



KEY PLAN



LEGEND

- ① Dry creek bed with possible play elements incorporated
- ② Creek crossings (steppers, planks, bridges, etc)
- ③ 'Goat track' pathways (play based exploration through planting. Narrow with varying finishes)
- ④ Balance beams
- ⑤ Grass area (for parents to sit and watch, picnicking, could possibly include seating and shelter, etc)
- ⑥ Shade Trees
- ⑦ Embankment play (slides, tunnels, ropes, climbing rocks, etc)
- ⑧ Play structure/lookout
- ⑨ Softfall / bark chips/ grass areas
- ⑩ Planting
- ⑪ Sand
- ⑫ Gravel
- ⑬ Learn to ride (future stage - possible roundabout, stop, go, traffic lights, bike park, give way, one way, etc)
- ⑭ Main pedestrian walkway
- ⑮ Secondary pedestrian walkway
- ⑯ Amenities
- ⑰ Bubbler

NOT TO SCALE