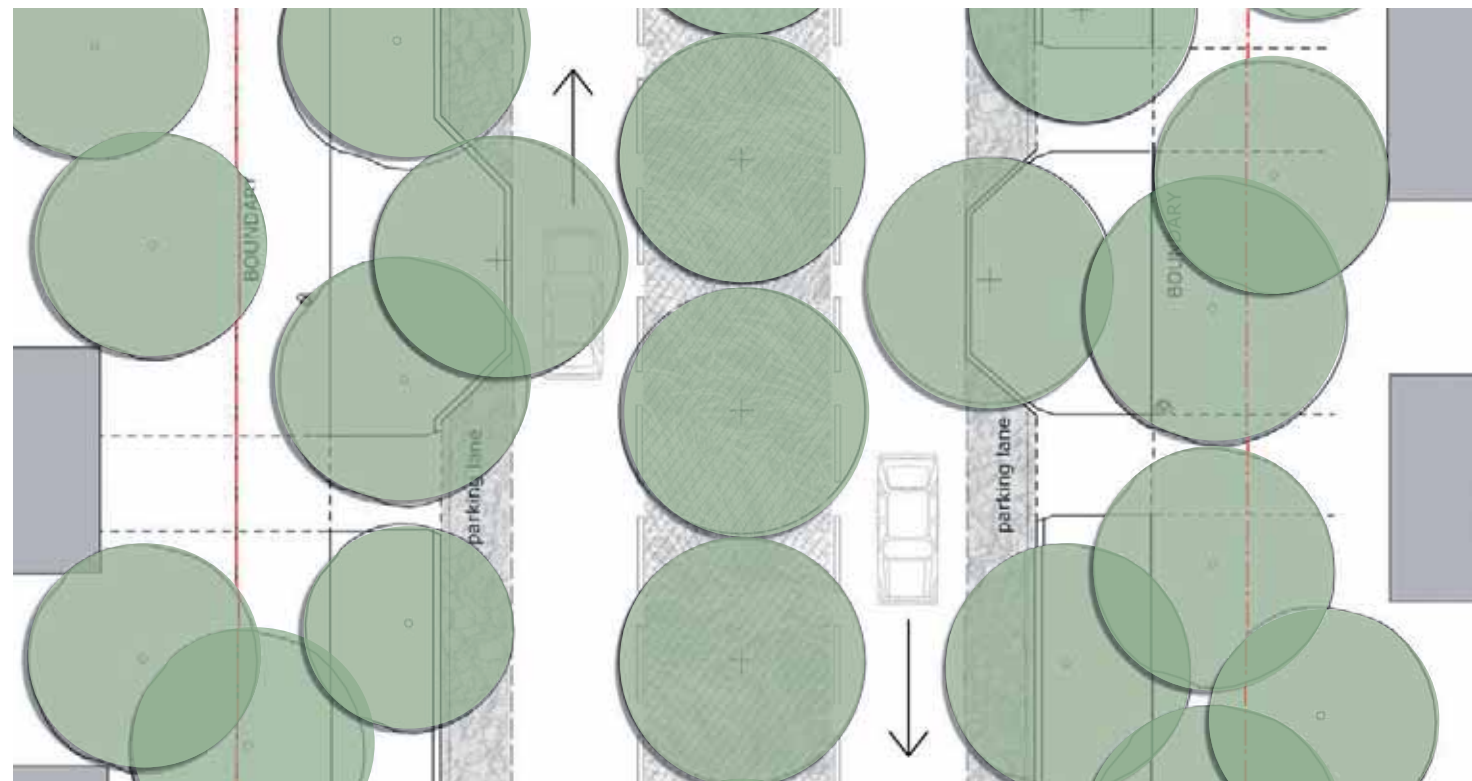
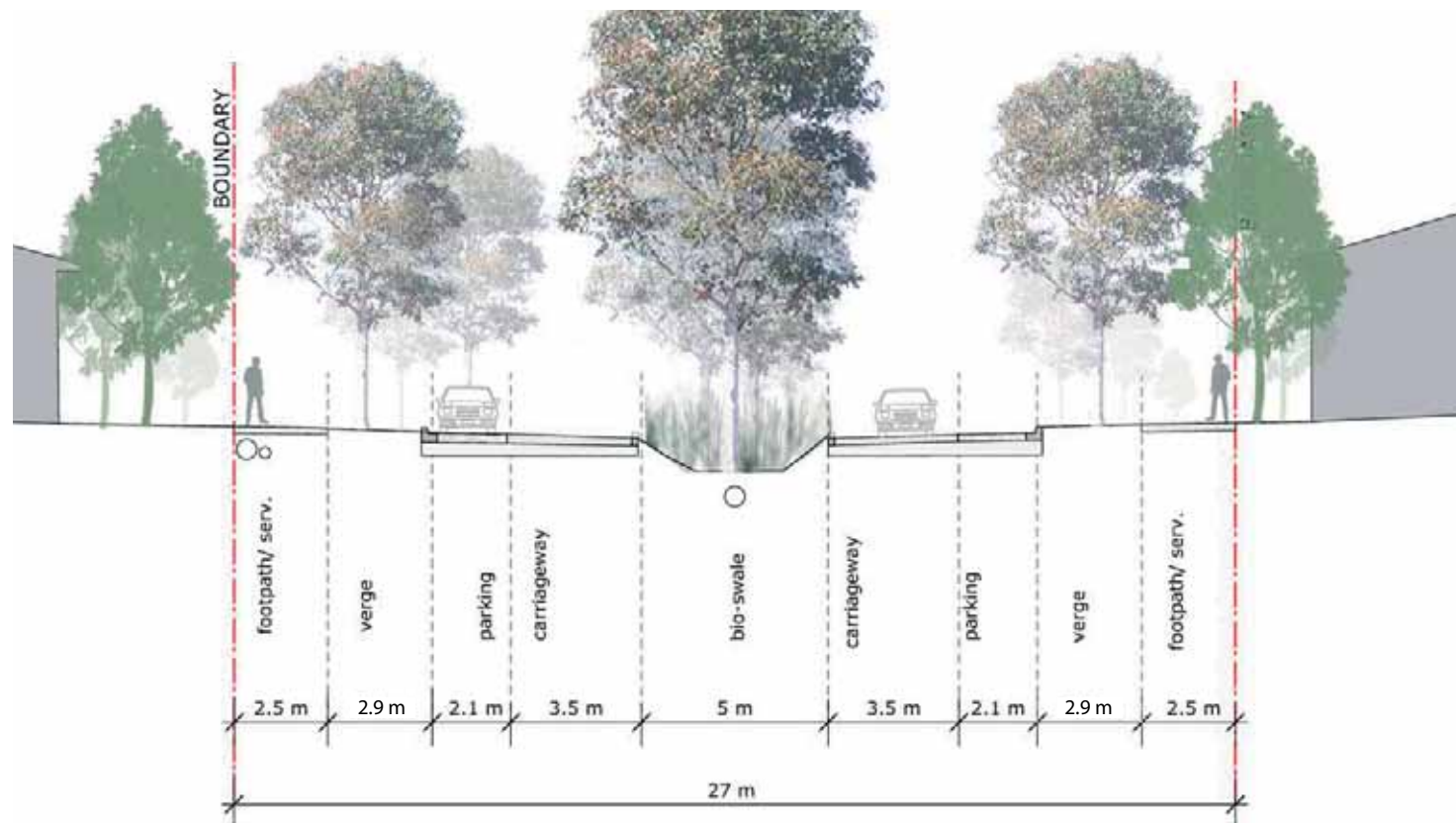




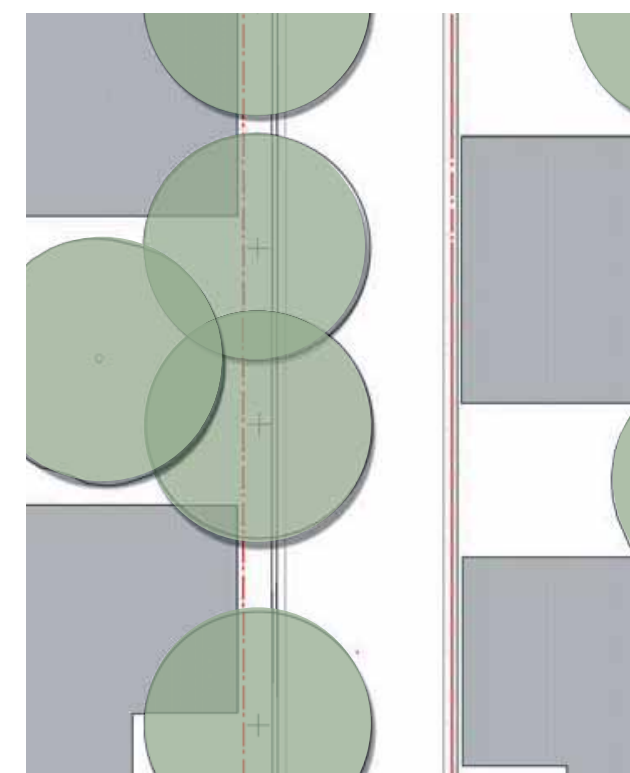
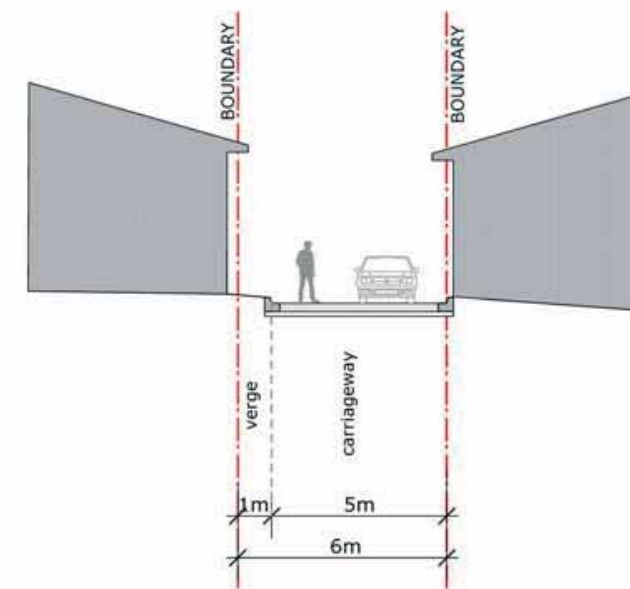
**Street Type C1**  
Entry Street with central swale: 24m wide

Figure B1.2.6 - Street Type C1



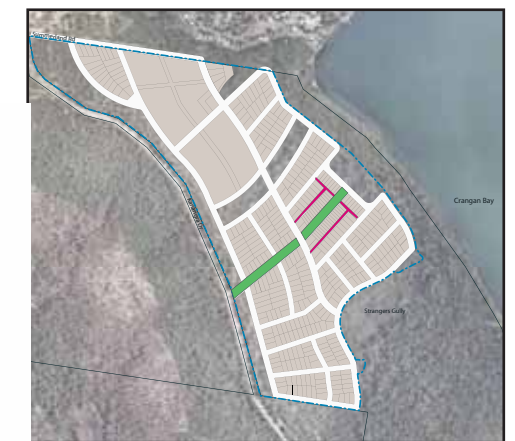
**Street Type C2**  
Entry street with median :27m wide

Figure B1.2.7 - Street Type C2



**Street Type D**  
Lane :6m wide

Figure B1.2.8 - Street Type D



Location plan



## B1.3 Parks and Open Space

There are three key parks on the site. One follows the drainage line, and two are located at the eastern edge of the site, punctuating the bushland edge of the site. All parks will be fully accessible to all members of the community at all times.

**Village Green**

The central park will be the Village Green and will provide for community wide activities and some regional activities. It will be surrounded on three sides by built form. It is to be located on a very flat part of the site at the edge of a steep slope that leads down to the foreshore.

Its character will be as an ordered park, a clearing in the forest with grass and peripheral trees and built form giving a clear definition of urban activities. Its green turfed area will be clearly visible as the focus on the main entry street, and behind it the bushland of the lake's edge. Its location and layout will be clearly legible, as it will be the first point for visitors to orient themselves.

The park will be set out with activity areas at the north and south ends of the park. Two nodes are created, each with differing activity focus. In the centre will be a multi-use grass area, suitable for informal games, but adaptable for local football / cricket matches. At the northern end there will be a setting for family groups with a regional playground and seating and picnic facilities.

At the southern end there will be community activities such as large gatherings and market places.

Amenity will include shade trees, shelters, picnic facilities, seating and a public toilet. A childrens' playground that caters for a diverse range of childrens' activities shall be provided. The park will have easy access from surrounding streets to the park.

For the two nodes at either end of the park there will be clear and universal access to the foreshore which winds down the steep slope.

A stormwater tank will be provided in the park to provide irrigation for the turfed areas.

An illustrative layout of the Village Green is shown opposite.

**KEY**

1. Open turfed area
2. Playground and shade shelter
3. Bushland picnic area
4. Market/community event space
5. Car parking
6. Rainwater storage tank
7. Entry/exit to coastal connector path

Figure B1.3.1 - Village Green