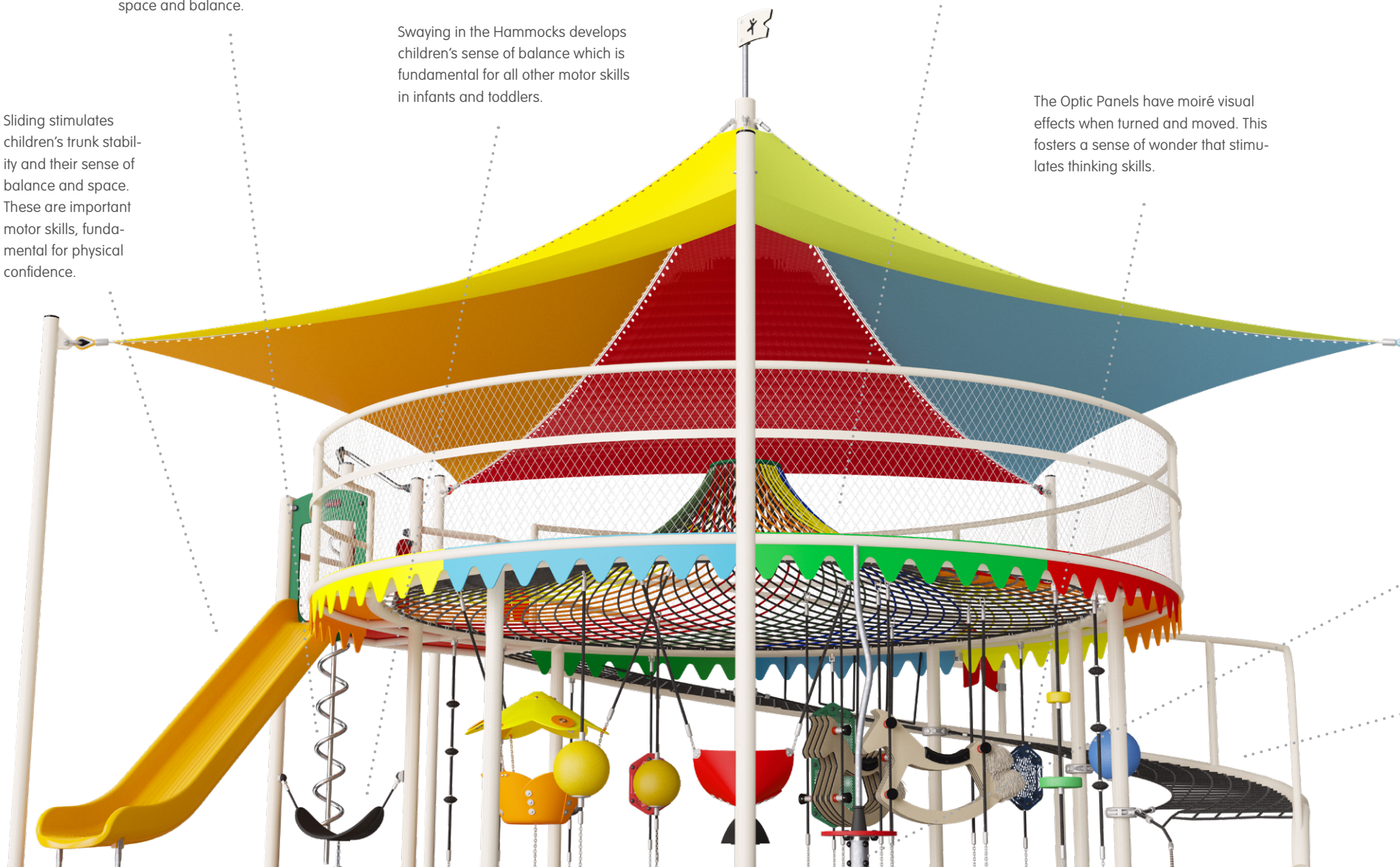
The Curly Climber is a rotating glide or climb which stimulates the proprioception and sense of space and balance.

Sliding stimulates children's trunk stability and their sense of balance and space. These are important motor skills, fundamental for physical confidence.

Swaying in the Hammocks develops children's sense of balance which is fundamental for all other motor skills in infants and toddlers.

The softly bouncing coromesh spurs both cautious walks and crawls and wild climbs, adding a social and highly physically demanding play journey which trains both motor skills, thinking skills and muscles.

The Optic Panels have moiré visual effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.



Potential specifications

Age	3+
Max. fall height	175cm
Total height	605cm
Fall space dimensions	1064 x 1139cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

Big Top without shading



The rotating Junior Spica stimulates the sense of balance and social skills such as cooperation and turn-taking.

The sturdy coromesh ramp is a fast track to the top. The transparency makes the child aware of the height, which is a physically thrilling element.



FUN IN THE CAROUSEL





SUPER TOP



Super Top

The Hanging Pod is a swaying shelter at ground level and hugely attractive for children. The two Hanging Pods invite swaying meetings for all. The constant swaying adds to the fun factor – and it trains social-emotional skills such as turn-taking and empathy.

The elevated level play space creates a fine watch-out point, and running the coromesh is thrilling, as the child can feel height thanks to the transparency.

The Funnel Net trains cross-coordination and muscles when climbing up or down.

The Turbo Challenge attracts with its rich choice of wilder and milder play for managing the world confidently. The Turbo Challenge is great physical and social stimulation: Children cooperate and turn-take while spinning, hanging in legs or arms. This trains the upper body muscles, proprioception and spatial awareness, important for confidently navigating the world.

Sliding stimulates children's trunk stability and their sense of balance and space. These are important motor skills, fundamental for physic confidence.



Potential specifications

Age	5+
Max. fall height	230cm
Total height	770cm
Fall space dimensions	1523 x 1276cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

Super Top

ACTIVITY CIRCUS

The vividly spinning Spica stimulates the sense of balance and social skills such as cooperation and turn-taking. The triangular seat shape invites up to 3 children standing. The Spica takes thinking skills and body awareness, as it spins faster, when the child holds the body close to the pole and slower, when the child lean out.

The Sturdy Drops make for an extremely appealing, swaying break. Sitting, hanging or leaning on the drop is a calming movement, which adds to a social understanding and gives a feeling of connectedness to other players as the movements of the climbers in the big cloud above are replicated into the drops.





PLAYFAIR WITH SLIDE



Playfair with slide

The swaying Bird's Nest is a challenging destination and a nice gathering place to get a feeling of height and a view of the play and your friends

Sliding is thrilling. When sliding with a friend or carer, it is a joyful social experience. Sliding trains the sense of balance, the understanding of speed and spatial awareness.

The Crawl-through Hole invites climbing and crawling through, developing cross-coordination, proprioception and spatial awareness.

Climbing the inclined nets trains cross-coordination, proprioception and spatial awareness.

The Talk Tubes engage children who can communicate with others at ground level through the tubes. This adds an element of wonder and stimulates communication and turn-taking.



Potential specifications	Playfair with slide
Age	3+
Max. fall height	190cm
Total height	320cm
Fall space dimensions	899 x 1022cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.



Swaying in the Hammock develops children's sense of balance, which is fundamental for all other motor skills in infants and toddlers.





STAR SPINNER

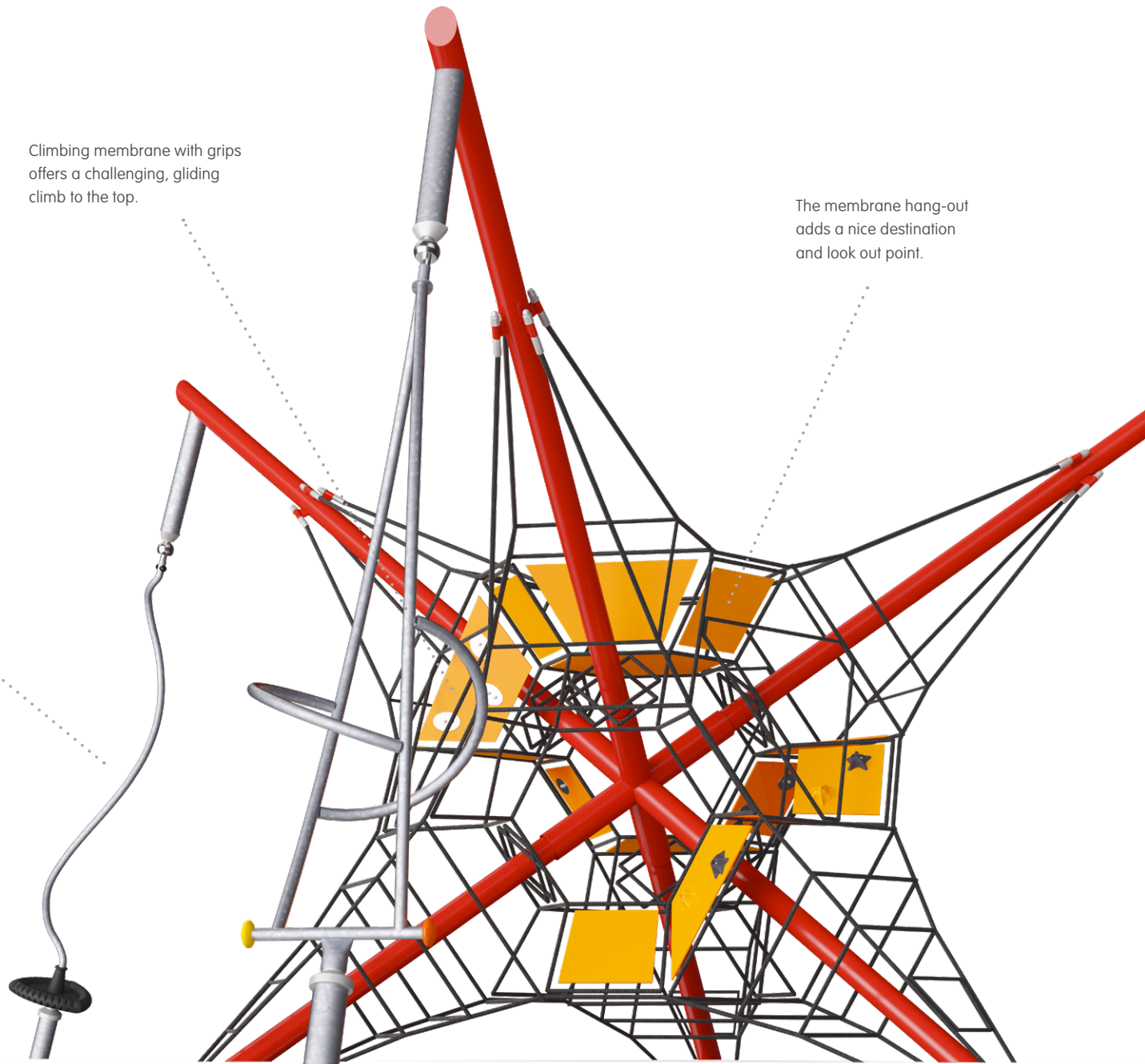


Star Spinner

Climbing membrane with grips offers a challenging, gliding climb to the top.

The membrane hang-out adds a nice destination and look out point.

The Satellite Spinner is a true challenge: to create a fluent, even spin, the child needs to figure out how gravity works. Thus the Satellite Spinner trains the sense of balance, coordination as well as the logical thinking skills of the child.

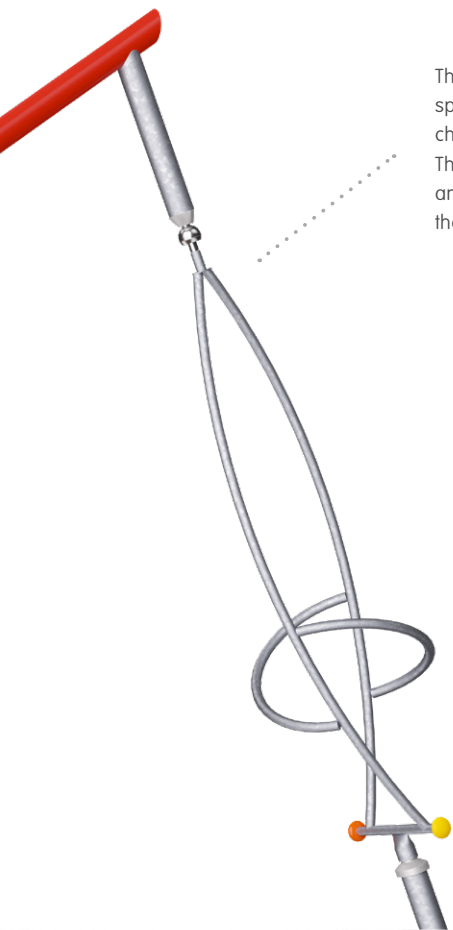


Potential specifications	Star Spinner
Age	5+
Max. fall height	280cm
Total height	355cm
Fall space dimensions	1083 x 1182cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

A COSY CLIMBING AND SPINNING SPOT

The Musca Spinner is a true social, laid-back spinning event: to create a fluent, even spin, the children need to figure out how gravity works. Thus the Musca Spinner trains the sense of balance, coordination and cooperation as well as the logical thinking skills of the children.





STEGIOSAURUS

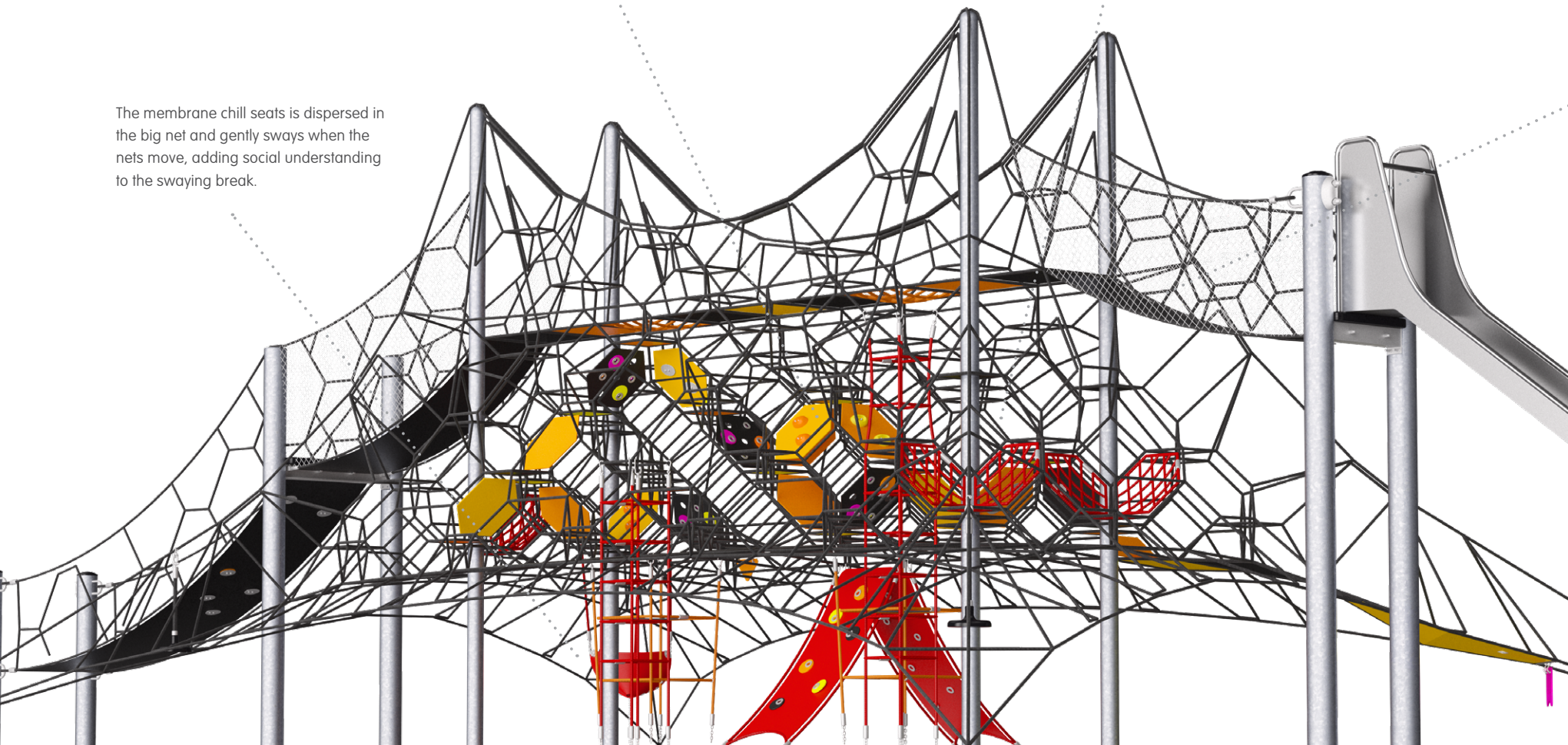


Stegosaurus

The bouncy membrane meeting points are interconnected with the nets and make the child feel its own and all their friends' movements, adding to social-emotional skills such as considering others.

The Octahedron Net trains important motor skills such as proprioception, spatial awareness and cross-body coordination. These skills are fundamental for risk assessment when for instance judging and navigating traffic securely. All major muscle groups are trained thoroughly when the child climbs the big meshes, holding on tight.

The membrane chill seats is dispersed in the big net and gently sways when the nets move, adding social understanding to the swaying break.



Potential specifications	Stegosaurus
Age	3+
Max. fall height	240cm
Total height	440cm
Fall space dimensions	2166 x 1046cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

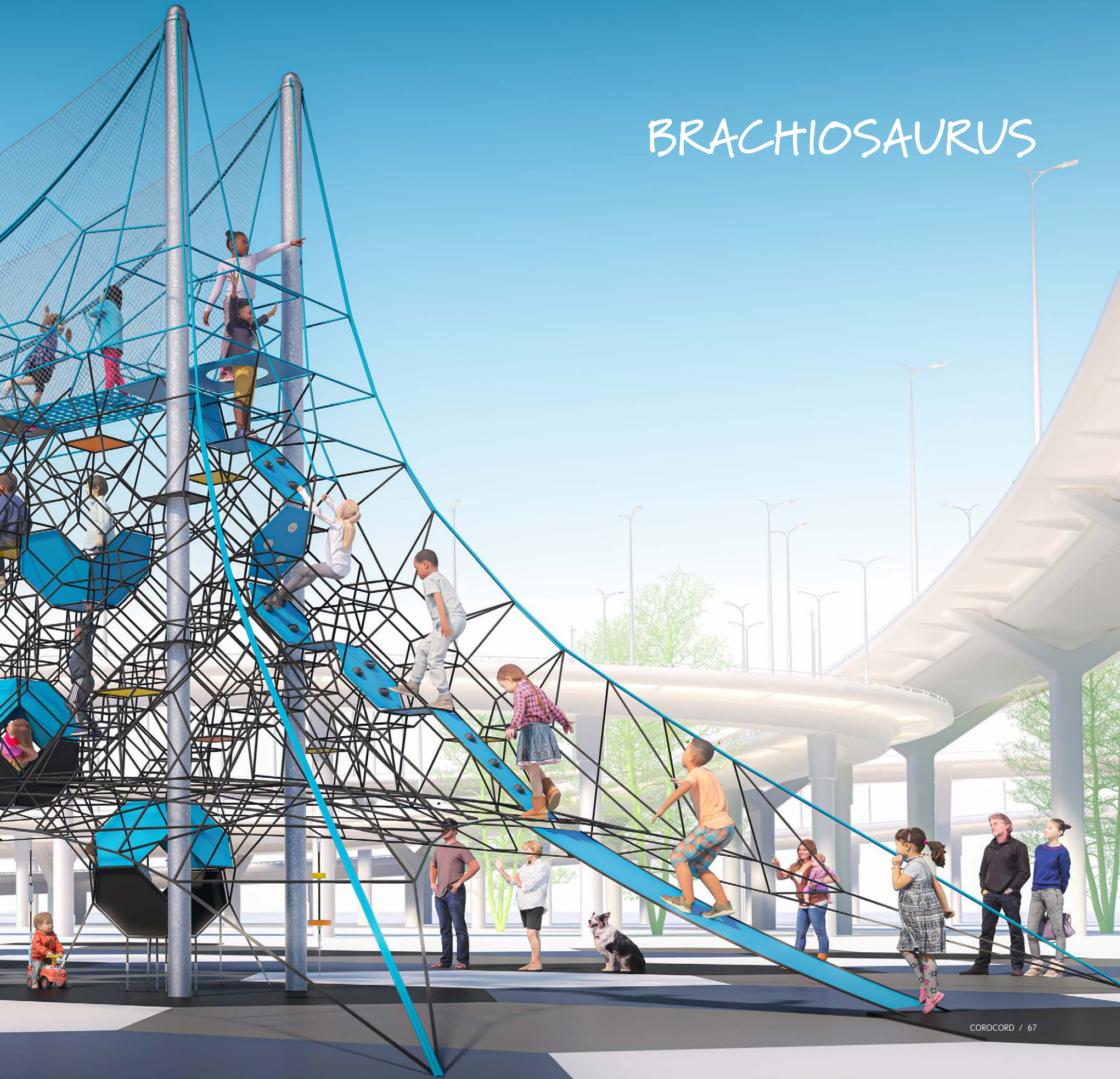
The Membrane Bridge makes a nice, swaying climb or glide up and down. This trains children's sense of balance and space, which help them navigate their surroundings securely.

Sliding stimulates children's trunk stability and their sense of balance and space. These are important motor skills, fundamental for physical confidence.





BRACHIOSAURUS



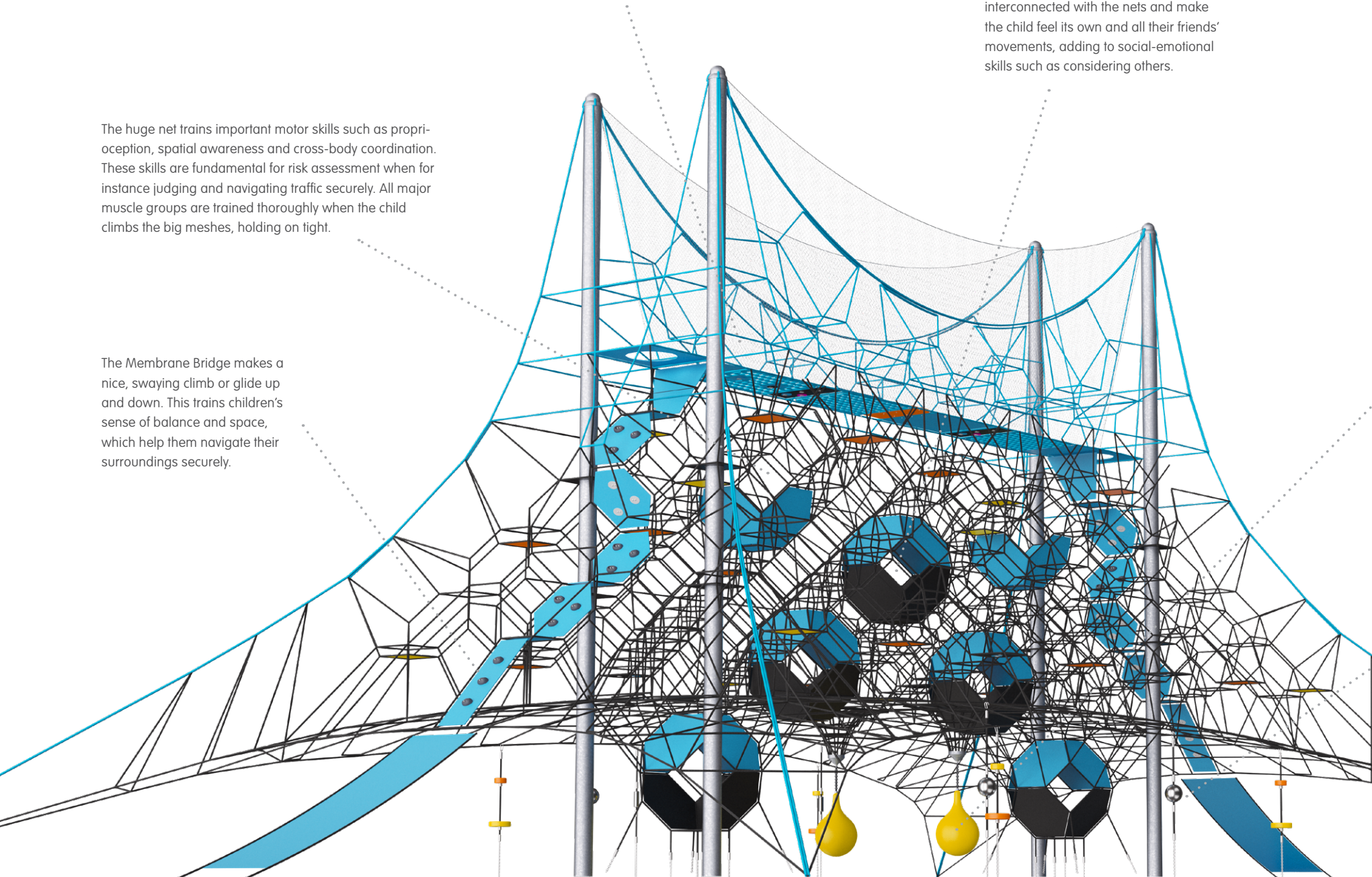
Brachiosaurus

The Outlook Bridge creates a thrilling destination: thanks to the transparency the feeling of height is unique. This trains the sense of space and invites children to overcome fears and gain self-confidence.

The bouncy membrane meeting points are interconnected with the nets and make the child feel its own and all their friends' movements, adding to social-emotional skills such as considering others.

The huge net trains important motor skills such as proprioception, spatial awareness and cross-body coordination. These skills are fundamental for risk assessment when for instance judging and navigating traffic securely. All major muscle groups are trained thoroughly when the child climbs the big meshes, holding on tight.

The Membrane Bridge makes a nice, swaying climb or glide up and down. This trains children's sense of balance and space, which help them navigate their surroundings securely.



Potential specifications

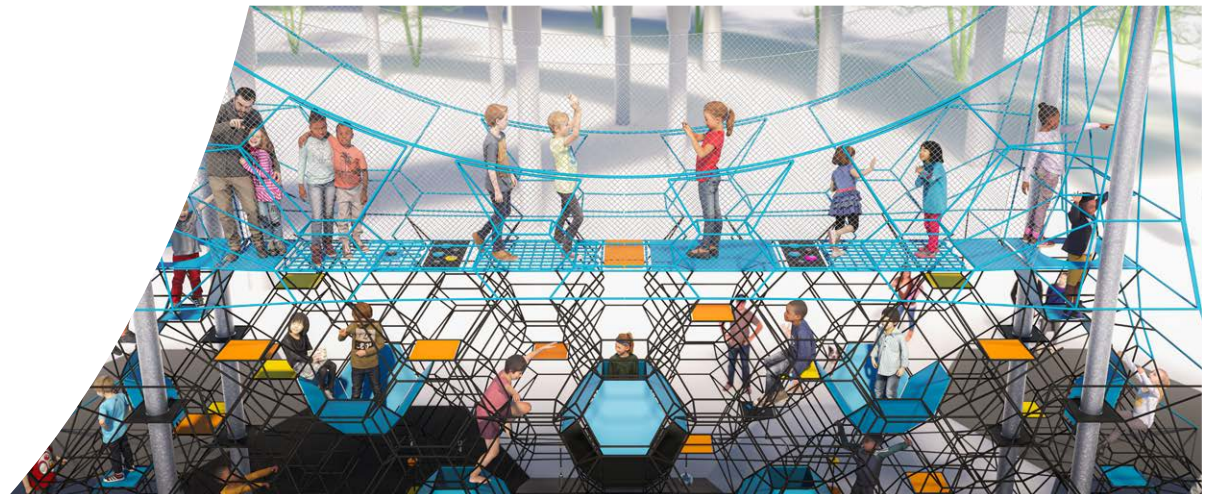
Age	5+
Max. fall height	240cm
Total height	850cm
Fall space dimensions	2446 x 1601cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

The Sturdy Drops make for an extremely appealing, swaying break. Sitting, hanging or leaning on the drop is a calming movement, which adds to a social understanding and gives a feeling of connectedness to other players as the movements of the climbers in the big cloud above are replicated into the drops.

The Rain Sound Maker adds an auditory element to climbing.

AN ENORMOUS PLAY TRAIL





CAVE



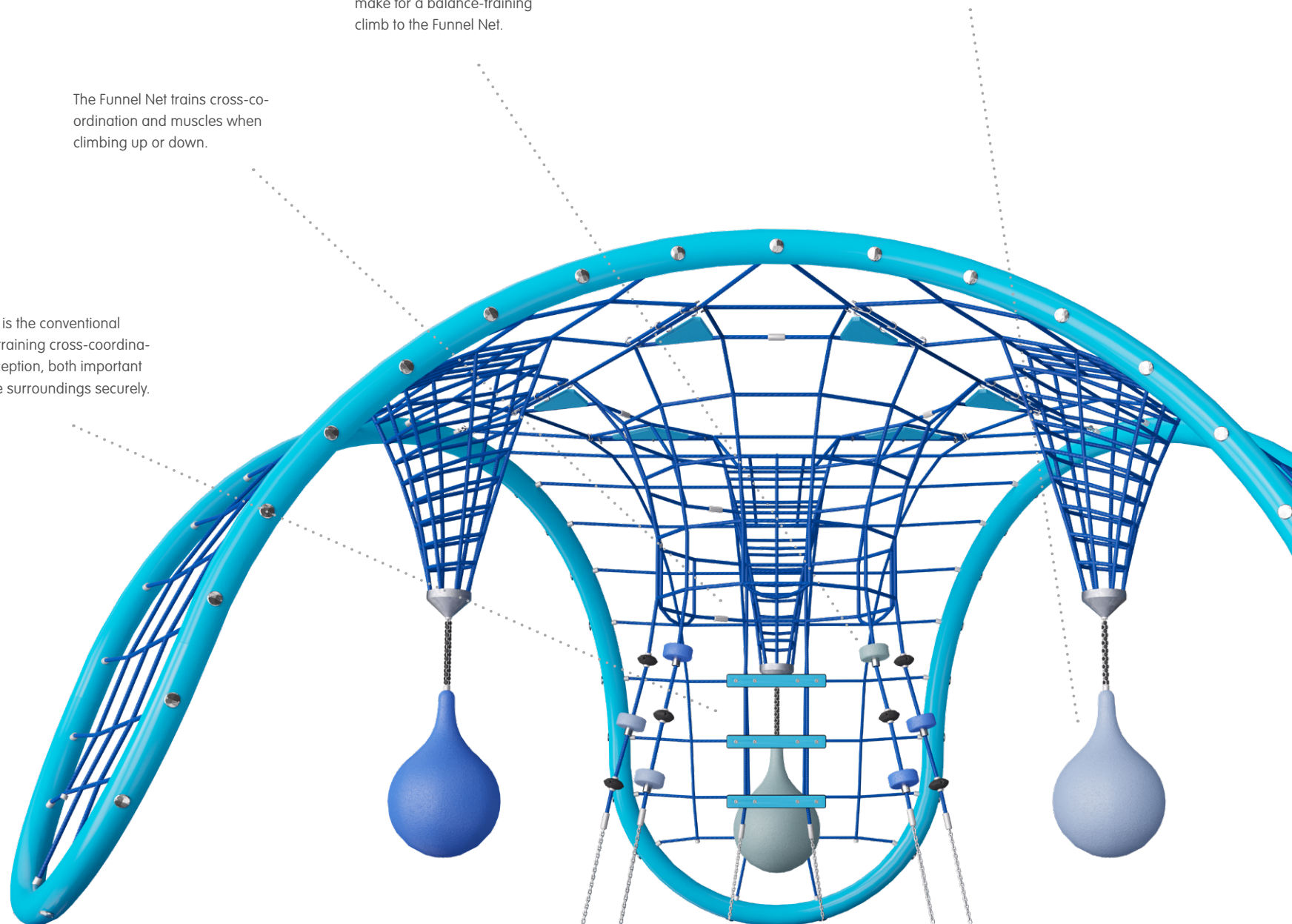
Cave

The Sturdy Drops make for an extremely appealing, swaying break. Sitting, hanging or leaning on the drop is a calming movement, which adds to a social understanding and gives a feeling of connectedness to other players as the movements of the climbers in the big cloud above are replicated into the drops.

The Climbing Ropes Discs make for a balance-training climb to the Funnel Net.

The Funnel Net trains cross-coordination and muscles when climbing up or down.

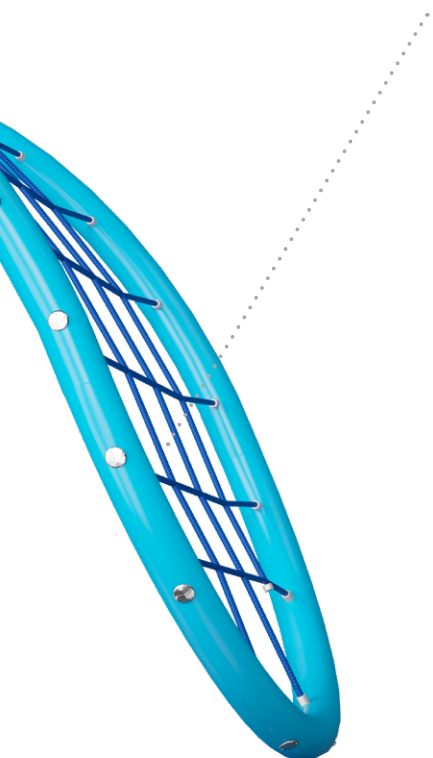
The Rope Ladder is the conventional climb to the top, training cross-coordination and proprioception, both important for navigating the surroundings securely.



Potential specifications	Cave
Age	5+
Max. fall height	275cm
Total height	275cm
Fall space dimensions	904 x 954cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

In the climbing net children train cross-coordination, an important motor skill which supports cross lateral perception, which again makes possible, for example, reading.





DREAMCATCHER





DreamCatcher

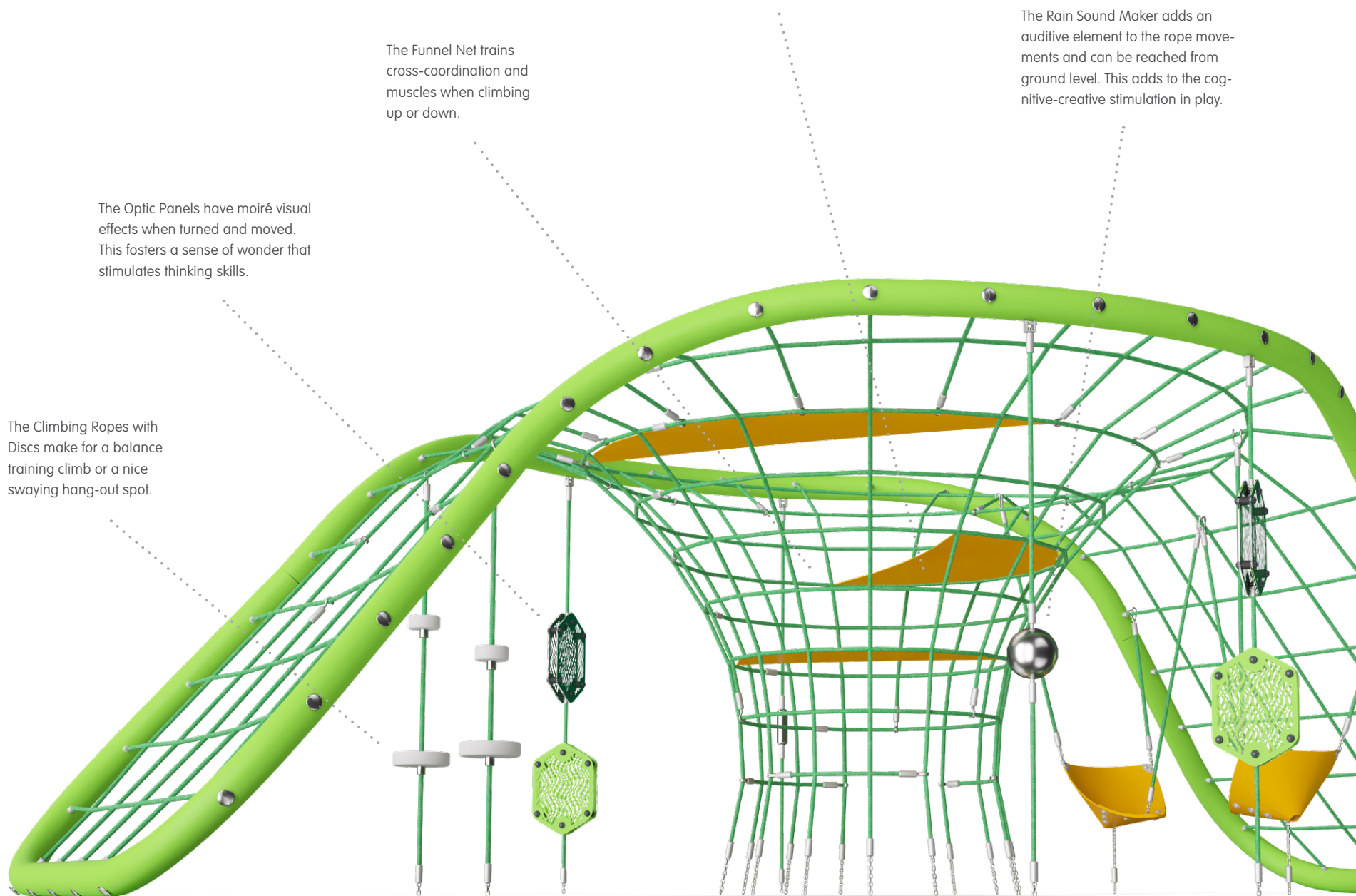
The membranes are dispersed to fasten the climb to the top, and can be used as hang-out spots, adding opportunities to sit with friends.

The Funnel Net trains cross-coordination and muscles when climbing up or down.

The Rain Sound Maker adds an auditive element to the rope movements and can be reached from ground level. This adds to the cognitive-creative stimulation in play.

The Optic Panels have moiré visual effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.

The Climbing Ropes with Discs make for a balance training climb or a nice swaying hang-out spot.



Potential specifications	DreamCatcher
Age	5+
Max. fall height	240cm
Total height	240cm
Fall space dimensions	1037 x 739cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

In the climbing net children train cross-coordination, an important motor skill which supports cross lateral perception, which again makes possible, for example, reading.

LET ONLY GOOD
PLAYTIME FILTER
THROUGH





MOUNTAIN TREKKER





Mountain Trekker

The Coconut Rope with overhead support rope creates a gently swaying ground-level balancing and meeting opportunity.

The Double Play Shell creates a nice, gently swaying meeting point for a quiet break or a talk with friends. This stimulates social-emotional well-being.

The Optic Panels have moiré visual effects when turned and moved. This fosters a sense of wonder that stimulates thinking skills.

The Cliff Rider is an immensely thrilling attraction that glides children from one platform to the next. The spacious start and ending platforms allow for children to find the courage to try out, and for their friends to encourage and help. This makes it a training platform for not only motor skills, but also of important social-emotional skills.

The bouncy, open membrane path offers an alternative way across the upper level, training the sense of balance and space.

The Hanging Pod is a swaying shelter and hugely attractive for children. Additionally they train social-emotional skills such as empathy.

The upper net layer creates a bouncy crawl and walk across the Mountain Trekker, training children's balance and spatial awareness as they go.



Potential specifications	City Trekker	Alpine Trekker	Mountain Trekker
Age	5+	6+	6+
Max. fall height	285cm	290cm	285cm
Total height	620cm	590cm	620cm
Fall space dimensions	1305 x 706cm	1635 x 810cm	2363 x 869cm

Final designs and data depend on regional safety standards.
For information on inclusion, please see pages 82-83 or contact us.

City Trekker



Alpine Trekker





Corocord structures are play for all, rich in play activities at both ground and elevated levels

INCLUSIVE PLAY – EVERYONE CAN TAKE PART

Playgrounds should be inclusive and offer play for all, that's the KOMPAN philosophy. We work with universal design to ensure that children of all abilities, including children with disabilities, can participate in the play and enjoy thrilling play.

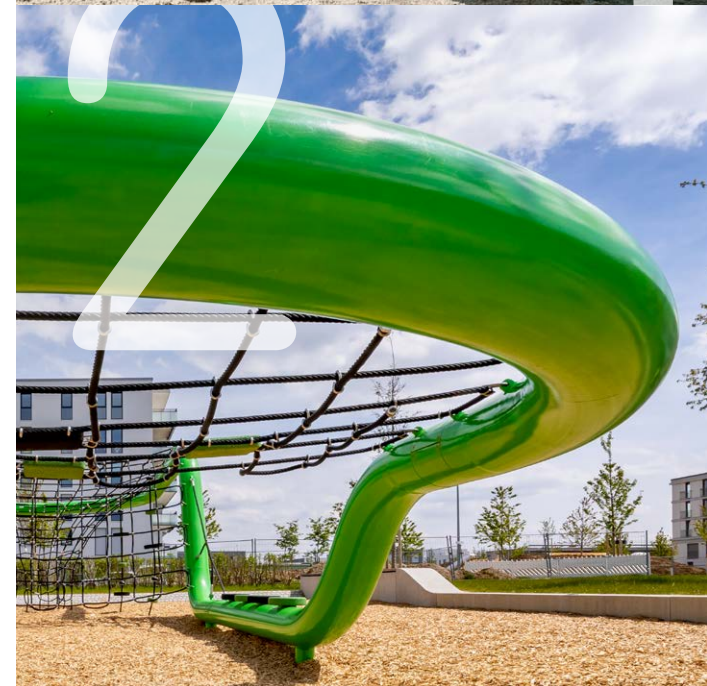
The Corocord structures have a wide variation of ground-level play activities, extending all the way up to the sky. Through customisable ramps that are rich in play activities, all children have access to socially inclusive play.

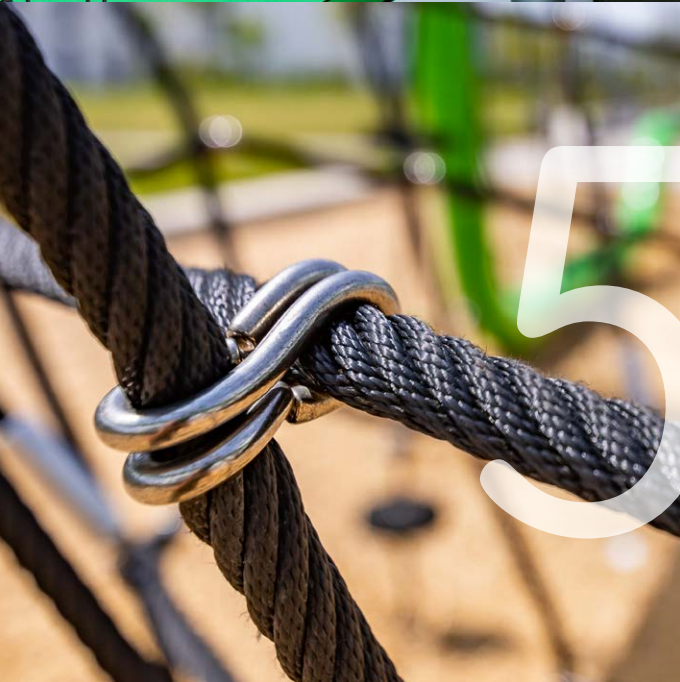


BUILT TO WITHSTAND DECADES OF WEATHER AND USAGE


Our engineers carefully calculate the static strength of each structure, and our production uses only the highest quality materials. Fifty years of testing through play around the world has given us extensive knowledge on how to achieve extreme durability. This results in minimal downtime and a low total cost of ownership. For generations of children, this means endless hours of play.

- 1** Slides are curved or straight tunnel slides of either PE or stainless steel material, supported by multiple steel rods to a central steel post. Both materials ensure superior durability in all locations.
- 2** Metal parts are made of high-quality steel and hot-dip galvanised inside and out with lead-free zinc. On the outside, there is an additional layer of coloured powder coating. This ensures both excellent corrosion resistance and colourful design expression.
- 3** Corocord ropes are of a special "Hercules type" with galvanised four or six-stranded steel wires, impossible to wear through. Strands are tightly wrapped with PES yarn, melted onto each individual strand. After initial friction has removed the surface fibres, a harder PES coating remains, making the ropes highly vandal-resistant.
- 4** Panels are 19mm EcoCore™. EcoCore™ is a highly durable, eco-friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.
- 5** Corocord 'S' clamps, of stainless steel with 8mm diameter, are used as universal connections. Ends are rounded off, and the whole clamp is pressed around the rope, using a special hydraulic press. Therefore, they cannot be removed using conventional tools, making them highly vandal-resistant.
- 6** Corocord membranes are made of abrasion and UV-resistant rubber with a four-ply reinforcement polyester fabric. Products with armouring and two surface layers have a total thickness of 7.5mm. Due to the design, the membranes are cut-resistant and virtually indestructible.
- 7** PP coconut rope in coconut style has a diameter of 150mm. The internal steel wire core has thimbles at both ends, which serve as attachments for the rope to existing connecting elements.
- 8** Transparent polycarbonate panels with multi-layer graphic print (on the outside), have vandal-resistant and protective lacquer top layer. Both panels and lacquer are UV-stabilised to prevent fading.
- 9** Corocord aluminium clamps are used as connectors between steel posts and rope. Two aluminium castings are screwed together. The height of the clamps is thus variable.









We have taken safety
extremely seriously since 1970



SAFE AND CERTIFIABLE AS
WITH EVERY PRODUCT WE
HAVE DESIGNED SINCE 1970

At KOMPAN we have, since 1970, developed outdoor play equipment that stimulates and challenges children, with safety as the paramount consideration. Every part of the design, engineering, production and construction process is geared to ingrain safety into the final products that are certifiable by TÜV.

TURNING IDEAS INTO REALITY

Building a playground is not child's play. It is major construction. From clearing the area for foundations to finishing off the site, it involves heavy equipment, extensive materials, complex products and expert knowledge. All these factors must be precisely coordinated to avoid delays. Our expert teams have done it many times and are happy to take this load off your shoulders.

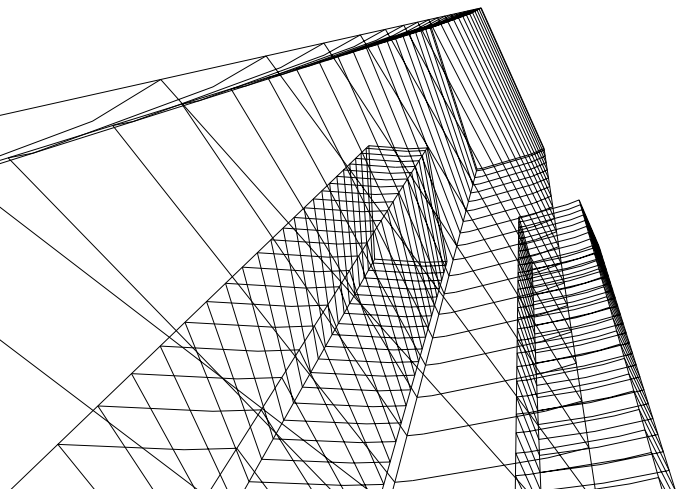


You avoid the pitfalls on
the road of construction






... LOADED WITH PLAY






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