


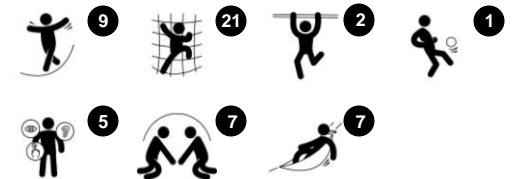
Agility Trail 9

NRO854

Item no. NRO854-1001

General Product Information

Dimensions LxWxH	465x999x273 cm
Age group	6+
Play capacity (users)	12
Colour options	



The Parkour 4 is a hugely appealing playpiece. It is exactly what 6-12 year olds want; a trim trail that's fun. The variation in climbing, crawling and balancing activities will make children come back again and again. The many inclined, twisted and vertical nets and the different mesh directions make great play challenges. Climbing or crawling up, down and

through the big meshes hugely stimulates coordination and proprioception. Both are skills necessary to navigate the world confidently and achieving physical confidence. The rubber disc seating points and inclined beams are great for meeting and exchanging, the bouncy and inclined character of these elements make them a constant balance and muscle trainer,

even when seated. When climbing through the Parkour 4 children train their cooperation and turn-taking skills which can be hard to teach, but can be easily learned through play.



Data is subject to change without prior notice.

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All Organic Robinia products by KOMPAN are made of 100% Robinia wood from sustainable European sources. On request it can be supplied with FSC® Certified (FSC® C004450) Robinia wood.



Nets and ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



Full coloured EPDM rubber seats with smooth surface. The seats are moulded on a hot dip galvanised steel inlay that ensures durable fixation to the rope.



The hardware is made of stainless steel or galvanised steel to ensure durable connections with a high corrosion resistance.



The Robinia wood can be supplied as untreated raw wood or painted with a brown coloured transparent pigment that maintains the golden wood colour of the wood.

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Installation Information	
Max. fall height	257 cm
Safety surfacing area	62,0 m ²
Numbers of installers	2
Total installation time	11.4
Excavation volume	4,07 m ³
Concrete volume	0,39 m ³
Footing depth (standard)	106 cm
Shipment weight	588 kg
Anchoring options	In-ground ✓
Warranty Information	
Stainless steel components	Lifetime
Robinia wood	15 years
Ropes & nets	10 years
EPDM components	2 years
Spare parts guaranteed	10 years

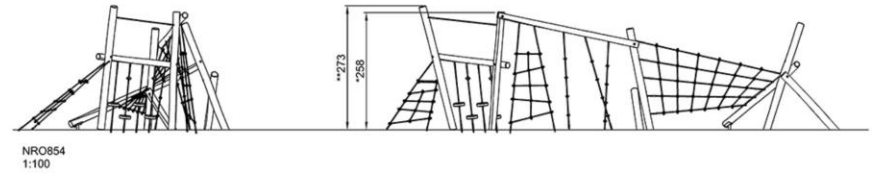
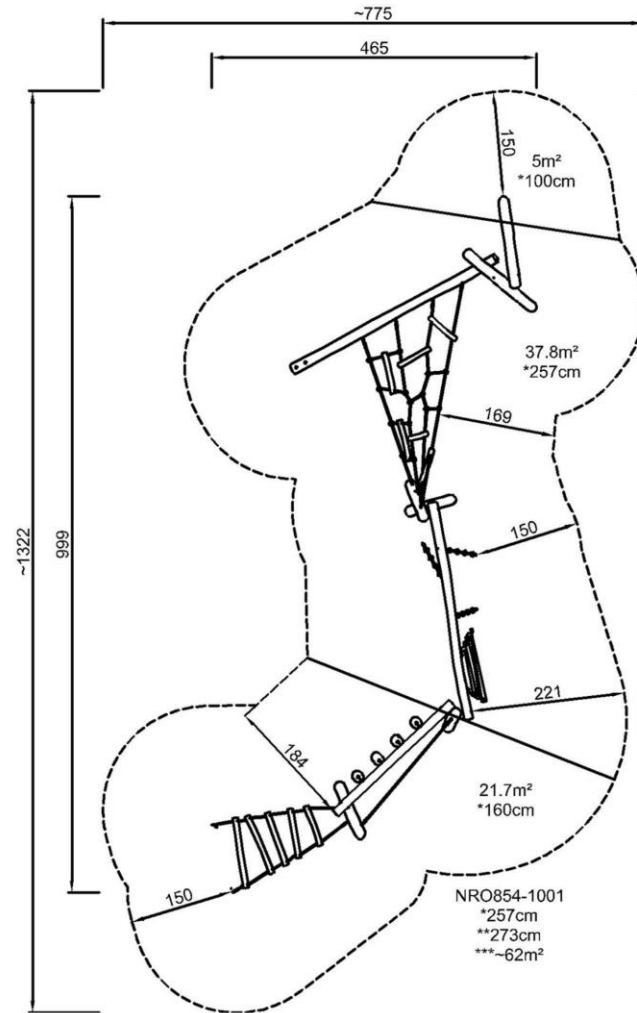


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



[Click to see 1:100 ratio TOP VIEW](#)

[Click to see 1:100 ratio SIDE VIEW](#)

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Top rope

Physical: the top rope adds support when balancing on the beam. This develops dexterity, hand and arm muscles.



Parkour climbing knots

Physical: the small knots add support for hands and feet when climbing in the ropes. This supports spatial awareness, cross coordination and all muscle groups.

Social-Emotional: cooperation when passing other children.



Twisted climbing net

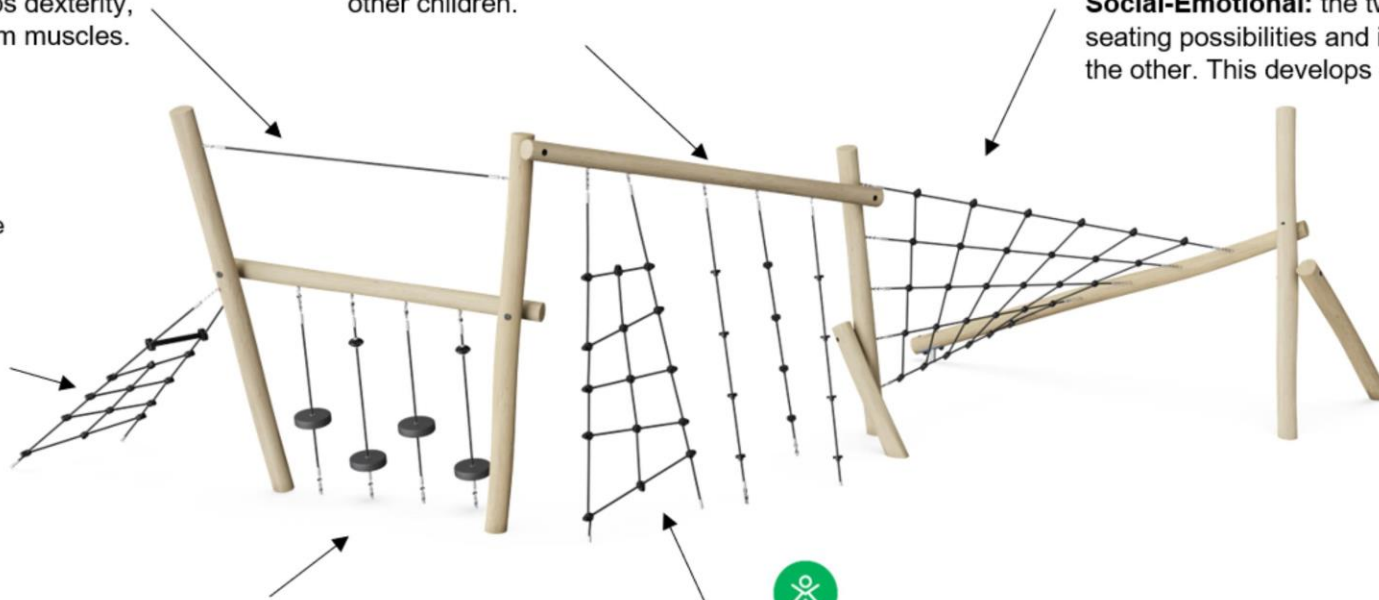
Physical: supports cross coordination as well as sense of balance and space. Core, leg and arm muscles are trained, too. These physical skills add to self awareness and helps when judging your body in time and space, a crucial skill.

Social-Emotional: the twisted shape creates varied seating possibilities and interaction from one side to the other. This develops empathy and cooperation.



Climbing net

Physical: the inclined net supports the upward climbing movement of the body. The net supports cross-body coordination, which impacts coordination of the right and left part of brain, fundamental for other skills such as the ability to read. The asymmetry of the net challenges the children's climbing.



Parkour ropes

Physical: the big rubbery discs are great supports for the feet when climbing or crossing the module. This supports cross coordination, sense of balance and arm and leg muscles. This combination adds to the child's general body adeptness and awareness, adding security to its movements.

Social-Emotional: the seats make a nice destination and meeting point and take cooperation when crossing by others on the way through the module.



Climbing net

Physical: children develop cross-body coordination and muscle strength. The asymmetry of the net challenges the children's climbing.

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PHYSICAL
Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL
Joy of being together:
teamwork, tolerance and
sense of belonging



COGNITIVE
Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



BALANCE
To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



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



SENSORY
To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



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



JUMP
To jump is the act of jumping up or down on a hard surface.



SLIDE
To slide is the act of moving fast downwards seated on a slide.



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



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



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



CONSTRUCT
To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



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



SPIN
To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



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



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



SWAY
To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



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



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



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



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.



RULES PLAY
Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER
To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.