



Crawl tunnel Red

All set? Crawl!

A hilarious, essential part of any hexathlon: a crawl tunnel. It goes without saying that they are included in your product range, because a good rental company cannot do without them. The tunnels in JB-Inflatables' collection are 8 meters long and are available in red and blue. The idea behind this hexathlon game, which is suitable for kids' parties, town events, neighborhood get-togethers and teambuilding activities – either for work or to help sports teams prepare for the upcoming season – is simple: ready, set, Crawl! The person who makes it to the other side first is the glorious champion.

Please note: price is per piece!

Convenient and easy set-up

This hexathlon item is also easy to set up, which, naturally, is very convenient for the people organizing the hexathlon! JB supplies all products in the collection as a complete package, this crawl tunnel is no exception. This means the crawl tunnel comes with a transport bag, to make it both easy to store and effortless to transport.

Premium quality by JB and warranty (5 years)

All our hexathlon items have several reinforced tension points and are multiply stitched. These crawl tunnels are no exception; they are made of strong, high-quality PVC, which makes them durable and easy to keep clean. In addition, we provide a 5-year warranty for all items in our extensive collection and we have our own repair service.

Purchase these crawl tunnels as part of your hexathlon equipment. They are guaranteed to make any party into a success!

JB: more than 15,000 enthusiastic responses

Over the 15 years we have been in business, JB has made more than 15,000 people around the world experience joy. Our team (designers, developers and logistics staff) create unique items. And with us you are always assured of service and high-quality delivery! That is exactly why they tend to call us 'creators of greatness'!

Inflated product

Specifications packaged product

Length	2ft
Depth	2ft
Weight	55lbs
Amount of packages	1x

General

