

Redland City Council

Civic and Open Spaces Infrastructure Manual

Version B 2023

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1. Strategic Context

1.1.0 Purpose

The purpose of this document is to support the effective implementation of Redland City Council's endorsed **Open Space Strategy 2012-2026 (OSS)**, related strategies and policies where applicable. This document includes comprehensive open space planning and design principles, accepted site functions and recreation activities along with associated infrastructure requirements (i.e. standards of service). This information is applicable to Council's strategic open space classifications and aims to provide connected, accessible, diverse and fit for purpose open space networks which deliver improved outcomes for people and wildlife.

Providing access to high quality public open space is well documented as playing a significant role in reducing preventable disease, improving health and wellbeing and improving overall liveability within growing neighbourhoods and emerging communities. The planning and design of public open space is complex and must consider a number of critical elements:

- Local, precinct/district and regional scales (as required)
- Demographics
- Access to public transport, shopping centres, bikeways and/or footpaths and other useful facilities
- Emerging trends (e.g. a change in residential zoning from Low to Medium density)
- Site specific features (i.e. opportunities and constraints)
- Existing open space network provisions and/or shortfalls (e.g. availability of play spaces, sporting facilities, public amenities, condition of existing infrastructure assets, planned Council projects etc.)
- Community expectations
- Overlapping or conflicting infrastructure networks
- Opportunities for innovation
- Provision of green infrastructure to improve amenity and soften hard edges
- Equity and access for existing and future populations

Further to the above, this document also supports the implementation of related Council strategies and plans including:

- **Redlands Coast Wayfinding Strategy 2019** - Defines endorsed way finding experience expectations across Redland City.
- **Council's Detailed Signage Manual** - Supports implementation of Redlands Wayfinding Strategy
- **Redland City Council Seven C's Connection Strategy** - A network of shared use trails connecting residential communities (generators) with destinations (attractors) and meeting our community's desire for more recreational pathways and wildlife corridors.
- **Open Space Asset Services and Management Plan (ASMP)** - Council's 10 year projected renewal and upgrade program which includes identified project sites, latest open space classifications and required standards of service.
- **Redland City Plan 2018** - Open Space Infrastructure Policy and Local Government Infrastructure Plan

More broadly, this document aims to reflect Council's organisational and community objectives described within the **Redland City Corporate Plan 2026 and Beyond**. The Corporate Plan is underpinned by a number of supporting Goals which work towards achieving Council's 2041 Vision - *Naturally wonderful lifestyle* and are listed below:

- » City Leadership
- » Strong Communities
- » Quandamooka Country
- » Natural Environment
- » Liveable Neighbourhoods
- » Thriving Economy
- » Efficient and Effective Organisation

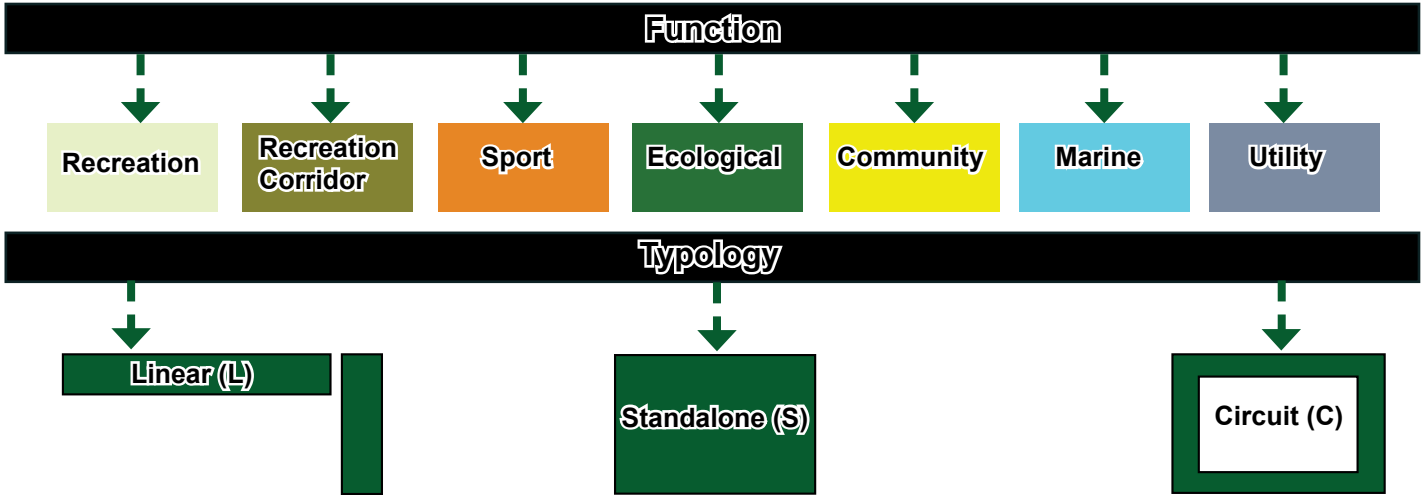
1.1.1 Intended Users

This document is intended for use by built environment professionals such as urban planners and designers, architects, landscape architects, property developers, recreation planners, community members, place managers and other advocates for high quality public open space outcomes. This document uses accepted industry terms and standards, promotes best practice outcomes and provides a framework to empower future planners and designers in prioritization, selection and configuration of infrastructure components across Redland City's open space network.



2. Open Space Classifications

2.1.0 Functions, Typologies and Hierarchies



Hierarchy								
Type	Sub-Type	Name	Size (ha)	Max Grade (%)	Flood	Min Width (m) per Typology	Min Street Frontage (%)	Accessibility Standards (km)
T1	H	Destination Park	5 - 20	20	- Above 2.4AHD. - Predominately above defined flood event levels. - Does not have overland drainage function. Refer to Part 4.4.5 of the Local Infrastructure Plan for more detail.	10(L,C), 100(S)	50	5.0 - 10
T2	H, M	Community Park	2 - 10	20		10(L,C), 100(S)	50	2.5 - 5.0
T3	H, M, E	Neighbourhood Park	0.5 - 2	20		5 (L,C), 100(S)	50	0.5
T4	M, E	Meeting Place	Site specific	20		5 (L,C), 100(S)	50	0.5
T5		Civic Park	Site specific	20		100(S)	50	0.5
All - SMBI			Site specific	20		10(L,C), S(100)	50	0.8 for T3

Type	Sub-Type	Name	Size (ha)	Max Grade (%)	Flood	No. of different sports	Non-sport portion	Accessibility Standards (km)
Regional SP	N/A	Regional sport park	5 - 20	60% of site to be flat	Refer to table above for flood requirements.	Generally more than 2	Max 20%*	5.0 - 10
District SP	N/A	District sport Park	2 - 10			N/A*	Max 20%*	2.5 - 10.0
Local SP	N/A	Tier 2 sport Park	Sport activity specific			N/A*	Max 20%*	2.5 - 5.0
Island SP	N/A	Tier 2 sport Park	Sport activity specific			N/A*	Max 20%*	2.5 - 5.0

Note: *Informal sports activities for general community use, overflow by clubs for practice or games on irregular basis.

2.1.1 Park Hierarchy and Sub-Types

Park hierarchy and sub-types define standards of service and supporting infrastructure requirements for recreation and sport parks. Park sub-types have been introduced to match the number, scale and intensity of sport and recreation activities to the size, shape, values and constraints of the park. It enables Council to meet the needs of the catchment, address shortfalls, provide a diversity of recreation experiences and manage the park network in a sustainable and cost-effective manner.

A summary of park hierarchy and sub-types is outlined below. The park sub-types for each park hierarchy are defined as:

- H – High level of embellishment
- M – Moderate level of embellishment
- E - Essential (refers to a minimal level of embellishment)

Section 6 identifies suitable recreation activities, embellishment standards and infrastructure requirements for each park type and sub-type.

T1(H) - Destination Parks may include attractive natural or historic landscapes, or unique man-made features that make them very popular with residents and visitors. These parks will contain the highest level of embellishment to support high visitation levels, require good public transport access and car parking facilities, and provide signature experiences (e.g. swimming beach, recreational jetty, cafes etc.) unique to its location and setting.

T2 - Community Parks are spread throughout City and fall within a short drive for residents. These parks will eventually connect to City’s cycleway and pedestrian network so that they are easily accessed by all forms of transport. T2 Community Parks offer a variety of activities sufficient to keep visitors entertained for several hours and typically offer higher order and multi-aged play experiences. Public facilities such as barbecues, shelters and public amenities will support extended family and group visits.

T2(H) - Community Parks are intended to achieve a higher level of embellishment through the provision 8-12 recreation activities (refer to activity provision table on page 11). The functional requirements of T2(H) parks require large unconstrained spaces to support an increased number, intensity and scale of recreation activities. For example, all-abilities play, Ramp/Skate/BMX and ceremonial spaces are expected within the T2(H) parks but excluded from T2(M) parks.

T2(M) - Community Parks are generally more constrained with a reduced usable park area and intended to achieve a moderate level of embellishment through the provision of 4-8 recreation activities (refer to activity provision table on page 11). By exception new dog off leash areas (DOLA's) are limited to T2(M) parks allowing Council to sustainably manage the number of these facilities across the city.

T3 - Neighbourhood Parks are generally smaller than T1s and T2s and located within a residential setting. Neighbourhood parks are intended to be located within a comfortable walking or cycling distance of the residential catchment it serves. Neighbourhood parks will have lower levels of embellishment and less intensive recreation experiences to cater for the casual user and recreation needs of a walkable catchment.

T3(H) - Neighbourhood Parks are intended to accommodate 4-7 recreation activities (refer to activity provision table on page 11) of a lower intensity and scale. Physical activity, temporary commercial use and community gardens are expected in T3(H) parks but excluded from lower order neighbourhood parks.

T3(M) - Neighbourhood Parks are intended to achieve a moderate level of embellishment through the provision of 2-4 recreation activities (refer to activity provision table on page 11). Recreation activities identified as suitable for T3(M) parks include a play experience, walking cycling, kick-about and meeting space.

T3(E) - Neighbourhood Parks are designed for a minimal level of embellishment and infrastructure and are limited to 1-3 recreation activities (refer to activity provision table on page 11). Basic play comprising 1-3 play elements, walking and cycling, kick-about and meeting spaces are suitable for T3(E) parks. All parks that are undersized will be generally classified as a T3(E) recognising that smaller sized have a reduced capacity to accommodate recreation activities.

T4 - Meeting Place Parks are small green spaces located within concentrated industrial estates and commercial areas. They serve as meeting points for workers and their families or attractive places to each lunch or take a break. These parks remain seasonably sensitive and provide limited embellishments including seats, bins and water points.

T4(M) – Meeting Place Parks are intended to achieve a moderate level of embellishment through the provision of 2-3 recreation activities (refer to activity provision table on page 11). Picnic facilities are expected within T4(M) parks but excluded from T4(E) parks.

T4(E) – Meeting Place Parks are intended to achieve a minimal level of embellishment through the provision of 1-2 recreation activities (refer to activity provision table on page 11). Meeting spaces and walk and cycling are appropriate for T4(E) parks.

T5 - Civic Spaces are relatively small areas that support organised community events attracting concentrated crowds. Embellishments will include large hard stand areas and limited use of grass. To support events and festivals, these spaces require higher levels of embellishment including seating, water points, lighting, three phase power and public amenities.

Regional Sport Parks – are the highest order sports parks and serve the City’s needs for major sporting activities and facilities. Regional sport parks:

- include several playing fields, indoor multi-purpose courts or specialised facilities
- include large flat open areas that meet sporting code parameters
- include specific facilities for undertaking competitive and organised sport
- cater for a variety of structured or formal sporting activities such as team competitions, physical skill development and training
- generally include the full range of ancillary facilities such as canteens, amenities and change rooms, spectator seating, clubhouses, storage facilities, sports field lighting, three phase power and car parking
- include ancillary recreation activities such as play spaces and picnic facilities
- facilitate free unrestricted access for use as a park or major events (>1500 persons) when formal sporting activities are not being undertaken (e.g. festivals and events etc.).

District Sport Parks - serve the needs of several suburban area catchments. District sport parks:

- include large flat open areas that meet sporting code parameters
- include specific facilities for undertaking competitive and organised sport
- cater for a variety of structured or formal sporting activities such as team competitions, physical skill development and training
- may include several playing fields or specialised facilities that cater for regional sporting events on an infrequent basis
- will generally include canteens, amenities and change rooms, spectator seating, clubhouses, storage facilities, sports field lighting, three phase power and car parking
- include ancillary recreation activities such as play spaces and picnic facilities
- facilitate free unrestricted access for use as a park or community level events (≤1500 persons) when formal sporting activities are not being undertaken (e.g. festivals, events etc.).

Local Sport Parks – serve the needs of several neighbourhood catchments. Local sport parks:

- are smaller sport parks generally providing basic or limited facilities compared to district or regional sport parks
- cater for informal sporting activities for the general community where the land is not leased but may be hired for sport or small community events (≤500 persons)
- include smaller flat open areas that meet sporting code parameters
- may be used as “overflow” where a club needs extra space for training or games on an irregular basis; or by schools for school sport
- facilitate free unrestricted access for use as a park when informal sporting activities are not being undertaken
- may include ancillary recreation activities such as basic play space (1-3 play elements) and small shelters for shade and picnic facilities
- except for indoor courts or centres generally excludes canteens, change rooms, spectator seating, clubhouses, storage facilities, sports field lighting and three phase power.

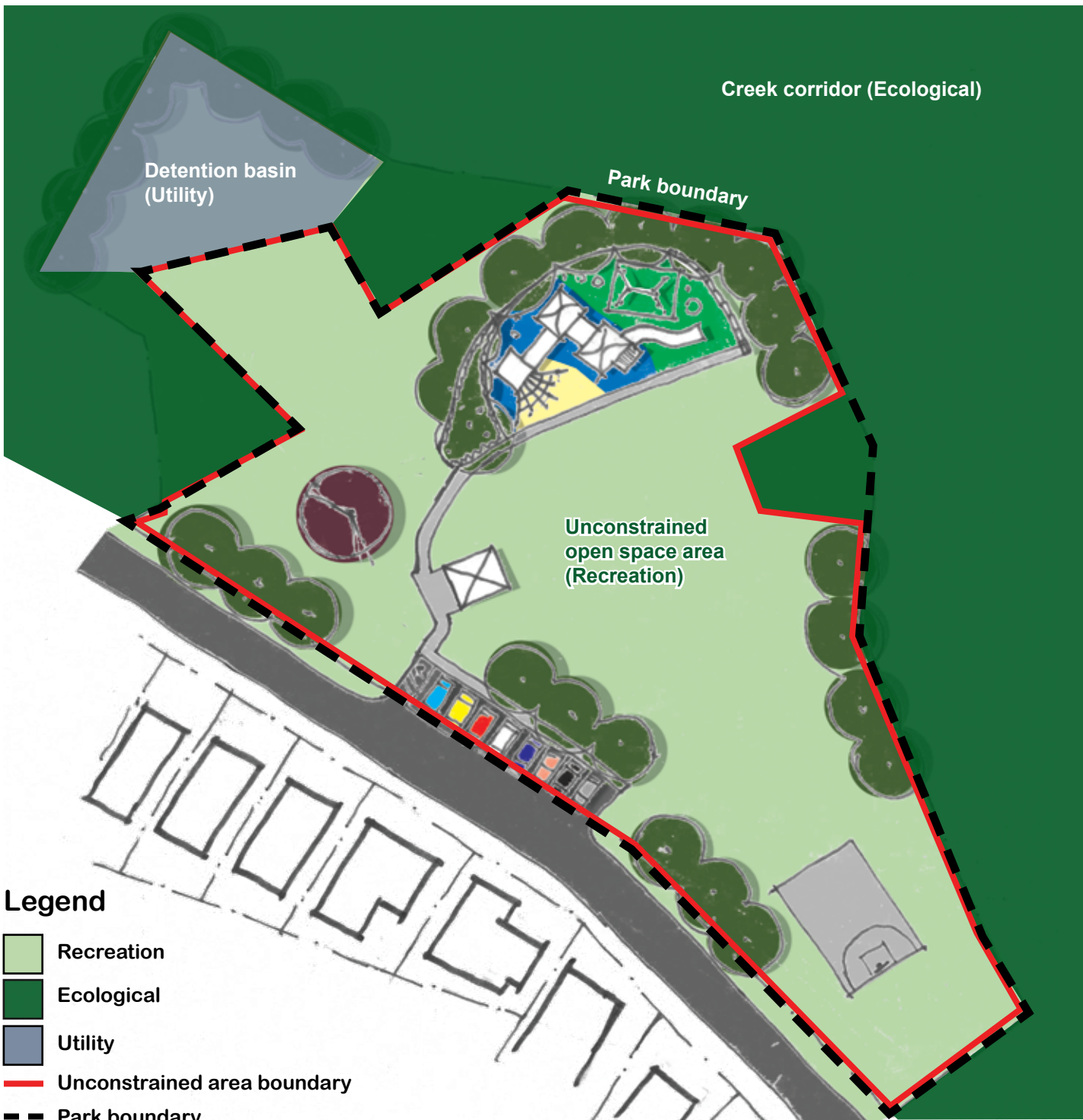
Island Sport Parks - serve the needs of island catchments including SMBI, NSI and Coochiemudlo Island. Island sport parks:

- include large flat open areas that meet sporting code parameters
- include specific facilities for undertaking competitive and organised sport
- may cater for a diversity of sport and recreation activities, community events and emergency facilities
- facilitate free unrestricted access for use as a park or community events when formal sporting activities are not being undertaken.

2.1.2 Open Space functions and park boundary

Public open space includes various open space functions such as recreation park, sports park, amenity reserves, community purpose land, utility land and ecological areas (refer to the Redland OSS 2012-2026 for definitions of open space functions).

The open space functions can impact on the total constrained and unconstrained areas of the park and must be identified early in the design process. This process is required to determine the extent of usable and functional space for recreation and sport activity purposes. Areas within a site required for utility land (e.g. stormwater management infrastructure such as detention basins) are not accepted by Council as recreation parkland and are required to be located outside of the park boundary. However, it is recognised that some open space functions and constraints are compatible with recreation and sport parks and can contribute to the broader values of the park by providing visual amenity, shade and access to nature. Refer to Figure 1 for more detail.



3. Open Space Typologies

There are three key typologies identified within open space classification system which provide recreation functions. The correct typology for a given site should be identified through the context planning phase. A diagram and summary of each typology is provided below:

3.1.0 Linear

The primary purpose of a linear park is to provide a high quality pedestrian and cycle experience linking people to their place and community. This includes high amenity physical connections to standalone parks and other activity generators or destinations such as schools, shops, public transport and employment nodes. Linear parks are limited to the edge of esplanade roads, adjacent but separate to environmental corridors, conservation areas, foreshores and creeks. Linear parks require a dedicated space for walking and cycling and are not supported where intersecting or forming part of large conservation areas or environmental corridors. Pathways, cycleways or tracks and trails can be used to maintain pedestrian or cycle connectivity through sensitive environmental areas.

To maintain public safety, sightlines and passive surveillance linear parks are designed and intended to be highly visible from adjoining streets and residential dwellings. No substantial change in levels or structures such as retaining walls or steep slopes should create visual or physical barriers between linear parks and adjoining streets. To encourage use and activation linear parks should achieve a minimum length of 500m and are not intended to cover short distances. In order to accommodate the limited range of embellishments the preferred width is 10-15 metres. Linear parks cannot be used to compensate for undersized parks or combined with smaller sized standalone parks to meet the minimum land area requirements for recreation parks (refer section 2.1.0).

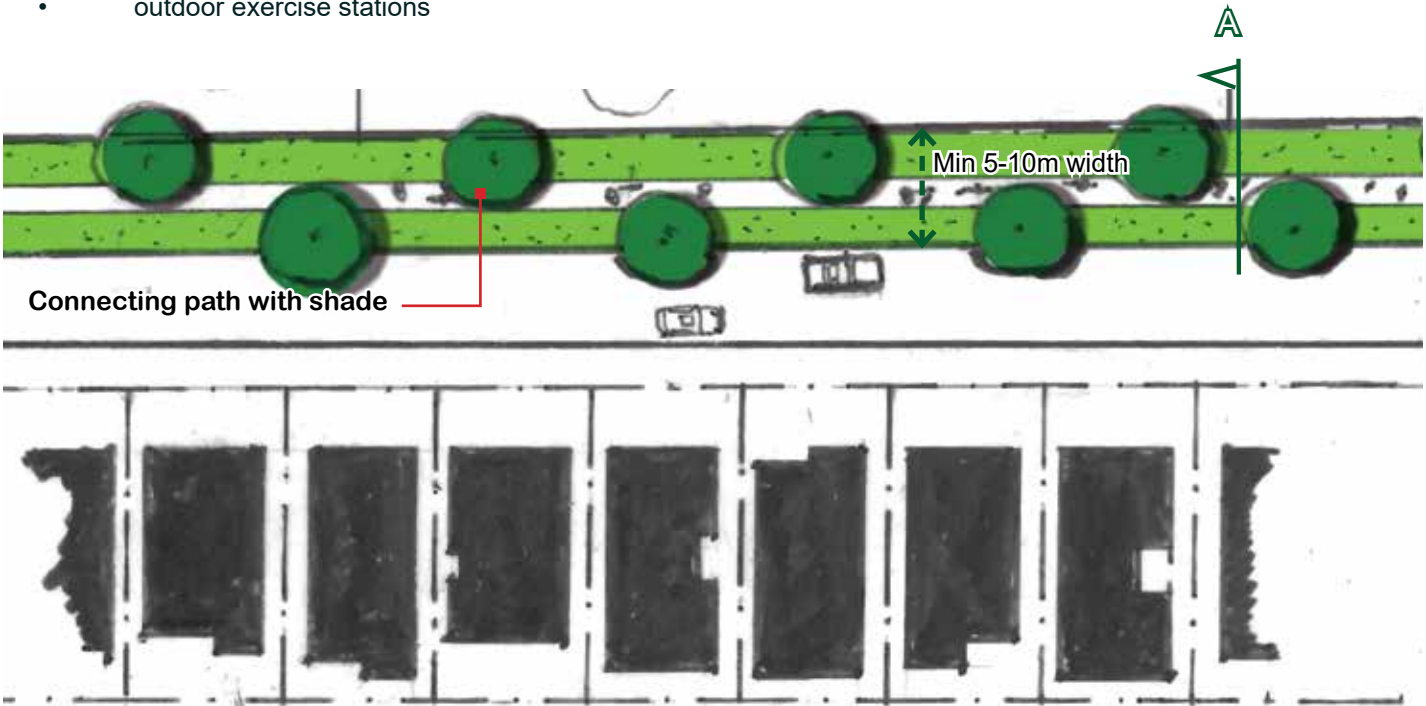
Depending on the park hierarchy and sub type linear parks are designed to accommodate a limited number of recreation activities and a basic level of infrastructure.

Linear parks at the T3 Neighbourhood level (H,M,E) are limited to the following recreation activities and embellishments:

- walking and cycling
- meeting space
- 2.5m-3.0m shared pathway
- seat and tap every 500m (maximum)
- bollards for site delineation
- Park name, interpretative and or regulatory signage

Where space permits linear parks at the T1 Destination (H) and Community Park (H,M) level can include additional recreation activities and embellishments such as:

- access to nature
- physical activity
- 2.5m-3.0m shared pathway
- 1x shelter (aluminium 3m x 3m)
- viewing platforms and or vantage points where adjacent to creeks, Moreton Bay or significant view lines
- outdoor exercise stations



Plan Diagram 1 - LinearTypology

3.1.1 Standalone

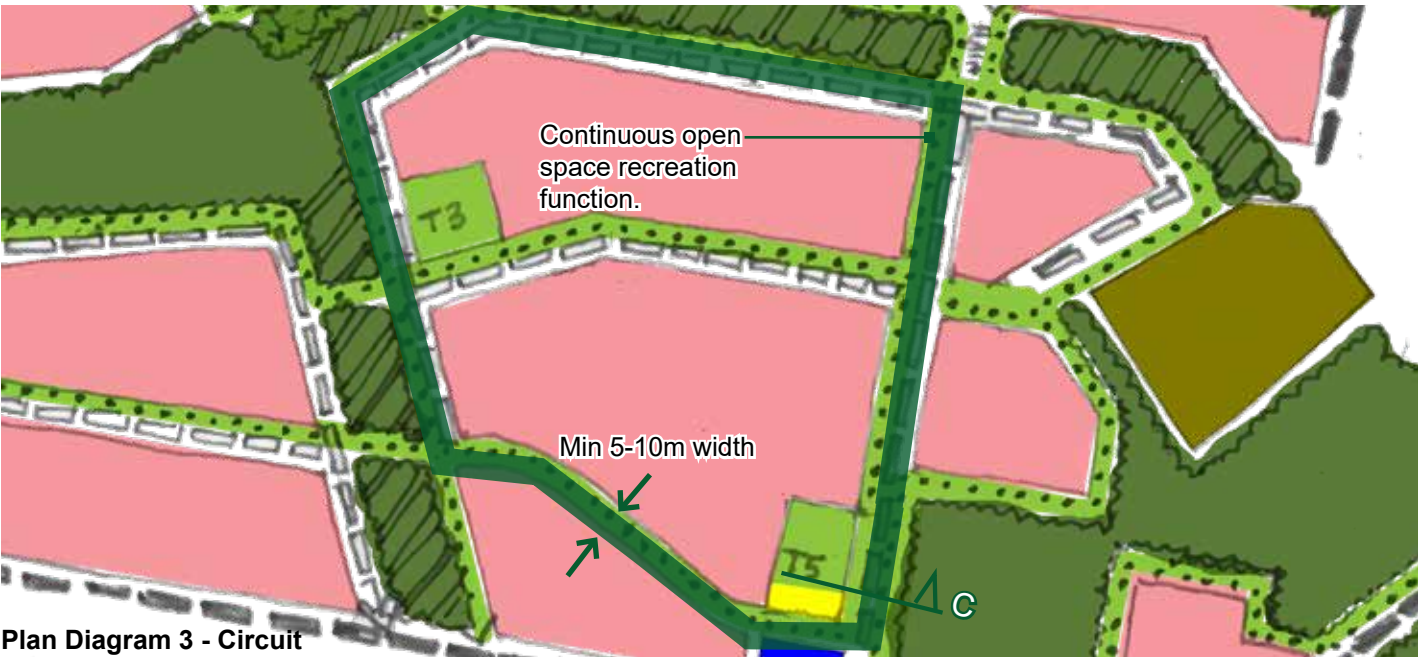
The primary purpose of a Standalone Typology is to provide a centralised hub of recreation activities which require higher levels of space. These typologies are typically located within Recreation and Open Space Zones and may also be connected through adjoining Linear or Circuit Typologies.



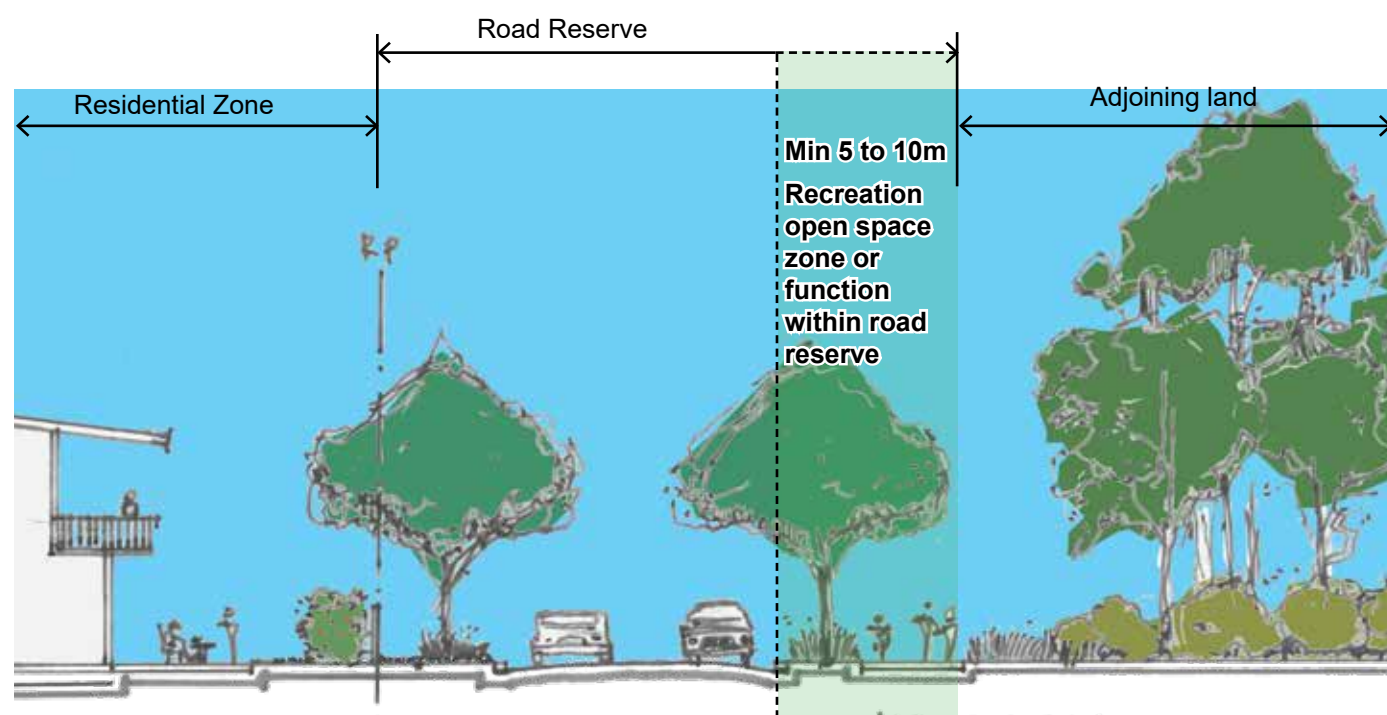
Plan Diagram 2 - Standalone

3.1.2 Circuit

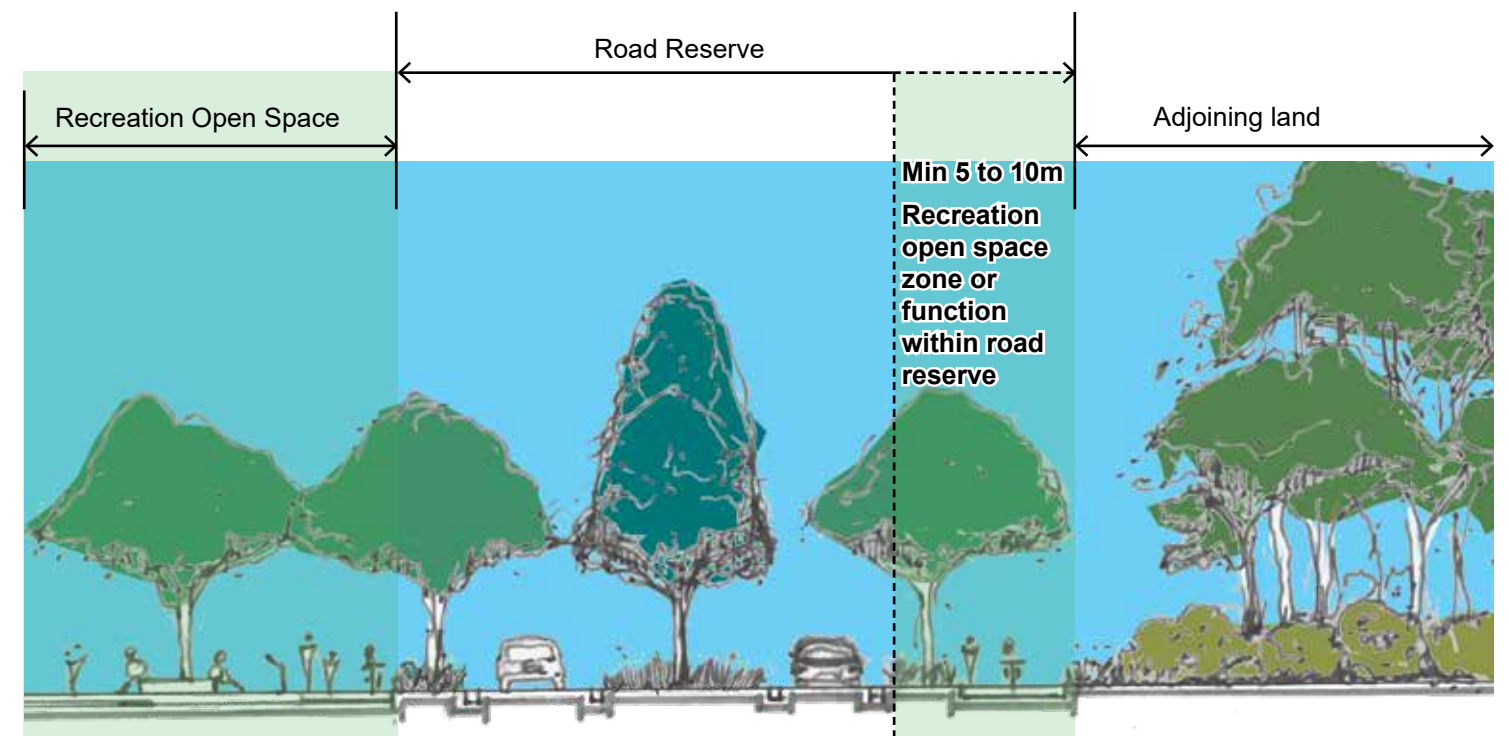
The primary purpose of a Circuit Typology is to improve open space connectivity and pedestrian and cycle experience, reduce car dependency and increase convenient access to multiple residential communities. This park typology assumes a closed loop that can be interrupted by local streets. The limitations on recreation activities and embellishments for linear parks also apply to circuits.



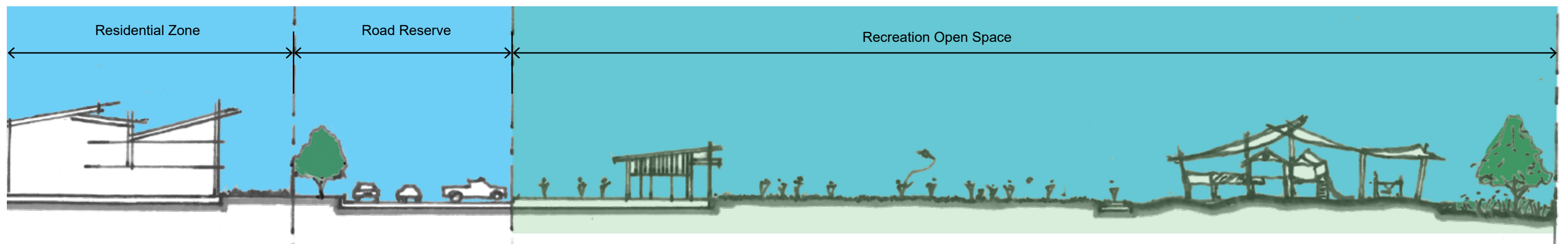
Plan Diagram 3 - Circuit



Section A - Linear Typology



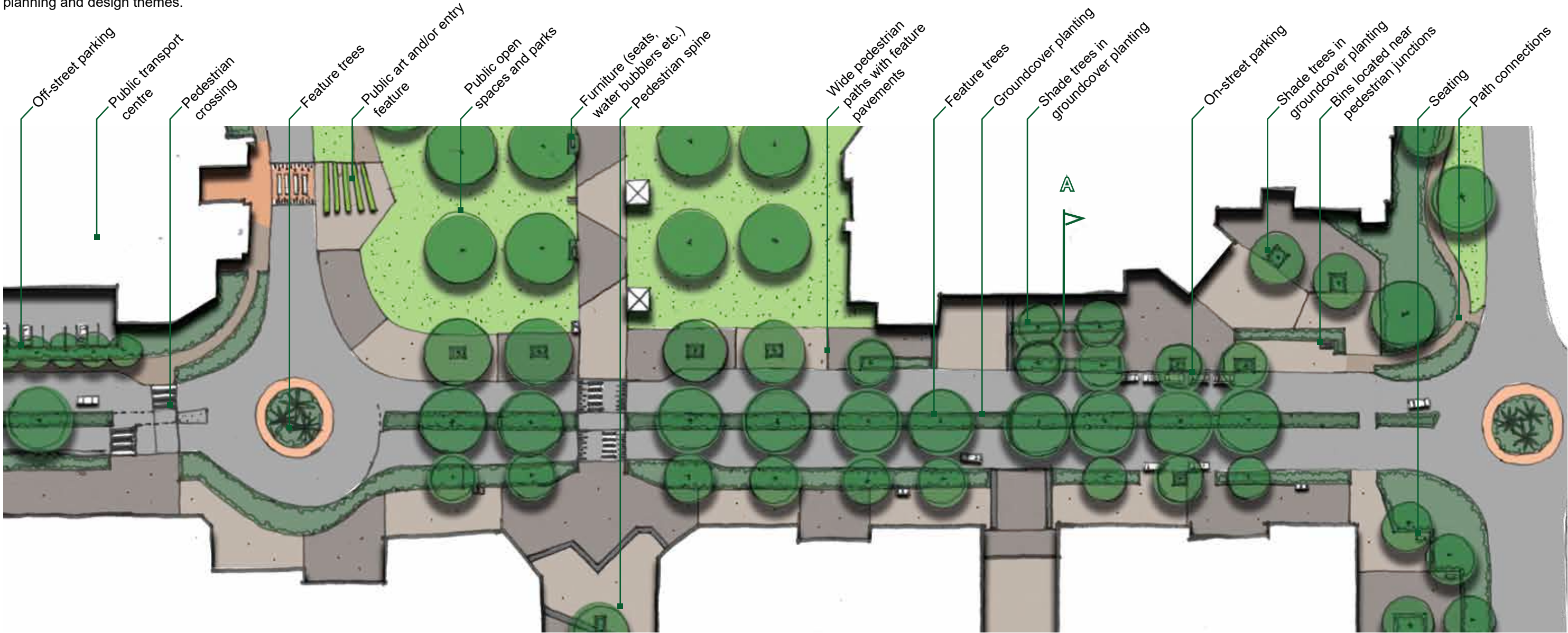
Section C - Circuit Typology



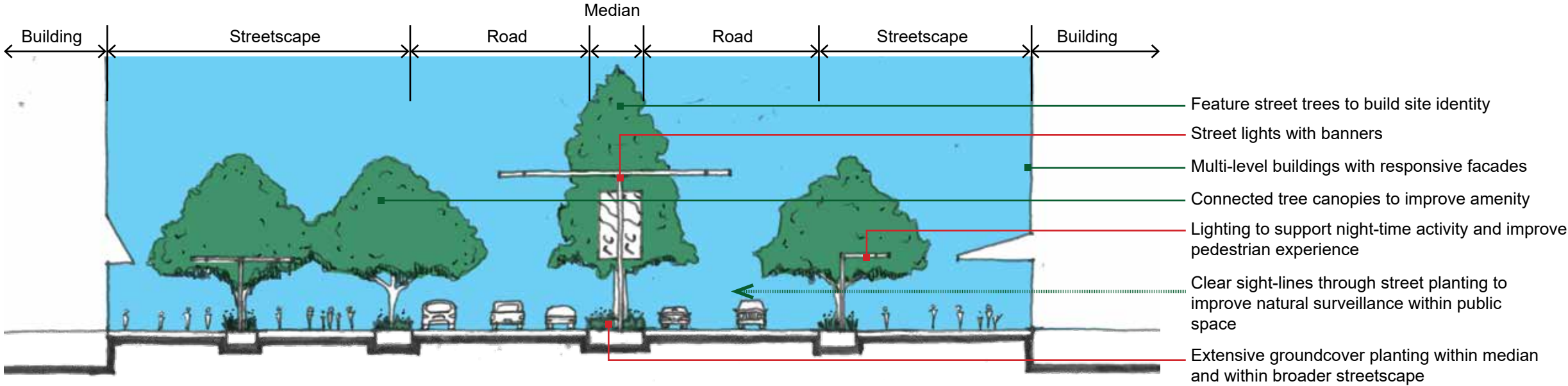
Section B - Standalone Typology

3.1.3 Streetscape - Type 1

This typology is defined through attractive, high quality and pedestrian focused landscaping which reinforces Redland's Coast identity and effectively incorporates strong sub-tropical design outcomes such as planted arbours and cantilevered awnings, green walls, increased street tree planting with connected canopies and extensive groundcover planting. Other elements associated with this typology include major public transport interchanges/centres, public art, large pedestrian spines, connectivity to town squares/plazas and broader open space networks, regular night and day activity and entertainment options, opportunities for civic activation, seating and rest points, reduced vehicle speeds, multi-level and mixed-use buildings, diverse retail options and other commercial drivers. This typology (and/or elements within) are associated with Principal, Major and District centres as explored further in the Redland City Plan (Parts 6.2.6-8). The diagram below demonstrates a number of key planning and design themes.



Plan - Streetscape



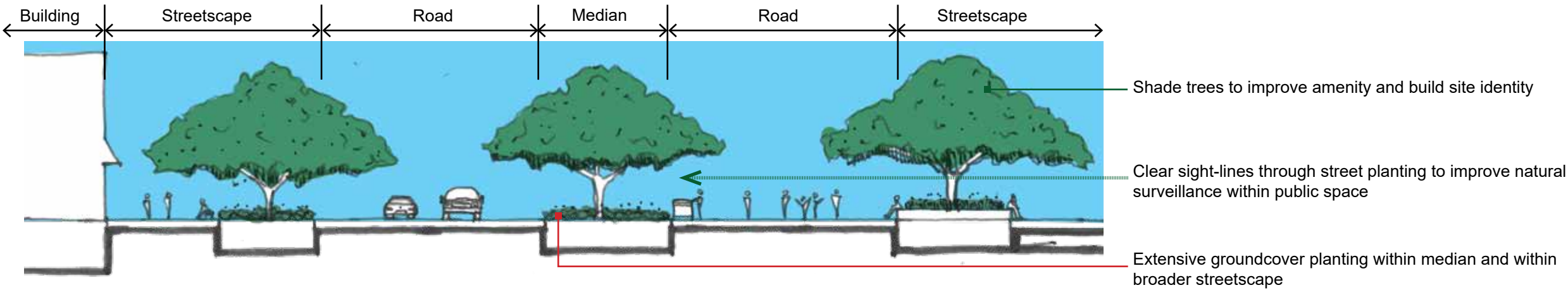
Section A - Streetscape

3.1.3 Streetscape - Type 2

This typology is defined through attractive, high quality and pedestrian focused landscaping which reinforces Redland's Coast identity and effectively incorporates sub-tropical design outcomes such as increased street tree planting and extensive groundcover planting. Other elements associated with this typology include public transport opportunities, connectivity to parks and/or broader open space networks, seating and rest points, reduced vehicle speeds, 'shop-top' style buildings and some retail options suited to a walkable catchment. This typology (and/or elements within) are associated with Local and Neighbourhood centres as explored further in the Redland City Plan (Parts 6.2.9-10). The diagram below demonstrates a number of key planning and design themes.



Plan - Streetscape



Section B - Streetscape

4. Park Planning Process

Designing a new public park requires a detailed understanding of the surrounding catchment (context), the opportunities and constraints of the immediate area (precinct), and the physical characteristics and capacity of the park (site). This process should be followed prior to deciding what embellishments are suitable for the park as part of a development application or internal design process to upgrade or create a new recreation or sports park.

4.1.0 Context Planning

This step requires identification of relevant catchments along with their specific recreation activity shortfalls or duplication for consideration in project scoping and future open space outcomes. Understanding the parks within the relevant catchment is critical including their:

- park hierarchy and sub-type
- open space typology
- current recreation activity and infrastructure provision
- Redland Open Space Strategy 2026 (OSS) recommendation (where available)
- asset management condition (where available)
- Council planned project works (where available)

Other factors that need to be considered within the context of the surrounding area include:

- population demographics
- barriers to pedestrian and cycle movement (e.g. creeks, busy roads, conservation areas)
- walkability (500m-800m)
- accessibility (e.g. paths, public transport stops and nodes etc).
- surrounding land use zones and street pattern
- major activity generators (schools, employment nodes, industrial and commercial centres, tourist destinations)
- master plans or land management plans



Figure 1 - Context planning

4.1.1 Precinct Planning

This step involves identification and critical analysis of local characteristics captured within a defined precinct. The following matters are to be addressed for the park site and immediate area:

- The size, shape and configuration of the park and whether it is consistent with its hierarchy and sub-type
- The extent of constrained land e.g. flooding and environmental values, cultural heritage and impact on usable park area
- open space functions (utility land, community purpose land, ecological areas)
- access issues (terrain and barriers to pedestrian movement)
- adequate street frontage and visibility into the park
- view lines
- pedestrian and cycle desire lines
- vehicular circulation
- adjoining land uses (commercial, medium density residential, industrial)
- sufficient space and flat areas for the proposed recreation activities
- buffer or edge treatment
- land contamination or proximity to noxious or noisy activities
- potential recreation activities and setback requirements to adjoining residential lot boundaries, roads and waterbodies

The outcome of this analysis will underpin future park plan or landscape concept design process. Figure 2 provides an example of a precinct plan however, does not provide sufficient detail for a park plan or landscape concept plan.

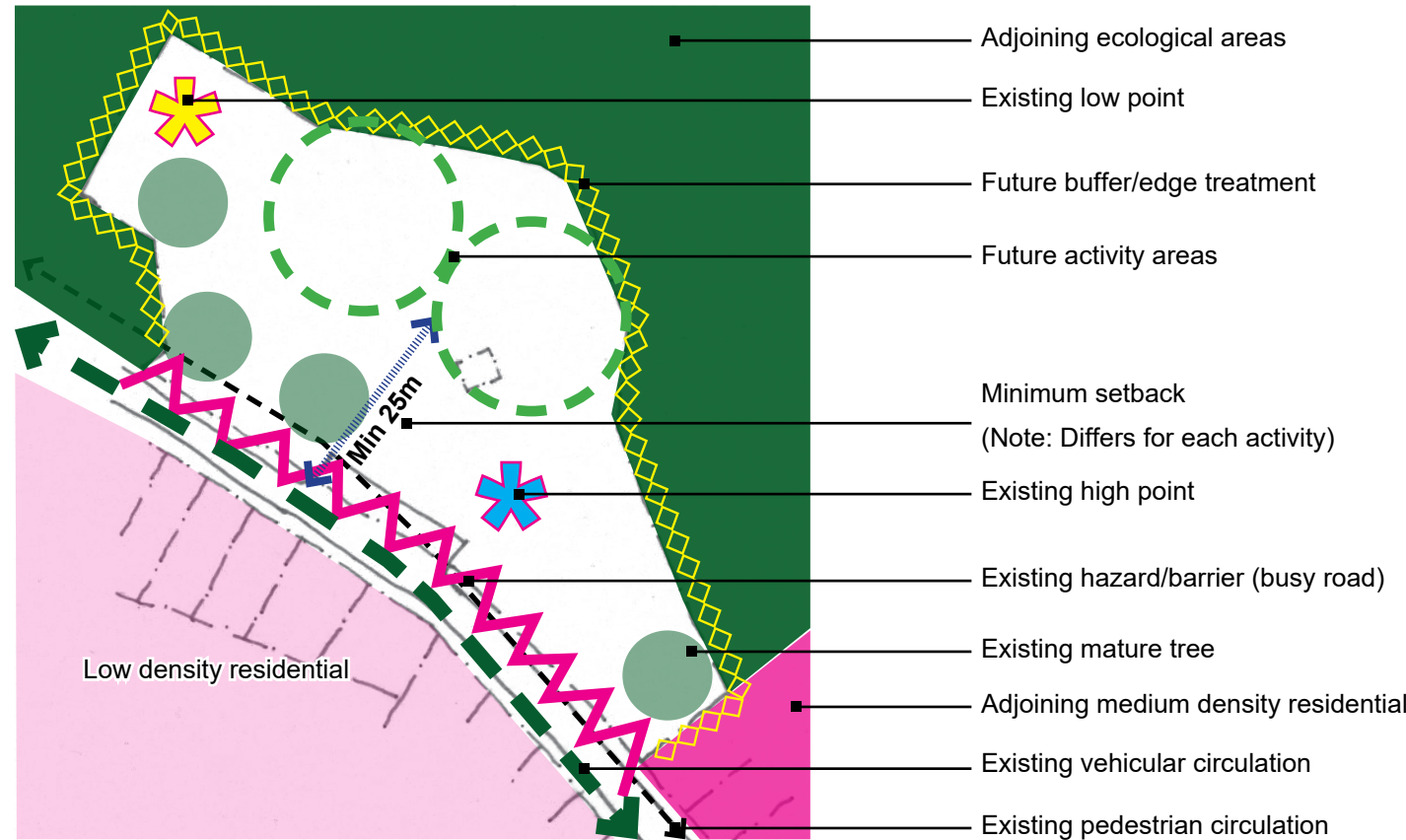


Figure 2 - Precinct planning

4.1.2 Park plan or landscape concept plan

4.1.2 Park plan or landscape concept plan
Creating a new park or upgrading an existing park requires a detailed park plan or landscape concept plan. The park plan or landscape concept plan will provide sufficient detail to demonstrate that the park can perform and function in accordance with its intended hierarchy and sub-type. Existing site and future design outcomes are required to be shown at this stage.

- Existing site
- property boundaries, fences and retaining walls
 - existing buildings including adjacent properties
 - contours and drainage lines
 - kerb line and all structures and trees within the verge
 - existing trees including species, condition and approximate height
 - major overhead or underground services
 - existing easements, leases or licences to occupy

- Future design outcome
- plans and sections showing new park facilities, equipment and furniture
 - suitable embellishments i.e. size, scale and intensity of recreation activities
 - recreation activities meet end user requirements
 - sufficient space and flat areas for recreation and sport activities
 - compatibility between recreation activities
 - landscaping and surface treatment in terms of shade trees, turf, ground cover, and plant species suited to the local micro-climate
 - pathways and toilet facilities provide equitable access
 - supporting infrastructure such as bollards, seats, taps, signage, lighting, pathways
 - suitable car parking facilities and bus parking (where applicable)
 - park furniture and equipment is durable and can be maintained in a cost effective manner

Adequate due diligence and stakeholder engagement is required to inform the preparation of the park plan or landscape concept plan. The outcome of this process underpins future detailed design and construction documentation phases and cost estimations. Park plans or landscape concept plans may support a development application for material change of use (MCU) or reconfiguration of a lot (RAL). Minimum requirements for a park plan or landscape concept plan include:

- title and date
- legend
- property address and lot and RP number
- plan identification number
- version and amendment table
- name and contact details of designer
- MCU or RAL application/permit number
- North point orientated north on the page
- Scale including a scale bar
- Legible at A3 size
- PDF Electronic format
- Plant and or equipment schedule

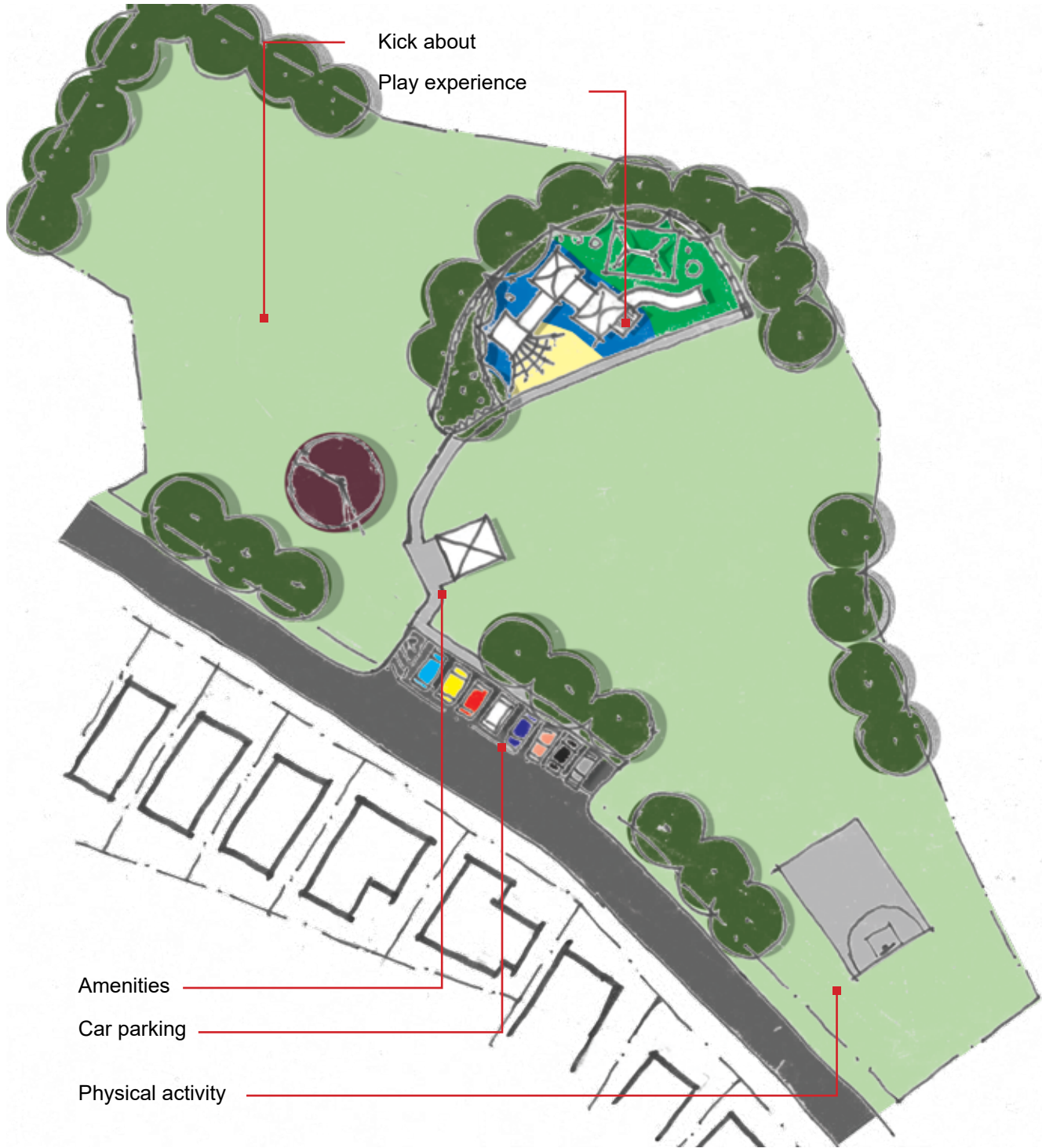


Figure 3 - Concept design

5. Design Principles

5.1.0 Character

Redland City is composed of a rich and diverse landscape tapestry which together, provides a distinct and unique set of character zones as outlined below;

- 1. Nature
- 2. Villages
- 3. Water

Character zones are represented through a number of colours and themes within Council's approved Wayfinding Strategy, Detailed Signage Manual and the Civic and Open Space Infrastructure Manual.

5.1.1 Place

Providing recognisable, inviting, friendly, safe, comfortable, interesting and easily accessible destinations creates a strong sense of place. A strong sense of place builds site character, celebrates unique site features, supports healthy and active lifestyles, encourages civic activation and enhances visitor experience.

5.1.2 Naming

Park name signage forms a critical component of the broader way finding experience across the City. All parks are to be named in accordance with Council's Park Naming Guideline (GL-3004-003), Council's Wayfinding Strategy, Detailed Signage Manual and associated Standard Details.

5.1.3 Delineation

Establishing effective site boundaries elevates identity and delineation, reinforces public ownership, mitigates risk, deters anti-social or unlawful behaviour, enhance security and can minimise unexpected maintenance expense. Site delineation can be achieved through bollards, trees and planting, boulders, kerbs or combinations of such elements. Delineation can also assist in mitigating harsh edges or interfaces through reducing visual impacts, effectively transitioning materiality and improving aesthetics.

5.1.4 Way finding

Directional and interpretative signage provide opportunities for safe, inclusive, interesting and efficient travel throughout open space networks. Refer to Council's Wayfinding Strategy Detailed Signage Manual and associated Standard Details for more information.

5.1.5 Water points

Water points provide increased site amenity, flexibility and functionality within open space networks. The location of water point (e.g. water bubbler) should aim to reduce obstructions to pedestrian circulation and consider maintenance requirements. The below table provides a summary of required water point provisions for open spaces.

Item	Context	Rate of Provision	Placement
Water bubbler	Pathways	1 per 500m	Adjacent to shade trees and paths.
Water bubbler	Parks	1 per 2500m2 (minimum)	Adjacent to shade trees, paths and/or activity nodes. <u>Do not</u> place within 10m of play space if along pathway.
Maintenance tap	Parks	Subject to individual site requirements.	As specified by Council's Parks and Conservation Unit.
Note: Refer to Schedule of Embellishment for further detail.			

5.1.6 Bins and dog waste bag dispensers

Bins should be placed in Destination, Community and Civic Parks only and should be positioned at path junctures near waste generating activities (e.g. picnic area). Dog waste dispensers should be placed onto bin enclosures where dog recreation is permitted or encouraged only.

Bins can be installed along significant pedestrian pathways (e.g. a foreshore linear park) where pathway [itself] is elevated above and/or separate to other considerations such as park type. Bin placement spacing should be no closer than 500m and no further than 1000m and should consider existing site factors such as proximity to waste generating activities and/or existing service availability.

5.1.7 Public amenities

Public amenities should be located in areas which aim to reduce obstructions to pedestrian circulation, address Crime Prevention Through Environmental Design principles, mitigate adverse impacts on adjoining residents where possible and consider existing maintenance requirements. Public amenities must comply with AS1428 and National Construction Code of Australia. The below table provides a summary of public amenity provision requirements for open spaces:

Item	Context	Rate of Provision	Placement
Type A - 2 cubicle (unisex accessible, ambulant)	Cycleway or Shared Path	1 per 1.5km	Adjacent to paths.
Type B - 6 cubicle (unisex accessible, ambulant)	Destination Parks	1 per site	Adjacent to paths and in within 50m to majority of activities
Type C - 2 to 4 cubicle (unisex accessible, ambulant)	Community Parks	1 per site	Adjacent to paths and in within 50m to majority of activities
Type D - 2 cubicle (unisex accessible, ambulant)	Civic Spaces	1 per site	Adjacent to paths and in within 50m to majority of activities
Note: Refer to Schedule of Embellishment for further detail.			

5.1.8 Accessibility

Where possible and subject to existing site conditions, provide equitable access to and throughout path systems in accordance with AS1428 and National Construction Code of Australia. All new pathways should adjoin existing pavements smoothly. Trails and tracks located in natural areas should be provided in accordance with AS2156.1.

5.1.9 Connectivity

Paths build pedestrian connectivity and livability within open space networks through providing critical linkages between people and place. Refer to Redland City Plan Planning Scheme Policy 2 - Infrastructure Works for further information. The below table provides a summary of accepted path outcomes:

Item	Function	Typology	Hierarchy	Material	Width (m)
Shared path	Recreation	Standalone	T1 to T5	Concrete	2m to 2.5m
Standard path	Access	Road Reserve	Not applicable	Concrete	1.5m (min)
Cycleway and/or high order shared path	Recreation and/or commuter	Linear, Circuit	T1 to T3	Concrete	3m to 5m
Large pavement area	Recreation	Standalone, Linear, Circuit	T4, T5	Concrete	Subject to site requirements.
Trails / tracks	Ecological	Standalone	Not applicable	Earth, gravel & hardwood timber	Subject to site requirements.
Note: Refer to Schedule of Embellishment for further detail.					

5.2.0 Car parking

Provide car parking in safe and accessible locations, either On-street or Off-street. Parking must comply with AS/NZS 2890 (Set):2009. Refer to Redland City Plan (Part 9.3.5 - Transport, servicing, access and parking code) for further information. The below table provides a summary of accepted parking outcomes:

Park Hierarchy	No. of car spaces	No. of bus spaces	No. minibus spaces
Destination Parks*	30 to 50	2	0
Community Parks*	10 to 30	Nil	2
Neighbourhood Parks	Nil	Nil	Nil
Meeting Place	Nil	Nil	Nil
Civic Spaces*	10 within 50m of site	Nil	Nil
Ecological Parks*	10 to 30	Nil	Nil
Aquatic/swimming	15 per 100m2 gfa	Subject to site	Subject to site
Tennis	4 per court	Subject to site	Subject to site
Court sport (not tennis)	20 per court	Subject to site	Subject to site
Football, Cricket & Hockey	50 per field	Subject to site	Subject to site
Lawn bowls	30 per green	Subject to site	Subject to site
* Technical study required to determine final or alternate car parking requirements			

5.2.1 Lighting – Public Spaces

Provide lighting for safety, amenity, convenience and way finding purposes where required. Lighting will suitable for pedestrian areas (Category P) and installed along pedestrian pathways and within public activity areas in accordance with AS1158.3.1. Lighting subcategories will remain subject to site specific studies, risk assessments and detailed design. Light poles must be galvanised to AS/NZS4680 and maintain a 50 year minimum lifespan with finish remaining subject to site context, detailed design requirements and Schedules of Embellishment (Refer Appendix ABC). Poles must also be capable of supporting banners and security cameras and must maintain adequate clearance.

All lighting installations must comply with AS/NZS1170.2 and AS/NZS4676 and remain subject to the completion of detailed design. All footings and foundation details must be certified by currently Registered Professional Engineer of Queensland (RPEQ).

The locations of lighting poles should aim to reduce obstructions to pedestrian circulation, minimise adverse impacts on adjoining residents (e.g. excessive glare) and consider existing maintenance requirements (e.g. mowing operations). The table below includes a number of common sports seen across Redland City.

Park Hierarchy	Context	Purpose	Illuminance (lux)	Placement and type
Destination Parks	Pathways and public activity areas	Safety, amenity (extended hours of usage) and way finding.	Refer AS1158.3.1	Subject to detailed design
Community Parks	Pathways and public activity areas	Safety, amenity (extended hours of usage) and way finding.	Refer AS1158.3.1	Subject to detailed design
Neighbourhood Parks*	Pathways	Safety or way finding	Refer AS1158.3.1	Subject to detailed design
Meeting Place*	Pathways	Safety or way finding	Refer AS1158.3.1	Subject to detailed design
Civic Spaces	Pathways and public activity areas	Safety, amenity (extended hours of usage) and way finding.	Refer AS1158.3.1	Subject to detailed design
Note: * By exception only. All poles 3m or greater require building approval.				

5.2.3 Shade

Providing shade enhances landscape amenity, extend hours of use and contribute to reducing negative health impacts on park visitors. Shade item locations should aim to reduce obstructions to pedestrian circulation and consider ongoing maintenance requirements (e.g. trimming, root invasion etc.). Refer to Redland City Plan, Part 9.3.3 - Landscape code for further information regarding shade trees. The below table provides a summary of shade requirements:

Item	Context	Purpose	Rate of Provision	Placement
Tree	Pathways and parks	Shade	Parks -1 per 400m2 of site area (minimum). Pathways – 1 per 10m (minimum).	Offset 1000m from hardstand/pave-ment edges.
Tree	Village Centres / Street-scapes	Shade	1 per 10m of road frontage.	To building frontages. Ensure that mature canopy spread remains a minimum of 1500mm from building gutters.
Tree	Car parking	Shade	1 per 4 car parking spaces.	Centrally placed planting areas with minimum width of 2000mm.
Shelter Structure / gazebo	Pathways and parks	Shade	1 per 5000m2 (mini-mum).	Where no natural shade options available and/or specific activities require extended hours of use and protection from adverse weather conditions.
Note: Refer to Schedule Embellishment for further detail.				

5.2.2 Lighting – Sports fields

The provision of lighting to indoor and outdoor places where sport is to be played must comply with AS2560 and AS4282. Light poles must be galvanised to AS/NZS4680 and maintain a 50 year minimum lifespan with finish remaining subject to site context, detailed design requirements and Schedules of Embellishment (Refer Appendix ABC).

All lighting installations must comply with AS/NZS1170.2, AS/NZS4676 and AS2560 (full set) and remain subject to the completion detailed design. All footings and foundation details must be certified by currently Registered Professional Engineer of Queensland (RPEQ).

The locations of lighting poles should aim to minimise adverse impacts on adjoining residents (e.g. excessive glare) where possible and consider existing maintenance requirements (e.g. mowing access, emergency vehicle access etc.). The table below includes a number of common sports seen across Redland City.

Function	Context	Sport	Grade	Level of Play	Illuminance (lux)	Placement and type
Sports	Playing fields	Football (all codes).	Amateur and Semi-professional	Ball and physical training, club competition and match practice.	50 - Ball and physical training. 100 to 200 - Club competition and match practice.	Subject to detailed design
		Baseball and Softball		Club competition or bat/ball training.	250 – Infield horizontal 150 – Outfield horizontal 200 – Infield vertical 75 – Outfield vertical	Subject to detailed design
		Cricket		Ball and physical training, club competition and match practice.	100 - Non-body contact training. 200 to 300 - Club competition and match practice or as specified otherwise.	Subject to detailed design
		Outdoor Netball and Basketball		Recreation or training and competition with few spectators.	100	Subject to detailed design
Note: Refer park classifications and associated Schedule of Embellishment for clarification. All poles 3m or greater require building approval.						

5.2.4 Seating

Seating provides opportunities for rest and socialisation along pathways and within open spaces. Seating locations should aim to reduce obstructions to pedestrian circulation and consider existing maintenance requirements (e.g. mowing access). The below table provides a summary of seating provision requirements for parks and open spaces.

Item	Context	Rate of Provision	Placement
Bench seat	Pathways	1 per 500m (maximum)	Along pathways and adjacent to shade trees and water bubblers.
Platform seat	Parks	3 per 5000m2	Adjacent to activity nodes
Bench seat	Parks	3 per 5000m2	Adjacent to activity nodes
Table	Parks	2 per 5000m2	Adjacent to activity nodes
Note: Refer to Schedule of Embellishment for further detail.			

6. Activity Provision

6.1.0 Selection

There are a range of certain activities which may be considered across defined park heirarchies . Please see a summary of accepted activities:

Activities		Recreation Park Type					Park Sub-Types		
		T1	T2	T3	T4	T5	H	M	E
	Play experience	Yes	Yes (H/M)	Yes (H,M)	No	Yes	Embellishment Levels H = High M = Moderate E - Essential		
	All-abilities play	Yes	Yes (H)	No	No	No			
	Basic play	Yes	Yes	Yes	No	No			
	Events or festivals	Yes	Yes (H/M)	No	No	Yes			
	Access to nature	Yes	Yes (H/M)	No	No	No			
	Physical activity	Yes	Yes (H/M)	Yes (H)	No	No			
	Walking/cycling	Yes	Yes (H/M)	Yes (H/M/E)	Yes (M/E)	Yes			
	Ramp/Skate/BMX	Yes	Yes (H)	No	No	No			
	Ceremonial	Yes	Yes (H)	No	No	No			
	Picnic	Yes	Yes (H/M)	No	Yes (M)	No			
	Kick about	Yes	Yes (H/M)	Yes (H/M/E)	No	No			
	Temporary commercial	Yes	Yes (H/M)	Yes (H)	No	Yes			
	Community gardens	No	No	Yes (H)	No	No			
	Dog off-leash	No	Yes (M)	No	No	No			
	Sport	No	No	No	No	No			
	Meeting	Yes	Yes (H/M)	Yes (H/M/E)	Yes (M/E)	Yes			
	Community function	Yes	Yes (M/H)	No	No	No			
Acceptable number of activities		7-13	8-12 (H) 4-8 (M)	4-7 (H) 2-4 (M) 1-3 (E)	2-3 (M) 1-2 (E)	3-5			

6.1.1 Descriptions

Play Experience

Play is a process which is generally unstructured or free-flowing, personally directed and motivated. It plays a critical role in the mental and physical development of children and young people and provides opportunity to build self- identity, self-respect, confidence, creativity and risk assessment capabilities.

- All-abilities play: provides a fully inclusive play experiences suited to various ability levels and sensory perceptions.
- Basic play: is limited to one to three small play elements and a footprint of approximately 40m². Play elements should be designed and located to minimise whole of lifecycle costs and maintenance requirements.

Walking/cycling

Walking is the most popular form of physical activity by a substantial margin. People are increasingly trying to incorporate walking into their daily activities so they can obtain fitness benefits while going about their daily tasks. Examples include walking to the shops to obtain a few groceries or walking children to and from school.

Sport

Council will work with sporting clubs, schools and sport and recreation clubs and providers to encourage a relatively even distribution of the most popular sporting activities across the city. Facilities are to be provided in areas with primary sport functions.

Ramp/Skate/BMX

A wheeled play space is a concrete ramp park for skateboards, scooters, bikes and in-line skates or a series of dirt jumps or a BMX track for off-road bicycles. It is important that the designs cater for beginners to advanced users either at the one location or across several facilities in close proximity so that users can grow their skills and continue to challenge themselves.

Ceremonial

Council-provided wedding and ceremony spaces are an alternative to a church, registry office, restaurant or similar venue. The space may be formal with a rotunda or building for the ceremony through to less formal spaces with no buildings.

Picnic

Facilities required to support extended picnic gatherings include shade (natural or artificial), tables and seating, barbecues, water and open spaces for running, ball kicking, frisbee throwing or similar.

Meeting

Meeting spaces may be located along pathways or within industrial estates and include seating opportunities, shade and possibly water bubblers.

Kick about

Provides a break in busy lives for relaxation, fresh air and/or exercise within nature. This activity is supported through the provision of trails, paths and view points. Access to this activity will be provided through existing pedestrian network, but may require car parking facilities in some cases.

Commercial

Redland City Council, in conjunction with its community and business stakeholders, is committed to ensuring appropriate, sustainable uses of public open spaces in Redland City. This activity is to be provided within Council owned and managed land only and remains subject to Council’s Temporary Use of Public Open Space Policy (POL-3030) and Guideline (GL-3030-001).

Community gardens

Community gardens can fulfil a variety of functions in addition to food production, including the enhancement of healthy lifestyles and good nutrition, reduction in social isolation, encouraging a sense of place, improving local food security and management of public spaces.

Dog off-leash

These areas are fenced or unfenced and provide legal venues for dog-owners to let their dogs run off leash and socialise with other dogs.

Access to nature

Provides a break in busy lives for relaxation, fresh air and/or exercise within nature. This activity is supported through the provision of trails, paths and view points. Access to this activity will be provided through existing pedestrian network, but may require car parking facilities in some cases.

Events or festivals

Council recognises festivals and events as an essential part of the City’s cultural, social, environmental and economic sustainability of the Redlands. Supporting infrastructure would typically include access to power, water, large congregation spaces and internal roads which support emergency service access.

Physical activity

Physical activity is any activity that gets the body moving and raises the heart rate above the normal daily activity level. Examples of physical activity include walking, jogging, swimming, cycling, gardening, yoga, tennis, martial arts and netball. Hanging out the washing or ironing clothes is not classed as physical activity.

Community functions

Provision of buildings and infrastructure for use by community organisations.

6.1.2 Requirements

A number of specific design requirements including minimum setbacks, critical elements and construction standards must be adequately addressed throughout the design process and are outlined below:

Activities	Design Requirements
 Play experience  All-abilities play  Ramp/Skate/BMX	Minimum Setbacks: • 25m from nearest road (i.e. taken from back of kerb). • 25m from nearest water bodies (e.g. creeks, ponds etc.) • 20m from nearest residential property boundaries. • 40m from nearest residential property boundaries (i.e. for Ramp/Skate/BMX facilities only). • 20m from nearest dog off-leash facilities. • Note: Where minimum setbacks are not possible, incorporate fencing and/or other similar barriers. Critical Elements: • Play experiences need to provide a diverse range of activities suited to different age and skill levels. • Physical activity should primarily cater for teenagers through to adults (of all ages and skill levels). • Provide water bubblers, shade and seating within 20m of activity clusters. Note: Do not place water bubblers (with dog bowls) within 10m of play spaces. • Provide convenient access to public amenities facilities where possible (i.e. within T1, T2, T5 and Sport parks). • Provide minimum 50% shade cover to all activities from 10am to 2pm throughout hottest periods of the year. • Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. • Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: • All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required. • All play equipment and soft fall components are to be designed in accordance with AS4422, AS4685 (full set).
 Walking/cycling	Minimum Setbacks: • 25m from nearest road (i.e. taken from back of kerb). • 25m from nearest water bodies (e.g. creeks, ponds etc.). • 20m from nearest residential property boundaries • 5m from nearest residential property boundaries (for walking and cycling only). • Where acceptable distances are not possible, then introduce fencing or barrier elements (e.g. fencing, planting, bollards, boulders etc.). Critical Elements: • Sufficient lighting is provided for sites with intended night use (i.e. within T1, T2, T5 and Sport parks). • Provide water bubblers within 20m from BBQs and shelters. • Provide general waste and recycle bin enclosures within 20m of BBQs. • Provide rest points including water bubblers, shade and seating along connecting paths no further than 500m apart. • Provide shade, including options to accommodate for adverse weather conditions (i.e. for T1, T2, T3H/M and T5 parks). • Provide table settings under all shelters (except those within dog off-leash areas). • Provide convenient access to public amenities facilities where possible (i.e. within T1, T2, T5 and Sport parks). • Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. • Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: • Building structures, circulation spaces and related furniture items to be designed in accordance with AS1428, Council's Wayfinding Strategy and broader National Construction Codes as required.
 Community Gardens	Policy requirements: • Refer to Community Gardens Policy (POL-3101)
 Community function	Policy requirements: • Refer to Social Infrastructure Policy (POL-3088)

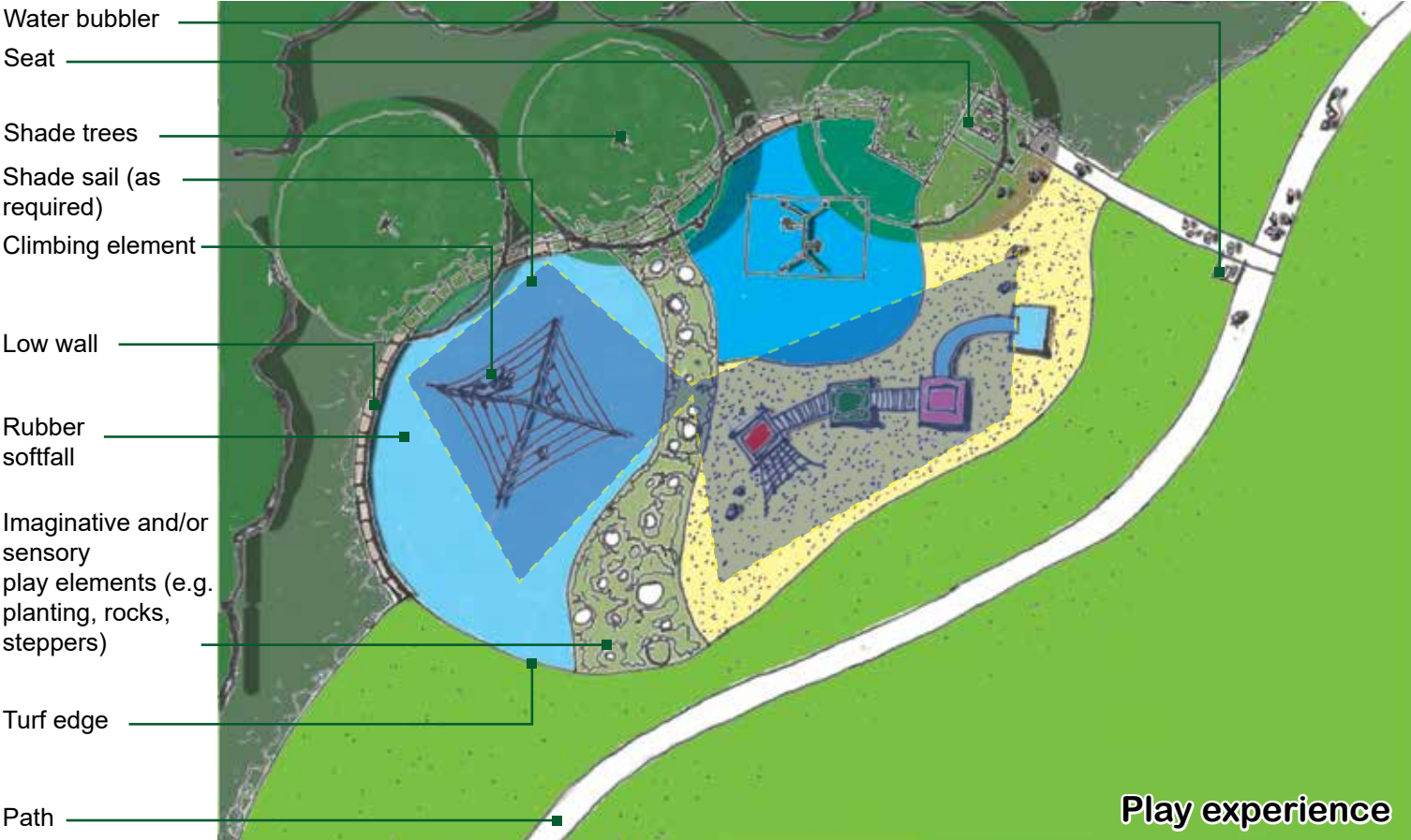
Activities	Design Requirements
 Access to nature	Critical Elements: • Natural area/s of ecological significance (e.g. waterways and vegetated areas etc.). • Pedestrian access and car parking facilities (where needed). • Provide shade, including options to accommodate for adverse weather conditions. • Provide rest points including water bubblers, shade and seating along connecting paths no further than 500m apart. • Provide sufficient lighting for sites with low light conditions within expected visitation times. • Viewing opportunities. • Wayfinding signage (e.g. Interpretive, directional and trail head markers, pedestrian map etc.). • Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: • All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required. • Materials to reflect natural surroundings, require minimal maintenance and be suited to highly exposed outdoor environments.
 Ceremonial	Minimum Setbacks: • 50m from nearest adjoining residential property boundaries. Critical Elements: • Large outdoor and naturally shaded areas which can be separated by feature planting to create 'rooms' and green backdrops. • Prominent shelter structure which includes sufficient space (to support standing and seating), lighting and GPOs to support ceremonial activities. • Car parking (including vehicle drop-off) within 100m of ceremonial space. • Convenient access to public amenities facility. • Provide shade, including options to accommodate for adverse weather conditions. • Provide rest points including water bubblers, shade and seating where possible. • Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. • Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: • All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required.
 Dog off-leash	Minimum Setbacks: • 40m from nearest residential property boundaries or 25m from nearest residential property boundaries with mitigation measures. Critical Elements: • Minimum area of 2500m². • Open space area to be relatively flat and no steeper than 1:20. • Provide path access where possible. • Provide separately fenced areas for small and big dogs including entry gates, maintenance gates and anti-climb panels to exterior. • Ensure no koala food tree species are planted within fenced areas. • Provide seating, bins, taps (with dog bowls) and regulatory signage. • Provide turf surface with sufficient drainage to prevent ponding. • Provide shade, including options to accommodate for adverse weather conditions. • Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. • Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: • Building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required.
 Commercial	Minimum Setbacks: • 50m from adjoining residential property boundaries. • 200m walkable distance from existing businesses offering the same or similar products. Policy requirements: • Provided within Council owned and managed land only. • 20m² minimum space (single occupancy) for 30m² (for a double occupancy). • All temporary commercial zones are subject to application process and Council approval. • Refer to Temporary Commercial Use Policy (XYZ) for more detail.

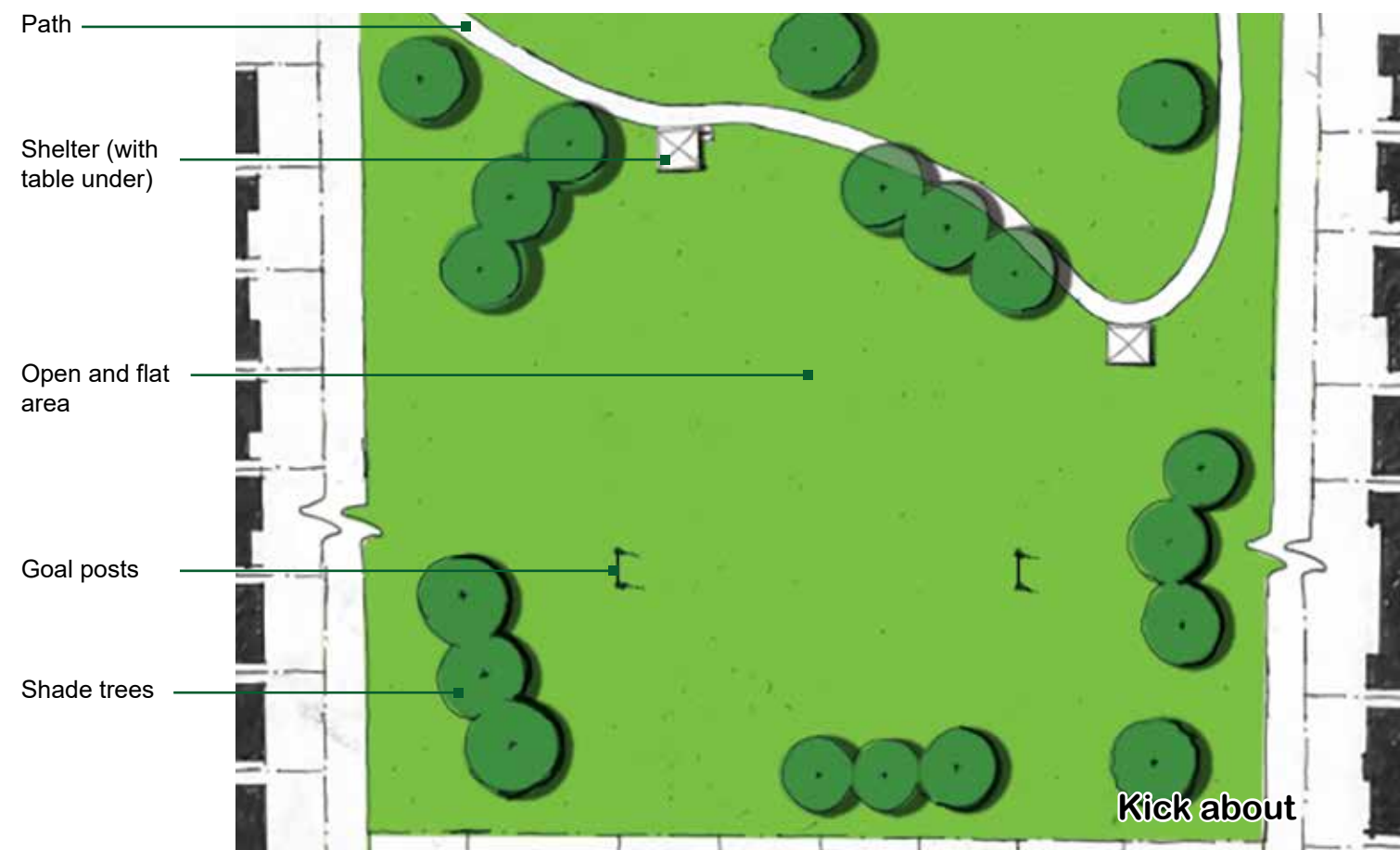
Activities	Design Requirements
 Sport	Minimum Setbacks: 50m from nearest adjoining residential property boundaries. Critical Elements: - Large, open and relatively flat areas. - Pedestrian access and sufficient car parking facilities. - Three phase power availability. - Multiple entry/exit points suitable for emergency service vehicles (e.g. fire truck). - Provide shade (i.e. natural and artificial), including options to accommodate for adverse weather conditions. - Provide convenient access to public amenities facilities, changing rooms and storage structures. - Provide additional seating opportunities (including for spectators), water bubblers, bins, wayfinding signage and connecting pathways. - Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. - Wayfinding signage (e.g. pedestrian map etc.). - Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: - All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428, specific standards relating to each sporting code and broader National Construction Codes where required.
 Events or festivals	Minimum Setbacks: 50m from nearest adjoining residential property boundaries. Critical Elements: - Large, open and relatively flat areas. - Pedestrian access and sufficient car parking facilities. - Three phase power availability. - Multiple entry/exit points suitable for emergency service vehicles (e.g. fire truck). - Provide shade, including options to accommodate for adverse weather conditions. - Provide convenient access to public amenities facilities. - Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. - Wayfinding signage (e.g. pedestrian map etc.). - Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: - All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required.
 Kick about	Minimum Setbacks: 100m from nearest residential properties (i.e. facing primary kicking directions). 25m from nearest adjoining residential property boundaries (i.e. not facing primary kicking directions.). Critical Elements: - Minimum open space area of 1200m² (for double posts/goals) or 600m² (for single post/goal). - Open space area which is relatively flat and no steeper than 1:80. - Individual goal posts to be installed no closer than 40m. - Goals to be of the multi-use variety supporting soccer and rugby. - Co-locate near water bubblers, seating and shade where possible. - Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. - Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: - Please note that goal posts will require building approval as part of installation process.
 Meeting	Minimum Setbacks: 20m from nearest adjoining residential property boundaries Critical Elements: - Co-locate near water bubblers, seating and shade where possible. - Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. - Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: - All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required.

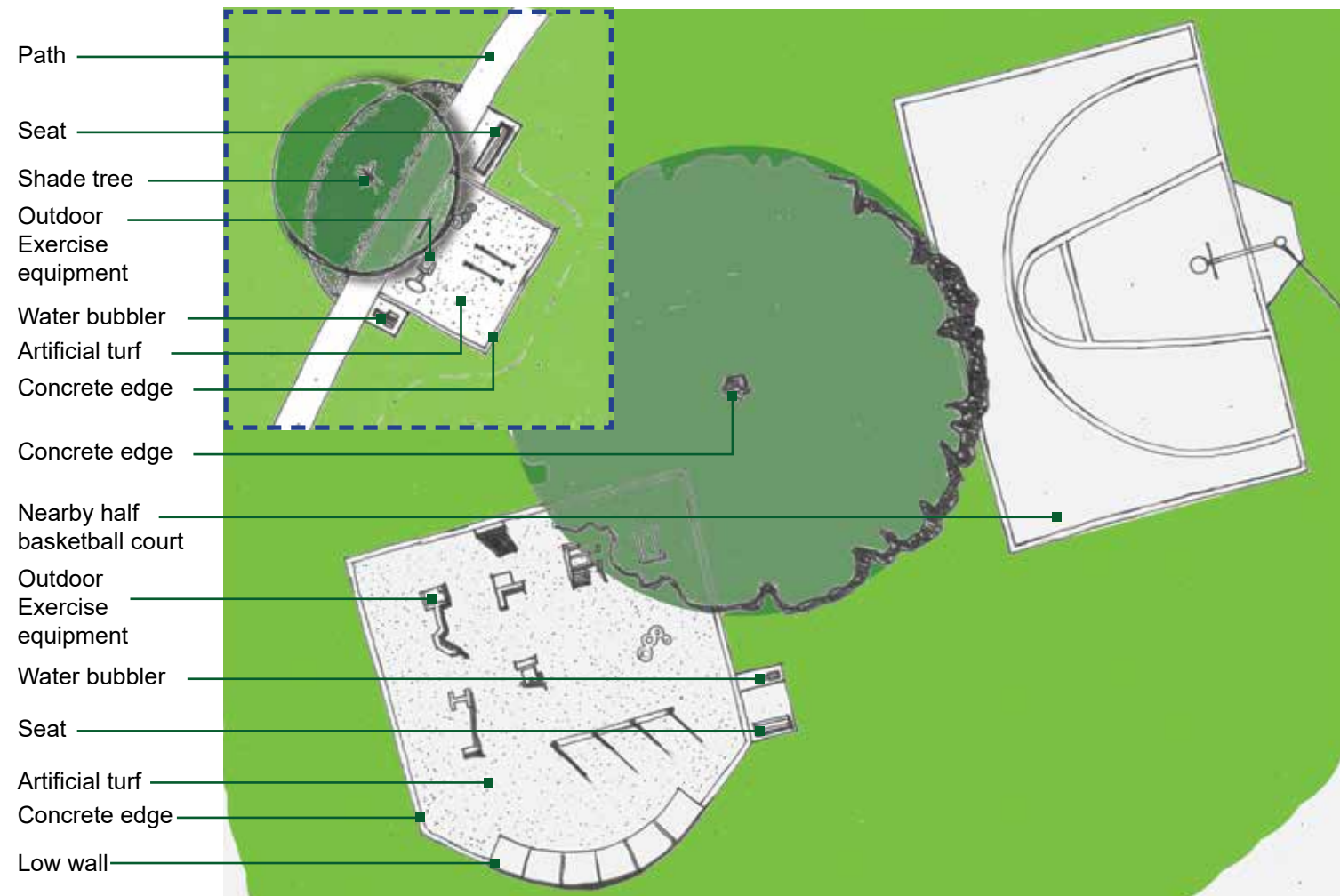
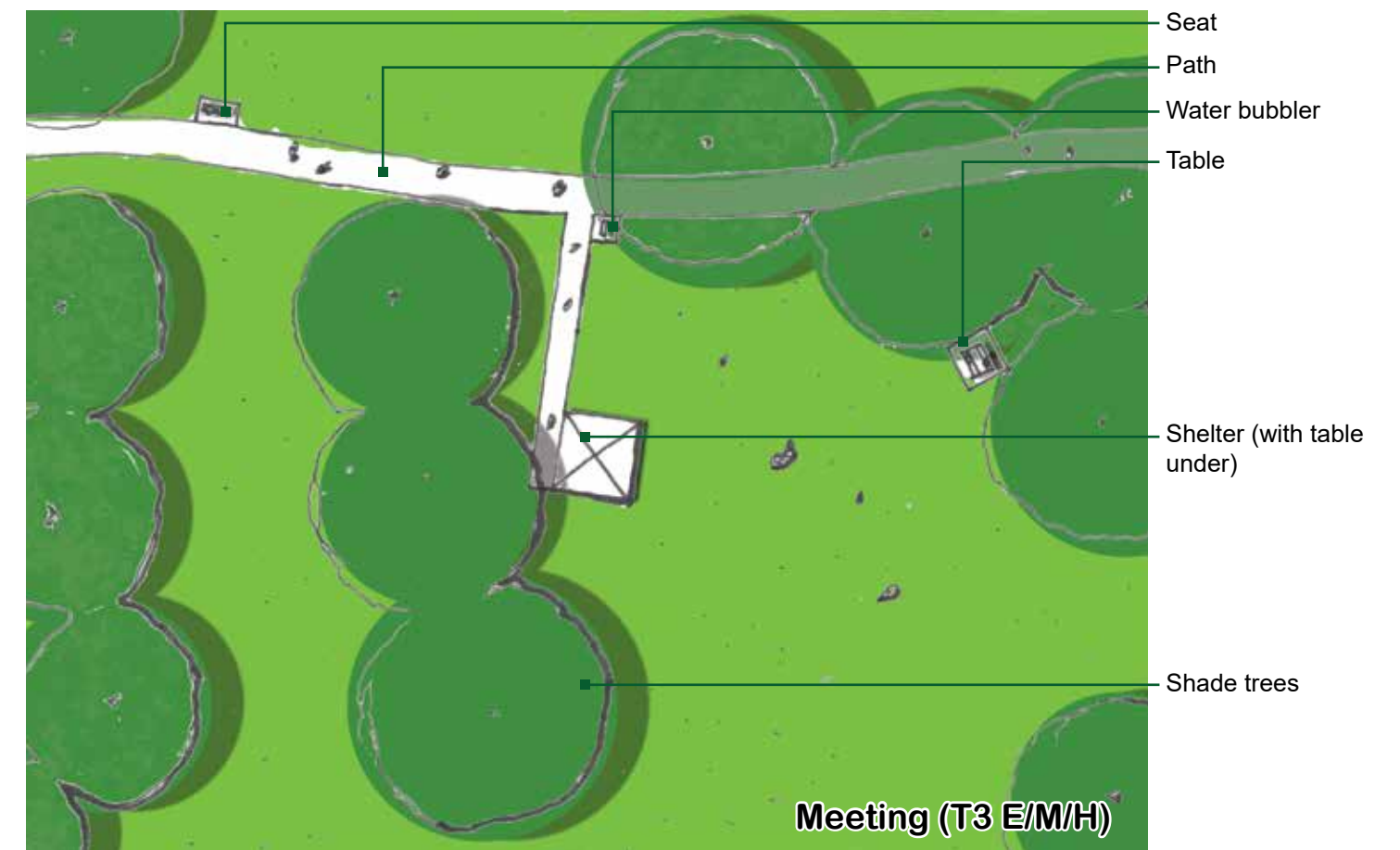
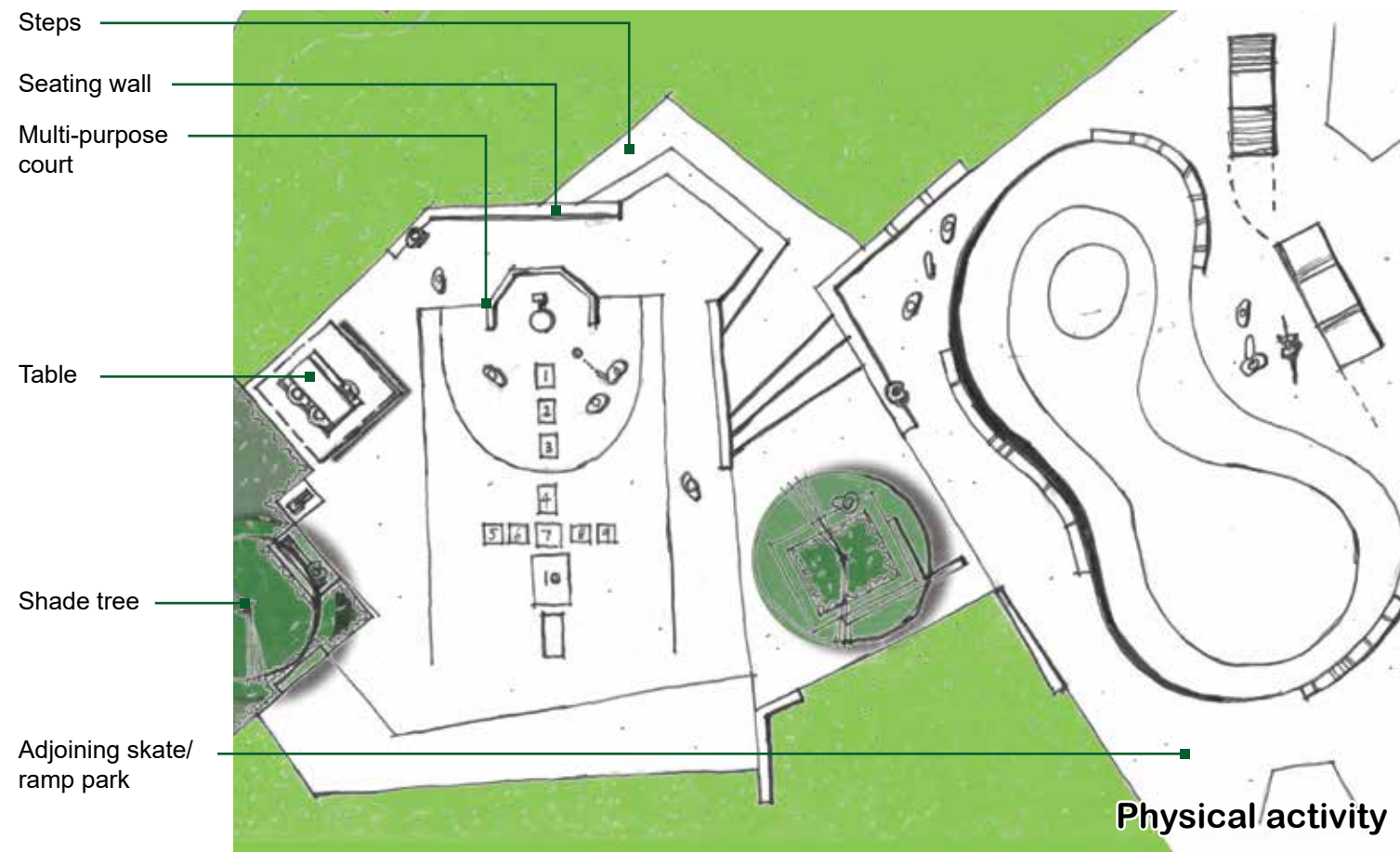
Activities	Design Requirements
 Picnic	Minimum Setbacks: 20m from nearest adjoining residential property boundaries Critical Elements: - Co-locate near water bubblers. - Provide seating, shade and BBQs. - Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. - Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: - All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required.
 Physical activity	Minimum Setbacks: 25m* from nearest road (i.e. taken from back of kerb). 10m* for outdoor exercise equipment. 25m from nearest water bodies (e.g. creeks, ponds etc.) 20m from nearest residential property boundaries. 40m from nearest residential property boundaries (i.e. for basketball and multi-use courts only). 20m from nearest dog off-leash facilities. - Note: Where minimum setbacks are not possible, incorporate fencing and/or other similar barriers. Critical Elements: - Provide a diverse range of activities suited to different age and skill levels. - Physical activity should primarily cater for teenagers through to adults (of all ages and skill levels). - Provide water bubblers, shade and seating within 20m of activity clusters. Note: Do not place water bubblers (with dog bowls) within 10m of physical activity zone. - Provide convenient access to public amenities facilities where possible (i.e. within T1, T2, T5 and Sport parks). - Provide minimum 50% shade cover to all activities from 10am to 2pm throughout hottest periods of the year. - Provide sufficient lighting for sites with intended night use (i.e. within T1, T2, T5 and Sport parks) or low light conditions within expected visitation times. - Provide clear sight lines into activity areas including from site entries, exits and connecting paths. Construction Standards: - All building structures, circulation spaces and related furniture items to be designed in accordance with AS1428 and broader National Construction Codes where required. - All play equipment and soft fall components are to be designed in accordance with AS4422, AS4685 (full set). - European Standard EN1176 may be considered with AS4685 when providing outdoor exercise equipment installations.

6.1.3 Examples

A number of activity examples are shown below:







Thornlands Community Park



Table 5: Embellishment standards for trunk parks

[illegible]

Category	Related Activity	Rate of Provision	T1	T2H	T2M	T3H	T3M	T3E	T4M	T4E	T5	Regional SP	District SP	Local SP	Island SP
Paths															
Standard - 1.5m wide (minimum)	Walking/Cycling	Subject to site requirements and Council Policy	x	x	x	x	✓	✓	x	x	x	x	x	x	✓
Shared - min 2.0m wide	Walking/Cycling	Subject to site requirements and Council Policy	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	x
Shared pedestrian cycle - min 3m wide	Walking/Cycling	Subject to site requirements and Council Policy	✓	✓	✓	✓	x	x	x	x	✓	✓	✓	x	x
Pedestrian bridges & platforms															
Shared cycle/pedestrian bridges	Walking/Cycling	Subject to site requirements and Council Policy	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Viewing platforms and/or vantage points	Walking/Cycling	Subject to site requirements and Council Policy	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓	x
Bike storage															
Bike racks (up to 5 bikes per rack)	Cycling	1 - 3 per park	✓	✓	✓	✓	x	x	✓	x	✓	✓	✓	✓	✓
Bike racks (more than 5 bikes per rack)	Cycling	1 per park	✓	✓	x	x	x	x	x	x	✓	✓	✓	x	x
Bike lockers	Cycling	1 per park	✓	x	x	x	x	x	x	x	✓	✓	x	x	x
Kick about space															
Multi-purpose goal posts (I.E. single and/or double)	Kick about	Subject to site requirements and Council Policy	x	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓
Single compact goal	Kick about	Subject to site requirements and Council Policy	x	x	x	✓	✓	✓	x	x	x	✓	✓	✓	✓
Open Space (with no goals)	Kick about	Subject to site requirements and Council Policy	✓	✓	✓	✓	✓	✓	x	x	x	✓	✓	✓	✓
Physical activity/ exercise															
Single unit station	Physical activity	2 to 6 per park	✓	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓
Multi-unit station	Physical activity	1 per park	✓	✓	✓	x	x	x	x	x	x	✓	✓	✓	✓
Multipurpose court (e.g. full/half court combination of basketball hoop, netball hoop, soccer goals, pickleball)	Physical activity	1 per park Subject to site requirements and Council Policy	✓	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓
cricket net (public)	Physical activity	Subject to site requirements and Council Policy	x	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓
cricket pitch (concrete/ painted)	Physical activity	Subject to site requirements and Council Policy	x	✓	✓	x	x	x	x	x	x	✓	✓	✓	✓
Rebound walls/ping pong table	Physical activity	Subject to site requirements and Council Policy	x	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓
Parkour	Physical activity	Subject to site requirements and Council Policy	x	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓
Dog off-leash area															
Double (small/ large)	Dog off-leash	1 per park	x	x	✓	x	x	x	x	x	x	x	x	x	x
Single	Dog off-leash	1 per park	x	x	✓	x	x	x	x	x	x	x	x	x	x
Cultural and/or historic															
Public art	Public Art	Subject to site requirements and Council Policy	✓	✓	✓	x	x	x	x	x	✓	✓	x	x	x
Sporting fields and courts															
Structured and formal sports and active recreation	Sport	Subject to sport code standards and site requirements	x	x	x	x	x	x	x	x	x	✓	✓	✓	✓
Power Points															
General Power Outlet (GPO)	Festivals/Events Temporary Commercial Use	1 per park (minimum)	✓	✓	✓	✓	✓	x	x	x	✓	✓	✓	✓	✓
Three Phase Outlet	Festivals/Events Temporary Commercial Use	Subject to site requirements and Council Policy	✓	✓	x	x	x	x	x	x	✓	✓	✓	✓	✓
Irrigation															
Multi-use open space areas	Sport	Subject to site requirements and Council Policy	✓	x	x	x	x	x	x	x	x	✓	✓	✓	✓
Landscape - Soft (I.E. groundcover and tree planting)	Sport	Subject to site requirements and Council Policy	✓	x	x	x	x	x	x	x	✓	✓	✓	✓	✓
Sports fields	Sport	Subject to site requirements and Council Policy	✓	x	x	x	x	x	x	x	x	✓	✓	✓	✓
Lighting															
Sports fields	Sport	Subject to site requirements and Council Policy	x	x	x	x	x	x	x	x	x	✓	✓	✓	✓
Outdoor courts	Sport	Subject to site requirements and Council Policy		x	x	x	x	x	x	x	x	✓	✓	✓	✓
Parks	Picnic, Play Space, Dog off-leash, Walking/Cycling	Subject to site requirements and Council Policy	✓	✓	✓	x	x	x	x	x	✓	✓	✓	✓	x
Streetscapes	Walking/Cycling, Meeting, Festivals/Events	Subject to site requirements and Council Policy	✓	✓	✓	✓	✓	x	✓	x	✓	x	✓	x	x
Buildings															
Public amenities - Single cubicle	Walking/Cycling	Subject to site requirements	x	x	✓	x	x	x	x	x	✓	x	x	x	x
Public amenities - Double cubicle	Picnic, Play Space, Dog off-leash, Walking/Cycling	Subject to site requirements 1 per park	x	✓	✓	x	x	x	x	x	✓	x	x	✓	x
Public amenities - Multiple cubicle	Picnic, Play Space, Dog off-leash, Walking/Cycling	Subject to site requirements 1 per park	✓	✓	x	x	x	x	x	x	✓	✓	✓	✓	x
Public amenities - Multiple cubicle (with changing space)	Picnic, Play Space, Dog off-leash, Walking/Cycling	Subject to site requirements	✓	✓	x	x	x	x	x	x	x	✓	✓	x	x
CCTV															
Surveillance	Community function	Subject to site requirements and Council Policy	✓	✓	x	x	x	x	x	x	✓	✓	✓	x	x

[illegible]

Key		
Acceptable	✓	
Not Suitable	x	

Public Amenities



Shelters



Seating



Table setting



Water bubbler



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7. Standard Details

7.1.0 Drawings

Council has a number of standard drawings as noted in section 6.1.3 Shedules of Embellishment. The below table includes a summary of Council's standard drawings:

Category	Type	Description	Drawing/Detail Reference
Water points	1.1 - 4	Water bubblers (inc. bottle filler option and maintenance provision) and outdoor shower	RCCD - (000) - XXXXXX
Seating	2.1 - 5	Bench, platform and table	RCCD - (000) - XXXXXX
BBQs	3.1 - 2	Electric double and single units	RCCD - (000) - XXXXXX
Play equipment	4.1 - 4	Toddler, primary, teen, nature based and all-abilities	RCCD - (000) - XXXXXX
Shade	5.1 - 4	Shelters and tree planting	RCCD - (000) - XXXXXX
Signage	6.1 - 3	Park name/indentification, interpretative and way finding, regulatory/compliance	Refer to Council's Way Finding Strategy, Detailed Signage Manual, Corporate Standards Guide and Queendland Manual of Uniform Traffic Control Devices (MUTCD) as required.
Site delineation and access	7.1 - 5	Bollards, fold-down bollards and landscaping	RCCD - (000) - XXXXXX
Paths	8.1 - 5	Standard, shared, cycleway and trails	RCCD - (000) - XXXXXX
Pedestrian bridges and plat-forms	9.1 - 2	Bridges and viewing platforms	RCCD - (000) - XXXXXX
Bike storage	10.1 - 3	Racks and lockers	RCCD - () and refer to TBC/ (TBC) for acceptable locker options.
Kick about	11.1 - 3	Multipurpose single or double goals, compact goal and open space area (with no goal/s)	RCCD - (000) - XXXXXX
Physical activity	12.1 - 3	Single and multi-unit outdoor exercise stations and multipurpose half-basketball court	RCCD - (000) - XXXXXX
Dog off-leash	13.1 - 2	Double (i.e. large and small dogs) and single	RCCD - (000) - XXXXXX
Cultural and/or historic	14.1 - 2	Recognition and/or public art elements	Refer to Council's Public Art Strategy, Way Finding Strategy and Detailed Signage Manual for further detail.
Sport	15.1 - 9	Basketball, Rugby League, Australian Football League & Cricket, Soccer, Netball & Tennis and Lawn Bowls.	RCCD - (000) - XXXXXX
Power	16.1 - 2	Single GPO and Three Phase	RCCD - (000) - XXXXXX
Irrigation	17.1 - 2	Sports fields and planting areas	RCCD - (000) - XXXXXX
Lighting	18.1 - 4	Sport fields, park and streetscape light poles and bol-lards	RCCD - (000) - XXXXXX
Buildings	19.1 - 3	Public amenities and other community service facilities (i.e. TBC)	RCCD - (000) - XXXXXX
CCTV	20.1	Surveillance	RCCD - (000) - XXXXXX
Skate, BMX and Cycling	21.1 - 5	Skate parks, BMX tracks, pump tracks, criteriums and learn-to-ride circuits.	RCCD - (000) - XXXXXX
Car parking	22.1 - 2	On-street and Off-street	Refer to AS/NZS 2890 (Set):2009
Coach turnarounds	23.1 - 2	Coach and mini-bus	Refer to Austroads, DTMR Road planning and design manual, Queendland Manual of Uniform Traffic Control Devices (MUTCD) and relevant Australian Standards as required.
Internal roads	24.1	Vehicle access	Refer to Austroads, DTMR Road planning and design manual, Queendland Manual of Uniform Traffic Control Devices (MUTCD) and relevant Australian Standards as required.
Landscaping - Soft	25.1 - 10	Turf areas, soft fall areas (both artifical and natural), swales, bio-swales, rentention and detention areas and tree and groundcover planting	RCCD - (000) - XXXXXX
Landscaping - Hard	26.1 - 3	Concrete pavement, porous/eco pavements, decom-posed and compacted granite	RCCD - (000) - XXXXXX
Bins	27.1 - 4	General and recyle enclosures, eco-bag despens-ers and self compacting units (subject to Council approval).	RCCD - (000) - XXXXXX
Edging	28.1- 2	Concrete and turf	RCCD - (000) - XXXXXX

