

Play value

This half-shell is a very special piece of playground equipment and design element at the same time. Two or more of them can be arranged to create a line, corner or any other form – creativity is the only limit. You also have the choice between various pieces of supplementary equipment, such as a rotating disc, bench or other modules as shown in the pictures. The cosiness of the niches provides the children with enough space for role-playing games.



Benches are not included in Components.

In addition to providing play offers, the half-shell can serve as an attractive space divider which may be used to define different play areas or as a visual and noise barrier for playgrounds located on roads.

Fundamental characteristics

- The space-defining design appeals to the senses
- Functional design
- Different play offers
- Individual elements can be freely combined

Recommended for

- Kindergarten children
- School children
- Supervised play areas, such as kindergartens, schools, after-school programmes or similar
- Public play areas without supervision, such as playgrounds, parks or similar
- Leisure parks

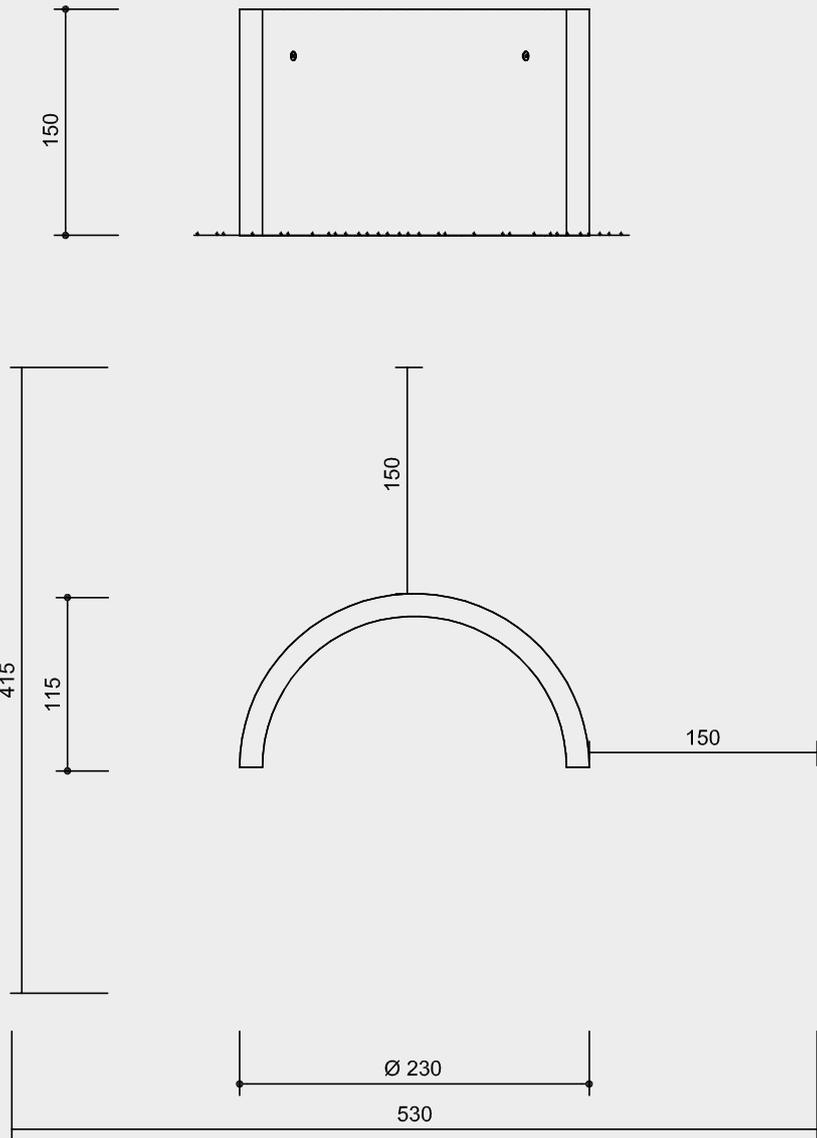
Curve



7.89500

Order No. 7.89500
Curve

Safety distance 
 Device dimensions 
 Functional distance 



Scale 1:100

Technical information

Curved wall made of self-compacting concrete C 40/50, grain size 0 to 16 mm, sand-blasted surface

Dimensions

(small deviations possible)

Height	1.50 m
Length	2.30 m
Width	1.15 m
Wall thickness	0.15 m
Weight	2000 kg

Safety check according to DIN EN 1176

Components

- 1 Element
- 2 Sling bends
- 2 Concealed heads

Optional elements

- Bench, **Order No. 7.89550**
- Sound wall, **Order No. 7.89551**
- Rotating discs, **Order No. 7.89552** (different patterns)

Other optional elements on request

Installation information

Surfacing requirements must be able to take the load

Foundations none

Attention:

Exact measurements may vary; for all installation dimensions refer to current assembly instructions.

Technical changes reserved.



7.89500