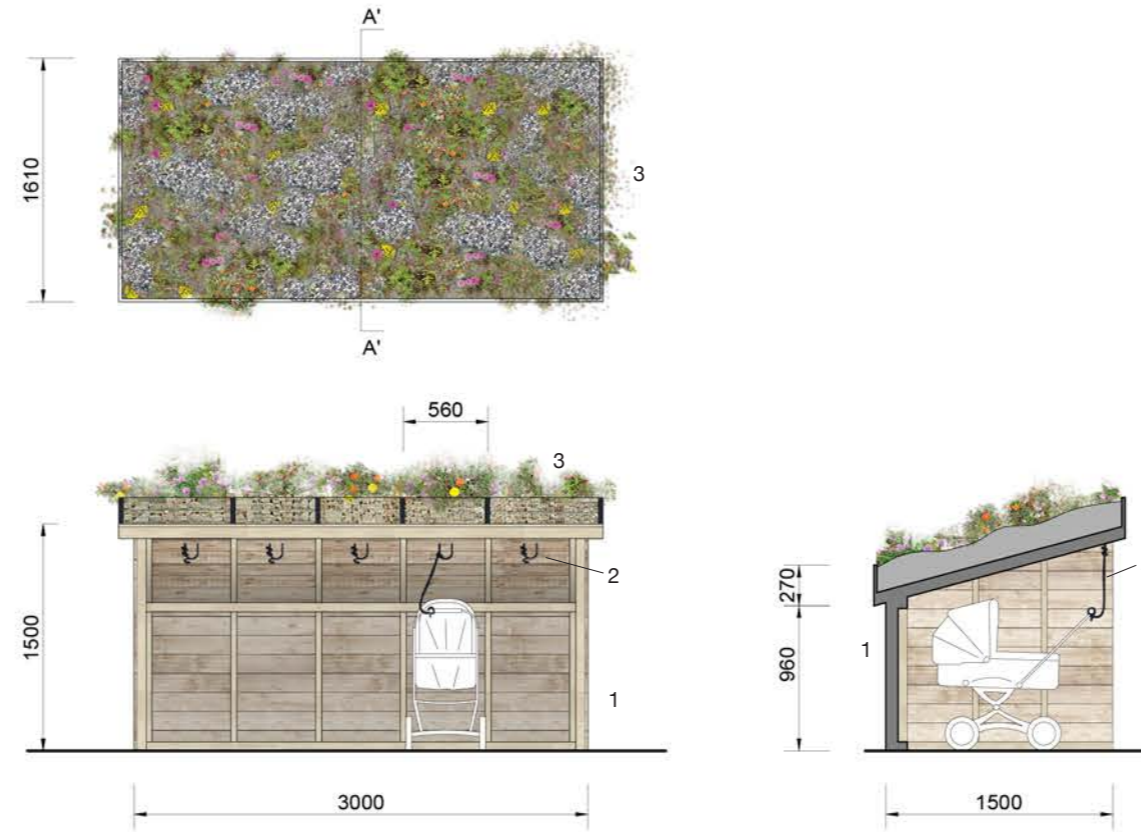


## 4.4 PLEASURE GROUNDS - PUSHCHAIR STORAGE

Due to the constraints within Marble Hill House it is not possible to take pushchairs inside. To enable families with small children to enjoy the House, a secure pushchair shelter will be provided nearby. This will be located on the site of the former toilet block within the north-west Woodland Quarter. There will be space for five standard sized pushchairs with locking facilities. The store will be timber constructed with a wildflower green roof.



Proposed pushchair storage facility - Ref. 581\_PL\_L\_17

KEY:

- 1. Timber frame structure
- 2. Secure locking mechanism
- 3. Wildflower green roof system



Location Plan

## 4.5 STABLE BLOCK PROPOSALS

The Grade II listed Stable Block houses the café and public toilets. The existing café is located in the south wing of the Stables and has a small paved terrace facing south with views to the Thames.

### Stable Block

Key considerations and opportunities for this area:

- Improve the setting of the cafe and the sense of arrival alongside proposals for an enhanced visitor facilities.
- Create outdoor seating areas and terraces.
- Screening of proposed substation.
- Create new service yard to the north of the Stable Block.
- Recycle existing cobbles to repave the courtyard.
- Provide planted screening to properties on Montpelier Row
- Retain all existing tree where possible.
- Create planting setting to the eastern elevation of the Stable Block.
- Provide a safe place to tie dogs.

Refer to Chapter 6 for further detail



North south section through stable block and new cafe

### Key

- 01 Concrete pavers
- 02 Existing wall retained and lowered
- 03 Cafe terrace
- 04 Cobbled courtyard
- 05 Shrub planting
- 06 Close board timber fencing
- 07 Refuse store
- 08 Existing shed





C' - C'

Key

- 01 Marble Hill House
- 02 North East Woodland Quarter
- 03 Ice House
- 04 Play area
- 05 Stable Block



C' - C' West East proposed landscape section through Marble Hill House and the Stable Block - Ref. 581\_PL\_L\_07

Detail C' - C' west-east proposed landscape section through Marble Hill House and the Stable Block

## 4.6 SWEET WALK PROPOSALS

This area encompasses the entrances from the north on Richmond Road and winds along the western boundary until it reaches the Stable Block. The area along the north boundary has moderate tree cover but remains open in feeling and has an understorey of improved grassland. A narrow asphalt path connects the pedestrian entrances along this edge until it reaches the wider vehicular road. Along the western boundary tree cover is more dense and understorey predominant in self-seeded holly and yew making it dark and overshadowed. This is also the primary vehicle route for deliveries to the café and House.

The aim is to restore the Sweet Walk to its 18th century character of trees, flowering and sweet smelling shrubs and ground cover, which will be enjoyed from a meandering walk running through it. The plantation will be thickened up to screen the traffic and form an attractive and effective boundary along the north of the park. Enhancing the Sweet Walk would re-introduce elements of the late 18th century landscape of the site enabling this era of the site's history to be explored and interpreted.

Key considerations and opportunities for this area:

- Enhance the woodland of the Sweet Walk to restore historic character and increase biodiversity interest.
- New tree and shrub planting.
- Improve habitats and biodiversity promote access to nature.
- Coppice existing yews and holly to regenerate planting stock.
- Explore opportunities for managed extensive volunteer tree planting projects.



Proposed landscape plan - Ref - 581\_PL\_L\_01

## 4.7 GREAT LAWN, EAST AND WEST MEADOW, CAR PARK AND RIVER TERRACE PROPOSALS

The Great Lawn provides the foreground to Marble Hill House when approaching from Richmond Road. The open informal character is an important part of conserving this vista.

### The Great Lawn

Key considerations and opportunities for this area:

- Conserve the open, informal grassy space of the Great Lawn including its use for cricket.
- Sensitively integrate the existing tennis courts and cricket nets into their landscape setting with new planting as part of the Sweet Walk.
- Resurface tennis courts.
- Provide new nets and surfacing to Cricket nets.
- Improve habitats and biodiversity and promote access to nature.

The East Meadow is characterised by open grassy areas home to the football pitches at Marble Hill Park. The adventure play facility is a visual detractor from the setting of the House and in the context of the registered park framing and screening of views would help to better integrate this facility.

### The East Meadow

Key considerations and opportunities for this area:

- Conserve and enhance the East Meadow as an open grassy area enclosed by tree belts through diversifying the mowing regime.
- New tree planting in line with the Local Development Framework (July 2013)
- Screening views of intrusive features to increase visual and biodiversity interest.
- Improve habitats and biodiversity and promote access to nature.
- Create a year round sports provision acknowledging seasonal variations and the need for pitches to recover and regenerate.

The West Meadow is characterised by open grassy areas enclosed by tree belts. Several detracting features such as the Chinese style pagoda will be removed and others such as the dog free area could be more sympathetically integrated into the park setting as a play area. Refer to the following section on play in the park.

### The West Meadow

Key considerations and opportunities for this area:

- Conserve and enhance the West Meadow as an open grassy area enclosed by tree belts.
- Diversify the mowing regime and tree planting to increase visual and biodiversity interest.
- Improve drainage to Rugby pitches.
- Create play area adjacent to the cafe.
- Improve habitats and biodiversity and promote access to nature, particularly in flood zones.

The functional components of Marble Hill Park are generally contained within this area, a remnant of the historical separation of the kitchen garden from the House. The aim is to better integrate these facilities and where possible reduce their impact on the park as a whole.

### The Car Park, Playground and Work Areas

Key considerations and opportunities for this area:

- Preserve the significance of the core landscape by focusing all functional operations to one area.
- Improve orientation and wayfinding to create a hub for visitors arriving by car or public transport links on Richmond Road.
- The planting along the north and east edges would be thickened up whilst preserving views from neighbouring residential areas.

The River Terrace provides an under utilised connection to adjacent parks and open spaces and the River Thames. The aim is to retain the iconic view between the house and the river and manage the terrace in line with its historic nature of Marble Hill.

### The River Terrace

Key considerations and opportunities for this area: Improve boundary treatments to create a more welcoming entrance to Marble Hill Park.

- Promote the River Terrace as a wildlife corridor.
- Improve habitats and biodiversity and promote access to nature.
- Improve orientation and wayfinding



## 4.8 PLAY STRATEGY

The Marble Hill Playcentre provides play for 0-5 years at their One O'clock Club including indoor and outdoor facilities. The Adventure Playground is for ages 5-15 years and includes aerial runways, climbing frames and a skateboarding ramp. Both play facilities are paid entry. The play area and buildings, located along the north-east boundary of the park, are leased from English Heritage.

Adjacent to Marble Hill Park is a playground in Orleans Gardens. It provides play for both under 7's and 7-13 year olds and is very popular. There is also a small café and toilet facilities. The challenge for the proposed play at Marble Hill Park will be to ensure the offer is not duplicated and offers a complimentary but different play experience.

The play strategy for the project aims to:

- Enlarge and improve the current dog-free area to include 'natural' play and more space for sitting.
- Explore opportunities for play throughout the park.
- Improve relationships with the Playcentre and adjacent play offers to be mutually beneficial and to avoid competition.

Brief

Activities and types of play:

- Locomotive -climb / physical / sit / crawl / jump / balance / teamwork
- Social - role play / linguistic
- Active/sequential
- Socio-dramatic

Conditions:

- Minimal ground disturbance
- No high or densely massed structures
- No equipment that is overtly 'play equipment'
- Suitable for children up to 9 years
- Include seating provision for adults/parents



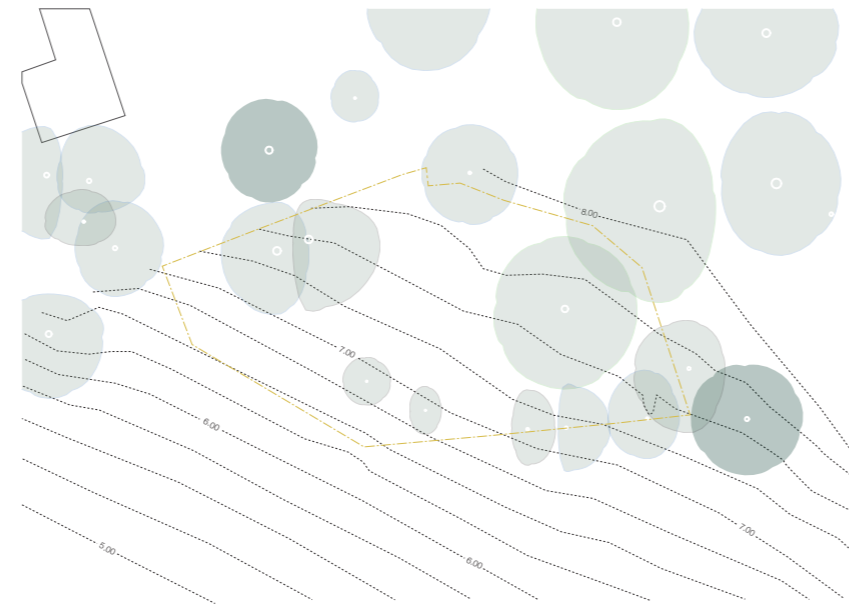
Proposed play strategy



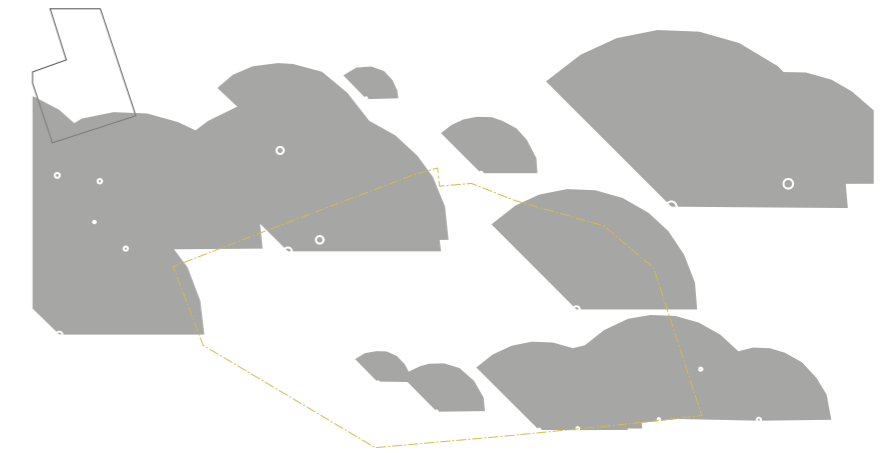
## 4.9 PLAY AREA PROPOSALS

The diagrams opposite explain analysis of the play area:

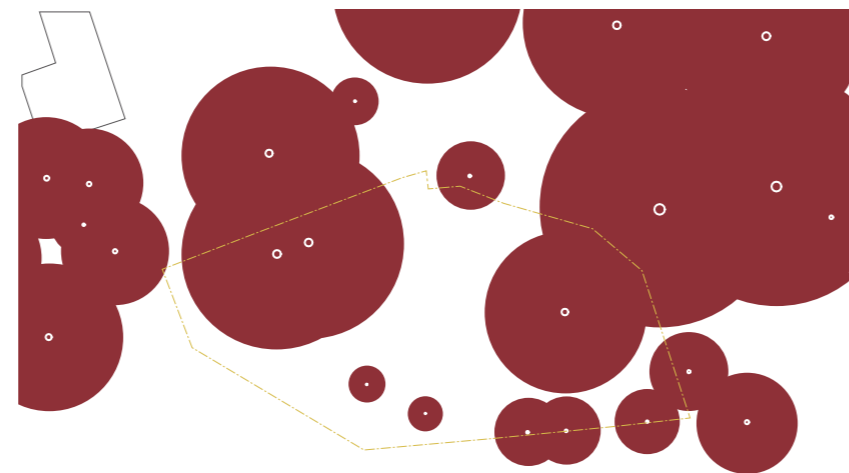
- **Topography:** There is a 2 m level change across the play area north to south. The southern half of the site is on a 1:15 slope. The northern half is more level making it more accessible.
- **Tree shadow:** The average summer shade is shown. Shade is important in play areas to provide cool areas of respite on sunny days. The east and south-east of the play area offers opportunity for rest and play out of the sun.
- **Tree root protection:** A large proportion of the play area is within root protection area of existing trees. This reduces the area where structures requiring large foundations or safety surfacing can be located, so that digging within RPA is limited.
- **Tree species:** The play area contains a variety of deciduous tree species, ranging from semi-mature to mature they provide height and structure to the play area.



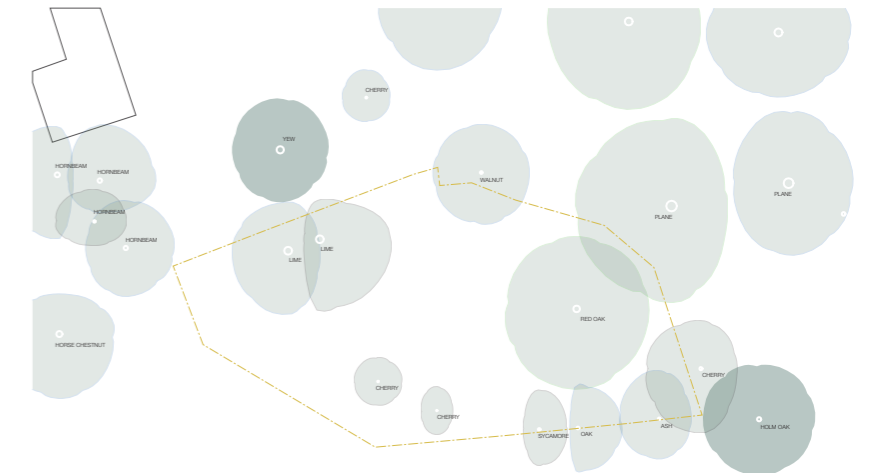
Topography



Tree shadows



Tree root protection



Tree species

Analysis of constraints on proposed play area to the north of west meadow between the Stable Block and Marble Hill House



1. Relocated entry gate
2. Accessible path
3. Rubber mulch safety surface
4. Sand pit
5. Meadow grass
6. Climbing cart
7. Role play cart
8. Sensory cart
9. Rick den
10. Rick slide
11. Hammock swing
12. Child-size picnic table
13. Saddle see-saw
14. Wobble boards with carved footprints
15. Carved wooden cow and milking stool
16. Wooden troughs with sand play tools
17. Carved wooden sheep
18. Bench
19. Ropewalk
20. Stepping logs



Play area general arrangement - Ref: 581\_PL\_L\_12







Rick hammock swing:  
 • Locomotive play; swing  
 • Cooperation: work together to move the swing  
 • Wide hammock swing for multiple child use and for children with mobility impairments

Role Play Cart:  
 • Social play  
 • A place for sitting and social interaction  
 • Carved tools and produce  
 • Fixed baskets and pales to collect found items

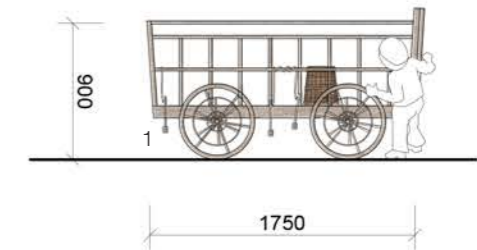
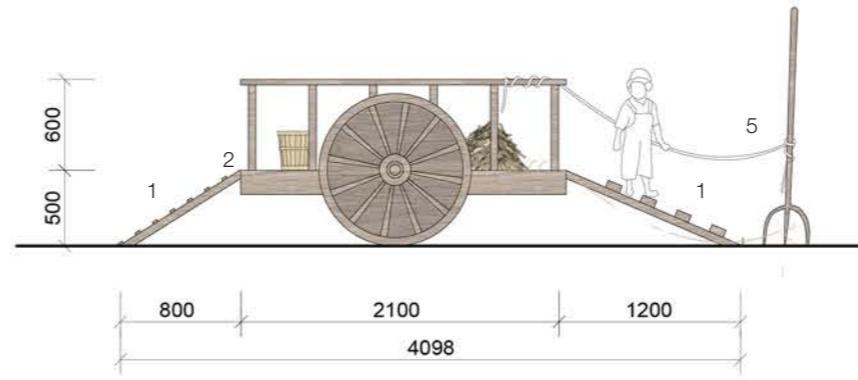
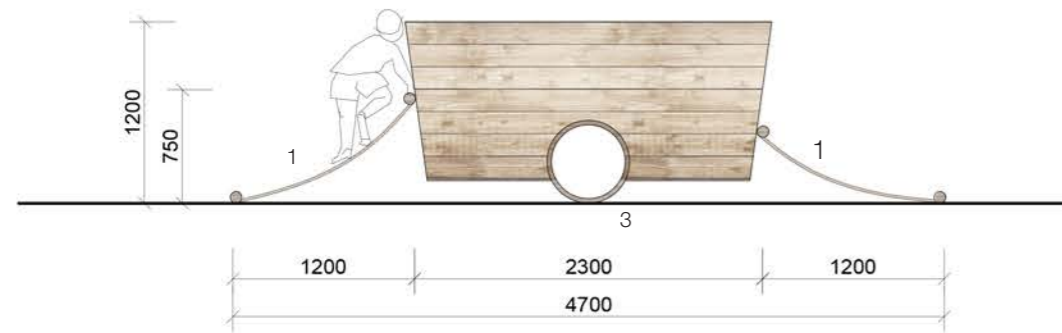
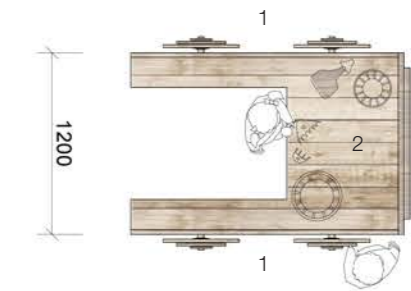
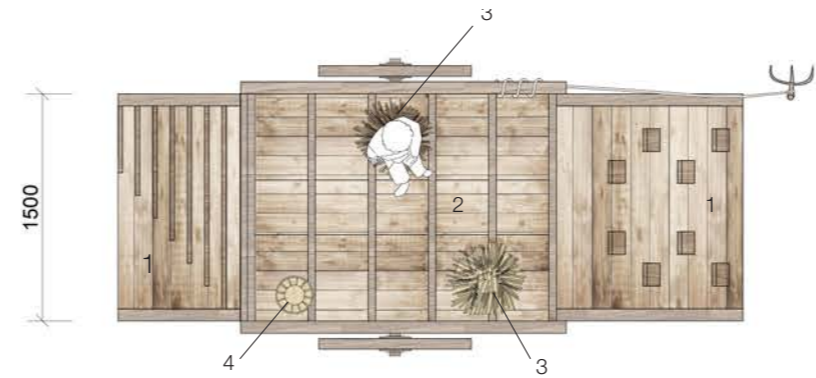
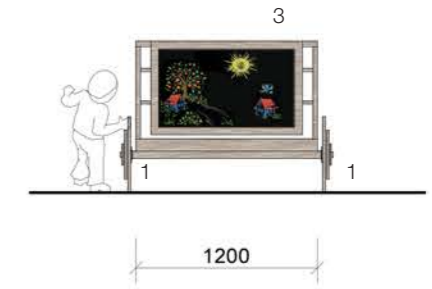
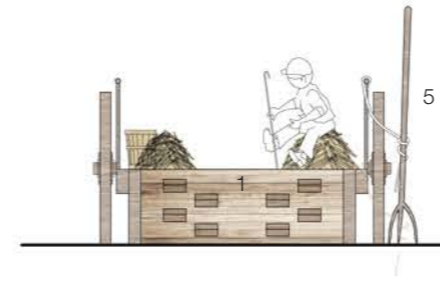
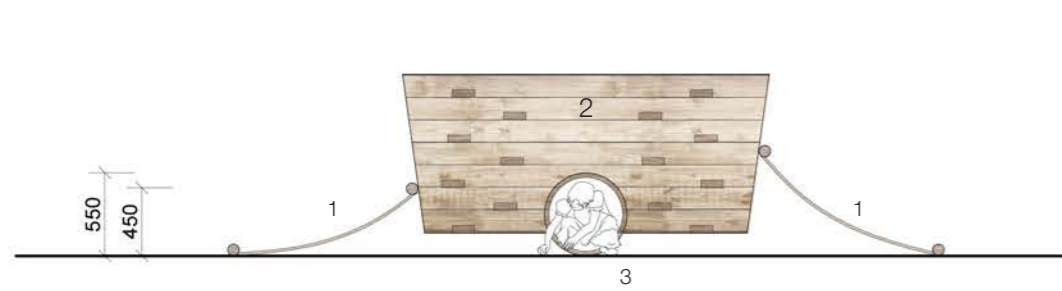
Sensory Cart:  
 • Musical elements, such as paddles and up-turned buckets to hit  
 • Spinning wheel elements  
 • Blackboard to write tasks and draw

Climbing cart:  
 • Locomotive play; climb / jump / step  
 • Climbing net  
 • Mini climbing wall o side of cart  
 • Tunnel through the crat wheel  
 • Jump from the platform

Rick den:  
 • Social play  
 • Pretend play  
 • Hide and seek  
 • Small enough so only small children can use it  
 • Carved wooden elements to resemble hay

Rick slide:  
 • Locomotive play; climb / slide  
 • Carved wooden elements to look like hay  
 • Fixed wooden tool such as rakes and forks





CLIMBING CART

- 1. Rope net climb
- 2. Mini climbing wall
- 3. Tunnel crawl

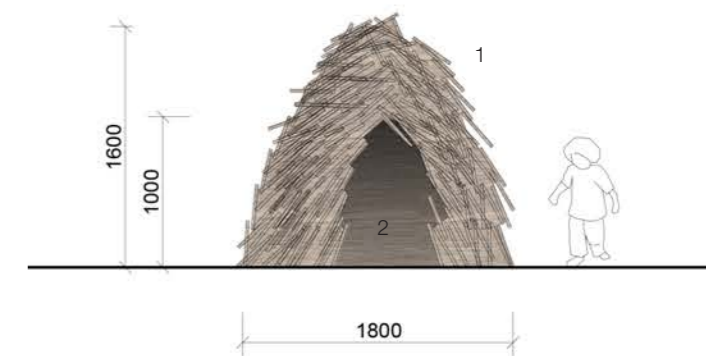
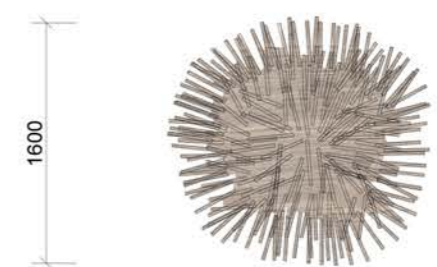
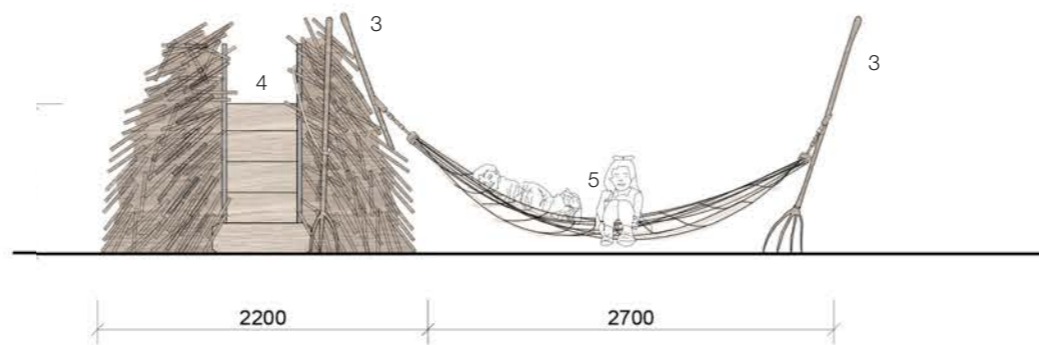
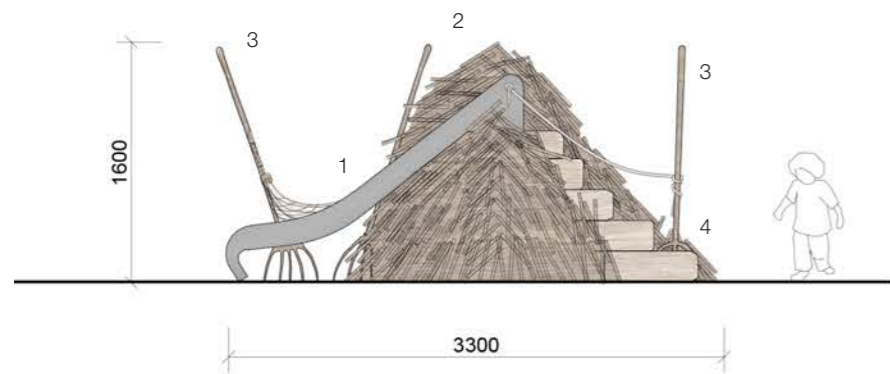
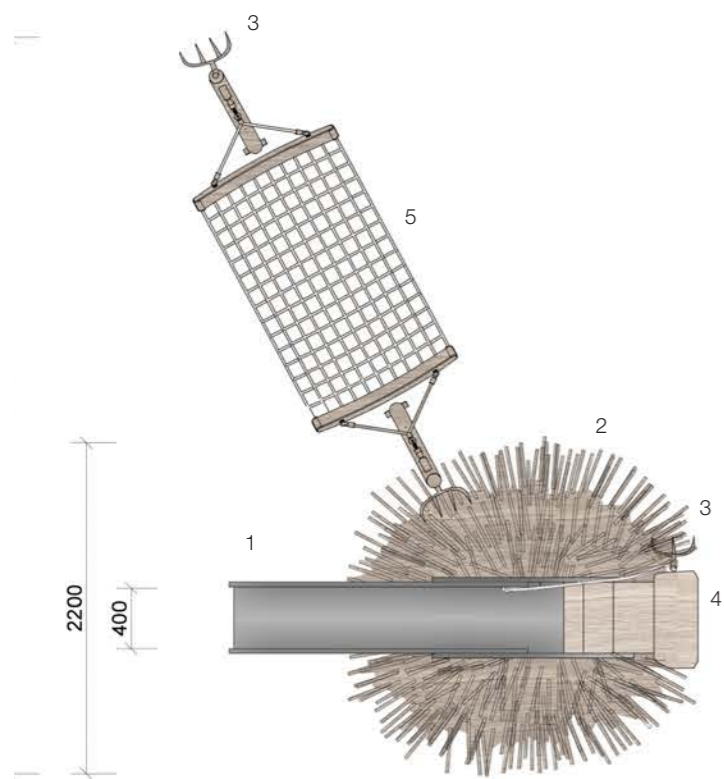
ROLE PLAY CART

- 1. Climbing ramps
- 2. Platform
- 3. Carved wooden hay bale seats
- 4. Fixed pales
- 5. Rope rail

SENSORY CART

- 1. Spinning wheel parts
- 2. Musical play with 'hay making tools'
- 3. Chalk board



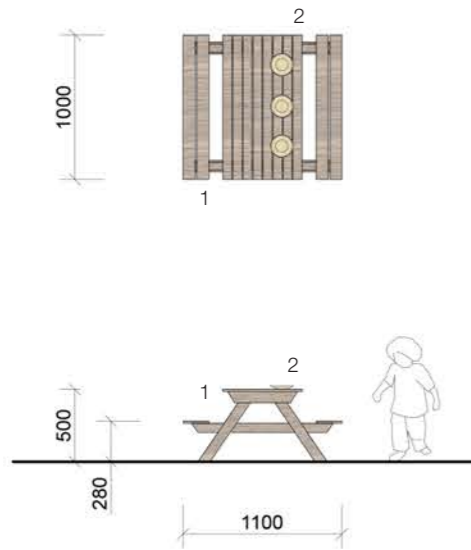


RICK SLIDE

- 1. Slide
- 2. Carved timber 'Rick'
- 3. Haymaking tools as supports
- 4. Carved timber hay steps
- 5. Hammock swing

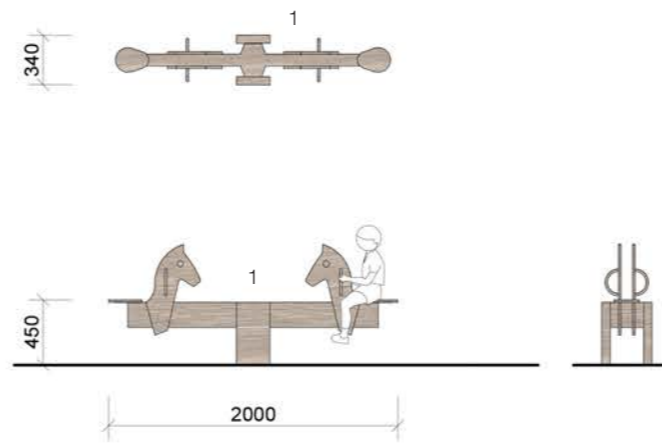
RICK DEN

- 1. Carved timber 'Rick' structure
- 2. Small child-size shelter



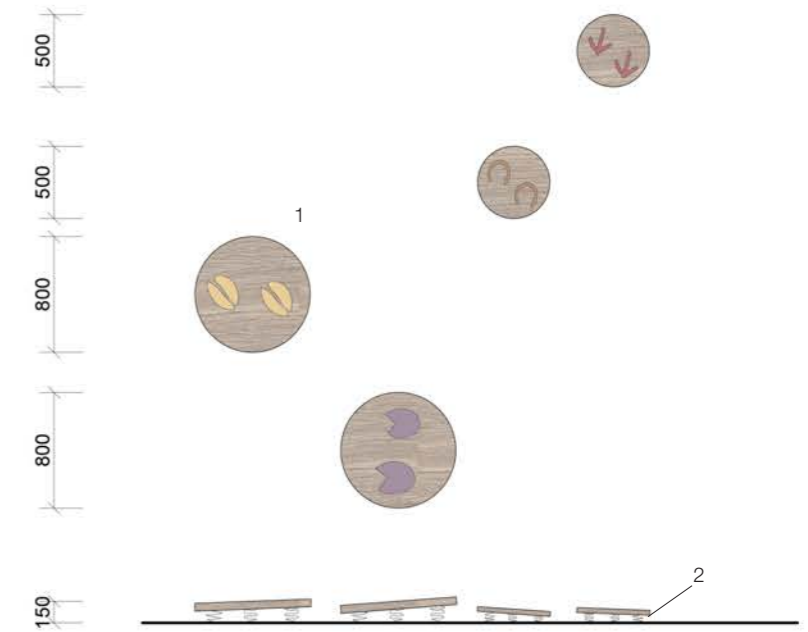
WORKERS REST STOP

- 1. Small child-size picnic table
- 2. Carved timber cups/plates, cooking tools, fixed to table



HORSE SEE-SAW

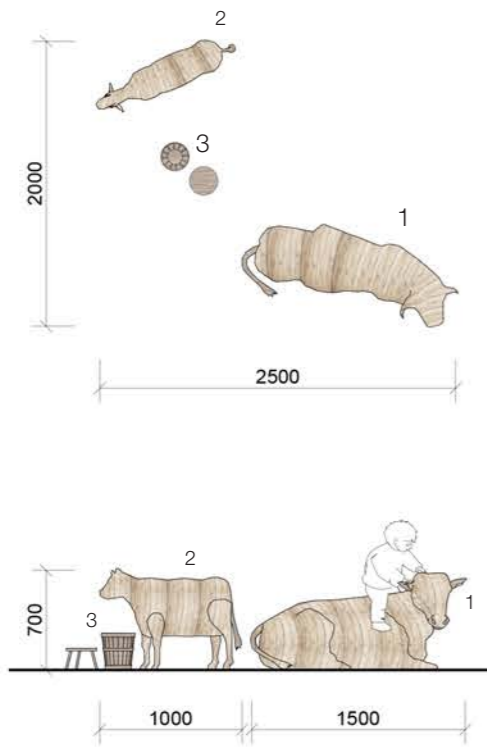
- 1. Wooden see-saw with carved horse seats



WOBBLE BOARDS

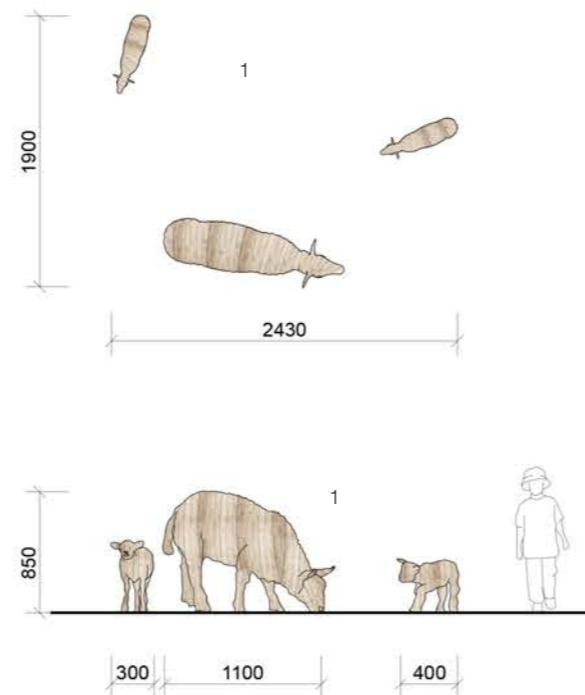
- 1. Low timber wobbling boards with animal footprints carved into the surface
- 2. Springs





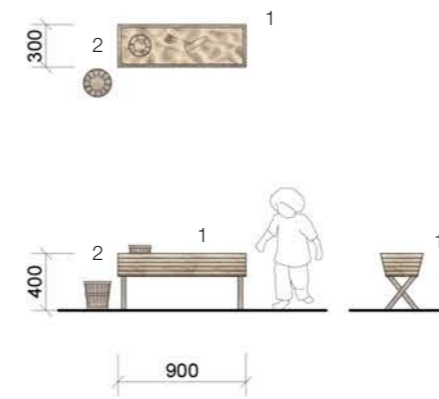
CATTLE

- 1. Large carved wooden cow for climbing/role play
- 2. Carved wooden calf
- 3. Fixed milk pale and stool



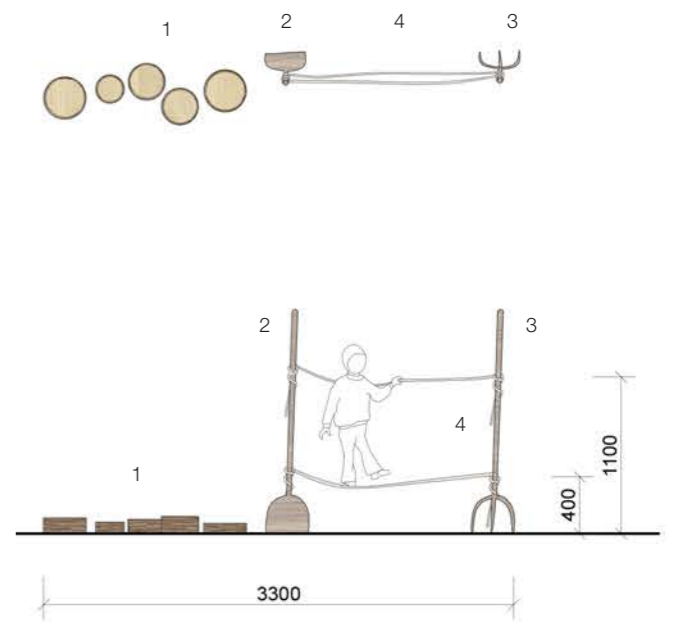
SHEEP

- 1. Carved wooden flock of sheep for climbing/sitting/role play



TROUGHS

- 1. Wooden troughs for sand play
- 2. Fixed hand tools and buckets



ROPEWALK AND STEPPING LOG TRAIL

- 1. Tree stump stepping stones
- 2/3. Haymaking tools as trail support posts
- 4. Ropes strung between tools to form a tightrope walk

## 4.10 INTERACTIVE PLAY INCIDENT PROPOSALS

### Brief

#### Activities and types of play:

Locomotive - balance / agility / weaving  
 Social - role play

#### Features:

- Ice house seat
- Bee hives
- Grove play

#### Conditions:

- Inspire curiosity and spark connection to the site
- Suitable for children up to 12 years
- Allow for ground surface to be retained wherever possible

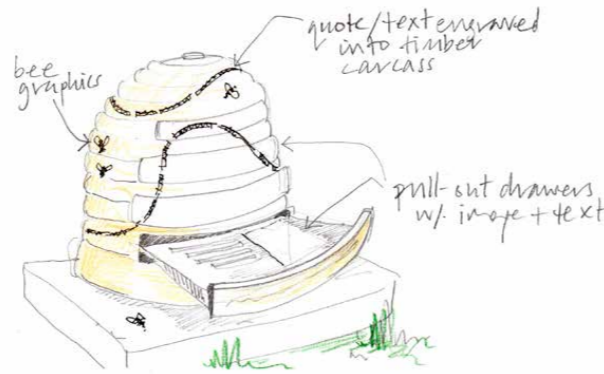
NOTE: Full Interpretation Scheme Design Report can be found at Appendix 8.5



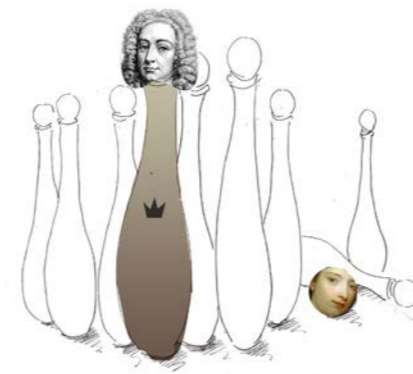
Reference: Wrest Park seat



Ice House Seat: Timber frame structure containing a bench, taking reference from the 1752 plan. Ref. 581\_PL\_L\_18



Beehives: Two timber beehive sculptures with pull out drawers and carved text. Ref. 581\_PL\_L\_20



Ninepin Alley: The restored Ninepin alley will provide an opportunity for multiple games, such as quoits, skittles and petanque. Carved wooden skittles could provide interpretive elements in the form of characters in Henrietta's life. Ref. 581\_PL\_L\_19



## 4.11 PARKLAND PLAY TRAIL

An adaptive playable trail circuit around the park. Natural play elements that can be added to as and when trees are felled on site. A few basic structures could be introduced to the meadow fringes to the south of Marble Hill, to encourage exploration of the more 'wild' areas of the park.

Elements to include:

- Stacks of logs to climb
- Staggered poles to weave in and out
- Stepping stumps
- Balancing beam logs
- Hollow log tunnels
- Carved logs arranged into musical features

