Historic Features in Designed Landscapes (Parks and Gardens): An A-Z
Over the next few Workshops and Archive Sessions we will be talking about a range of different features that you might come across in historic parks and gardens:

Working in THREES or FOURS try and compile a list of as many as possible!

Alphabetical would be nice . .
Approaches (and drives and lodges and earthworks and trees and . . . !)
Avenues
Archway (could also be ruin, entrance, wall etc)
Arboreta (Arboretum!)
Bandstand
Bridge
Buildings (or Temple)
Canal
Cascade

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Clumps (tree clumps)
Deer parks (and deer and tree surrounds)
Flowerbeds
Fountains
Gates and gate piers
Icehouse
Lakes
Landscape park
Lodges (and gatehouses)
Moat
Mount
Obelisks
Parterre
Perimeter planting/ Tree belt
Picturesque walk
Pigeonncte, dovecot
Pool/Lily Pond
Railings
Raised terraces and walks
Seat
Shrubberies
Specimen trees

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Statues
Terraces
Urns
Veteran or ancient trees
Wilderness
Our next question is of course . . what skills (and equipment) do you need to survey and record and describe these very different features?
- Compass (or iphone app)
- Tapes (measuring) or app
- Cameras (or phone!)
- Knowledge of brickwork styles
- *Knowledge of tree identification?*
- A form of some kind to write it all on
- An idea of what people want you to tell them
- A knowledge of what extra archive or other materials might be available and how to find them
- Support and Encouragement!
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