

# ALPINE SUMMIT DESIGN PRINCIPLES

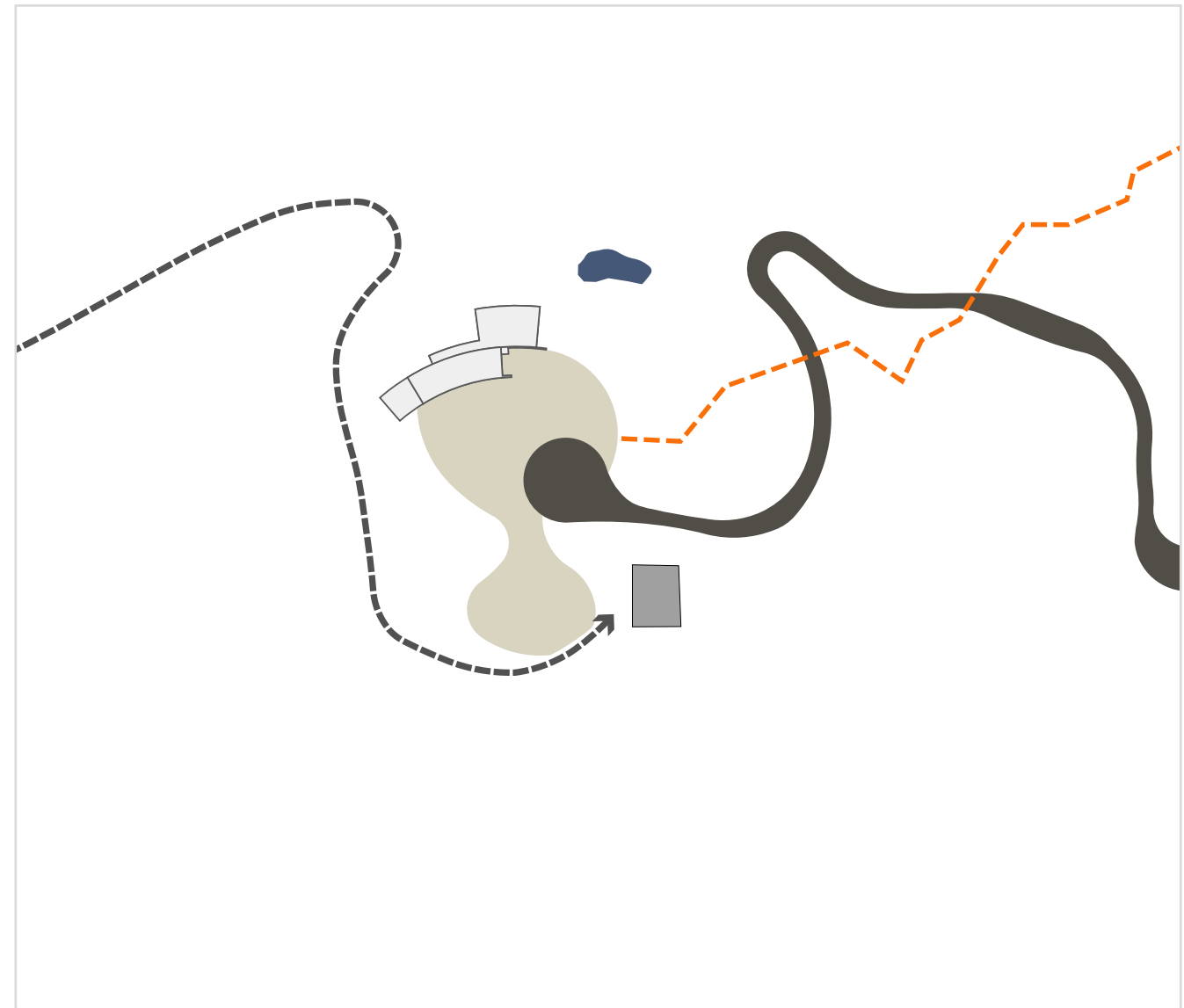
## INTRODUCTION

13. At the highest point on the site is Alpine Summit which is the starting point for the downhill adventures on site.

14. From the summit building a series of mountain bike trails, zip wires, zip coasters, downhill trikes and a luge run all start their journey through a newly restored landscape.

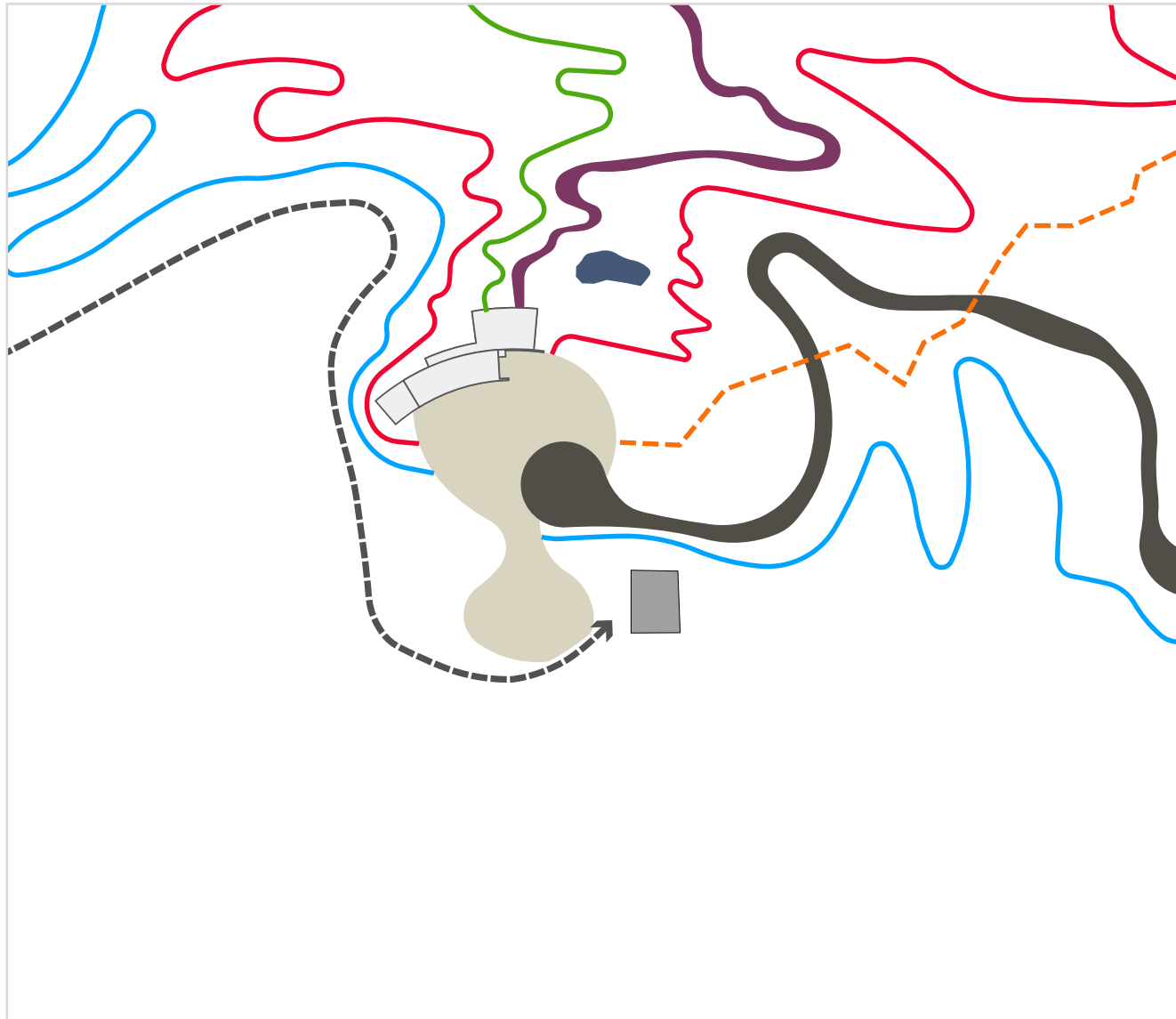
15. Tree and shrub planting has been carefully designed to provide framed views of the wider landscape whilst also filtering views between individual routes and courses running down the slope.

16. The landscape design will reflect the natural characteristics of the wider landscape with an open mosaic of native trees and shrubs interspersed with areas of acid grassland. To the south of the summit building the reload vehicle drop off point will deliver guests from their journey up the slope from the reload point and Wildfox Mountain.



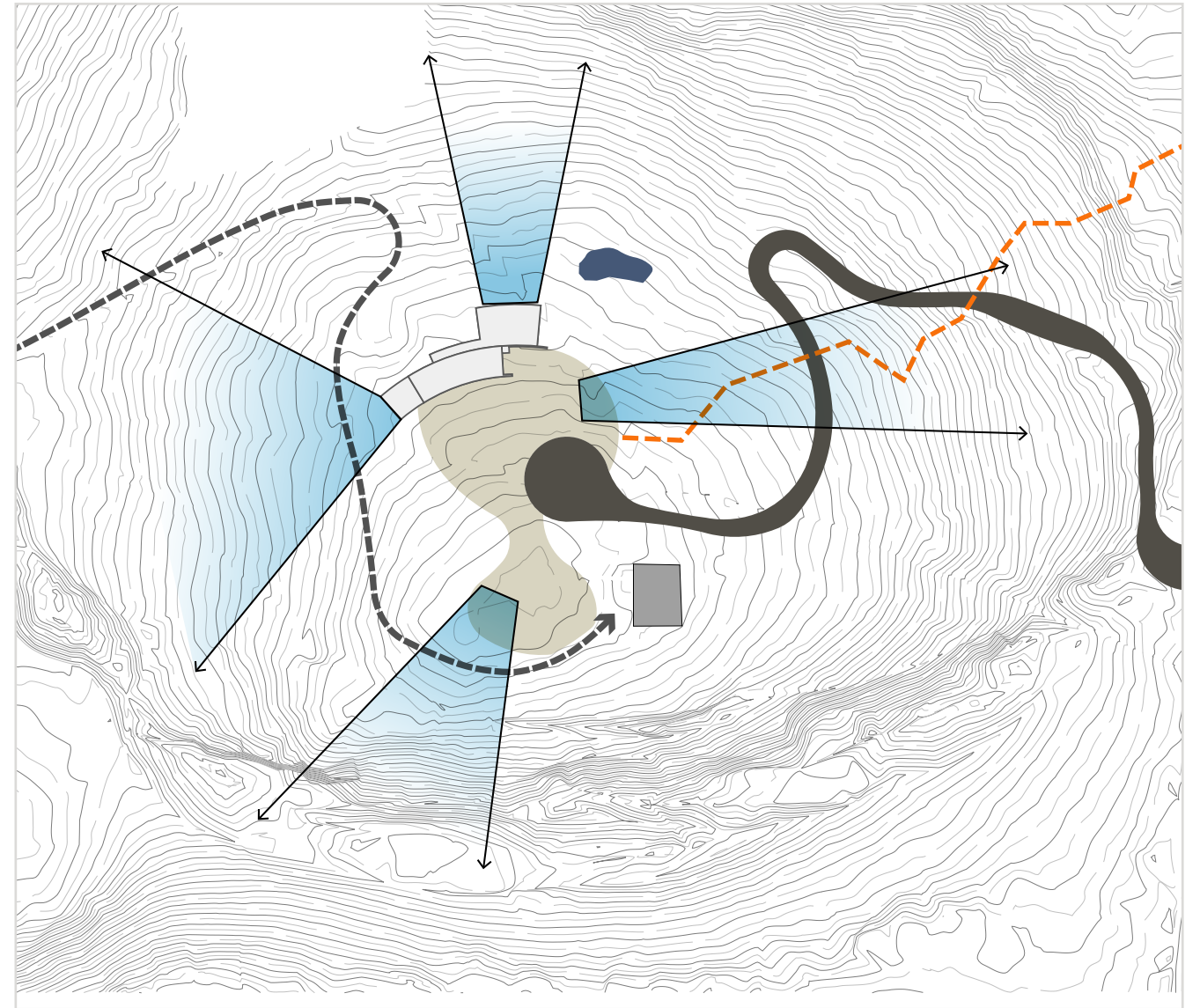
### Access and Key Structures

- Summit Activity Hub Building
- Public Space
- Reload Vehicle Route
- Walking Route
- Cycle/Servicing/Pedestrian Route
- Mast Compound
- Attenuation Basin



### Activities

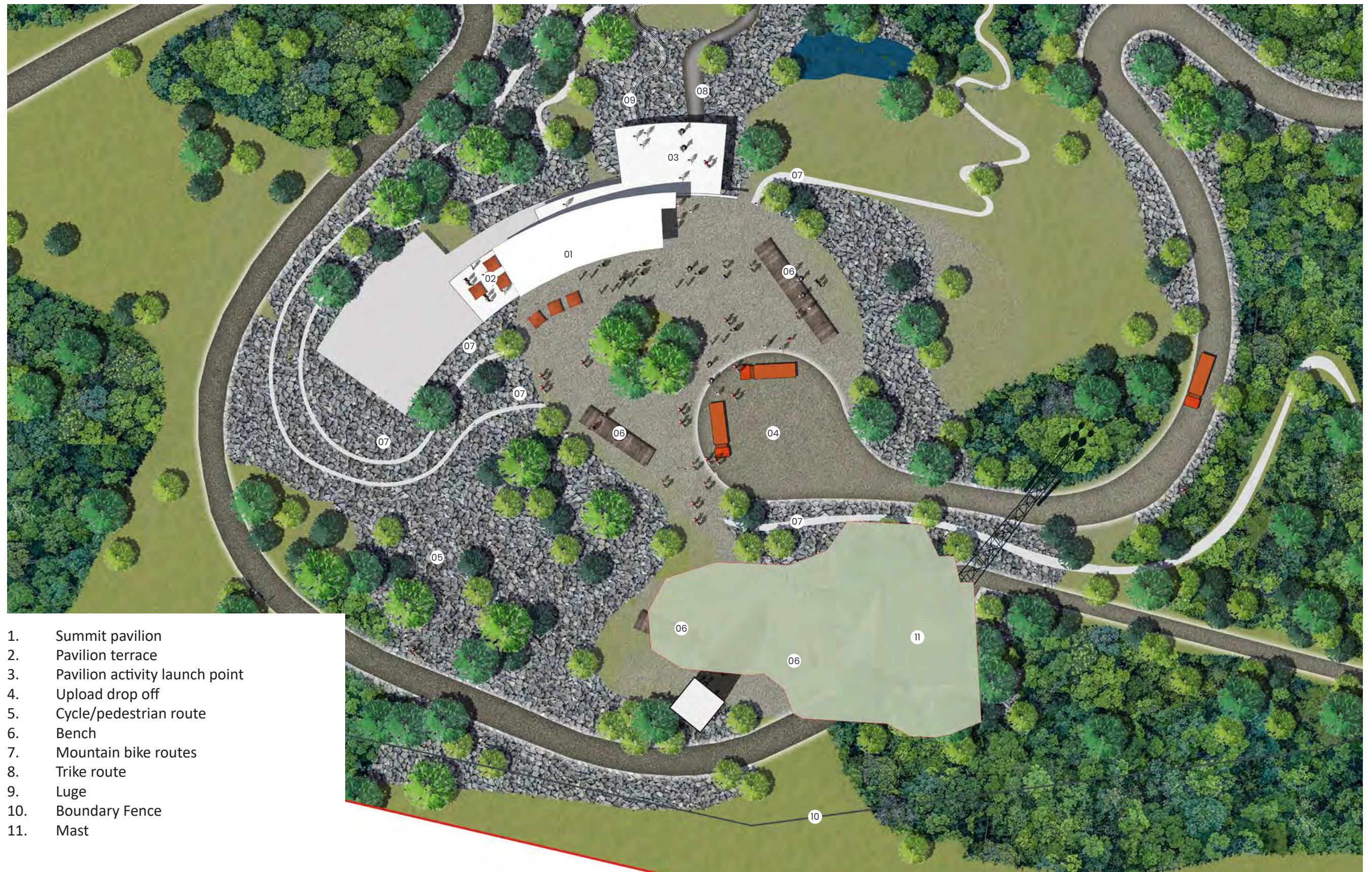
- MTB Red
- MTB Blue
- Luge
- Trike



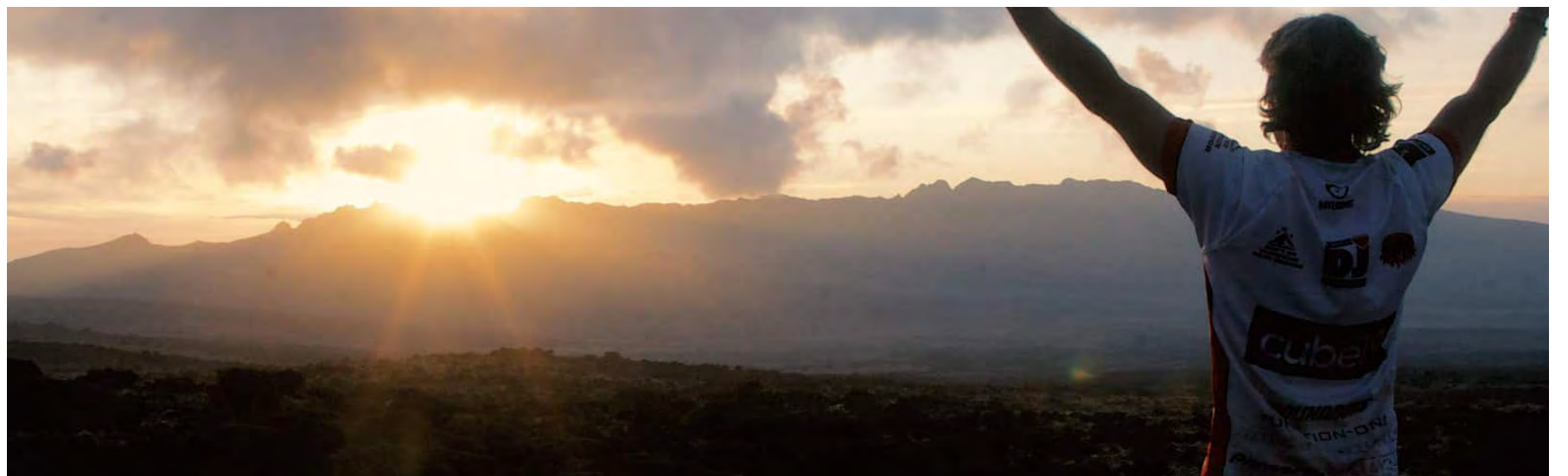
### Panoramic Views

- Strategic Views - free from vegetation
- topography

# ALPINE SUMMIT ILLUSTRATIVE PLAN



## PRECEDENT IMAGES



# WILDFOX MOUNTAIN DESIGN PRINCIPLES

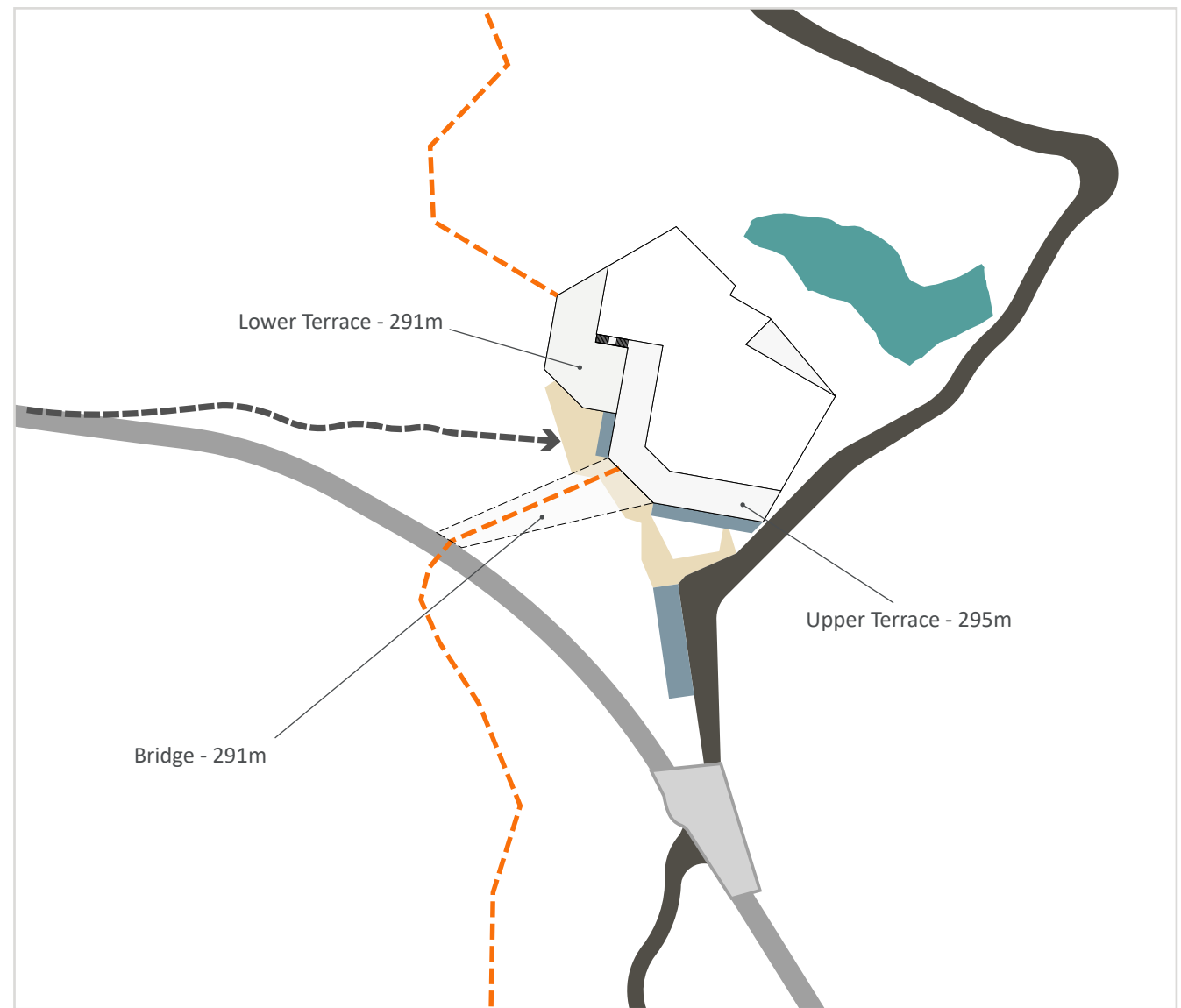
## INTRODUCTION

17. At the midway point down the slope the landscape of Wildfox Mountain is a unique, multi-level active landscape which with the central plaza forms the second activity hub in the resort.

18. Having crossed the site access road in culvert mountain bikes and trikes all arrive at the foot of the building.

19. Above this arrival space zip wires and luge cross the road at high level before dropping into the arrival space or onto the building.

20. From this space guests can either re-join the upload route, continue their journey downhill or enter the Wildfox Mountain building. The space has been designed to accommodate skateboarding and scootering with a number of 'skateable' features.



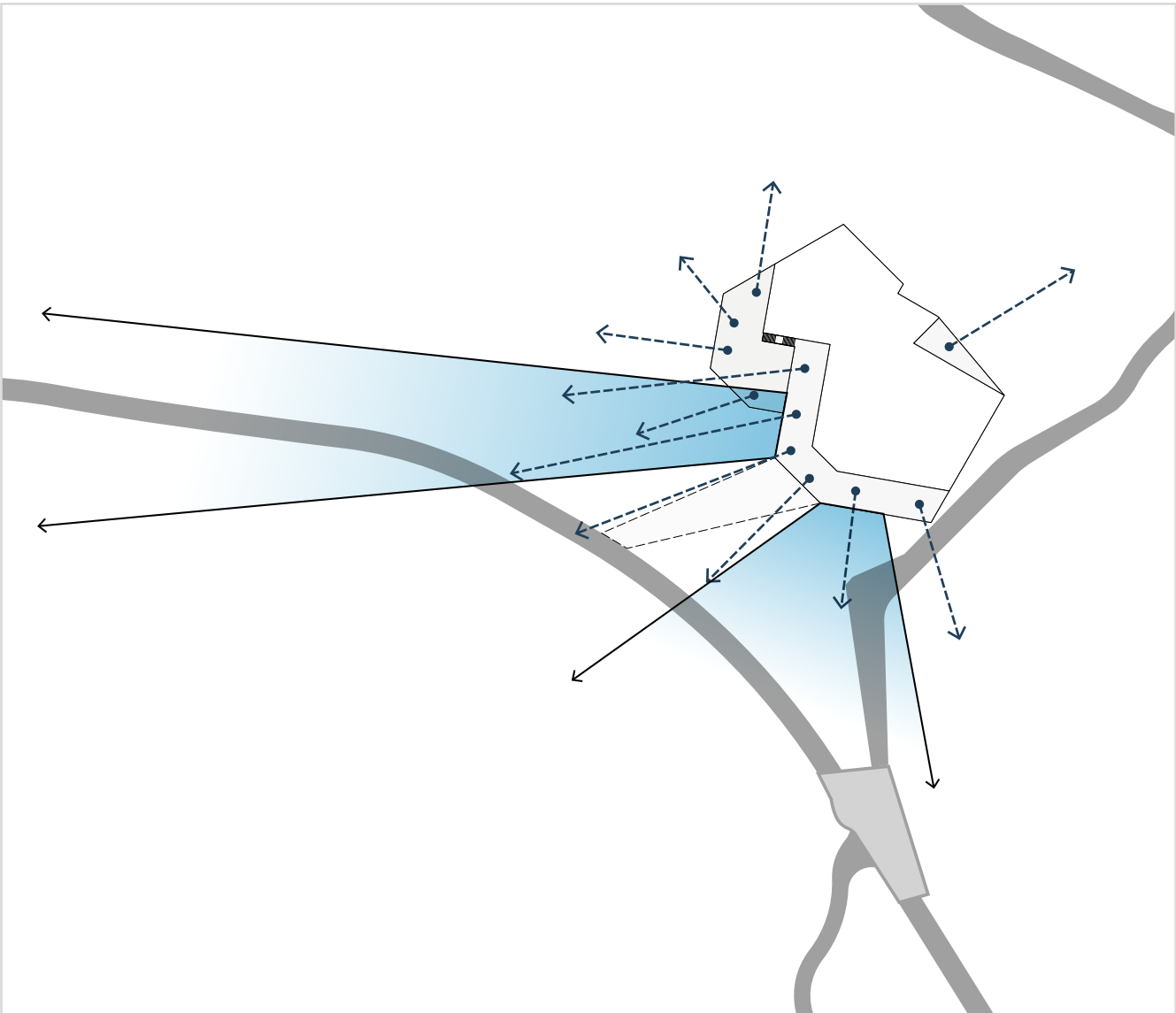
### Access and Key Structures

- Summit Activity Hub Building
- Public Space
- Reload Vehicle Route
- Walking Route
- Casual Cycle Route
- Cycle Parking
- Attenuation Basin
- Bridge Connection



Activities

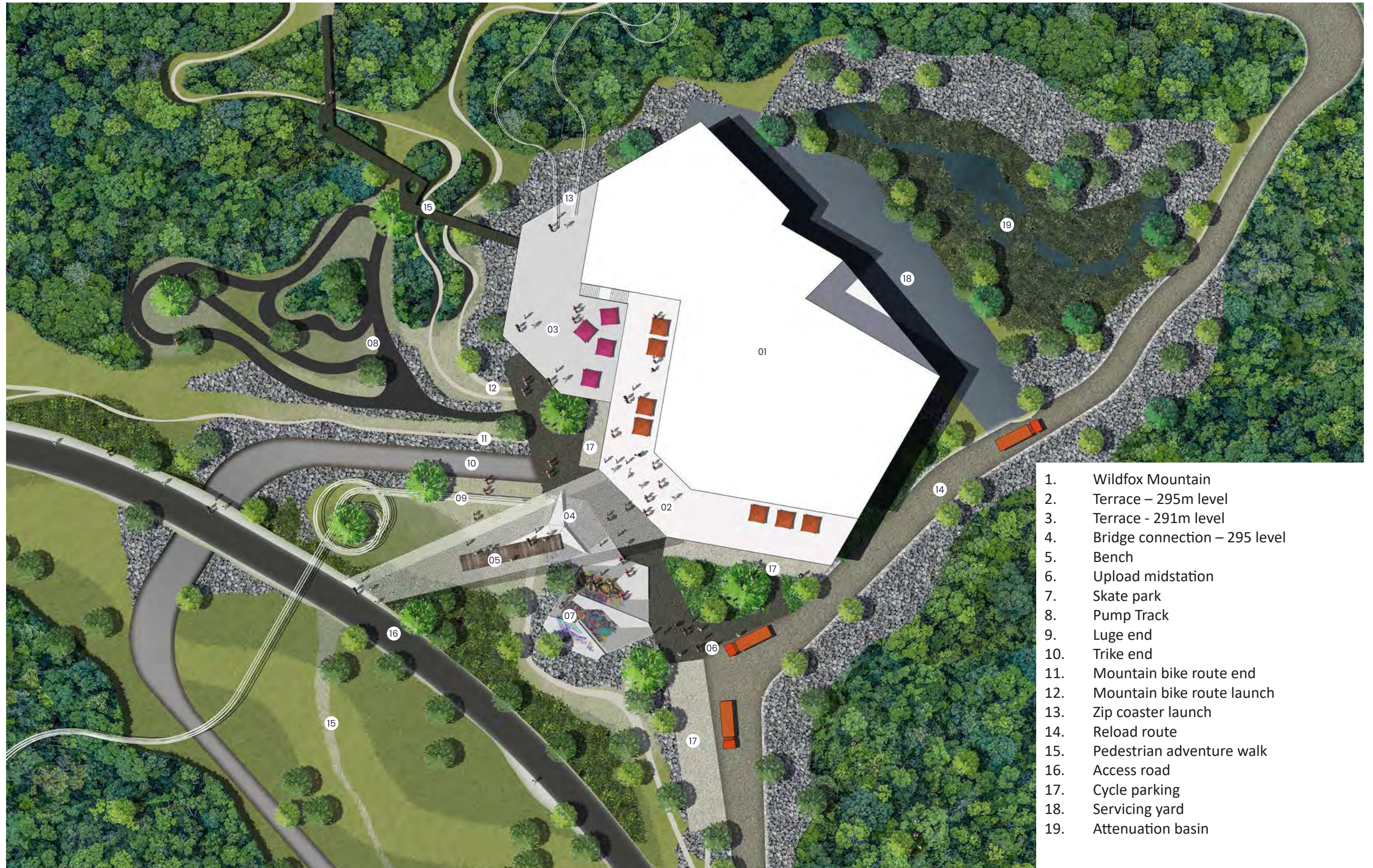
- MTB Red
- MTB Blue
- Luge
- Trike
- Zip Lines
- Pump Track
- Skate Park



Key Views

- Strategic Views - free from vegetation
- Views of Activities

# WILDFOX MOUNTAIN ILLUSTRATIVE PLAN



## PRECEDENT IMAGES



# FOREST HUB RELOAD POINT DESIGN PRINCIPLES

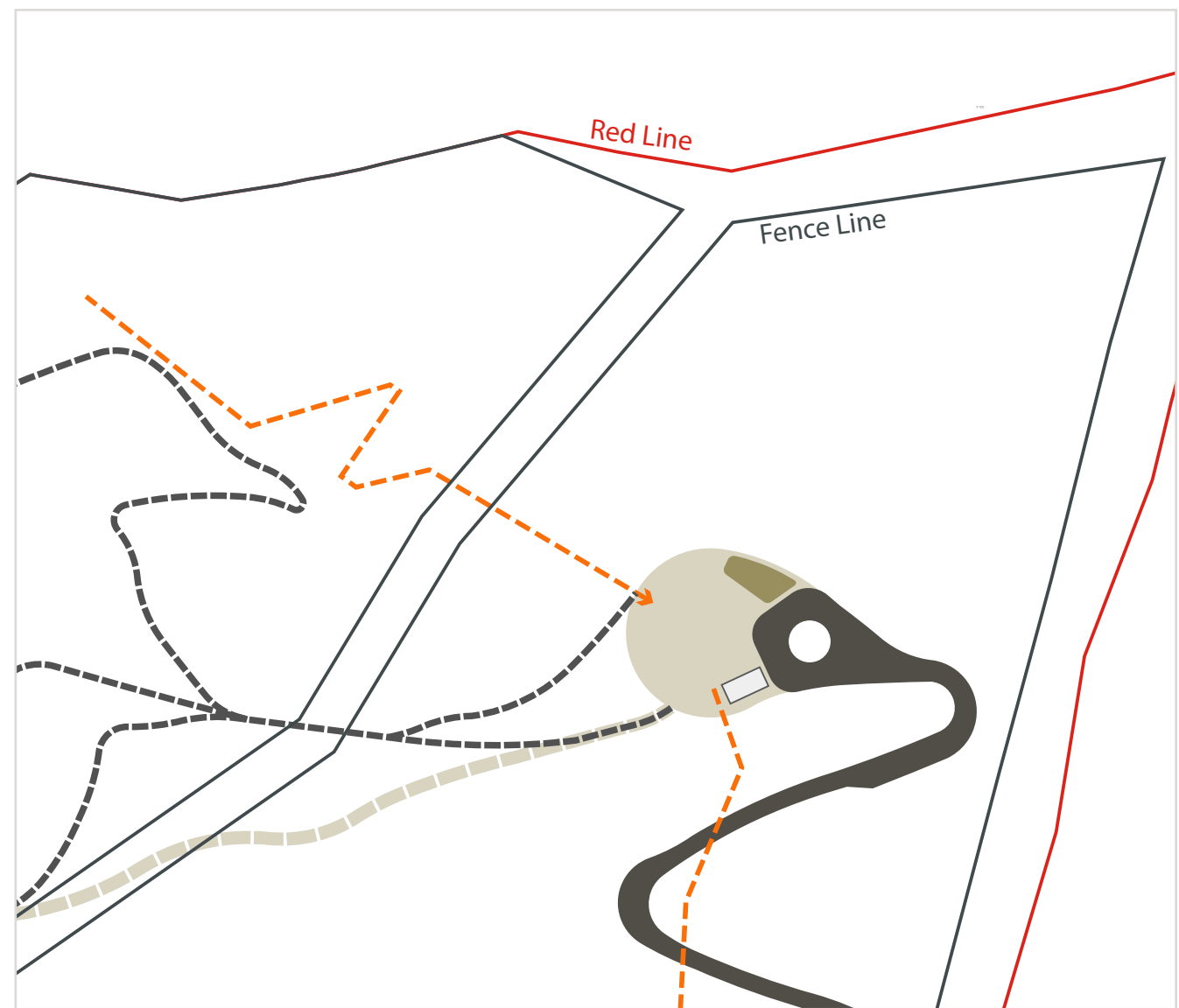
## INTRODUCTION

21. At the base of downhill routes the reload point has been designed as a space to catch your breath and start the journey back up the hill to do it all again.

22. From the north pedestrians will arrive on a high level walkway and ropes course having completed the final zip wire journey. From the south mountain bikes and zip coasters arrive from Wildfox Mountain.

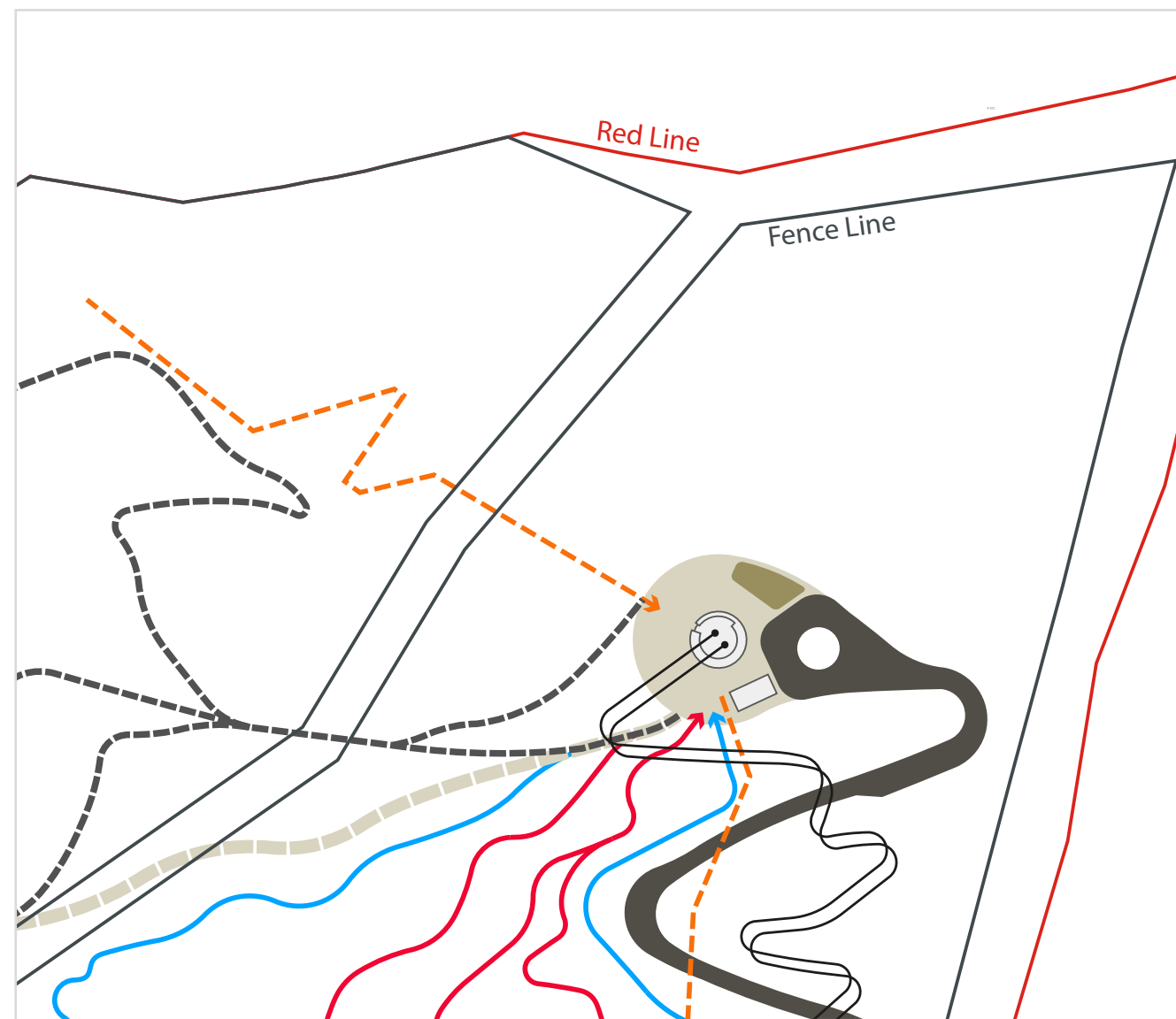
23. From here you can catch a vehicle back up the mountain or make the journey under your own steam on a mountain bike reload route. But the reload point is more than just an interchange on your journey, it is also a point to relax in a woodland setting, a place for barbeques and get together with friends and family.

24. The design of this space will be deliberately informal with the minimum of built form, food and drink will be supplied from pop up facilities. New planting has been structured to both provide a strong sense of enclosure whilst also framing views over the wider surrounding landscape.



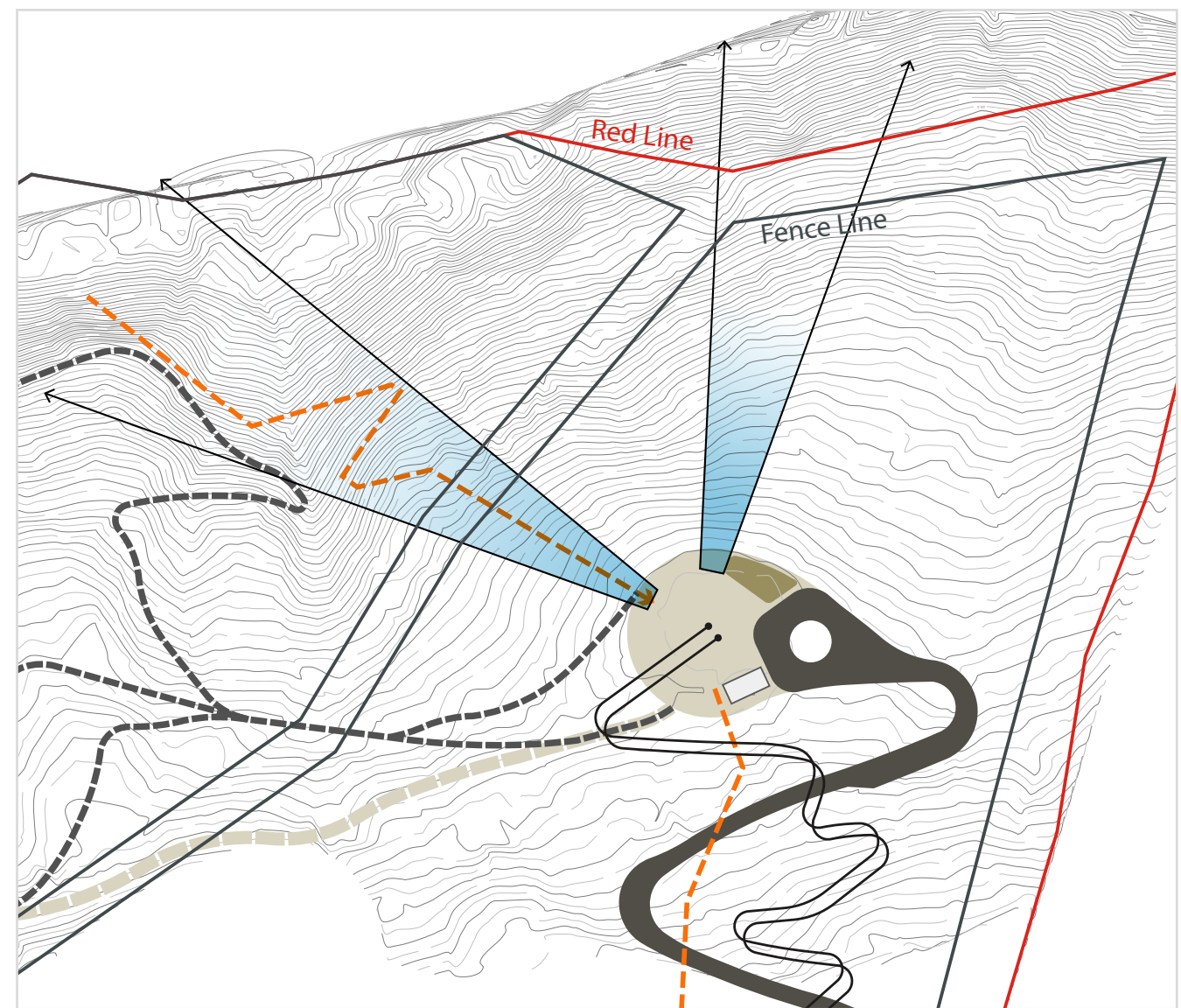
### Access and Key Structures

- Reload Pavilion
- Reload Space
- Reload Vehicle Route
- Walking Route
- Cycle/Servicing/Pedestrian Route
- Pop Up F+B Location



### Activities

- MTB Red
- MTB Blue
- Zip Lines



### Panoramic Views

- Strategic Views - free from vegetation
- topography

# FOREST HUB RELOAD POINT ILLUSTRATIVE PLAN



## PRECEDENT IMAGES

