

The State of Play

Strategic Planning and Management of Playspaces in the City of Campbelltown 2016 - 2036



Final Report

Nov 2016

Version 4

Preamble

The Campbelltown City Council has commissioned a strategy to better understand the current and future use, design and management of playspaces across the City. This will assist Council in its day to day asset management of these important pieces of community infrastructure and will ensure a wide and varied range of opportunities are available for children of all ages and their families.

The report identifies current trends in playspace provision and provides Council with a framework to strategically guide the provision of playspace across the City in the coming years. It is a long term strategy based on areas of perceived importance and priority, but carries with it no financial obligation from Council or other identified stakeholders at this stage.

For further information regarding the project, its findings or recommendations, kindly contact:

Neal Ames
Recreation Planner
02 4645 4274
Neal.Ames@campbelltown.nsw.gov.au

DISCLAIMER

The information contained in this report is the intellectual property of the City of Campbelltown. Its contents, findings and recommendations have been developed by One Eighty SLS Pty Ltd through consultation and involvement of key Council personnel, stakeholders and the broader community. As such the report reflects recommendations based on the strategic provision of playspaces but does not include an asset and playground inspections or condition reports in line with AS 4685, AS 1428, AS/NZS 4422 and AS/NZS 4486.1.



Prepared by



207 the parade norwood south australia 5067
t 08 8431 6180 f 08 8431 8180
e admin@180sls.com.au www.180sls.com.au

Nov 2016

Contents

Preamble

Section One: Introduction

- 1.1 Project Background
- 1.2 Project Objectives
- 1.3 Project Methodology

Section Two: Understanding Play

- 2.1 The Benefits of Play
- 2.2 Play Theory
- 2.3 Planning for Different Needs
- 2.4 Playspace Hierarchy
- 2.5 The Playspace Development Model
- 2.6 Playspace Trends

Section Three: Play in Campbelltown

- 3.1 Overview
- 3.2 Audit
- 3.3 Supply and Distribution
- 3.4 Provision Clustering
- 3.5 Classification
- 3.6 Quality Clustering
- 3.7 Age
- 3.8 General Observations

Section Four: Community Perceptions

- 4.1 Playspace Use
- 4.2 Playspace Perceptions
- 4.3 Popular Playspaces
- 4.4 Quantity versus Quality
- 4.5 Thoughts and Perceptions
- 4.6 Respondent Profile

Section Five: Playspace Design

- 5.1 Local Playspaces
- 5.2 Neighbourhood Playspace
- 5.3 District Playspace
- 5.4 Regional Playspaces
- 5.5 Additional Design Elements
 - 5.5.1 Shade
 - 5.5.2 Fencing
 - 5.5.3 Paths

i

1

1

2

2

3

3

3

5

7

7

9

10

10

10

16

19

20

21

22

23

26

26

27

28

28

29

29

30

30

31

32

33

34

34

34

34

5.5.4	Softfall	35
5.5.5	Nature Play	35
5.5.6	Barbecues	35
5.5.7	Seating and Tables	36
5.5.8	Toilets	36
5.5.9	Ancillary Services	36

Section Six: The Strategic Response 37

6.1	A Vision for Play in Campbelltown	37
6.2	Guiding Principles	37
6.3	Gap Zoning	39
6.4	Quality Zoning	40
6.5	Proposed Changes	41
6.6	Proposed New Playspaces	48
6.7	New Development Playspaces	50
6.8	New Fitness Zones	51
6.9	Summary of Provision	52
6.10	Conclusion and Summary	53

Playspace Design Elements 54

1	Local Playspaces	54
2	Neighbourhood Playspace	55
3	District Playspace	56
4	Regional Playspaces	57

Section One: Introduction

1.1 Project Background

The Campbelltown City Council (Council) is located 53 kilometres south west of the Sydney CBD and home is to approximately 158,941¹ people. The Council area consists of 37 suburbs and is amongst the ten largest local government authorities in New South Wales.

Bounded by Liverpool to the north, Wollongong to the south, Sutherland to the east and Camden to the west, Campbelltown is a vibrant and multicultural area with a relatively young population (29% of residents aged 0 to 17 years and 35% are aged 25 to 49 years) of which more than 26% were born overseas.

Council owns and manages over 300 parks and reserves which provide a number of opportunities for active and passive recreation, almost a third of which (95) have playspaces and play equipment. These play an important role in the overall provision of recreation services to the community and whilst Council acknowledges the importance of play; it is keen to ensure playspaces are managed and delivered in the most effective manner for social, economic and environmental outcomes for the community.

To this end, Council has embarked on this strategy to assist it in determining the 'state of play' in Campbelltown and to ensure it keeps abreast of changing demands, needs and at the same time manages these important assets for current and future generations.



Figure 1: Campbelltown Location

¹ Extracted from profile.id.com.au/campbelltown/population-estimate

1.2 Project Objectives

The overall objective of the project is to develop a strategic document that provides Council with a clear and concise direction relating to its current and future provision of play spaces within the City. The report will therefore:

- Assess trends both locally and across Australia to aid in predicting future needs and demand.
- Confirm the location and design, type and layout of all play spaces within the Council area.
- Examine and reclassify (if necessary) each play space within Council's boundary.
- Identify gaps of play space provision across the Council area as well as potential overlaps.
- Clearly indicate priority actions in terms of capital expenditure and estimates of costs required to provide appropriate play space opportunities and equipment.
- Identify maintenance systems for Council's facilities and spaces.
- Recommend potential sites for future planning and development to ensure the effective and efficient provision of accessible, well designed, convenient and enjoyable play spaces across the Council area.
- Determine the probable impact of future development in relation to play space provision.
- Provide recommendations relating to design guidelines for future provision.

1.3 Project Methodology

The work undertaken as part of this study included:

1. Defining and understanding the importance of play and trends in planning
2. Auditing all playspaces in the community
3. Determining current and future classifications
4. Consulting with the community with regards to thoughts and perceptions of play in Campbelltown and
5. Making recommendations for future design, management and provision of playspaces across the City.

Section Two: Understanding Play

2.1 The Benefits of Play

Research shows that play has many benefits for children, families and the wider community as well as improving health and quality of life and suggests that children's access to good play provision can:

- increase their self-awareness, self-esteem, and self-respect
- improve and maintain their physical and mental health
- give them the opportunity to mix with other children
- allow them to increase their confidence through developing new skills
- promote their imagination, independence and creativity
- offer opportunities for children of all abilities and backgrounds to play together
- provide opportunities for developing social skills and learning
- build resilience through risk taking and challenge, problem solving, and dealing with new and novel situations
- provide opportunities to learn about the environment and wider community.

Evidence also supports wider benefits of play to include:

- parents feeling secure knowing their children are happy, safe and enjoying themselves
- families benefit from healthier, happier children
- play services are frequently seen as a focal point for communities
- offers opportunities for social interaction for the wider community and supports the development of a greater sense of community spirit and cohesion
- public outside spaces have an important role in the everyday lives of children and young people, especially as a place for meeting friends
- parks and other green spaces are popular with adults taking young children out to play and for older children to spend time together.

2.2 Play Theory

It is widely acknowledged and researched that play has a significant impact on the social, physical and mental development of the child. Play theory in general identifies three broad categories of play behaviour that apply across all ages but the way they are interpreted by each age group varies with some type of play assuming greater importance at particular stages of child development.

- **Cognitive Play** includes those activities that challenge the intellect of the child and can include games of strategy, exploration, observation or those that use and develop language. Council playgrounds can develop cognitive behaviour through natural areas for exploration and observation of living things; spaces and materials for outdoor games such as hopscotch and hide and seek and materials and tools for use in sand and water settings. Other concepts can include spaces for quiet activities such as reading, contemplation and nature observation of complex spaces or structures, which challenge the user's perceptual skills.
- **Social Play** can be found both by using existing physical equipment and through learning and exploring with friends in the natural environment. Whilst the latter have not been traditionally provided for in the public domain, councils are beginning to design playspaces through appropriate landscaping including sand, water, plants, trees and sculptures etc. to enhance natural play. Some small-group activities such as hopscotch, some ball games and the traditional rhyming and running games require small spaces, changes in level, possibly firm surfaces, semi-enclosure, objects as targets and focal points, and durable planting or other elements, which may be used in the course of a game.

- **Physical Play** is also often referred to as gross motor activity and can include running, hanging, climbing, experiencing height, agility/gymnastic activities, sliding, jumping, balancing, swinging, crawling, bouncing, spinning, rocking, ball games, skipping etc.
- These activities are generally more 'active' and therefore adequate space is required in a suitable environment where other users will not be disturbed. Some of these activities are well provided for by traditional play equipment although others are more dependent upon the size and particular qualities of spaces or other elements.



Figure 2: Examples of Play Theory
Above: Cognitive play
Below: Social Play
Right: Physical Play



2.3 Planning for Different Needs

Given the broad categories of play theory, playspaces need to include a number of components that encourage cognitive, social, and physical elements. However, not all playspaces will include all of these elements as the classification (to be discussed in the following section) will offer differing play experiences and target different users. That is, playspaces can and should be designed for a number of ages to include:

- **Toddlers (ages 1-3):** Simple settings and small scaled and detailed environments with friendly surfaces and a familiar adult close by. These age groups cannot perceive danger and must be protected from hazards. Play areas for young children must be sited away from traffic.
- **Juniors (ages 3-6):** The ages from three to six years cover a wide range of development in children. Co-ordination and physical skill development is relatively proficient by the age of 5 years and children of this age need to practice and hone skills such as climbing, running, agility skills, skipping, and ball play.
- **Seniors (ages 6-12):** Older children may use play equipment as incidental props in their group games. For example play structures may be used as part of obstacle courses, part of chasing and hiding games, as a lookout or a refuge; as a meeting and socialising place for after school activities or as a 'base' for group activities.



Figure 3: Planning for Play

It's important to understand the differing play needs of various age groups when designing playspaces

Top: Toddler
Middle: Junior
Bottom: Senior

- **Teenagers (ages 13 +):** Areas for 'play' for teenagers needs to be carefully managed and monitored and in some instances youth recreation requires a separate study to determine the broader needs of this group in general. While it is acknowledged young people will use open space for a number of uses including skateboarding, bike riding, unstructured sport or just 'hanging out' with friends etc., the location areas needs to be carefully managed to avoid potential conflicts of use with younger children and their carers while ensuring a sense of ownership by the group in question.
- **Adults:** Adults should not be excluded from using playgrounds, and equipment needs to be designed and developed for use by this group, i.e. the provision of swing seats and rockers designed for use by adults is a way of encouraging adults to use park facilities with their children.

Naturally, provision for adults at the exclusion of children is not the intention, but design standards now consider loadings and structural requirements to withstand use by adults.

- **Accessibility:** An accessible playspace is one without barriers but is commonly associated with children and a range of disabilities. This is not to say that every item of play equipment needs to be designed for wheelchair access, but that consideration should be given to access and inclusion in a number of playspaces across a Local Government Authority (LGA).



Figure 4: Planning for All Users

Playspaces need to consider a wider range of users.

Top: Youth play

Middle: Planning equipment for adults

Bottom: Access and disability

2.4 Playspace Hierarchy

As a rule of thumb, although not definitively agreed upon, playspaces generally have a classification which aligns with national approaches to open space to include:

Local: Normally small in size (approx 0.1 – 0.2ha) and offering passive and low key recreation opportunities such as seating and landscaping, local playspaces would be small in nature and would target toddlers and/or juniors (0-3 and 3-6 year olds). Equipment would normally include basic swing and slide aspects and minor landscaping.

Neighbourhood: Targeting a broader demographic catchment and therefore (normally) located on larger parcels of land, neighbourhood playspaces would include equipment for toddlers to seniors and may include assets such as seating, shade bins and picnic tables.

District: Usually attracting a wider catchment and located on larger parcels of land also used for other activities such as sport or other forms of recreation, these playgrounds offer a wider variety of play 'choice' from toddler – senior and in some instances youth. District level facilities normally include seating, shading, shelter and end of trip facilities such as water fountains and bicycle racks for example. Accessible playgrounds and playspaces are often considered in District level classifications or higher.

Regional: These types of facilities attract visitation from outside of a councils' boundary and are generally those places where people tend to stay longer and would therefore require facilities and services such as toilets, water, shelter and shade. The playgrounds themselves often offer a unique aspect or feature which encourages use, whether this be a special feature, larger open spaces, or just the range of play opportunities.

2.5 The Playspace Development Model

To better understand the hierarchy of playspaces, a 'playspace development model' (PDM) has been developed that can be adopted as a guide for councils when planning and developing playspaces²

Whilst developed in South Australia, the concept (Figure 5) is widely recognised as a model to illustrate the elementary factors required to establish an area specifically for play and includes five aspects to include:

1. Play Equipment

Play equipment has historically been the dominant factor in playground provision. However, play equipment should complement rather than replace the 'playspace' and should align with the intended user and classification of the park. Equipment suitable and interesting to a toddler will be vastly different from equipment for a 'senior' child and generally speaking the more opportunities provided tends to increase the 'classification' of the playspace itself.

2. Imaginative and Creative Area

This is often the most neglected aspect of play provision and it requires sensitivity to develop possibilities. Some areas however, simply need to be left in their natural state whereby others can be designed using the natural environment to encourage exploration and imagination.

Nature play is also becoming popular across Australia with many councils understanding and realising its importance and investing in 'nature play' initiatives, branding and programming. In turn, this encourages more children into the outdoors and away from some forms of technology that has negative impact on a child's physical development. As such, many local authorities are designing playspaces to encourage the use and exploration of the natural environment and promoting nature play to enhance cognitive, social and physical development.

² South Australian Office for Recreation and Sport: Playground Manual Guidelines; March 1998 revised June 2007

3. Unstructured Area

This is an open space area that should not be confused with formal sport requirements and in essence will encourage and allow activities to develop spontaneously among children present at the time. Traditionally these areas appeal to older children and are often used as a meeting place/socialising area or for informal ball games such as kick to kick, basketball, netball rings etc.

4. Adult/Family Area

Adults accompanying children to play areas require a comfortable area where they can passively monitor children whilst socialising with other carers or parents. The inclusion of items such as seating, shading, BBQ's, shelters, water etc., all of which may result in longer periods of use by families and increased presence increasing passive surveillance and safety.

5. Special Feature

This is an optional component which may be included in the playspace and although these are not essential, could include open air theatres, rotundas, water features, artwork or other natural or built features which would attract greater use, visitation and general interest.

Generally speaking, the more components of the PDM a playspace has, the higher its classification. A local playspace for example may be situated on a small block of land and include only a swing and a slide for example, whereby a regional playspace would generally include all components of the PDM.



Figure 5: Playspace Development Model Components

2.6 Playspace Trends

Play and understanding its importance has come a long way in recent years with many local authorities now developing strategies that not only assess playspaces as assets that need to be managed, but also their relevance in design and the changing needs of a child as they grow and develop. To this end, the traditional playspace equipment by way of slide, swings, and rockers whilst still important, are today being considered as only one component of the play spectrum. Other design elements are therefore being introduced to encourage an array of learning and development opportunities including the use of the natural environment (nature play), creative landscaping, and additional features that promote a sense of belonging and place to a park.

Playspaces are also considered not only as areas for children, but also the whole family and therefore now include aspects for adults and carers such as barbeques, shade and shelter and end of trip facilities such as water, bike racks, paths and trails, carparks and in some instances fencing to offer a sense of security for children and families in larger parks near to main roads or traffic.

Play standards have also come a long way with equipment now designed and developed to include and consider adult use and weight bearing to enable social interaction and play with and between children. Additionally, the introduction of fitness equipment is also becoming increasingly popular with both adults and children and offers a unique element to many parks and playspaces. They are often standalone areas separate from children's playspaces.

From a planning perspective, the notion of playspaces being developed in areas where young families are prevalent is now an outdated planning method as the needs of a child (and demographics generally) will change in relative short periods of time (2-3 years) whereas a playspace as an asset may last in excess of twenty years.

Modern trends in planning for playspaces are therefore now based on an even distribution of facilities to ensure access for all including grandparents, aunts and uncles, people with disabilities and carers and families. It also considers the playspace hierarchy as discussed in earlier sections of this report and design and distribution based on local through to regional each offering their own unique experiences.

Liability and risk is always a key factor in the provision of any service or facility that is available to the public, and whilst councils' have an obligation and duty of care, aspects such as the promotion of nature play has caused some concern in recent years due to the absence of standards for 'nature'. However, more innovative and proactive councils' are working with their respective insurers to ensure a range of opportunities can be provided and children and their parents protected from perceived risks whilst still enjoying and benefiting from the experience of play in a natural setting.

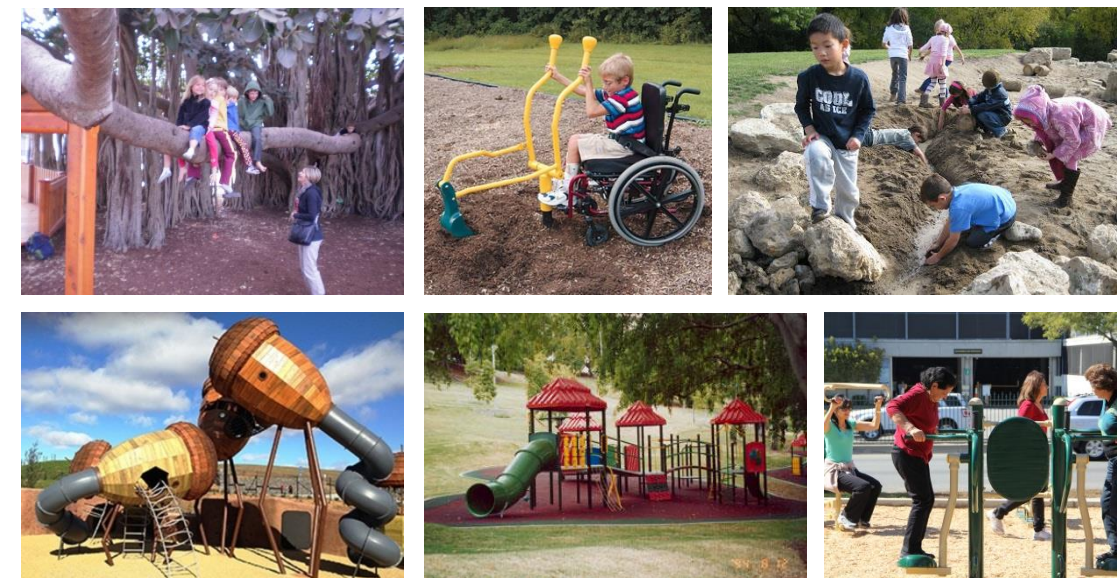


Figure 6: Playspace Trends include design and use of the natural environment, special features, hierarchical planning, promoting adult fitness and managing risk through nature play.

Section Three: Play in Campbelltown

3.1 Overview

The Campbelltown City Council has 95 fully public playspaces and a further 8 which are located in facilities or buildings and therefore not fully accessible.

For the purpose of the strategy therefore, those facilities located on land or in facilities that are subject to specific management arrangements and opening hours, have been excluded from the strategy as these are managed in accordance with specific agreements by the managers of those facilities.

3.2 Audit

An audit of the 95 playspaces was undertaken by the consultants to assist Council in determining:

- The supply and distribution of playspaces
- The age of playspaces
- The current classification of playspaces using the playspace hierarchy proposed in this report
- Assessing the location and distribution of playspaces that are located in buildings or managed under separate agreements
- Identifying areas specifically used for fitness and
- The general condition of playspaces (noting that this was a subjective assessment and not based on asset life, value or playspace standards³)

The findings from the Audit can be seen on the following pages with an overview of supply highlighted in Map 1 that follows and the key to the following table being:

Key	Description
Park #	Map 1 Reference number
Suburb and Site	Physical location of the playspace
Age	Grouped according to when developed or last upgraded
Current Classification	L = Local N = Neighbourhood D = District R = Regional F = Fitness B = Building (playspace not fully accessible)
Condition Rating	Subjective assessment based on physical appearance and general asset condition with a ranking of: E = Excellent condition / Almost New G = Good condition with no major signs of wear and tear F = Fair condition with some signs of ageing /wear and tear P = Poor condition with some or equipment heavily damaged or worn

Table 1: Audit Key

It is also important to note that whilst all playspaces have been considered in the audit, some may vary by way of their name and in some instances their identified 'location'. That is park names may vary by way of what the community or Council defines them as, and secondly some may sit on or close to suburb boundaries and could therefore be defined as being in either or. This does not however affect the overall audit or proposed strategies, but the following table should be viewed in this light.

³ Australian and New Zealand Standard AS/NZS 4486.1
Australian and New Zealand Standard AS/NZS 4422
Australian Standard AS 4685:

Table 2: Campbelltown Playspace Audit

Park #	Suburb and Site	Location	Age (Years)					Current Classification						Condition Rating			
			<5Yrs	5-10	10-15	15-20	20+	L	N	D	R	F	B	E	G	F	P
Airds																	
1	Merino Reserve	Burrundulla Cres															
Ambarvale																	
2	Fieldhouse Park	Lavina Place															
3	Gargery Reserve	Gargery St															
4	Mandurama Reserve	Cleopatra Drive															
5	Patrick Newman Park	Clennam Avenue															
6	Trotwood Reserve	Tipping Avenue															
7	Startop Reserve	Boythorn Avenue															
B1	Ambarvale Cottage (Yummy Café)	Woodhouse Drive															
B2	Ambrosia Neighbourhood Centre	Crispsparkle Drive															
Blair Athol																	
8	Harvey Brown Reserve	Stone Cottage Place															
9	John Kidd Reserve	The Kraal Drive															
Bow Bowling																	
10	Lookout Central Park	Central Park Drive															
Bradbury																	
11	Apex Park	The Parkway															
12	Jim Merry Reserve	Evergreen Avenue															
13	Kenny Reserve	Akuna Place															
14	Macleay Reserve	Macleay St															
15	Manooka Park	The Parkway															
16	Quirk Reserve	Kippara Place															
17	Willow Court Park	Willow Court															
B3	Gordon Fetterplace Aquatic Centre	The Parkway															

Park #	Suburb and Site	Location	Age (Years)					Current Classification						Condition Rating				
			<5Yrs	5-10	10-15	15-20	20+	L	N	D	R	F	B	E	G	F	P	
Campbelltown																		
18	Bon Wrightson Reserve	Raymond Ave																
19	Marsden Park	Parkside Cresent																
20	Mawson Park	Queen St																
21	Waminda Oval	Waminda Avenue																
22	Koshigaya Park	Camden Road																
23	Robinson Park	Stowe Avenue																
24	Marsden Park Fitness	Parkside Crescent																
B4	Campbelltown Cycle Way	King Street																
Claymore																		
25	Young Reserve	Dobell Road																
Eaglevale																		
26	Alabaster Park	Alabaster Place																
27	Eschol Park Sports Complex	Eagle Vale Drive																
28	Topaz Park	Turquoise Place																
Englorie Park																		
29	Eggleton Park Reserve	Parkholme Circuit																
Eschol Park																		
30	Figtree Park	Traminer Place																
31	Flying Pieman Park	Shiraz Place																
32	Sauvignon Reserve	Sauvignon Close																
Glen Alpine																		
33	Abington Reserve	Heritage Way																
34	Ashfield Reserve	Ashfield Place																
35	Lack Reserve	Englorie Park Drive																

Park #	Suburb and Site	Location	Age (Years)					Current Classification						Condition Rating			
			<5	5-10	10-15	15-20	20+	L	N	D	R	F	B	E	G	F	P
Glenfield																	
36	Glenfield Park	Bouganville Rd															
37	Seddon Park	Newtown Road															
38	Trobriland Park	Karius St															
Ingleburn																	
39	Apex Community Park	Fields Road															
40	Digger Black Reserve	Lancia Drive															
41	Finch Park	Warbler Avenue															
42	Hallinan Park	Salford Street															
43	Ingleburn Reserve	Picnic Grove															
44	Kingfisher Reserve	Currawong St															
45	Memorial Oval Park	Memorial Avenue															
46	Swan Reserve	Swan Place															
47	Matthews Square	Matthews Square															
48	Koala Walk Reserve	Koala Ave															
Kearns																	
49	Colorado Reserve	Colorado St															
50	Mississippi Reserve	Epping Forest Drive															
51	Prentice Park	Tiber Place															
Kentlyn																	
52	Kentlyn Reserve	Georges River Road															
Leumeah																	
53	Bellevue Park	Normandy Terrace															
54	Colong Park	Colong St															
55	Leumeah Park	Leicester Street															

Park #	Suburb and Site	Location	Age (Years)					Current Classification						Condition Rating				
			<5	5-10	10-15	15-20	20+	L	N	D	R	F	B	E	G	F	P	
Macquarie Fields																		
56	Bunbury Curran Park	Victoria Road																
57	Clematis Reserve	Clematis Place																
58	Eucalyptus Drive Fitness	Eucalyptus Drive																
59	Hyacinth Park	Hyacinth Avenue																
60	Macquarie Fields Soccer Field	Fourth Avenue																
61	Simmo's Beach	Helicia Road																
B5	Sports Centre	Fields Road																
B6	Swimming Centre Playground	Fields Road																
B7	Swimming Centre Splash Pad	Fields Road																
Minto																		
62	Coronation Park	Redfern Rd																
63	Murray Reserve	Surrey St																
64	Pembroke Park	Opposite Sark Grove																
65	Salter Reserve	Salter Avenue																
66	Benham Oval Playground	Gilbert Way																
67	Benham Oval Fitness	Gilbert Way																
68	John Rider Reserve	Westmoreland Street																
69	Redfern Park	Guernsey Avenue																
70	Valley Vista Reserve	Longhurst Rd																
71	Kids Park (Minto One) Fitness	Baw Baw Avenue																
72	Kids Park (Minto One)	Baw Baw Avenue																
Raby																		
73	Heathfield Park	Lighting Street																
74	Spitfire Park	Spitfire Drive																
75	Raby Sports Complex Playspace	Raby Road																
76	Raby Sports Complex Fitness	Raby Road																

Park #	Suburb and Site	Location	Age (Years)					Current Classification						Condition Rating			
			<5	5-10	10-15	15-20	20+	L	N	D	R	F	B	E	G	F	P
Rosemeadow																	
77	Gadshill Reserve	Gadshill Road															
78	Ophelia Reserve	Hamlet Crescent															
79	Oswald Park	Francisco Crescent															
80	Rizal Park	Anthony Drive															
81	Rosemeadow Playing Fields	Dickens Road															
82	Gaba Gujaaja Reserve	Lysander Avenue															
Ruse																	
83	Cook Reserve	Cook Rd															
84	Cook Reserve Fitness	Cook Rd															
St Andrews																	
85	Ballantrae Park	Ballantrae Drive															
86	Midlothian Reserve	Midlothian Road															
87	Peace Park	Glenshee Place															
88	Stranraer Reserve	Arbroath Place															
St Helens Park																	
89	Denfield Green	Carbasse Crescent															
90	Moncrieff Reserve	Moncrieff Close															
91	Spence Reserve	Spence Place															
92	St Helens Park	St Helens Park Drive															
93	Fiveash Park	Fiveash Street															
Woodbine																	
94	Cronulla Reserve	Cronulla Cres															
95	Lorraine Cibilic Reserve	Harbord Road															
B8	Woodbine Centre	North Steyne Road															

3.3 Supply and Distribution

Figure 7 highlights the overall supply of playspaces across the City and includes those located inside facilities or buildings. Whilst there is no universally accepted ratio of playspaces per 000 population, similar studies across Australia have shown a distribution of anywhere between 1:200⁴if considering children only to 1:2000⁵ if considering the whole population and the notion of balancing provision to ensure good access and distribution as discussed in early sections of this report.

Given the latter principle of access for all and considering similar NSW local authorities populations and playspace provision, Table 3 below highlights a mean supply of playspaces of seven neighbouring councils' as being 1 playspace for every 1448 residents which is still lower (better) than the national average but consistent with outer metropolitan Councils in metropolitan areas.

LGA	No. of PS	Approx Pop	PS Per 000
Wollongong	155	208000	1342
Camden	76	77000	1013
Liverpool	96	205,000	2135
Blacktown	295	337,000	1142
Waverley	40	71769	1794
Randwick	52	143776	2765
Penrith	140	194134	1387
Mean # of Playspaces Per 000			1:1448
Table 3: Mean Playspace Provision per 000			

⁴ Waverley Council Playspace Strategy 2014-2019
⁵ Parks and Leisure Australia WA community Facility Guidelines: Draft 2016

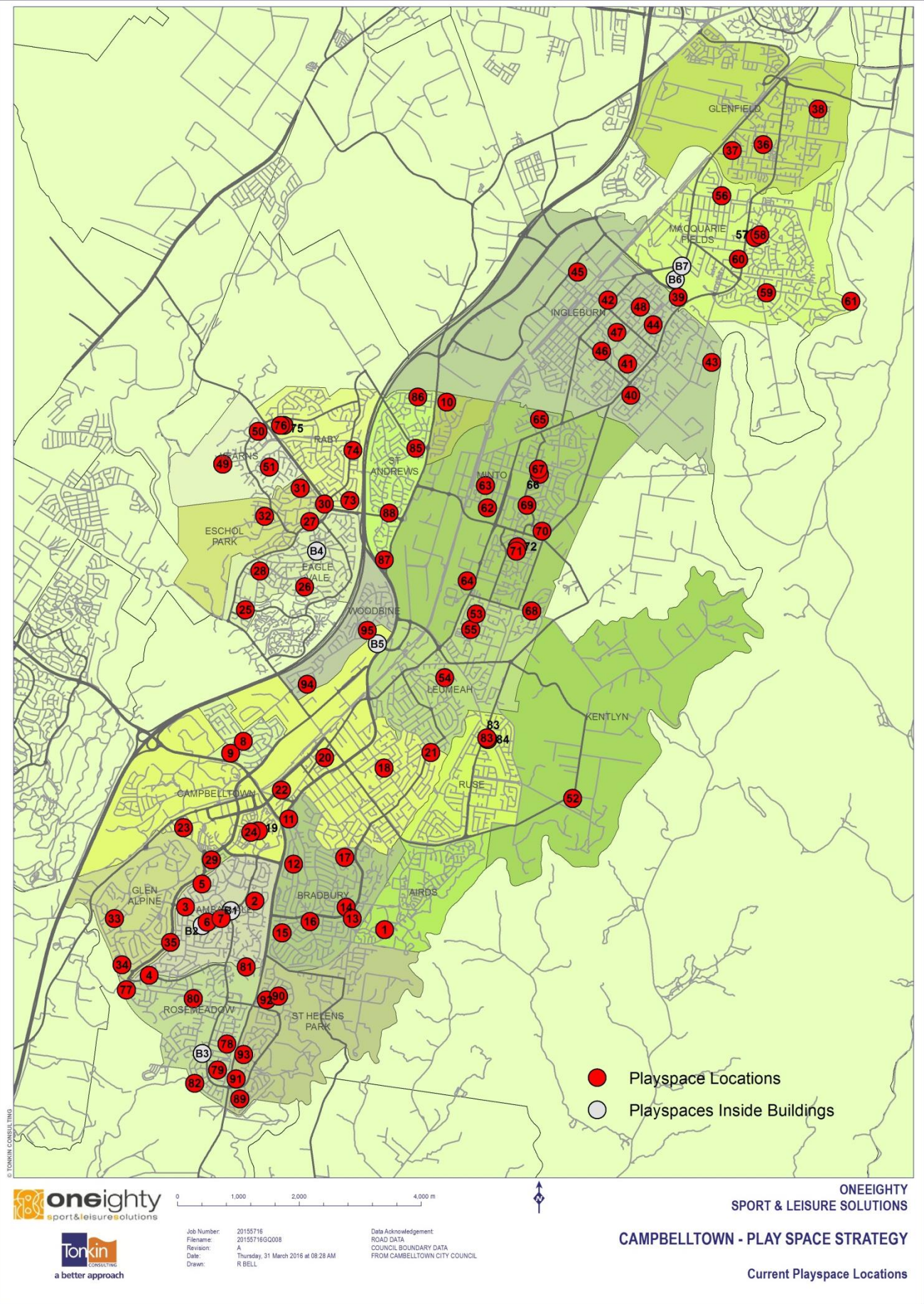


Figure 7: Overall Provision

Table 4 highlights the population of each of the Campbelltown suburbs noting that these figures do not add up to the total LGA estimates discussed in section 1.1 but extracted from recent estimates undertaken for council⁶.

The total for the City of Campbelltown is however the revised estimate and shows 1:1848 which is lower (better) than the national average of 1:2000 but lower in comparison to neighbouring councils.

The benchmark (BM) requirement for each suburb shows how many playspaces are warranted based on the 1:2000 national ratio, with the benchmark difference highlighting either an under (-) or over (+) supply in each. This supports the overall notion that Campbelltown is relatively well supplied with 6.5 extra playspaces excluding fitness (f) and those within buildings (b) across the municipality.

Table 5 on the following page puts each suburb into order by way of high – low supply of playspaces. This is based on the number of playspaces per 000 population but is further assessed when we consider their distribution or catchment within walking distance of each home which in planning terms is guided by what is known as a 'ped shed' or a 400m walking distance.

Ped shed is short for *pedestrian shed*, the basic building block of walkable neighbourhoods and is the area encompassed by the walking distance as the area covered by a 5-minute walk (approximately 400 metres).ⁱ

Figure 8 therefore show that whilst areas such as Campbelltown, Ingleburn, Minto and Woodbine for example all have good ratios of provision per population; there are still some identified gaps by way of physical catchment. The same can be said for the rural eastern areas although it is not possible or practical to provide a playspace for every individual rural property but consideration is warranted for the development of playspaces where gaps are evident in the more residential and urban areas of the City as identified in Figure 8.

Suburb	PS	B	F	Total	Approx Pop	PS Per 000	BM Req	BM +/-
Airds	1			1	2654	2654	1.3	-0.3
Ambarvale /Englorie Park	6	2	1	9	7289	1215	3.6	+2.4
Blair Athol	1		1	2	2705	2705	1.4	-0.4
Bradbury	7	1		8	8726	1247	4.4	+2.6
Campbelltown	6	1	1	8	10407	1735	5.2	+0.8
Claymore	1			1	3299	3299	1.6	-0.6
Eagle Vale	3			3	5714	1905	2.9	+0.1
Eschol Park	3			3	2666	889	1.3	+1.7
Glen Alpine	3			3	4656	1552	2.3	+0.7
Glenfield	3			3	7632	2544	3.8	-0.8
Ingleburn	9		1	10	13902	1545	7.0	+2.0
Kearns	3			3	2754	918	1.4	+1.6
Kentlyn and Rural ⁷	1			1	2583	2583	1.3	-0.3
Leumeah	3			3	9463	3154	4.7	-1.7
Macquarie Fields	5	3	1	9	14464	2893	7.2	-2.2
Minto	9		2	11	10310	1146	5.2	+3.8
Raby	3		1	4	5981	1994	3.0	+0.0
Rosemeadow	6			6	7654	1276	3.8	+2.2
Ruse	1		1	2	5502	5502	2.8	-1.8
St Andrews /Bow Bowing	5			5	7281	1456	3.6	+1.4
St Helens	5			5	6271	1254	3.1	+1.9
Woodbine	2	1		3	2647	1324	1.3	+0.7
Campbelltown	86	8	9	103	158,941	1848	79.5	+6.5

Table 4: Campbelltown Playspace Provision per 000

⁶ <http://profile.id.com.au/campbelltown>

⁷ Includes rural areas in the East and South of Councils' boundary with a total area of 21,137ha, a total population of 2,583 people at 0.12 persons per ha.

Supply	Ratio (1: 000)	Suburb
Under Supply (>1:2000)	3299	Claymore
	3154	Leumeah
	2751	Ruse
	2654	Airds
	2583	Kentlyn /Rural
	2544	Glenfield
Consistent Supply (1:1500 – 1:2000)	1905	Eagle Vale
	1607	Macquarie Fields
	1552	Glen Alpine
Over Supply <1:1500	1495	Raby
	1456	St Andrews/ Bow Bowling
	1390	Ingleburn
	1353	Blair Athol
	1301	Campbelltown
	1276	Rosemeadow
	1254	St Helens
	1215	Ambarvale / Englorie
	1091	Bradbury
	937	Minto
	918	Kearns
	889	Eschol Park
	882	Woodbine

Table 5: Hierarchy of Provision

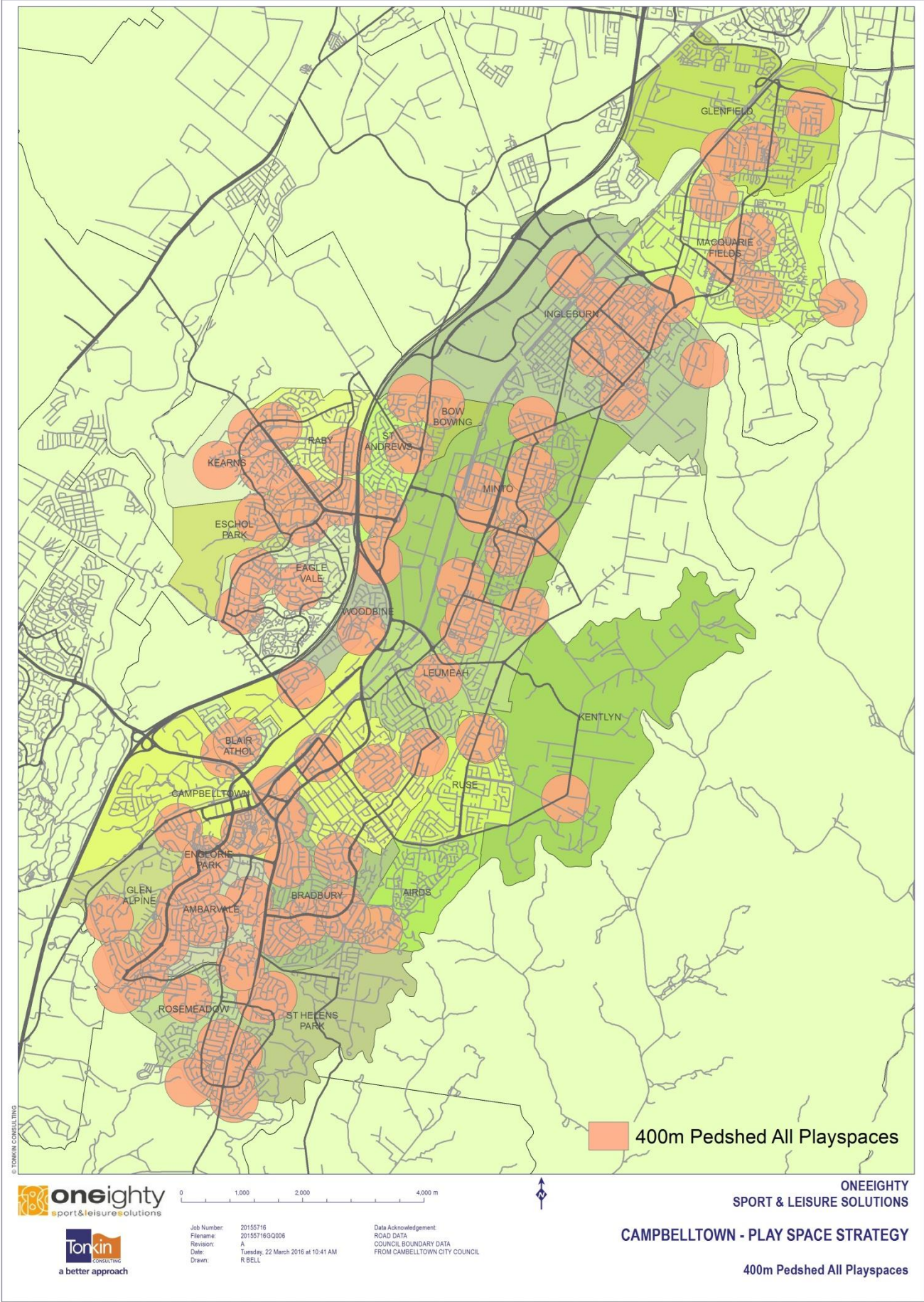


Figure 8: Playspace Catchment

3.4 Provision Clustering

An additional consideration is clustering and the notion of whether there is an oversupply in a specific geographical area of a suburb. That is whilst there may be an appropriate supply per 000 population; playspaces may be clustered in close proximity to each other and therefore highlight an ‘oversupply’ in a certain area (Figure 9).

Should playspaces in these areas be reaching the end of their asset lifecycle, then justification may be given to remove and focus where gaps have been identified as per the catchment principle (Figure 8).

Additional consideration therefore needs to be given to both the classification and standard of playspaces to assist in determining an appropriate mix and distribution of opportunities across the City.

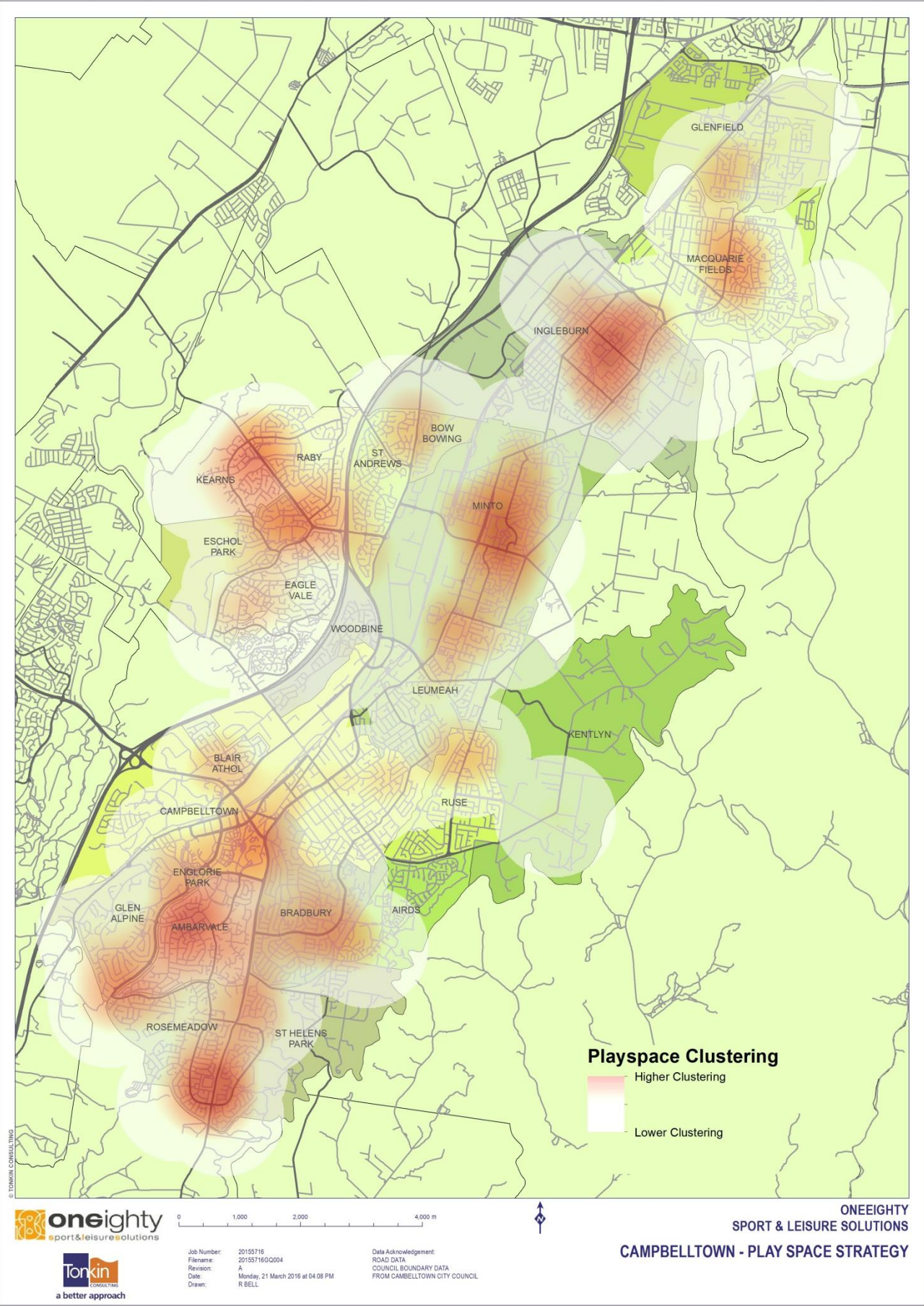


Figure 9: Playspace Clustering

3.5 Classification

As would be expected, the vast majority of playspaces are either local (34%) or neighbourhood (31%) accounting for 65% of all assets across the City.

There also seems to be a good supply of larger district facilities (17 or 16%) but only 2 that could be deemed regional; these being Pembroke Park in Minto and Koshigaya Park in Campbelltown. However, for these to be true regional facilities it is suggested that additional upgrades may be required.

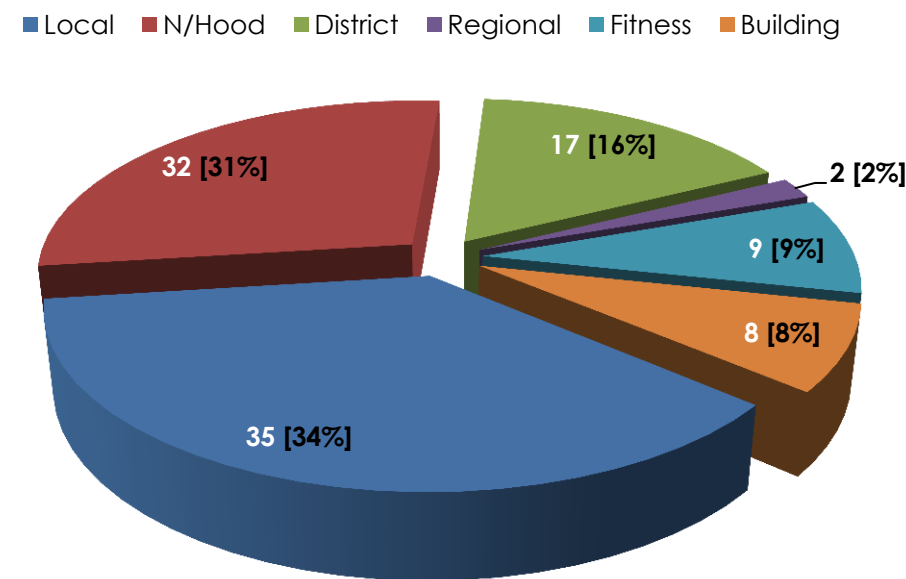


Figure 10: Playground Classification

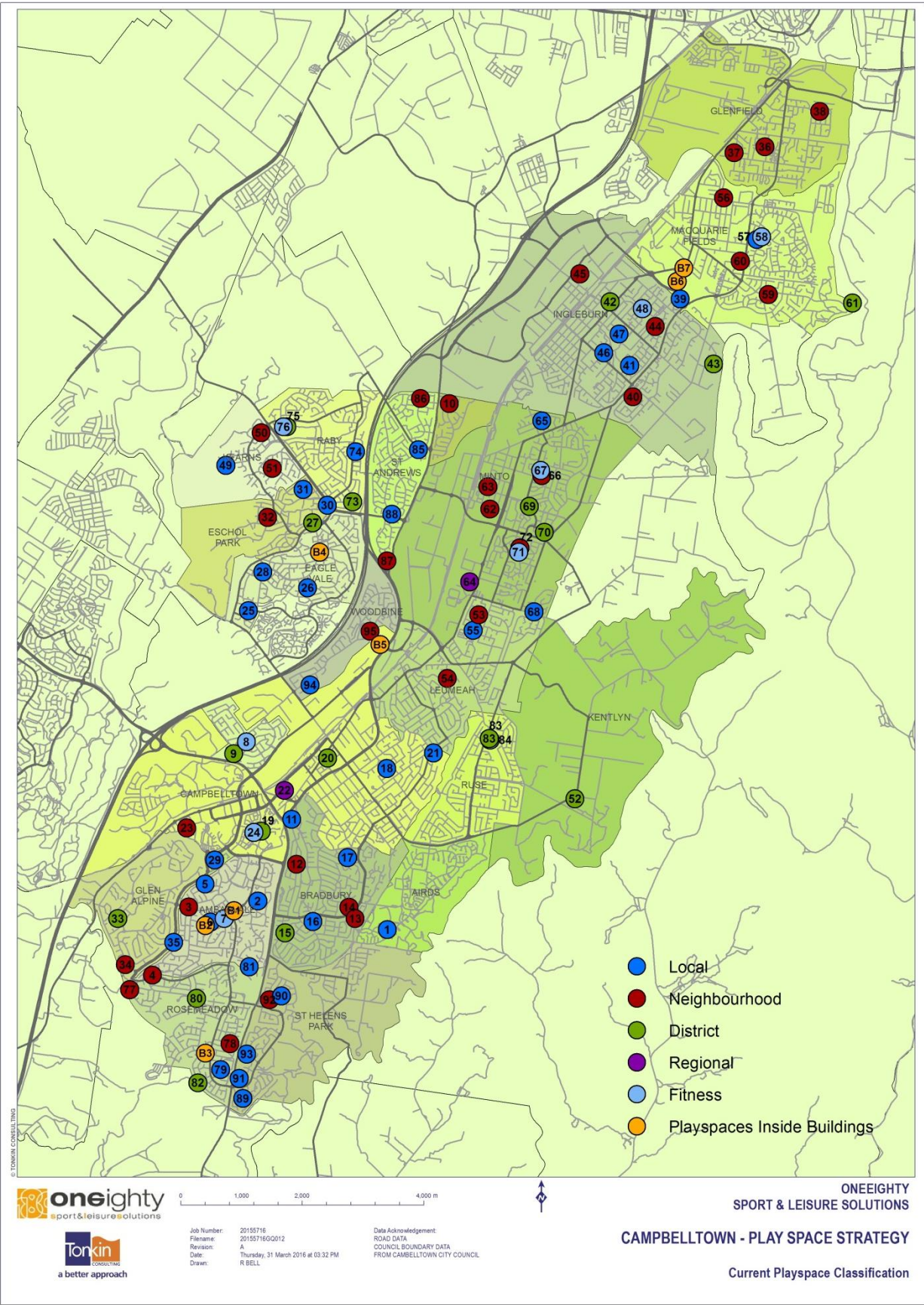


Figure 11: Playspace Classifications

3.6 Quality Clustering

Generally speaking, playspaces of a higher classification (District and Regional) offer greater play opportunity and wider range of experience over the smaller neighbourhood and local playspaces. This does not take into consideration the standard of the equipment but in most instances higher classification playspaces are located in strategic locations such as civic parks, sports grounds or large parcels of open space, and due to heavier usage are generally well maintained.

District and Regional playspaces also have a wider catchment and people tend to travel greater distances to access them. A 'benchmark' for a District facility catchment is approximately 1-2 kilometres, with Regional facilities attracting visitation from much further afield with some people travelling over 30 minutes by vehicle to visit.

Given there are 17 District and potentially 2 Regional playspaces in the City of Campbelltown, along with a principal that the whole community should also have access to good quality play opportunities; gaps have been identified in a number of areas and therefore justification may be warranted to either upgrade existing neighbourhood parks, or alternatively plan and develop new District (or Regional) playspaces in areas of identified need.

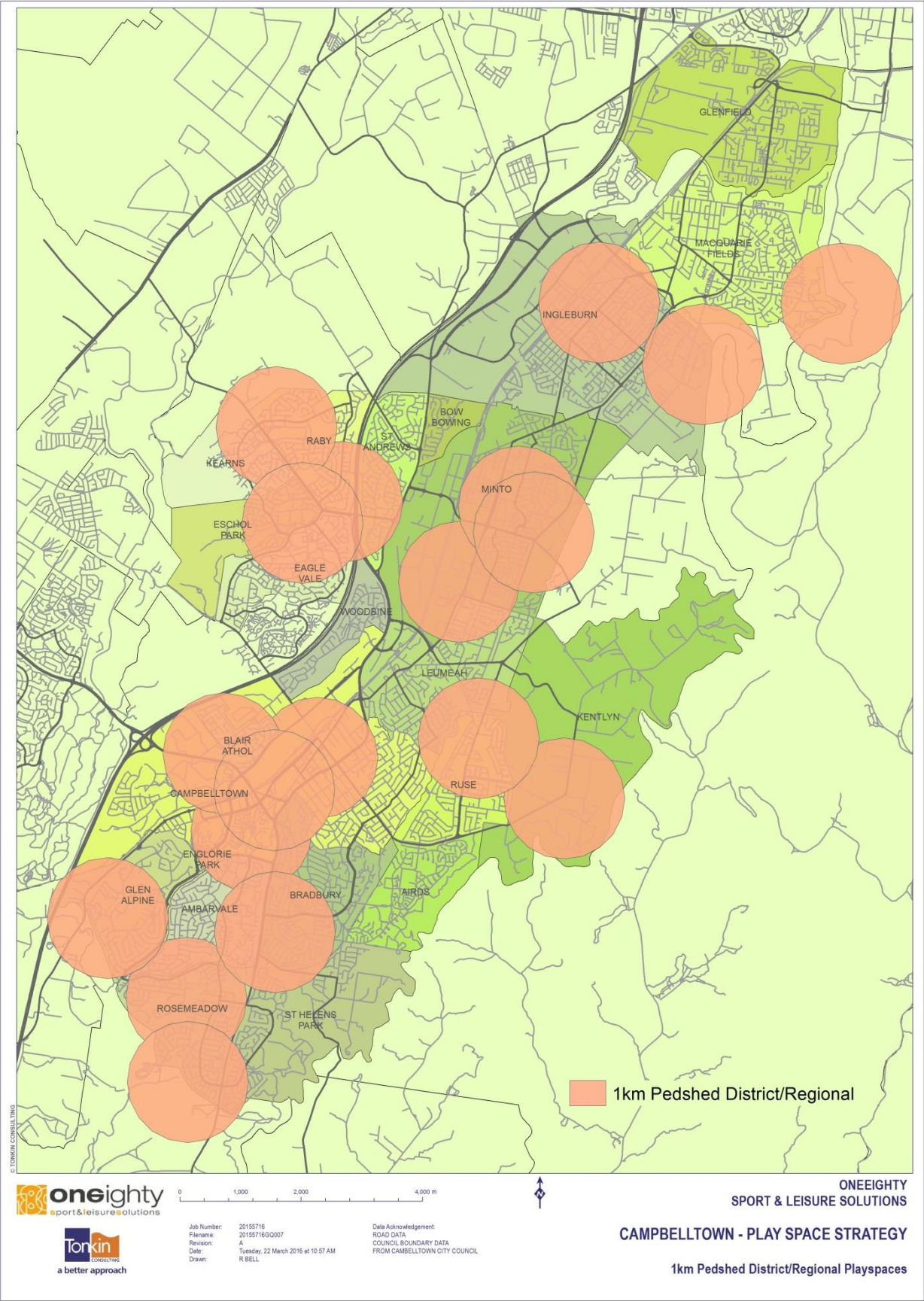


Figure 11: Playspace Classifications

3.7 Age

With regards to age, those playspaces over 15 years will generally be nearing their use by dates and Council should therefore be considering a plan of action with regards to removal, replacement or enhancement.

The majority of playspaces (81%) are however under 15 years old although 18 (19%) are over, the majority of which (16 or 17%) are over 20 years old. In some instances, some playspaces over 20 years old have had new elements installed and therefore may be much newer but for the purpose of this report the general age of the playspace is considered.

Older playspaces are predominantly in Eagle Vale and the southern areas of Rosemeadow and Ambarvale both of which have high ratios of playspaces as well as some identified gaps in provision.

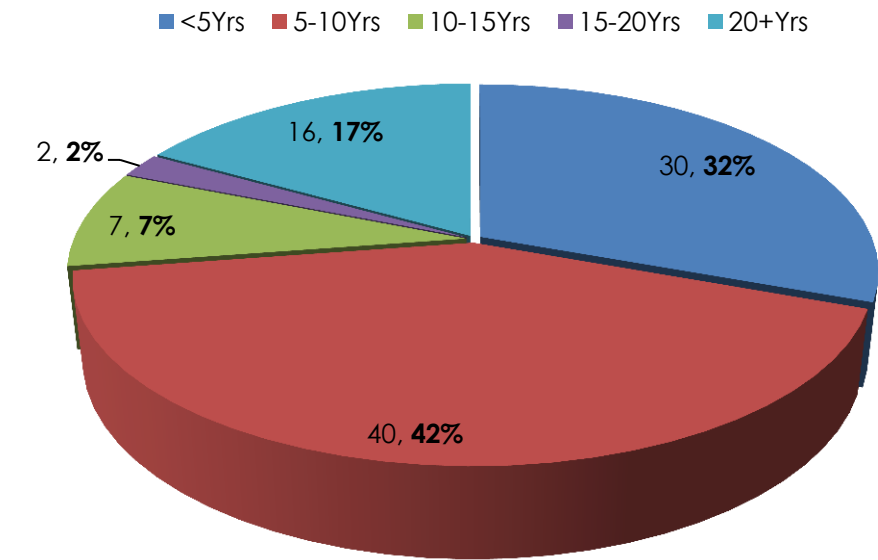


Figure 12: Playground Age

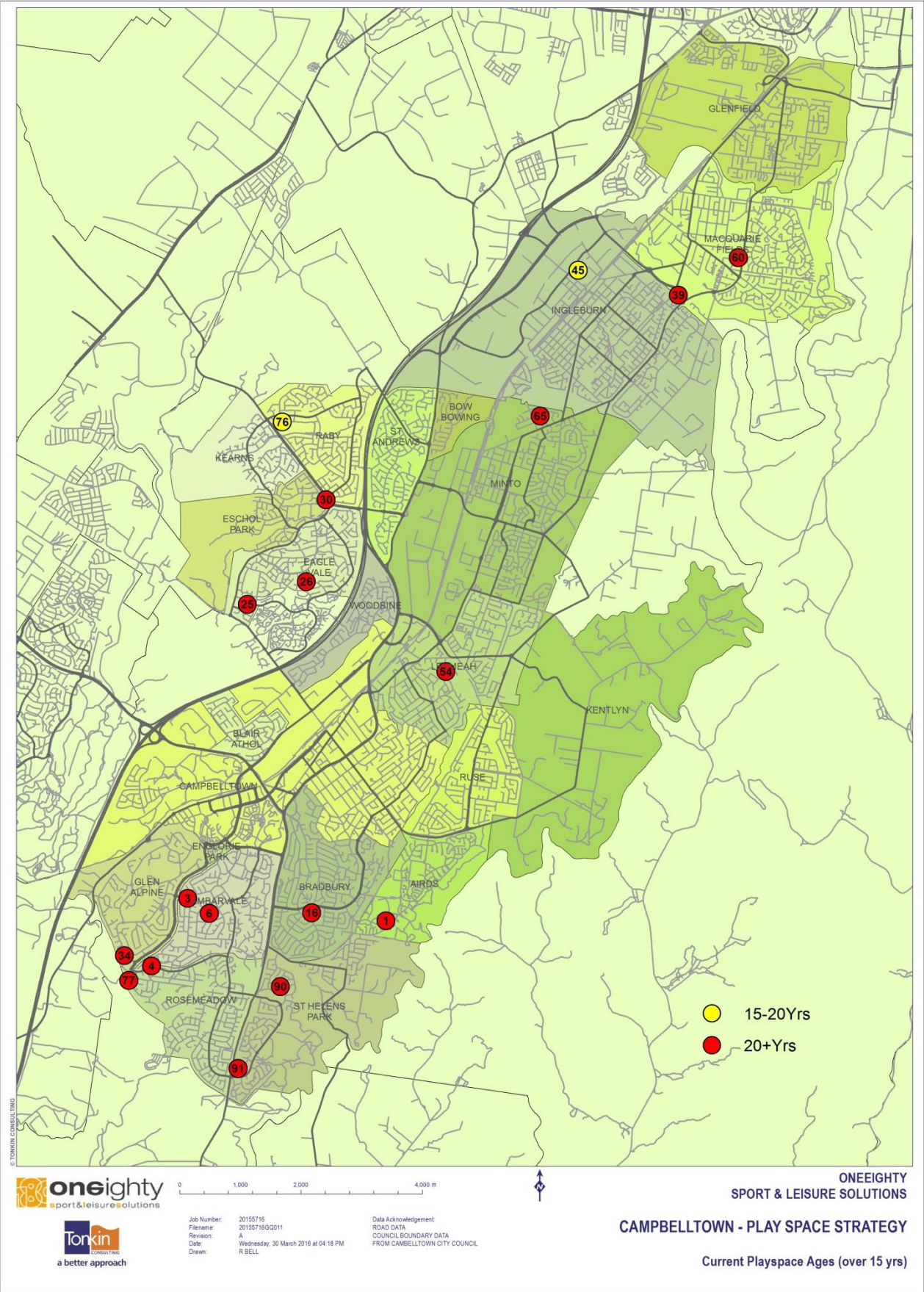


Figure 13: Playspace Age (15yrs +)

3.8 General Observations

The following are some of the broader aspects of provision observed by the consultancy team.

▪ Provision and Open Space

Council seems to have a good provision of open space with many playspaces located on large parcels of land. There also seemed to be a number of larger empty reserves, many of which were on topographically challenging land which provided little by way of recreation opportunity.

Whilst this strategy is focussed on playspaces however, an overarching open space strategy can assist Council in developing playspaces in line with proposed classification for land from local through to regional space.

▪ Rubbish and Litter

Whilst open spaces and parks generally seemed to be well maintained, there were some instances where rubbish and litter was evident particularly from overflowing bins and in some instances clothing which seemed to have been present for a long period of time. Whilst it is accepted that bins will overflow particularly after weekends when children's parties or higher volumes of use are evident, in some instances very old and weather damaged clothing and alcohol bottles suggest some parks had lower levels of maintenance than others.

▪ Alcohol in Parks / Proximity to Club Rooms

A number of playspaces and open spaces had evidence of alcohol consumption with beer bottles and cans discarded in many. Additional consideration needs to be given to locating playspaces on sports grounds and whilst good line of site is supported where most spectators' congregate, locating playspaces directly in front of or in close proximity to where alcohol is consumed is not recommended for obvious reasons.



Figure 14: Alcohol and Litter

Whilst there is generally a good supply of open space, alcohol consumption and general littering in and around playspaces needs to be managed

▪ **Playspaces in Facilities**

As would be expected given their managed use, playspaces located inside of buildings or facilities are generally well maintained and seem popular with users. However, given their 'managed nature' in that use is restricted to hours of operation of the centre, these playspaces are not fully accessible and should therefore be considered as 'additional' opportunities and not grouped with public playgrounds and open spaces.

▪ **Developer Contributions**

There are a number of instances where playspaces have been installed in new or urban regeneration projects and whilst the contribution to the open space fabric should be supported, this needs to align with Councils overarching policy and guidelines for open space and playspace management.

It would seem that in many instances this has not occurred and whilst the playspaces witnessed were of a high standard; it is important that Council works with developers to ensure an even and varied distribution of opportunities. It is also important that Council has the capacity to manage and maintain the asset as and when transferred into their ownership and that this does not compromise service levels of other playspaces throughout the City.

▪ **Playspace Standards**

As with any community, there will always be old playspaces not in keeping with modern design and standards. New standards have been referred to throughout this report and whilst not retrospective, should be adhered to when new playspaces are being developed. There are however a number of instances where some play equipment is clearly dangerous by way of being broken and therefore needs to be immediately removed.



Figure 15: Maintenance Levels
 Top left: Yummy Cafe fenced playspace Ambarvale,
 Top right: Developer playspace at Kids Park Minto
 Middle: Developer playspace at Valley Vista Reserve Minto
 Bottom left: Damaged equipment at Trotwood Reserve Ambarvale
 Bottom right: Damaged equipment at Spitfire Park Raby

▪ Fitness Parks

Council has nine (9) adult fitness areas located throughout the City and whilst these have seen a resurgence in recent years, their location needs to be carefully considered and where possible linked with strategic open spaces such as district classification due to their unique features.

This assumes that people will tend to travel further to use these pieces of equipment if appropriately designed and offering unique fitness opportunities, but in some instances fitness stations are on lower classifications of land and often as standalone 'play spaces' when they may be better sited on strategic parcels of land.

▪ Community Development and Ownership

Some playspaces have a close connection with a particular community whilst being well sited and could offer an opportunity for a community development initiative to foster a sense of ownership for unique parcels of land.

Whilst not recommending playspaces become 'Memorials' such opportunities include areas or spaces which the community has already connected with such as Oswald Park in which a small shrine to a local young footballer has been erected. Council could work with this sporting community to foster ownership and a sense of place in the community.

▪ Theming

Due to their location, a number of playspaces provide good opportunity to be themed either with their natural surrounds or social/historical significance. Theming playspaces provides a point of difference and can add an element of interest which will attract greater usage and promote the development of the child whilst promoting the unique aspect of any town or city.

Opportunities for this in Campbelltown include Apex Park in Bradbury (The Legend of Fishers Ghost) and the Memorials at Mawson Park in Campbelltown and /Memorial Oval Park in Ingleburn.



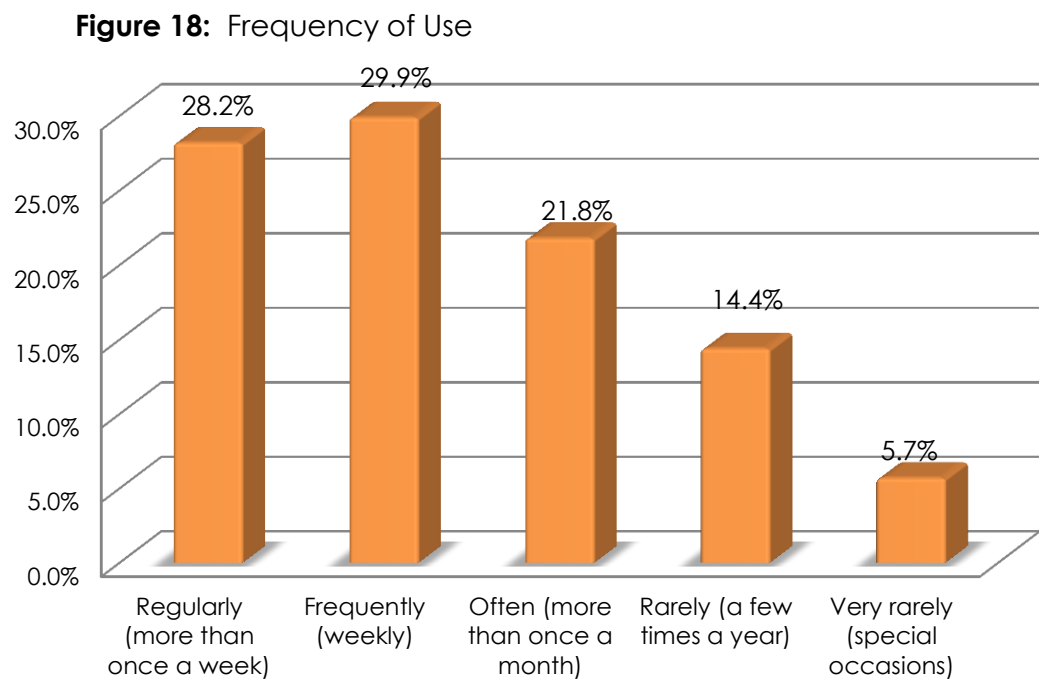
Figure 17: Fitness, Ownership and Theming
Fitness need to be strategically located and modern and there is an opportunity to theme playspaces and foster a sense of ownership from the community.

Section Four: Community Perceptions

To support and clarify the overview of playspaces and their relevance in the community, a survey was developed to solicit feedback from playspace users to determine their thoughts, views and aspirations for playspaces in the City of Campbelltown. The survey was made available for a period of approximately eight weeks from the 11th December 2015 – 12th February 2016. The survey yielded 175 responses with findings summarised as follows:

4.1 Playspace Use

The majority of respondents (58.1%) stated that they used playspaces either more than once or week or at least weekly. Parents were the main group of adults that take children to parks but 15% of respondents were also grandparents. This therefore supports the notion of access and ensuring playspaces are evenly distributed and not located only in areas where young children and their families reside.



The ages of children using playspaces was very evenly spread with almost a third in each category of 3-6 (32%), 6-12 (30%) and 0-3 (27%). Only 11% of respondents stated they took their 12 year plus children to playspaces which may reflect an element of independence by this age cohort, an interest in other leisure time activities or alternatively a lack of offerings in existing playspaces for this age group.

Figure 19: Capacity of Use

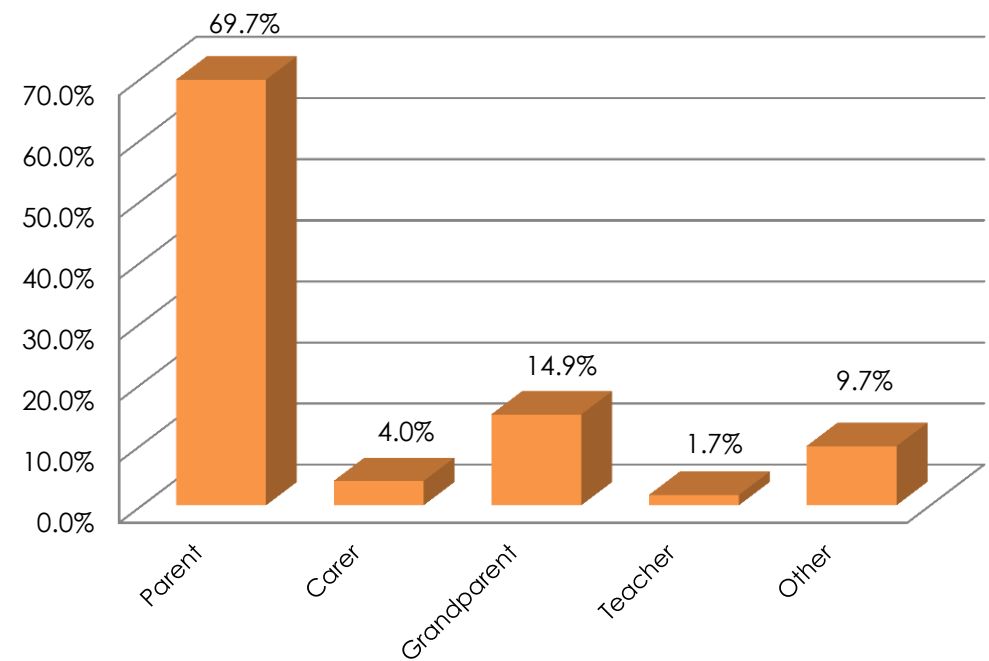
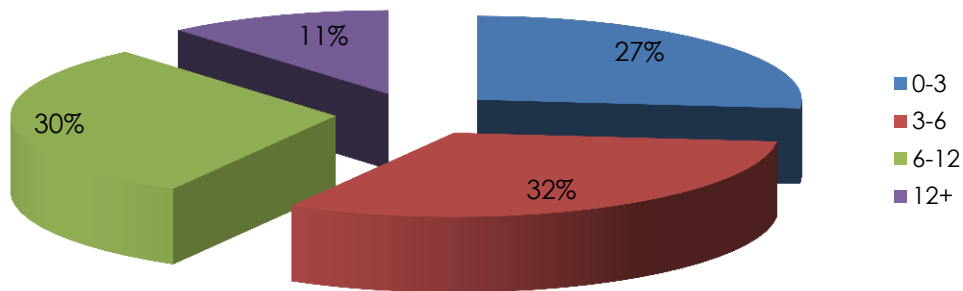


Figure 20: Age of Children



4.2 Playspace Perceptions

When asked to consider on a scale of 1-5 with 1 being low and 5 high, elements that were important for playspaces compared with what was being received or perceived in Campbelltown, the top five areas of perceived importance were:

- safety
- clean and welcoming
- plenty of shade
- fenced and away from roads and
- have toilets nearby

Being near to shops and having picnic or barbeque facilities were not considered important but the top five priorities highlighted above were also shown to have the biggest gap by way of importance versus perception of what was currently being offered in Campbelltown (Table 6)

Rank	Area of Concern	Gap
=1	plenty of shade	-1.62
=1	clean and welcoming	-1.62
3	have toilets near by	-1.50
4	safety	-1.42
5	fenced and away from roads	-1.29

Table 6: Main Perceived Gaps in Provision

Only 2 areas scored higher with regards to importance versus perception with these being:

- Near to shops or cafes: Gap of 0.24 and
- Open Space: Gap of 0.14

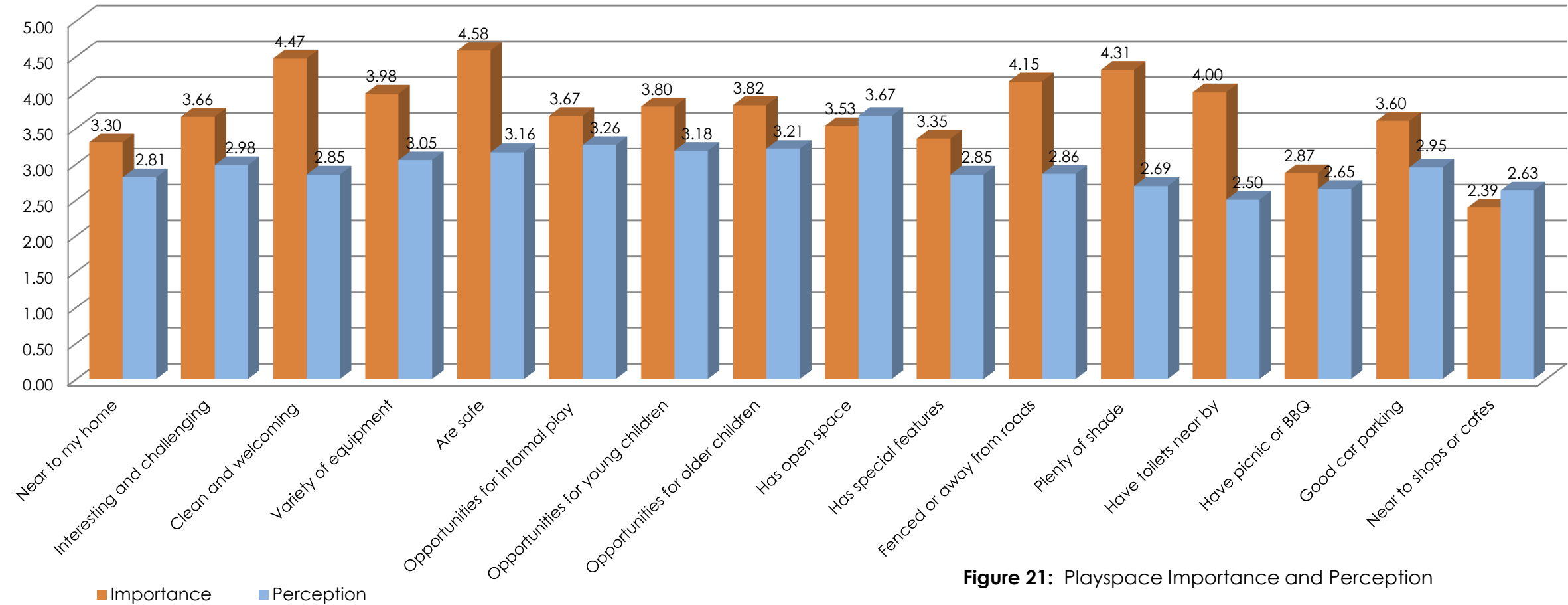


Figure 21: Playspace Importance and Perception

4.3 Popular Playspaces

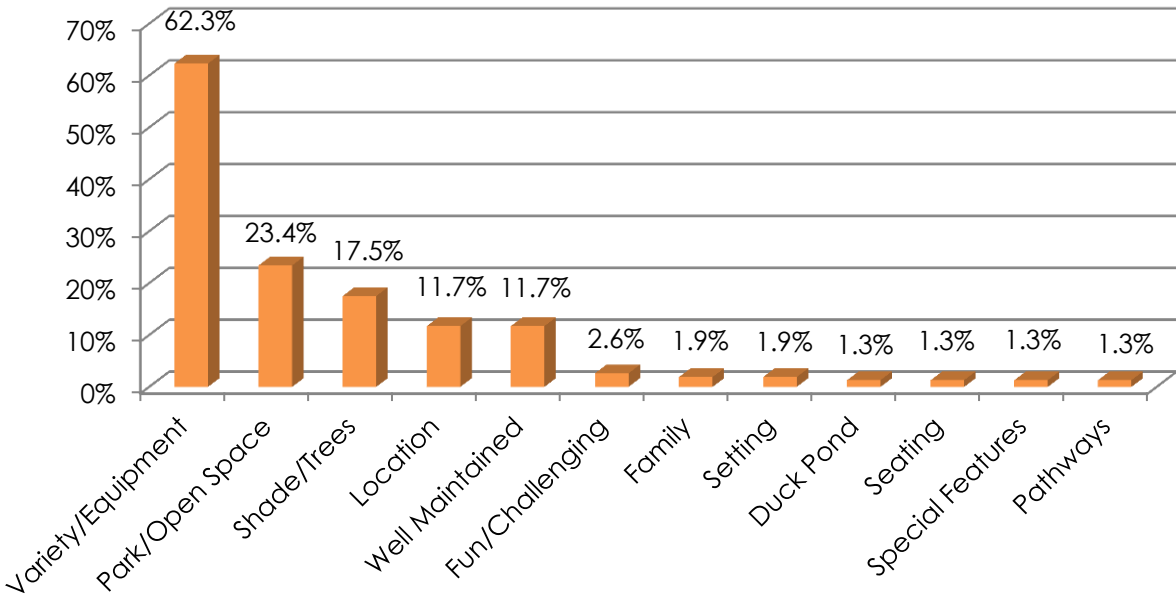
The larger and ‘newer’ playspaces such as **Koshigaya** and **Park Central** were popular playspaces amongst those that responded with 31.2% and 19.1% respectively stating these to be their preferred playspaces in the City of Campbelltown.

Reasons people chose these as their preferred playspaces was predominantly due to the variety of opportunities and play equipment with 62.3% stating this to be the reason.

Open space and the park setting was also a popular response with 23.4% stating this as the main reason followed by 17.5% stating these parks had good shade and 11.7% saying they were well maintained or in a good location.

To a lesser degree, challenge, being family friendly, in a nice setting and having features such as a duck pond, seating and pathways were also reasons people preferred these particular parks.

Figure 22: Reasons for Preference

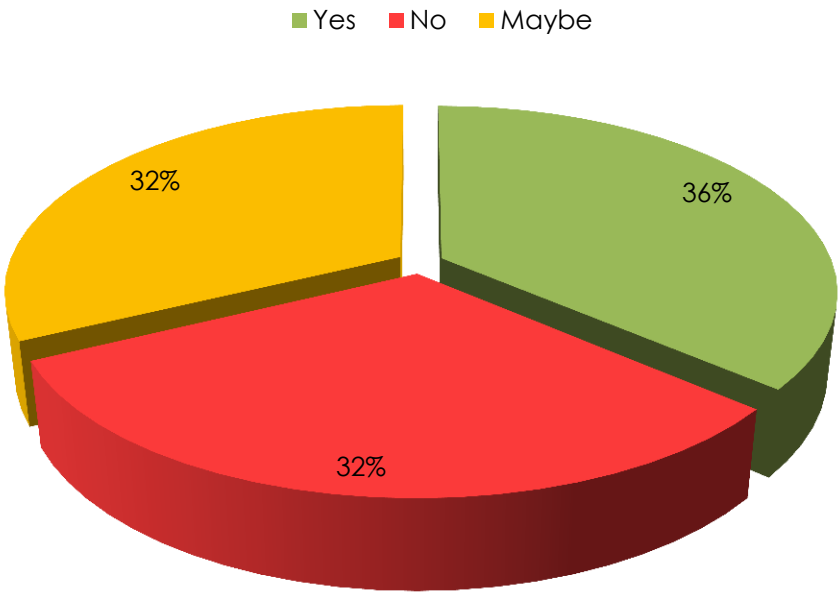


4.4 Quantity versus Quality

When asked whether they would support a quality over quantity approach to playground provision i.e. would ‘you’ as a respondent support fewer playgrounds in return for better quality across the City, over a third (36%) stated they would with 32% stating ‘maybe’ and 32% stating that they would not like to see less playgrounds.

Of those that stated ‘maybe’ it may be assumed that additional information is warranted by way of what this would actually look like and how this would impact on the overall supply and provision of playspaces across the City.

Figure 23: Support the Consolidation of Playspaces

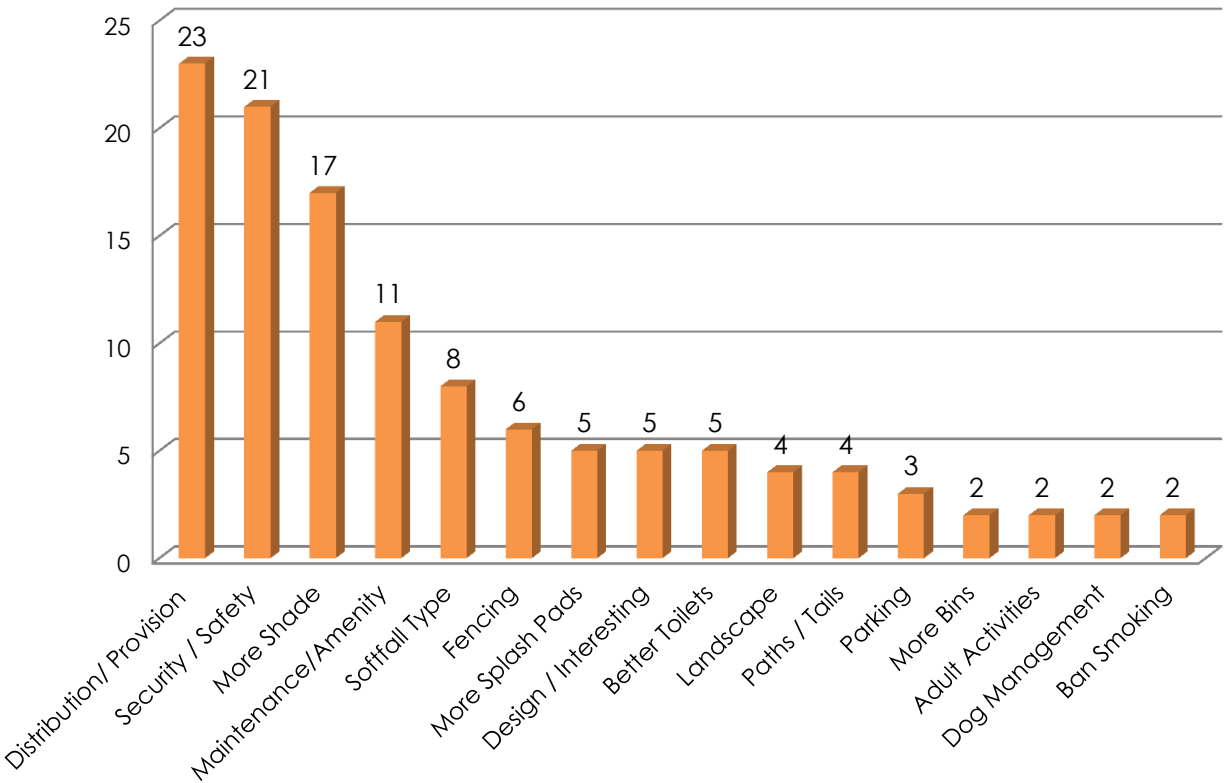


4.5 Thoughts and Perceptions

Additional comments and concerns were grouped into key themes with a concern regarding access to quality playspaces along with the safety of them being the two main concerns raised a number of times by respondents. This was followed by lack of shade or a perceived importance of having more, and the general maintenance and cleanliness of playspaces and parks.

Softfall was also a common theme with many people stating a concern regarding bark chip and the danger of foreign objects being hidden in amongst it such as syringes and broken glass. Fencing was also raised on a number of occasions with many people preferring those playspaces which were secured by fencing. Other comments largely revolved around the design and interest of playspaces with policy and management issues such as dog management and smoking in playspaces being considered important by some.

Figure 24: General Comments



4.6 Respondent Profile

Almost three quarters of respondents were female with approximately a third being young adults (19-34) and 45% being 35-49 and 21% aged between 50 and 64. The majority of people lived in the City of Campbelltown with 58% living in the main City postcode of 2560 and only 5% of respondents living outside of the Campbelltown municipality.

Figure 25: Sex

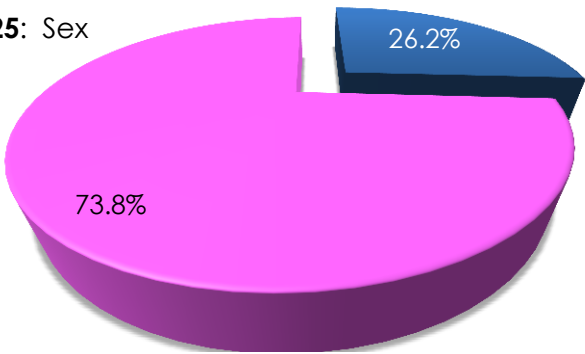


Figure 26: Age

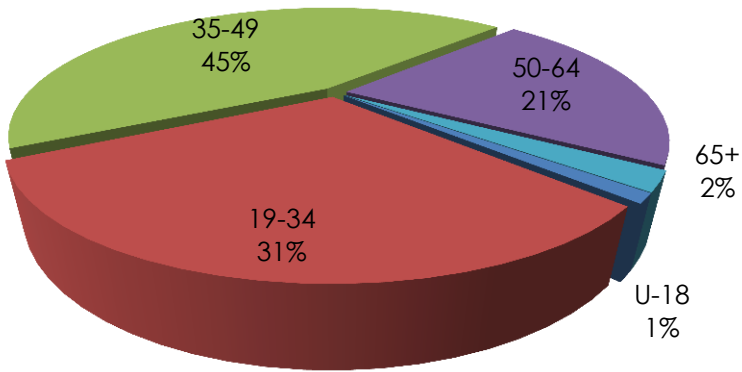
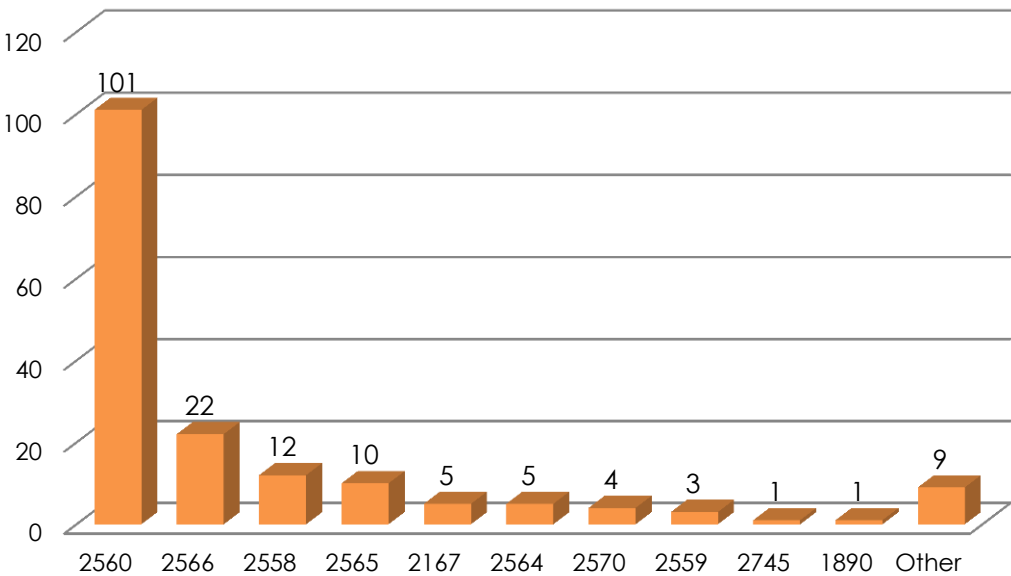


Figure 27 : Postcode



Section Five: Playspace Design

This section briefly looks at the components of design for all levels of playspaces and considers what is deemed to be core and complementary design elements for each classification. It must however be reiterated that it is important to provide a range of opportunity across all playspaces and therefore consideration given to the playspace development model and the use of the natural landscape and location of each playspace to make it truly unique.

5.1 Local Playspaces

This level of playspace is ideally located within a collector district area whereby walking to a destination up to 500 metres would be acceptable for most if not all ages and abilities. Local playspace boundaries are within physical barriers (such as busy roads, railway lines etc) which can prevent easy access to parks and reserves outside of this area for carers and their children. Therefore, such parks should primarily cater for younger children's needs (toddlers and juniors). Local playspaces may also be used incidentally i.e. en route to or from a destination such as shops, schools, or from public transport and in some instances as physical links to other open space systems. Alternatively, such playspaces may be used deliberately as a need for low impact play and exploration for young children under the guidance of adult supervision.

Local Playspace Components

While playspaces in a local setting will primarily be targeted at younger children (1-6) due to the proximity to the home and the understanding that older children (6-12) can and may travel greater distances either on foot or bike with their parents or carers; play opportunities should include aspects of cognitive, social and physical play and include approximately 3-5 pieces of play equipment as a suggestion. However not all local playspaces need to comprise formal play equipment areas and could include an imaginative (natural) play area to ensure provision is complemented and not duplicated within short distances of each playspace i.e. each should (where possible) offer its own setting with a different set of opportunities from the parks nearby. It is such that local playspaces include complementary components of:

- Play Equipment Area (3-5 pieces)
- Imaginative Creative Area (natural settings)

It must be noted that not all Local play spaces would include both of the above, but these elements developed in conjunction with similar parks nearby, i.e. planning should ensure playspaces are complemented and not duplicated within a close proximity to each other. Specific areas set aside for adults are not necessarily developed in local playspaces due to the age of the child requiring constant surveillance by the carer. However, playspaces and seating should have natural or formalised shading with the latter situated to ensure both active and passive surveillance by carers.



Figure 28: Local Playspaces
Examples of local playspaces include Kingfisher Reserve in Ingleburn (above left) and Flying Pieman in Eschol Park (above right)

5.2 Neighbourhood Playspace

Neighbourhood playspaces consider broader 'suburbs' and thus the need to provide for a more diverse range of opportunities and offer a wider range of opportunity for children primarily in the 4-12 age groups (juniors and seniors) but should also include equipment for toddlers. When discussing neighbourhood playspaces, it is assumed that:

- People will travel further to use the park and therefore tend to do so deliberately rather than incidentally.
- Generally located within each suburb and therefore facilities such as toilets may not be required.
- Would be no more than approximately 1-2 kilometres from homes.

▪ Neighbourhood Playspace Components

Neighbourhood playspaces are designed to cater for the needs of more than one user group, and for more than one type of activity. Toddler, junior and senior play areas will be provided and sited around a picnic areas/shelters and tables. Neighbourhood playspaces might be set along an urban waterway or natural settings and key components can therefore include:

- Play Equipment Area (5 pieces +) for age groups 1-12 in secured areas and where possible away from main roads and
- Imaginative Creative Area (natural settings)
- Non Structured Play Area
- Adult / Carer Area
- Bins



Figure 29: Neighbourhood Playspaces

Examples of good Neighbourhood playspaces include Trobriand Park in Glenfield (above left) and Digger Black Reserve in Ingleburn (above right)

5.3 District Playspace

The third level in the hierarchy is the District Playspace. District Parks tend to serve wider catchments and sited where special features (natural or manmade) such as a water body, a cluster of sporting facilities, civic areas, or historic site are located. In discussing this classification, it is assumed that visitors are offered greater recreation opportunities and therefore stay longer at the 'park'. As such, amenities such as water, car parking, toilets, barbecues and rubbish bins etc may all be warranted.

Other key aspects of District playspaces include a safe (normally fenced) play area for young children and areas where parents and carers can meet and socialise in a safe environment. Children's birthday parties are common occurrences in such parks and parents can prepare barbecues in areas with good surveillance of play equipment which has an additional safeguard of fencing to prevent children from leaving the playspace.

District level open space can also be used for specific activities such as youth recreation, sporting facilities, dog parks or adult exercise areas whereby the land parcel is designed to be used for a number of 'specific' activities normally identified in a separate recreation, leisure or open space strategy.

▪ District Playspace Components

When discussing the playspace component of District level parks, it is assumed that the following components would be provided:

- Play Equipment Area for all age groups (often fenced or secured in areas of high safety concern such as main roads)
- Imaginative Creative Area (natural settings)
- Non Structured Play Area
- Adult / Carer Area



Figure 30: District Playspaces

Good District playspaces include Marsden (Park Central) in Campbelltown (above left) and Heathfield Park in Raby (above right)

5.4 Regional Playspaces

Regional playspaces are similar to the District classification but with additional components that would attract both local and regional visitors. This may be in the form of an adventure playground, water park, or unique aspect such as additional space for larger community events such as carnivals and concerts.

Regional playspaces are often well landscaped and/or use the natural landscape to offer a unique experience. Campbelltown has a number of larger district playspaces that could be classified as 'regional' with some modifications and enhancement such as Simmo's Beach, Koshigaya Park and Pembroke Park.



Figure 31 Regional Playspace Opportunities
Playspaces and parks such as Simmo's Beach (above left) Koshigaya (above right) and Pembroke (bottom) all are higher classification playspaces in the City of Campbelltown

5.5 Additional Design Elements

While the highlighted playspace classifications align themselves with the Playspace Development Model, this does not consider other design concepts which should and could be included within all playspaces and parks. These will obviously vary from classification to classification and in some instances park to park, but could include some or all of the following additional design elements which have been referenced from a number of industry sources.ⁱⁱ

5.5.1 Shade

Shade, particularly during the hotter summer months is vital. Natural shade through trees is highly desirable but due to the time it takes for growth in 'new' playspaces, built shade in the form of pergolas or shelters may be appropriate. Should natural shading be available, tree management and maintenance need to be well considered due to the potential for falling limbs and branches and in some instances built structures may be favourable.

5.5.2 Fencing

Fencing is often highly desirable in areas where adults use open space with children especially for children's parties, barbecues and social gatherings. While fencing should not be a complete safeguard to children's safety and the ultimate onus on the parent or carer to ensure the safety of the child, fences do provide an additional safeguard in relation to forming a major barrier between the child and physical dangers such as main roads, major waterways or steep embankments in natural settings. However, it is not recommended that all playspaces be fenced but rather those which are used for larger social gatherings such as District level facilities, or those that have obvious physical dangers to children or other park users.

5.5.3 Paths

Paths within playspaces and parks should be sited carefully to minimise their impact upon other uses of a park. For example, two paths criss-crossing a reserve will break it into four small spaces which may each be too small to be useful.

Busy paths, especially cycle paths, may intrude upon quiet spaces and disturb users. Paths open up otherwise inaccessible places, and the desirability of a path cutting through an area must first be carefully assessed. All path surfaces should be selected to blend visually into the surrounds. Path systems need to be considered for at least two purposes:

- **'Functional' paths**

These have a main purpose of efficient circulation of people between two or more points. Such paths may have 'functional' convenience as their primary purpose, but the pleasure of users and the visual and functional impact on the landscape is important.

Paths also need to be well sited to ensure users are not forced out of their way and sometimes it may be valuable for Council to monitor patterns of use ('desire lines') before constructing a 'formal' route.

- **Recreational paths**

These are not necessarily the quickest way between points, but may be sited to pass through attractive or interesting areas, simply for the pleasure of the journey. They may be intended for walking or cycling and the surfaces should be considered for their contribution to the recreation experiences of users. For example, rough or bumpy dirt paths are increasingly rare in the suburban landscape but children derive great pleasure from walking or riding along such paths, especially if they pass through varied terrain, over puddles, bridges and other features, and at times pass through overhanging vegetation or long grass. These opportunities are important as part of the recreation spectrum, but should not be confused with the need to provide convenient access ways through the neighbourhoods.

5.5.4 Softfall

Kidsafe NSW has developed a series of information sheets pertaining to play design and management one of which pertains specifically to softfallⁱⁱⁱ. All playground equipment with a fall height 600mm or more must have an 'impact attenuating' surface beneath to minimise serious head or other injuries in the event of falls.

Whilst no one material has proven to be the best product for impact attenuating surfacing, consideration of factors such as environmental conditions, cost and personal preference may be applied when selecting a material. The two main types of playground surfacing products are loose fill and solid materials

- **Loose Fill**

Loose fill includes products such as bark mulch, wood chips, wood fibre, rubber mulch, grape seed and sand and these products are generally less expensive than solid materials upon installation but require regular maintenance and top ups. Considering the cost of ongoing maintenance, solid materials may compare favourably over the lifespan of the surfacing.

- **Solid Fill**

Solid Materials include products such as synthetic grass, rubber tiles and wet pour rubber. The impact attenuating qualities of solid materials varies according to the thickness of the layer and the composition of the material. Solid materials can work well in combination with loose fill products providing a fixed surface beneath heavy traffic areas such as under swings and at the run-out (base) of slides. This reduces both the ongoing costs and labour to replenish the loose fill, as required.

Whilst some studies support loose fill over solid with regards to safety when falling from height, the aesthetics of solid over loose combined with a perception of foreign objects finding their way into loose fill softfall, has led to an increased demand from the community to construct more playspaces with solid fill.

As stated however, there is no one answer for this and each playspace must be considered in isolation, but the more natural areas such as local playspaces and potentially components of nature play in larger developments may not warrant the cost or design impact of solid fill. Each will be unique and ultimately the choice of Council must be put down to a number of factors to include budget, aesthetics, playspaces type and ultimately and foremost, safety and adhering to national standards.

5.5.5 Nature Play

Nature play is making a resurgence as local authorities are recognising the importance of promoting play and offering children an opportunity to learn and grow through interaction with their natural environments. Traditionally this has been difficult for some councils' to embrace given the 'lack of standards for nature', but increasingly many are now introducing natural areas into playground designs to encourage cognitive, social and physical development of the child.

Many good examples are now emerging across Australia whereby the use of the landscape is enhanced to create natural areas such as creek beds, sand pits, tree logs and areas for exploration. Normally these are included in higher level playspace developments, but consideration should be given to lower, less well developed areas and the notion that a child will play where equipment is not present and therefore a local open space that is well designed and managed, can in itself be an excellent opportunity to promote and develop nature play.

5.5.6 Barbecues

Generally, barbecues are not considered appropriate for Local playspaces but they may be considered for Neighbourhood if warranted through demand and certainly district and regional parks if the conditions are suitable. However, the installation of barbecues often requires an associated level of facility provision (tables, toilets, water, shelter, lighting, electricity supply, car parking etc.) and a commitment to maintenance and therefore it is recommended that these be kept to a minimum and supplied only in District or higher level parks.

5.5.7 Seating and Tables

Seating is an important way of encouraging adults to accompany their children to play, as well as providing for the elderly and others. Seating should be available in winter sun and under summer shade. More than one configuration of seating is valuable, to cater for more than one group at a time and to facilitate either solitude or interaction, depending upon the users wishes.

A variety of styles of seating is important:

- Formal seats with back and arm rests are valued by many older people;
- Care-givers need to be able to sit close to playing children and
- Edges to 'perch' on and to adapt to more than one purpose (such as walking and balancing on, as a table for sand play, as a marker or boundary in games etc) will be valued by both children and teenagers.

A diverse range of seating is thus more likely to satisfy the needs of a diverse range of users and should be available in all parks and playspaces (natural or manmade)

Picnic tables are not always necessary in a reserve and are recommended to be developed only in Neighbourhood playgrounds or higher classifications. They may however be useful if sited so adults can supervise children while seated and the shape and orientation considered both for the comfort of users and for ease of supervision. Hexagonal or octagonal shaped tables allow parents to change their position and to monitor children in any direction.

5.5.8 Toilets

Toilets are often requested in and around parks but the cost to do so in every park is not viable. Toilets are however normally warranted in larger parks which are a destination in their own right and where people would travel to for a specific reason. These could include sports precincts, youth parks, dog parks and larger playspaces of at least a district level. It is therefore recommended that toilets only be considered in these classifications if warranted and no other public conveniences are located close by.

5.5.9 Ancillary Services

As with toilets, ancillary services such as, water, bike racks and formalised car parking for example may all be considered important in destinations where people travel further to and therefore tend to stay longer. Given this rationale, these facilities should also only be warranted in District or Regional playspaces and open spaces.

Section Six: The Strategic Response

Given the findings and the opportunities identified in this report, the following forms the basis of a strategic response for the provision and management of playspaces across the City of Campbelltown for the next 10 years.

6.1 A Vision for Play in Campbelltown

Play is important not only for the development of a child, but also as a valuable community and physical asset of Council. The vision for playspace management and provision is therefore:

'Promoting the social, physical and cognitive development of children in a safe and welcoming environment, playspaces in the City of Campbelltown will be recognised as being well managed and maintained and offer a range of opportunities for children and their families.'

6.2 Guiding Principles

A number of Guiding Principles are suggested to assist in the ongoing management and supply of playspaces across the City and include the following:

GP1: Understanding Play

The importance of play is recognised by Council and it will strive to provide opportunities for children of all ages and abilities to develop the cognitive, social and physical skills and abilities.

GP2: Recognising Play

Council acknowledges that children will have different needs at various stages of their development and will generally refer to demographic groups as:

- Toddlers 1-3 years of age
- Juniors 3 -6 years of age
- Seniors 6 -12 years of age
- Teenagers 13+

GP3: Access to Play

The whole community should have access to playspaces regardless of demographic profiling and location. This principle is based on the notion that where possible, practical and feasible, a playspace will be accessible within walking distance (400m) of all homes in major residential areas.

GP4: Classifying Play

Playspaces will be classified according to their intended catchment with higher classifications including more components of the Playspace development Model of:

- Local: Toddlers and Juniors (1-6) and their carers
- Neighbourhood: All ages
- District: All ages plus unstructured open space
- Regional: All ages plus unstructured open space and special features

GP5: Designing Playspaces

Design of playspaces will be in line with the intended classification and offer a range of experiences and opportunities to complement rather than duplicate provision. Additional features should be in line with the playspace development model with ancillary services recommended as follows:

Seating

All playspaces will offer either natural or purpose built seating

Shade and Shelter

Where feasible and practical, playspaces should take advantage of natural shade from park trees although should not necessarily be sited directly under them due to risks associated with falling limbs. district and regional , i.e. those attracting longer visitation should offer both natural and built shade sail/shelter structures.

Fencing

Playspaces of a District or Regional classification may be considered for fenced areas with local and neighbourhood only warranting fencing should they be sited adjacent to hazards such as car parks or main roads.

Toilets

Given their catchment, local and neighbourhood playspaces do not warrant toilets but district and regional should be located close to, or have purpose built on site facilities.

GP6: Managing Playspaces

Unless identified as a strategic priority in an area of under supply, the management of existing playspaces will take precedence over developing new ones.

GP7: Developing Playspaces

Priority development will be given to those areas where a gap has been identified and those with ageing infrastructure.

GP8: Developer Contributions

Council will work collaboratively with developers to ensure identified gaps in playspace provision are considered in new residential areas and appropriate classifications are designed to ensure duplication is avoided and ongoing management and maintenance is sustainable.

GP9: Population Growth

It is acknowledged that as the population grows that this will impact on the supply ratios of playspaces. Council will therefore monitor supply ratios in line with the five year census data and respond accordingly where appropriate and practical.

GP10: Partnerships and Stakeholder Relationships

Council will identify and work with a number of partners and stakeholders including developers to ensure a full range of accessible playspaces are provided in the community.

6.3 Gap Zoning

Before discussing recommendations for playspaces across the City, the Map in Figure 31 highlights gaps in provision based on the principle of the whole community being within walking distance to a playspace or the 400m 'ped shed' as discussed previously.

However, not all of the gap areas will require a playspace due to some being in the following zones:

- **Industrial:** Business areas with no residential development or catchment
- **Rural:** Areas with primarily private land and a small population base
- **Bush:** Natural areas with no private dwellings
- **Golf:** private land or public courses used for sport and recreation

There are also a number of areas within the Councils jurisdiction that are being developed by private developers and these areas must also be considered in the context of gap assessment. Council must therefore work with and guide developers as to the type and quantity of playspace provision required and be part of this decision making process to ensure sustainable development in line with the whole provision and management of playspaces across the municipality.

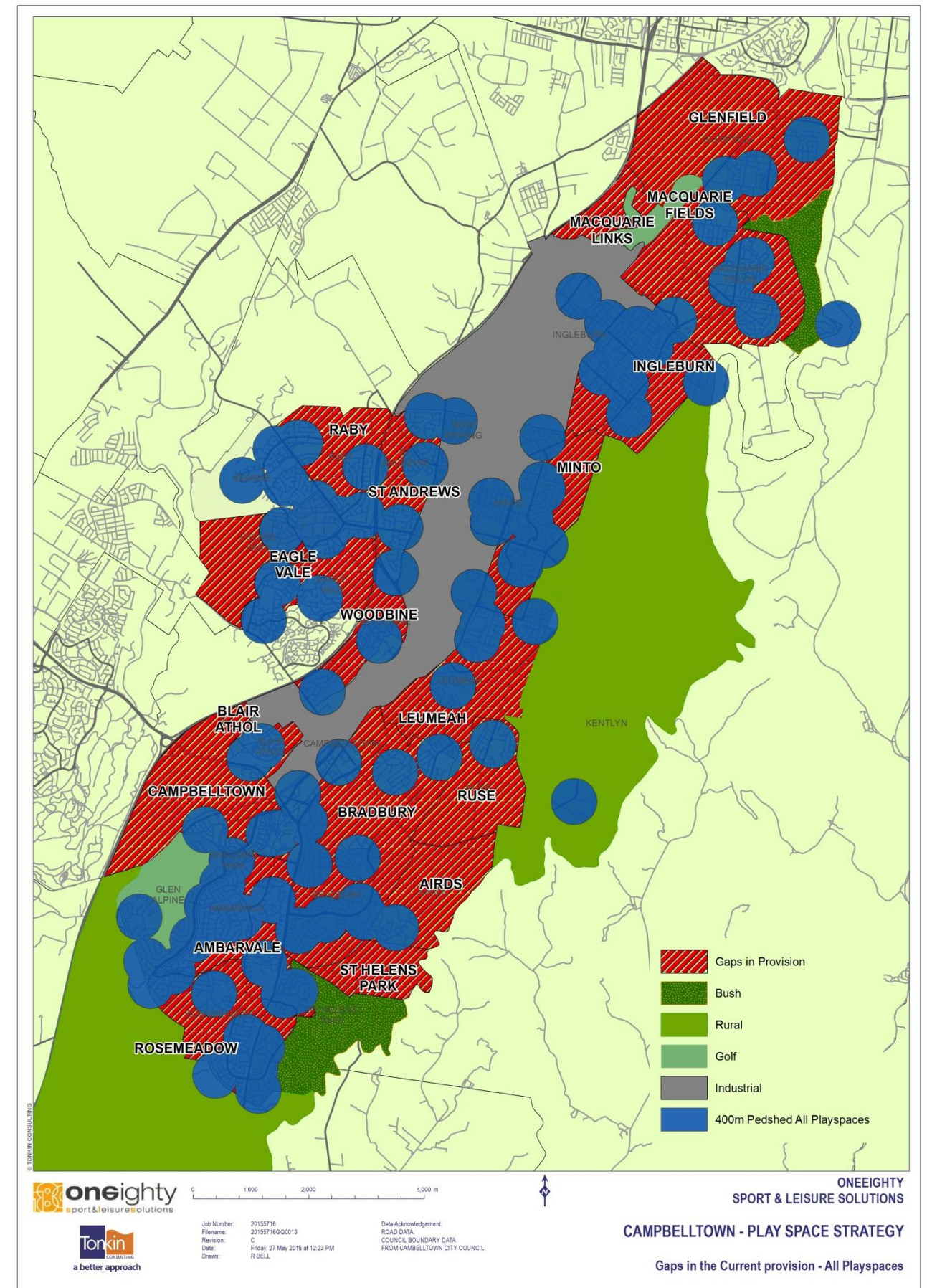


Figure 31: Gap Zoning

6.4 Quality Zoning

A further consideration which will help guide the recommendations is the notion that better or higher classifications such as district and regional level playspaces should also be accessible to the community.

Figure 11 previously highlighted this and based on a 1-2km ped shed recommendation, the map in Figure 32 highlights 12 gap areas of 'quality' provision.

Strategies here may therefore be to enhance existing playspaces or alternatively develop new, better quality playspaces in areas of need. As a principle however, the former is preferred due to cost savings associated with enhancing rather than developing new playspaces in a given area.

These strategies and others are now discussed in the following section.

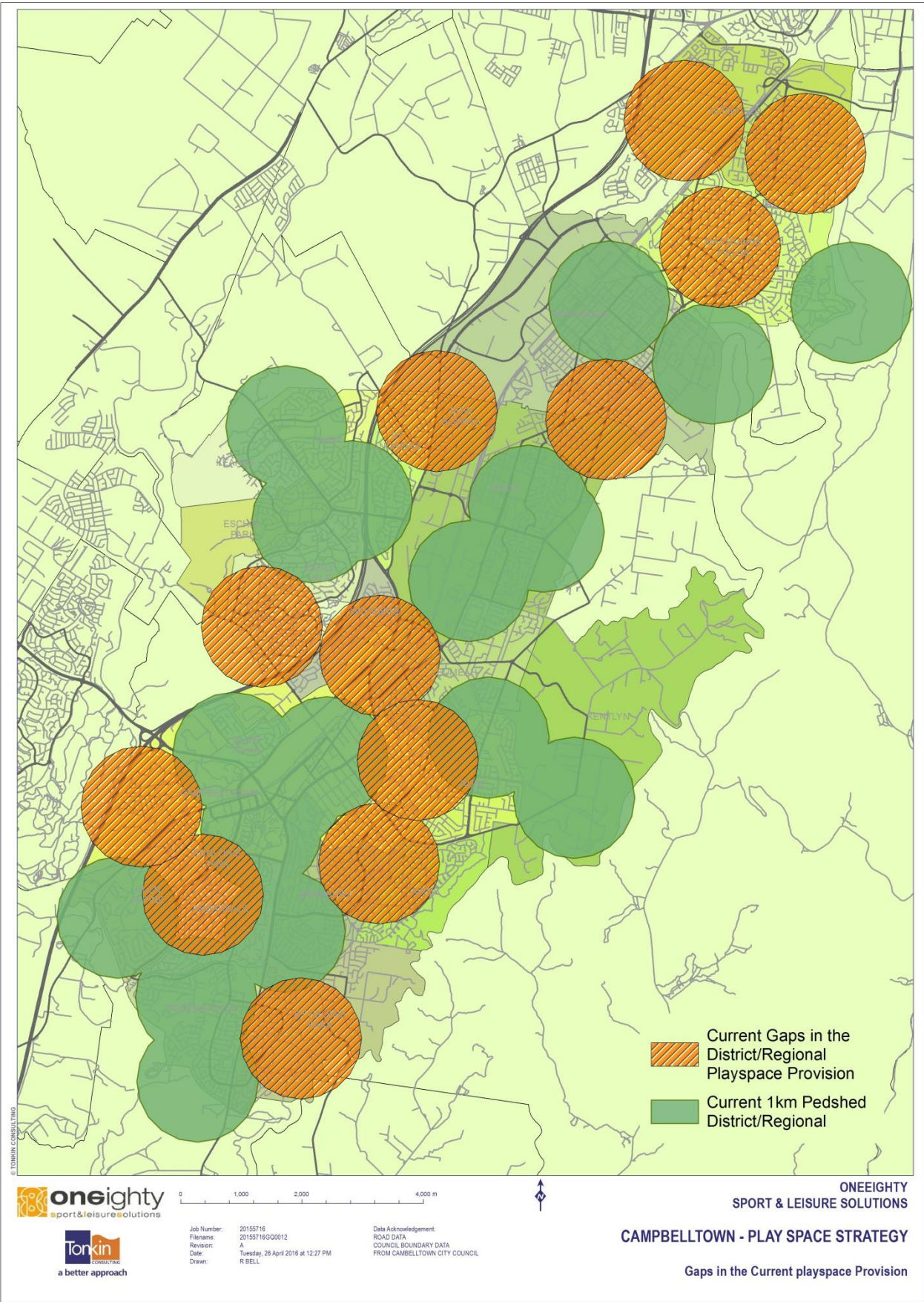


Figure 32: District Gaps

6.5 Proposed Changes

The following provides an overview of the existing playspaces but considers only the 86 fully publicly accessible assets plus the 9 fitness areas located throughout the municipality to account for a total of 95 playspaces.

Table 7 on the following page summarises and where necessary makes recommendations for changes to playspaces. This highlights the current and proposed classification and provides an estimated cost which is prioritised according to:

- High: 1-3 years
- Medium: 3-5 years
- Low: 5-10years

Priorities are based on the life stage of the asset combined with identified areas of identified need (gaps) or those that are deemed oversupplied and therefore provides justification for enhancement or removal.

Costs are based on estimates at 2016 market rates and make an assumption (where relevant) that to enhance a playspace or include additional equipment, that a figure of between \$3k - \$10k per piece (swing, slide, rocker etc) is reasonable.

This can of course vary depending on the type of upgrade, the amount of equipment being erected, and landscaping and furniture, but the rationale behind this includes the notion that existing playspaces are already established and enhancement includes upgrades and improvements to the equipment.

Strategies are discussed in terms of the actions highlighted in Table 6 noting that whilst these are recommendations, further community consultation will be required regarding improving or removing playspaces and therefore the recommendation may change at a later stage.

	Remove	RM	take out and do not replace
	Replace	RP	remove equipment and replace with same classification
	Remove and Replace	RM&RP	remove equipment and replace with different classification
	Enhance	E	add equipment to meet current or a higher classification
	Maintain	M	keep as is and maintain to the current level

Table 6: Proposed Recommendations

Table 7: Existing Playspace Recommendations

PS #	Suburb and Site	Current Classification					Recommendation					Proposed Classification					Comment	Priority and \$ Estimate		
		L	N	D	R	F	RM	RP	RM & RP	E	M	L	N	D	R	F		H	M	L
Airds																				
1	Merino Reserve	✓							✓				✓				Playspace located on a good area and recommended being enhanced to N with a youth component	100k		
Ambarvale																				
2	Fieldhouse Park	✓								✓		✓					Very basic linear park (thoroughfare). Additional equipment warranted			15k
3	Gargery Reserve		✓					✓					✓				Good location but in need of replacing	100k		
4	Mandurama Reserve		✓								✓		✓							
5	Patrick Newman Park	✓									✓	✓								
6	Trotwood Reserve	✓						✓				✓					Good location but in need of replacing	50k		
7	Startop Reserve					✓					✓					✓	maintain fitness but include district playspace (see new playspaces)			
Blair Athol																				
8	Harvey Brown Reserve					✓					✓					✓				
9	John Kidd Reserve			✓							✓			✓						
Bow Bowling																				
10	Lookout Central Park		✓								✓		✓							
Bradbury																				
11	Apex Park	✓								✓				✓			Theme along the lines of the Legend of Fishers Ghost and become Regional	150k		
12	Jim Merry Reserve		✓								✓		✓							
13	Kenny Reserve		✓							✓				✓			Good location with opportunity to fill District gap			40k
14	Macleay Reserve		✓								✓		✓							
15	Manooka Park			✓							✓			✓						
16	Quirk Reserve	✓						✓				✓					Good location and warrants new well designed local playspace.	75k		
17	Willow Court Park	✓									✓	✓								

PS #	Suburb and Site	Current Classification					Recommendation					Proposed Classification					Comment	Priority and \$ Estimate		
		L	N	D	R	F	RM	RP	RM & RP	E	M	L	N	D	R	F		H	M	L
Campbelltown																				
18	Bon Wrightson Reserve	✓									✓	✓								
19	Marsden Park Playground Equipment			✓							✓			✓						
20	Mawson Park			✓							✓			✓						
21	Waminda Oval	✓							✓					✓			District level open space warrants at least N and potentially D which would complement a balance of provision.	100k		
22	Koshigaya Park				✓					✓					✓		Potential to include other features such as nature play and theming.			100k
23	Robinson Park		✓								✓		✓							
24	Marsden Park Exercise Equipment					✓					✓					✓				
Claymore																				
25	Young Reserve	✓					✓										Poor location and line of sight with signs of vandalism and anti social behaviour. Not an appropriate area for a playspace and new playspace proposed nearby at Norman Crescent			
Eaglevale																				
26	Alabaster Park	✓					✓										Poorly located in between residents, the playspace has reached its shelf life and is not serving a wide catchment. New playspace being proposed at Emerald Drive.			
27	Eschol Park Sports Complex			✓							✓			✓						
28	Topaz Park	✓									✓	✓								
Englorie Park																				
29	Eggleton Park Reserve	✓									✓		✓				Good location with other local park nearby and therefore warrants enhancement to N		40k	
Eschol Park																				
30	Figtree Park	✓								✓			✓				Fence Raby Road section of park and enhance to N	40k		
31	Flying Pieman Park	✓									✓	✓								
32	Sauvignon Reserve		✓								✓		✓							

PS #	Suburb and Site	Current Classification					Recommendation					Proposed Classification					Comment	Priority and \$ Estimate		
		L	N	D	R	F	RM	RP	RM & RP	E	M	L	N	D	R	F		H	M	L
Glen Alpine																				
33	Abington Reserve			✓							✓			✓						
34	Ashfield Reserve		✓								✓		✓							
35	Lack Reserve	✓						✓					✓					Good location but equipment will need replacing within 5 years		75k
Glenfield																				
36	Glenfield Park		✓							✓				✓				District gap identified in this area and this playspace sits on a good parcel of land with plenty of opportunity		75k
37	Seddon Park		✓								✓		✓							
38	Trobriand Park		✓								✓		✓							
Ingleburn																				
39	Apex Community Park	✓					✓											The park is land locked by major roads and a new playspace is being recommended at a more suitable location at Harold St Reserve.		
40	Digger Black Reserve		✓							✓				✓				District gap identified		50k
41	Finch Park	✓					✓											Poorly located and reached the end of its useable life, the playspace needs to be removed due to safety concerns		
42	Hallinan Park			✓							✓			✓						
43	Ingleburn Reserve			✓							✓			✓						
44	Kingfisher Reserve	✓								✓			✓					Good location and seems well used. Worth upgrading		50k
45	Memorial Oval Park		✓					✓					✓							
46	Swan Reserve	✓									✓	✓								
47	Matthews Square	✓								✓			✓					Potential to service wider catchment through N development		50k
48	Koala Walk Reserve Exercise Equipment					✓					✓					✓				
49	Colorado Reserve	✓									✓	✓								
50	Mississippi Reserve		✓								✓		✓							
51	Prentice Park	✓									✓	✓								

PS #	Suburb and Site	Current Classification					Recommendation					Proposed Classification					Comment	Priority and \$ Estimate		
		L	N	D	R	F	RM	RP	RM & RP	E	M	L	N	D	R	F		H	M	L
Kentlyn																				
52	Kentlyn Reserve			✓							✓			✓						
Leumeah																				
53	Bellevue Park		✓								✓		✓							
54	Colong Park	✓					✓										Limited access and use, relocate to Linear Reserve between Bungonia and Wyangala Cres (new playspaces)			
55	Leumeah Park	✓					✓										Signs of vandalism and poor location; remove when asset life reached or damaged further. New playspace recommended at Warragamba.			
Macquarie Fields																				
56	Bunbury Curran Park		✓							✓			✓				Not true Neighbourhood and needs additional equipment to enhance		20k	
57	Clematis Reserve	✓									✓	✓								
58	Eucalyptus Drive					✓					✓					✓				
59	Hyacinth Park		✓								✓		✓							
60	Macquarie Fields Soccer Field		✓						✓					✓			Gap in District Classification. Good location on District level sports field.	50k		
61	Simmo's Beach			✓						✓					✓		Enhancement to meet regional			100k
Minto																				
62	Coronation Park		✓								✓		✓							
63	Murray Reserve		✓								✓		✓							
64	Pembroke Park				✓					✓					✓		Good park with potential to introduce nature play and other design elements to enhance to true regional		50k	
65	Salter Reserve	✓							✓				✓				Good location but needs relocating away from tree into a new N.	75k		
66	Benham Oval Playground Equipment		✓								✓		✓				Relocation of playspace to area adjacent to fitness equipment	10k		
67	Benham Oval Exercise Equipment					✓				✓						✓	Upgrade in line with relocation of playspace	15k		
68	John Rider Reserve	✓								✓			✓				Good location, needs shade and meet gap in N provision in the area		20k	
69	Redfern Park			✓							✓			✓						
70	Valley Vista Reserve			✓							✓			✓						
71	Kids Park (Minto One) Fitness					✓					✓					✓				
72	Kids Park (Minto One)		✓								✓		✓							

PS #	Suburb and Site	Current Classification					Recommendation					Proposed Classification					Comment	Priority and \$ Estimate		
		L	N	D	R	F	RM	RP	RM & RP	E	M	L	N	D	R	F		H	M	L
Raby																				
73	Heathfield Park			✓							✓			✓						
74	Spitfire Park	✓								✓		✓					Minor upgrades required	20k		
75	Raby Sports Complex No1 & 2			✓							✓			✓						
76	Raby Sports Complex No1 & 2 Exercise Equipment					✓		✓								✓	Equipment outdated and needing updating	15k		
Rosemeadow																				
77	Gadshill Reserve	✓					✓										Location only serving the immediate community. Justification not to replace and develop new playspace at Octavia Park			
78	Ophelia Reserve		✓								✓		✓							
79	Oswald Park	✓						✓				✓					Replace in next 5 years		20k	
80	Rizal Park			✓							✓			✓						
81	Rosemeadow Playing Fields	✓							✓				✓				Little value by way of play opportunity. Remove and replace.	75k		
82	Gaba Gujaaja Reserve			✓							✓			✓						
Ruse																				
83	Cook Reserve Playground Equipment			✓						✓				✓			Warrants an upgrade given use and location		50k	
84	Cook Reserve Exercise Equipment					✓		✓								✓	replace in line with the upgrade of the reserve		15k	
St Andrews																				
85	Ballantrae Park	✓									✓	✓								
86	Midlothian Reserve		✓							✓				✓			Good location in areas of gap for District		50K	
87	Peace Park		✓								✓		✓							
88	Stranraer Reserve	✓									✓	✓								

PS #	Suburb and Site	Current Classification					Recommendation					Proposed Classification					Comment	Priority and \$ Estimate		
		L	N	D	R	F	RM	RP	RM & RP	E	M	L	N	D	R	F		H	M	L
St Helens Park																				
89	Denfield Green	✓								✓			✓				Upgrade due to size and location		25k	
90	Moncrieff Reserve	✓					✓										Extremely old and a hazard, the equipment needs removing. St Helens Park playspace being developed to a District level and will serve this and a wider community			
91	Spence Reserve	✓									✓	✓								
92	St Helens Park		✓							✓				✓			Due to size and location, should be District	75k		
93	Fiveash Park	✓								✓			✓				Enhance due to physical boundary		15k	
Woodbine																				
94	Cronulla Reserve	✓								✓			✓				Enhance to N when expired in coming years			15k
95	Lorraine Cibilic Reserve		✓							✓				✓					25k	
Totals		38	29	17	2	9	8	8	5	23	51	18	32	25	3	9		950k	580k	320k
		95 (86 ex fitness)					95					87 (78 ex fitness)						\$1,850,000		

6.6 Proposed New Playspaces

The following recommendations are based on areas of identified gaps in provision based on the 400m ped shed walking distance as identified in Figures 31 and 32. It is however noted that Council is currently working with and negotiating new playspace development in a number of new subdivisions and whilst these were not a part of the existing playspace network (due to hand over not being finalised), these have not been considered in the following but may address any gaps that this strategy has identified.

Costs for new playgrounds assume an estimate for both playspace and landscaping with the latter tending to be higher for District and Regional classifications due to their unique aspects and design features. Estimates are therefore seen to be in the vicinity of:

- Local: \$50 - \$100k
- Neighbourhood: \$100 - \$150k
- District - \$150 - \$250k
- Regional \$500k +

In some of the gap areas such as Glenfield and Campbelltown, new developments are occurring and it is therefore suggested that Council works closely with the developer to ensure gaps are addressed and the appropriate classification and location of playspaces are adopted.

Given the whole provision of open space is not yet understood in new developments, classifications and quantities of playspaces are recommended, but the final location cannot be determined until open space has been allocated which also should be in close consultation with Council to ensure optimal location and use.

Priorities in the following table for new playspaces are discussed in terms of High, Medium and Low as per the existing playspaces, which align with the same timeframes of 1-3, 3-5 and 5-10 years, and also assumes existing assets will be a priority over developing new ones. However, should budget permit, the following are considered areas where new playspaces should be developed in the next 10 years.

Table 8: New Playspace Recommendations

Suburb	PS	L	N	D	R	Comment/Location	H	M	L	
Glenfield	1	1				New Development, work with developer to site appropriately	\$50,000			
	2		1			New Development, work with developer to site appropriately	\$100,000			
	3			1		New Development, work with developer to site appropriately	\$200,000			
Glenfield 2	4		1			Childs Reserve, between Belmont and Fawcett Streets	\$100,000			
Macquarie Fields	5		1			Harold St Park		\$100,000		
Macquarie Fields*	6				1	Milton Park	\$500,000			
Ingleburn	7		1			Symonds Reserve between Peugeot and Bugati Drives		\$100,000		
Raby	8			1		Burrendah Reserve Thunderbolt Drive		\$200,000		
St Andrews	9		1			Stornaway Reserve		\$100,000		
Eagle Vale	10			1		Eagle Farm Reserve Emerald Drive	\$200,000			
Claymore	11		1			Highfield Park Linear Reserve off Norman Crescent	\$100,000			
Woodbine	12	1				Kanbyugal Reserve, North Steyne Road			\$50,000	
	13			1		Jackson Park Long Reef Crescent			\$200,000	
Minto*	14		1			Passfield Park		\$100,000		
Leumeah	15		1			Linear Reserve NE of Bungonia		\$100,000		
	16		1			Wyangala Reserve between Warragamba and Wyangala Cres.			\$100,000	
	17			1		Fitzroy Walk Brudenell Ave.		\$200,000		
Campbelltown	18		1			Oval on Lithgo and George St		\$100,000		
Ruse	19	1				Satsukino Reserve, Bellinger Rd	\$50,000			
	20		1			James Ruse Park, Acacia Ave		\$100,000		
Airds	21			1		Riverside Drive Sports Field	\$200,000			
Campbelltown	22		1			New Development, work with developer to site appropriately	\$100,000			
	23			1		New Development, work with developer to site appropriately	\$200,000			
Ambarvale	24			1		Enhance Startop Reserve Boythorn Ave to include District		\$200,000		
	25		1			Thomas Acres Reserve Cleopatra Drive			\$100,000	
St Helens Park	26		1			Flynn Reserve Woodlands Road	\$100,000			
Rosemeadow	27			1		Haydon Park Copperfield Drive Sports Field		\$200,000		
	28		1			Octavia Reserve Demetrius & Canadius Streets			\$100,000	
		3	15	10	1		\$1,900,000	\$1,500,000	\$550,000	\$3,950,000

* Resolved by Council at endorsement

6.7 New Development Playspaces

At the time of preparing this report, a number of residential developments were either occurring or about to commence in the City. Such developments will include the provision of a number of services, open spaces, sports fields and playspaces and therefore must be considered in the context of overall provision.

However, given the timeliness of these developments and the pending playspace strategy; consultants were advised by Council not to include them in the overall plan, but to acknowledge them as 'pending opportunities'.

Table 9 highlights 28 proposed new playspaces which as yet have not been classified. The development of these assets should therefore be undertaken with and between developers and Council and the proposed playspace development model and hierarchy used to guide the design.

Table 9: New Development Playspaces

Suburb	PS	Location	Comment
Airds	1	Kevin Wheatley VC Reserve	mixed age playground, shade structure and seating
	2	Merino Park	passive recreation area, half basketball, seating & BBQ
	3	Riley Park	play area with shade structure with rubber soffitall
	4	Baden Powell Reserve	passive recreation area and playground
Claymore	5	Badgally Reserve	toddler play area, BBQ and picnic setting
	6	Dimeny Park	additional play equipment to existing playspace
	7	Davis Park	toddler / junior with half basketball court and picnic area
	8	Fullwood Reserve	new playground
Meangle Park	9	New Open Space	play equipment and soffitall 1
	10	New Open Space	play equipment and soffitall 2
	11	New Open Space	play equipment and soffitall 3
	12	New Open Space	play equipment and soffitall 4
Edmodnson Park South	13	New Open Space	play equipment and soffitall 5
	14	Mont St Quentin Oval	local playspace and BBQ area
	15	Brigade Park	play area, fitness stations and BBQ and passive areas
	16	Bardia Park	natural feature play area and BBQ and passive areas
	17	Ingleburn Park	local playspace
	18	Maxwell Creek South Oval	local playspace and BBQ area
	19	New Open Space	local playspace and nature play area 1
	20	New Open Space	local playspace and nature play area 2
East Leppington	21	New Open Space	local playspace and nature play area 3
	22	New Open Space	local playspace and nature play area 4
	23	New Open Space	play area, fitness stations and BBQ and passive areas
	24	New Open Space	local playspace and fitness stations
Macarthur Gardens	25	Main Park	play equipment and half basketball area
Uni of Western Sydney	26	Harrison's Dam	junior playspace and BBQ area
	27	Sports Precinct	toddler play area
Glenfield	28	Central Park	new playground

6.8 New Fitness Zones

Table 10 details the recommended locations for new fitness zones.

(Add by Council at endorsement)

Table 10: New Fitness Zones

Suburb	FS	Location	Comment
St Helens Park	1	St Helens Park Reserve	Part of larger St Helens Park Reserve development
Ambarvale	2	Ambarvale Sport Complex	
Bradbury	3	Parkway Fitness Trail	
East Campbelltown	4	Centennial Park	
Leumeah	5	Arunta Reserve	
Eschol Park	6	Eschol Park Western Basin 1	
Macquarie Fields	7	Macquarie Fields Park	
Glenfield	8	Seddon Park	
Macquarie Fields	9	Milton Park	In accordance with master plan
St Andrews	10	Stromeferry Reserve	
Eagle Vale	11	Eagle Vale Reserve	

6.9 Summary of Provision

Figure 33 summarises all of the recommendations and highlights an overall future provision of playspaces as being:

- 8 playspaces being removed
- 8 playspaces being replaced
- 5 playspaces being removed and replaced with a higher classification
- 23 playspaces being enhanced with additional equipment
- 51 being maintained and monitored throughout their lifecycle and
- 28 proposed new playspaces over the next 10 years (numbered according to Table 8)
- 11 proposed new fitness zones

As and when these time frames are met, Council will need to undergo a similar strategy to this to determine future provision of its playspaces, but in assessing the current and proposed supply, the following impacts on provision (excluding fitness parks) will be realised:

- current provision = 86 (without fitness)
- current supply ratio = 1:1848
- supply in the next 3 years excluding new = 78 playspaces (1: 1853) ratio
- With New Playspaces⁸:
 - supply in the next 3 years = 89 (1:1786)
 - supply in the next 5 years = 99 (1:1605)
 - supply in the next 10 years = 104 (1:1528)

Costs to implement the playspace strategy are seen below and highlight staged options for budgetary purposes.

1-3 Years		
Existing	New	Total
\$950,000	\$1,900,000	\$2,850,000
3-5 Years		
Existing	New	Total
\$580,000	\$1,500,000	\$2,080,000
5-10 Years		
Existing	New	Total
\$320,000	\$550,000	\$870,000
Total		
Existing	New	Total
\$1,850,000	\$3,950,000	\$5,800,000

Table 10: Summarised Costs

⁸ Supply ratios based on current population without projected increases

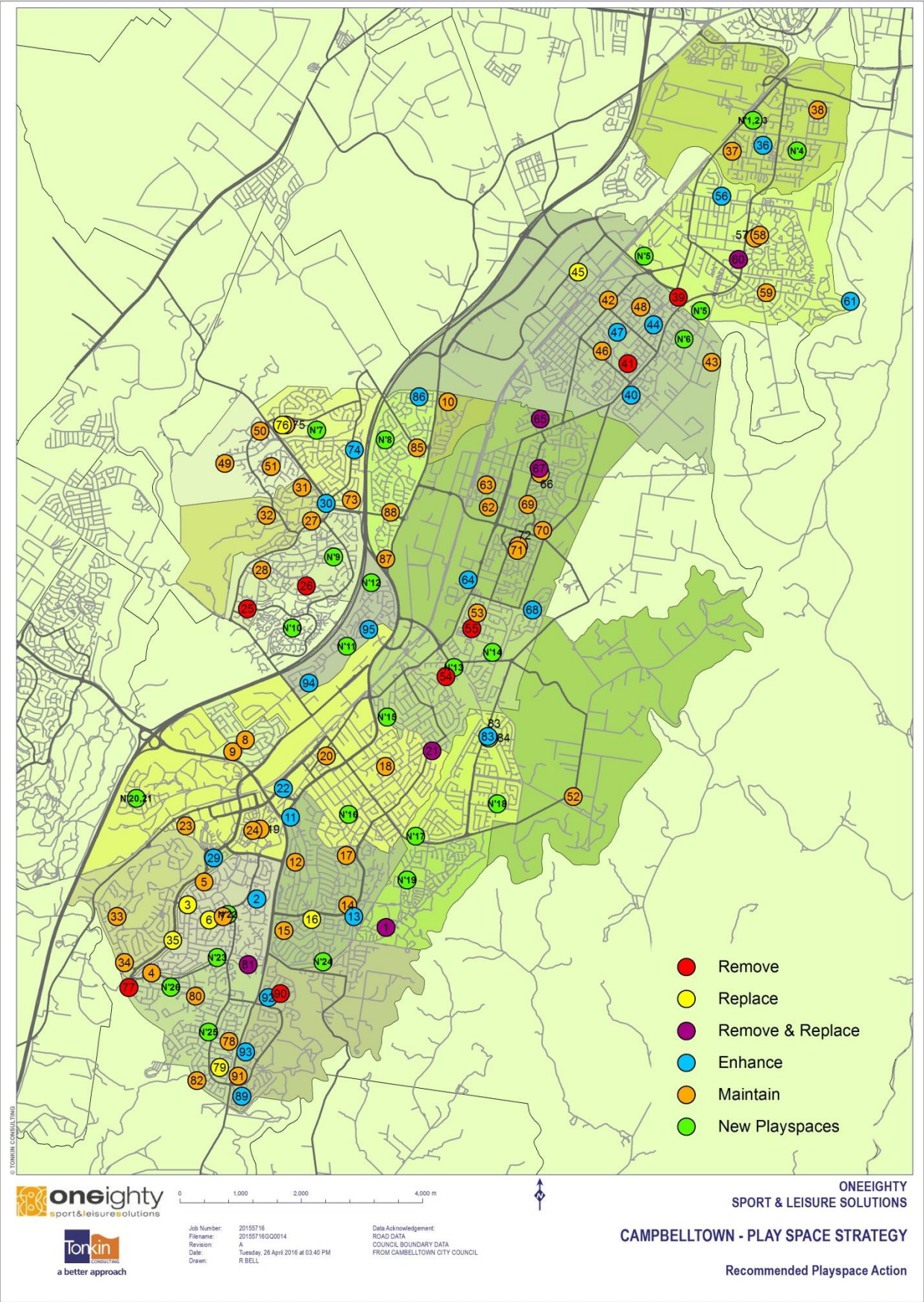


Figure 33: Summarised Playspace Recommendations

6.10 Conclusion and Summary

The City of Campbelltown is well supplied by way of playspaces albeit there still is an oversupply in the southern suburbs and gaps evident in others even with the implementation of this strategy (Figure 34).

Development and growth is also occurring throughout the City and this must be managed by Council in a manner that complements its overall provision of open space and development of playspaces. This strategy provides Council with a framework and information at hand to assist in these decisions particularly as assets near the end of their useable lifecycles and when a decision is warranted regarding removal, replacement or enhancement.

Whilst gaps are also still evident, it must also be realised that it may not be practical to fill every 400m ped shed, but again this strategy can assist Council in making informed decisions should requests and demands for playspaces be received in the future and in areas of growth.

Recommendations in this report however are based on addressing and managing the current supply of playspaces and if budget permits, beginning to develop new playspaces in the areas of identified need. Both sets of recommendations have also addressed an equitable provision and range of opportunities which have focussed more on a quality experience for children and their families by way of reducing smaller 'pocket parks' or local playspaces, with larger better facilities such as neighbourhood and district facilities as shown below

	L	N	D	R
Current Supply	38	29	17	2
Future Supply (with New playspaces)	21	47	34	4

The challenge now for Council, is to ensure a staged development process for implementation which will ultimately enhance the quality of life of its residents, the overall image of the City and of course the essential development of children through participation in quality play in Campbelltown's unique parks and open spaces.

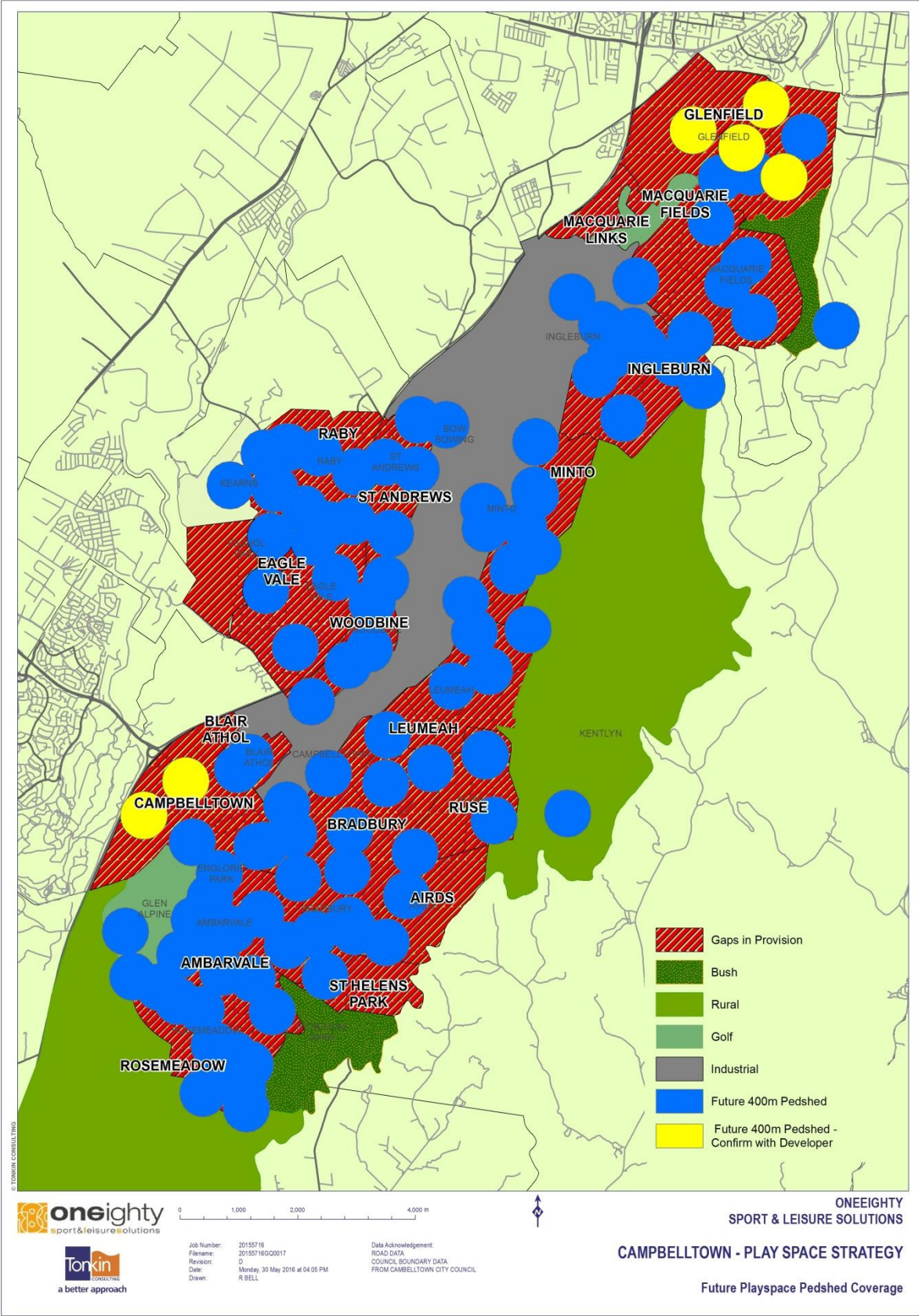


Figure 34: Future Provision and Ped Shed

Playspace Design Elements

This is an addendum to the playspace strategy for the Campbelltown City Council and briefly looks at the components of design for all levels of playspaces and considers what is deemed to be core and complementary design elements for each classification. This should be read in conjunction with the Draft report which details further the aspects of playspace design. It must however be reiterated that it is important to provide a range of opportunities across the Council area and consideration should therefore be given to ensuring that a 'cookie cutter' approach is not adopted for classifications of playspaces.

That is a local playspace for example may be designed with creative or natural landscaping whereby another may include 1-3 pieces of equipment in an open space setting with little or no natural features or opportunities.

Likewise, a regional playspace may include a number of design elements but should complement and offer a point of difference to other playspaces across the city. They may also be themed in line with a local cultural or historical consideration which gives it a truly unique feature. The following are therefore suggestions and guidelines as to what may constitute a local through to regional playspace with all having suitable softfall in line with Australian standards.

1 Local Playspaces

Local playspaces are normally low level by way of design and equipment and are generally passive in nature catering for younger (toddlers and juniors or 0-6). Local playspaces may also be used incidentally i.e. en route to or from a destination such as shops, schools, or from public transport and in some instances as physical links to other open space systems. Alternatively, such playspaces may be used deliberately as a need for low impact play and exploration for young children under the guidance of adult supervision.

• Core Components

Core components of local playspaces are in line with a 'traditional' playspace to include approximately 3-5 pieces of equipment such as:

- toddler / junior
 - o swings
 - o slide
 - o rockers
 - o shop counters
- bench or area to sit and rest e.g. tree logs, boulders etc

• Additional Components

Not all local playspaces need to comprise formal play equipment areas and could include an imaginative (natural) play area to ensure provision is complemented and not duplicated with other local playspaces nearby. Additional features could therefore include:

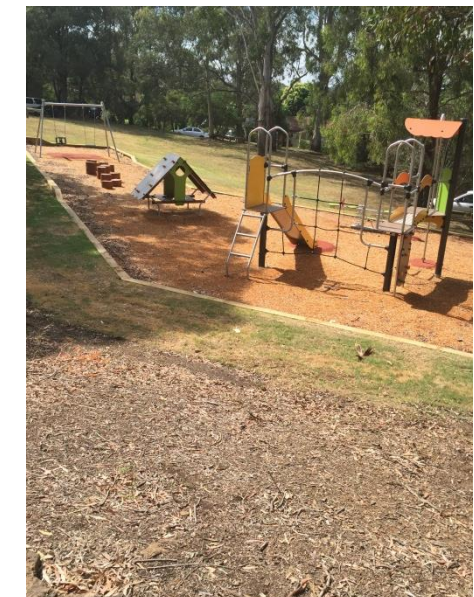
- shade structure
- water
- fencing if located near to a safety hazard such as main roads or steep drop offs

i.e. each should (where possible) offer its own setting with a different set of opportunities from the parks nearby. It is such that local playspaces include complementary components of:

- Play Equipment Area (3-5 pieces)
- Imaginative Creative Area (natural settings)

It must be noted that not all Local play spaces would include both of the above, but these elements developed in conjunction with similar parks nearby, i.e. planning should ensure playspaces are complemented and not duplicated within a close proximity to each other. Specific areas set aside for adults are not necessarily developed in local playspaces due to the age of the child requiring constant surveillance by the carer.

However, seating and shading should be provided across all playspaces and designed to ensure both active and passive surveillance by carers



Examples of local playspaces include the more traditional Flying Pieman in Escholl Park that has the base level of equipment, and Topaz Park in Eaglevale which has both core components and well designed natural landscape

2 Neighbourhood Playspace

Neighbourhood playspaces consider broader 'suburbs' and thus the need to provide for a more diverse range of opportunities for both toddler and juniors as per local playspaces, but also consider the needs of older children through to the age of 12. Neighbourhood playspaces assume:

- People will travel further to use the park and therefore tend to do so deliberately rather than incidentally.
- Generally located within each suburb and therefore facilities such as toilets are not be required.
- Would be no more than approximately 1-2 kilometres away.

Core Components

Neighbourhood playspaces are designed to cater for the needs of more than one user group, and for more than one type of activity. Toddler, junior and senior play areas will be provided and sited around a picnic areas/shelters and tables. Neighbourhood playspaces might be set along an urban waterway or natural settings and key components can therefore include:

- Play Equipment Area (5 pieces +) for age groups 1-12 in secured areas and where possible away from main roads
- Non Structured Play Area (open space)
- Adult / Carer Area (seating/shelter)
- Bins

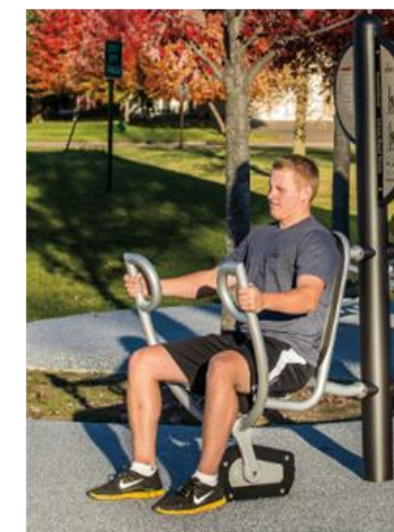
Additional Components

These include aspects that may add to the experience of the carer / user and could include things like:

- paver play design
- water fountains
- bike racks
- fitness stations
- community art
- nature play



Examples of Neighbourhood playspaces include Kenny Reserve in Bradbury (above left) and Digger Black Reserve in Ingleburn (above right) both of which have equipment for all age groups and associated open space for unstructured play



3 District Playspace

The third level in the hierarchy is the District Playspace. District Parks tend to serve wider catchments and sited where special features (natural or manmade) such as a water body, a cluster of sporting facilities, civic areas, or historic site are located. In discussing this classification, it is assumed that visitors are offered greater recreation opportunities and therefore stay longer at the 'park'.

Children's birthday parties are common occurrences in such parks and parents can prepare barbecues in areas with good surveillance of play equipment which has an additional safeguard of fencing to prevent children from leaving the playspace.

District level open space can also be used for specific activities such as youth recreation, sporting facilities, dog parks or adult exercise areas whereby the land parcel is designed to be used for a number of 'specific' activities normally identified in a separate recreation, leisure or open space strategy.

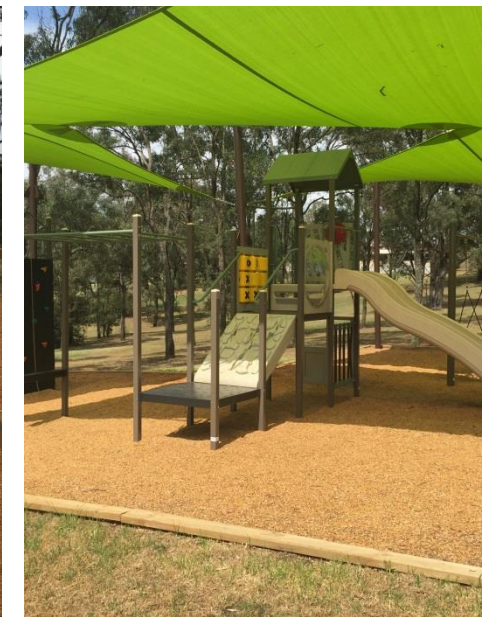
- **Core Components**

As with previous classification plus

- Play Equipment Area for all age groups (often fenced or secured in areas of high safety concern such as main roads)
- Imaginative Creative Area (natural settings)
- Non Structured Play Area (open space)
- Adult / Carer Area (shade and shelter)

- **Additional Components**

- car parking
- toilets
- kiosk
- barbecues
- fenced play area for young children
- special feature such as Bike tracks
- nature play



Good District playspaces include Kentlyn Reserve in Kentlyn (above left) and Heathfield Park in Raby (above right)



Additional components may include accessible play equipment or special features such as bike tracks or youth parks and also include kiosks and large areas of open space

4 Regional Playspaces

Regional playspaces are similar to the District but with additional components that would attract both local and state-wide visitors. This may be in the form of an adventure playground, water park, or unique aspect such as additional space for larger community events such as carnivals and concerts.

Regional playspaces are often well landscaped or use the natural landscape and generally include:

- **Core Components**
As with previous classification plus
 - larger areas of open space
 - special features or design elements unique to the setting or environment
- **Additional Components**
 - Natural areas
 - bespoke designed play equipment
 - amphitheatres / community event space



Playspaces and parks such as Simmos Beach (above left) Koshigaya (above right) have elements



Regional playspaces normally have elements of bespoke design and can be made from natural features or creative art forms like these in Canberra, Lake MacQuarie, Tamworth and Casey Fields in Melbourne

References

ⁱ Walkable Urban Design and Sustainable Placemaking; Extracted from http://pedshed.net/?page_id=2

ⁱⁱ Playgrounds and Recreation Association of Australia (Now Play Australia); July 2001 Promoting the Value of Play; Play Area Development Policy for Local Government.

ⁱⁱⁱ Playground Surfacing Information Sheet; June 2015 extracted from <http://www.kidsafensw.org/imagesDB/wysiwyg/PlaygroundSurfacing2015.pdf>

