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Woodland Fairy Trail: Focal elements along the paths

1. Young Kids Play Area
2. Fairy Village/s
3. Willow screen wall maze
4. Elven chain
5. Mushroom fairy ring/s
6. "Stump village"
7. Doors to other worlds
8. Fairy shadows
9. Standard Lanterns at crossroads
10. Outland Birds Nest and Eggs
11. Tree Tee Pass
12. "Hobgoblin Village"
13. "Doors on trees"

Elements can be enjoyed individually or as part of a journey. There will be recommended routes, short, medium long. Boards will be at certain points weaving a fairy story of the woods and information on the trees, animals and habitats.

1. **"Young Kids Play Area"** This is an area that will be reserved for existing or new trees comprising a central labyrinth maze of stepping stones out from each path one track approx. 20m diameter, and all six squares surrounded on trees by wooden animal and mythical creatures, and other. (Interpretation board with simple information on trees in this area, oak and cherry, and habitats)
2. **"Fairy Village/s"** Wooden houses between 300mm cubes to 1m cube, either singly or grouped together primarily in trees or on rhododendron branches below the light canopy. They would be in several locations along the existing site beside the ponds.
3. **Willow screen wall maze** Approximately 40m x 40m with open space in the middle and surrounding around the coppice tree grove.
4. **Elven chain** 2 x 2m wood frames suitable for an 8ft off (story of elves in the wood, particular woodland area, "hobbit hole")
5. **Mushroom fairy ring** 3 rings of carved wooden mushrooms/hoods between 300mm - 5m high. (Storyboard on myth of fairy ring time distortion, and information on mushrooms - and danger of fungi in the natural world)
6. **"Stump village"** Roof, chimney, doors and steps on cut tree stumps / trunks
7. **Doors to other worlds** If possible, open framed, covered 4m x 4m which can only be closed from one side to doors offering imaginative vignettes, e.g. reflection of the tree canopy and sky above. Walls made from wood and/or stone.
8. **Fairy shadows** This idea that fairy creatures can move between dimensions, areas of trees with a circle of light coloured ground on the ground "movement shadows" of trees made in darker ground described with some red marks but surface of emerald. (Story board of disappearing creatures and also how visitors observe to reveal that trees are sophisticated living things that are communicating with each other over great distances)
9. **Standard lanterns at crossroads** Evocative of the lampost in Narnia.
10. **Outland Birds Nest and Eggs** Stick nests from 2m - 4m diameter with legs (story board on giant bird in the woods, and types of birds that live in the woodland and how we help with bird boxes, and create new species which help provide food and shelter)
11. **Tree Tee Pass** A series of narrow gaps like arches, 3 - 5m high, 3 - 5m diameter made from long wooden poles from the woodland, given sturdy support from earthed poles hidden by the wood. Formal social shapes surrounded by wood and trees, and that can be enjoyed in any light.
12. **"Hobgoblin Village"** A collection of 12 (sketch over small wood) wooden dwellings that are approx. 2.2m x 1.2m x 1.2m high, or smaller, positioned amongst existing trees after clearing some of the dense rhododendron.
13. **"Doors on trees"** As several pieces along or side from the trunk, doors on suitable trees giving the impression of entrances to "fairyland / creature" homes.

* Indicates supporting indicative photo

Applicant
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Project
Proposed change of use of land to permit Woodland Fairy Trail at
Buttercramble Moor Wood
Proposals 11250 (Dwg No. 10702) REV A (10/20/2018)

- Existing tracks, paths and rides
 - Proposed footpaths
 - Stream always flowing
 - Drainage ditch, intermittent flow
 - Site boundary
- Woodland trail paths to be all weather, 1.2m wide, stone on permeable terrain

