

Firth's Ezi Wall masonry blocks let you get creative in your own backyard. With our modular masonry system you can easily transform your garden by creating raised herb gardens, flower beds, fire pits, mowing strips or low garden walls - the options are excitingly endless!



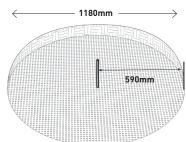








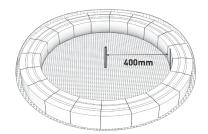




MARK OUT & PREPARE THE SITE

The outside diameter of the excavation for this raised planter is 1180mm. To start, hammer a spike into the middle of the desired planter site. Tie a piece of string to the spike and measure out 590mm from the centre. Keeping the string taunt, mark out a circle - this is the outside diameter of your excavation area. Dig out the marked circle to a depth of 200mm, compact using a plate compactor then place 100mm of granular base material (gap 20 or similar) compact & level this 'base pad' to avoid settling.

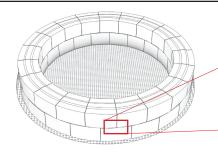




INSTALLING THE FIRST COURSE

Again using the centre spike and string, measure out 400mm for the inside radius. Place the first block with the 120mm end of the block face touching the end of the string. Continue around the circle using the same technique. Level each block front-to-back and side-to-side, using a spirit level, making sure that all blocks are level to each other. After placing all 20 blocks, adjust the circle to eliminate any gaps.



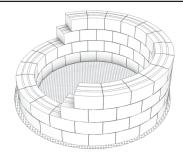


INSTALLING THE SECOND COURSE



Lay the second and further layers in a Stretcher Bond format as shown

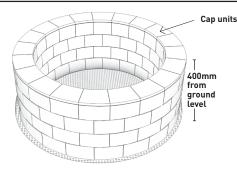




INSTALL ADDITIONAL COURSES

For raised planter or wishing well it's recommended to go 4 courses high. Insert a half wine barrel for a unique look.





INSTALL CAPS

For the last course use the Ezi WallTM caps to finish off.



& DON'T FORGET...

Check with your council! Before you start any landscaping or building project, it's important you make sure the finished job will comply with the appropriate building codes and council regulations. For full information on the regulations applying in your area, call the engineer's office at your local council.

