



Game set castle UNH3005KS - silver

Product type UNH-3005KS-10

Basic information

Age category	2 - 15 years
Minimum area	6,28 m x 6,22 m
Equipment measurements	3,4 m x 3,22 m x 2,7 m
Free fall height:	1 m
Max. number of users:	19
Fall zone: EN 1177	null
Certificate of Compliance:	ČSN EN 1176-1 ed.2 +A1:2024 ČSN EN 1176-3 ed.2:2018 ČSN EN 1176-11:2015

Material

Wooden units - thick glued wooden supports
 Metall parts - stainless steel
 Ropes and nets - polypropylene with a steel internal core
 Plastic parts - HDPE, polyamide
 Slide - fibreglass
 Tunnel - polyethylen

Finish

Duplex powder coated with coat curing
 Hot-dip galvanizing

Description

The supporting structure is made of galvanized structural steel and then powder coated, and all other metal parts are made of black structural steel, sandblasted, duplex sprayed with powder coated.

All other metallic elements are also zinc coated or duplex powder coated with coat curing according to RAL to prevent corrosion.

The slide is made from fibreglass. The surfaces of the slides, steps, etc. are made from high quality HDPE plastic (high density coloured polyethylene, which is characterised by high colour stability, UV resistance but mainly safety as it doesn't break and therefore there is no danger of injury to children by sharp fragments). The rope bridge is made using HERKULES material (16 mm thick ropes made from polypropylene with a steel internal core) and is connected with plastic or aluminium joints. The platforms are made from HPL (High-pressure laminate, which is characterised by high colour stability and water resistance). The crawler tunnel is made of fibreglass with high UV stability and high colour stability. The climbing holds are made from the polyester, which ensures long life, colour preservation as well as skin friendly surface. All fastening material is galvanized or stainless steel.

Equipment

3x tower, slide, Zinnenbattlements, sloping climbing wall, rope bridge, vertical pole climb, 5x barrier, crawl tunnel between the towers.