



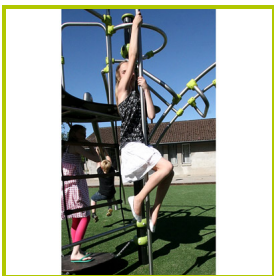
climbing



■ Climbing wall

The multiple salamander foot and handholds placed across the wall at various heights on both sides, enable users to select simple or more complicated routes according to their climbing ability. Selecting the difficulty level provides valuable experience for children in terms of risk assessment. The hole in the center of the wall tests users spatial awareness and can also provide a space to sit and relax before undertaking the next challenge. At nearly 3m wide and 3m high the wall provides space for multiple users, as well as offering the potential for interaction being users in the form of chasing games around the wall's surface.

sliding



■ Fireman's pole

The pole enables children to take on the role of a fireman and slide down with their legs wrapped around the pole, whilst gripping with their hands. The height of the pole (2.4m) means that it provides a challenge at a testing height for the junior age group. The pole can equally be climbed up by users in search of a more advanced test of their strength and coordination.



■ Turbo Slide

In many ways the Turbo slide sums up the Ixo range, in that it can be used in almost any way that the user chooses, encouraging both creativity and experimentation. In its classic form, the slide replicates the sensation of sliding down a bannister, with the user placing their back against the thinner of the rails and sliding down the larger of the two. Once the classic form has been mastered, users will invent other ways of descending such as straddling a tube or even coming down standing up.

sliding



Speed slide

The modern, innovative design of the speed slide encourages users to try out numerous different ways of coming down it or even climbing up it. By placing their legs either side of the bars or even coming down on their stomachs, it's the users who make up the rules.

hanging



Great arch

At over 4m long, the arch tests strength and agility as users swing from one bar to another to cross to the other side, whilst remaining above the ground. The equipment can also be used in an advanced way, by crossing over the top of the arch. As with nearly all the Ixo elements, its size makes it suitable for multiple users.

rotating



Gyro

The gyro enables users to learn how to use and manipulate their body weight, in order to turn 360° or to undertake multiple revolutions, whilst maintaining their balance and coordination. The gyro can be first used in a sitting position in order to gain confidence before progressing to turning in a standing position.

climbing



Filet tunnel

The tunnel provides multiple play challenges for junior users; the first step is to enter the tunnel by climbing through the 40cm access, testing children's spatial awareness. Once through the tunnel they have the choice of either continuing to crawl across the rope surface or to test their balancing skills by walking across the swinging rope. The tunnel is suspended above the ground to provide an added degree of perceived risk for users, whilst remaining in complete safety.



Incline net

The net is accessed from below by climbing on to a stainless steel bar located 40cm off the ground. Once on the net, the 1.95m platform can be reached by negotiating the moving ropes, which provide a test of balance and coordination. The regular shape and size of the gaps in the nets provide reassurance to users.

climbing



■ Echelle droite delta

Enabling users to access the platform from ground level, the width (1m) of the straight ladder allows children to move both horizontally and vertically. The ladder is flexible meaning that children need to master their balance in order to ascend towards the platform. The wooden rungs are both user-friendly and durable.



■ Portique à grimper

The double ladder is both an individual play element and an access to the 1.95m platform. It is made up of two flexible, vertical ladders. Climbing the net requires children to demonstrate both balance and coordination. Once at the top, users have the choice of either accessing the platform or crossing under the stainless steel bar and accessing the ladder the other side.

meeting / role play



■ Tour Epsilon

Thanks to its large dimensions, the Epsilon platform provides an ideal location for multiple users to meet and interact. The stainless steel guard rails provide both a support to look out from as well as additional security. The durable, non-slip HPL platform surface, provides additional grip for users underfoot.



■ Tour Gamma

The large platform (2m x 1.25m), located 1.95m above the ground, provides space for multiple users at any one time and gives a great view out across the play area. Users can socialize, take the time to choose their next play activity, or even just take a break. The non-slip HPL platform is both robust and long lasting.



■ Tour Delta

With its moving platform located 1.95m above the ground and limited surface area, the delta tower provides a real test of balance and coordination for users. They need to steady themselves on the platform, whilst at the same time selecting and accessing the next activity to be undertaken. The non-slip HPL platform is both robust and long lasting.



■ Tour Alpha

The Alpha platform provides a space for one or several users to observe the playground from an elevated position. The stainless steel guard rails provide both a support to look out from as well as additional security. The durable, non-slip HPL platform surface, provides additional grip for users underfoot.



■ **Suspended platform**

The moving platform provides a real test for children's balancing skills, with the non-slip HPL surface providing grip even in wet conditions. In addition it can be used as a sitting area for one or more users, who want to take time out to socialize or simply to rest before undertaking the next play activity. In both cases the platform optimizes the space under the platform, providing an additional play feature without increasing the safer surfacing requirements.