



LOCATION PLAN

LEGEND

- 1.5m Path
- 3.0m Path
- Mass Planting Type 1
- Mass planting Type 2
- Turf Areas
- Tree Planting
- Rubber Softwall
1. Pond
2. School Age Play
3. Toddler's Play
4. BBQ / Picnic
5. Deck
6. Mature Trees
7. Off form Concrete Walls
8. Dam Wall
9. Local Provenance Planting
10. Playing Courts
11. Esplanade
12. Town Square
13. Community Centre
14. Cycle Racks



KEVIN WHEATLEY VC RESERVE - POND AREA

Design Principles

- Embellished Pond to incorporate Bioretention system (to requirements provided by Water Quality Consultant)
- Loop walk with small seating viewing areas
- Provide individual equipped play areas for small and school age children, older children’s playground to provide a range of activities and challenge levels in a setting to integrate with the park landscape
- Pockets of clear trunked tree planting along park edge will maintain open views out and framed views in to the park promoting passive surveillance.
- Passive recreation area, featuring grove of flowering deciduous trees with table settings underneath
- Outdoor courtyards/seating/terrace associated with community leisure facilities
- Performance and gathering space.
- Interpretation and education.
- Incorporation of Public Art

Amenity Elements

- BBQ (2x), Picnic Setting (6x), Bubbler, Bike Racks (4x), Seating Table Bench (4x)

PRECEDENTS: LANDSCAPE CHARACTER & PLAYGROUND



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Project
Airds / Bradbury Renewal
Drawing Title
Kevin Wheatley VC Reserve - Pond

Date
07.10.2011
Scale
1:1000

RILEY PARK 2.3 ha TOTAL

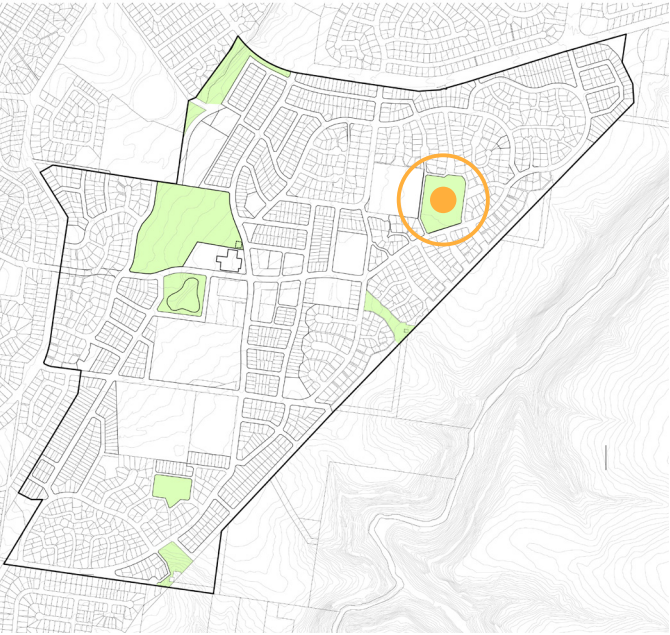
Facilities/Council requirements

1. Playing Fields

- Maintain current 2x international size soccer fields with over runs 5 metres around.
- Synthetic cricket wicket between both fields with adult cricket field fitting within precinct.
- Sporting fields with sub surface drainage and automatic irrigation system,
- Flood lights.
- Min 80 car parking
- Provide fencing in areas required for ball control or security.
- Rebuild - New Amenity building - change facilities, referees room, public toilets, canteen, Play areas
- Younger children's play area located in close proximity of amenity building. Rubber softfall to be used under all play equipment-(no organic mulch). Play area to be fenced.
- BBQ, Shelter and picnic tables associated with children's play area

Design Principles

- Existing playing fields to be retained (size to suit site)
- Oval with batter to low side
- Consider provision of bench seating / viewing banks for spectators.
- Boundary and street tree planting spaced to create interest and difference along the length of the park.
- Tall clear trunked indigenous trees along park edge will maintain open views out and framed views in to the park promoting passive surveillance.
- Pedestrian path linking to school
- Playground utilise existing change in level to create undulating landscape, canopy trees to provide shade and create 'forest' character
- Changing facilities rebuilt and relocated
- Car park (80 spaces) + cycle parking, provide buffer planting along riverside drive



LOCATION PLAN

LEGEND

- | | | |
|--|----------------------|---------------------------|
| | 1.5m Path | 1. Toddler's Play |
| | 3.0m Path | 2. New Amenities |
| | Mass Planting Type 1 | 3. New Car Park |
| | Mass planting Type 2 | a) 40 spaces |
| | Turf Areas | b) 40 overspill spaces |
| | Playing Fields | 4. Seating (6x) |
| | Tree Planting | 5. Cricket Wicket |
| | Rubber Softwall | 6. Practice Net |
| | | 7. BBQ & Shelter |
| | | Picnic Settings (2x), Bin |
| | | 8. Bikes Racks (1x) |



RILEY PARK

Design Principles

- Existing playing fields to be retained (size to suit site)
- Oval with batter to low side
- Consider provision of bench seating / viewing banks for spectators.
- Boundary and street tree planting spaced to create interest and difference along the length of the park.
- Tall clear trunked indigenous trees along park edge will maintain open views out and framed views in to the park promoting passive surveillance. (CPTED Principles)
- Pedestrian path linking to school
- Playground utilise existing change in level to create undulating landscape, fencing requirements to be determined, canopy trees to provide shade and create 'forest' character
- BBQ, shelter and picnic associated with playground
- Changing facilities rebuilt and relocated
- Car park (40 spaces + 40 overflow spaces) and cycle parking, provide buffer planting along riverside drive

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Riley Park

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MERINO PARK 1ha TOTAL

Facilities/Requirements

- child play areas, informal play and run around area
- Playground design to generally to comply to AS4685.1-4 Playground Equipment, AS 4486.1-1997 Playgrounds & Play Equipment Design & installation and AS 4422, 1196 Playground Surfaces. All surfacing used under all play equipment to be rubber softfall (ie no organic softfall).
- Play areas are to cater for a range of age and challenge level generally: toddler to 5yr and infants to 10yr
- 1/2 basketball courts with markings, hoops etc
- Public Domain Furniture is to be of simple and robust materials, vandal resistant and accessible to AS 1428 for relevant items, rubbish bins with appropriate bin inserts
- 2BBQ (electric), shelter and picnic tables associated with children's play area
- Ornamental planting to provide passive recreation opportunities.

Design Principles

- Street tree planting along northern and western edge
- Adequate parallel on street parking along edges
- Reinforce access points: doormat + feature entry planting
- Canopy trees to provide shade and create 'forest' character
- Low native planting along edges
- Run-around grass area, introduce shallow batter along main footpath to redirect straight desire line into slight curve
- Playground (informal play) utilise existing change in level to create undulating landscape, tree planting to provide shade



LOCATION PLAN

LEGEND

- 1.5m Path
- 3.0m Path
- Mass Planting Type 1
- Mass planting Type 2
- Turf Areas
- Tree Planting
- Rubber Softwall
- Decomposite Granite
- Plexipave
1. Seating
2. Shelter & BBQ
Picnic Settings (2x), Bin
3. School Age Playground
4. Basketball Half Court
5. Rip Rap Rock Wall
6. Circular Pavers
7. Car Parking (not priced)
8. Bike Rack (1x)
9. Mature Trees
10. Run around
11. Off form Concrete Walls



MERINO PARK

Design Principles

- Street tree planting along northern and western edge
- Adequate parallel on street parking along edges
- Reinforce access points: doormat + feature tree planting
- Canopy trees to provide shade and create ‘forest’ character
- Low native planting along edges
- Run-around grass area, introduce shallow batter along main footpath to redirect straight desire line into slight curve
- Playground (informal play) utilise existing change in level to create undulating landscape, tree planting to provide shade, fencing requirements to be determined
- Shelter, BBQ and picnic tables associated with children’s play area

PRECEDENTS: LANDSCAPE CHARACTER & PLAYGROUND



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