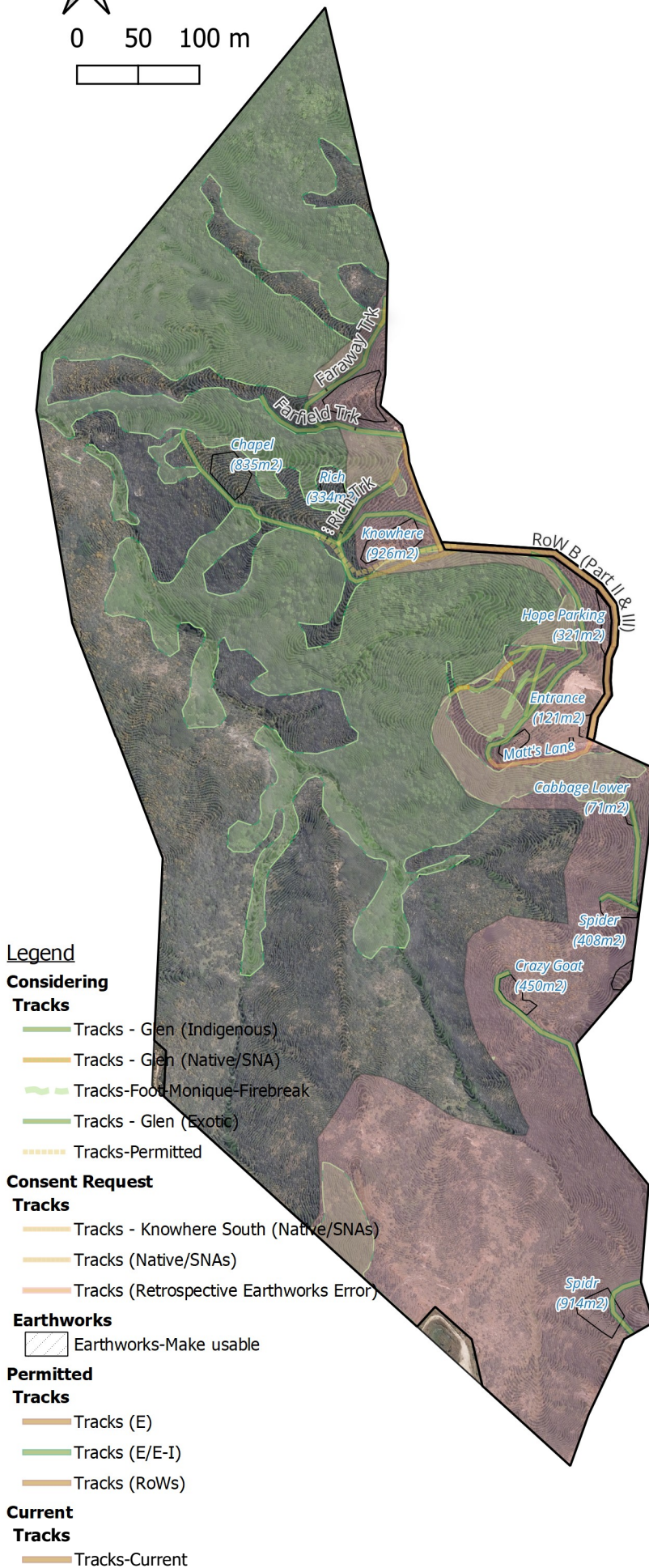
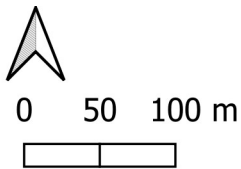


# 328 Hawkins Hill Road

## Tracks & Clearing ToDo (Tim)

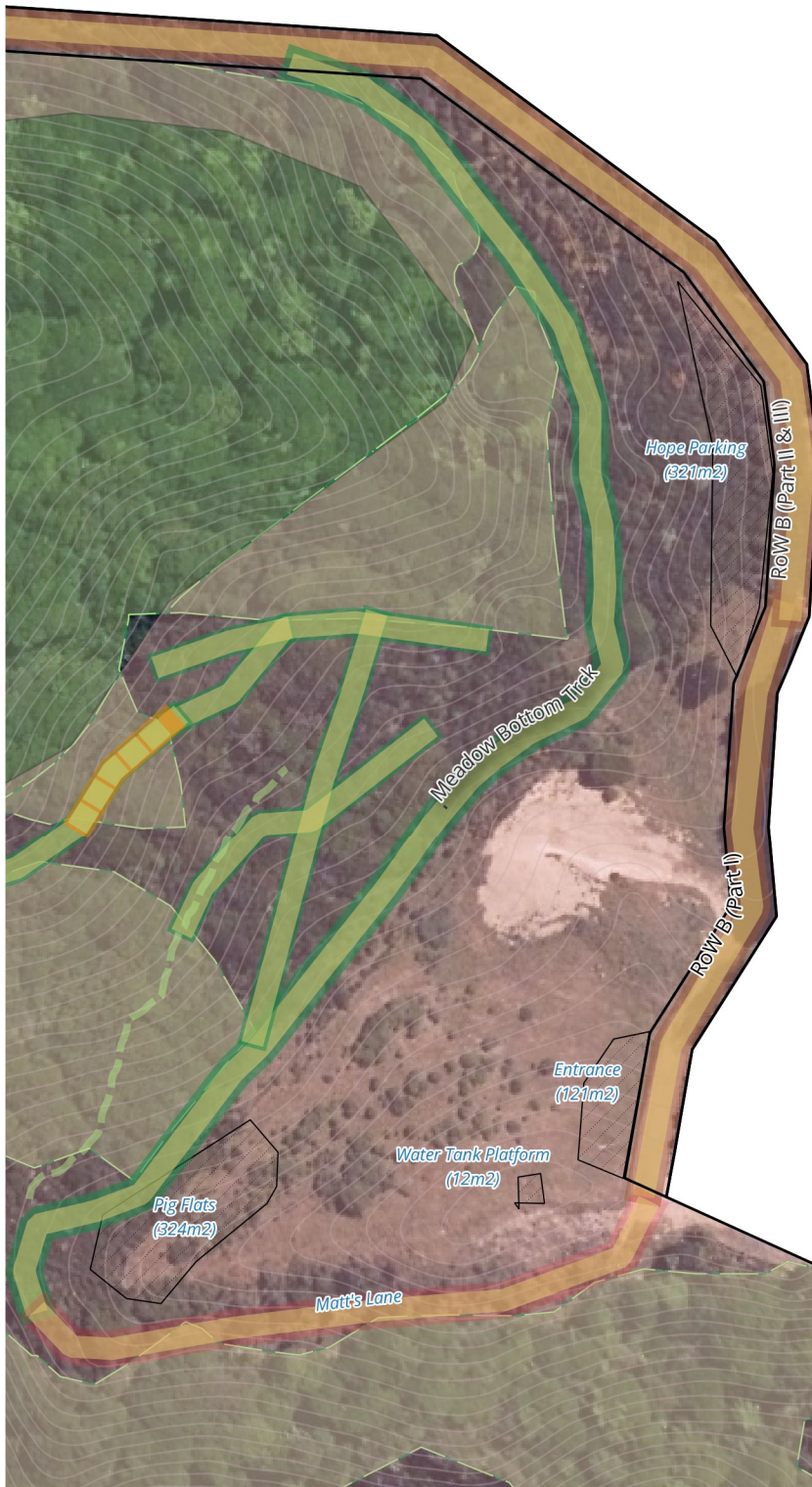
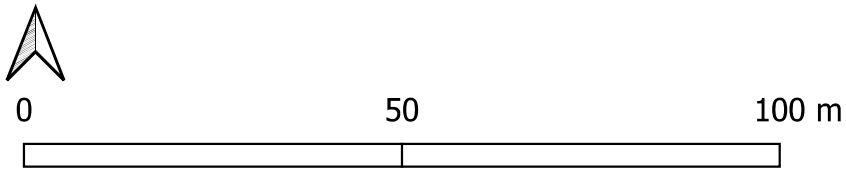


Aerial: 2000  
(4 Years after Covenant applied)



# 328 Hawkins Hill Road

## Tracks & Clearing ToDo (Tim)



Pig:

It's important to dip down as far as reasonable to provide as much area above the bend.

Meadow Bottom:

Stay as close to the forest edge, stopping from coming any further in the future.

Cut down 1.5m to enter into the glen as low down as possible (to create the least gradient into the glen).

Dip:

Fill in the dip, with drainage tube, with valve on lower end, to come back up along forest edge of Hope.

Hope:

Hope shortcut rejoins RoW B as far down as possible.

Careful to leaving 6m of RoW B.

RoW B:

Fill in the dip by 1.5m to decrease gradient.

# 328 Hawkins Hill Road

Tracks & Clearing ToDo (Tim)



0

50

100 m



Intersection:

Cut down 1.5m in order to start Orchard Track lower, to make its gradients as low as possible.

Knowhere South Track:

Still pending if we can cut through any Bush (it's in SNAs).

Orchard Track:

Cut down as far as is needed to give it the best gradient.

Crescent Track:

Cut left as far down Orchard as possible (while gradient is usable by standard cars). This is to leave as much "orchard" space free above it. The cut around the bend may require two cuts to make them each less than 1.5m (make that 1m to be on the safe side).

Notice that on the backside, you end up outside the Ridgeline overlay, thereby permitted to do 2.5m cuts if necessary - but it is preferable to stick to 1m levels.

TreeHouse Track:

It's outside the ridgeline overlay, so it permits 2.5m, but again, best to do 1m high cuts only.