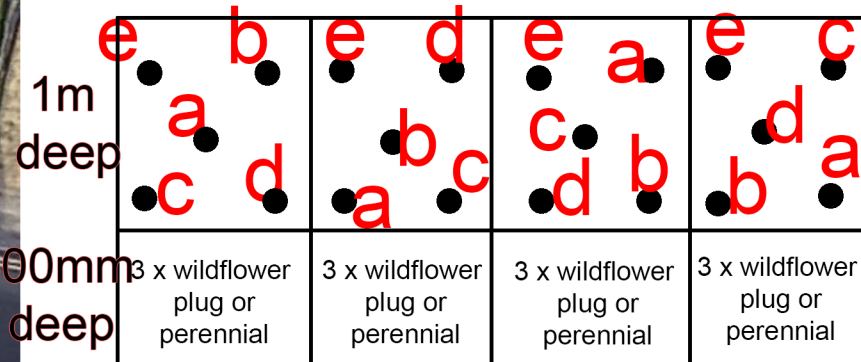




Garnethill VP

4m wide wall base section



Existing grass area.

4m wide section along wall (not to scale)

Lift a 1.5m turf strip from base of wall, use turf in local area, this could be used to create a wildlife habitat turf mound.

Plant potted plants as per above, weeds will grow on open soil so wildflower seed could be sown around shrubs, it will look very wild after a year or too but should provide a physical barrier preventing access to the wall base.

Climbers are not included in the above planting graphic, these should be planted first for ease of access/planting.

if no wall pegs and cables are being added, it would be best to avoid using Clematis and Lonicera, just double up Ivy and hydrangea's.

If a more formal look is required, do not add wildflower but do mulch the site with wood chip or bark mulch, a weed suppressing fabric could also be used to reduce weed growth.

the 500mm wildflower strip would help provide pollen/nectar, this could be underplanted with Crocus bulbs for early pollen/nectar.

Robinia Designs

KOMPAN Scotland Ltd

All ages
125 users
59 activities

Newmains Play Area

North Lanarkshire Council



Multiple Swinging Opportunities

Challenging Climbing

Inclusive Jumper

Toddler Unit

We Hopper

Mound with Tube Slide

Cableway With Platform

Accessible Sensory Space

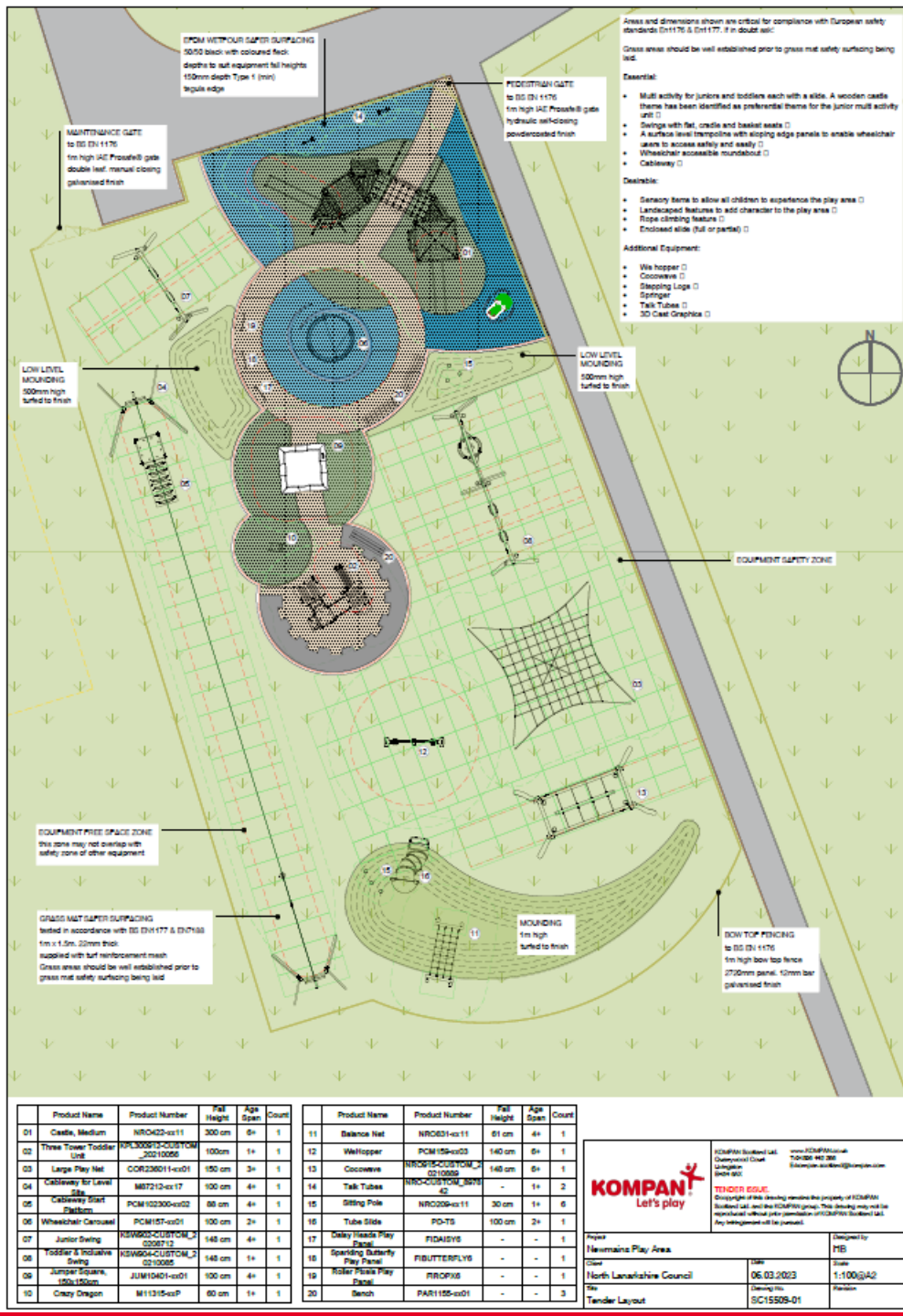
Fully Inclusive Roundabout

Talk Tubes

ROBINIA Castle Unit

Let's play

New Mains Play Area





£200k Moor Park, Muirhead

EXISTING SITE

Design subject to change based on site conditions.
Client to remove any small trees required to install equipment.

NEW EQUIPMENT BOUNDARY

INDICATIVE MOVEMENT LINES

EPDM RUBBER MULCH SAFER SURFACING
tested in accordance with BS EN 1177
red/brown green depths to suit equipment
fall heights
150mm depth Type 1 (min)
chased into ground

01 Father Oak Hoose

02 Balance Net

03 Balance Posts with Rope

04 The Trail of Jessie Macrae

05 Sleeper Steps

06 Hill Climber

07 Stepping Logs

08 Stilts

09 Balance Plus

10 Balance Beam

11 Basket Swing

12 Baby Swing

13 Dragon Springer

14 Spinner Bowl

15 Toddler Spica

16 Talk Tubes

17 Peekaboo Tunnel

18 Wise Old Owl

19 Mushroom Steppers

20 Play Panels

Palacerigg Woodland Play Area
North Lanarkshire Council

KOMPAN
Let's play



Crail Play Park
Fife Council

KOMPAN
Let's play

£190k Crail Play Area

KOMPAN
Let's play

Mugdock Country Park



Swinging

OVER
120
USERS

Carved
wooden
sculptures!

Junior Zone

Inclusive Zone

Customised
Sign Post

Toddler Zone

Inclusive Play Panels

Glide along the track ride!

KOMPAN®

Approx £275k Mugdock Country Park

KOMPAN®
Let's play



ACCESSIBLE
All equipment except swings are on wet pour safety surfacing for accessibility! The wheelchair carousel is accessible for all & features handholds that function from both sides!

Newark
Castle

Parklea Play Area

Inverclyde Council

River
Clyde

Inverclyde
Train

Multi-colour
Fencing

3D Turtle

Timber
Ponds

Parklea
Farm

Wetpour
Mounding

Under toddler
unit & castle

3D Starfish

Inclusive
Path

Recycled
Plastic
Furniture

INCLUSIVE
PANELS

INCLUSIVE FEATURES
Spread across this play area, inclusive elements offer quiet spaces, sensory play & spacious products that host multiple users!

KOMPAN

£225k Parklea, Inverclyde

KOMPAN
Let's play



KOMPAN Scotland LTD.
Quarrywood Court
Livingston
EH54 6AX

KOMPAN

Design Examples

Muiravonside Country Park, Falkirk £250k



Muiravonside Country Park, Falkirk - £250k



Central Avenue Play Area

Dumfries & Galloway Council

Page 1 of 3

All play equipment is on wet pour surfacing which is fully accessible & low maintenance!

Nursery

Music

Junior

Fitness

Toddler

Inclusive Rectangular Jumper

Sensory Panels

Inclusive Picnic Table

Inclusive Basket Swing

Tunnel

Inclusive You&Me Swing

Talk Tubes

Hopscotch

Inclusive Platform

Inclusive Support

Wheelchair Carousel

Wet Pour Mound Tunnel

SCAN ME FOR MORE INFO

KOMPAN!
Let's play

Transparent design to prevent anti-social behaviour & minimise vandalism!

Inclusive Panels



KOMPAN Scotland LTD.
Quarrywood Court
Livingston
EH54 6AX