

TÜVRheinl



SILVER SERIES

The Silver Series is a series of non-platform play equipment for children aged +7, featuing intensive and challenging balance and climbing units and multiple play stations. Inspired by the marine theme, multifunctional units are designed in a modular way and provide easy installation. The purpose of the Silver Series, which is designed by moving away from the ordinary game park logic; is that children discover different uses of the units, come up with their own play to play with it and challange their imagination while learning to control their movements.





Product Information

Dimensions : 4,35 x 3,5 x 1,2m $(L \times W \times H)$ Age Group : 3+ Capacity : 15 Fall Height : **1,2** m Safety Area : 36,0 m² in X



1300 433 364



SILVER SERIES DGSS 107



Metal parts are comprised of ST 37 Steel with a 3-step metal finish. Sandblasting and solvent-free zinc primer coating and electrostatic powder paint application is inherently corrosion resistant under extreme weather conditions and UV.



UV resistant with high value of light fastness rotomolded polyethylene parts are used to form the structure. All parts are manufactured with double wall technique with the thickness between 4-6 mm.





CmrRope [™] is formed by 6 strands of galvanized wires and a core either steel or fiber. Each strand is tightly braided with Polyester which is adhered to galvanized wires with a patented method to create a solid surface where polyester meets with wires. So extra protection is achieved against friction and vandalism. Surface is extremely abrasion and UV resistant also fire retardant.



Single-casing aluminum cast connectors are compressed with 300 tons to avoid moving and premature wear. "E (end stop) connector" is shapely and pleasant to grip with no sharp angles or edges. These connectors are fastened to main frame either to welded flanges on main frame or with "C" aluminum clamps to main frame.



material.





High quality panels made of HDPE panels are milled to provide a smooth, gently rounded edge. The thickness of the panels varies according to its purpose for floors, roofs, and walls.

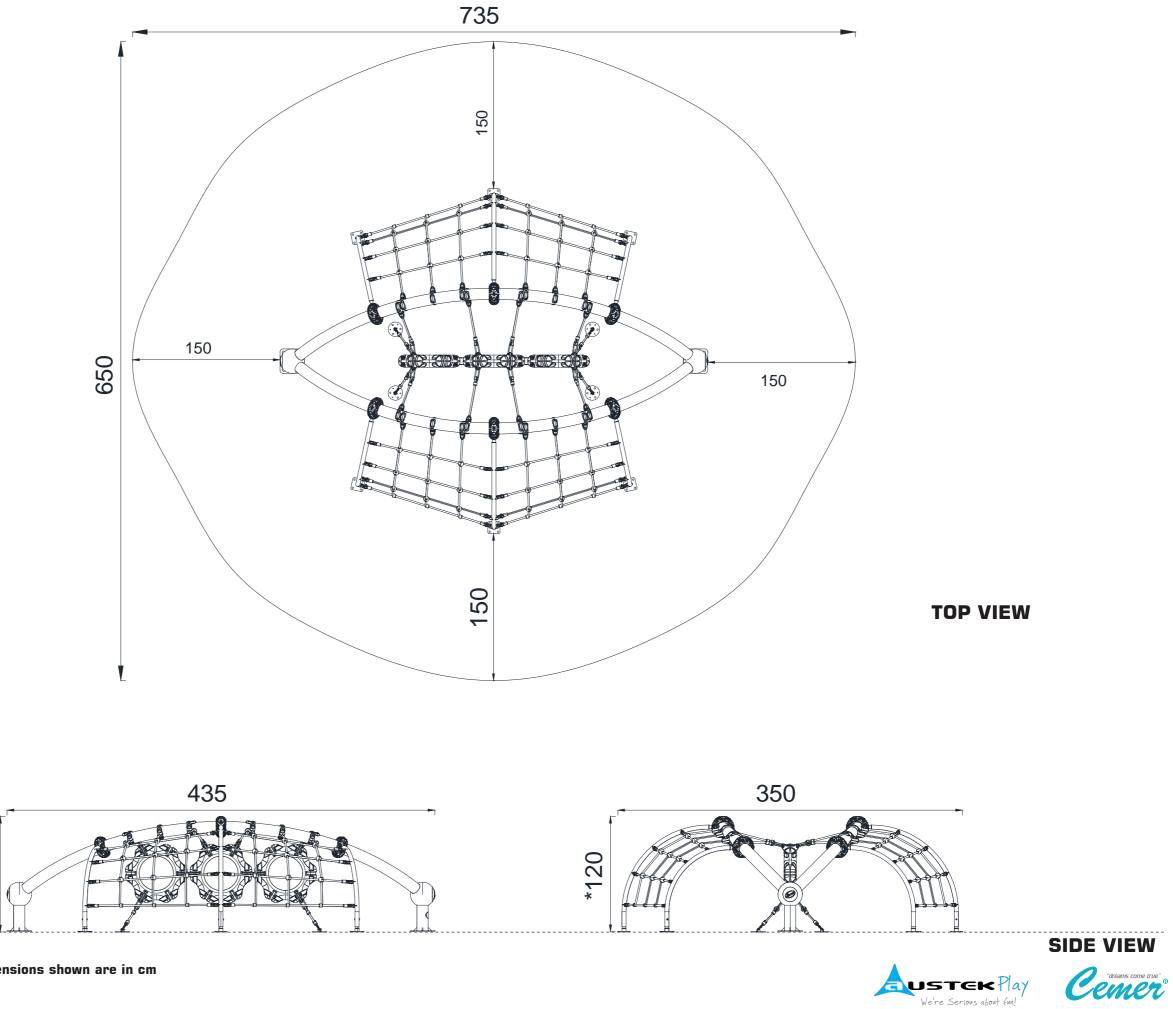


Modular connectors eliminate the need for welding during assembly. Root disc is made using aluminum injection technique and has 6 connection points. Used connection points are also made using the aluminum injection technique and non-used connection points are covered with PA6





SILVER SERIES DGSS 107



FRONT VIEW

Maximum Fall Height / Dimensions shown are in cm

*120





SILVER SERIES DGSS 107



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



SLIDE KTo slide is the act of moving fast downwards stead on a slide.



To balance is to stay upright when walking or standing on a surface that makes this challenging.



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



SWING

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



HANGING

To hang in arms is the act of carrying the body with the hands or arms, possible to traverse to another platform or play item.



SPIN

To spin involves a fast, repeating horizontal or vertical turn of the body on a piece of equipment that facilitates social interaction.



CLIMBING

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



RUNNING

Running is an activity that encourages children to interact with the playgroup by running and develop physically.



with disabilities can play and have fun and without feeling different.



ACCESSIBLE

These are special areas where children



INTERACTION It is children's communicating with the

play group by touching and feeling.



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



SOCIALIZE

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



ROLE PLAY

Role play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



To pull is the act of pulling item towards you or you towards an item with one or both hands, or possibly with the entire bodv.



PULL

To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical move-ment in a seated, lying or standing position, letting gravity do the work.





SITTING

It is an area where children can rest while sitting and have fun.





CRAWLING

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





EQUALITY

Equality is the feature of the playgroup to attract the attention of all children, regardless of gender.



PUSH

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



