

REIKŌRANGI NATURE PLAY TRAIL

NODE 1 - HOME BASE

Nature base play equipment - could be an off the shelf piece or creative insitu response with natural elements like balance logs, swales river rocks etc height is approx. 600 -1000mm above ground level.

NODE 2 - FLY AWAY... HOME (eg. flying fox) Opportunity to install flying fox or similar from platform to macrocarpa trees

NODE 3 - Tree Climb

Fixed climbing cables / ropes into Pohutukawa tree, create 'soft fall' area with bark under the tree, anchor climbing cables into the ground. Potential for large rope swing would need to check KCDC policy around this.



1. `

2.

3.

NODE 4 - WETLANDS (multi play ditch jumping opportunity to get across the 'wetlands'). Enhance existing swale to create a network of stepping stones and crossing planks approximately 600mm from ground level at base of drain

NODE 5 - STEP 'N' SLIDE



6.

Network of stepping stones up the steep contoured area, linking across the slope to an

embankment slide that follows the contour. Earthworks to create contoured slope to 'fit' slide and run out area at bottom of slide retained with a climbable rock embankment.

NODE 6 - LAVA (multi player opportunity where the ground in Lava) A pole forest with 5 metre vertical poles planted into the ground. Poles to be spaced approximately 6 - 700mm apart with foot holds / wedges cut into the pole and hand holds / pegs inserted into the pole.

DRAFT TO KCDC REIKŌRANGI DOMAIN 🖸 Preliminary Landscape Development Plan 🕫