LAKE MUNMORAH RECREATION FACILITY

DRAFT CONCEPT REPORT

JUNE, 2020

Jeavons LANDSCAPE ARCHITECTS

Central Coast Council

CONVIC

ACKNOWLEDGEMENTS

Convic Pty Ltd. Acknowledge the contributions of all those who participated in the consultation phase of the Lake Munmorah Recreation Facility, including the Central Coast Council staff, residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

QUALITY INFORMATION

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PROJECT NO.	18087
PREPARED BY	Alex Boyd
REVIEWED BY	Simon Bogalo

PREPARED BY

CONVIC

FOR

Central Coast Council

REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
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B	05.06.20	REVISED DRAFT ISSUE	BRYCE HINTON/ DESIGN MANAGER	
C	12.06.20	FINAL ISSUE	BRYCE HINTON/ DESIGN MANAGER	

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01

INTRODUCTION

BACKGROUND

Central Coast Council are proposing a new Recreation Facility within the Lake Munmorah area for the growing youth population and wider Central Coast community. The site is located on the intersection of the Pacific Highway and Tall Timbers Road between the Lake Munmorah Shopping Centre and the Gumbayah Football Oval, in close proximity to Lake Munmorah Town. Easily accessible by vehicle and public transport, the space is available to all demographics and provides the opportunity to lift the public profile of youth.

The site has been selected as the preferred site for the Lake Munmorah Recreation Facility as:

- It is adjacent to a highly active street frontage with potential for active and passive surveillance.
- It will complement existing recreation activity in the region.
- Adequate offset from local residents can be achieved.
- It has access to public transport on Tall Timbers Road.
- It can accommodate a district scale skate park, playground active and passive recreation, accompanying amenity and car parking.
- There are significant existing stands of native trees to utilise for shade provision and natural amenity throughout the space.

The Lake Munmorah Recreation Facility will assist to activate the young people of the region and embrace youth within this key community space. Embodying principles of social sustainability, the facility will offer opportunities for all participants within the local and wider community including families and people of all ages, abilities and all cultural backgrounds. As one of the foremost Youth spaces within the area it will be a strategic public realm hub for Lake Munmorah and the wider Central Coast Area area, becoming a destination within the region.

INTRODUCTION

THE RECREATION FACILITY WILL BECOME A DESTINATION FOR LAKE MUNMORAH AND THE WIDER COMMUNITY OF CENTRAL COAST. IT WILL PROVIDE A DIVERSE FACILITY LEADING THE WAY FOR ALL USERS, AGE GROUPS AND ABILITIES. IT WILL BE INVITING, FAMILY FRIENDLY AND CELEBRATE THE LOCAL YOUTH CULTURE AND ENVIRONMENT OF THE REGION.

DESIGN VISION

The community consultation outcomes have been summarised to inform a community driven design response for the Lake Munmorah Recreation Facility. The information collected from questionnaires, picture voting and workshops, as well as conversations had with users helped to develop a user specific design brief. These are all outlined thematically and will be used as the foundation for the bespoke development of the draft concept design.

SITE INTEGRATION

The design will be developed as a site specific approach that celebrates the local natural environment. Key considerations will be incorporating and highlighting the existing native vegetation and the scenic coastal / lakeside that is specific to this region of the Central Coast.

TARGET USER GROUP

The consultation feedback has highlighted that participants are interested in both the active and passive recreation opportunities for the recreation facility. The space will cater for all ages play and skate from young children to more advanced users. The layout will aim to create a social, fun hangout space and form a family friendly environment for either getting involved with the action or relaxing and taking in the spectacle.

SKATE SKILL LEVEL PROVISION

The majority of users were of beginner and intermediate skill level. The skate design will aim to cater for beginners and skill development, ensuring many of the 'building blocks' of street and transition features are available to learn the basics. It is, however, key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for advanced users to continue to be challenged.

SKATE TYPOLOGY

The community consultation had an open forum for the skate typology discussion, with the majority of riders favouring a combination of street and transition skate style. The facility design will therefore respond to community desires, offering a variety of features that cater to all styles of skate with street design being incorporated as a key design consideration. Flowy street, a beginner to intermediate bowl and snake / pump tracks became popular outcomes for the skate design consideration.

PLAY TYPOLOGY

Features highly favoured by community members included; slides, swings, climbing features, flying fox and water play. Other more imaginative and interactive features included light and colour, sensory interaction, planting, hanging and spatial play. An overall theme was to provide an all-inclusive facility for all ages and abilities with variety that is unique and imaginative, reflecting the local region.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision of areas of refuge and shade throughout the day is to be considered of high functional importance within the design. Safety, accessibility and inclusivity to all users and age groups was a key outcome highlighted by the majority of participants also.

ICONIC DESIGN + LOCAL IDENTITY

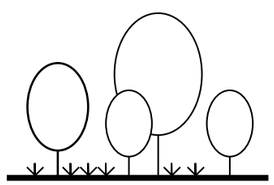
Community members were encouraged to suggest ideas that are special or iconic to the local area. Many people mentioned elements from the natural environment as well as the interesting combination of vegetation, ocean and lake specific to this one area. Other responses referenced local art, history and bird life.

02

SITE ANALYSIS

EXISTING VEGETATION

The existing site is heavily vegetated with under storey bush regrowth and many large native trees. This creates a unique natural setting for a recreation facility with opportunities to retain as much existing vegetation as possible to maximise amenity and shade. It also adds complexity to the site working around existing trees and maintaining levels to suit. Trees have been identified within the survey with specific environmental and amenity value - this has been influential on the layout of the facility within the space.



TREE IDENTIFICATION

- HOLLOW TREE
- ANGOPHORA INOPINA
- HIGH VALUE TREE
- LOW VALUE / POOR CONDITION TREE

SITE ANALYSIS

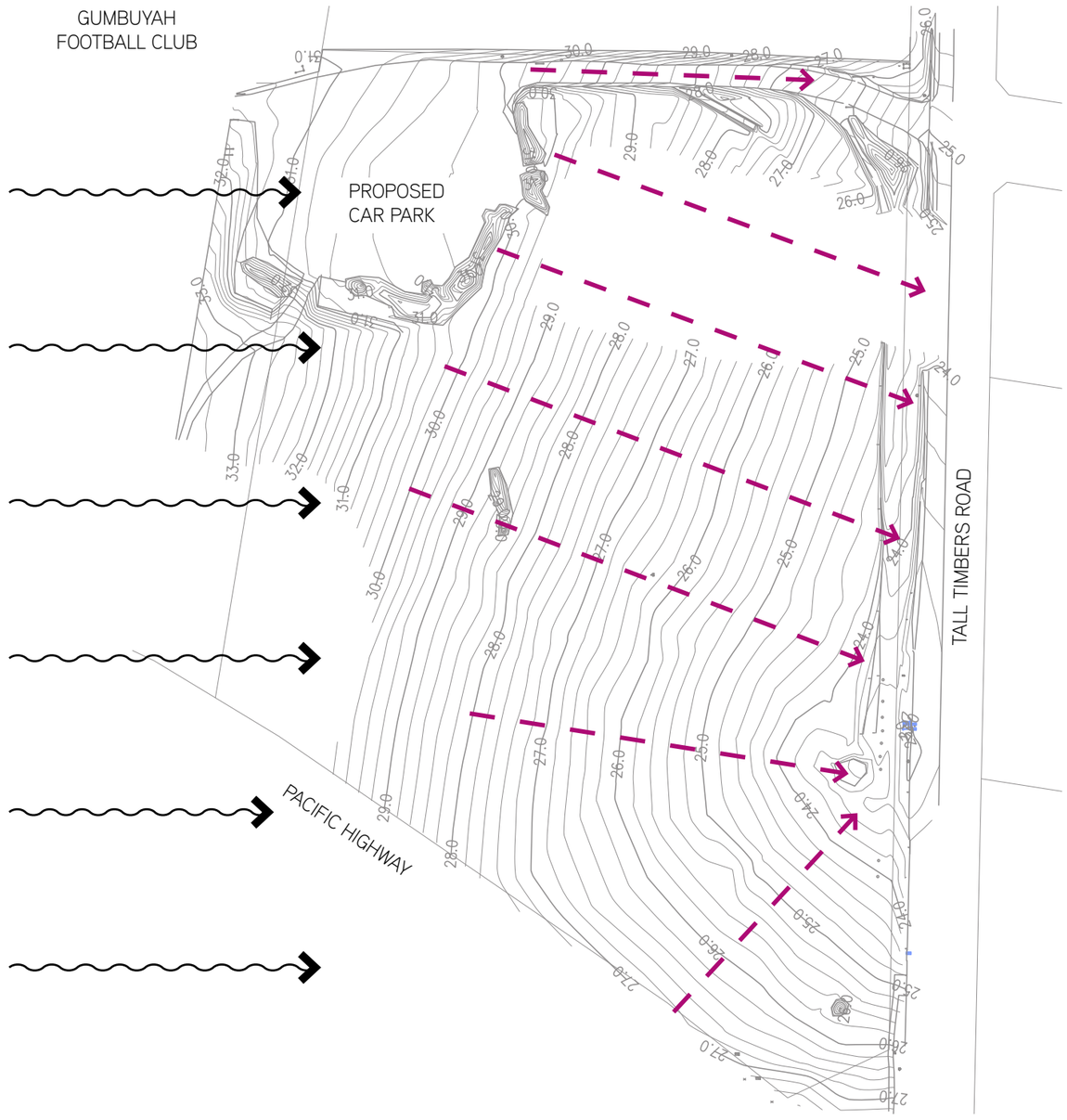
TOPOGRAPHY, HYDROLOGY + ASPECT

The site grades evenly from the North Western corner to the South Eastern at approximately 1:16. This creates a key design consideration for the layout as the community consultation identified accessibility for all users as a fundamental outcome for this facility. With the consistent cross fall, surface and subsurface drainage will be easily achieved allowing water to run off to the eastern extent of the site.

The direction of the afternoon sun is from the West, therefore shade / shelter design will aim to reduce solar impact and allow airflow to release and ventilate the space.

TOPOGRAPHY + ASPECT

- 0.2M CONTOURS
- GRADE DIRECTION
- AFTERNOON SUN

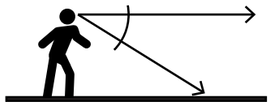


SITE ANALYSIS

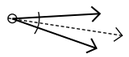
VISUAL CONNECTIONS + CPTED PRINCIPLES

It is essential for the design of any youth facility to allow for and encourage clear views into, across, from and through the site.

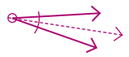
This promotes passive and natural surveillance for the space and discourages anti-social behaviour. Due to the heavily vegetated site and the steep grade, key views will have to be better defined from Tall Timbers Road, the busy Lake Munmorah shopping centre and the proposed car park in the North Western corner to increase natural and passive surveillance of the site. External views from Pacific Highway are less important due to the fast pace of highway traffic.



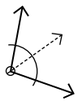
IMPORTANT VISUAL CONNECTIONS



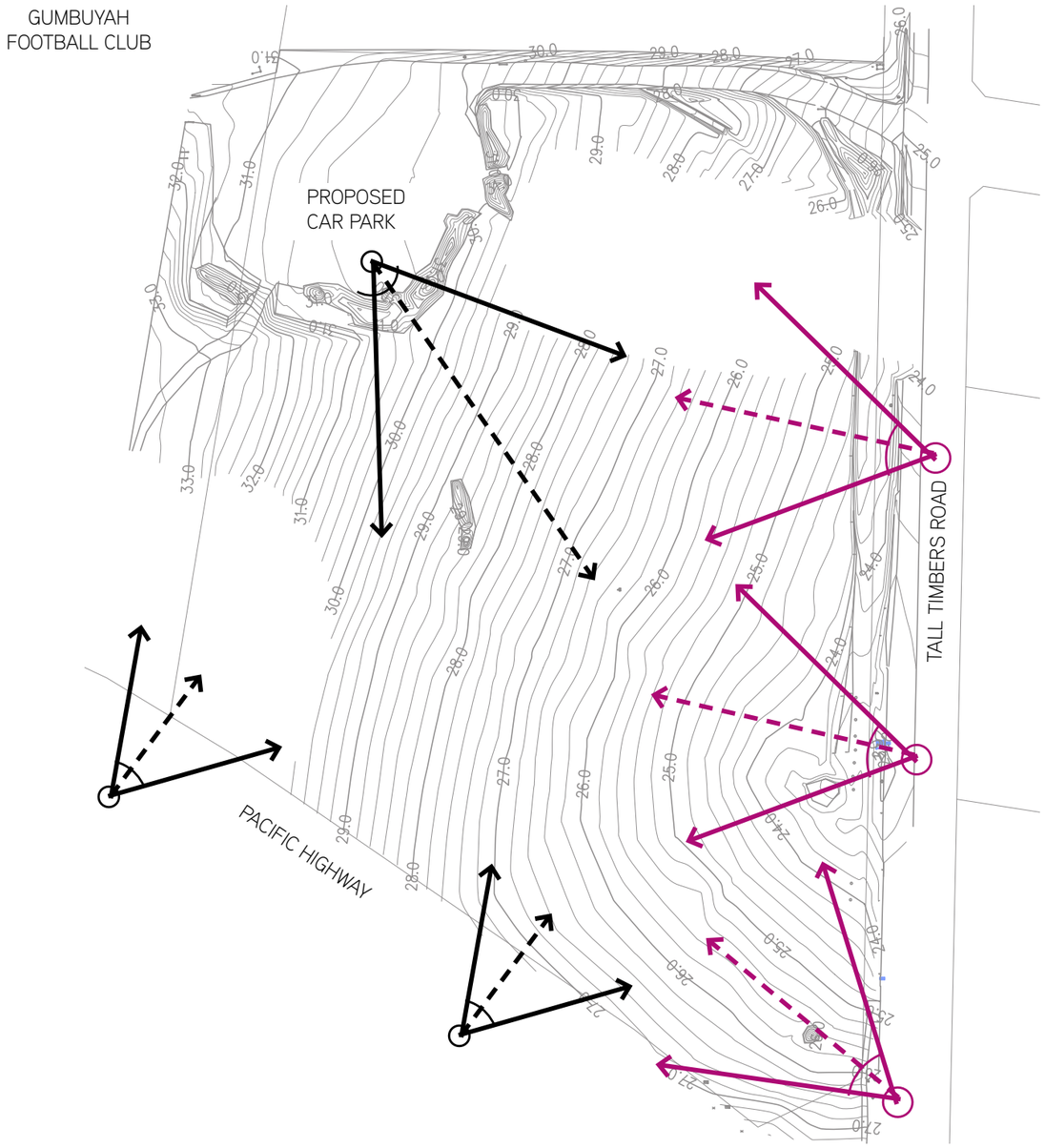
VIEW FROM PACIFIC HIGHWAY



EXTERNAL VIEWS



INTERNAL

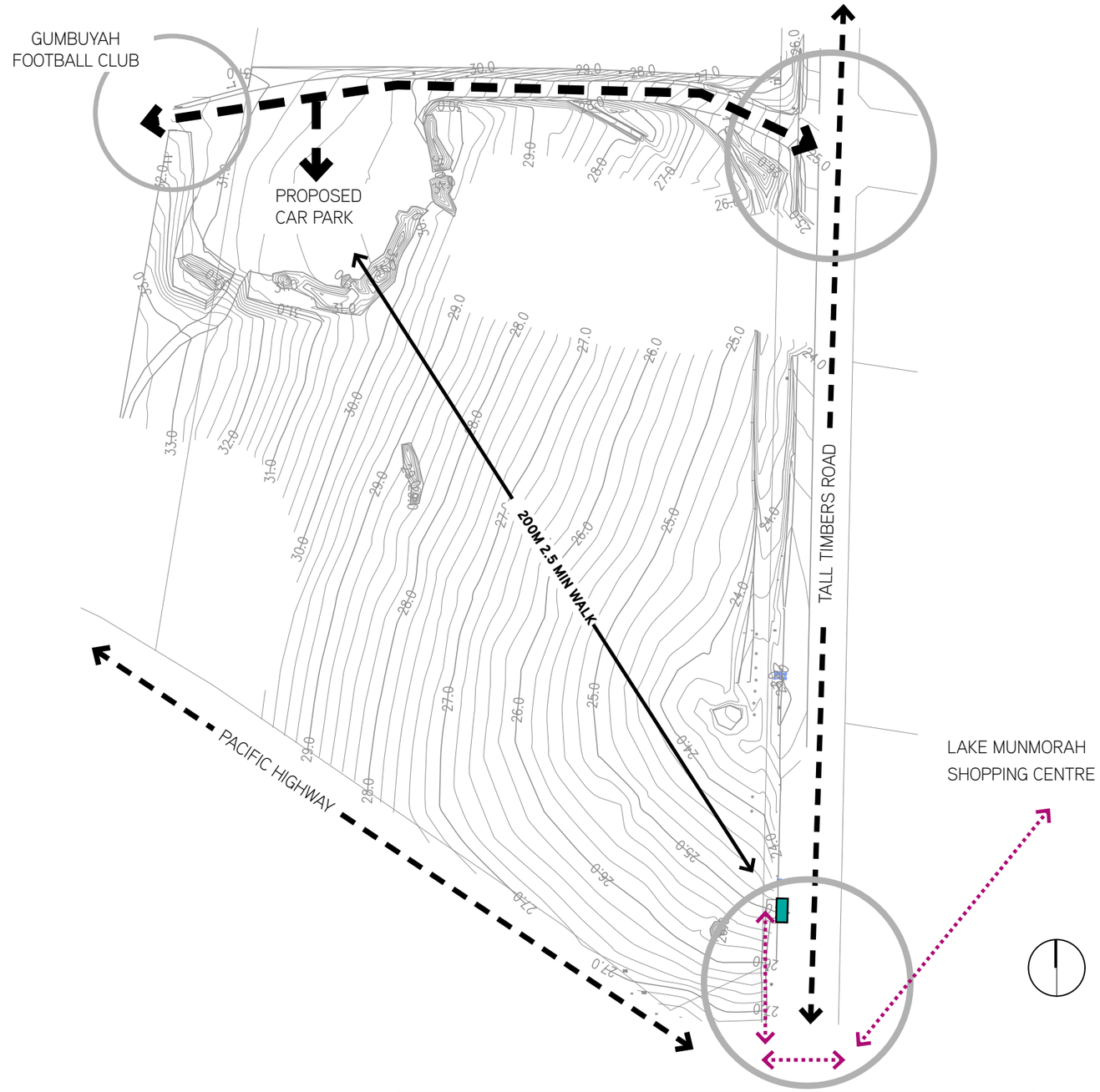


SITE ANALYSIS

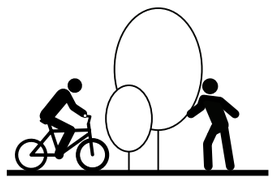
TOPOGRAPHY, HYDROLOGY + ASPECT

The site is primarily accessed from the existing gravel access road from Tall Timbers Road which currently leads to the Gumbuyah Football Club past the proposed car park clearing. There is a bus stop on Tall Timbers road with a footpath that leads to a pedestrian crossing at the junction of Tall Timbers Road and Pacific Highway for access to the Lake Munmorah Shopping Centre.

It is approximately a 2.5 minute walk across the site, this will be a key consideration for locating youth activation to ensure walking distances are manageable in the hot summer months, as well catering for less mobile users.



MOVEMENT + CIRCULATION



SITE ACCESS

PEDESTRIAN

VEHICLE

BUS STOP

ENTRY NODES

SITE ANALYSIS

EXISTING SITE - PHOTO STUDY

1. Over flow car park for the Gumbuyah Football Club
2. Dense under story planting
3. One of many large specimen trees
4. Lake Munmorah Shopping Centre
5. Pedestrian crossing to shopping centre
6. Many Golden Orb Spiders
7. Gumbuyah Football Oval
8. One of many large specimen trees
9. Dense under story planting

03

BACKGROUND

SKATE CONTEXT

In order to determine the style of facility proposed for the Lake Munmorah Skate Park it is first important to undertake a study of skate facilities within close proximity to the proposed Skate Park to identify their style and where gaps in provision exist. Skate facilities consist of three distinct style: Plaza, Transition and Combination.

This study has identified that the region consists of a mixture of all style parks.

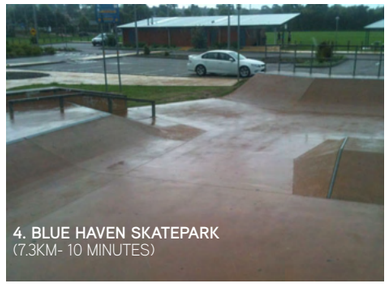
There are various old-style skate parks which are not in keeping with current skate trends and many are in need of repair or maintenance. There are also some new state of the art, large scale parks with Bato Bay and Charlestown all within close proximity.

With this in mind, and in keeping with the results from community consultation, it is advised that a combination style facility will be best suited for the Lake Munmorah skate park. This will create a district level facility with original and interesting obstacles (unique from existing parks) that compliments the existing network of skate parks.

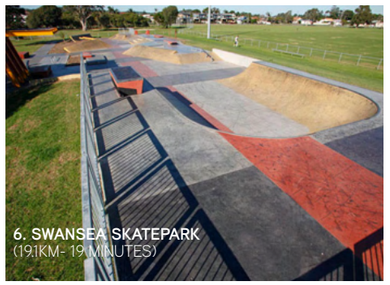
1. SAN REMO SKATEPARK
(7.0KM- 9 MINUTES)

2. WYEE MINI RAMP
(9.8KM- 11 MINUTES)

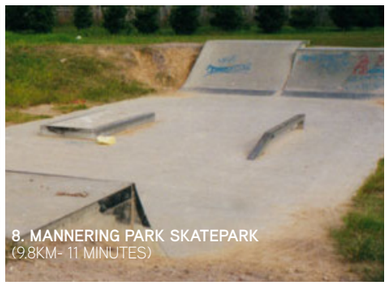
3. HALEKULANI SKATEPARK
(10KM- 12 MINUTES)


4. BLUE HAVEN SKATEPARK
(7.3KM- 10 MINUTES)

5. BERKELEY VALE SKATEPARK SKATEPARK
(29.4KM- 28 MINUTES)


6. SWANSEA SKATEPARK
(19.1KM- 19 MINUTES)

7.WADALBA SKATEPARK
(13.6KM- 16 MINUTES)


8. MANNERING PARK SKATEPARK
(9.8KM- 11 MINUTES)

9. THE ENTRANCE SKATEPARK
(23.4KM- 26 MINUTES)

10. BATO BAY SKATEPARK
(27.5KM- 31 MINUTES)

11. LAKE HAVEN SKATEPARK
(11.9KM- 14 MINUTES)

12. CHARLESTOWN SKATEPARK
(34.2KM- 36 MINUTES)

04

CONCEPTUAL DEVELOPMENT

The rigidity of form against the natural setting of the landscape creates an obvious contrast...

CONCEPTUAL DEVELOPMENT

THEMING

A prominent response through community consultation referenced the local natural environment and the interesting combination of the vegetation, ocean and lake specific to this area. People also mentioned the need to reflect the vibrant local youth culture of the Central Coast region. This highlighted the need for a consideration toward the inclusion of colour and art within the facility to reflect local identity.

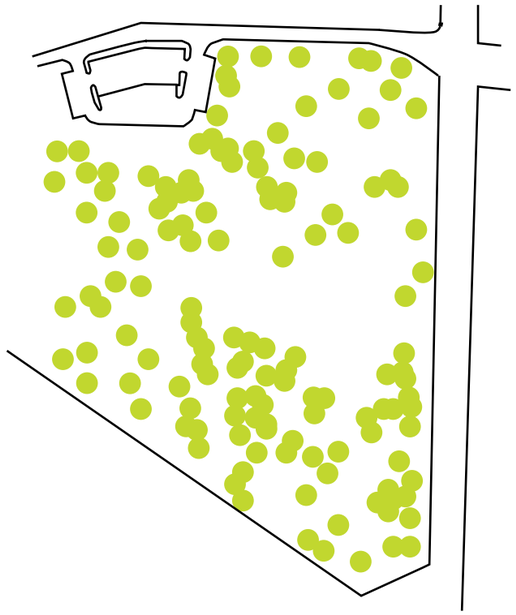
Many of the participants in attendance at the consultation also referenced the flora and fauna in the area. As the site itself is located right amongst a falling hillside this typography can be used to influence and create an interesting design response for the facility that reflects local context.

An edgy track snakes its way down the hillside as an obvious man made contrast to highlight the rigidity of the form against the natural vegetation of the site. Golden bands form the joints of the path and reflect the local Golden Orb spider which can be found in abundance on the existing site and throughout the Central Coast.

This idea has been combined as a unique, eye catching theme to encourage youth and families to enter the vibrant youth space and take pride in the appearance and feel of the space.

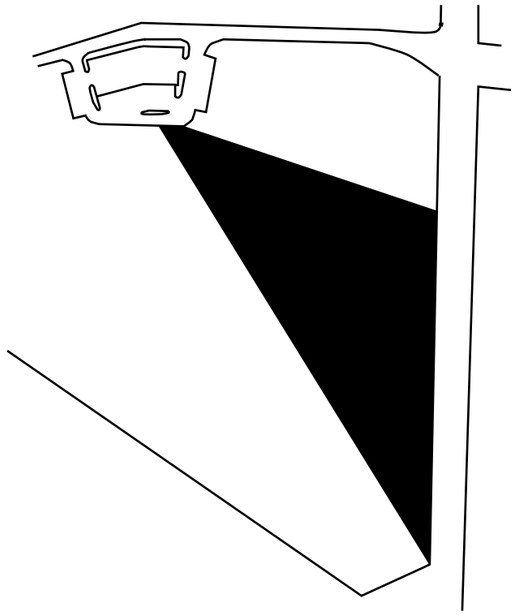
The following pages build the conceptual layers based on this theming.

CONCEPTUAL LAYERS



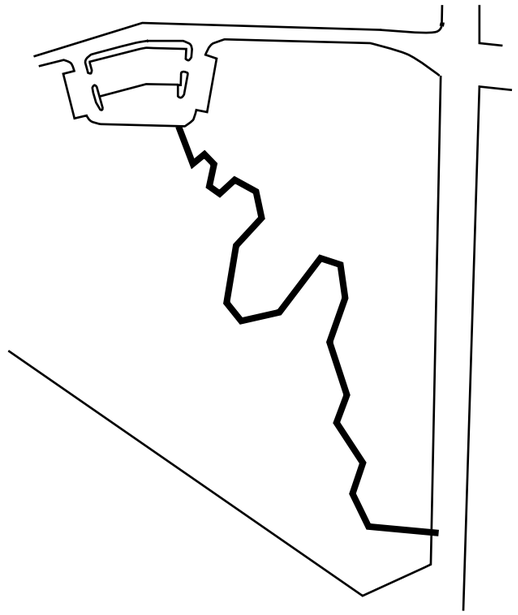
CRITICAL TREES RETAINED

Trees and vegetation that have been identified as important ecologies with high amenity value have been isolated into key areas.



CLEARANCE ZONE

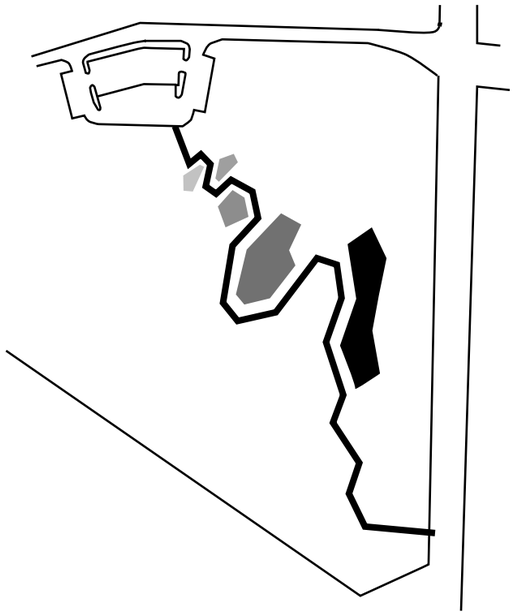
A key view shaft has been identified from the highest elevation of the car park down to the south eastern corner. This area is to be cleared of low scrub and under storey planting to open up a clear sight line through the space.



TOPOGRAPHY - EXPERIENTIAL TRACK

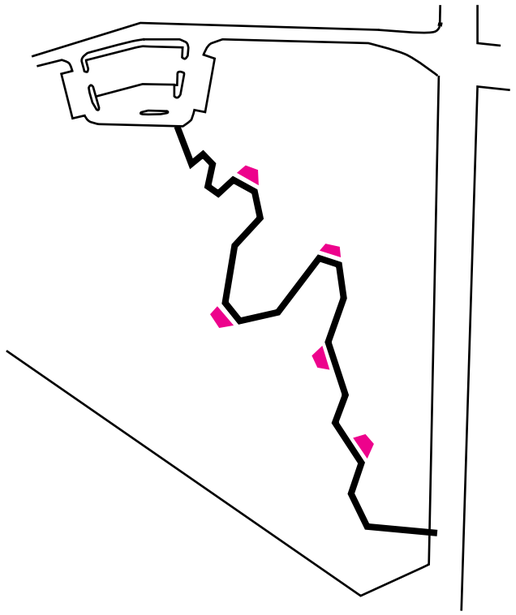
The steep 1:16 average grade of the site has been utilised to create an experiential track for spectators to have moments of revealed and concealed activation as they make their way through the recreation facility. The path runs from the North Western corner at the car park down to the South Eastern corner adjacent to the bus stop and Tall Timbers road pedestrian crossing.

CONCEPTUAL LAYERS



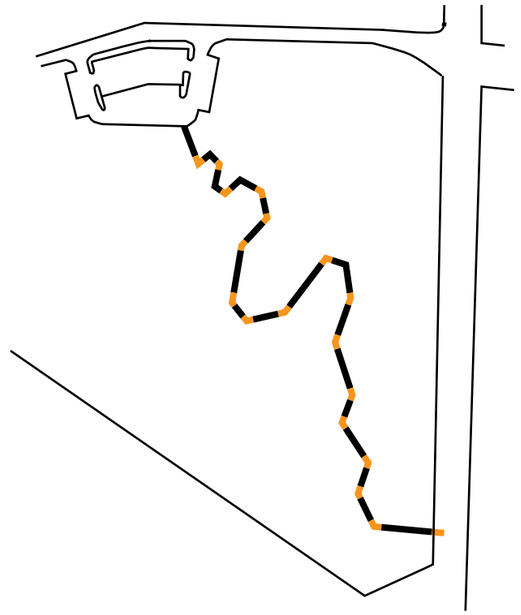
INTEGRATED ACTIVATION

The play, skate, active and passive recreation has been integrated into the slope as users make their way down the track. The play area is nestled into the bush and located centrally within the space, close to passive recreation, amenities building and car parking area. The skate is located closer to Tall Timbers Road (avoiding exposure to the busy Pacific Highway) for better passive and active surveillance, the skate will utilise the topography of the site to inform a flowing space that reflects consultation feedback.



SPECTATOR VIEWING NODES

Key nodes along the experiential track have been identified and as spectator viewing points that allow for safe expansive viewing zones across the active recreation and into the native vegetation.

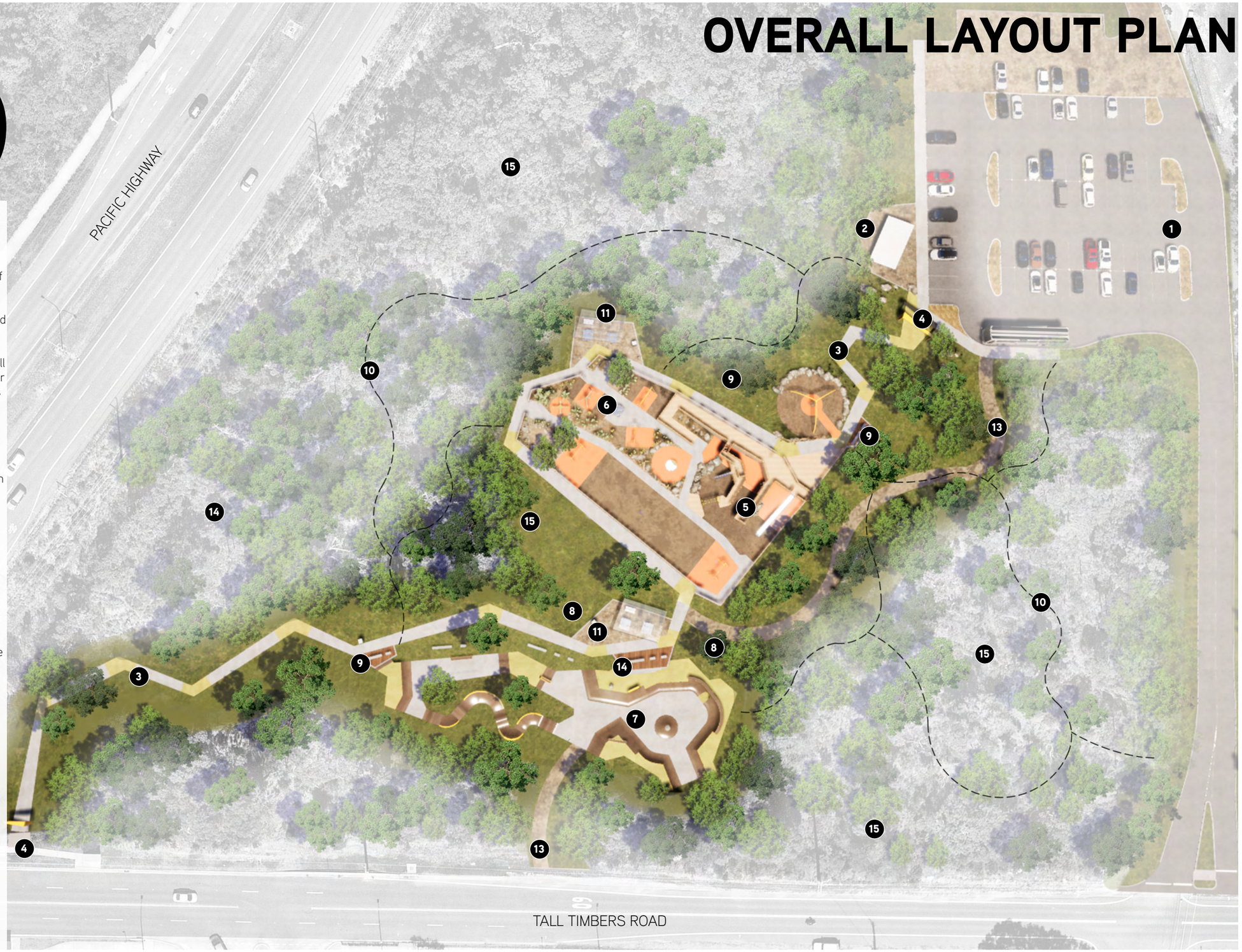


EXPERIENTIAL TRACK - GOLDEN ORB SPIDER

The experiential track reflects the golden bands that wrap around the joints of the famous spider found throughout the existing site. This link back to the fauna of the sight ties in with sense of place and forms a fun colourful element throughout the space.

05

OVERALL LAYOUT PLAN



LEGEND

SKATE WORKS

1. Car park and drop off zone located at high point of site, adjacent to Gumbuyah Oval
2. Amenities building located adjacent to car park and recreation facility main drop off / pick up zone
3. Experiential bush path providing equal access to all users and giving people the opportunity to discover different forms of passive and active recreation as they make their way up and down the site
4. Gateway / entry point to cascading recreation facility with key sight lines into space.
5. Main play space centrally located for older children
6. Younger children's play located higher up site in close proximity to viewing zones
7. Flowing street and transition skate park
8. Passive recreation spectator lawn for potential events and spill out.
9. Key nodes along the experiential track have been identified as spectator viewing points that allow for safe expansive viewing zones across the active recreation and into the native vegetation.
10. Bush trails for pedestrians and environmental education opportunities
11. Shade shelters with Picnic and BBQ area
12. Perimeter fencing
13. Vehicle access track
14. Terrace seating / retaining walls
15. Exisitng environmentally protected trees and amenity trees retained

CONVIC

0 1 2 5 10

Scale 1:250 @ A3

Central Coast Council

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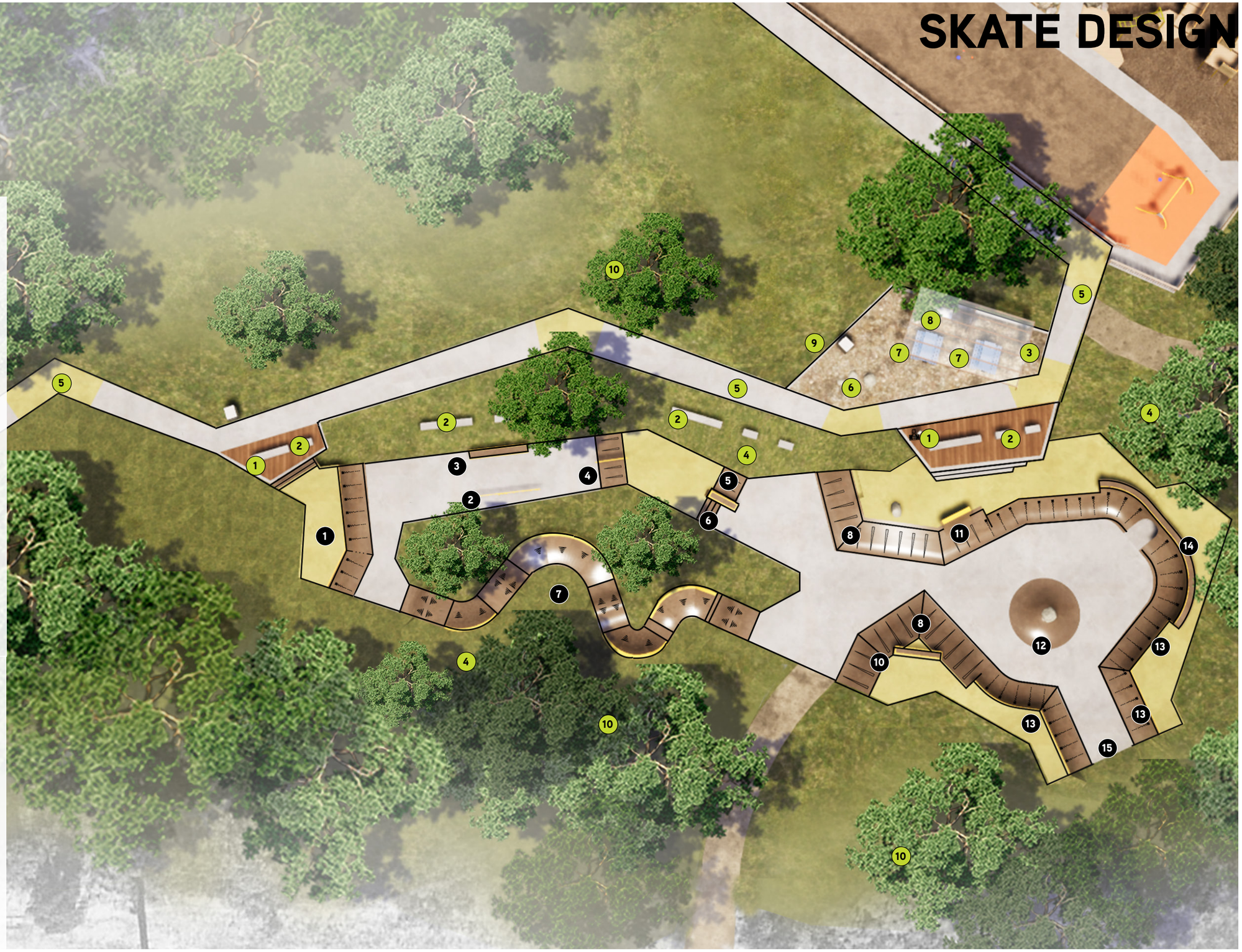
PROJECT
Lake Munmorah Recreation Facility

TITLE
Draft Concept Overall Layout Plan

DATE
05.06.2020

REVISION
B

SKATE DESIGN



LEGEND

SKATE WORKS

1. 1200H Quarter Pipe w Hip
2. 350H Flat Bar
3. 300H Ledge
4. 500H Down Rail
5. 500H Hubba
6. 3 Stair
7. Bush Pump Track
8. 900H Hip
9. Euro Gap
10. Bank to ledge
11. Bank to wall Jersey
12. Volcano w Rock Jump
13. 900H Quarter Pipe
14. 1500H Quarter w Doorway
15. 900H beginner Mini Ramp

LANDSCAPE WORKS

1. Timber Viewing Deck
2. Block Seating
3. Shade Shelter
4. Events Spectator Lawn
5. Experiential DDA bush walk
6. Picnic Area
7. Picnic Tables
8. BBQ
9. Drinking Fountain
10. Existing Trees

CONVIC

0 1 2 5 10

Scale 1:250 @ A3

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PROJECT
Lake Munmorah Recreation Facility

TITLE
Draft Concept Skate Design

DATE
05.06.2020

REVISION
B

PLAY DESIGN

LEGEND

PLAYGROUND WORKS

1. Flying Fox
2. Large Nest Swing
3. Double A-Frame Senior Swing
4. Junior Basket Swing
5. Accessible Merry Go Round
6. Net Bridge
7. Climbing Wall
8. Under Deck Cubby House
9. Pommel Climber
10. Rung Climber
11. Cleated Bridge
12. Horizontal Bars
13. Decking Platform
14. Climbing Net
15. Single Slide
16. Embankment Slide
17. Roof Structure Over
18. Rocker
19. Sand Play Area
20. Cubby House
21. Transfer Deck
22. Tunnel Under

LANDSCAPE WORKS

1. New Tree Planting
2. Proposed Garden Bed
3. Concrete Connection Path
4. Deck Connection Path
5. Rubber Softfall
6. Impact Attenuating Mulch Area
7. Rock Edging
8. Stepping Stones
9. Timber Logs
10. Mounds
11. Gate

CONVIC

0 1 2 5 10
Scale 1:250 @ A3

Jeavons LANDSCAPE ARCHITECTS

Central Coast Council

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PROJECT
Lake Munmorah Recreation Facility

TITLE
Draft Concept Play Design

DATE
05.06.2020

REVISION
B

OVERVIEW

ENTRY + DROP OFF

PLAY AREA

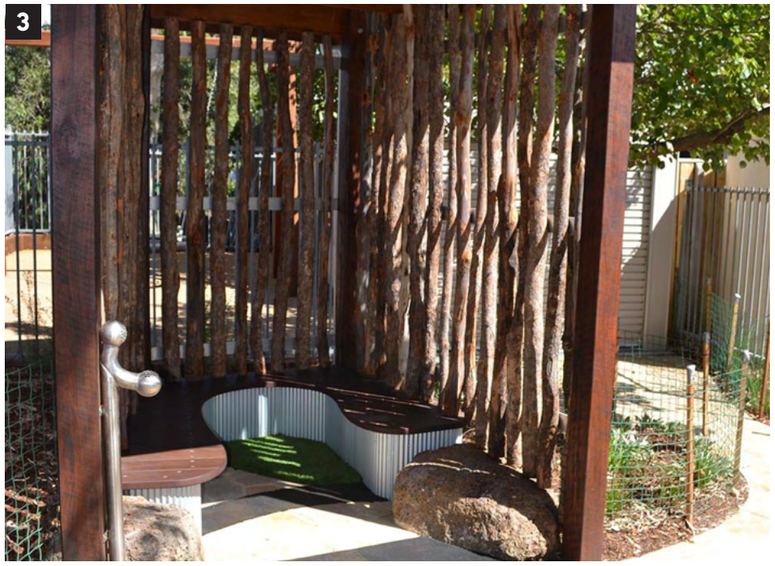
SKATE PARK

06

PALETTES - PLAY

PLAY PRECEDENTS

1. Sensory musical poles
2. Sand table
3. Cubby house
4. Large basket swing
5. Slide on rubber softfall embankment



PALETTES - PLAY

PLAY PRECEDENTS

1. Small basket swing
2. Sand play area with cubby house
3. Softfall mounds
4. Stepping stones
5. Spinner

PALETTES - SKATE

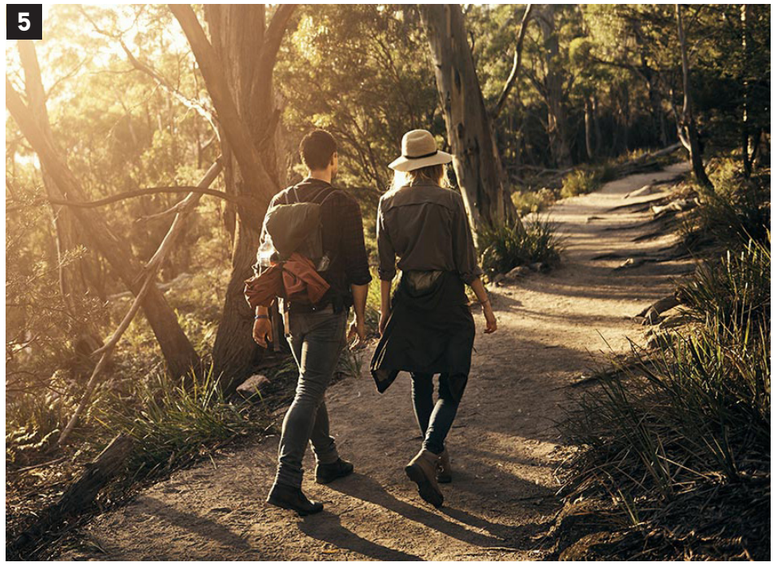
SKATE FEATURE PRECEDENTS

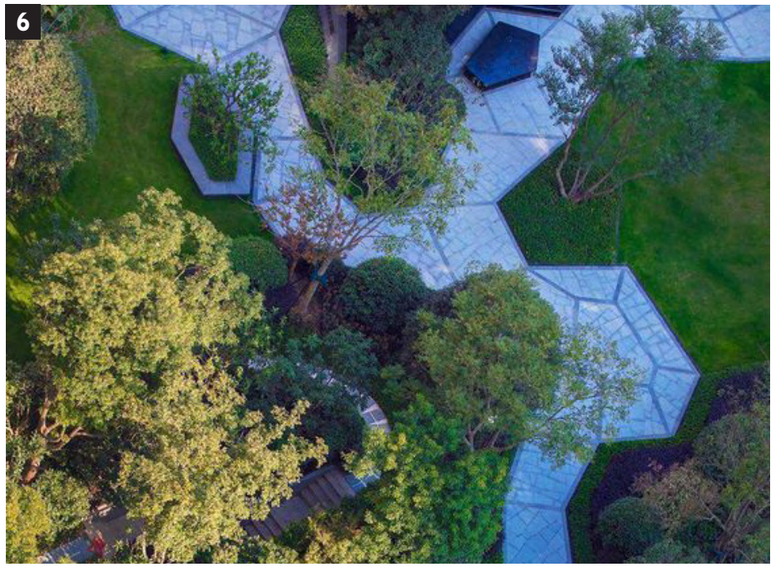
1. Open flow area
2. Pump track
3. Slappy Kerb Quarter
4. Flowing transition and hips
5. Volcanoes and transition area

PALETTES - LANDSCAPE

LANDSCAPE PRECEDENTS

1. Timber boardwalk with yellow corners
2. Palette + aesthetic reference
3. Jagged paths against vegetation
4. Bush tracks
5. Rigid concrete path with breakout zones





PALETTES - FURNITURE

FURNITURE PRECEDENTS

1. Timber Informal Seating
2. Shade Shelter and Seating
3. Drinking Fountain
4. Sculptural Concrete seating
5. Skate Park Signage

07

NEXT STEPS

MOVING FORWARD

Upon council endorsement of the draft concept design, a draft concept consultation is to follow. As well as creating a truly relevant design, this review will ensure the final concept design reflects community needs, user requirements and the overall project vision. This continued involvement connects the community with the project design process and ultimately creates a vested interest in the final outcome. This engenders community pride and ownership in both the process and the public facility, creating a strong sense of stewardship of the community's public spaces.

CONVIC

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