



All detail drawings to be read in conjunction with Landscape GA Plans, NBS Specification and Soft landscape schedules. All products to be installed to manufacturer's recommendations For all buildups to landscape finishes to Civil Engineer's detail and specification. All mansonry to be F2 S2 as per Structural Engineer's recommendations. All coping bricks to be F2 S2 as per Structural Engineer's recommendations.

All mortar to be M12 as per Structural Engineer's recommendations. Use bucket handle or weather-struck mortar jointing. All foundations to landscape retaining walls to Structural Engineer's detail and specification, and to Contractor's proposals. All footings and foundations to landscape furniture, play equipment to manufacturer's recommendations and to Contractor's proposals. All fixing method to fences, railings, handrails, furniture, play equipment to manufacturer's This drawing is the property of fabrik ltd. It must not be copied or reproduced without written consent. Only figured dimensions are to be taken from this drawing. All contractors must visit site and be responsible for taking and checking all dimensions related to the works shown on the drawing. The original of this drawing has coloured lines. Do not rely on the monochrome copy. P2 24/02/2023 P1 31/01/2023 Stage 4A Issue - Comments Incorporated Revisions First Floor 4-8 Emerson Street SE1 9DU 0207 620 1453 0207 620 1453 0207 261 9126 london@fabrikuk.com www.fabrikuk.com ABBEY AREA PHASE 3 for WATES Landscape Play Feature Details Sheet 1 31/01/23 Project No. Drawing No. ARP3-FAB-ZZ-00-DE-L-908610 P2 D2857, ARP3 Preliminary Issued for Design/Information Issued for Tender ____ Issued for Planning Approval Issued for Construction As Built Copyright Reserved C Drawing sheet size - A1

Play Type 1: Play hut type 01 Play Type 2: Play hut type 02

Play Type 3: Balancing beam

Play Type 4: Stepping logs Play Type 5: Hammock Play Type 6: Play boulders Play Type 7: Play tree trunk Play Type 8: Timber play platform Play Type 9: Salvaged sculptural wall

