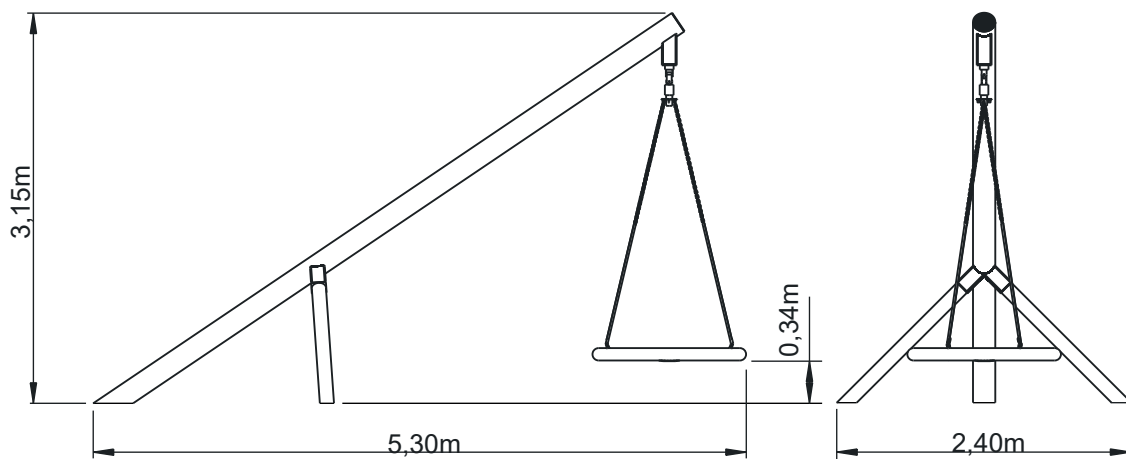
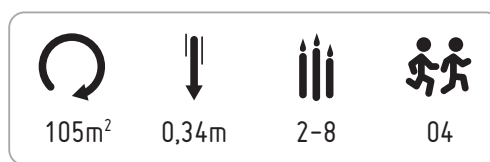




# SANDVIK PLAY

## ZEA 7 METALL

14-ELDAN029DC




Utilização do equipamento sujeito a condições vigiadas; Zona de segurança: Área mínima requerida pela norma EN 1176-1,6  
Utilización del equipo sujeto a condiciones vigiladas; Zona de seguridad: Área mínima requerida por la norma EN 1176-1,6  
Use of equipment subject to supervised conditions; Safety zone: Minimum area required by EN 1176-1,6  
Utilisation d'équipement soumis à des conditions supervisées; Zone de sécurité: Surface minimale requise par l'EN 1176-1,6

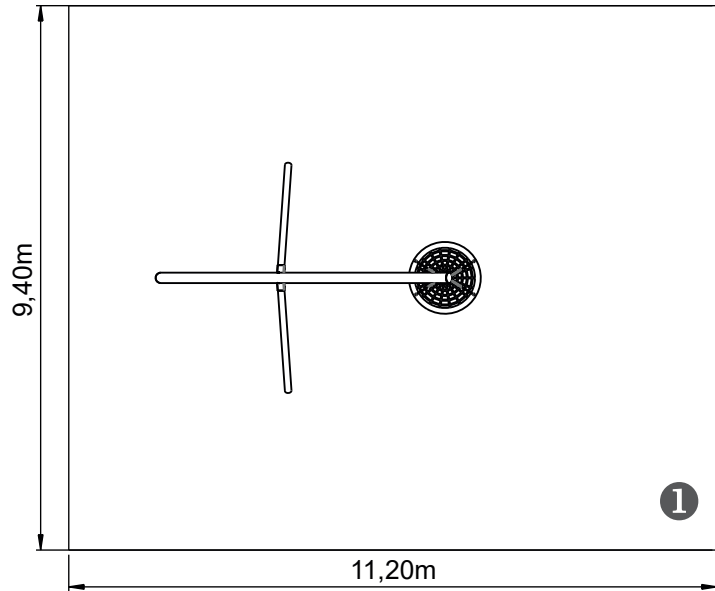





GB.047.01

— Zona de impacto

- - Espaço livre

EN 1176-1,2 



.....	①
	0.34
	105
	105

0,24 m<sup>3</sup>



2h



2x



KG



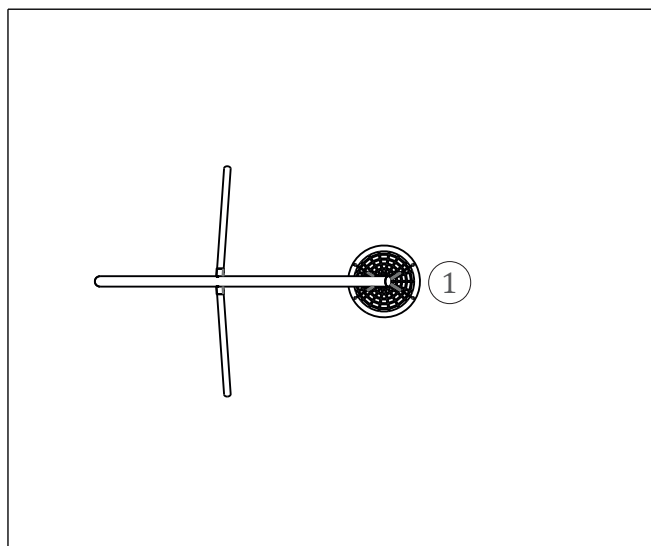
KG



KG



1 - Ninho  0.34m





Nest

Polypropylene multifilament braid with aluminum inner reinforcement. Chains with Ø5mm in hot galvanized steel;

Metal parts

Pipes: Hot dip galvanized steel according to EN ISO 1461. Lacquer enamel Type gel at 230°C, with thickness between 50 and 70µm, according to the standard UNE EN ISO 2808;

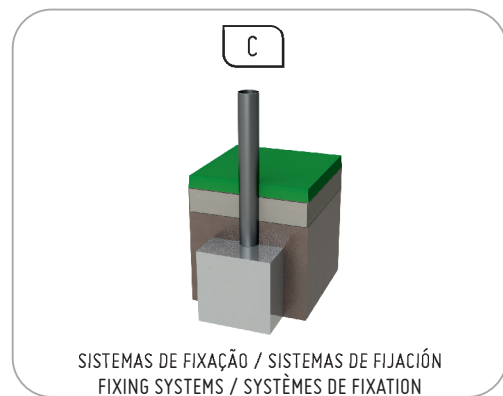
Fixation System:

Type C – Standard fixing system composed of plumbing applied directly to the ground and cast with concrete;

Screws and accessories

Screws: Zinc-plated steel or optionally AISI 304 stainless steel;

Capsules: PP polypropylene plastic;



FUNÇÕES LÚDICAS/ FUNCIONES LÚDICAS / RECREATIONAL FUNCTIONS / FONCTIONS RÉCRÉATIVES



Fun

While having fun, children acquire immense abilities, from physical abilities to social interactions.



Socializing

Socialization and imagination are necessary throughout the game. All this creates a relationship between children and awakens the sense of coexistence and solidarity.



Play

Develops patience, sharing and sporting spirit.



To swing

This movement provides the development of the nervous system, especially at the psychomotor and vision level. In addition to being tranquilizer, it also develops the skills of balance and coordination.