


3-SEATER CAROUSEL

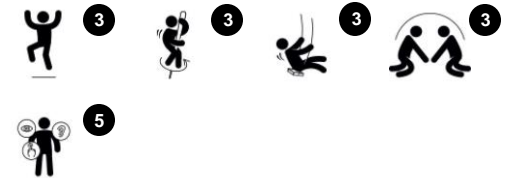
PCM155



Item no. PCM155-0901

General Product Information

Dimensions LxWxH	7'6" x 8'7" x 7'9"
Age Group	2-5
Play Capacity	3 children
Color Options	



The 3-Seater Carousel adds spinning to swinging, making for a thrilling swing experience that attract children repeatedly. The soft rubber seats invite both lying and seated positions. This allows for beginners as well as elevated level players. Apart from being irresistibly funny, the spinning and swinging movements train the sense of balance and

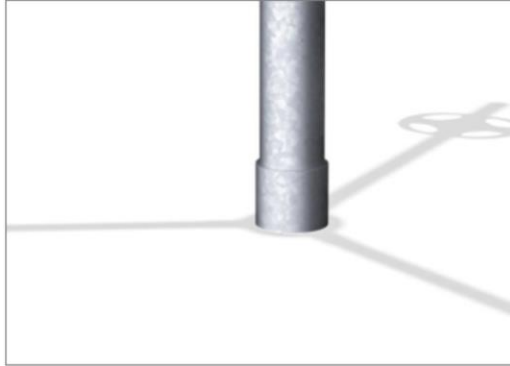
space. These are crucial motor skills, important for all other physical skills, and eventually for concentration skills for learning. To toddlers, swinging trains their sense of space as well as their focal tracking. The seated position in swinging trains the core muscles. When children jump off it builds their bone density. Socially, the three similar seats encourage

parallel play for toddlers, and cooperation for preschoolers, both important social skills.



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PCM155



The carousel has different anchoring options for both surface and in-ground installation. All footings are hot dip galvanized inside and outside to ensure long lifetime of the product.



The seat hangers are made of high quality UV-stabilized nylon (PA6) housing with integrated lifetime sealed ball bearings. The chains are fixed by a stainless steel hook with theft proof snake-eye bolt in a turn able anti twist housing.



Center post is hot-dip galvanized in dimension Ø6.26" x .16" Horizontal beams are hot-dip galvanized and powder coated in dimension Ø3" x .14".



Chains are stainless steel and meet the requirements in ISO1434 –ISO1435 and DIN766.



The baby/toddler seat and suspension hinges are made of soft rubber (TPV). Polypropylene (PP) inside babybasket provides low friction leg openings for easy access (toddler in/out).



Belt seat is made of PUR. All components retain their properties in the temperature range of -30°C to 60°C. All materials are stabilized to a maximum without use of heavy metal stabilizers.

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Installation Information	
Max. fall height	7'
Safety surfacing area	796.5 ft²
Numbers of Installers (persons)	2
Total installation time	5
Excavation volume	0.66 yd³
Concrete volume	0.38 yd³
Footing Depth (Standard)	3' 3"
Shipment Weight	497 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/> Surface <input checked="" type="checkbox"/>
Warranty information	
Galvanized steel parts	10 Years
Chains	10 Years
Swing hangers	5 Years
Swing seats	10 Years
Spare parts guaranteed	Years

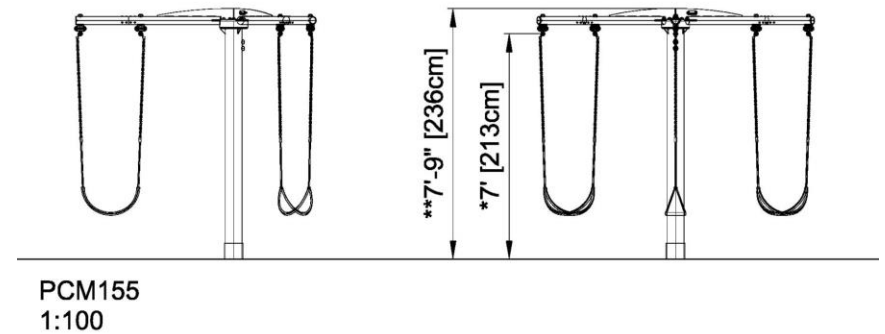
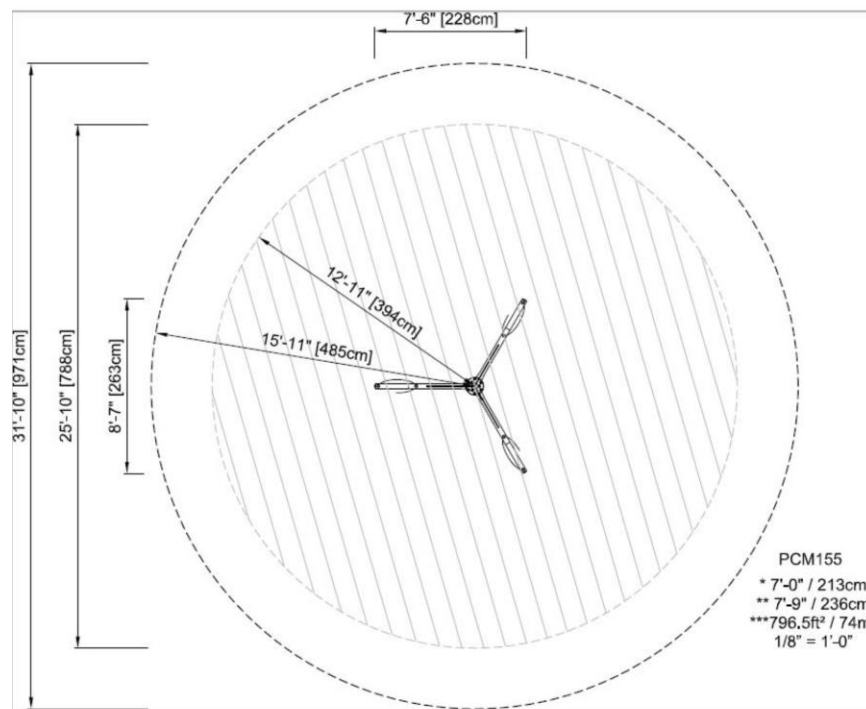
Elevated Activities	Accessible Elevated Activities	Accessible Ground Level Activities	Accessible Ground Level Play Types
Present	0	1	1
Required	0	1	1

3-SEATER CAROUSEL

PCM155

*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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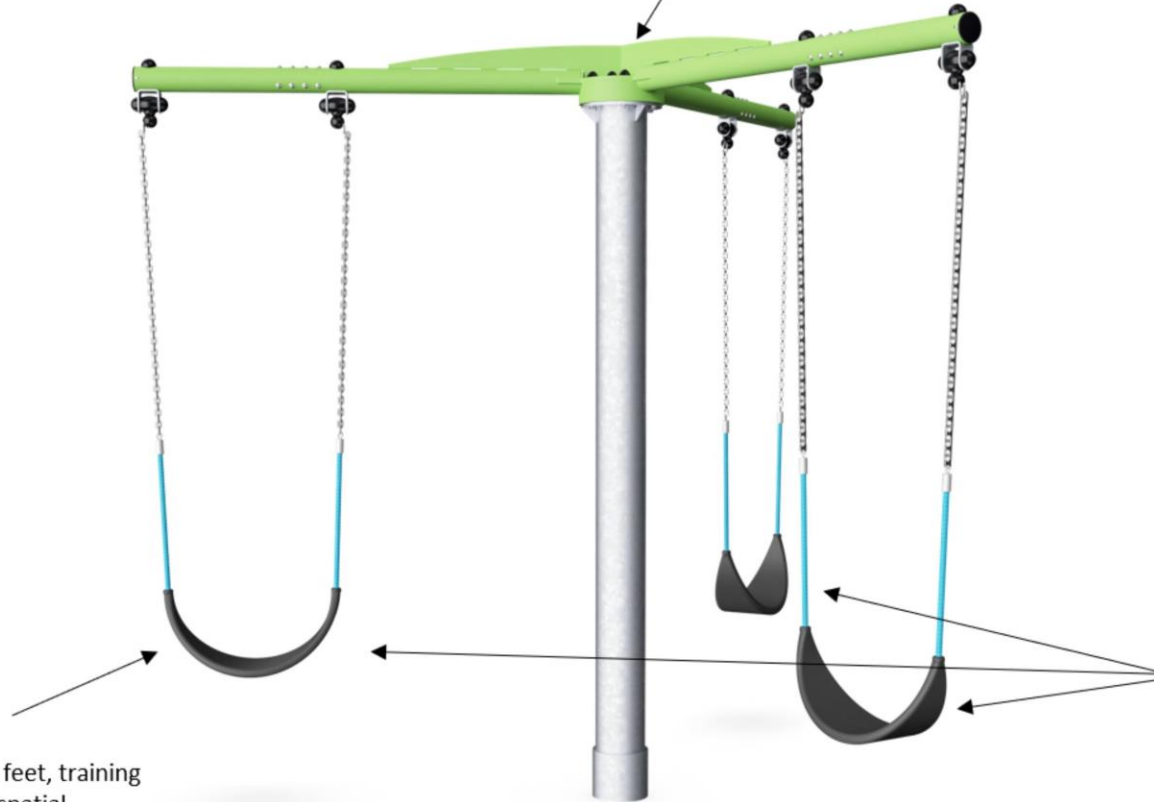
PCM155



Carousel

Physical: spinning trains the sense of balance

Cognitive: for younger users, the spinning trains the understanding of cause-and-effect



Low, rubber seeing seat

Physical: support for pushing with feet, training leg muscles and sense of balance, spatial awareness.

Social-Emotional: self-esteem from being able to do it yourself.

Cognitive: understanding of cause and effect



Triple seating

Social-Emotional: stimulates parallel play and cooperation, important for social skills

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PCM155



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).



Overhead HANG
Overhead hang 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, e.g. on 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.



RULE PLAY
Rule 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.