



**Issues**

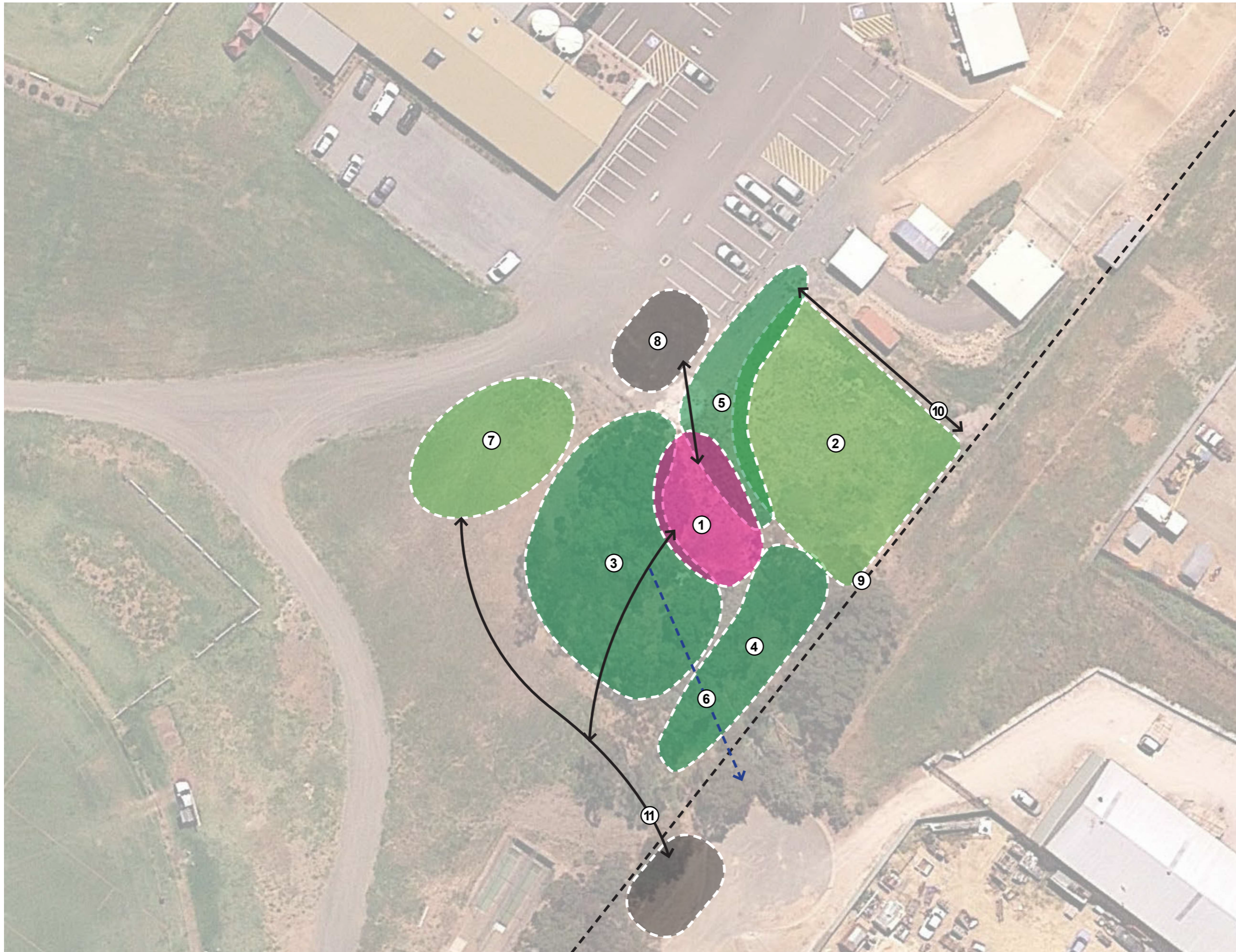
- Significant distance from other recreation facilities
- Visually disconnected from other facilities in precinct
- Access to services (trenching)
- Netball facilities create pinch points and convoluted access/wayfinding

**Opportunities**

- Connection to residential area
- Integrated design of the playspace and pump track will create additional community benefits from a single space for the community use
- Existing car parking to be formalised (outside of project budget)
- Potential connection of playspace to scouts outdoor area
- Existing trees and shade
- Not fenced, community access
- Existing embankment buffer to road

- ① Playspace
- ② Pump track
- ③ Planted embankment
- ④ Landscaped buffer
- ⑤ Realigned fence line to BMX track
- ⑥ Open up scouts nature play area
- ⑦ Picnic Shelter
- ⑧ Existing and new natural shade
- ⑨ Formalised car park
- ⑩ Existing netball warm up
- ⑪ Existing embankment to BMX track





**Issues**

- Poor passive surveillance after hours
- Public access on game days restricted
- Existing stormwater/ water quality
- Less accessible from residential areas
- Connection to services

**Opportunities**

- Create amenity space adjacent BMX track, creating larger BMX precinct
- Utilise flatter area adjacent car park for more formal play
- Build on existing informal play in trees
- Native plantings and revegetation to provide buffer to fence line
- Site lines to oval and BMX track
- Connection to club rooms
- Utilise existing shade
- Greater connectivity to the recreational facilities on precinct
- Potential disabled car park access from existing car park

- ① Playspace
- ② Marshalling area for BMX Club
- ③ Existing shade and nature play opportunities
- ④ Native revegetation
- ⑤ Natural shade and landscape buffer
- ⑥ Riparian planting and storm water management
- ⑦ Oval viewing
- ⑧ Potential disabled car park access
- ⑨ Existing fence line
- ⑩ Pedestrian access
- ⑪ Potential future pedestrian access and car parking





- Issues**
- Public access on game days restricted
  - Slope vs DDA compliance
  - Ground compacted from car parking use
  - Lack of access from residential area

- Opportunities**
- Existing services n nearby building
  - Utilise existing shade
  - Formalise viewing area
  - Amenity for game day users and activation of 'back corner' of oval space

- ① Playspace
- ② Shade
- ③ Buffer Planting
- ④ Oval Viewing/ Amenity Area
- ⑤ Car Parking
- ⑥ Electrical Infrastructure
- ⑦ Service Access
- ⑧ Fence line



0m 30m



**Issues**

- Proximity of dog park to playspace
- Public access on game days restricted
- Blocking potential views to oval
- Sloped embankment & DDA compliance
- Lack of shade

**Opportunities**

- Utilise flat area to connect to car park and provide DDA access
- Utilise embankment for challenging play
- Utilise existing irrigation and service connections
- Provide additional shade and seating opportunities
- Connect dog park to main oval

- ① Playspace
- ② DDA Compliant Play
- ③ Shade
- ④ Mound Planting
- ⑤ Buffer Planting
- ⑥ Oval Viewing
- ⑦ Existing Car Park
- ⑧ Stormwater
- ⑨ Fence line



0m 30m



**Issues**

- Proximity of dog park to playspace
- Public access on game days restricted
- Sloped embankment & DDA compliance
- Lack of shade

**Opportunities**

- Connection to existing car park, clubrooms and dog park
- Utilise embankment for challenging play
- Utilise existing irrigation and service connections
- Provide additional shade and seating opportunities
- Connect dog park to main oval

- ① Playspace
- ② Shade
- ③ Mound Planting
- ④ Existing Car Park
- ⑤ Fence line
- ⑥ Stormwater
- ⑦ Connection to car park
- ⑧ Connection to dog park
- ⑨ Buffer planting

