



Game set castle UNH2033KW - brown

Product type UNH-2033KW-15

Basic information

Age category	3 - 15 years
Minimum area	8,5 m x 6,5 m
Equipment measurements	4,19 m x 3,2 m x 3,16 m
Free fall height:	1,5 m
Max. number of users:	15
Fall zone: EN 1177	null, 45 m ²
Certificate of Compliance:	ČSN EN 1176-1 ed.2 +A1:2024 ČSN EN 1176-3 ed.2:2018 ČSN EN 1176-11:2015

Material

Platform - HPL
Metal units - stainless steel
Ropes and nets - polypropylene with a steel internal core
Plastic parts - HDPE, polyamide
Slides - 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 slides are 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 and the climbing net are made using HERKULES material (16 mm thick ropes made from polypropylene with a steel internal core) and are 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

2x tower, slide, Zinnenbattlements, rope bridge, 2x barrier, sloping net access, sloping ramp with plastic side, vertical climbing wall.

