

AMENDED IN RED

By: Brandon Bouda

Date: 20 May 2020



PLANS AND DOCUMENTS
referred to in the PDA
DEVELOPMENT APPROVAL

Approval no: DEV2012/403

Date: 22 May 2020



FLAGSTONE STAGES 2-5

PLAN OF DEVELOPMENT - PRECINCT 1

LANDSCAPE MASTER PLAN & MATERIALITY

PREPARED BY URBIS FOR PEET LTD
18.03.2020

PEET

URBIS

DOCUMENT CONTROL SHEET

Project	Flagstone
Report Title	Stages 2-5 Landscape Master Plan
Authors	SM
Approved by	CP
Issue	RFI Response
Rev	K

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01

CONTEXT

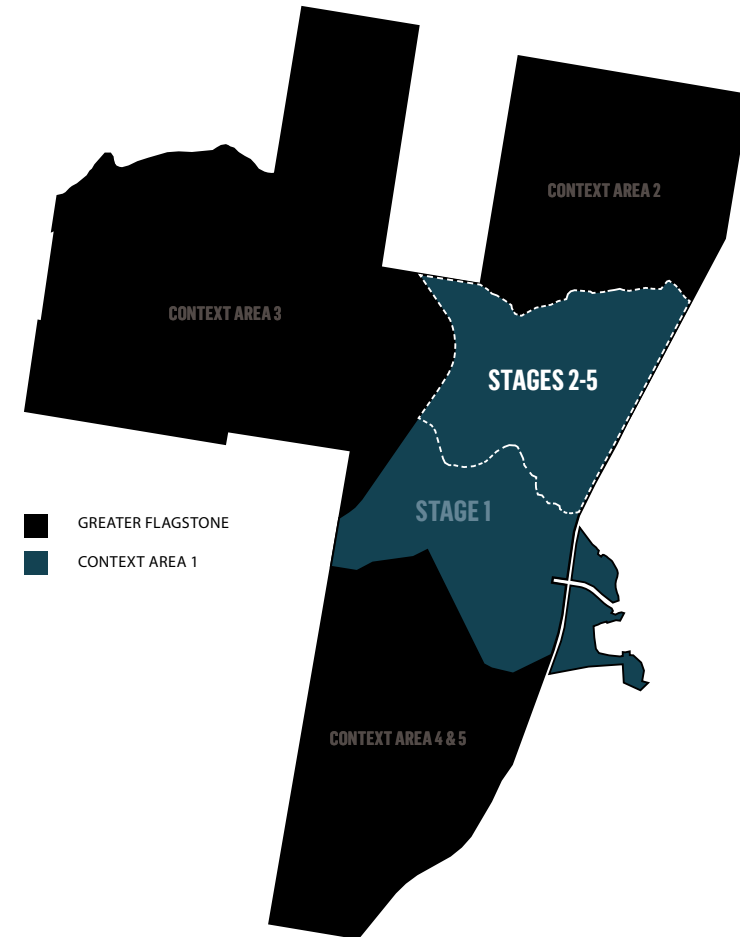


FLAGSTONE CONTEXT

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.

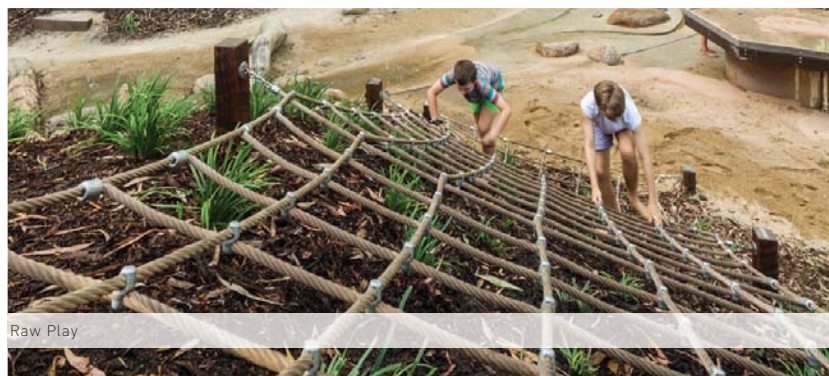




Opportunities



Discovery Play



Raw Play

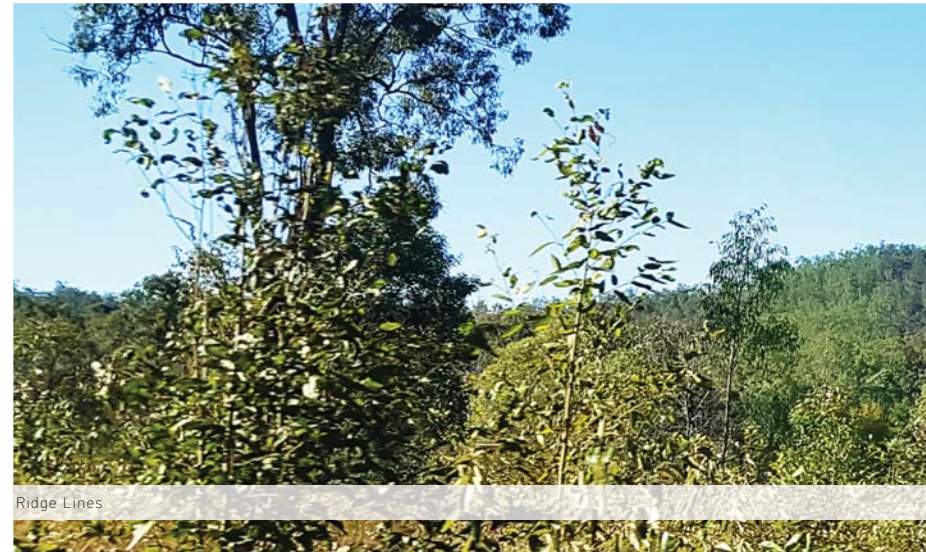


LANDSCAPE MASTER PLAN

LANDSCAPE DESIGN CUES

FRAMED VIEWS

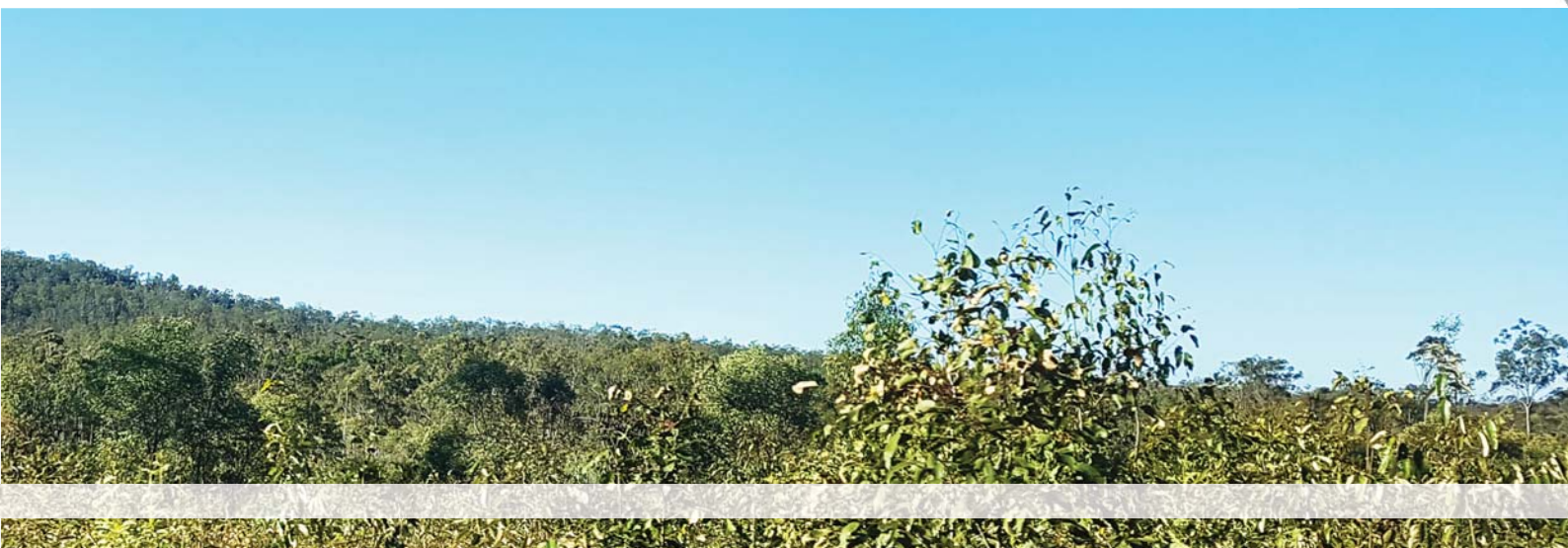
The open space network relies heavily on the celebration of the existing topography and view lines internal and external to the site. Journeys within Stage 2-5, much like Stage 1 that preceded it, are characterised by sweeping corridors along ridge lines and waterway corridors leading to key open space 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



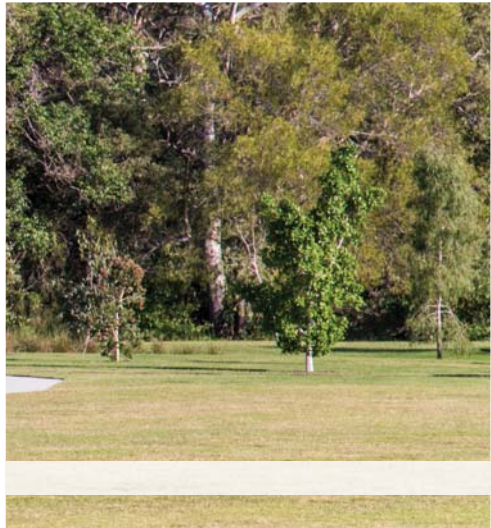
Existing Remnant Trees



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 pp/dwell)	1,786 ppl (2.2 pp/ dwell)		4,144.8 ppl (2.4 pp/ dwell)	5,930 ppl
Local Recreation Park	39 ha (based on context area)	1.974ha (1.105ha/ 1000ppl)		5,411 ha (1.38ha/ 1000 ppl)	7,385 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	4.672 ha	37.230 ha	55.4 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			STAGE 2	STAGE 3	STAGE 4	STAGE 5	TOTAL
Green Space		Min Area (IMP)	Area	Area	Area	Area	Area
	Corridor Park		-	4.123 ha	14.787 ha	17.742ha	36.652 ha
	Conservation (within Corridor Park)	n/a		2.650 ha	6.357 ha	10.710 ha	19.717 ha
	District Recreation Park	5ha	-	5.010 ha	-	-	5.010 ha
	Neighbourhood Recreation Park	5000m2	-	2.346 ha	1.803 ha	0.704 ha	4.853 ha
	Local Recreation Park	500m2	-	-	-	0.188 ha	0.188 ha
	Local Linear Recreation Park	10-15 min width	-	-	-	0.370 ha	0.370 ha
TOTAL			-	11.479 ha	16.590 ha	19.004 ha	47.073 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	4.853 ha	1.21 / 1000
	Local Recreation Park	0.0 - 0.2 ha	1	0.188ha	0.18 / 1000
	Local Linear Recreation Park	0.0 - 0.8 ha	2	0.370 ha	0.12 / 1000
TOTAL		1.3 / 1000 (5.41ha)	7	5.411 ha	1.51 / 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/ IMP				
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

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.

LANDSCAPE MASTER PLAN

COMMUNITY GREEN SPACE

Flagstone 

LEGEND	
	GREEN SPACE (INCLUDING RECREATIONAL PARKS, LINEAR CONNECTIONS & VERGE)
	CREEK CORRIDOR AND CONSERVATION
	PRELIMINARY WSUD BASINS



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 Q100 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

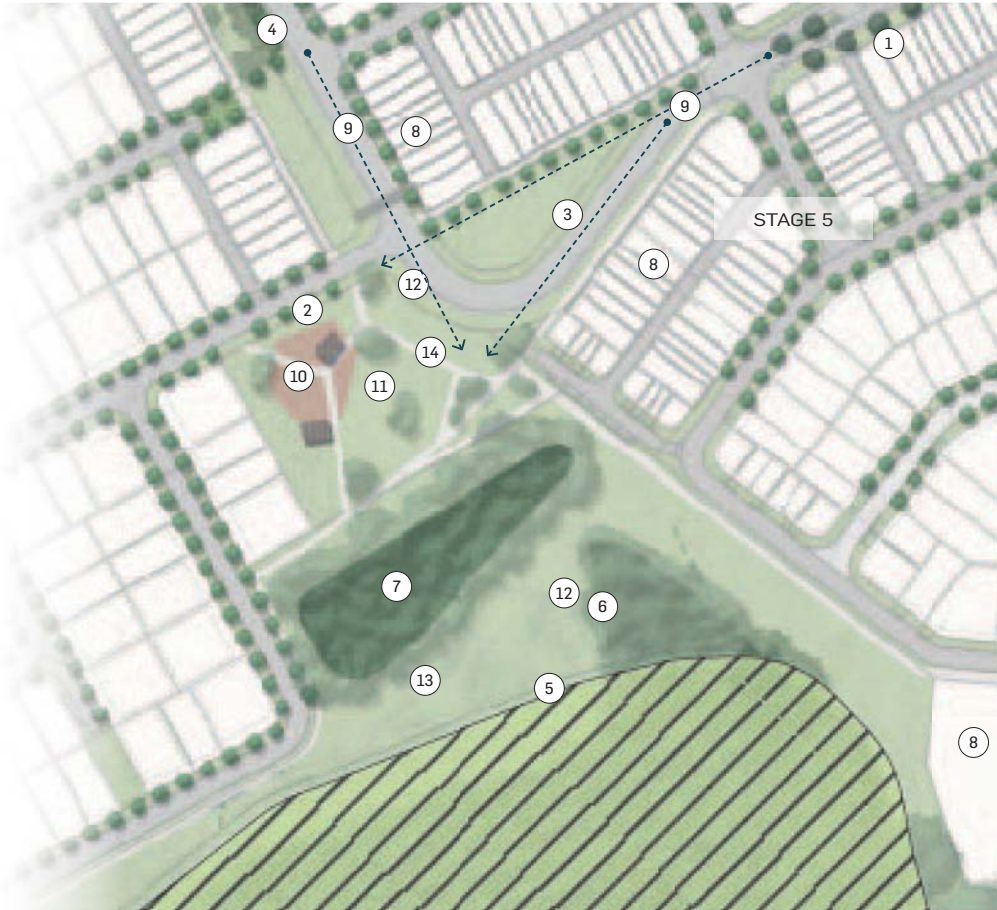
CONCEPT PLAN

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.

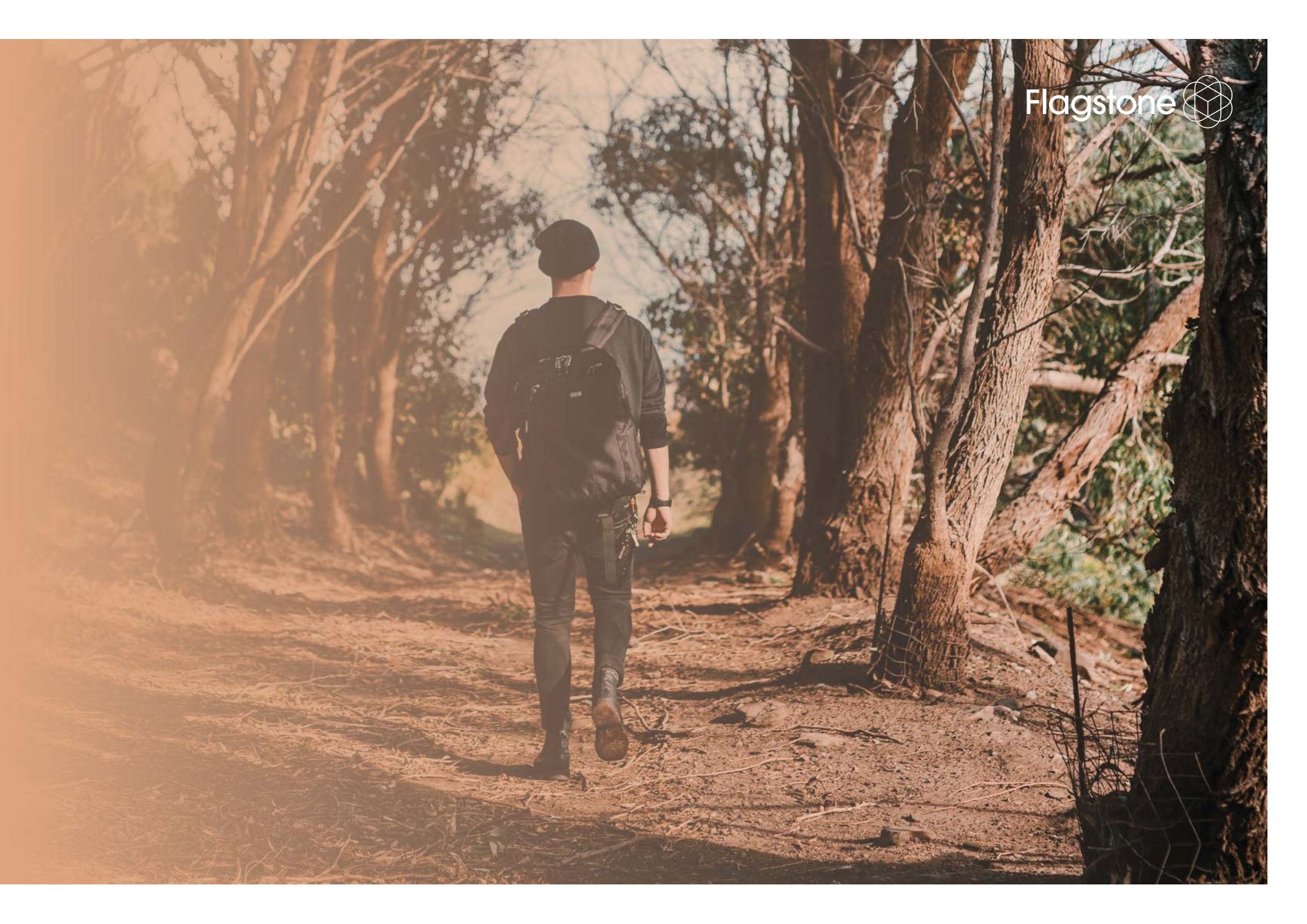
LEGEND	
①	PARK BOUNDARY
②	LINEAR CONNECTION
③	MEDIUM DENSITY
④	ACTIVITY NODE
⑤	KICK-ABOUT SPACE
⑥	POTENTIAL END OF LINE WSUD BASIN
⑦	PUMP STATION
⑧	POTENTIAL LAND DEDICATION
⑨	PATH NETWORK





04

ENTRY & MOVEMENT STRATEGY



ENTRY STRATEGY

ENTRY STATEMENT / WALLS

AMENDED IN RED

By: Brandon Bouda

Date: 20 May 2020



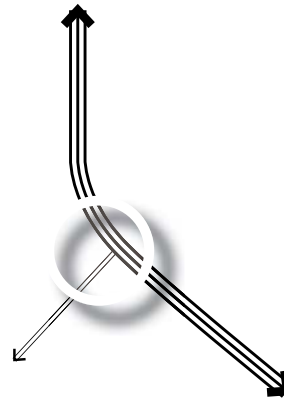
NEIGHBOURHOOD ENTRY WALLS & ROAD THRESHOLD TREATMENT

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.

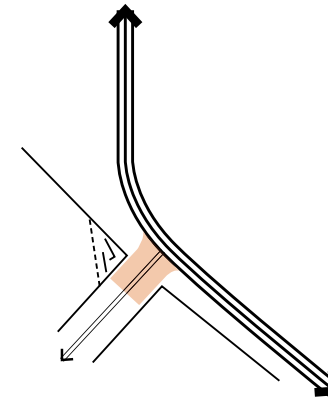
Road threshold treatments such as StreetPrint pattern from BrickNPave will be implemented to signify the entrance into each Neighbourhood.

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.



Position entry wall off Collector Road only



Single sided entrance wall with road threshold treatment

EXISTING NEIGHBOURHOOD ENTRY WALLS



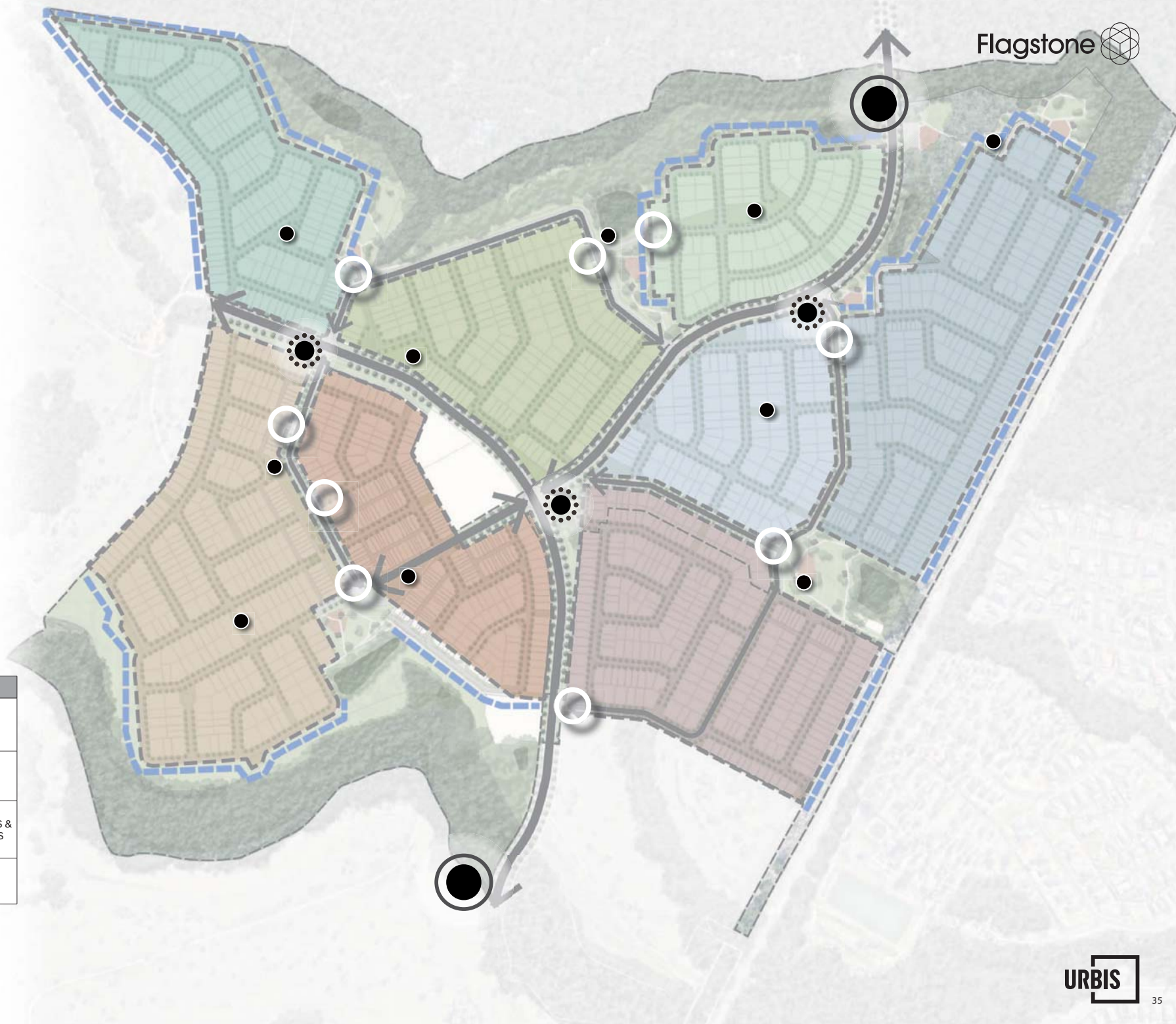
POTENTIAL ENTRY WALL TREATMENT



POTENTIAL ROAD THRESHOLD TREATMENT



LEGEND	
	POTENTIAL FLAGSTONE THRESHOLD TREATMENT LOCATIONS
	POTENTIAL BRANDING TREATEMENTS LOCATIONS
	POTENTIAL NEIGHBOURHOOD ENTRY WALLS & ROAD THRESHOLD TREATMENT LOCATIONS
	POTENTIAL ADO 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 within 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

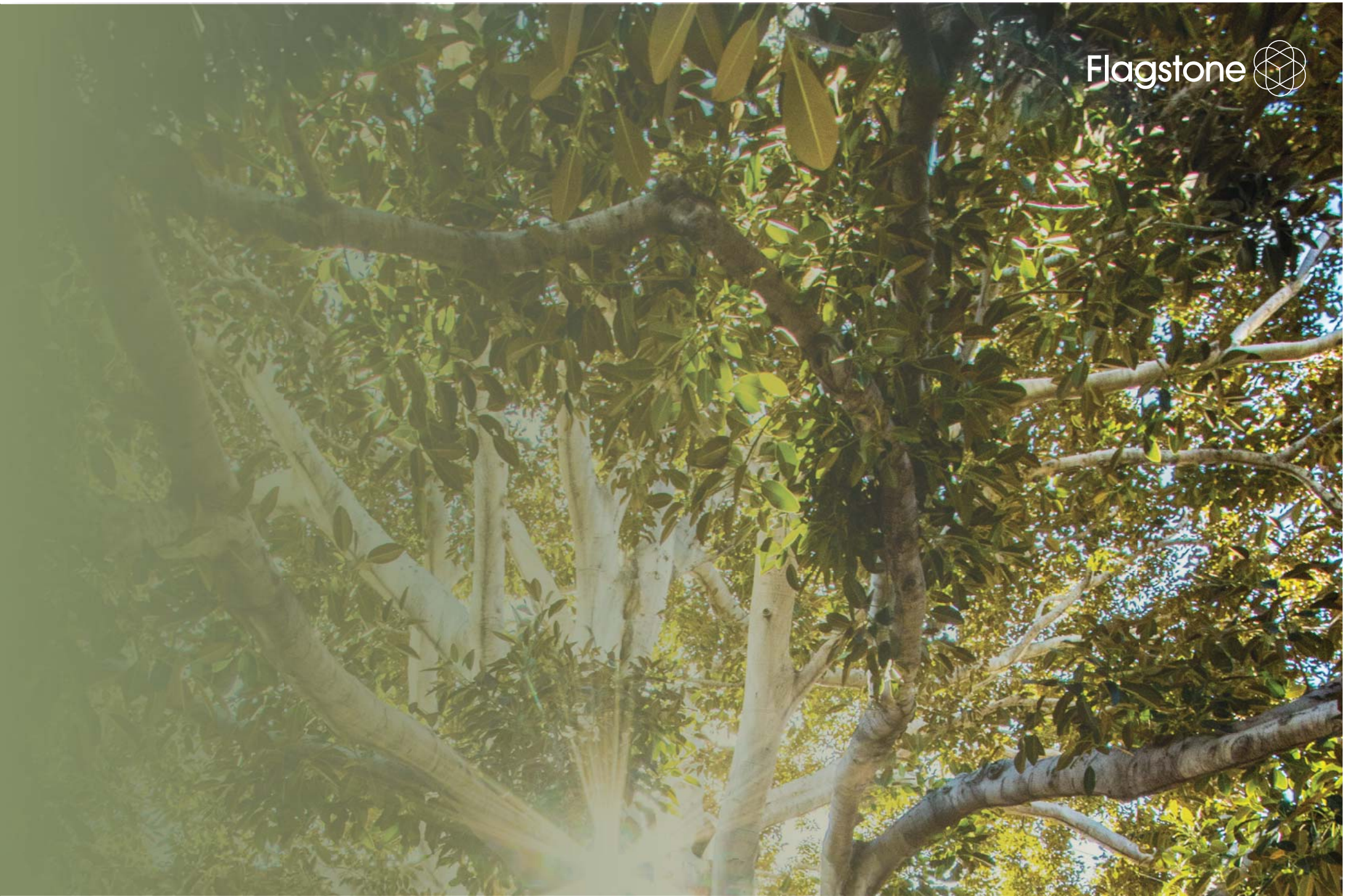
Flagstone 

LEGEND	
	OFF STREET CYCLE PATH & PEDESTRIAN PATH
	KEY PEDESTRIAN CONNECTIONS
	FUTURE COMMUTER PATH (BY OTHERS)
	OPEN SPACE PATH CONNECTION
	MULTI-USE TRAIL
	MULTI-CROSSING
	SINGLE CROSSING

PATH LOCATIONS ARE SUBJECT TO DETAILED DESIGN

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 (TREE TYPE 1)
	SECONDARY BOULEVARD (TREE TYPE 2)
	NEIGHBOURHOOD TREE - MIX A
	NEIGHBOURHOOD TREE - MIX B
	NEIGHBOURHOOD TREE - MIX C
	NEIGHBOURHOOD TREE - MIX D
	NEIGHBOURHOOD TREE - MIX E
	NEIGHBOURHOOD TREE - MIX F
	NEIGHBOURHOOD TREE - MIX G
	EXISTING VEGETATION INTERFACE - Mix H



PLANTING STRATEGY

TREE PALETTE

OPEN SPACE

Araucaria cunninghamii



PRIMARY/ SECONDARY BOULEVARD



Ficus ssp.

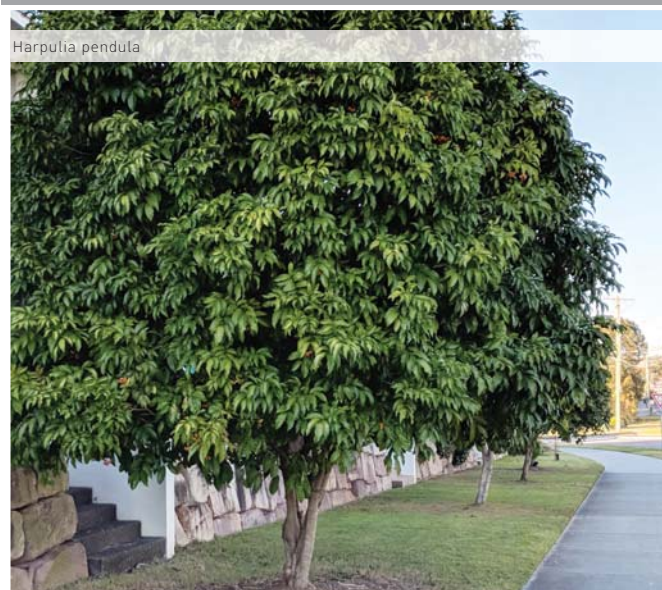


Lophostemon confertus



Agathis ssp.

NEIGHBOURHOOD TREES



Harpulia pendula



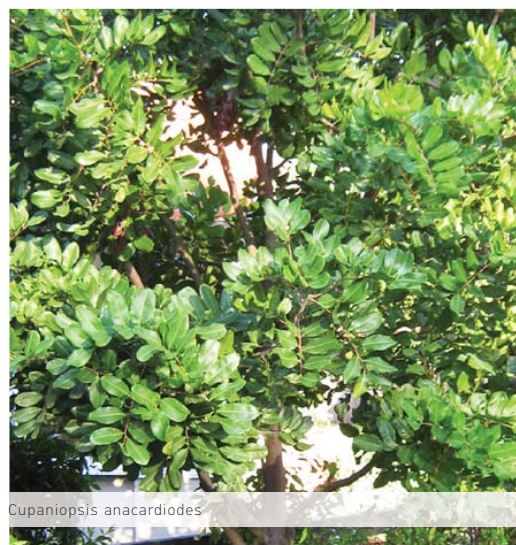
Tristaniopsis laurina



Melaleuca quinquenervia



Buckinghamia celsissima



Cupaniopsis anacardioides



Flindersia ssp.



Eucalyptus ssp.

PLANTING STRATEGY

UNDERSTOREY PLANTING PALETTE





Casuarina glauca

Syzygium ssp.

Myoporum ssp.

Trachelospermum jasminoides

Pittosporum ssp.

Westringia fruticosa

06

MATERIALS PALETTE



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

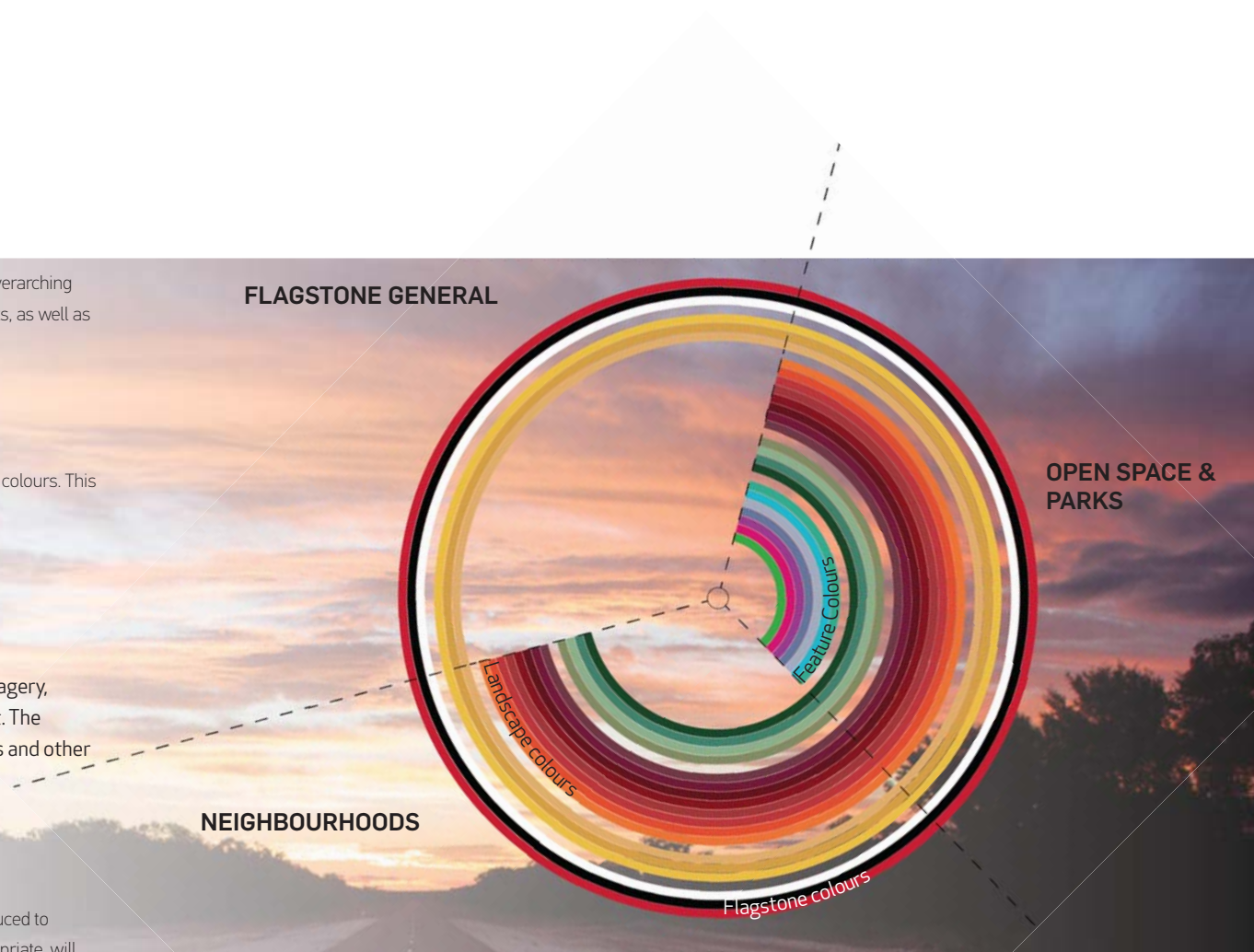


A spectrum of colours inspired by the Flagstone vision and character imagery, will be used to define different neighbourhoods across the development. The colours reflect the earth and sky and will be applied to entry walls, ADO's and other neighbourhood specific landscape features.

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.



MATERIALS PALETTE

BUILT ENVIRONMENT

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





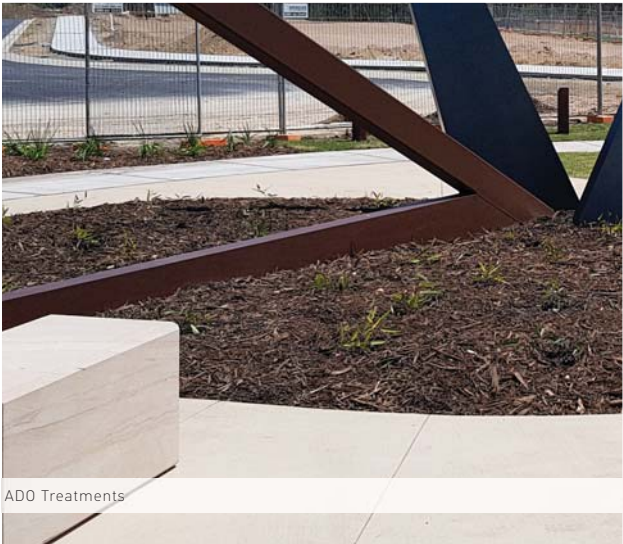
Shelters



Bridge



Signage



ADO Treatments

MATERIALS PALETTE

PAVEMENT PROFILES



Plain Grey Concrete



Powder Coated Steel



Exposed Aggregates



Concrete Sandblasting



Reinforced Turf



Stabilised Decomposed Granite



Saw-cut Patterning

MATERIALS PALETTE

FENCES AND BARRIERS

**SIMPLE BOUNDARY FENCING PAINTED DARK
COLOURS TO RECEDE INTO THE LANDSCAPE**



Acoustic Fence - High



Acoustic Fence - Resid



Residential - Low



Painted Standard Timber Fence - Residential



Pool Fence

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

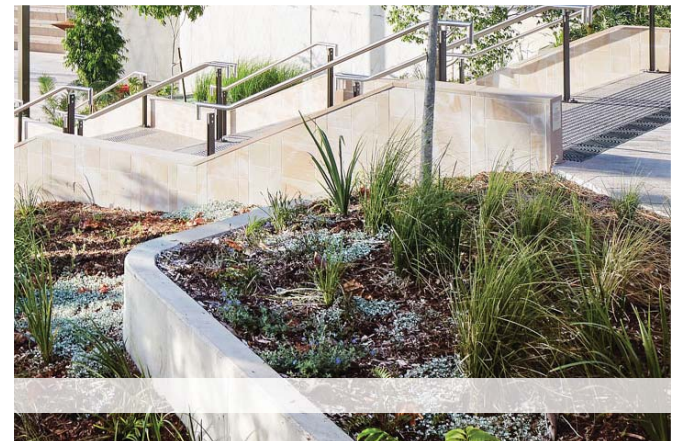
CELEBRATE LEVEL CHANGES



Graded Turf



Tiered Planting





Staircase



Play Integrated into Mounds/ Topography



Tiered Seating



07

LANDSCAPE DETAIL

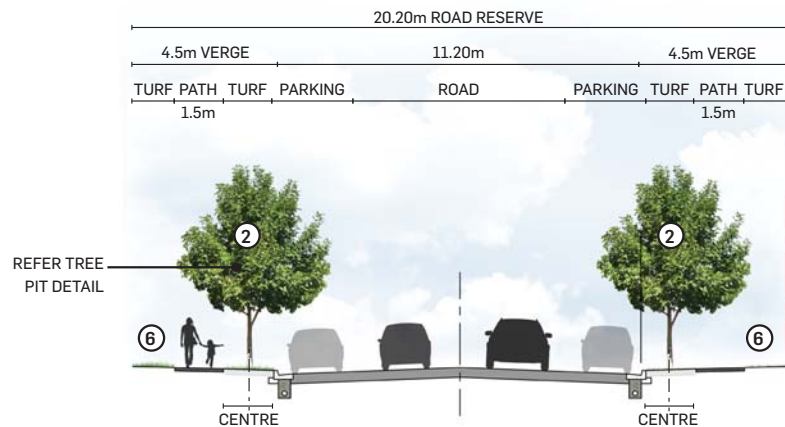


LANDSCAPE DETAIL

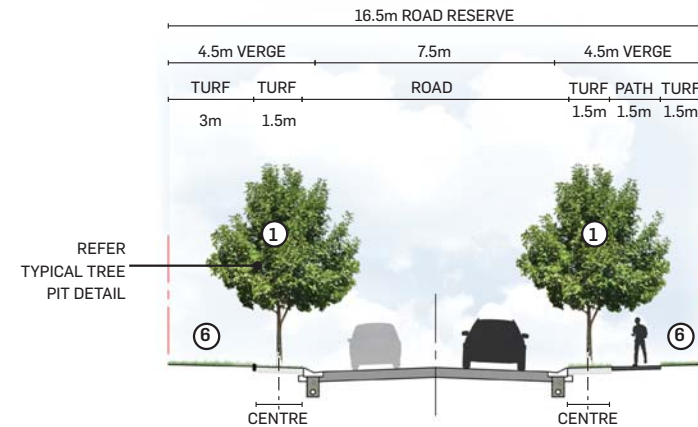
TYPICAL STREETSCAPE SECTIONS (NTS)

NOTES:

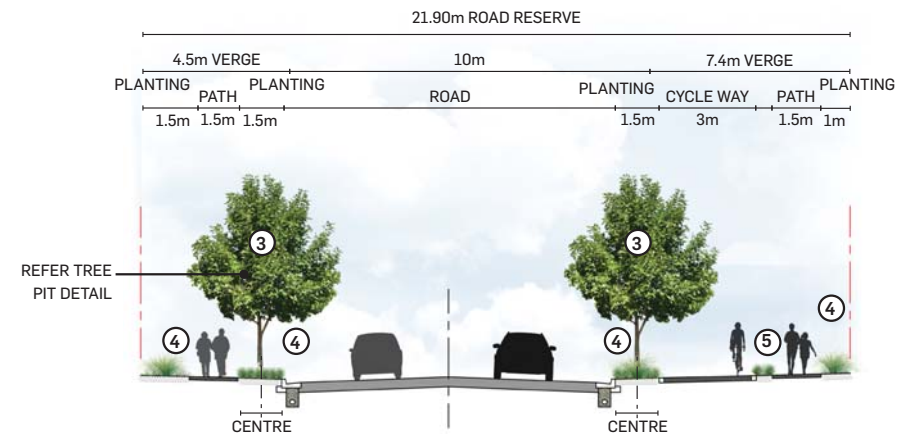
- ① TREES ON AVERAGE AT 6M CENTRES, SUBJECT TO SERVICES
- ② TREES ON AVERAGE AT 8M CENTRES, SUBJECT TO SERVICES
- ③ TREES AT 8M CENTRES IN GARDEN BEDS ONLY, SUBJECT TO SERVICES
- ④ INTERMITTENT PLANTING TO MATCH FLAGSTONIAN DRIVE. I.E. AREA 75% PLANTING / 25% TURF (SUBJECT TO SERVICES).
- ⑤ SEPARATION 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.



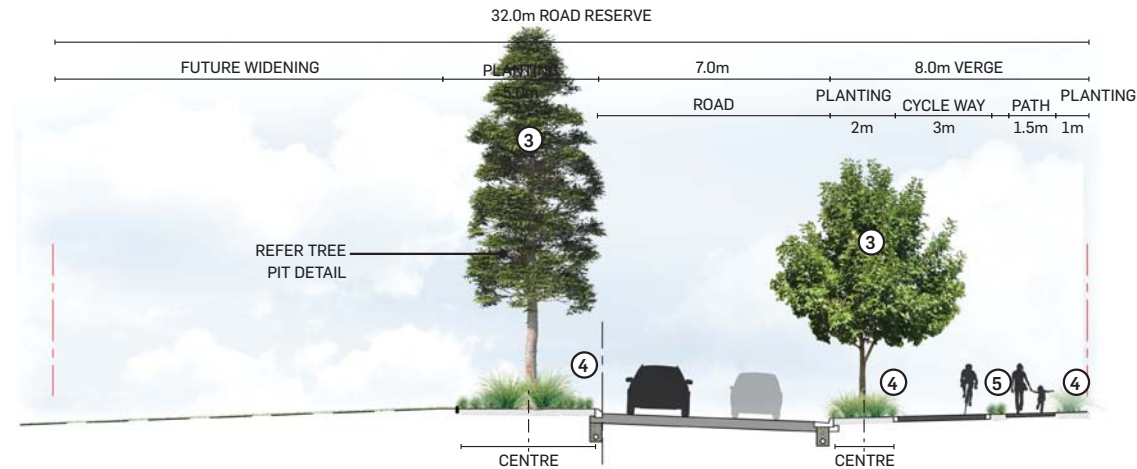
NEIGHBOURHOOD CONNECTOR (2 LANES)
TYPE UC-2L-1



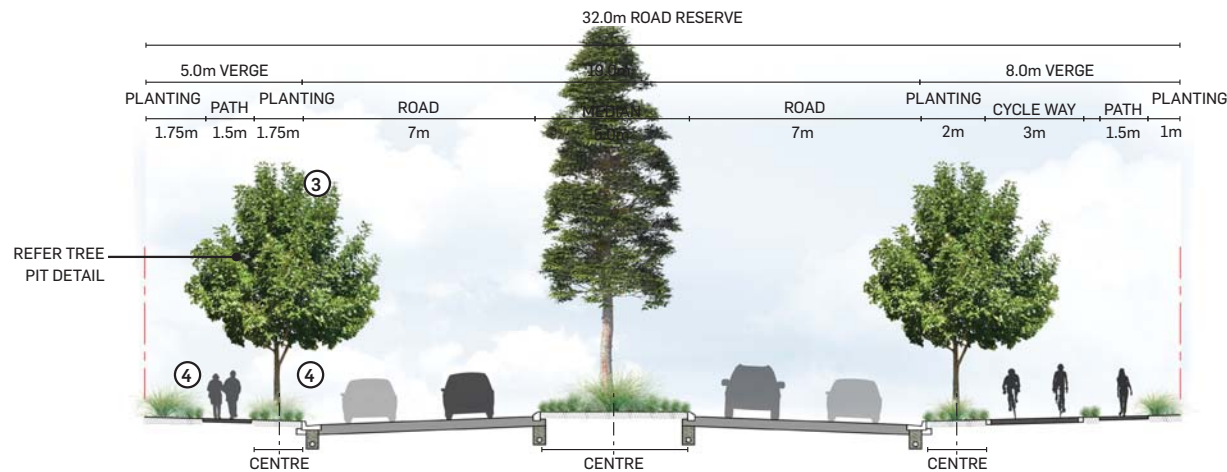
NEIGHBOURHOOD ACCESS STREET
TYPE UAS-2



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



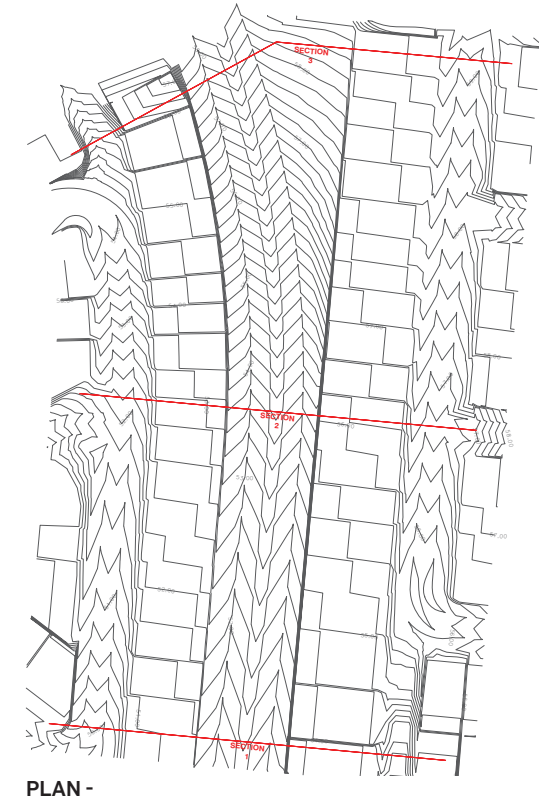
TRUNK CONNECTOR (2 LANES) INTERIM
TYPE USA-4L-1



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

LANDSCAPE DETAIL

FLAGSTONIAN DRIVE CROSS-SECTION



LANDSCAPE DETAIL

DISTRICT RECREATION PARK CROSS-SECTION



SECTION - OPTION 1 (PREFERRED OPTION)



SECTION - OPTION 2



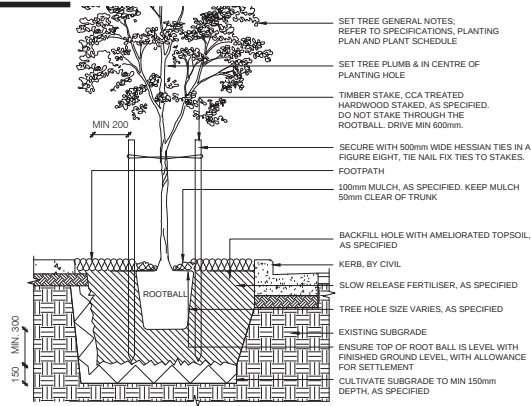
SECTION - OPTION 3

NOTE; THE SECTION LOCATION REFLECTS THE GREATEST LEVEL DIFFERENCE BETWEEN THE LOT AND PARK ALONG THE BOUNDARY



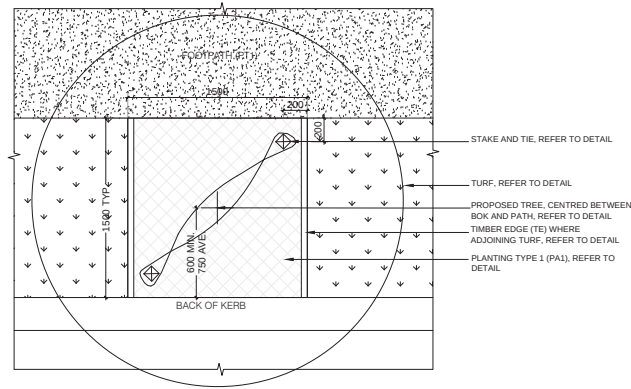
LANDSCAPE DETAIL

TYPICAL STREETScape DETAILS (NTS)



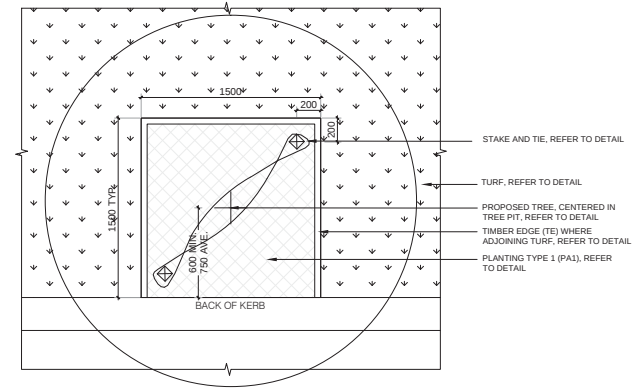
01 STREET TREE/ PLANTING TYPE 1 (PA1) - TYPICAL DETAIL

DT-901 DETAIL - SECTION



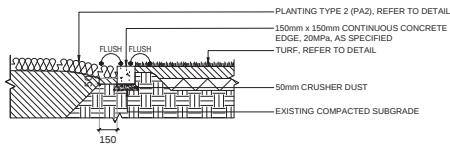
02 STREET TREE - TYPICAL SETOUT ADJACENT TO FOOTPATH

DT-901 DETAIL - SECTION



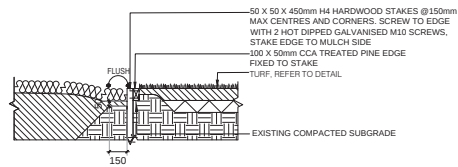
03 STREET TREE - TYPICAL SETOUT ADJACENT TO TURF (NO PATH)

DT-901 DETAIL - SECTION



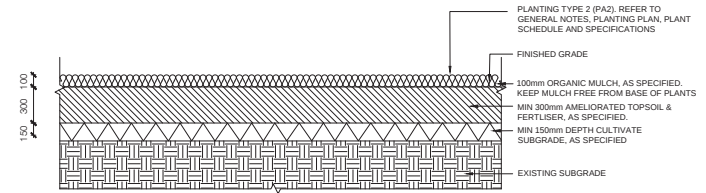
04 CONCRETE EDGE (CE) - TYPICAL DETAIL

DT-901 DETAIL - SECTION



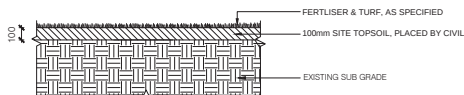
05 TIMBER EDGE (TE) - TYPICAL DETAIL

DT-901 DETAIL - SECTION



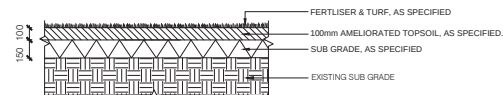
06 PLANTING TYPE 2 (PA2) - TYPICAL DETAIL

DT-901 DETAIL - SECTION



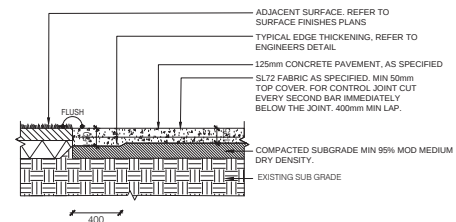
07 TURF TYPE 1 (TU1) - TYPICAL DETAIL

DT-901 DETAIL - SECTION



08 TURF TYPE 2 (TU2) - TYPICAL DETAIL

DT-901 DETAIL - SECTION



09 CONCRETE PAVEMENT - PEDESTRIAN (PT1)

DT-901 DETAIL - SECTION

STREET TREE SET OUT REQUIREMENTS;

STREET TREES PLANTED ON A ROAD; -

- IS NOT LOCATED WITHIN 2.5M OF EITHER SIDE OF A CROSSOVER OR A DRIVEWAY
- IS NOT LOCATED WITH 2.5M OF A PARKING SPACE AND IS LOCATED PERPENDICULAR TO THE PARKING SPACE IN A MANNER THAT DOESN'T OBSTRUCT A PATH OR A SERVICE
- IS NOT LOCATED WITHIN 15M OF THE APPROACH SIDE OR WITHIN 3M OF THE DEPARTURE SIDE OF A KEY PEDESTRIAN CROSSING (EXISTING OR FUTURE PEDESTRIAN CROSSING). LOCAL STREETS TO BE ASSESSED INDIVIDUALLY ON A SIGHT-LINE BASIS, WITH A MINIMUM OF 3M.
- IS NOT LOCATED ON A VERGE LESS THAN 3M WIDE;
- WHICH IS A SIDE ROAD TO AN INTERSECTION WITH;
 - A MINOR ROAD, IS NOT LOCATED WITHIN 8M OF THE TANGENT PART OF THE EXTENSION OF THE PROPERTY ALIGNMENT; AND
 - A MAJOR ROAD, IS NOT LOCATED WITHIN 15M OF THE TANGENT POINT OF THE EXTENSION OF THE PROPERTY ALIGNMENT
- IS NOT LOCATED WITHIN 5M OF A ROAD LIGHT POLE
- IS NOT LOCATED WITHIN 2.5M OF AN ELECTRICITY POLE OR PILLAR OR A TELEPHONE POLE OR PILLAR
- IS NOT LOCATED WITHIN 2.5M OF A POWER/ ELECTRICAL LINE
- IS NOT LOCATED WITHIN 0.6M OF THE BACK OF KERB (AVERAGE 0.75M).
- IS NOT LOCATED WITHIN 10M OF THE APPROACH SIDE OF 2.5M OF THE DEPARTURE SIDE OF A ROAD SIGN
- IS NOT LOCATED WITHIN 1.5M OF THE SEWERAGE SYSTEM OF WATER SUPPLY SYSTEM
- IS NOT LOCATED WITHIN 0.6M OF A PAVED PATH

MULCHED GARDEN BEDS;

GARDEN BEDS WITH UNDERSTOREY PLANTING WILL BE FOCUSED AROUND INTERSECTIONS, CORNER LOT SIDE BOUNDARIES, TERRACE LOTS FRONT AND SIDE BOUNDARIES AND LANEWAYS/ LINEAR CONNECTIONS.

MULCHED GARDEN BEDS TO BE A MINIMUM OF 500MM WIDE

LOCATED SHRUBS AWAY FROM FOOTPATHS AND ENTRANCES

ALL PERMANENT MULCHED GARDEN BEDS TO BE EDGED.

SPECIFICATION NOTES;

SOFTSCAPE MAINTENANCE (12 MONTHS TOTAL);

- ESTABLISHMENT PERIOD = 3 MONTHS

- MAINTENANCE PERIOD = 9 MONTHS

REFER TO FULL URBIS SPECIFICATIONS FOR FURTHER DETAILS.

FOR ALL OTHER DETAILS, OFFSETS AND SPECIFICATIONS, URBIS 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.

