

Tree Root Protection

Bodcell™

Bodcell™ tree root protection is a cellular confinement system designed as the perfect solution for tree root protection where a road, access route or driveway is required. The system not only stabilises the ground, but ensures that the roots beneath are protected from heavy vehicle forces on the surface.

Bodcell™ is supplied flat packed and is easily opened to form the cell structure and is simply pinned to the ground using metal fixing pins. Bodcell™ ensures that downward forces by vehicles are spread laterally reducing loads on the underlying soils. Without the cellular system, the surface would become compacted and rutted with the forces pushing downwards damaging the tree roots and resulting in the possible death of the tree.

Bodcell™ is an ideal solution for providing ground reinforcement within tree protection areas. It confines fill material within its strong yet flexible cell structure in order to provide a stable base for traffic and an even load distribution. A big advantage of Bodcell™ over other products is that the cellular wall material is permeable and allows lateral movement of air and water.



Bodcell™ tree root protection system is suitable for permanent woodland trails, paths, driveways, roads, access routes and parking areas. It may also be used as a temporary ground reinforcement where access to a site is limited by the presence of trees. Once operations on site are completed the temporary surface can easily be removed and the ground left undamaged.

Metal Fixing-Pins

Metal fixing pins can be used to fix the cells to the ground.



PRODUCT	FIXING PIN
MATERIAL	STEEL ROD
SIZE	550mm x 100mm x 8mm dia.
OUTER	100 per pack
PART No.	051038

Technical Specifications

PRODUCT	PANEL SIZE	CELL Dia. & DEPTH	PANEL WEIGHT	MATERIAL	GROUND REINFORCEMENT LOAD CAPACITY	PART No.
Bodcell™ 250/150	5m x 7m	250mm dia. x 150mm	25kg	Non-woven Polypropylene	Light Vehicles	051403
Bodcell™ 220/200	6m x 3m	220mm dia. x 200mm	20kg	Non-woven Polypropylene	Heavy Vehicles	051380