## Alconbury Weald, Huntingdon









**Bradley Murphy Design** Client:

£80,000 Budget:

Funding Source: Private Funds

Completion: November 2016 Features: • High Quality Robinia tim-

- Landscape-led design

**FHS Products** 



## Project Background:

Unlike many other sectors, the housing market has proved to be resilient to the effects of Brexit. As a result, the Government is investing heavily in the housing infrastructure and safeguarding the British economy. Subsequently, the demand for unique play areas has increased alongside this investment as the government want to create communities for the new housing estates for families to enjoy for years to come.

Alconbury Weald is built on the site of an old, cold-war RAF base, and will deliver nearly 7,000 homes when it is finally completed. Larger than a garden village but smaller than a new town, the £1.5billion scheme has been hailed as an urban extension. It will include a Government-backed enterprise zone, two primary schools, a secondary school, a health centre, 700 acres of green space and a cricket pitch.

## Next Steps:

The play area at Alconbury Weald has been created alongside Bradley Murphy Design. The timber play equipment used is from our FHS range which offers the highest quality robinia timbers in the market. Due to the highly specialised treatment process the robinia offers a beautiful, organic shape to the landscape highlighting how important quality green spaces are.

This design offers the community a space for meeting, socialising and informal activity play, the free space around also has an endless amount of uses, creating the ultimate community hub for all locals to make use of together.

## Outcome:

"Quality green spaces can add real value to housing developments, a survey has shown it can augment prices by up to 20%. This is why we choose Jupiter Play's equipment, as we know the quality wont fail and we never have to compromise on excellence in design".

David Browne, Landscape Architect at Bradley Murphy Design











