



design development package

PARKES SHIRE -  
ADVENTURE PLAYGROUND  
Memorial Hill Reserve -  
Rotary Arboretum:  
Crn Bushman & East St's  
December 2015

DESIGN DEVELOPMENT [DD]



ross  
planning





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## Introduction and purpose

Rotary Park and Arboretum are situated within the Memorial Hill Reserve. The site currently hosts a range of formal and informal activities - ANZAC ceremonies, passive recreation and unstructured play. Council are planning to upgrade the existing park into an Adventure Playground.

Council continue to focus on delivering recreational areas and precincts that have adequate facilities and services that complement and enhance the Parkes Community for residents and visitors alike. The recent completion of the amenities block within the Memorial Hill Reserve is a good example of this.

## Existing situation

The site could be described as having a series separate spaces - An existing gravel car park, an informal entry area, an existing fenced playground and a series of linear - narrow open space corridors.

The overall site is undulating and generally slopes down from the south-east corner to the north-west corner. In addition, There are large stands of existing semi mature vegetation (some mature trees) as well as a series of open spaces between the stands of vegetation.

Existing embellishments include:

- An existing amenities block completed in June 2015
- a entry feature into the park and adjacent to the amenities block
- an existing fenced playground
- a predominantly unsealed/ gravel car parking area

## Demand for upgrade

Demand for upgrades to the park were established during community consultation - with Council and the local residents - and consideration toward existing and future opportunities to enhance recreational areas.

Key directions include:

- Improving recreation
  - increasing recreation options within the community
  - funding opportunities
- Choices
  - Providing alternative and challenging play opportunities for local residents and visiting facility users.

## Design directions

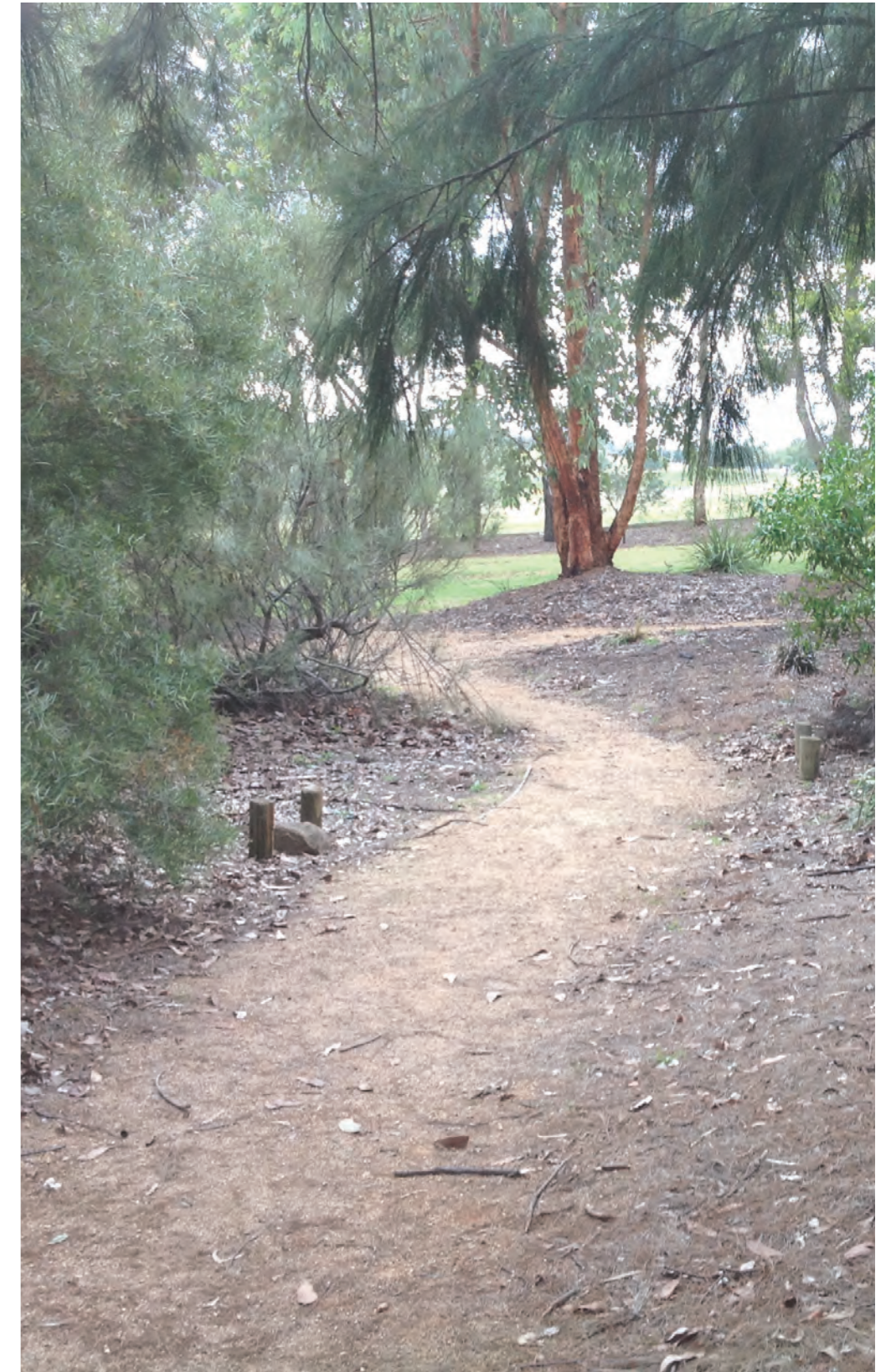
The proposed Adventure Playground Plan will be staged over time as and when funding becomes available for each stage.

The vision for the Parkes Adventure Playground is:

*to provide an attractive, dynamic and challenging community recreation hub that includes a range of quality play experiences, recreation nodes and a network of walk/cycle paths. The Playground will enjoy daily use by locals, whilst also attracting regular visits from the transient traveling out of "towners" passing through Parkes.*

Proposed ultimate embellishment for the Adventure Playground includes:

- Challenging play opportunities
  - proprietary play elements targeted for particular age groups
  - unique and challenging adventure play elements:
    - rock hopping and log balancing
    - large recycled tractor, truck and earth moving machinery tire formations
    - culvert bridge crossings and
    - large turf mounds
- recreation opportunities
  - central active recreation node
  - pathway system providing loops and linking car parks and key facilities
  - areas for quiet contemplation and passive recreation
- common areas
  - areas for gathering and socialising
  - shaded common space with BBQ's and seating
  - naturally shaded seating areas
  - two formal car park areas (approximately 42 bays) additional overflow car parking opportunities on adjacent street
  - planting of additional shade trees and accenting planting in key locations.







## Project awareness and purpose

In mid 2015, Parkes Shire Council engaged ROSS Planning in collaboration with Landscape Design Studio to develop an Adventure Playground for Rotary Park, which is located within the Memorial Hill Reserve on the corners of Bushman and East Street's

The proposed adventure playground should utilise and build on the existing characteristics and facilities of the site. The aim of the playground plan is to provide a realistic and achievable vision for the park over time, where the needs of the local community and Council are established and balanced.

Importantly, the project will require a staged approach to development that provides for smooth implementation, increased resident ownership and higher short stay visitations from the transient population passing through Parkes.

Ultimately, the Adventure Playground Plan will guide Council's decision-making and resource allocation over the period of time it chooses to implement the playground plan. Through site analysis, background research and the creative use of materials, the project aims to provide a challenging, innovative and unique play space for the community to enjoy into the future.

## What is an adventure Playground?

According to an online dictionary: - "a playground containing objects or structures such as ropes, slides, and tunnels, for children to play on or in".

Whilst the City of Port Phillip in Victoria describe adventure playgrounds as: - "community wellbeing hubs that build positive outcomes for children and young people. They have been referred to as neighbourhood 'backyards' and give local children the chance to use their imagination and engage in 'risk-taking' play in a supervised environment".

This playground aims to achieve both. It will also provide a vision for the site, identifying what it should look like and how it should function into the future. It establishes a strong and consistent direction, providing a framework for ongoing improvement and considers the relationship between:

- current character and functionality of the landscape
- public expectations and needs
- play value and developmental play and
- emerging issues and trends in the world of play and child development

The result is a plan that balances needs across a range of users and age groups.

## Project methodology

### Stage 1 - Sketch Design and Site assessment

- review of relevant reports, plans, policies and other documents
- review of the demographic profile of the community (including population growth projections)
- detailed desktop site assessment
- discussions with Council officers and industry professional
- develop ideas, collect character images that could suit the project site

### Stage 2 - Design Development

- analysis of identified issues, ideas, needs and opportunities, preliminary costings
- development and preparation of concept options and project staging plan for Council review
- presentation, consultation, review and feedback by the community

### Stage 3 - Detailed Design of project stages

- consideration and preparation of selected design option, cost estimates for Council review and approval

### Stage 4 - Documentation of funded stages for construction

- drafting of funded project stage
- preparation of detailed cost estimates and specifications
- review of documentation by Council
- procurement of tender package,

### Stage 5 - Construction and Project Management

- request for quotes, tender evaluations and contractor selection
- Construction of funded stage
- Project management, defects and liability period
- Finalisation and project handover



# 3 Existing Situation

## Site description

The Rotary Park and Arboretum are located within the Memorial Hill Reserve on the corner of Bushman and East Street's in Parkes, New South Wales. (as depicted in the adjoining context map). The overall area is managed by Council with a range of community groups using the facility for a variety of uses at varying times throughout the year,

The project site could be described as having a series separate spaces - An existing gravel car park, an informal entry area, an existing fenced playground and a series of linear - narrow open space corridors.

Existing embellishments include:

- An existing amenities block completed in June 2015
- a entry feature into the park and adjacent to the amenities block
- an existing fenced playground
- a predominantly unsealed/ gravel car parking area

## Management considerations

The overall reserve is managed and maintained by Council, with Council responsible for coordinating all bookings and requests.

As the park develops overtime it would be reasonable to expect new uses, services and demands to be created by the community.

## Previous planning

Council records indicate that a previous "Landscape Plan" by Sally Bourne exists and was likely used to establish the existing facilities and infrastructure currently seen onsite.

## Site in context map



## Site elements

### Site characteristics

The overall site is undulating and generally slopes down from the south-east corner at East St towards the north-west corner at Bushman St. There are large stands of existing semi mature vegetation (some mature trees) as well as a series of open spaces between the stands of vegetation. The site has a good coverage of turf surface, however drainage flows could be improved.

### Buildings and improvements

The site has a number of relatively small structural features.

- Park entrance
  - the park currently has an entry threshold adjacent to the amenities block.
- Amenities Block
  - the park is serviced by the recent construction of an amenities block.
- Existing Playground
  - there are two small shelters with table and chair combination settings
  - a small playground with pathways and a climbing structure with a slide
  - a safety fence fully enclosing the playground

### Lighting

The playground does not have any lighting.

### Car parking

There is currently an informal gravel car park adjacent to the amenities block. Given that the park has two street frontage car park in close proximity to the site is very achievable. As the site is developed formalising the car parking area should be considered.

### Access, linkages and connectivity

#### Entry and access

Other than the gravel car park at the amenities block along Bushman Street, there are no formal entry or access points into the Rotary Arboretum.

A 1m high safety fence with gate access, currently establishes the extent of the existing playground footprint. Whilst it is important to provide safety for users of the playground, it is worth noting that there are sophisticated alternatives and more cost effective solutions other than, completely enclosing a playground with fencing.

## Linkages and connectivity

The site has a series of gravel pedestrian paths that currently traverse and meander through the site from East street towards Bushman Street. These paths are providing the local residents some access and connectivity throughout the overall site.

A smaller pathway network exists within the fenced playground area.

### Shade

The site has multiple stands of mature trees surrounding much of the existing playground, which can be incorporated into the final design.

### Signage

While there are some "regulation/ service" signs within the park, there is no welcoming park signage that identifies the existing playground within the Park.

It may be advantageous for residents and visitors to develop clear signage that identifies the playground and reflects the intention of developing an adventure playground.





# Facility snapshot

## Existing facilities

The Rotary Arboretum is serviced by the recently constructed amenities block situated in the north western corner of the site along Bushman Street. Other facilities include an entry threshold, a playground, park furniture, gravel pathways and an informal gravel car park.



## Playground facilities

The Rotary Arboretum currently has a small, fully fenced playground that was developed as an outcome of a previous Landscape Plan.

The playground has a number of elements and features that provide varying levels of play value to users.

The elements include: a Jupiter climbing structure with slide, a spiker, open turf areas.

Within the fenced playground footprint there are two shelter structures with table and seat combinations. There are also informal seating opportunities dotted around the playground.



## Open Space

Outside of the playground fencing there are large areas of open space. Adjacent to the playground are large garden beds that provide a buffer between Bushman Street and the existing open space. The largest open space area is toward East street.



## Pathways and connections

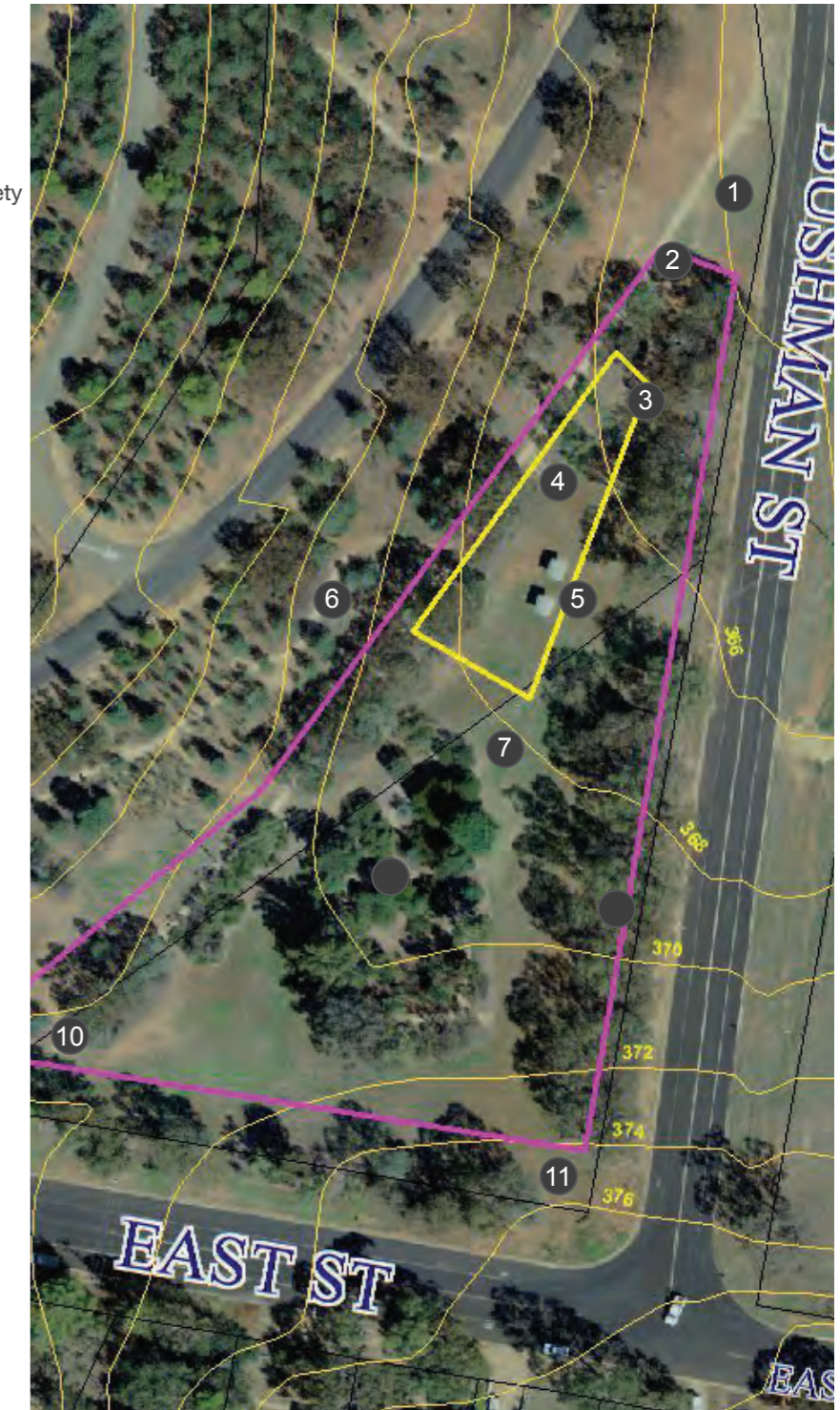
Currently the overall site has a series of gravel pedestrian paths that meander from East street toward Bushman Street. These paths provide more of a linear connection throughout the site.

The pathways within the playground footprint are made of several materials including, concrete, timber and brick pavers. The timber and pavers both require high levels of maintenance and have a limited life span when compared to other materials.



# Existing site layout

- ① Existing gravel car park
- ② Existing and newly constructed amenities block
- ③ Extent of existing playground safety fencing
- ④ Location of existing playground
- ⑤ Existing shade shelter structures with table and chairs
- ⑥ Existing gravel pathways
- ⑦ Existing grassed open space
- ⑧ Existing stand of trees
- ⑨ Proposed extent of proposed adventure playground
- ⑩ Existing pathway into park
- ⑪ Entry and views into park





# 5 Photographic Survey

## Bushman St entrance



Bushman Rd approach to project site.



View toward existing amenity block



View from existing car park toward entry into park



Existing entry feature/gateway



Existing signage and walls to garden beds



View towards existing playground infrastructure



View towards the existing amenities block

## Playground



Vista through park looking towards East Street



Existing vertical log feature within playground



View towards existing play climbing structure 'Jupiter'



Timber sleeper & random brick paver pathways



Existing paths, rock walls & plantings within playground



Existing "Jupiter" climbing structure with slide



View within existing playground fence

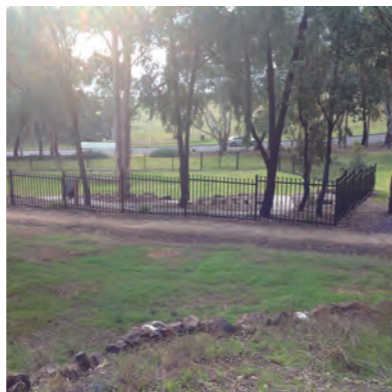
## Entries, Pathways & Open Space



View towards the corner of Bushman and East Streets



Existing safety fence to playground extents



View looking over playground toward Bushman street



Existing gravel pathway network



Existing gravel pathway network



Existing open space area



Existing park signage to the corners of East & Bushman St's







# 7

# Design Considerations

## Staging Key & Costings

### STAGE ONE: - *Hidden treasures of history + Park Upgrades*

Probable construction costs: \$500,000

- » Refurbish existing entrance into entry plaza with park signage
- » expand playground footprint to including new pathways
- » extend safety fencing,
- » introduce new themed play elements, seating nodes, interpretive signage and new plantings.

### STAGE TWO: - *The Hub - (Medium term)*

Probable construction costs: \$475,000

- » Develop integrated entry points into the central adventure play zone "The Hub" including;
- » Gold Miners Tunnel
- » shaded seating nodes,
- » picnic area with tables, chairs, shelters and BBQ's over looking play area and
- » featured adventure play elements and obstacles - climbing, jumping, balancing rock hoping, swinging and sliding.

### STAGE THREE: - *Mounds of fun (Medium - long term)*

Probable construction costs: \$375,000

- » Continue to develop adventure playground features within the landscape, including
- » large turf mounding,
- » featured "maze" pathways,
- » culvert bridge crossing,
- » giant tire test and recycled tire pyramid,
- » feature shade tree plantings and garden beds.

### STAGE FOUR: - *Supporting infrastructure - (Long Term)*

Probable construction costs: TBC

- » Develop supporting infrastructure; including formalised car park area, establish pedestrian crossings, to dog off leash area in adjacent park land,
- » introduce additional park furniture as required. i.e. water bubblers, maintenance taps, lighting, bins, seats, shelters and bbq's etc

### STAGE FIVE: - *Pure Adrenaline - (Long Term)*

Probable construction costs: TBC

- » Allow for investigation and feasibility study for developing a zip line park as an attraction, or
- » Develop high and low ropes adventure course within existing tree canopy, or
- » Introduce "Skywalk" play equipment within existing tree canopy.

## Staged Implementation Plan





# Design Development - Adventure Playground Plan

## Concept Key

01. upgrade and formalise existing gravel car park
02. Featured entry statement "Parkes Adventure playground"
03. Refurbish and formalise existing entrance into an entry plaza
04. Proposed raised pedestrian crossings towards "Dog off leash park" to opposite side of roadway.
05. Upgrade of existing park including: play equipment, furniture and fencing
06. New play zone as part of upgrade to existing play area
07. "History lane" Seating node with interpretive signage and themed play equipment
08. Central seating node with sandstone seating blocks, shade trees and featured plantings
09. "The Hub" adventure play zone including; rock hop to log drop, giant embankment slide, level changes, pathways and the Gold Miners Shaft, .
10. Picnic area with tables, chairs, shelters and BBQ's over looking central adventure play area
11. Tire pyramid and landscape mounding
12. Featured pathway maze
13. Giant tire test
14. Concrete culvert bridge crossing
15. Larg turf mounding
16. "Pure Adrenaline" play zone; adventure ropes course, with tree top canopy walk and zip lines
17. Proposed minor entry node for local community with upgraded to street frontage with potential opportunity for local Artisan or Art work
18. Entry node with directional signage into parkland
19. Proposed nose in parking tand pathway to East St entry point



NORTH



1:1000 @ A3



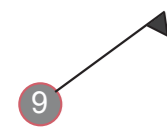





## Concept Key

- 01. Log hop to rock drop - Typical elevation
- 02. Log hop to rock drop - Typical section
- 03. Natural log bridge between planted rock drop mounds - Typical section
- 04. Recycled tire pyramid - made from varying sized recycled tractor, truck and car tires - Typical section
- 05. Proposed "Gold miners shaft" entry into playground - Typical section
- 06. Central pathway circulation to large turf mounds - Typical section
- 07. Top of the hill behind gian slide - Shaded seating node with coloured balance blocks
- 08. Giant embankment slide. - Typical elevation
- 09. Existing pathway and playground extension - Typical section
- 10. Walking pathway down from the hill - Typical section

## Concept Symbols

-  Section and elevation cut line
-  Direction of 3d perspective view

NORTH



1:1000 @ A3





# 11 Sections and elevations



1 Log hop to rock drop - Typical elevation  
Scale 1:50 @A3



2 Log hop to rock drop - Typical section  
Scale 1:50 @A3



3 Natural log bridge - Typical elevation  
Scale 1:100 @A3



4 Recycled tire pyramid - Typical section  
Scale 1:100 @A3



5 Gold miners shaft entry - Typical section  
Scale 1:100 @A3



6 Central pathway circulation to turf mounds - Typical section  
Scale 1:100 @A3





7 Top of the hill behind the giant slide - Typical section  
Scale 1:100 @A3



8 Giant embankment slide - Typical elevation  
Scale 1:100 @A3



9 Existing pathway and playground extension - Typical section  
Scale 1:100 @A3



10 Walking path down from the hill - Typical section  
Scale 1:100 @A3



# 13 Preliminary terrain modeling and 3D imagery



## IMPRTANT NOTE:

All 3D images are "indicative" ONLY, are subject to change and do not represent the final outcome to be constructed. The images above were generated from a terrain model that assists with construction estimation and better understanding spot heights and site drainage.







# 15 Proposed play element imagery

## Proposed play elements - Stage One



**PLAY TRUCKS**  
M534 & PHO-KPL502-0601



**SEESAW**  
KPL117



**SPRINGER**  
M130



**SUPERNOVA**  
GXY916



**SIRIUS II**  
GXY947



**SWINGS**  
KSW90014-0909



**NATURAL ROCKS**



## Proposed play elements - Stages Two & Three



**BLOCKS OF FUN**



**BALANCE BEAMS**



**NATURAL LOGS**



**EMBANKMENT SLIDE**



**PATHWAY MAZE**



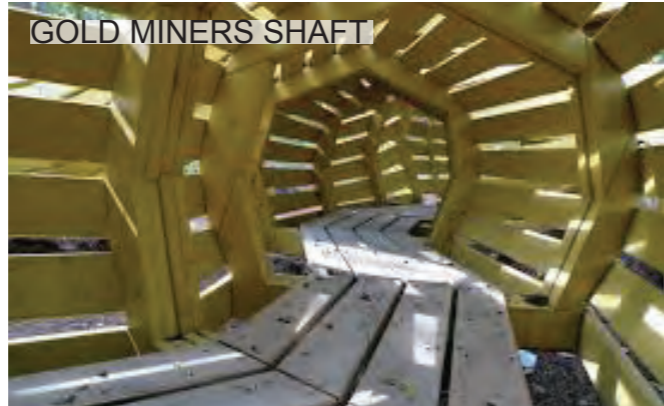
**RECYCLED TIRE PYRAMID**



**CULVERT BRIDGE**



**GIANT TIRE TEST**



**GOLD MINERS SHAFT**



**CULVERT BRIDGE**



**TURF MOUNING**



**GIANT BIRD'S NEST SWING**





# 16 Proposed Materials Palette

## HARDSCAPE



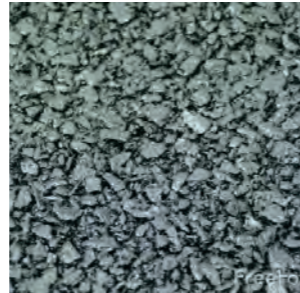
Concrete: Broom finish



Concrete: Exposed



Concrete: Coloured finish for featured areas



7-14mm Asphalt surfacing



Compacted gravel pathways



A grade sandstone blocks



Boulder walls



Timber decks and walkways



Rubber softfall surfacing

## FURNITURE & STRUCTURES



Formed concrete seating walls



Robust tables, chairs and park bench seating areas



Drinking fountains



Bicycle racks



Amenities and changing room structure

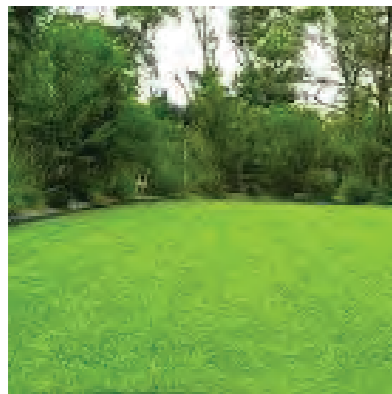


Shelter structure with BBQ's, tables and chairs



Park bins

## SOFTSCAPE



Turf areas: Sir walter species'



Ground covers: Zoysia tenuifolia



Ground covers: Liriope muscari



Ground covers: Lomandra tanika



Shrubs: Westringia fruticosa



Trees: Harpulia pendula



Trees: Bamboo Species





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