



Broke Community Hub detailed master plan

December 2017



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Front cover: Drawing of Yellow Rock (Lizard Rock) by Peter Andrews

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1.0 Detailed landscape master plan

The Broke Community Hub incorporates Stewart McTaggart Park and the local village shop as shown on Figure 1. The Community Hub and McNamara Park are to be further developed based on the ideas contained in the Singleton Villages master plan report. This will include building on the previously established framework for Stewart McTaggart and McNamara parks. Each of the areas to be upgraded have different requirements and will require individual consideration to address the specific site intricacies. Our approach is to integrate the separate areas as much as possible to present a considered and holistic response for the Village.

The base information uses existing aerial photography and cadastral information as well as a preliminary survey for Stewart McTaggart Park, which locates the tree canopy indicatively.

The draft detailed master plan will further refine the earlier master plan giving increased clarity to the proposals already envisaged. Council with the community have identified a number of proposals that are to be addressed including:

Community Hub

- Determine an overall landscape theme for the community hub.
- Street tree planting concept leading into and out of Broke – Wollombi Street / Road
- Identify appropriate placement and type of Information/ Tourism Boards in accordance to the adopted “Hunter Valley Wine Country Signage Strategy” for the gateway treatments.

Stewart McTaggart Park

- Configuration of car park to allow for larger vehicles e.g. RVs.
- Shade on play equipment, and general shade for seats, benches and where appropriate.
- Design of the activity zones to cater for the different age groups including the Children’s Space, Teenagers Space and Adults Space.

McNamara Park

- The proposals for McNamara Park need to take into consideration the existing and future uses and users of the park.
- Identify an appropriate location and size for a free style BMX track and determine an appropriate design.
- Identify the proposed position and type of the proposed Long Lunch table.
- Identify a suitable location for the RV dump point.

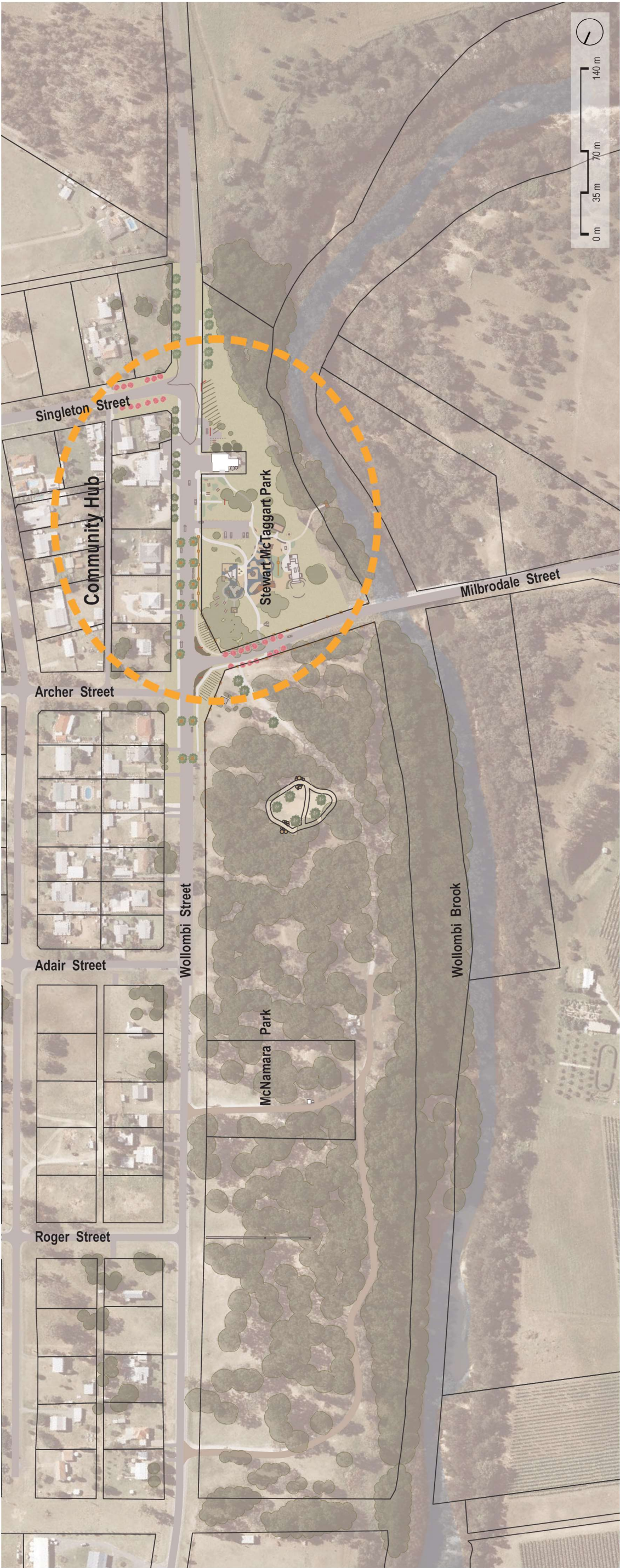


Figure 1 – Broke

2.0 Community hub

2.1. Landscape theme

Creating sticky streets assists in slowing traffic, creating a pedestrian friendly environment and enticing visitors to stop longer. Clear definition of the road edge and the land uses incorporating the rural characteristics.

The proposed landscape theme helps to create sticky streets and further define the Community Hub by incorporating several measures that assist in refining a distinct and recognisable identity within the overall Hunter Valley regional context. The following measures are proposed:

- Planting in the road shoulders that will allow the street tree canopies to develop and create an avenue effect along Wollombi Street within the Community Hub. Tree planting to be protected by timber bollard surrounds. Street trees will be located to avoid overhead power lines, driveways and coordinated to allow on street parking for vehicles and RVs and caravans.
- Street trees proposed along the approaches at Singleton Street and Milbrodale Road to incorporate a suitable species in accordance with Ausgrid guidelines due to the location of the powerlines.
- Gateway treatments incorporating signage and landscape at the two main intersections.
- Seasonal colour and visual interest in Spring and Autumn at the gateway intersections.
- Ornamental grape vine planting on post and wire fence at the gateways to help reinforce the local wine precinct context.
- Smaller trees at the Village Store as a visual link with the streetscape and maintaining views to the store.
- Bioswale planting in the verge to define the road edge and as a Water Sensitive Urban Design measure.
- The tree types proposed include two options for a native or exotic species for street trees.

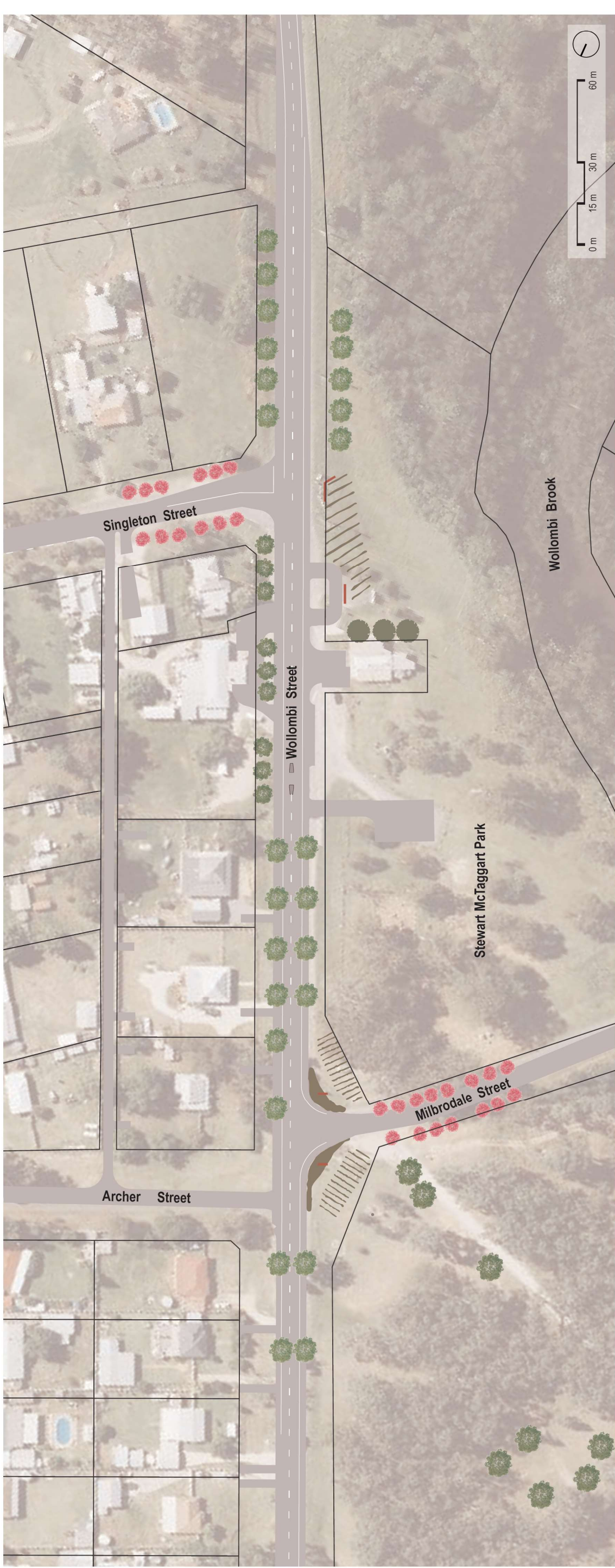
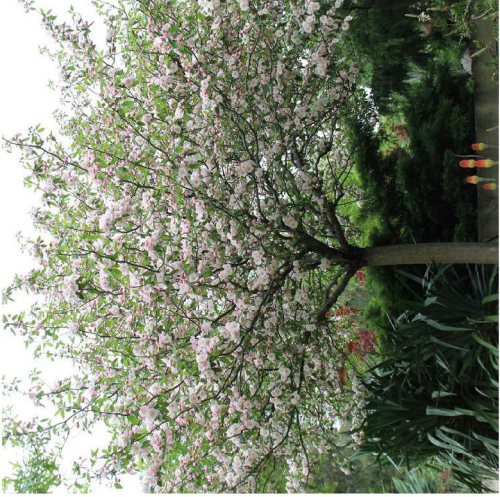


Figure 2 – Community Hub landscape theme

Landscape theme

Street / Road		Species	Mature Size	Notes	
Wollombi Street		<i>Eucalyptus sideroxylon</i> 'Rosea' – Red Iron Bark	Mature size 20m high x 15m wide	Red Iron Bark is a medium size, hardy, native species proven to grow well in the local environment. Red Iron Bark has previously been planted in the verges therefore additional trees will further reinforce the existing theme and canopy.	 <i>Eucalyptus sideroxylon</i> 'Rosea' – Red Iron Bark
		<i>Fraxinus griffithi</i> – Evergreen Ash (Alternative species)	Mature size 8m high x 5m wide	Fast growing, drought tolerant, medium size tree that works well for avenue planting that tolerates a wide range of conditions and requires little maintenance once established. This tree is listed as a suitable species in Ausgrid guidelines.	 <i>Fraxinus griffithi</i> – Evergreen Ash
Singleton Street and Milbrodale Road		<i>Malus ionensis</i> 'Plena' – Bechtel Crab Apple	Mature size 6m high x 4m wide	Hardy and highly ornamental producing masses of fragrant double pink spring blossoms. In autumn, the leaves colour up to a combination of burnt orange and reds. The tree is selected as it is also symbolic of the fruit and agricultural industry. This tree is listed as a suitable species in Ausgrid guidelines.	 <i>Malus ionensis</i> 'Plena' – Bechtel Crab Apple
		<i>Ceratopetalum gummiferum</i> – NSW Christmas Bush	Mature size 6m high x 3m wide	A showy, hardy, native, small tree with masses of creamy-white spring flowers with bracts becoming larger and brilliant red by Christmas. This tree will create a strong visual impact at the intersections when in flower as well as provide a textural contrast with the other larger native tree species in the surrounding area.	 <i>Ceratopetalum gummiferum</i> – NSW Christmas Bush
Bioswale planting		Mix of low, native grasses within the road verge consisting of Lomandra, Dianella, Isolepis and Carex. Bioswale plantings to help concentrate or remove silt and pollution out of surface runoff water and define the road edge.			 Mix of low, native grasses   

2.0 Community hub

2.2. Gateway treatment

Two locations have been identified for gateway signage within the Community Hub. This includes:

1. The Broke / Fordwich Gateway
 - Gateway sign for Broke / Fordwich set in a landscaped theme associated with the area, including ornamental vines and the nominated street trees to provide a familiarity with the area and sense of arrival. Signage to face onto Singleton Street and Wollombi Road.
 - Proposed signage incorporating Broke / Fordwich on a stone wall at the gateway Avenue street tree planting to assist in defining the entries to the village and define the routes to the various facilities and to maintain views.
 - Incorporate the information board (in accordance with the signage strategy) in close proximity to the gateway treatment with a drive through lay-by due to restricted area. Continue the ornamental vines to contribute to the gateway. An alternative location was considered in conjunction with the car park at Stewart McTaggart Park, however due to the restricted space the information board would not be visible from Wollombi Street.
 - Parking located nearby the Stewart McTaggart Park.
2. Vineyard Gateway
 - Incorporate the precinct signs (from the signage strategy) with the opportunity for the advertising signs from the surrounding vineyards, accommodation, etc to form part of the sign and not be a series of separate signs.
 - The landscape treatment to include the ornamental vines, street trees and grasses to assist in defining the gateway.

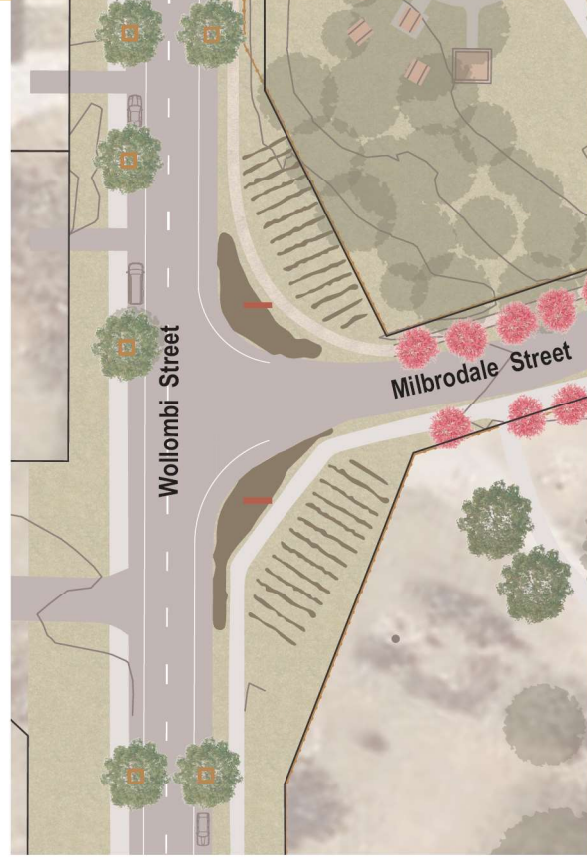
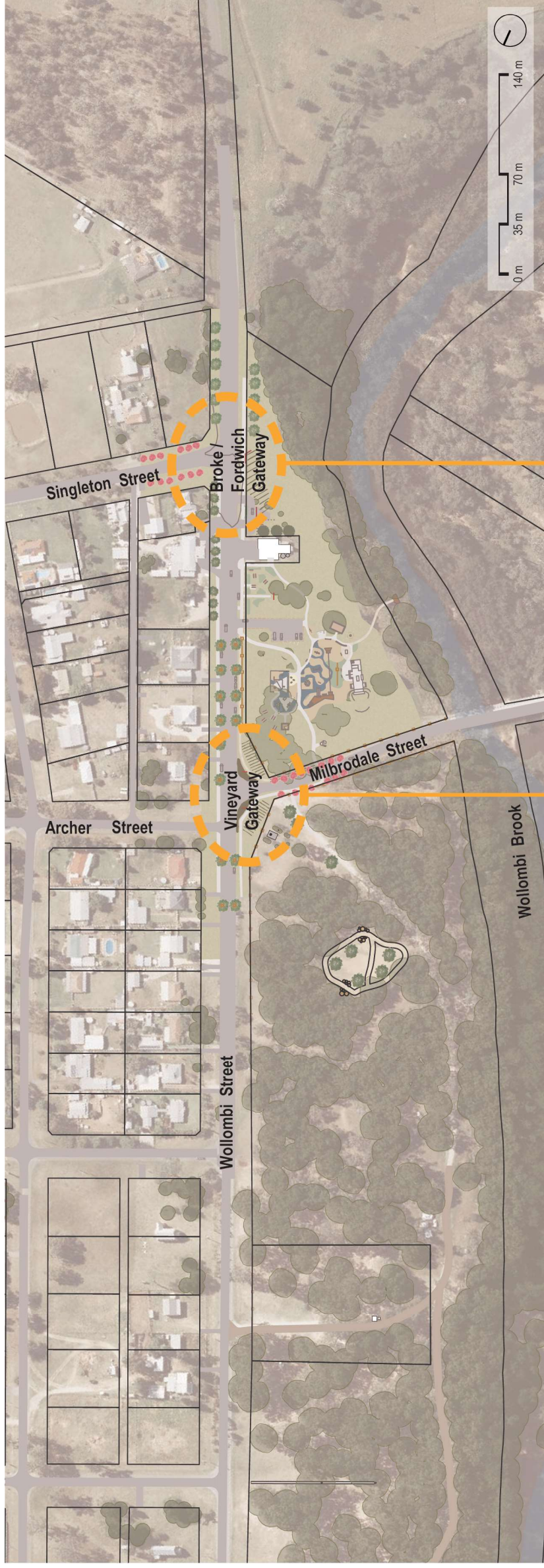


Figure 3 - Gateway locations

2.0 Community hub

2.3. The Broke / Fordwich Gateway

Legend

- 1 Gateway signage
- 2 Ornamental grape vines on post and wire fence
- 3 Information signage
- 4 Parking layby and turnaround
- 5 Shared pathway
- 6 Picnic setting
- 7 Existing bollards



Figure 4 – Broke / Fordwich Gateway

2.0 Community hub

The Broke / Fordwich Gateway



Figure 5 – Broke / Fordwich Gateway treatment

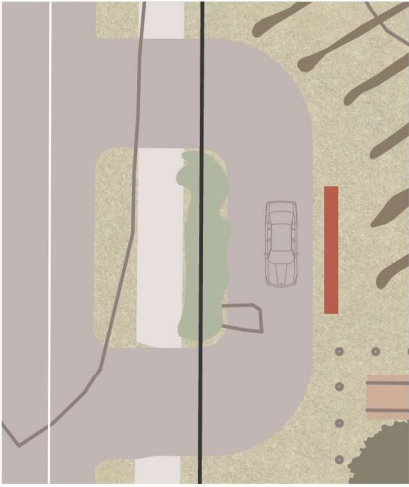


Figure 6 – Broke / Fordwich information bay (Source - Signage Strategy)

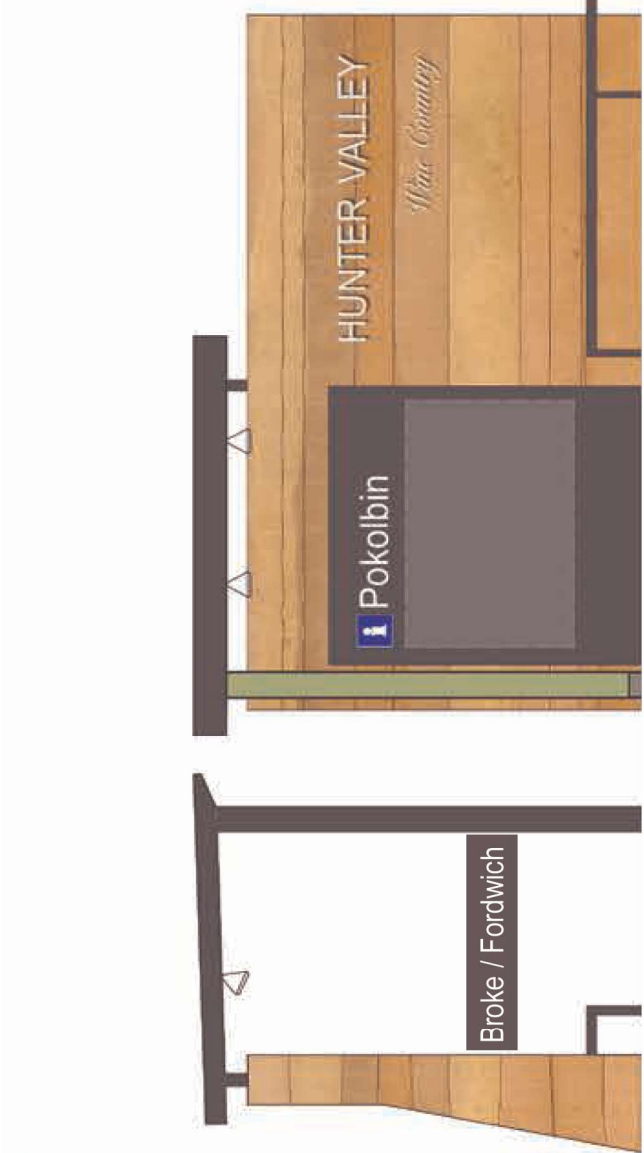


Figure 7 – Existing signage



2.0 Community hub

2.4. Vineyard Gateway

- Legend
- 1 Precinct sign
 - 2 Grape vines on post and wire fence
 - 3 Post + rail fence
 - 4 2.5m Shared pathway
 - 5 Low streetscape planting
 - 6 Street trees + tree guard surrounds
 - 7 Gravel pathway
 - 8 Parking in 2.5m shoulder

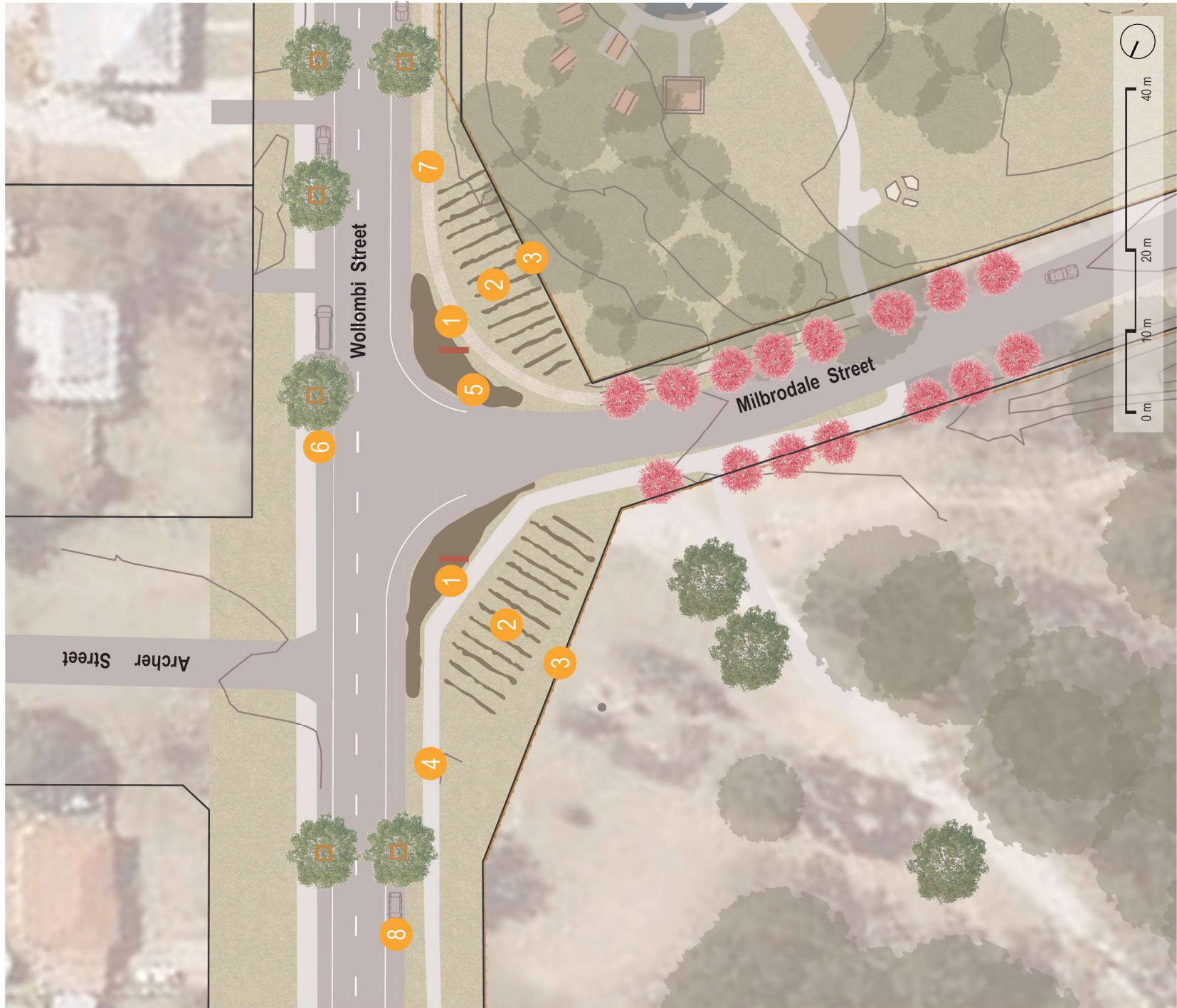


Figure 8 – Gateway Treatment

2.0 Community hub

Vineyard Gateway



Figure 9 – Visualisation of Vineyard Gateway signage

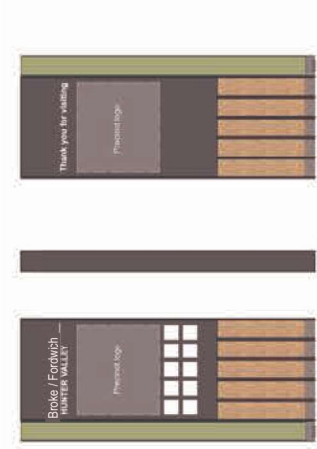


Figure 10 – Precinct signage (Signage Strategy)

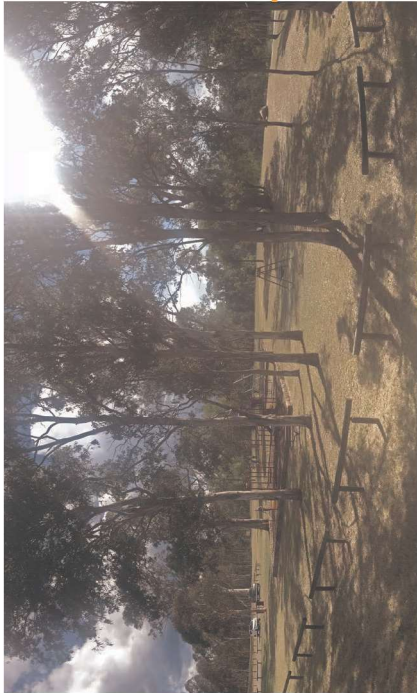


Figure 11 – Existing signage



3.0 Stewart McTaggart Park

3.1. Existing context



Fence types



Carpark



Heritage information signage



Play equipment



Figure 12 – Contextual Plan - Preliminary survey of Stewart McTaggart Park showing indicative tree locations



Information signage bay



Public toilets



War Memorial



Absorption trench

3.0 Stewart McTaggart Park

3.2. Overall concept

The development of the design for Stewart McTaggart Park takes into account the importance and future role the Park plays for both the local community and visitors in providing nature-based, contextually appropriate recreation and play opportunities.

The Park design builds on existing physical attributes such as trees and levels while incorporating local natural themes such as Yellow Rock (Lizard Rock), the adjacent Wollombi Creek riparian vegetation and the large Eucalyptus and Red Gums located throughout the area.

Key features of the design include:

- Accessible pathways between the main areas and Wollombi Street, Milbrodale Road and the amenities at the RFS.
- All existing trees are proposed to be retained with new deciduous, shade trees in key locations.
- Informal path connection to Creek lookout deck
- Development of the Memorial area with new garden planting and additional seating
- Expanded play areas with inclusive designs
- Increased provision and types of group and individual seating opportunities
- Increased shade provision using a range of shade devices including trees, shelters and temporary shade devices
- Nature play incorporating local themes
- Diverse range of recreation and play opportunities organised by ages but within close proximity to each other
- Fences to maintain the rural character and provide safety for the users of the park.
- Parking areas for a range of vehicles.



Figure 13 – Stewart McTaggart Park concept

3.0 Stewart McTaggart Park

3.3. Entry + Memorial Precinct

The entry and Memorial precinct is a key focal point within the Community Hub as it links the Park to the north with the Village Store, RFS and Wollombi Street. Its development is key in ensuring overall integration with the surrounding precinct.

Key elements of the design include:

- 1 Improvements to War Memorial garden
- 2 Development of ornamental gardens continuing the existing Memorial garden planting themes
- 3 Additional seating and picnicking opportunities
- 4 Upgrade of the RFS building including new colour scheme and upgrade amenities (subject to further discussion and approvals with the RFS)
- 5 Accessible pathway linking the RFS amenities to Wollombi Street
- 6 Accessible pathway linking the Memorial to Wollombi Street
- 7 Shared path to provide north-south connectivity to the wider area
- 8 Pedestrian refuge on Wollombi Street for improved safety
- 9 Realigned informal car park with new entry providing safer street interface and more efficient use of the Park area
- 10 More clearly defined street parking areas large enough to allow for RVs to parallel park within the Community Hub.

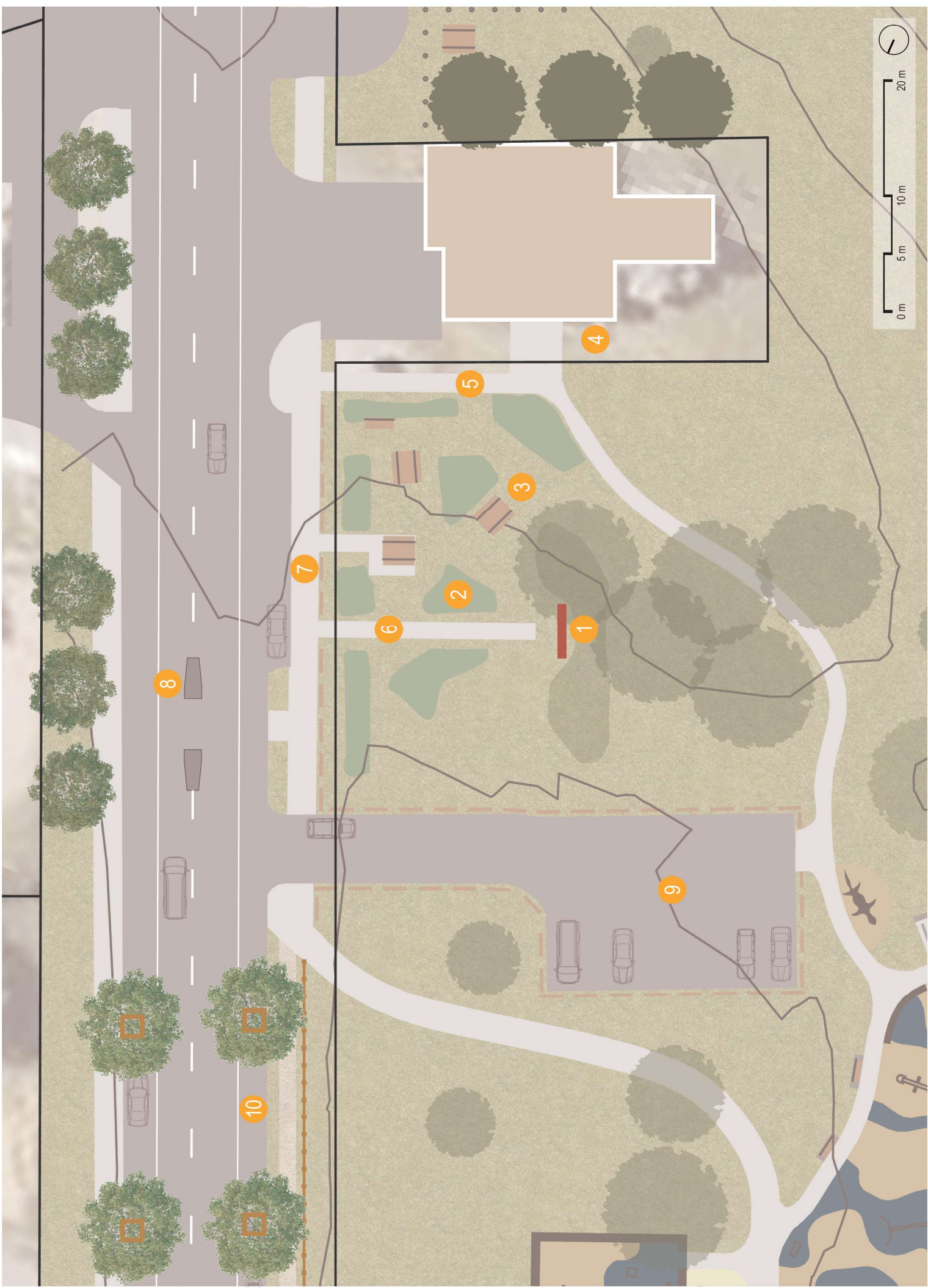


Figure 14 – Entry + Memorial Precinct

3.0 Stewart McTaggart Park

Entry + Memorial Precinct

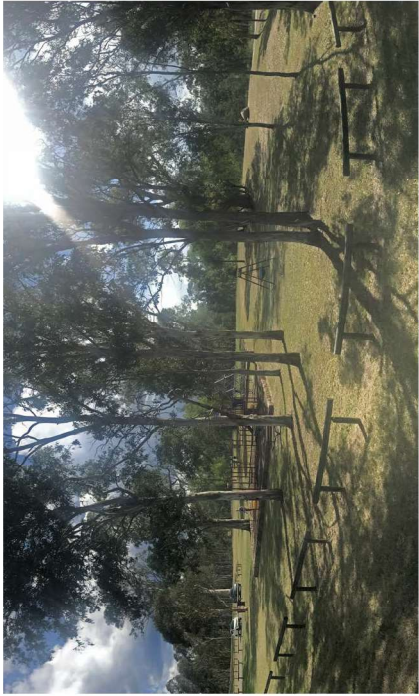
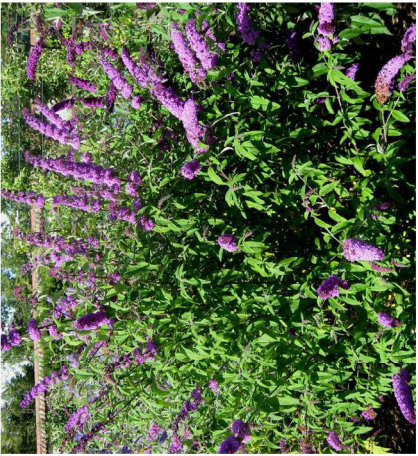


Figure 16 – Existing landscape / facilities

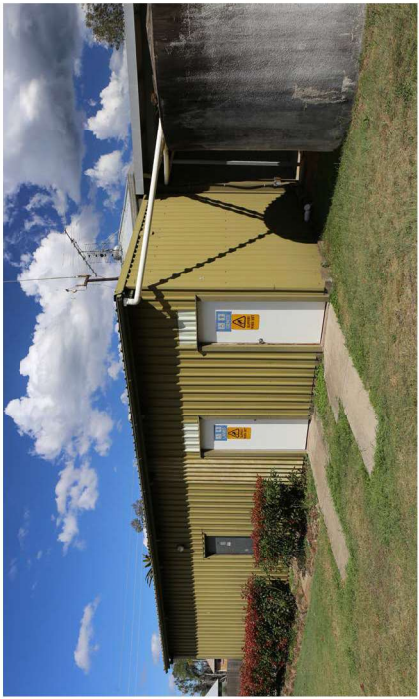


Figure 15 – Proposed garden precinct

3.4. Wombat cave

Key elements of the design include:

- 1 Wombat sculpture at entry as an interactive art element in sand pit
- 2 Retention of the existing play equipment, spinners, spring toy, combination climber
- 3 Removal of part of the sandstone block edge to create level access to the north and west
- 4 Reuse of existing sandstone blocks and new sandstone blocks to define edges and create informal seating opportunities
- 5 Expansion of the existing play area into the semi-open area to the north to create an expanded play area
- 6 New play equipment including a crawl-tough tunnel/mound (Wombat Cave) as the central element, and a small carousel for social play opportunity
- 7 Relocation of nest swing within new play space
- 8 Shade sails in key locations over play equipment to provide seasonal shading
- 9 Introduction of rubber soft fall to play equipment allowing easier access and to link as a river between the teen's and children's areas
- 10 Incorporation of mulch to assist in retaining natural landscape
- 11 Accessible pathway
- 12 Small group shelter with picnic table and bar-be-que for kid's parties and provision of shaded picnic area
- 13 Picnic tables placed in an informal arrangement and shaded by the existing trees to the north

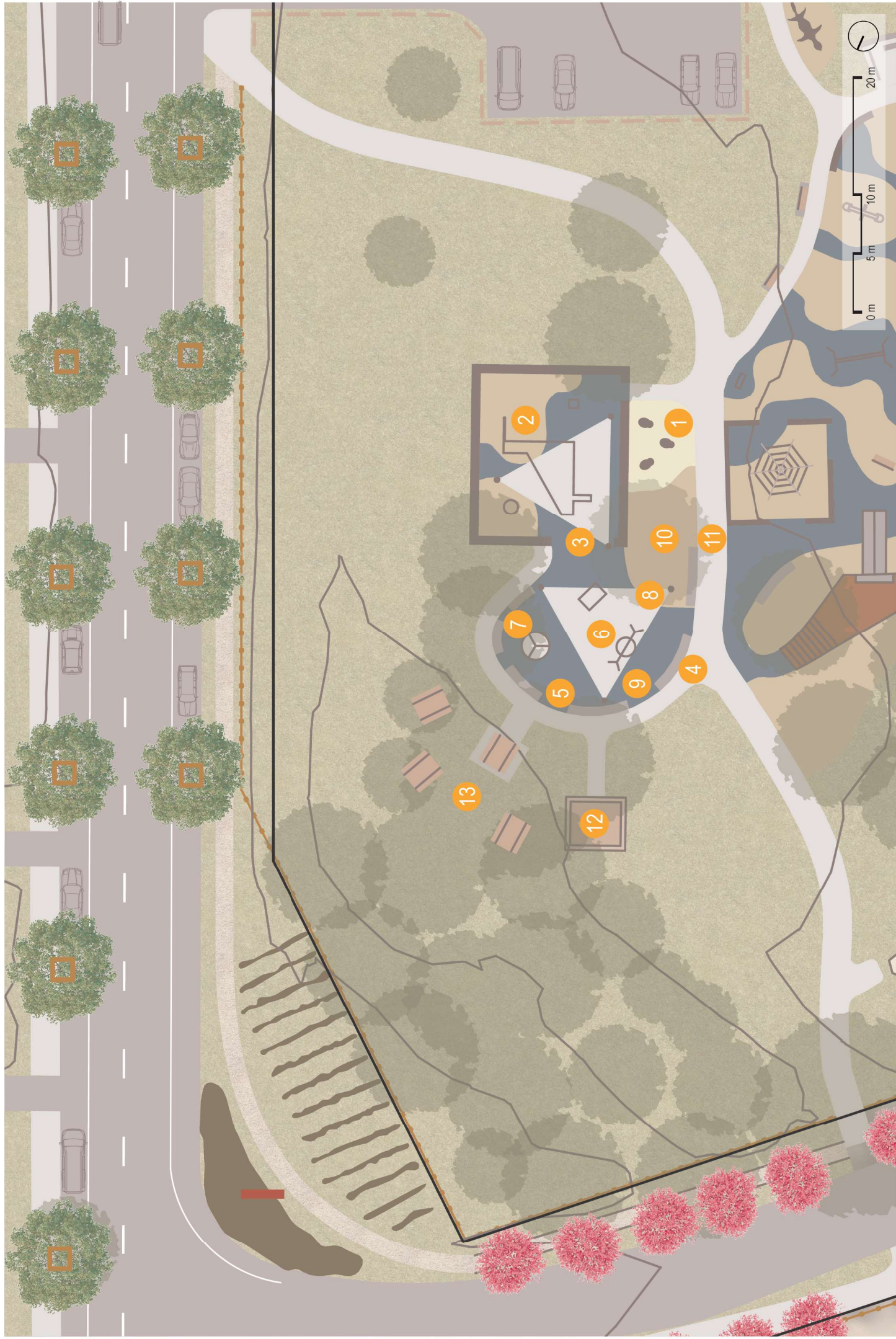


Figure 17 – Wombat Cave

Stewart McTaggart Park

3.5. Fly away

Key elements of the design include:

- New play equipment catering for older age groups and teens
- Introduction of rubber soft fall under play equipment allowing easier access with the shape and colour reminiscent of a creek and waterway
- Retention insitu of the existing climbing net structure with new rubber softfall
- Removal of part of the sandstone block edge at the climbing net structure to allow level access to all sides
- Flying Fox location arranged so that the experience is flying through the forest canopy and over a symbolic waterway and native garden
- Elevated viewing deck as the central focal element incorporating rope climb, slides, and potential access to the Flying Fox
- Elevated viewing deck located adjacent or as part of existing trunks to reinforce forest/treehouse themes
- Vertical climbing wall with theme relating directly to nearby Yellow rock
- Skate Park comprised of modular, precast concrete elements that can be added to over time.
- Basic Skate Park design elements include; Launch ramps, half pipe, fun box, grind rails, stairs and mounded earth at end(s)
- SeeSaw and double swing catering for junior and teen age group
- Outdoor table tennis located near the skate park. Batts and balls BYO or potential hire from the Village Store
- Drinking station centrally located adjacent the shared central spine path
- Bicycle parking area with Stainless steel stand for securing bikes
- Shading to be provided by existing trees and new, deciduous, shade trees in key locations to play areas, pathways and the car park
- Seating opportunities on low brick walls with bricks potentially sourced from Council's depot (John Street) project
- Bench seating utilising relocated timber benches
- New deciduous shade trees providing visual contrast to existing forest canopy while allowing solar access in Winter
- Native garden planting around the area of the existing absorption trench and fence



Figure 18 – Fly away

3.0 Stewart McTaggart Park

Fly away

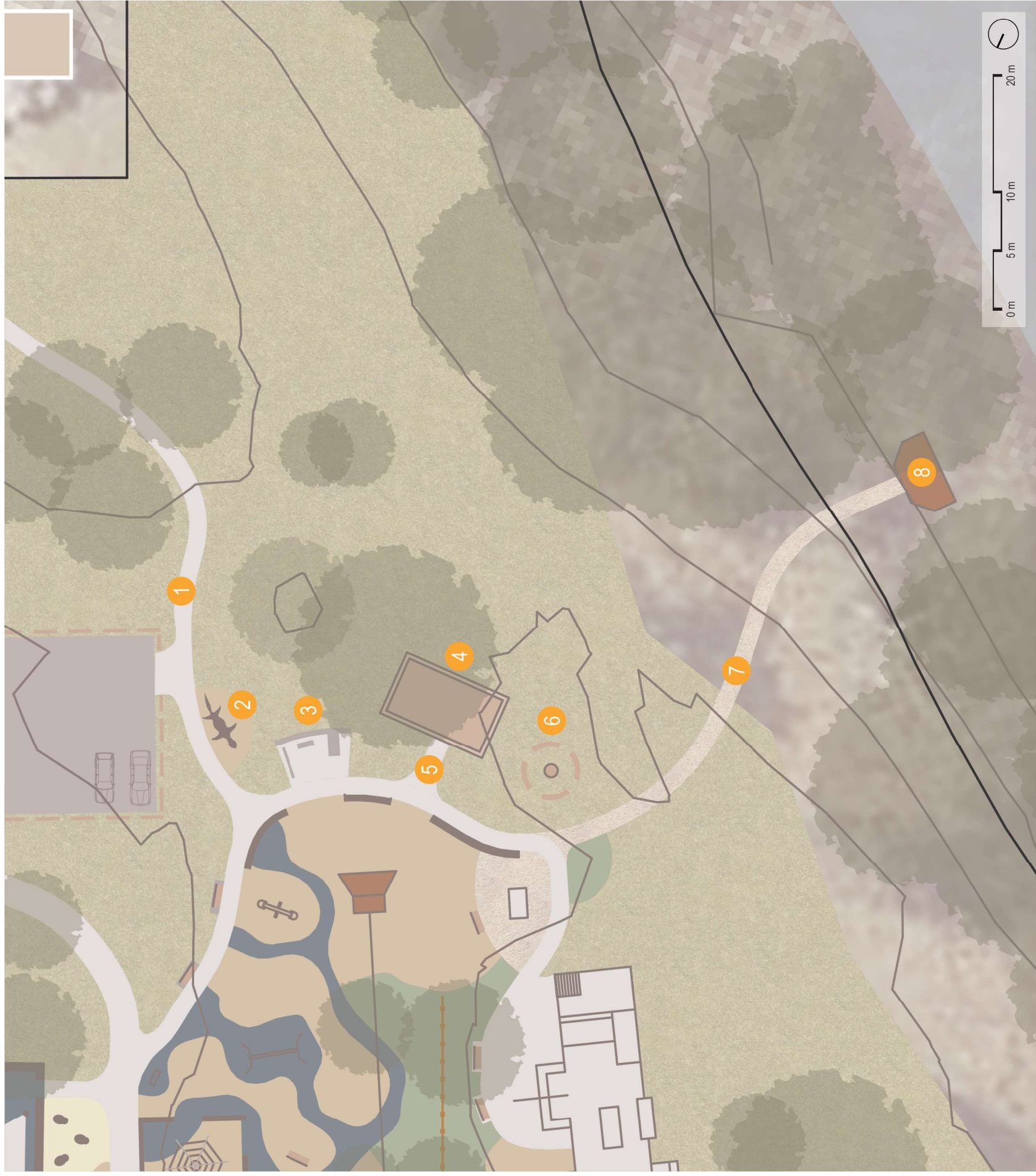


Figure 19 – Indicative cross section skate park to Wombat Cave

3.6. Yellow rock

Key elements of the design include:

- 1 2.5m shared pathway
- 2 Lizard sculpture at entry as an interactive art element (representing Lizard Rock / Yellow Rock) and maintaining visual link to Yellow Rock
- 3 Small scale fitness station with two height chinup bar, push up bar, incline board for situps. Materials to be a combination of timber, stainless/powder coated steel and a mulch surface
- 4 Large, open, skillion roof, group shelter with bar-be-que(s) and tables catering to large gatherings oriented toward centre of the Park and play areas
- 5 Shelter to have easy, at grade access to car parking area and amenities and a concrete floor surface
- 6 Bush camp style fire pit with steel ring and timber log seats located near the group shelter in open lawn area
- 7 Gravel path to Wollombi Brook
- 8 Viewing platform



3.0 Stewart McTaggart Park

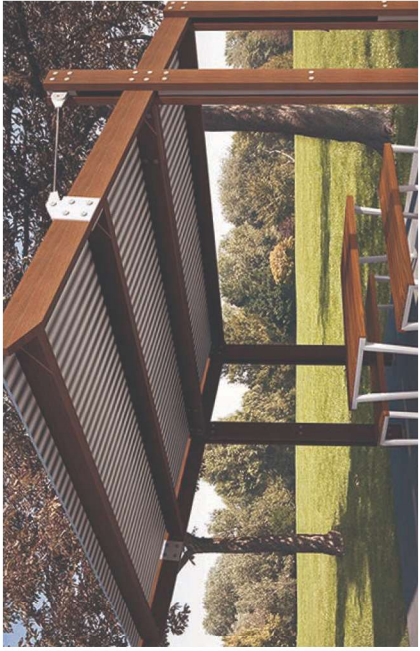
Example images



Figure 20 – Example images

3.0 Stewart McTaggart Park

Example images



3.7. Materials + colours

Colours and materials are to reflect the local built and natural environment.

The following images are indicative Preference is for a muted colour scheme which reflects the colours and materials of the surrounding area including both the natural and built environment.



Indicative materials and colours palette



Gravel/Play Sand/Mulch



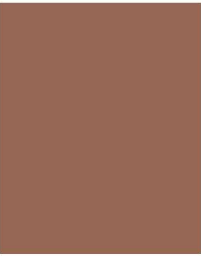
Rubber soft fall



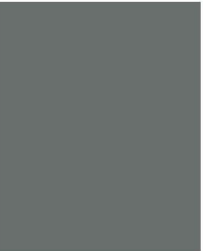
Aggregate concrete paving



Timber elements including viewing decks, tables and benches



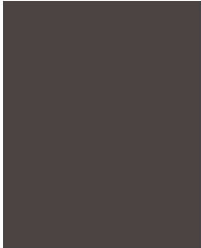
Seats - sandstone and brick



Shade sails



Fences



Play equipment and furniture
Metal / plastic

4.0 McNamara Park

4.1. Precinct plan

Precincts

The projects for McNamara Park include locating the longest picnic table, the dump point for RVs/caravans and the freestyle BMX track.

McNamara Park is currently used for camping/caravans, festivals and bike riding. Facilities include a small amenities building, informal vehicular access, various seating and picnic shelters and bins.

It is proposed that McNamara Park be generally separated into three different precincts to minimise conflicts between users, however there will be opportunities when the uses can overlap. The three precincts are important to locating Council's required projects. The three precincts as shown on Figure 21 are:

1. Festivals Precinct
2. Camping Precinct
3. Active Precinct



Figure 21 – McNamara Park Precincts

4.0 McNamara Park

4.2. Festivals precinct - the longest picnic table

The Longest Picnic Table

Festivals are held in various areas in McNamara Park throughout the year. An identified precinct for festivals would assist in the preparation for festivals. The northern section of McNamara Park has cleared areas and areas of mature trees that can provide shade.

The longest picnic table is proposed to be located within the Festivals precinct as it would be beneficial for these festivals. It is proposed to be located opposite Rogers Street.

This provides an opportunity for the longest picnic table to be extended across Wollombi Road onto Rogers Street. This would incorporate temporary tables along Rogers Street to link with the longest picnic table. Rogers Street would be closed for the festival but access to properties would be available from the laneways or cross streets.

The long picnic table has been located within a fairly open part of the park. There are a number of mature trees within close proximity, which will provide shade for the table.

The longest picnic table would commence at Tree 1 shown on Figure 22 and extend to the property boundary. Tree 2 is a tall tree that is located towards the middle of the table. It is proposed that this tree would be incorporated as part of the table. The table would be constructed of timber and would need to be specially constructed.



Figure 22 – McNamara Park - Location of the longest picnic table



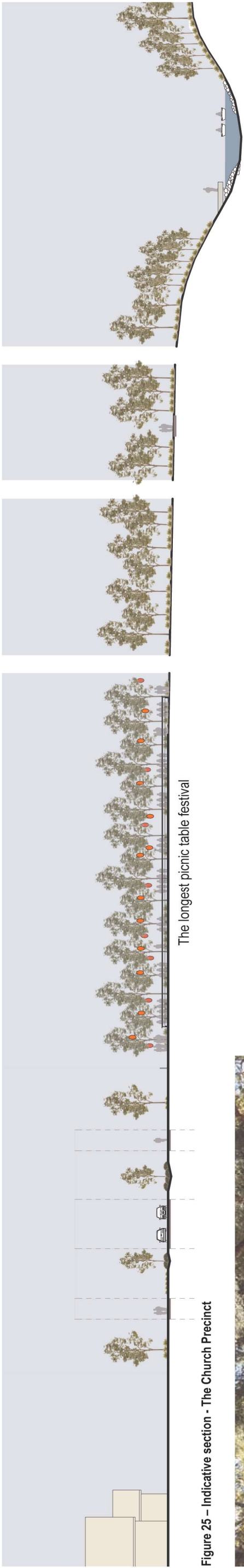
Figure 23 – View of site for the longest picnic table from tree 1



Figure 24 – View along Rogers Street looking towards McNamara Park

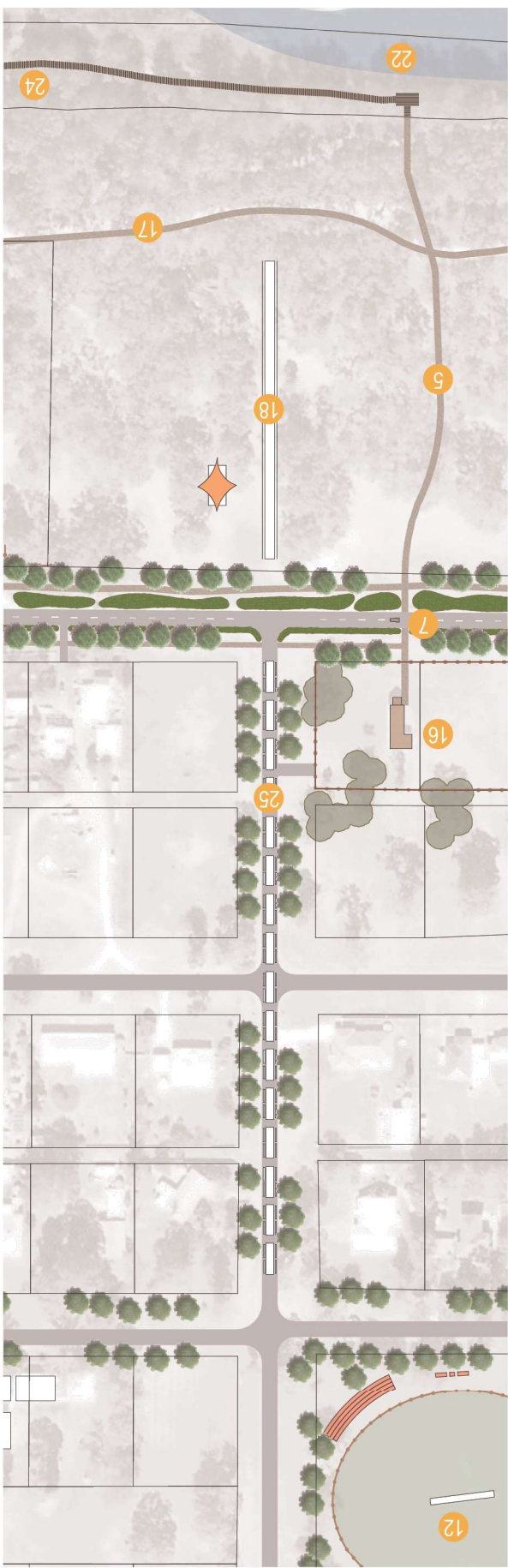
4.0 McNamara Park

Festivals precinct - the longest picnic table



The longest picnic table festival

Figure 25 – Indicative section - The Church Precinct



Extension of The longest picnic table along Rogers Street

4.0 McNamara Park

4.3. Active precinct - BMX freestyle track

Active Precinct

The Free style BMX track could be located within the identified active precinct utilising an existing modified landform. This landform already incorporates varying topography that could be added to and shaped to form the freestyle BMX track. This could be further advanced with added jumps etc into the future.

The area is in close proximity to the community hub and Stewart McTaggart Park. Other recreational opportunities could be incorporated in this area creating a recreational / activity hub in this part of the village.

This area is separated from the camping precinct and the festival precinct by vegetation.



Figure 26 – McNamara Park - Location of the freestyle BMX track



Figure 27 – McNamara Park - Views of existing area proposed for the BMX track

4.0 McNamara Park

Active precinct - BMX freestyle track



Figure 28 – Existing area



Figure 29 – Visualisation of proposed BMX track

4.0 McNamara Park

4.4. Camping Precinct - dump point

The proposed RV dump point to be located in close proximity to the existing amenities block. This allows the dump point to be connected to the amenities block and waste to be disposed of.

The dump point to be located with parking to allow dumping of waste and not restrict access to the amenities building or through the park.



Figure 30 – Camping Precinct

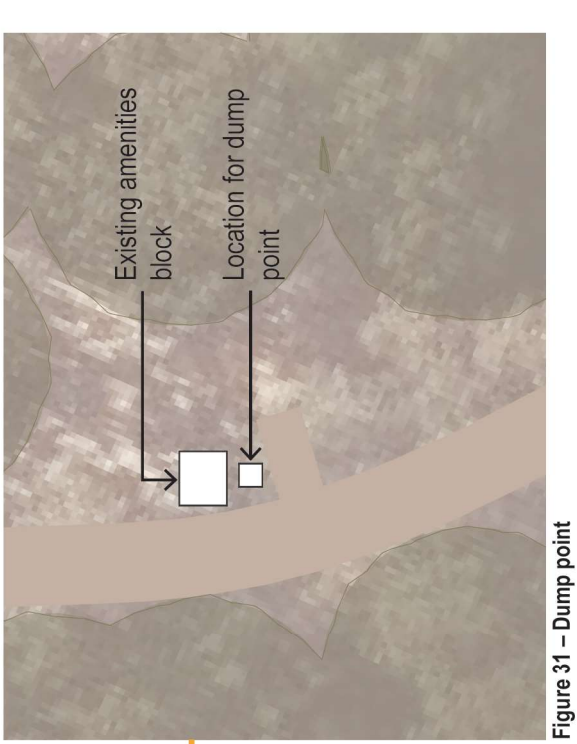


Figure 31 – Dump point

Stewart McTaggart Park					
		UNIT	QTY	RATE	TOTAL
1.0	Concrete aggregate or tinted finish paving (100mm thick WWM reinf)	m2	821	\$150.00	\$123,150.00
2.0	Decomposed compacted gravel paving (100mm thick)	cu m	13	\$130.00	\$1,690.00
3.0	Ornamental Planting - Incl soil preparation, mulch, edging, grasses / ground covers and shrubs	m2	300	\$35.00	\$10,500.00
4.0	Bioswale planting - does not incl filter material. Incl grasses / groundcovers and mulch	m2	300	\$25.00	\$7,500.00
5.0	Shade tree planting - (100 Litre pot size) - supply & install	item	16	\$400.00	\$6,400.00
6.0	Native tree planting - (75 Litre pot size) - supply & install	item	15	\$250.00	\$3,750.00
7.0	Feature tree planting - (400 Litre pot size) - supply & install	item	1	\$2,000.00	\$2,000.00
8.0	Native garden planting - Incl soil preparation, mulch, grasses / ground covers and shrubs	m2	200	\$20.00	\$4,000.00
9.0	New turf - supply and install	m2	2600	\$12.00	\$31,200.00
10.0	Drink station - supply & install, connect to water mains	item	1	\$9,000.00	\$9,000.00
11.0	Brick wall/seating - 500mm height using Council John St salvaged brick on conc footing	lin m	20	\$500.00	\$10,000.00
12.0	Picnic Tables - Relocated from park to Memorial garden on concrete pad	item	3	\$1,000.00	\$3,000.00
13.0	Bench seats - relocate from existing park, new concrete pads	item	5	\$500.00	\$2,500.00
14.0	Car Park - Compacted gravel surface 150 thick + reposition coppers logs	cu m	100	\$150.00	\$15,000.00
15.0	Rubber softfall play surface	m2	556	\$83,400.00	\$83,400.00
16.0	Play mulch (100mm depth) supply & install	cu m	103	\$90.00	\$9,270.00
17.0	Play sand - (300mm depth)	m3	50	\$30.00	\$1,500.00
18.0	Park signage - wayfinding/interpretation	Allow	1	\$10,000.00	\$10,000.00
19.0	Timber lookout deck at Creek incl safety rails (25 sq m approx. area)	Allow	1	\$23,500.00	\$23,500.00
20.0	Timber edging	lin m	50	\$30.00	\$1,500.00
21.0	Earthworks to car park area (cut and filling to entry drive and southern edge)	Allow	1	\$2,500.00	\$2,500.00
22.0	Kerbing around car park (150X 150 in situ concrete)	lin m	90	\$100.00	\$9,000.00

Precincts

Adults area	
23.0	i. Large Picnic Shelter - Landmark (Peninsula with skillion roof, 4m X 10m including installation)
24.0	ii. Fire Pit - including steel box and 4 X seats and plinth
25.0	iii. Exercise Equipment - supply and install with rubber softfall base
26.0	iv. Picnic Tables - within group shelter
27.0	v. Bar-be-que i within group shelter incl power supply)
28.0	vi. Public Art - Lizard Sculpture

Teenagers area

29.0	Skate Park (Prefab modular units supply and install plus paving slab
30.0	Concrete steps in skate park
31.0	Earthworks (Ground level contouring at ramp ends)
32.0	Table Tennis - Outdoor table supply and install
33.0	Custom seat furniture - supply and install
34.0	Sandstone log seating - relocate from existing play area incl installation
35.0	Raised timber deck (incl stairs, rails and footings)
Play equipment	
36.0	i. Flying Fox (connected to raised deck)
37.0	ii. Double swing
38.0	iii. Double slide (connected to raised deck)
39.0	iv. Climbing wall (3m high stacked sandstone block with grip holds)
40.0	v. Climbing net (connected to raised deck)
41.0	vi. See saw

Childrens area

42.0	Picnic shelter - Landmark (Peninsula with skillion roof, 4m X 4m)
43.0	Picnic Tables - One underneath shelter
44.0	Bar-be-que (within group shelter incl power supply)
45.0	Sandstone log seating - relocate from existing play area incl installation
46.0	Shade sails - supply and intall
47.0	Public Art - Carved wooden Wombat sculptures
48.0	Play equipment
49.0	i. Wombat hole (crawl through mound with softfall top)
50.0	ii. Carousel (small - 3 person)
51.0	iii. Relocate nest swing

Mcnamarra Park					
52.0	BMX Track - incl earthworks and track prep	Allow	1	\$25,000.00	\$25,000.00
53.0	Picnic table (simple timber table design)	lin m	100	\$500.00	\$50,000.00
54.0	Dump Point - (near exist. amenities)	Allow	1	\$2,500.00	\$2,500.00
Community hub landscape					
55.0	Street Trees - (100 Litre pot size) - supply & install	item	54	\$400.00	\$21,600.00
56.0	Tree guards (4 X timber posts embedded in footing w cross bracing) - supply & install in footing	item	10	\$1,500.00	\$15,000.00
57.0	Information bay incl sign and layby	item	1	\$75,000.00	\$75,000.00
58.0	Precinct signage (per Council strategy)	item	2	\$20,000.00	\$40,000.00
59.0	Gateway sign (Purpose built, 15m long X 1m high, finish to batch info, bay wall)	item	1	\$5,000.00	\$5,000.00
60.0	Grape vine planting (45 Litre pot size) - supply & install incl topsoil	item	200	\$75.00	\$15,000.00
61.0	Grape vine fencing - timber post and wire	lin m	400	\$35.00	\$14,000.00
62.0	Shared path - (2.5m wide concrete w/lire marking both sides of Wollombi Street)	m2	265	\$110.00	\$29,150.00
63.0	Rural timber fence - timber post and rai west side of Wollombi Street and Milbrodale Road	lin m	250	\$50.00	\$12,500.00
64.0	Civil road works - kerb and guttering (lay by info bay, Village Store street median)	lin m	100	\$160.00	\$16,000.00
65.0	Civil road works - shoulder and layby pavement (40mm hot bituminous concrete incl tack coat)	m2	900	\$30.00	\$27,000.00
66.0	Decomposed compacted gravel paving (100mm thick)	m2	700	\$75.00	\$52,500.00

Notes

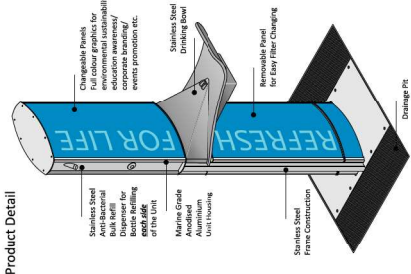
1. All figures exclude GST
2. Costings are estimates only and not based on detailed design
3. A design contingency of 20% minimum should be allowed.
4. As part of the detailed master plan research investigations, PAADesign sought costing information from suppliers for the items noted on the following page. Please note that the products are indicative only for costing purposes.

5.0 Preliminary cost estimates



Product Type C:-

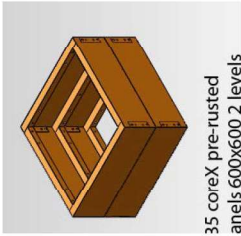
1500mm/2100mm High refill station with Drinking Fountain



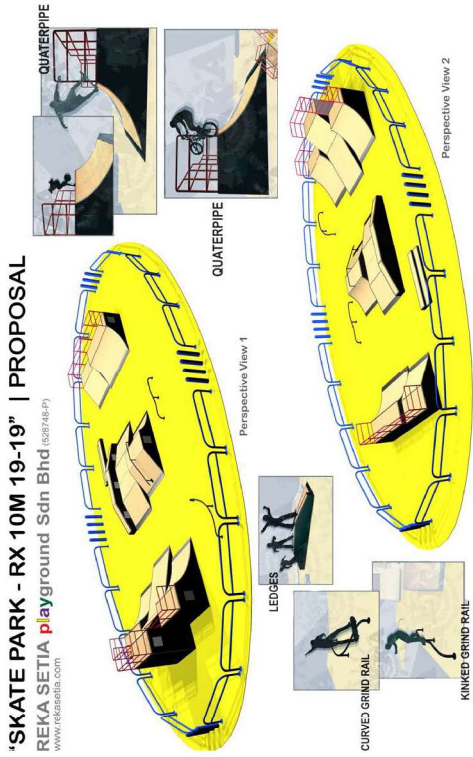
Item 10.0 - Drink station



Item 23.0 - Large picnic shelter



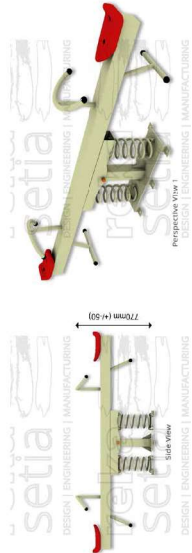
Item 24.0 - Fire pit and bench seat



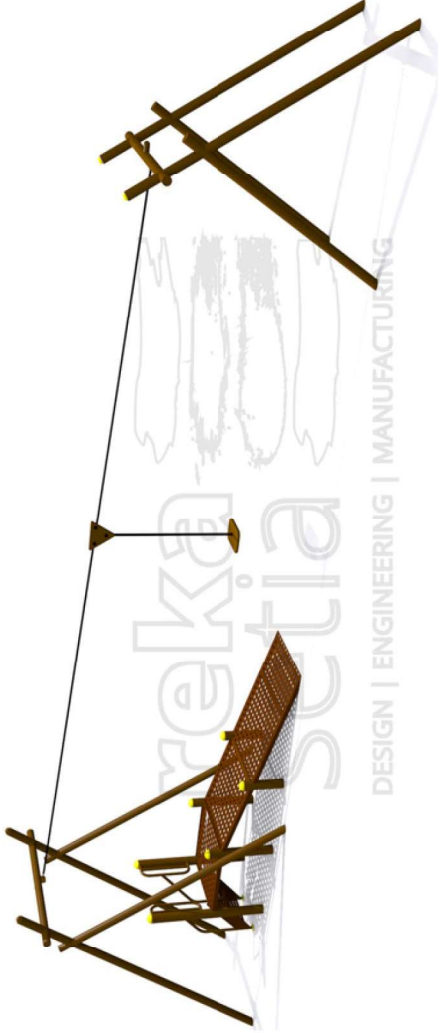
Item 29.0 - Modular skate park package



Item 32.0 - Outdoor tennis table



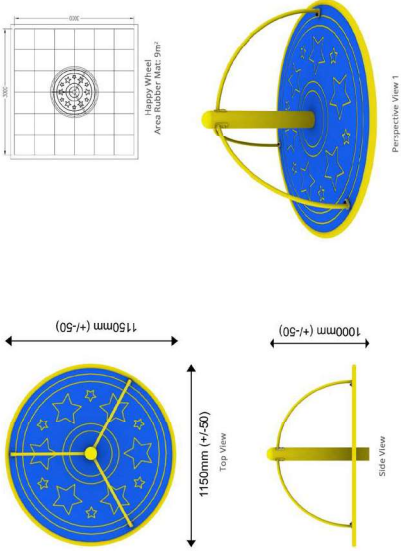
Item 41.0 - SeeSaw



Item 36.0 - Flying Fox



Item 37.0 - Double swing



Item 50.0 Small carousel



Item 46.0 - Shade sails



Item 54.0 - Dump point