

# *Fairways Park Sketch Design*

LANDSCAPE CONCEPT SKETCH MASTER PLAN REPORT

LOCKYER VALLEY REGIONAL COUNCIL - 4 SEPTEMBER 2019



WOLTER  
consulting group



# INTRODUCTION & BACKGROUND

## WHY ARE WE HERE

Excitingly, the Lockyer Valley Regional Council is currently developing a new district park in the Hatton Vale/ Kensington Grove region. Council is currently finalising a contract to secure 14 hectares of land to develop a high-quality park in a stage approached.

## THE SITE LOCATION

The provision of parkland and open space for recreation and sporting purposes in the rural residential area of Hatton Vale/ Kensington Grove. This future public park will facilitate the long term need for the area, as well as surrounding suburbs in the Lockyer Valley Region. In 2016 the Brightview, Glenore Grove, Hatton Vale, Kensington Grove, Lockrose, Plainland and Regency Downs area accounted for 24.3% of the Lockyer Valley Region's population with a figure of 9,398. Based on Queensland Treasury projections there is the possibility that the land available in this region could house up to another 6,000 residents.

## KEY DOCUMENTS

The landscape design options have been informed from the following documents:

- GenEng Design Report (Option 2 preferred option)
- Laidley Planning Scheme with LGIP 20180627,
- Project Inception Meeting Minutes\_April 2019
- Lockyer Valley Sports and Recreation Plan\_Draft
- Community Consultation Feedback



# VISION & PLACEMAKING

## THE VISION

LVRC has a need for a District Park. The Vision is to create a Destination Park that services a wider catchment and provides innovative community open space whilst respecting the natural environment and enhancing the site's natural character.

*"A vibrant community precinct providing places, spaces and opportunities for residents to embrace a healthy lifestyle defined by physical activity, and social connectedness."*

During the inception meeting workshop undertaken in April 2019, this vision was reinforced but broadened to ensure that the Fairways Park is to become a vibrant and healthy community heart, not only for nearby residents, but the broader community. In essence the Fairways Park must provide a point of difference with the following attributes:

- A rich mix of experiences for visitors and residents
- Authentic to the Lockyer Valley
- Showcase the natural assets of the site
- A recreation destination, both day and night
- A thriving community and district hub.

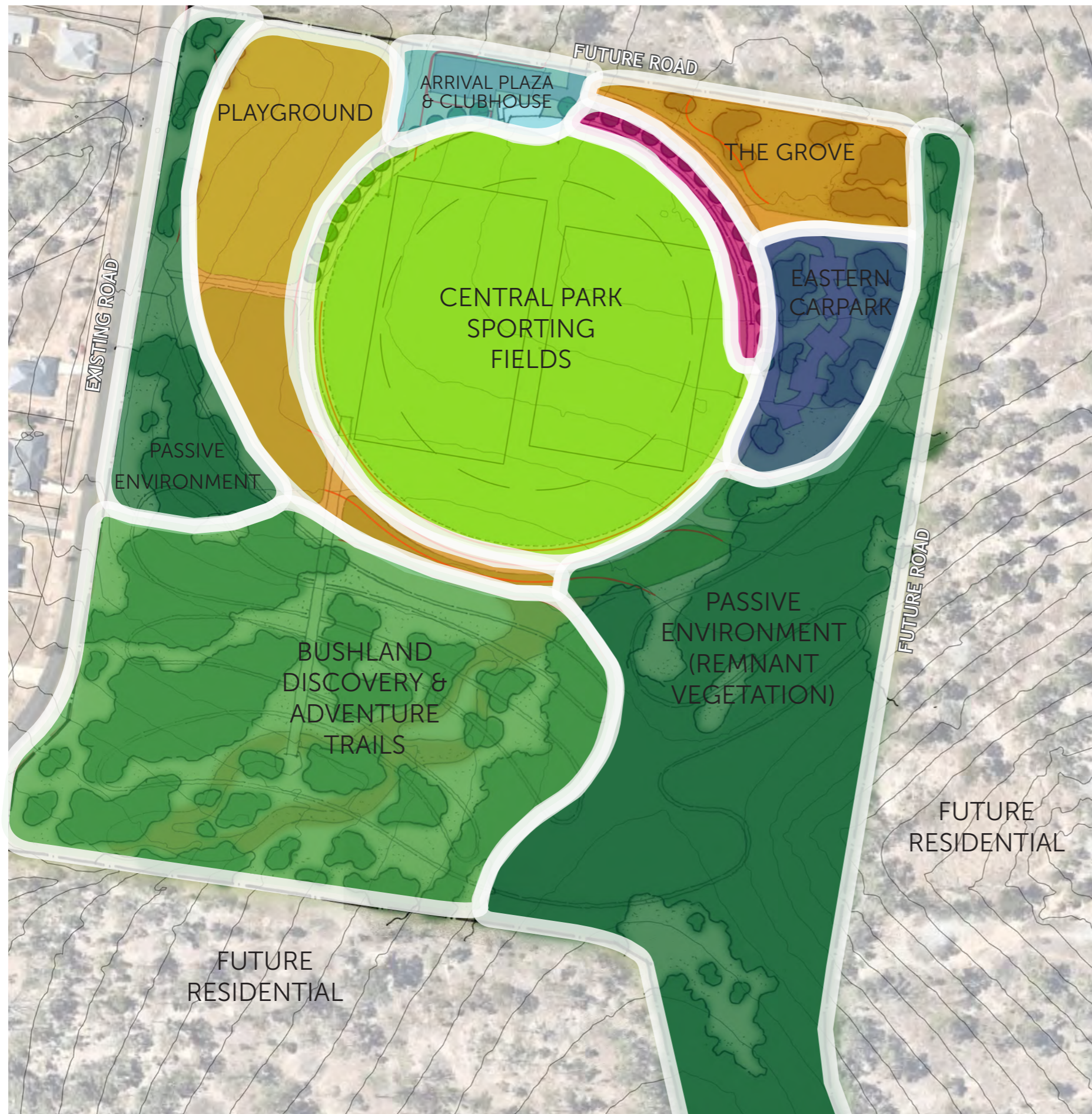
## THE DESIGN INTENT

- Provide the thrill of discovery through a SERIES OF UNVEILINGS
- Promote the 'outdoor community' by embracing healthy community initiatives
- Celebrate nature based DISCOVERY learning through passive and active play
- CREATE culture through communal play, sports, events, community groups
- Provide an integrated path system that is connected to the NEIGHBOURING NETWORK
- Enhance and celebrate the natural ENVIRONMENT
- RESTORE and REGENERATE
- Celebrate the CULTURAL HISTORY of the site

# LANDSCAPE CONCEPT - CENTRAL SPORTS PRECINCT



# LANDSCAPE CONCEPT - DESIGN STRUCTURE



## KEY PRECINCTS

The Fairways Park master plan can be divided into nine broad precincts, each characterised by its proposed use, existing site features and adjacent found uses.

1. arrival plaza, club house and amenities
2. central park sporting fields
3. amphitheatre
4. the grove
5. eastern car park
6. playground
7. bushland discovery and adventure trails
8. passive environment
9. passive environment remnant vegetation

## KEY DESIGN CONSIDERATIONS

- Minimising the earthworks extent, the design works to limit the extent of cut / fill, ensuring DDA compliance and maintenance grades are achieved through the design.
- Ensuring a staged delivery approach is possible and viable, reducing the need for temporary works.
- Budget considerations, ensuring multi-purpose activities are grouped together.
- Sports Fields Orientation NORTH / SOUTH facing.
- Utilising natural topography and designing to maximise views and vistas.
- Location of playground to ensure maximum viability and overall design CPTED considerations



20 0 20 40 60 80 100m  
Scale 1:2000 @A3 1:1000@A1

# LANDSCAPE CONCEPT - CONCEPT DESIGN



## LEGEND

- ① arrival plaza, club house and amenities
- ② central park sporting fields
- ③ amphitheatre
- ④ the grove
- ⑤ eastern car park
- ⑥ playground
- ⑦ bushland discovery and adventure trails
- ⑧ passive environment
- ⑨ passive environment remnant vegetation
- ★ Community club house building with toilet & amenities
- ★ Shade Structure
- ★ Education kiosk/ shade structure (with interpretive signage)
- ▶ primary pedestrian entry
- ▶ secondary pedestrian entry
- circulation node



Scale 1:2000 @A3 1:1000@A1

# LANDSCAPE CONCEPT - CONCEPT DESIGN

## 1 ARRIVAL PLAZA AND CLUB HOUSE

- Amenities building with possible cafe outlet - located adjacent to playground & central to sports fields and car parking
- Amenities building built in to Multi sport and Community Club House
- Small events stage set slightly higher than the events lawn
- Arrival plaza with vertical art marker to draw people into the centre of the park
- Central car park with direct access to all areas of the park (approx. 20 car parks)
- Multi sport and Community Club House
- Vehicle entry point into the parkland. Appropriate signage & landscape treatment to announce entry

## 2 CENTRAL PARK SPORTING FIELDS

- Multi use sports field suitable for Football, Soccer and Cricket
- Pedestrian promenade with tree lined feature trees
- The "Green" - community events lawn with earth formed terraces

## 3 AMPHITHEATRE

- Earth formed terraces

## 4 THE GROVE

- The "Patio" - outdoor kitchen with communal cooking and eating facilities, outdoor pizza oven and outdoor lounge room
- Art Garden - a combination of permanent and temporary art pieces both at ground level and hanging from the existing trees
- Passive picnic area with environmental theme
- The "Grove" picnic area, located under the existing stand of trees

## 5 EASTERN CAR PARK

- Car park (approx. 34 car parks)
- Dog Off Leash area

## 6 PLAYGROUND

- Discovery play - small water features that allow Children to play within small pop jets and fountains
- Imaginative play park for younger children
- Children's active playground with potential for swings, flying foxes, and adjacent seating and picnic facilities
- Adventure play facility for youth with rock climbing, cargo net climbing and adventure hill
- Adventure Island - Children's forest discovery play and commando trails
- All Abilities play facilities
- BMX Pump track
- Learn to ride course

## 7 BUSHLAND DISCOVERY AND ADVENTURE TRAILS

- The "Billabong" with education walk, boardwalk and viewing deck
- Educational shelter and signage with information for visitors and school groups
- Deco trails for pedestrian, mountain bike and BMX use, with opportunities for various BMX trails and runs
- Walking trail, with possible exercise stations

## 8 PASSIVE ENVIRONMENT

- Retain the existing bushland and undertake weed control and natural rehabilitation program,

## 9 PASSIVE ENVIRONMENT REMNANT VEGETATION

- Retain the existing bushland and undertake weed control and natural rehabilitation program
- Possible walking trails with educational signage

*\* The final section of this report provide character imagery to support the design's big ideas*

# CHARACTER IMAGES [PLAYGROUND]





# CHARACTER IMAGES [PLAYGROUND]



# CHARACTER IMAGES [BUSH ADVENTURE TRAILS]



# CHARACTER IMAGES [THE GROVE]





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