

AMENDED IN RED

By: Brandon Bouda
Date: 21 November 2019



PLANS AND DOCUMENTS
referred to in the PDA
DEVELOPMENT APPROVAL

Approval no: DEV2012/403
Date: 25 November 2019



FLAGSTONE STAGES 2-5

PLAN OF DEVELOPMENT - PRECINCT 1

LANDSCAPE MASTER PLAN & MATERIALITY

PREPARED BY URBIS FOR PEET LTD
AUGUST 2019

PEET

URBIS

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DOCUMENT CONTROL SHEET

Project	Flagstone
Report Title	Stages 2-5 Landscape Master Plan
Authors	ST
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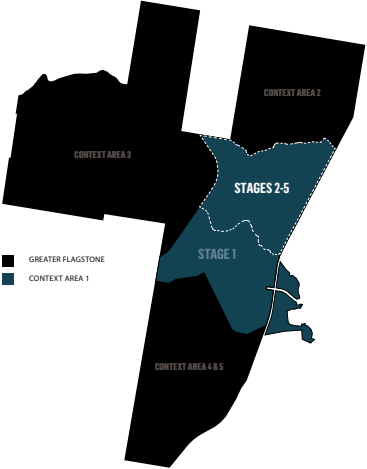
01 CONTEXT

FLAGSTONE CONTEXT

UDA STRUCTURE PLAN

Greater Flagstone is broken up into 5 Context Areas, as shown on the endorsed Context Area 1 Plan (08 Dec 2015)

This report focuses on the landscape master plan for Context Area 1
- Stages 2, 3, 4 & 5 as illustrated in the diagrams on the right.



FLAGSTONE CONTEXT

CONTEXT AREA 1 - STAGING PLAN

Delivery of Context Area 1, Stages 2-5 will subsequently follow the design and delivery of Stage 1.

Stage 2 predominately consists of standard residential lots and streetscape, accessed from Flagstonian Drive.

Stage 3 is significantly larger in size and includes a Neighbourhood Recreation Park and the first District Recreation Park at Flagstone. The stage is bounded by the existing railway line to the east and Flagstonian Creek Corridor from the north.

Stage 4 is positioned along the northern edge of Context Area 1, push hard against Flagstonian Creek Corridor. This stage includes a community hub, two Neighbourhood Recreation Parks and a section of the Local Linear Recreation Park along Flagstonian Drive.

Stage 5 sits between Flagstonian Drive and Sandy Creek and incorporates a small commercial hub, engulfed by a mix of higher density lots. This stage incorporates three Local Linear Recreation Parks, and a potential Lake Precinct integrated with a Neighbourhood Recreation Park positioned along the Sandy Creek Corridor.



02
**LANDSCAPE
MASTER PLAN**

LANDSCAPE MASTER PLAN

STATEMENT OF INTENT

LANDSCAPE VISION

“A CONNECTED COMMUNITY WHICH
CELEBRATES THE RELATIONSHIP BETWEEN
PEOPLE AND THEIR ENVIRONMENT.”

LANDSCAPE DESIGN CUES

ADVENTURE AND DISCOVERY



Encouraging exploration and activity to
improve the relationship between people and
their environment.

FRAMED VIEWS



Celebrating the topography and view lines.

BORROWED LANDSCAPE



Acknowledging the site's rich history and
harnessing its natural value.

LANDSCAPE MASTER PLAN OVERALL

STAGE 2-5 LANDSCAPE DESIGN PRINCIPLES

Stage 2-5 incorporates a range of open space and landscape experiences across the site, celebrating the existing topography and key view lines to the open space where possible.

LANDSCAPE MASTER PLAN

LEGEND	
1	DISTRICT RECREATION PARK
2	NEIGHBOURHOOD RECREATION PARK
3	LOCAL RECREATION PARK
4	LOCAL LINEAR PARK
5	LINEAR CONNECTIONS
6	SANDY CREEK CORRIDOR
7	FLAGSTONIAN CREEK CORRIDOR
8	COMMERCIAL
9	MEDIUM DENSITY
10	EXISTING RAILWAY LINE
11	POTENTIAL LAND DEDICATION
12	STAGE 2-5 VEHICLE ENTRY & CULVERT
13	POTENTIAL ENTRY STATEMENT
14	KEY NEIGHBOURHOOD ENTRY STATEMENT
15	END OF LINE WSUD BASIN (PRELIMINARY)
16	FUTURE ARTERIAL (OUTSIDE SCOPE)
17	POTENTIAL PARK ACTIVITY AREAS
18	POTENTIAL PARK KICK ABOUT SPACE
19	RETENTION OF EXISTING VEGETATION (REFER VMP)
20	PUMP STATION
21	COMMUNITY HUB



LANDSCAPE MASTER PLAN

LANDSCAPE DESIGN CUES

ADVENTURE AND DISCOVERY

Consistent with Stage 1 and the entire Flagstone City component of the PDA, the theme of Adventure and Discovery will be integrated into the design of the open space network, in particular the linear connections. This will be achieved through a site responsive reliance on linear corridors to create effective and meaningful active and passive recreation opportunities.



LANDSCAPE MASTER PLAN

LANDSCAPE DESIGN CUES

FRAMED VIEWS

The open space network relies heavily on the celebration of the existing topography and view lines internal and external to the site. Journeys within Stage 2-5, much like Stage 1 that preceded it, are characterised by sweeping corridors along ridge lines and waterway corridors leading to key open space amenity. Sight lines from the home, from the car, on bike and on foot will ensure the natural landscape inhabits the lives of all residents.



Ridge Lines



Framed/ Creating Views - Topography & Built Form



Framed views - Vegetation



Creek Corridors



LANDSCAPE MASTER PLAN

LANDSCAPE DESIGN CUES

BORROWED LANDSCAPE

The landscape will continue to rely heavily on the highly desirable ridge lines and gullies that are synonymous with the existing Flagstone PDA landscape. The rich history and natural values of the site will be harnessed to maximum effect creating an immediate – yet – durable and robust landscape.

The existing landscape character and sense of place will be celebrated in all aspects of the landscape. The open space network will exhibit a materiality that truly reflects the existing bushland character of the Flagstone PDA and bring to surface the rock that lays beneath.



Corridor Parks



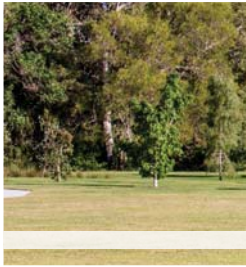
Existing Remnant Trees



Boulders



Bushland Backdrops/ Creek Corridors



LANDSCAPE MASTER PLAN

RESPONSE TO EDQ GUIDELINE PRINCIPLES

EDQ PARK PLANNING AND DESIGN PRINCIPLES

PRINCIPLE 1: DIVERSE

The parks network within Stage 2-5 provides a diverse range of settings and opportunities that cater for the varied recreational needs of residents and visitors of all ages and abilities.

Diversity has been addressed at all levels of planning and design. At the broad network level, recreational park settings range across the spectrum between natural and semi-natural places. Highly modified areas for organised sports are not proposed within Stages 2-5, but are included in the broader Master Plan level in adjoining neighbourhoods. Parks have been located and designed to highlight significant local features including waterways, gullies, and ridge lines.

Parks proposed within Stages 2-5 provide a variety of settings and opportunities for active and passive recreational opportunities.

PRINCIPLE 2: ACCESSIBLE AND CONNECTED

Parks within Stages 2-5 have been distributed and located to provide high levels of accessibility, forming part of a wider integrated parks network within the Flagstone PDA.

Parks are publicly accessible and free to use. All dwellings are well within a comfortable walking distance of a neighbourhood recreation park or other park that provides active and passive recreation opportunities.

The district recreation park is highly visible from the adjoining north/south major collector and accessible to the wider catchment with good public transport access.

Continuing the nature and character of the Stage 1 parks, the Stage 2-5 Parks are highly integrated into the overall green space network and facilitate access by active transport. Linear parks provide walking and cycling paths, using existing natural features such as Sandy and Flagstone Creeks and ridge lines. These links connect to other elements of the parks network and key destinations including centres and schools.

The proposed park network ensures that all members of the community, regardless of age or ability, have access to suitable recreation opportunities.

PRINCIPLE 3: SENSE OF PLACE

Parks within Stages 2-5 respond positively to the natural environment and to local community values and needs. Parks within Stage 2-5, like those created in Stage 1 and proposed throughout the entire PDA, play a major role in creating the identity and sense of place for the Flagstone community. Parks have been specifically designed to take advantage of natural features, provide opportunities for social interaction and community events, be lively, attractive and interesting places about which the Flagstone community will feel a sense of pride and ownership. Parks are proposed to be welcoming, and will be designed to avoid perceptions that some areas have limited access or are considered as private spaces.

PRINCIPLE 4: SAFE AND HEALTHY

Parks within Stage 2-5 have been located and designed to provide a safe environment for the Flagstone community whilst encouraging healthy activities. Park design will, throughout future detailed design, will incorporate the principles of Crime Prevention through Environmental Design (CPTED). Parks will have clear sight lines from nearby buildings and roads, will provide a variety of recreational opportunities and facilities (including lighting where appropriate) that will attract a range of users to ensure high levels of activity for extended periods. Any areas that are potentially considered as unsafe around busy roads or the proposed lake will be appropriately treated. Stage 2-5 parks will build on the principles of Stage 1 parks by enhancing physical and mental health by encouraging physical and social activities whilst providing opportunities for respite from the surrounding built environment.

PRINCIPLE 5: COST EFFECTIVE

Parks have been planned and designed to balance capital costs with ongoing maintenance and operational costs. Wherever possible, parklands will be multi-use with shared use of facilities. This will ensure initial development and on-going costs are reduced. The linear nature of the open space network ensures cost effective integration of flood and stormwater management elements, utility corridors and active transport links into parkland, and use of natural and semi-natural areas for compatible recreation purposes. The inclusion of multiple use elements such as flood and stormwater elements have been designed to ensure the functionality of the park and its recreational use values have not been diminished. Similar to Stage 1, embellishments will be long lasting, will require limited maintenance and incorporate sustainability principles. Within individual parks, facilities that require high maintenance will be grouped in accessible locations to reduce the maintenance effort.

PRINCIPLE 6: FIT FOR PURPOSE

Parks within Stage 2-5 are fit for purpose and capable of adaptation to cater for changing recreational demands. Key elements in achieving this include variety of passive and active recreational activities, appropriate location, size, shape as well as physical characteristics and facilities to accommodate the intended range of activities. Parks are also highly compatible with adjoining land uses. Varied topography within parks is assured given the existing waterways and ridge lines that have formed the basis for the Stage 2-5 open space network. Where steep slopes or other significant constraints cannot be avoided, this will only comprise a limited proportion of the parks network. Parks have been designed to respond to the local climate. Provision of shade, locally endemic species, passive cooling and the availability of water in hot climates have all been considered within the open space network. Parks will be comfortable and attractive for the intended activities.

LANDSCAPE MASTER PLAN

COMMUNITY GREEN SPACE/ COMPLIANCE ASSESSMENT

COMMUNITY GREEN SPACE CONTRIBUTION SUMMARY TABLE					
	INFRASTRUCTURE MASTER PLAN	STAGE 1	STAGE 2 SCHOOL ROL	STAGE 2-5	Total (to date)
Potential Residential Dwellings (Ave. 15-16 dwellings/ ha)	13.000	812		1727	2,539 dwellings
Estimated Population	31,200 ppl (2.4 ppl/dwell)	1,786 ppl (2.2 ppl dwell)		4,344.8 ppl (2.4 ppl dwell)	5,930 ppl
Local Recreation Park	28 ha (based on context area)	1.57ha (1.10ha/ 1000ppl)		5,713 ha (5.38ha/ 1000 ppl)	7,887 ha
District Recreation Park	15.8 ha (3)	-		5,038 ha (1)	5,038 ha
Regional Recreation Park	10ha (1)	12.08 ha (1)			12,08ha
Corridor Park	342.53 ha	13.498 ha	4,872 ha	37,230 ha	56.4 ha
Conservation Area	84,20 ha	-		19,717 ha	19,717 ha

GENERAL COMMENTS

The total Local Recreation Park area includes Neighbourhood Recreation Parks, Local Recreation Parks and Local Linear Recreational Park and is calculated by multiplying the estimated residential dwellings by the average persons by dwelling (2.4 people) as per Section 3.1 of the IMP.

Drainage and linear connections (as shown on plan) are non-creditable parks and do not contribute to the overall provision of open space calculations.

The park contribution as per the Summary Table, complies with the requirements of the endorsed Community Green Space IMP V4.0(dated August 2018). Refer to page 16 for further compliance assessment.

WSUD basins, remnant vegetation and shared cycle and pedestrian paths/ trails will be integrated into the park designs and are included as part of the total area above.

STAGE 2-5 GREEN SPACE PROVISION						
LAND USE	Min Area (M2)	STAGE 2	STAGE 3	STAGE 4	STAGE 5	TOTAL
Green Space		Area	Area	Area	Area	Area
Corridor Park	-	4,123 ha	15,366 ha	17,753ha		37,230 ha
Conservation (within Corridor Park)	n/a	2,050 ha	6,357 ha	10,710 ha		19,717 ha
District Recreation Park	Sha	-	5,038 ha	-	-	5,038 ha
Neighbourhood Recreation Park	5000m2	-	2,306 ha	1,594 ha	0,704 ha	4,604 ha
Local Recreation Park	500m2	-	-	-	0,188 ha	0,188 ha
Local Linear Recreation Park	10-15 min width	-	-	0,271 ha	0,650 ha	0,921 ha
TOTAL	-	11,467 ha	17,221 ha	19,293 ha		47,981 ha

LOCAL RECREATION PARK PROVISION COMPLIANCE SUMMARY				
LAND USE	COMMUNITY GREEN SPACE - IMP	STAGE 2-5 MASTER PLANNED GREEN SPACE		
Green Space	Land (ha/1000 ppl)	No. Parks	Total Area of Parks	Land (ha/1000 ppl)
Neighbourhood Recreation Park	0.5 - 1.1 ha	4	4,604 ha	1.11 / 1000
Local Recreation Park	0.0 - 0.2 ha	1	0.188ha	0.045 /1000
Local Linear Recreation Park	0.0 - 0.8 ha	4	0.921 ha	0.22 / 1000
TOTAL	1.3 / 1000 (5.98ha)	9	5,713 ha	1.38 / 1000

LANDSCAPE MASTER PLAN

COMMUNITY GREEN SPACE



LEGEND	
	CORRIDOR PARK
	DISTRICT RECREATION PARK
	NEIGHBOURHOOD PARK
	LOCAL RECREATION PARK
	LOCAL LINEAR RECREATION PARK
	LINEAR CONNECTIONS
	CONSERVATION PARK

LANDSCAPE MASTER PLAN

COMMUNITY GREEN SPACE/ COMPLIANCE ASSESSMENT

STAGE 2-5 GREEN SPACE COMPLIANCE ASSESSMENT					
LAND USE	EDQ GUIDELINE 12/ (MP)				
Green Space	Min Area	Shape	Road Frontage	Location	Active Areas
Corridor Park	N/A				
Conservation (within Corridor Park)	N/A				
District Recreation Park 1	COMPLIANT WITH EDQ GUIDELINES/ ALTERNATIVE SOLUTION WITH IMP	ALTERNATIVE SOLUTIONS	ALTERNATIVE SOLUTIONS	COMPLIANT	COMPLIANT
Neighbourhood Recreation Park 1	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation Park 2	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation Park 3	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation Park 4	COMPLIANT	COMPLIANT	ALTERNATIVE SOLUTION	COMPLIANT	COMPLIANT
Local Recreation Park 1	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	N/A
Local Linear Recreation Park 1	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT
Local Linear Recreation Park 2	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT
Local Linear Recreation Park 3	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT
Local Linear Recreation Park 4	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT

ALTERNATIVE SOLUTIONS

DISTRICT RECREATION PARK (DRP)
The 5ha District Recreation Park is not technically considered as a 'regular shape'; however, the intent of this park in the north / east corner of Stage 2.5 is to integrate the parkland with the existing creek corridor and remnant vegetation. This proposal is supported by the general Parks Design Guidelines, in particular, providing a 'diverse' and 'fit-for-purpose' experience. As illustrated, the park size of the creek corridor constraints don't inhibit the requirements for 'active' recreation areas.

The park is only narrowly short of complying with the 50% road frontage by approx. 6%, however the layout of the park ensures there is adequate surveillance whilst being highly accessible.

NEIGHBOURHOOD RECREATION PARK (NRP)
Neighbourhood Recreation Park 4 does not provide the full 50% road frontage requirement of the EDQ Guidelines by a factor of 8%. As the park is integrated in the overall Creek Corridor, there is sufficient passive surveillance, sightlines and access to the park.

LOCAL RECREATION PARK (LRP)
At the northern most point, Local Recreation Park 1 has a width of less than 10m. Due to the triangle shaped open space, and proximity to street verge, this small area will not affect the ability to efficiently maintain the park, and will not create any CEPTED issues. The park also exceeds the minimum size requirement.

LANDSCAPE MASTER PLAN

COMMUNITY GREEN SPACE



03
**LANDSCAPE
CONCEPT**



LANDSCAPE CONCEPT

DISTRICT RECREATION PARK

CONCEPT PLAN

The following concept plan has been prepared for the District Recreation Park as an example to demonstrate how the park can accommodate all the required embellishments within the irregular shaped lot, sensitive interfaces and topography constraints.

The size and arrangement of the District Recreation Park, particularly its integration into the Flagstonian Creek corridor provides a direct connection to additional and surrounding open space and a unique and varied experience for the community.

The topography, existing vegetation and creek corridor backdrop frames the park and provides uses with the ability to interact with and celebrate the natural environment of Flagstone.

The plan illustrates how main internal access and car park could be provided to the park from the Urban Collector Road, subject to further engineering and traffic detailed assessment.

The concept plan is subject to further detailed design and engineering, earthworks & stormwater modelling.

LANDSCAPE CONCEPT

DISTRICT RECREATION PARK

LEGEND	
1	STAGE BOUNDARY
2	FLAGSTONIAN CREEK - 100M CORRIDOR
3	DISTRICT RECREATION PARK BOUNDARY
4	ARTERIAL ROAD
5	SEMI-PERMEABLE BOUNDARY TREATMENT
6	EXISTING VEGETATION TO BE RETAINED
7	REHABILITATED VEGETATION
8	CONSERVATION PARK
9	PARK VEHICLE ACCESS
10	INTERNAL CAR PARKING
11	ON-STREET PARALLEL PARKING OPPORTUNITIES (LOCAL STREET)
12	INDICATIVE PUMP STATION LOCATION
13	MAIN PEDESTRIAN PATH CONNECTIONS
14	EXISTING ODOD LINE
15	END OF LINE WSUD BASIN (PRELIMINARY)
16	GULLY/ CULVERT
17	ACTIVITY NODES IE. PLAYGROUND, SHELTER, BBQ ETC.
18	AMENITIES BLOCK
19	KICK ABOUT SPACE
20	INDICATIVE TRUNK SEWER EASEMENT
21	EXTERNAL PEDESTRIAN CONNECTIONS



LANDSCAPE CONCEPT

LAKE PRECINCT

CONCEPT PLAN

The following concept plan has been prepared for the Neighbourhood Recreation Park 4 as an example to demonstrate how the park can be integrated into the Sandy Creek Corridor and surroundign WSUD treatments.

The indicative design provides a layout which includes relevant uses required in a Neighbourhood Recreation Park such as activity nodes, kick about space, shelters, BBQs etc.

The concept plans are subject to further detailed design and engineering, earthworks & stormwater modelling.

LEGEND	
1	STAGE BOUNDARY
2	NEIGHBOURHOOD RECREATION PARK
3	LOCAL RECREATION PARK
4	LOCAL LINEAR PARK
5	SANDY CREEK CORRIDOR/ CONSERVATION PARK/ 100m CORRIDOR
6	REMNANT VEGETATION TO BE RETAINED
7	POTENTIAL END OF LINE WSUD BASIN
8	MEDIUM DENSITY
9	SIGHT LINES
10	ACTIVITY NODE
11	KICK-ABOUT SPACE
12	EXTENT OF PROPOSED EARTHWORKS
13	EXISTING Q100 LINE
14	PATH NETWORK



LANDSCAPE CONCEPT

NEIGHBOURHOOD PARK 1

CONCEPT PLAN

The following concept plan has been prepared for the Neighbourhood Recreation Park 1 as an example to demonstrate how the park could be integrated into the surrounding Stage 3 and development edge conditions.

The following plan demonstrates how the levels and stormwater management (end of line WSUD) could be achieved across the precinct.

The concept plan are subject to further detailed design and engineering, earthworks & stormwater modelling.

LEGEND	
1	PARK BOUNDARY
2	LINEAR CONNECTION
3	MEDIUM DENSITY
4	ACTIVITY NODE
5	KICK-ABOUT SPACE
6	POTENTIAL END OF LINE WSUD BASIN
7	PUMP STATION
8	POTENTIAL LAND DEDICATION
9	PATH NETWORK



04

ENTRY & MOVEMENT STRATEGY



ENTRY STRATEGY

ENTRY STATEMENT / WALLS

NEIGHBOURHOOD ENTRY WALLS & ROAD THRESHOLD TREATMENT

Simplification of the Neighbourhood Entry Walls, taking advantage of the existing topography constraints to build walls into the landscape, allowing the mounding to create a natural backdrop.

Road threshold treatments such as StreetPrint pattern from BrickNPave will be implemented to signify the entrance into each Neighbourhood.

- Note:**
- 1. If the non-standard treatment costs more than the standard treatment this may not be offsetable
 - 2. Infrastructure is not to be located under any non-standard treatments.

EXISTING NEIGHBOURHOOD ENTRY WALLS



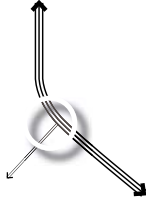
POTENTIAL ENTRY WALL TREATMENT



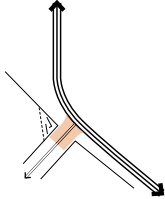
POTENTIAL ROAD THRESHOLD TREATMENT



AMENDED IN RED
By: Brandon Bouda
Date: 21 November 2019



Position entry wall off Collector Road only



Single sided entrance wall with road threshold treatment

LEGEND	
	POTENTIAL FLAGSTONE THRESHOLD TREATMENT LOCATIONS
	POTENTIAL BRANDING TREATMENTS LOCATIONS
	POTENTIAL NEIGHBOURHOOD ENTRY WALLS & ROAD THRESHOLD TREATMENT LOCATIONS
	POTENTIAL ADD LOCATIONS (SUBJECT TO STORMWATER OVERFLOW PATHS)



MOVEMENT STRATEGY

PEDESTRIAN AND CYCLE CONNECTION

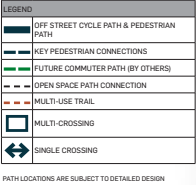
The following pedestrian and cycle connection plan illustrates how the open space will be linked across Stages 2 - 5, Stage 1 to the south, as well as future development to the north and west.

The network maximises the use of Creek Corridors and Open Space to provide key links with in the neighbourhoods and direct access to the commercial hub, school and medium density sites.

The plan to the right builds on the Key Active Transport Routes identified in Traffic Planning Assessment Report prepared by Bitzios.

MOVEMENT STRATEGY

PEDESTRIAN AND CYCLE CONNECTION



05
**PLANTING
STRATEGY**

STREET TREE STRATEGY

STREET TREE MASTER PLAN

The following street tree strategy identifies the key boulevards and neighbourhood precincts through Stages 2-5.

Boulevard trees have generally been located along the main Collector Roads through the development. This has defined the species mix boundaries for each neighbourhood and village.

The street tree selection for stages 2-5 is shown in the plant palette overleaf, with one tree species allocated to each neighbourhood. These species are consistent with the LCC street tree planting species list, and reflect the proposed landscape character of these neighbourhoods.

This street tree strategy will guide the planting throughout Stages 2-5, assisting in general way-finding and celebrating key sightlines and vistas.

STREET TREE STRATEGY

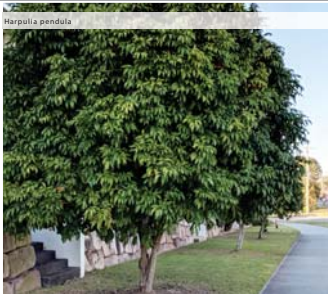
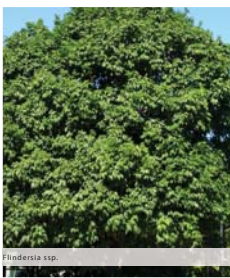
STREET TREE MASTER PLAN

LEGEND	
	PRIMARY BOULEVARD
	SECONDARY BOULEVARD
	VILLAGE TREE 1
	NEIGHBOURHOOD TREE 2
	NEIGHBOURHOOD TREE 3
	NEIGHBOURHOOD TREE 4
	NEIGHBOURHOOD TREE 5
	NEIGHBOURHOOD TREE 6
	NEIGHBOURHOOD TREE 7
	NEIGHBOURHOOD TREE 8



PLANTING STRATEGY

TREE PALETTE

OPEN SPACE		PRIMARY, SECONDARY BOULEVARD		NEIGHBOURHOOD TREES		WSUD	
 <i>Araucaria cunninghamii</i>			 <i>Harpulla a pendula</i>	 <i>Tristanopsis laurina</i>		 <i>Metaleuca quinquenervia</i>	
 <i>Ficus</i> spp.	 <i>Lophostemon confertus</i>	 <i>Agathis</i> spp.	 <i>Buckinghamia celastroides</i>	 <i>Agathis</i> spp.	 <i>Cupaniopsis anacardioides</i>	 <i>Flindersia</i> spp.	
						 <i>Eucalyptus</i> spp.	

PLANTING STRATEGY

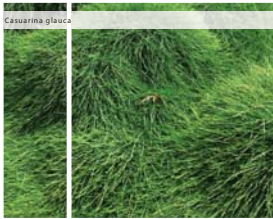
UNDERSTOREY PLANTING PALETTE



Dietes ssp.



Melaleuca ssp.



Casuarina glauca



Syzygium ssp.



Myoporum ssp.



Lomandra ssp.



Doryanthes ssp.



Trachelospermum jasminoides



Pittosporum ssp.



Westringia fruticosa.



06

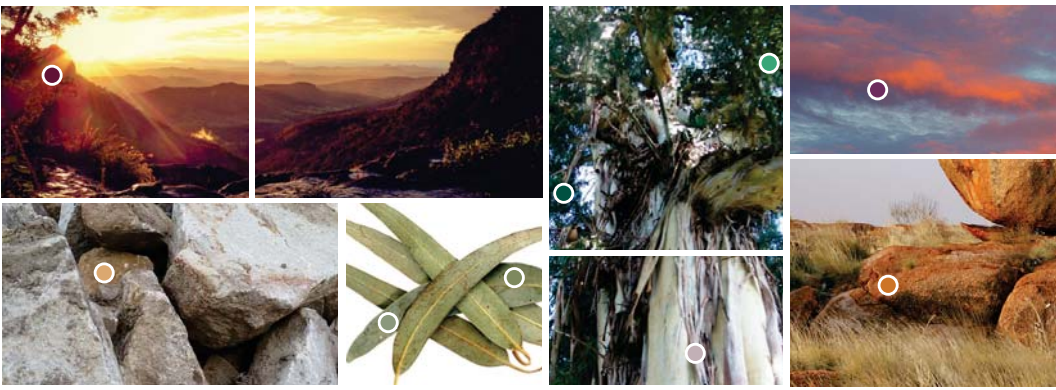
MATERIALS PALETTE

Flagstone 



MATERIALS PALETTE

COLOUR STRATEGY



FLAGSTONE GENERAL



The Flagstone branding colours, to be consistent across the development. These overarching colours will be seen on elements that represent all of Flagstone ie. entry statements, as well as elements repeated throughout the development such as bollards and signage.

FLAGSTONE GENERAL (SANDSTONE)



The beauty of natural sandstone will be used to compliment the Flagstone General colours. This material will form walls, signage and retaining structures.

NEIGHBOURHOODS



A spectrum of colours inspired by the Flagstone vision and character imagery, will be used to define different neighbourhoods across the development. The colours reflect the earth and sky and will be applied to entry walls, ADO's and other neighbourhood specific landscape features.

PARKS AND OPEN SPACE

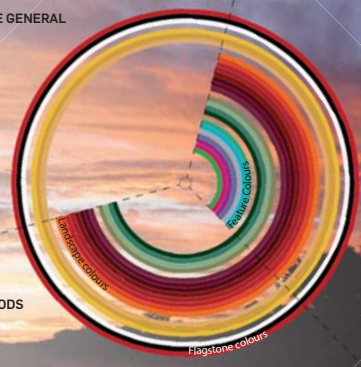


As well as the branding and neighbourhood colours, a feature colour maybe introduced to parks and open space. These feature colours, used sparingly and only where appropriate, will accentuate certain features and will add a 'pop' to Flagstone's open space.

FLAGSTONE GENERAL

NEIGHBOURHOODS

OPEN SPACE & PARKS



MATERIALS PALETTE

BUILT ENVIRONMENT

SALES OFFICE BUILDING SHOULD SET THE SCENE FOR BUILT ENVIRONMENT THROUGHOUT FLAGSTONE.



MATERIALS PALETTE

PAVEMENT PROFILES



Plain Grey Concrete



Powder Coated Steel



Exposed Aggregates



Reinforced Turf



Concrete Sandblasting



Stabilised Decomposed Granite



Saw-cut Patterning

MATERIALS PALETTE

FENCES AND BARRIERS

SIMPLE BOUNDARY FENCING PAINTED DARK
COLOURS TO RECEDE INTO THE LANDSCAPE



MATERIALS PALETTE

WALLS



Sandstone Walls - Informal



Powder Coated Steel



Sandstone Walls - Formal Retaining



Coloured Concrete/ Painted Concrete

Pre-cast Concrete Walls



Concrete Sleepers (Under fence)

MATERIALS PALETTE

CELEBRATE LEVEL CHANGES



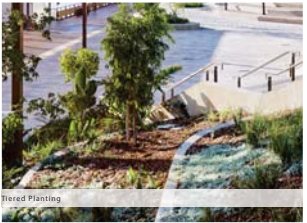
Graded Turf



Creative Stairs



Play Integrated into Mounds/Topography



Tiered Planting



Tiered Seating

07
**LANDSCAPE
DETAIL**

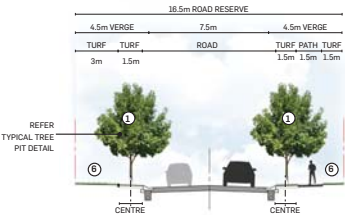
Flagstone 



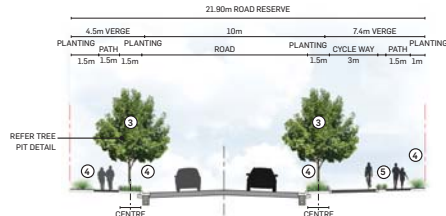
LANDSCAPE DETAIL

TYPICAL STREETSCAPE SECTIONS (NTS)

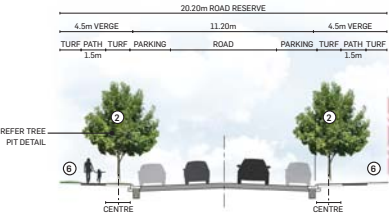
- NOTES:
- ① TREES ON AVERAGE AT 6M CENTRES, SUBJECT TO SERVICES
 - ② TREES ON AVERAGE AT 8M CENTRES, SUBJECT TO SERVICES
 - ③ TREES AT 8M CENTRES IN GARDEN BEDS ONLY, SUBJECT TO SERVICES
 - ④ INTERMITTENT PLANTING TO MATCH FLAGSTONIAN DRIVE, I.E. AREA 75% PLANTING / 25% TURF (SUBJECT TO SERVICES)
 - ⑤ SEPARATION FACILITY BETWEEN BIKE LANE & PEDESTRIAN PATH TO BE PLANTED WHERE BETWEEN 350 - 500mm WIDE PLANTING STRIP WITH SUITABLE, LOW HEIGHT (UP TO 300mm) SPECIES (SUBJECT TO DETAILED ENGINEERING DESIGN)
 - ⑥ UNDERSTOREY PLANTING WILL BE FOCUSED AROUND INTERSECTIONS, CORNER LOT SIDE BOUNDARIES, TERRACE LOTS FRONT AND SIDE BOUNDARIES AND LANEWAYS/ LINEAR CONNECTIONS.



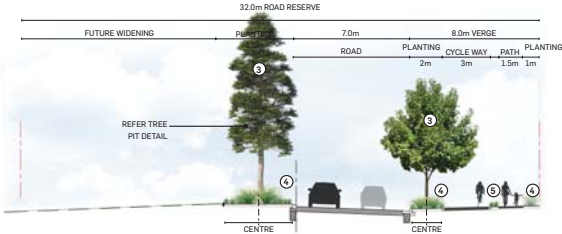
NEIGHBOURHOOD ACCESS STREET
TYPE UAS-2



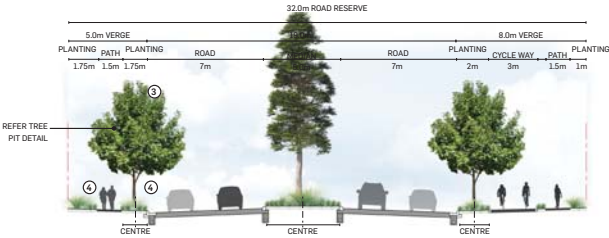
TRUNK CONNECTOR (2 LANES)
TYPE UC-2L-2



NEIGHBOURHOOD CONNECTOR (2 LANES)
TYPE UC-2L-1

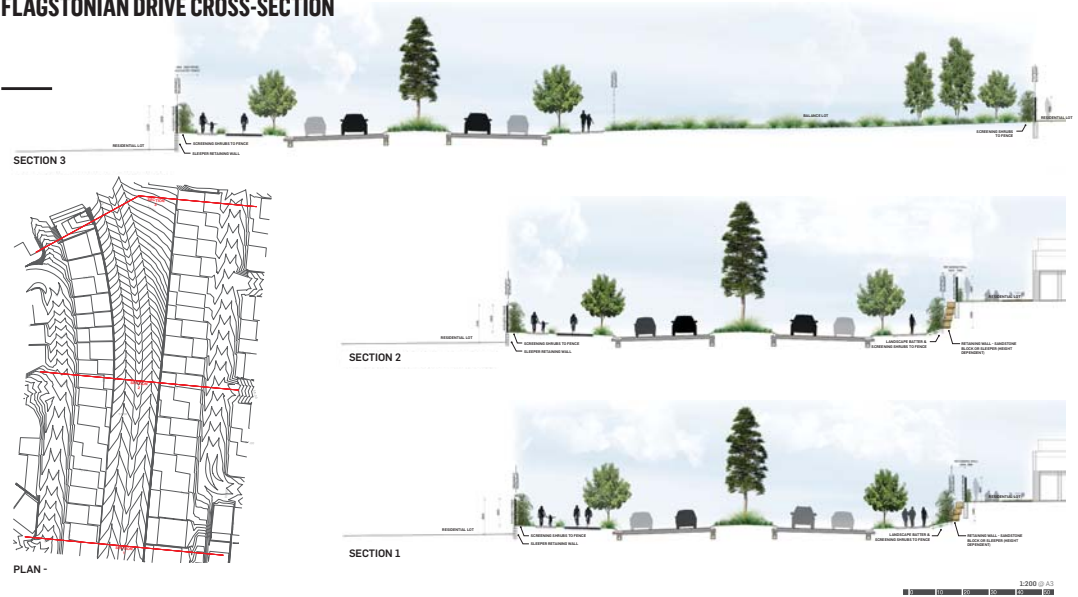


TRUNK CONNECTOR (2 LANES) INTERIM
TYPE USA-4L-1

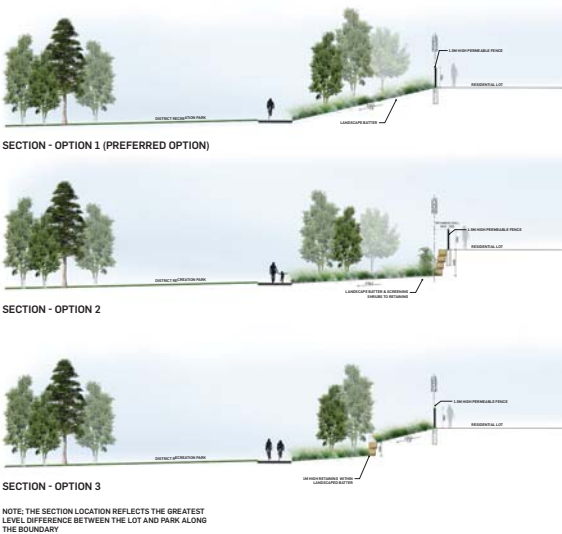


TRUNK CONNECTOR (4 LANES) ULTIMATE
TYPE USA-4L-2

LANDSCAPE DETAIL FLAGSTONIAN DRIVE CROSS-SECTION



LANDSCAPE DETAIL DISTRICT RECREATION PARK CROSS-SECTION



STREET TREE (PLANTING TYPE 1 (P1a)) - TYPICAL DETAIL
 DETAIL SECTION

STREET TREE - TYPICAL SETOUT ADJACENT TO FOOTPATH
 DETAIL SECTION

STREET TREE - TYPICAL SETOUT ADJACENT TO TURF AND PATHS
 DETAIL SECTION

CONCRETE EDGE (CE) - TYPICAL DETAIL
 DETAIL SECTION

TIMBER EDGE (TE) - TYPICAL DETAIL
 DETAIL SECTION

PLANTING TYPE 2 (P2a) - TYPICAL DETAIL
 DETAIL SECTION

TURF TYPE 1 (T1a) - TYPICAL DETAIL
 DETAIL SECTION

TURF TYPE 2 (T2a) - TYPICAL DETAIL
 DETAIL SECTION

CONCRETE PAVING / PAVED AREA (P1) - TYPICAL DETAIL
 DETAIL SECTION

SOFTSCAPE MAINTENANCE (12 MONTHS TOTAL);

- ESTABLISHMENT PERIOD = 3 MONTHS
- MAINTENANCE PERIOD = 9 MONTHS

REFER TO FULL URBS SPECIFICATIONS FOR FURTHER DETAILS.

FOR ALL OTHER DETAILS, OFFSETS AND SPECIFICATIONS, URBS WILL COMPLY WITH EDQ GUIDELINES OR SUBSEQUENTLY LCC STANDARD DETAILS.

ALL PARKS AND OPEN SPACE (OUTSIDE OF LINEAR CONNECTIONS) WILL BE SUBJECT TO COMPLIANCE ASSESSMENT

