



LEGEND

GENERAL

- Planning Boundary
- Existing Surface Level
- Proposed Surface Level
- Top of Wall Level
- Base of Wall Level
- Finished Floor Level (Internal)
- Falls
- Proposed contours

BOUNDARY

- Barrier Type 1: 4.0m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 2: 3.0m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 3: 2.0m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 4: 1.5m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 5: 1.0m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.

Barrier Type 6

- Barrier Type 6: 2.0m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 7: 1.5m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 8: 1.0m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 9: 0.5m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 10: 0.2m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 11: 0.1m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 12: 0.05m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.
- Barrier Type 13: 0.02m high, 2.5m steel metal box profile, with perimeter casting, 304/316 stainless steel mesh.

Vehicle Access Gates

- Vehicle Access Gates: Proposed single gate across animal habitats, gate width & specification vary. Gates to match fencing.
- Single Access Gates: Proposed single gate across gate zone & specification vary. Gates to match fencing.

LANDSCAPE ELEMENTS

- Proposed Retail Kiosk: 1x No. Themed retail kiosk (2.5x4.5m).
- Proposed Animal House: 1x No. Themed animal house (2.5x4.5m).
- Proposed Lodges: 1x No. Themed lodges for visitors.
- Proposed Timber structures: 1x No. Themed timber structures for interpretation and education purposes.
- Proposed Market Stalls: 1x No. Themed market stalls for interpretation and education purposes.
- Proposed Sub Station: 1x No. Themed sub station for interpretation and education purposes.
- Visitor Boardwalk: 1x No. Themed visitor boardwalk with 10m runs and 10m wide footings based on a 120mm.
- Feeding Tower: 1x No. Themed feeding tower for interpretation and education purposes.
- Gateway Arch: 1x No. Themed gateway arch to the development. Final design to be agreed.
- Boulders: 1x No. Themed boulders for interpretation and education purposes.
- Trunks & Logs: 1x No. Themed trunks & logs for interpretation and education purposes.

Proposed CCTV

- Proposed CCTV: CCTV locations indicative, final locations to be agreed.

Proposed Play Features

- Proposed Play Features: 1x No. Themed play features for interpretation and education purposes.

HARD LANDSCAPE

- Paving Type 1: 100mm concrete paving (RAL color) to public pathways to be edged with timber edging.
- Paving Type 2: 100mm concrete paving (RAL color) to public pathways to be edged with timber edging.
- Paving Type 3: 100mm concrete paving (RAL color) to public pathways to be edged with timber edging.
- Paving Type 4: 100mm concrete paving (RAL color) to public pathways to be edged with timber edging.
- Paving Type 5: 100mm concrete paving (RAL color) to public pathways to be edged with timber edging.

SOFT LANDSCAPE

- EXISTING TREES RETAINED: Trees to be retained as part of the development.
- TREE RPA EXTENT: Dashed line denotes the extent of the tree RPA.
- PROPOSED PLANTING: 1x No. Themed planting for interpretation and education purposes.