



# Base preparation for garden buildings

There are many different base types suitable for this range of garden buildings; compressed hard-core, tarmac, railway sleepers etc. However, to ensure the long term durability of your new garden building we recommend that the following simple steps should be taken to prepare a good quality base. A solid foundation is necessary for the installation of any good quality garden building.

## Concrete base

Depending on the soil type and consistency this should be removed to a depth of approximately 15cm (6 inches). The next stage is to fill in with a coarse sand or gravel, compact and then put down concrete or lay concrete slabs. There are many other types of suitable base which can include properly constructed timber bases, tarmac etc.

## Timber base

If using a timber base this should always be over engineered and finished with a deck board or ply surface. It is important to consider the weight of the building combined with the fact that it is timber hence it will expand and contract and the durability. Unless very carefully constructed a timber base may not have the lifespan of the cabin. This can clearly cause problems during the lifetime of the cabin. Please don't hesitate to contact us if you have any questions about base construction and the suitability of a base that you may have in mind.

## Recommended best practices

It is important to ensure that the top of this base is level and above the surrounding ground level to avoid any water collecting. It is also recommended that you make the base for your garden building a little larger than the stated dimensions of the building (approximately 15cm) for strength but also to allow a margin for error. Finally, apply a layer of gravel around your garden building, this permits water to soak away more readily and prevents splash back onto the walls. Finally most manufacturers recommend that the cabin should be built onto a damp-proof membrane to prevent the wicking of water into base beams from the concrete base.