

Play Barrell

Play value

Climbing up, crawling in or crawling through – the Play Barrel offers children from the age of three numerous opportunities to test their agility or hide in the tube and let their imagination run wild in role-playing games. The barrel invites younger and older children to retreat or take a short breather before they go back to playing. Getting to the top via the wooden footholds on the outside requires balance and dexterity.

Fundamental characteristics

- Child-oriented dimensions according to ergonomic knowledge
- Natural wooden surface that appeals to the senses
- Movement: climbing, crawling, balancing

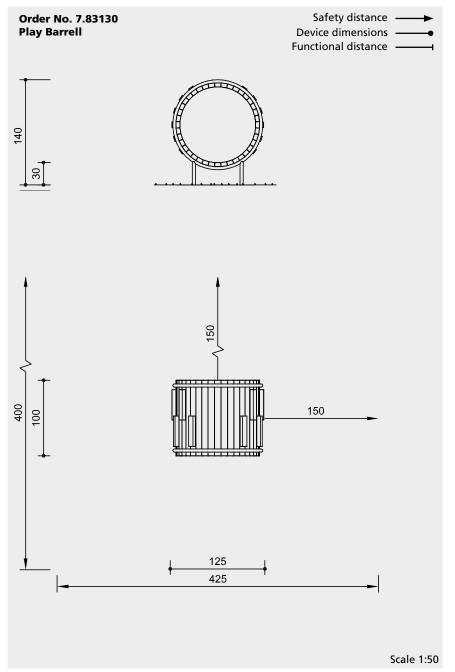




Recommended for

- Kindergarten children
- School children
- Supervised play areas, such as kindergartens, schools, after-school programmes or similar
- Public play areas without supervision, such as playgrounds, parks or similar





Safety check according to DIN EN 1176

Components

1 Play Barrell

Pre-fabricated foundation made of reinforced concrete C35/45 available, see **Order No. 4.24160** in the price list. 2 pieces are required.

Installation information

Surfacing requirements as for critical fall height ≤ 1.50 m (please refer to price list for more detailed information)

Foundations
2 items 30 x 100 x 40 cm
Excavation 60 cm

Note

Loose fall protection material is not suitable for installation with pre-fabricated foundation.

Attention:

Exact measurements may vary; for all installation dimensions refer to current assembly instructions. Technical changes reserved.



Technical information

Equipment made of non-impregnated mountain larch

Core-free

Sawn-timbers core-free, thus decreasing occurrences of cracking and undesired changes in shape



Ground anchor

All parts used for anchoring to the ground are made of hot-dip galvanised steel or stainless steel



For more detailed explanation of the quality characteristics see price list.

Dimensions

(small deviations possible)

Length	1.25 m
Width	1.00 m
Height	1.40 m
Sitting height	0.30 m
Weight	320 kg