SYSTEMS, INC.

· RETAINING WALLS

· NOISE ABATEMENT

· ROCK REVETMENT

## ABSTRACT

## EVERGREEN - The Planted Wall - Economical & Ecological

There is a new concept in wall design used for retaining walls, free standing noise absorbing walls and rock revetments.

The Evergreen System is comprised of large prefabricated concrete crib type modular elements incorporating an parth filled gravity wall concept.

The unique feature is that these elements are specifically designed to be planted with vegetation that would eventually cover up all of the bare concrete. Less than 50% of the face of the wall is concrete, giving ample root space for vegetation.

In recent years, offensive graffiti ridden walls have become a major public nuisance. The Evergreen concept virtually eliminates this problem and, in fact, becomes more beautiful with age due to plant proliferation.

The noise absorbing qualities of Evergreen are very impressive. Density of growth, element design and earth fill cause traffic or industrial noises to be reduced very substantially.

The Fraunhofer Institute for Bauphysik in Stuttgart, West Germany, has indeed tested the noise absorbency of this wall and has concluded to designate the Evergreen wall as "fully absorbing."

Simple stacking method allows for economical short erection time and also increases acceptance by residents and others affected by construction inconveniences.

In the past seven years, Evergreen has become the leading wall system in Switzerland (with over 250 projects completed) and has also been very successful in Germany, France and Austria.

Public sentiment against "bare" concrete walls has increased over the years. The Evergreen concept proves to be an excellent system to overcome these objections.

Therefore, this new system of retaining walls and noise absorbing walls combines the structural integrity of reinforced concrete strength with the beauty of landscape architecture, thus producing an environmentally pleasing "Evergreen Wall."



## KISTNER CONCRETE PRODUCTS, INC.