



Product Information

Dimensions $(L \times W \times H)$ Age Group

: 4,7 x 5,25m : 5+

Capacity Fall Height : 49

Safety Area

: 2,0 m : 71,8 m²

















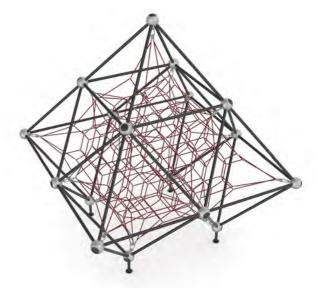












SPIDER GROUP

Spider Group takes you to the excitement of climbing and the peaks of entertainment.

It was designed to allow children to experience the thrill ol climbing while supporting improvement of the physical skills that will contribute to the development of the muscle-coordination system. It creates a target for children to climb, allows them to overcome fear of heights. It also contributes to the mental development of children while choosing the path they climb.

DISTRIBUTED BY



1300 433 364



SPIDER GROUP SGM 1007





Single-casing aluminum cast spheres with anticorrosion treatment are placed at junctions. These spheres are designed with integrated begging for connecting pipes.



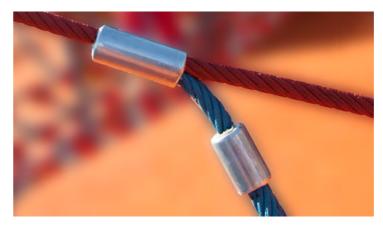
Single-casing aluminum cast connectors are compressed with 300 tons to avoid moving and premature wear. Ball knot "connector" is shapely and pleasant to grip with no sharp angles or edges.



Metal pipes and other metal parts are comprised of ST 37 Steel with Metal finish; Sandblasting and treated with solvent-free zinc primer coating which is inherently corrosion resisted under extreme weather conditions and UV.



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 com-pressed with 300 tons to avoid moving and prema-ture 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.





SPIDER GROUP SGM 1007 870 870 150 50 **TOP VIEW** 470 470 525 525 SIDE VIEW **FRONT VIEW** Maximum Fall Height / Dimensions shown are in cm USTEK Play We're Serjous about fun!

SPIDER GROUP SGM 1007







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



To 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.

BALANCE



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



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



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



ANGING

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.



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



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



CRAWLING

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



RUNNING

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



ACCESSIBLE

These are special areas where children with disabilities can play and have fun and without feeling different.



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.



EQUALITY

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



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.



PULL

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 body.



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.



PUSH

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



