



Centennial Parklands
Plan of Management
MASTERPLAN CONCEPTS

January 2020

Contents



1. Carparking
2. Amenities / cafe toilets / playground
3. Walking / multipurpose tracks
4. Hilltop lookout / walk
5. Screening of Water Treatment Plant (WTP)
6. Events
7. Indicative Masterplan

Carparking

Issues

1. Existing parking area caters for around 30 spaces
2. Expansive open area of pavement and ad hoc parking visually detracts from character of Crofters Cottage and Standing Stones
3. Informal parking near WTP, hilltop green and Martins Lookout
4. Event parking occurs to northern paddocks - no formalised layout



Carparking

Suggested solution

1. Focus main parking to new parking area below settlement ponds - asphalt road and potential gravel parking bay surface (127 spaces)
2. Bus / vehicle drop off
3. Bus turn around in carpark
4. Concrete path access to Standing Stones Green
5. Maintain 22 90 degree parking spaces directly adjoining standing stones Green for quiet week days (main carpark could be locked during week). These extended length spaces suitable for RV parking



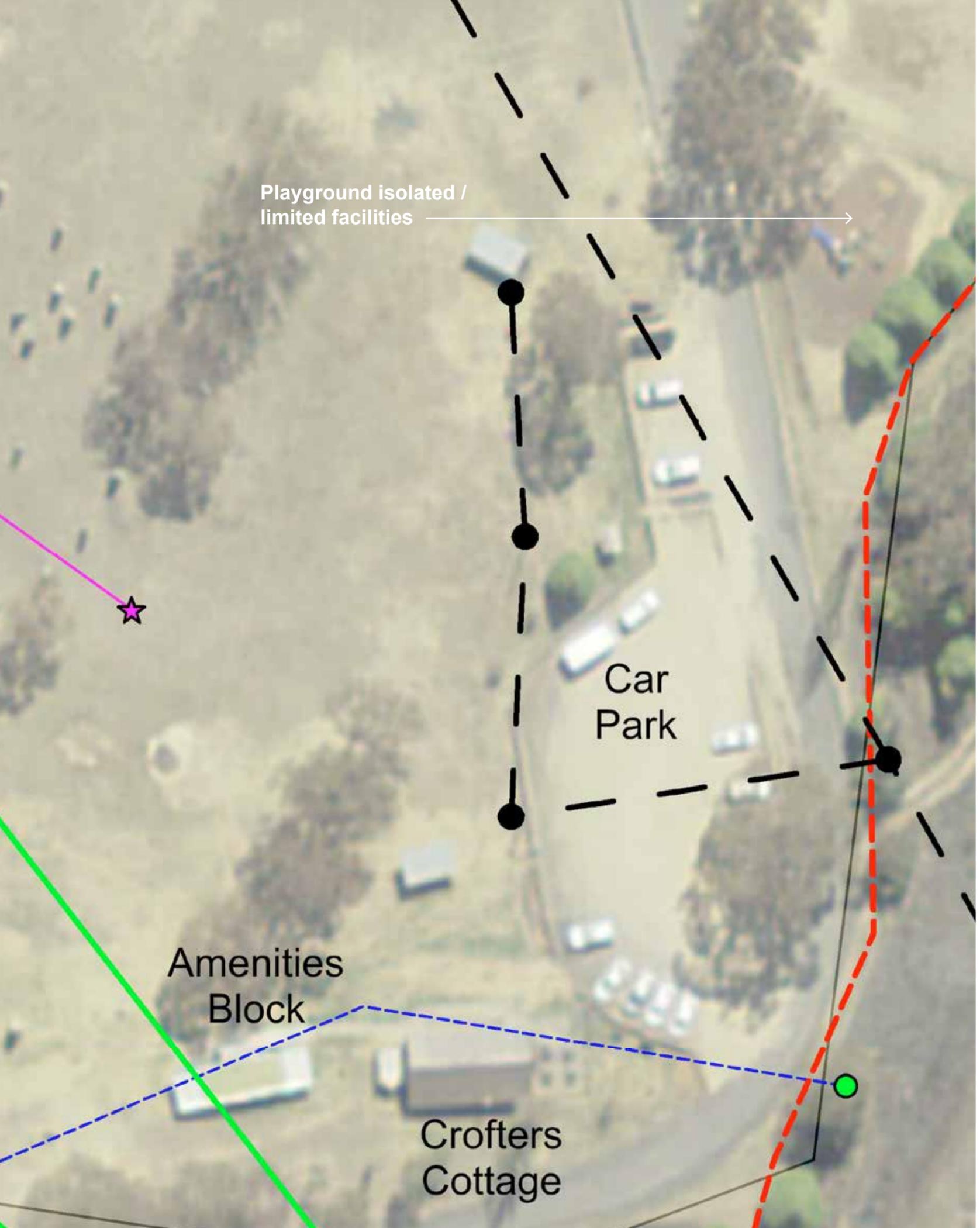
Carparking

Suggested solution

6. Designated layout for temporary event parking on grass to north paddocks - 200 spaces



Amenities / Kiosk / Playground



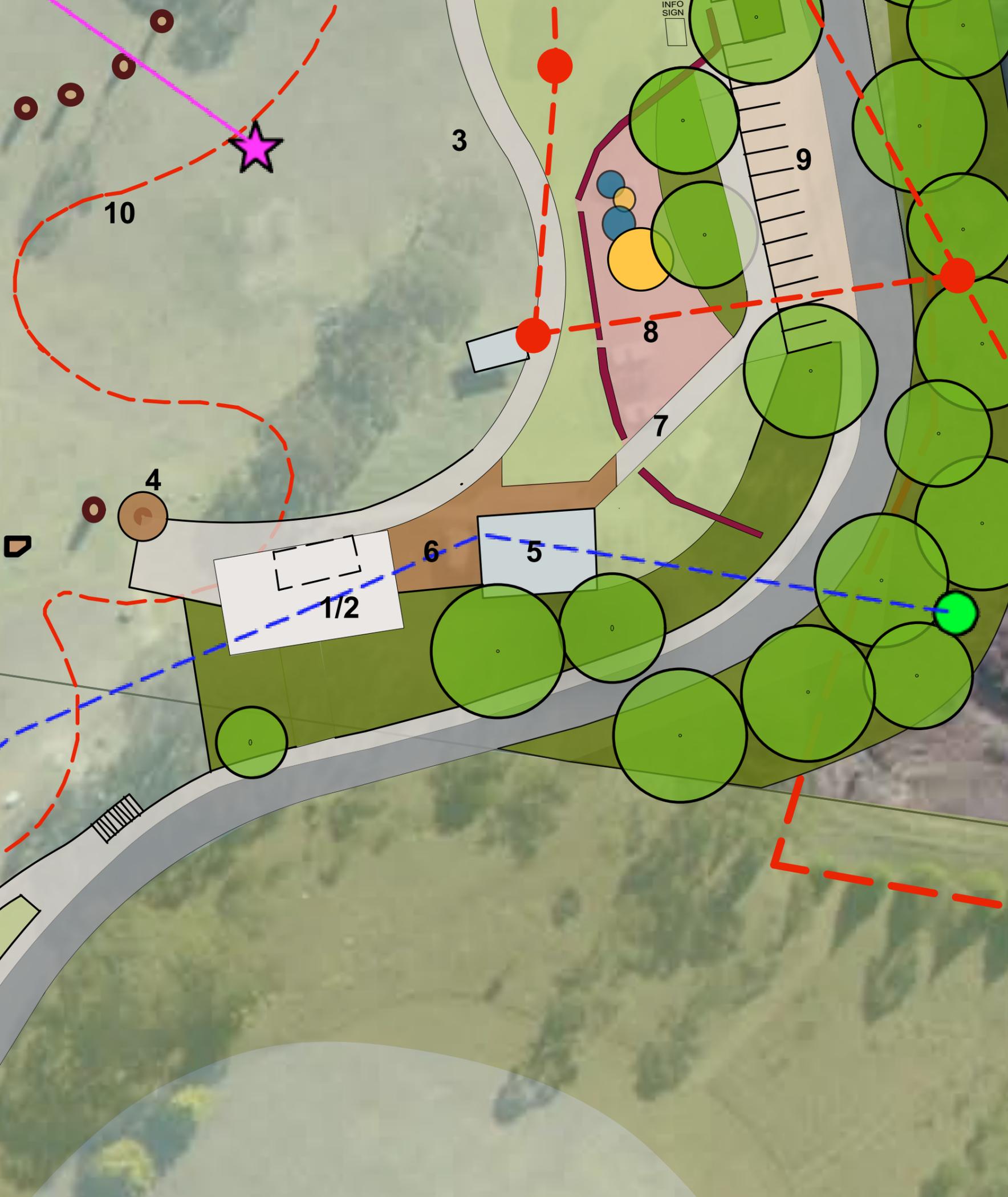
Issues

- 1. Character / setting dominated by carpark
- 2. Existing toilets are municipal and lack character
- 3. Potential for multi purpose facilities to provide better kiosk / cafe and related facilities
- 4. Playground is isolated from main park area, creates security and safety concerns and is limited in scale and amenity

Amenities / Kiosk / Playground

Suggested solution

1. Multipurpose building
 - Lower (st1): toilets/ kitchen / storage
2. -Upper (st2): function room
 - Viewing deck
 - Function / conference room
3. Path link to overflow carpark
4. Excalibur sword integrated into landscape feature - connecting the new facility to the Standing stones monument (this is not essential - but Excalibur would be quite close to currently proposed footprint)
5. Crofters Cottage - upgraded cafe and potential guided visitors / orientation point
6. Shaded courtyard / garden around Crofters Cottage and between cottage and new building
7. Path link to parking area spaces in area of existing parking
8. Low key play space using natural play elements interpreting environment and Standing Stones
9. Parking spaces suitable for RV parking
10. Standing stones exclusion zone - the proposal currently encroaches on this in the area of Excalibur but could be adapted to avoid if necessary





Walking / multi-purpose access

Suggested solution

1. New Tregurthur Way concrete path
2. Potential path connection adjoining road to standing stones Green from Tregurthur accessible path
3. Concrete path to northern paddocks
4. Concrete path from main parking zone to Standing Stones Green
5. Formalise eastern track as gravel track suitable to walking and cycle access.
6. Integrate some side tracks enabling MTB tricks / challenges
7. Potential integrated boardwalk / track feature to hilltop integrating viewing decks etc - see separate pages

Hilltop walk / viewing areas

How to best take advantage of multiple viewing points - each with different qualities ?



Hilltop walk / viewing areas

Principles

- Create a walkway experience integrating track and boardwalk (extent of boardwalk subject to budget)
- Aim to provide a walking experience, perspective and outlook otherwise not available

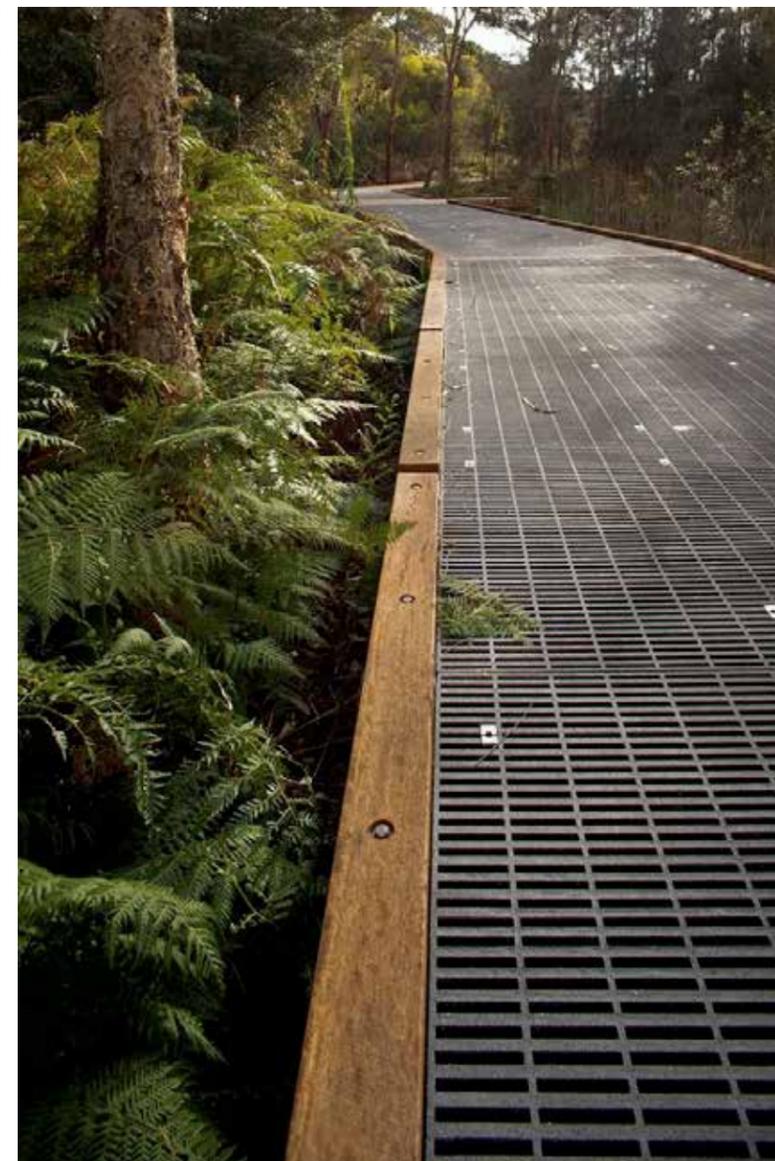
Option 1

1. Viewing and outdoor classroom decks (as above) - also have potential for evening dinner events
2. Boardwalk or track where grades allow and budget requires
3. Widening / pooling points with seating - handrails where drop over 1m
4. "Treehouse" lookout winding up to high vantage point
5. Lookout deck at Martins Lookout
6. Interpretation integrated to deck along route

The extent of budget would determine how much boardwalk could be used - the extent above is around 1300m² and could cost in range of excess of \$700k to \$1 million



Hilltop walk / viewing areas



Hilltop walk / viewing areas

Option 2

As for 1 but with the following

1. addition of Glamping Decks for potential overnight camping
Glamping decks can double as outdoor classrooms
2. Amenities to service glamping



Hilltop walk / viewing areas



WTP Screen

Suggested solution -Timber batten screen

1. Timber batten screen integrated to existing fence line - provides day to day buffer integrated with natural look and feel of site
2. detailing could be quite rustic - top height could vary
3. can be canvas for temporary artwork eg annual project focussed on Aboriginal youth - artworks could be graphic or sculpture related - temporary may be preferable to maintain interest





Event spaces- Suggested solution

1. Australian Celtic Festival

New path link to proposed carpark and temporary carparks maintaining the current ACF layout with some minor fine tuning

2. Northern Paddocks west

- 5573m2 area
- 5550 pax event capacity
- staging area to north (good for dusk events)

3. Western Green

- 1712m2 area
- 1700 pax event capacity
- potential terrace into embankment
- staging area to west (consider western sun and noise impacts on residents for dusk events)

4. Hilltop green (ACF use)

5. Multi-purpose events venue

-Future (long term) 250 seat second floor function room overlooking Standing Stones subject to feasibility

6. temporary event parking

-temporary spaces to northern paddocks accessed via private lands from Shannonvale Road

Concept Masterplan



Legend

- Site Boundary
- Garden Beds
- Maintained grassland
- Native grassland
- Road
- Concrete pathway
- Boardwalk
- Gravel
- Playground
- Proposed trees
- Existing trees
- Standing Stones monument
- Standing Stones Exclusive zone 10m offset
- Event table
- Grass terracing
- Proposed new buildings
- Existing buildings
- Stormwater mains
- Stormwater pits
- Sewer mains
- Sewer manholes
- Water mains
- Water stop valves
- Water hydrants
- Electricity mains
- Power outlet

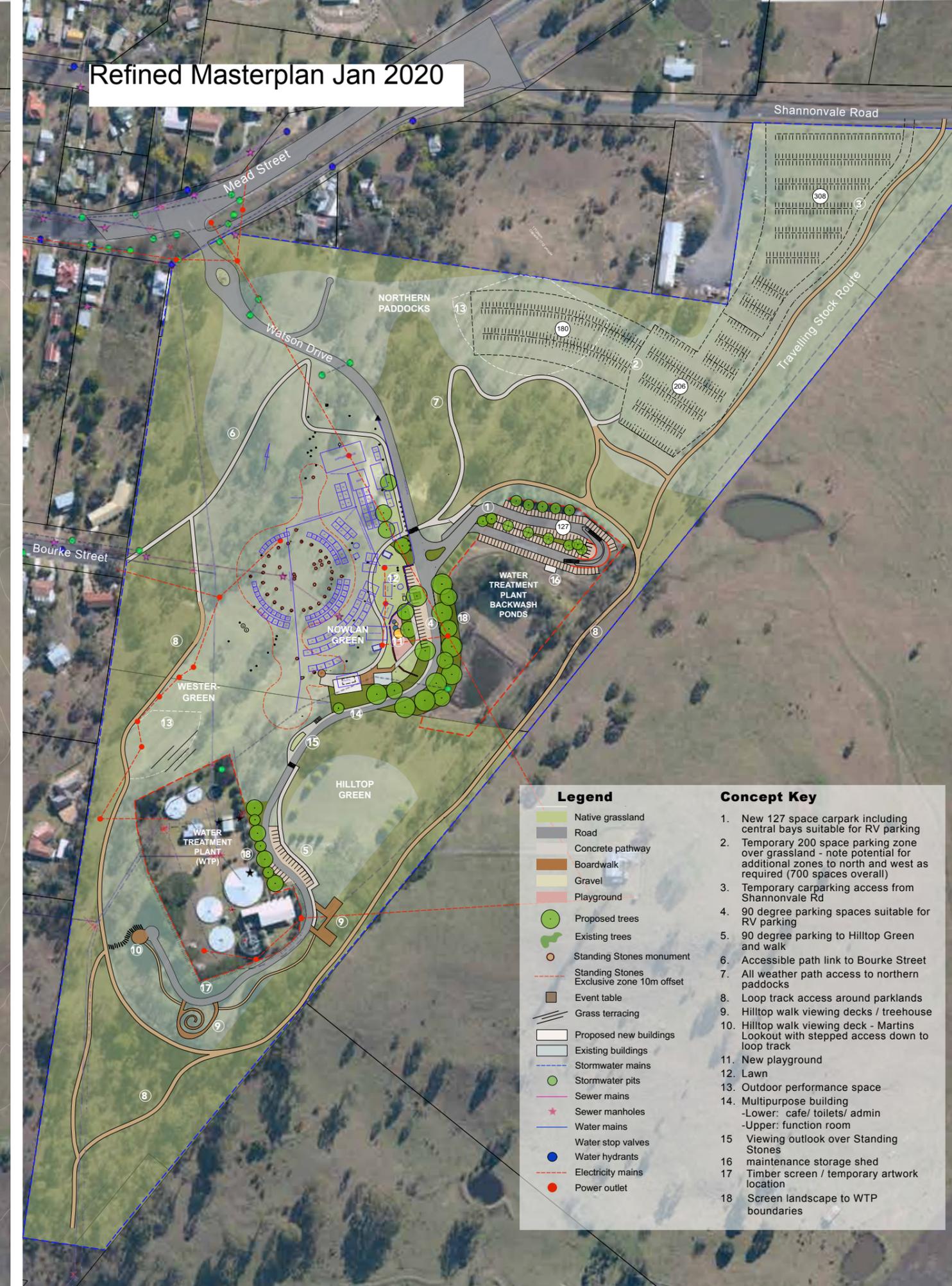
Concept Key

1. New 127 space carpark including central bays suitable for RV parking
2. Temporary 200 space parking zone over grassland - note potential for additional zones to north and west as required (700 spaces overall)
3. Temporary carparking access from Shannonvale Rd
4. 90 degree parking spaces suitable for RV parking (22 spaces)
5. 90 degree parking to Hilltop Green and walk
6. Accessible path link to Bourke Street
7. All weather path access to northern paddocks
8. Loop track access around parklands
9. Hilltop walk viewing decks / treehouse
10. Hilltop walk viewing deck - Martins Lookout with stepped access down to loop track
11. New playground
12. Lawn
13. Outdoor performance space
14. Multipurpose building
-Lower (st1): toilets/ kitchen / storage
-Upper (st2): function room
15. Viewing outlook over Standing Stones
16. Maintenance storage shed
17. Timber screen / temporary artwork location
18. Screen landscape to WTP boundaries

Existing site



Refined Masterplan Jan 2020



Legend	Concept Key
Native grassland	1. New 127 space carpark including central bays suitable for RV parking
Road	2. Temporary 200 space parking zone over grassland - note potential for additional zones to north and west as required (700 spaces overall)
Concrete pathway	3. Temporary carparking access from Shannonnvale Rd
Boardwalk	4. 90 degree parking spaces suitable for RV parking
Gravel	5. 90 degree parking to Hilltop Green and walk
Playground	6. Accessible path link to Bourke Street
Proposed trees	7. All weather path access to northern paddocks
Existing trees	8. Loop track access around parklands
Standing Stones monument	9. Hilltop walk viewing decks / treehouse
Standing Stones Exclusive zone 10m offset	10. Hilltop walk viewing deck - Martins Lookout with stepped access down to loop track
Event table	11. New playground
Grass terracing	12. Lawn
Proposed new buildings	13. Outdoor performance space
Existing buildings	14. Multipurpose building -Lower: cafe/ toilets/ admin -Upper: function room
Stormwater mains	15. Viewing outlook over Standing Stones
Stormwater pits	16. maintenance storage shed
Sewer mains	17. Timber screen / temporary artwork location
Sewer manholes	18. Screen landscape to WTP boundaries
Water mains	
Water stop valves	
Water hydrants	
Electricity mains	
Power outlet	