

CASTLE, MEDIUM




NRO423

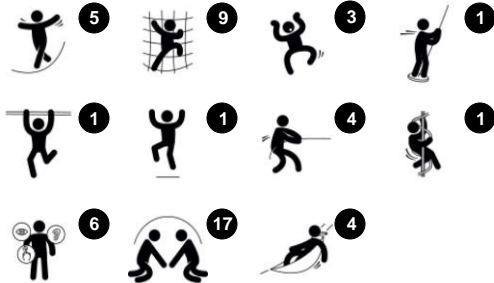


This impressive Castle adds a regal touch to any playground, attracting young knights and princesses from across the land. With its substantial distribution of ground level and elevated play options, the Castle allows for all abilities to play together. To the front, the Castle offers three different climbing entrances, all training children's balance, coordination and

muscles. The ground level offers play dens, barred windows and hammocks to invite dramatic play. This stimulates children's language and social skills as they negotiate play scenarios. On the courtyard side, the Castle opens with bridge and net. The banister bars and slide add thrill to the play experience and each in their own way train sense of

balance and space. These motor skills are necessary to navigating objects and the surroundings securely.

Item no. NRO423-1021	
General Product Information	
Dimensions LxWxH	25'7"x30'1"x18'6"
Age group	5 - 12
Play capacity (users)	42
Color options	  



CASTLE, MEDIUM

NRO423



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.



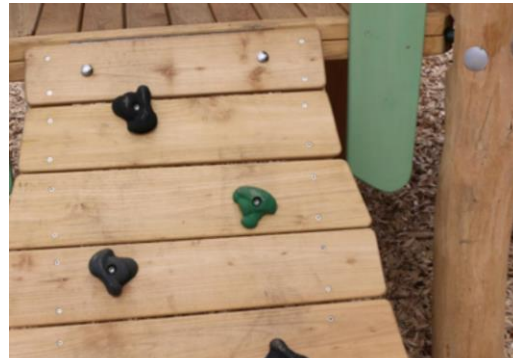
The paint used for coloured components is water based environmentally friendly with excellent UV resistance. The paint is in compliance with EN 71 Part 3.



The Robinia products are designed with a KOMPAN color concept with a number of different standard colors. The wood can also be supplied as untreated or with brown painted with a pigment that maintains the wood color.



The stainless-steel slides with one-piece slide bed are made of high-quality stainless-steel AISI 304.



The product/activities are preassembled from the factory to ensure all safety requirements are considered.



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

Item no. NRO423-1021

Installation Information

Max. fall height	9'10"
Safety surfacing area	1,069 ft ²
Number of installers	2
Total installation time	94.9
Excavation volume	7.66 yd ³
Concrete volume	3.41 yd ³
Footing depth (standard)	3'3"
Shipment weight	9,511 lbs
Anchoring options	In-ground ✓

Warranty Information

Robinia Wood	10 years
Stainless steel slide	10 years
Stainless steel components	Lifetime
Ropes & nets	10 years
Spare parts guaranteed	10 years

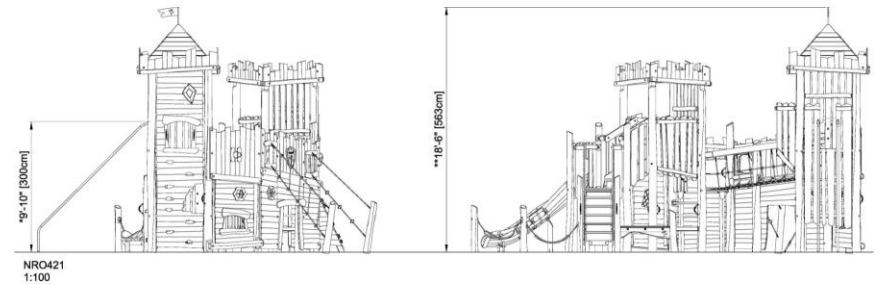
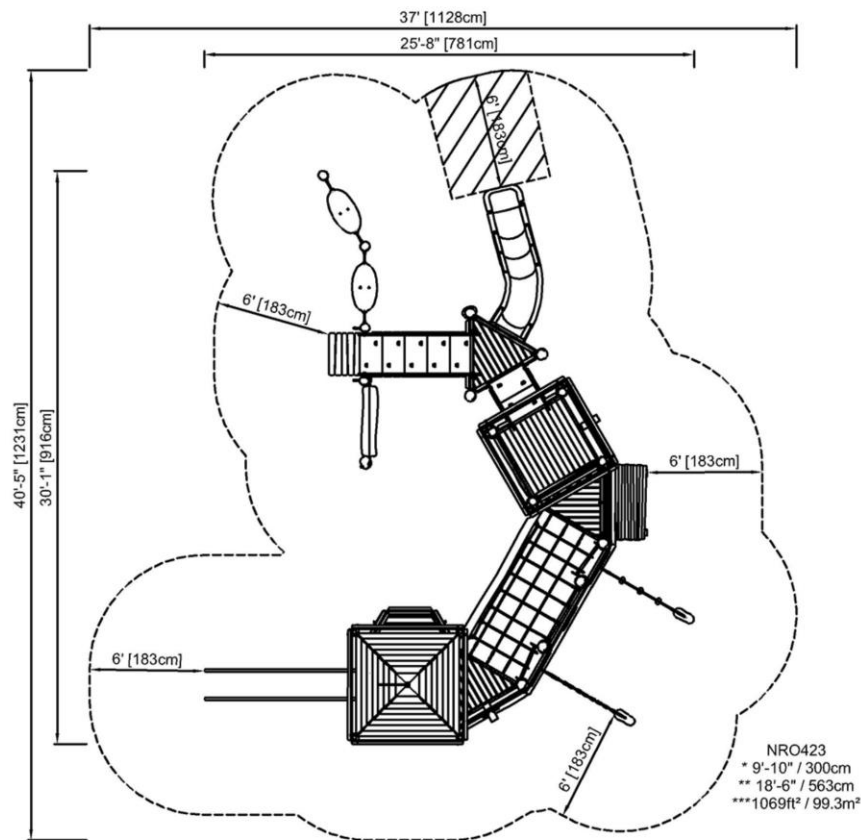
Elevated activities 12	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	11	3	2
Required	6	4	3

CASTLE, MEDIUM

NRO423

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

* Max fall height | ** Total height

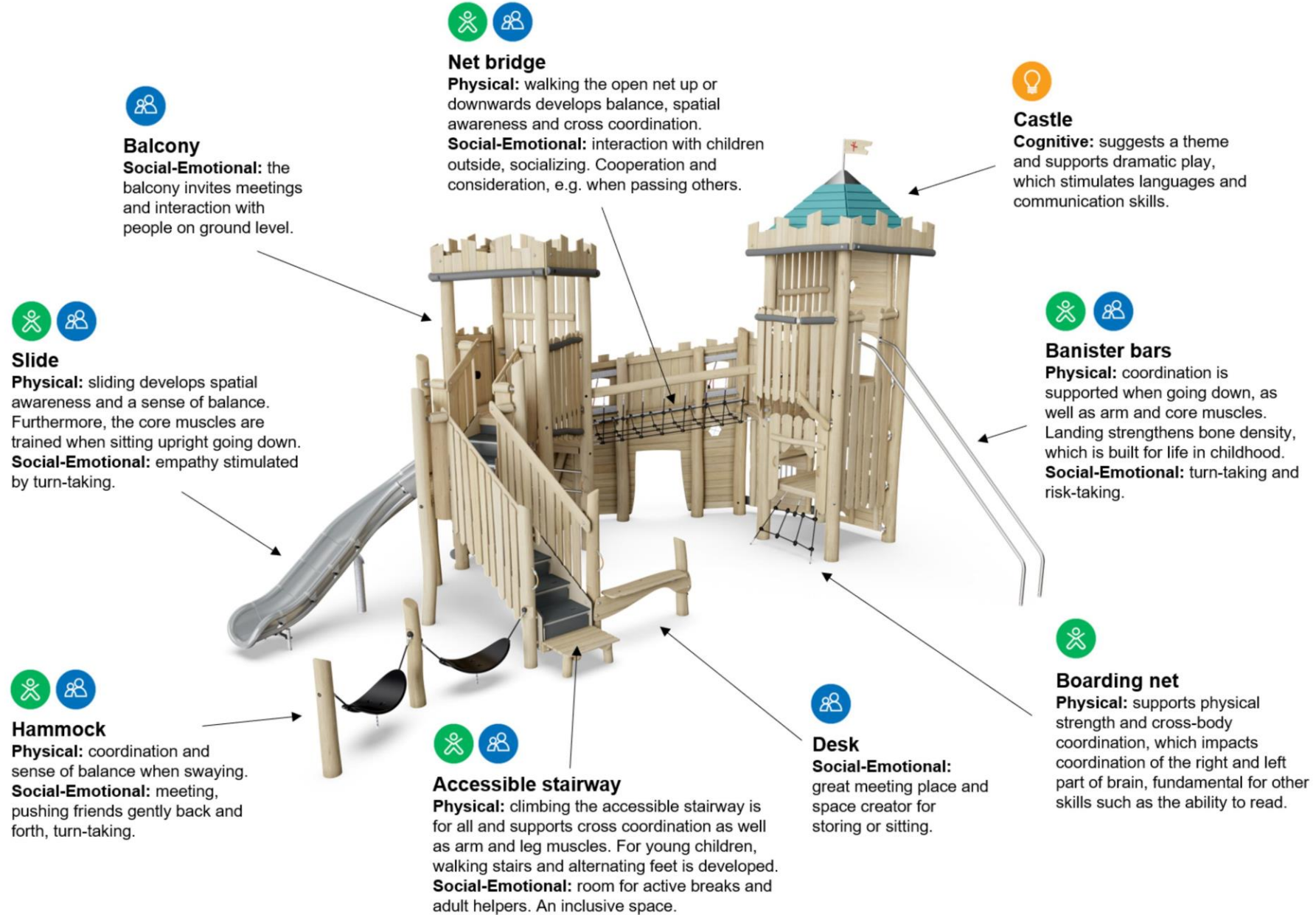


[Click to see 1:100 ratio TOP VIEW](#)

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

CASTLE, MEDIUM

NRO423



CASTLE, MEDIUM

NRO423



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).



BOUNCE

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



CLIMB

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



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.



CRAWL

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



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.



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.



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.



JUMP

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



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.



PUSH

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



ROCK

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



ROTATE

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



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.



SENSORY

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



SLIDE

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



SOCIALIZE

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



SPIN

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



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.



SWING

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



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.