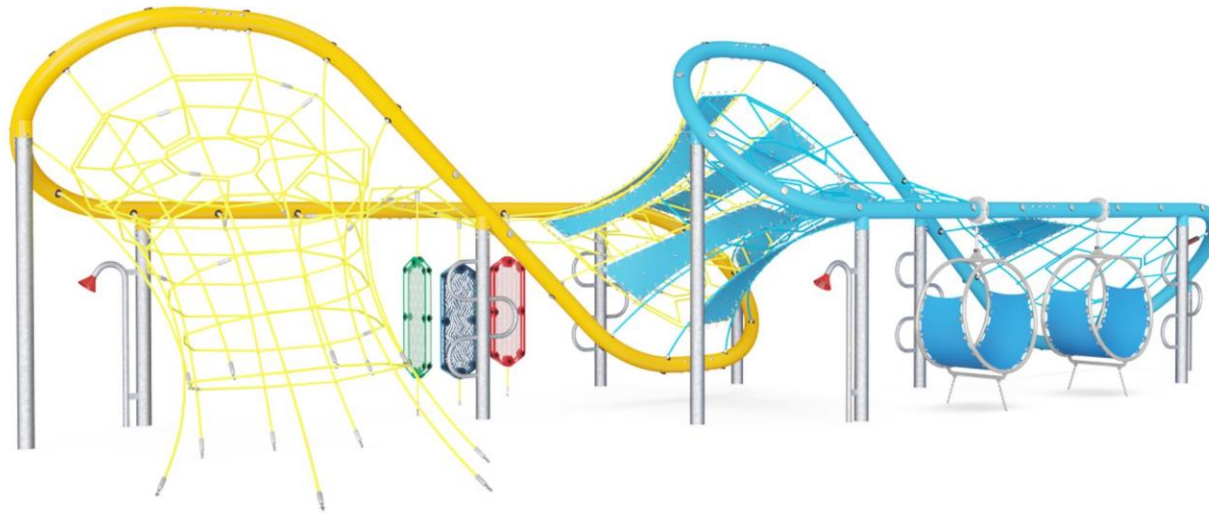


# Butterfly, Double

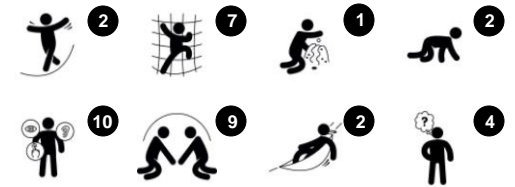
COR17600



Item no. COR176001-0499

### General Product Information

Dimensions LxWxH	1133x422x308 cm
Age group	5+
Play capacity (users)	34
Colour options	



The Butterfly Double is a transparent, social climbing magnet for children. The elegantly curved wings and their twisted climbs invite climbing try-outs again and again. The blue membranes accentuate the shapes and climbing journeys possible and add a central meeting spot in the intriguing climb-scape. There are rich physical challenges in climbing the twisted nets or accessing faster via the

Curved Climbers. Climbing the Butterfly trains cross-coordination and balancing techniques, which stimulate the child's ability to control movements, and ultimately to move confidently through the world. Thanks to the transparency of the Butterfly nets, the children can see each other and communicate across the Butterfly, and from ground level to top. On ground level communication is made possible across the

ground with the talking tubes, a highly intriguing play detail for children. Two blue, swaying Loops invite fun meetings, two, four or more together. For the sense of wonder, three Optic Panels inspire talks thanks to the moiré effect patterns: they look different depending on how children focus, which adds to talks and logical thinking skills.



Data is subject to change without prior notice.

# Butterfly, Double

COR17600



Turnable optic panels of two 7mm thick polycarbonate plates with a distance of 25mm. The inside graphic print consist of an inner image layer and outer transparent protection layer. Both PC panel and the water-based lacquer are UV stabilized to prevent fading of the print.



Hangout pod designed with a welded frame of two steel rings which are hot dip galvanized and powder coated. The membrane consist of friction-proof rubberized material of conveyor belt quality with excellent UV resistance.



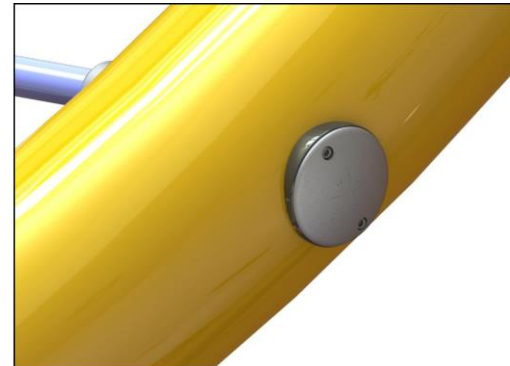
Colored steel components have a base of hot dip galvanization and a powder coated top finish. This provides an ultimate corrosion resistance in all climates around the world. Other steel surfaces are hot dip galvanized inside and outside with lead free zinc



Corocord ropes with 19mm diameter or more are special 'Hercules' - type with galvanized six-stranded steel wires. Each strand is tightly wrapped with PES yarn, which is melted onto each individual strand. The ropes are highly wear-and vandalism-resistant and can be replaced at site if needed.



Corocord 'S' clamps are used as universal connections in Corocord products. 8mm stainless steel rods with rounded edges are pressed around the ropes with a special hydraulic press, making them the ideal connector: safe, durable and vandalism-proof, all while allowing the typical movement of rope play structures.



The rope is fixed to the large steel pipe by a unique KOMPAN designed tightening solution. It consists of inner and outer nylon (PA6) bushings that guides the rope to an outside threaded aluminum part that tighten the rope.

Item no. COR176001-0499

### Installation Information

Max. fall height	300 cm
Safety surfacing area	85,2 m <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	17.2
Excavation volume	27,40 m <sup>3</sup>
Concrete volume	8,90 m <sup>3</sup>
Footing depth (standard)	60 cm
Shipment weight	0 kg
Anchoring options	In-ground ✓

### Warranty Information

Hot dip galvanized steel	Lifetime
Stainless steel components	Lifetime
Ropes & nets	10 years
Painted toplayer	10 years
Spare parts guaranteed	10 years

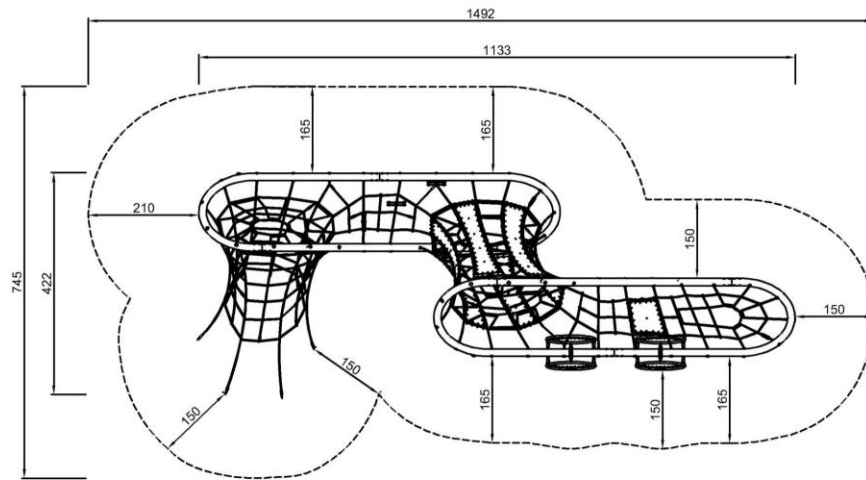


# Butterfly, Double

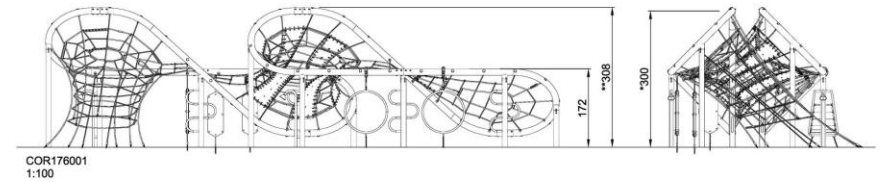
COR17600

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

\* Max fall height | \*\* Total height



COR176001  
\*300cm  
\*\*308cm  
\*\*\*85.2m<sup>2</sup>



COR176001  
1:100

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

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

# Butterfly, Double

COR17600



## Talk tube

**Social-Emotional:** encourages communication and social interaction.  
**Cognitive:** evokes curiosity and stimulates an understanding of cause and effect and object permanence: objects and persons exist also when out of sight.



## Vertical climbing funnel

**Physical:** develops cross coordination and trains major muscles when climbing up or down.  
**Social-Emotional:** socializing and friendly competition when climbing up and down with friends.



## Membrane

**Physical:** the bouncy membrane develops the sense of balance when the child stands, steps or sits here.  
**Social-Emotional:** great point for a break or meeting with friends.



## Climbing net

**Physical:** the net allows for climbing around, which supports motor skills, proprioception and spatial awareness. Children use muscle strength of arms, legs, and core when climbing.



## Moirée optic panels

**Physical:** sitting, hanging and leaning on the rope suspended panels train balance and cross-coordination.  
**Social-Emotional:** discussing the patterns and reasoning with others about how the patterns differ supports negotiating and listening skills, training tolerance and empathy.  
**Cognitive:** wondering about, understanding and explaining the reasons for the pattern occurrence support logical thinking skills.



## Climbing pole

**Physical:** cross coordination and muscle strength are trained.  
**Social-Emotional:** turn-taking and cooperation.



## Hangout pod

**Physical:** sitting and lying enjoying the swaying movements stimulate the sense of balance.  
**Social-Emotional:** meeting, taking a break is invited. Turn-taking supports the skills necessary to learn how to avoid conflicts.



# Butterfly, Double

COR17600



## 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.