



# FLAGSTONE CONTEXT AREA 3 SOUTH

**PLAN OF DEVELOPMENT - STAGES 8 - 14  
LANDSCAPE MASTER PLAN**

PREPARED BY URBIS FOR PEET LTD

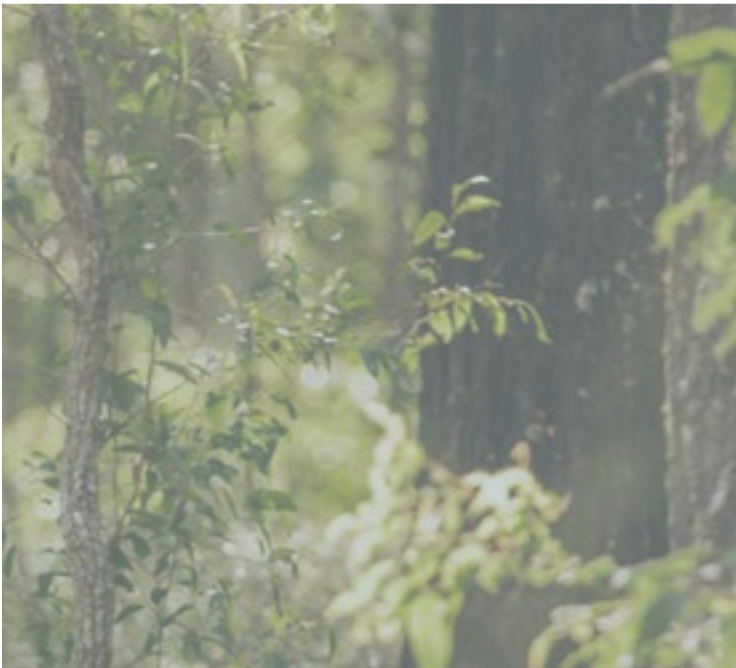




## ACKNOWLEDGEMENT OF COUNTRY

Urbis acknowledges the Aboriginal and Torres Strait Islander peoples as the traditional custodians of all lands on which we do business and we pay our respects to Elders, past and present. We acknowledge the important contribution that Aboriginal and Torres Strait Islander people make in creating a strong and vibrant Australian society.

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# 01 CONTEXT



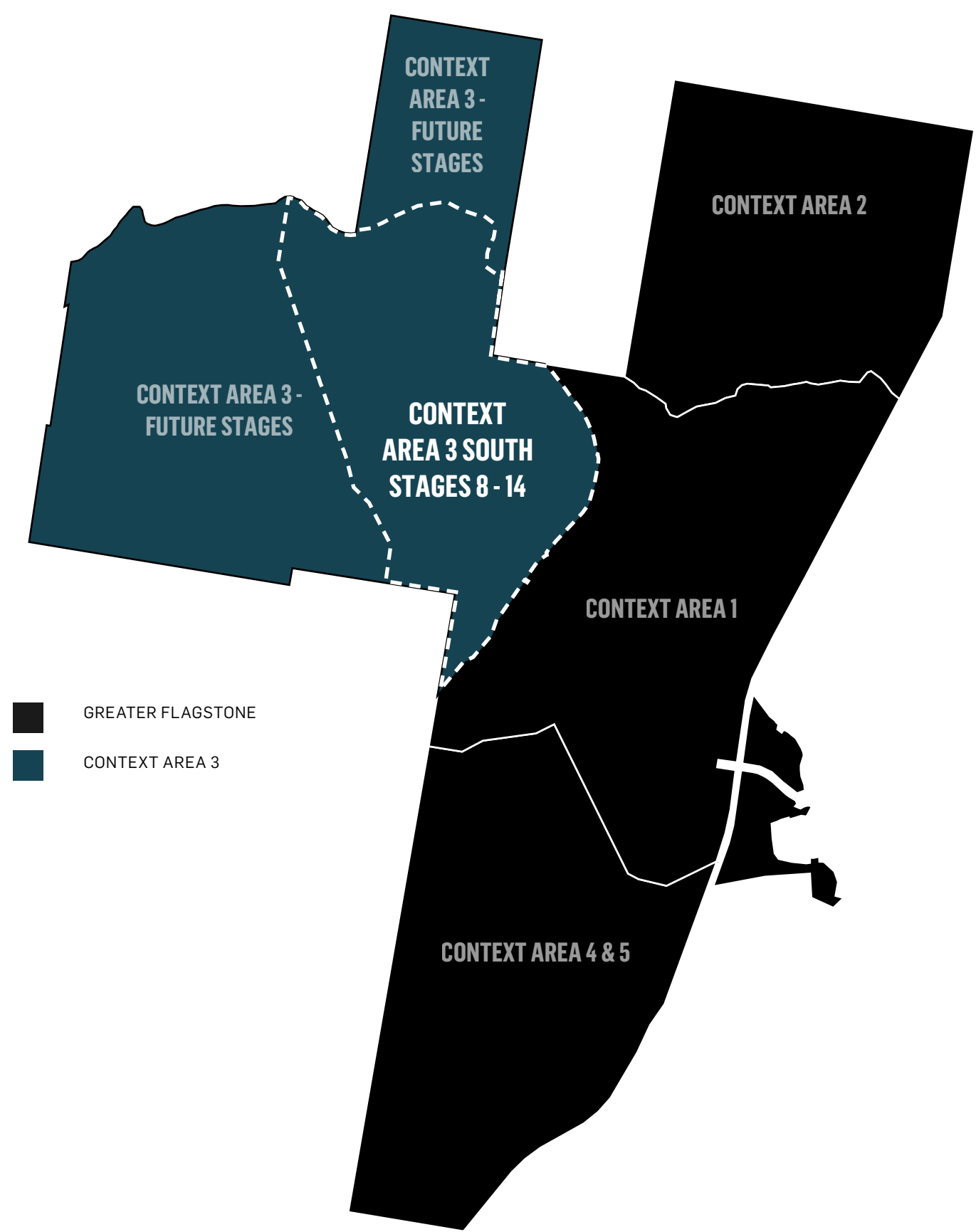


# FLAGSTONE CONTEXT

## UDA STRUCTURE PLAN

Greater Flagstone is broken up into 5 Context Areas.

This report focuses on the Landscape Master Plan for Context Area 3 South, Stages 8 to 14, as illustrated in the diagram below.



## CA3 SOUTH - STAGING PLAN

Delivery of Context Area 3 South will subsequently follow the design and delivery of Context Area 1 stages 2-5.

**Stage 8** is the smallest stage by area, including only the delivery of a State Primary School.

**Stage 9** comprises the streetscape areas around the proposed primary school.

**Stage 10** is positioned near 4 lane trunk connector road with entry level allotments and the management areas.

**Stage 11** is positioned at the south of the site including the regional sports park and district centre.

**Stage 12** feature entry level lots close to the regional sports park.

**Stage 13** sits in the centre of the site and features a large conservation area surrounded by premium lots. This stage incorporates also 2 neighbourhood parks and two local recreation parks.

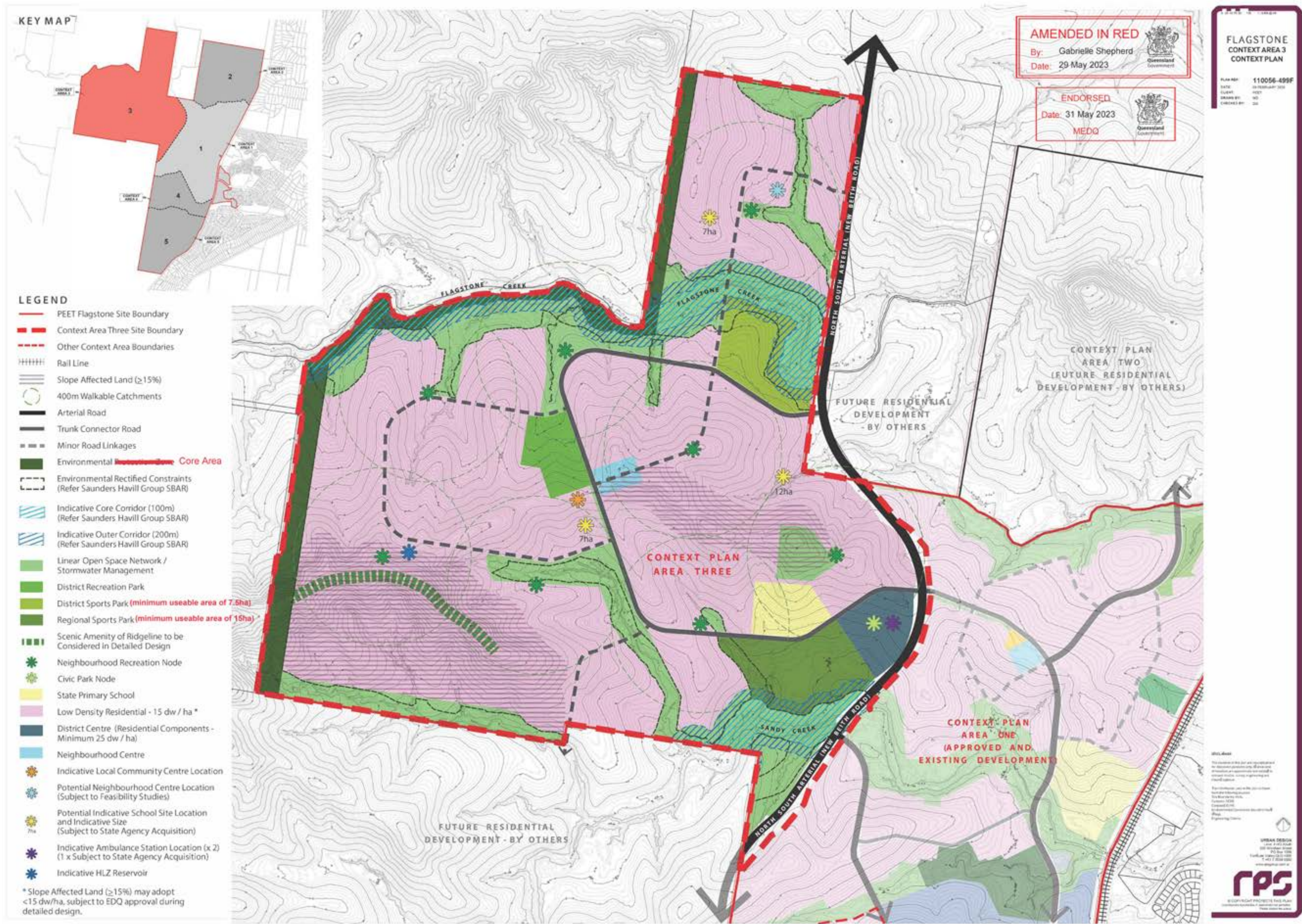
**Stage 14** is located to the north of the site. This stage includes the regional sports park, the biggest neighbourhood park in this context area and remnant vegetation spilling in from the north.





FLAGSTONE CONTEXT AREA 3 - APPROVED PLAN

Plan by RPS





# 02 LANDSCAPE VISION





# FLAGSTONE

## PLACE FRAMEWORK

Flagstone has been driven by three key design cues: Adventure and Discover, Framed Views and the Borrowed Landscape. These cues have lead the development of Flagstone and will continue to inspire this landscape masterplan.

We have an opportunity to further explore these design cues, building on our vision for Flagstone, and reflecting on what we have learned from earlier stages. We will challenge ourselves to elevate our thinking, ensuring that CA3 South will set a new benchmark for Flagstonian living.

“FLAGSTONE WILL BE A CONNECTED COMMUNITY THAT CELEBRATES THE RELATIONSHIP BETWEEN PEOPLE AND THEIR ENVIRONMENT.”



### ADVENTURE & 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.

### Adventure and Discovery

Consistent with 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. This will be achieved through a site responsive reliance on linear corridors to create effective and meaningful active and passive recreation opportunities.



Opportunities for stewardship and community



Discovery Play



Adventure Play



Raw Play





## 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.



Creating Views - Topography & Built Form



Framed views - Vegetation

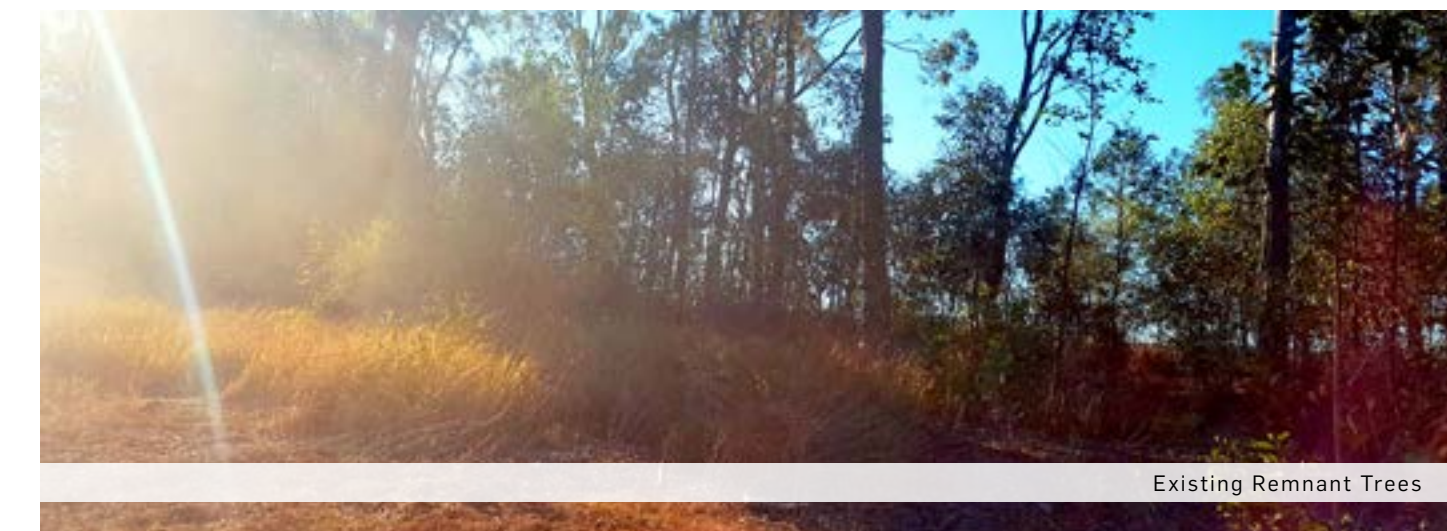


Ridge Lines

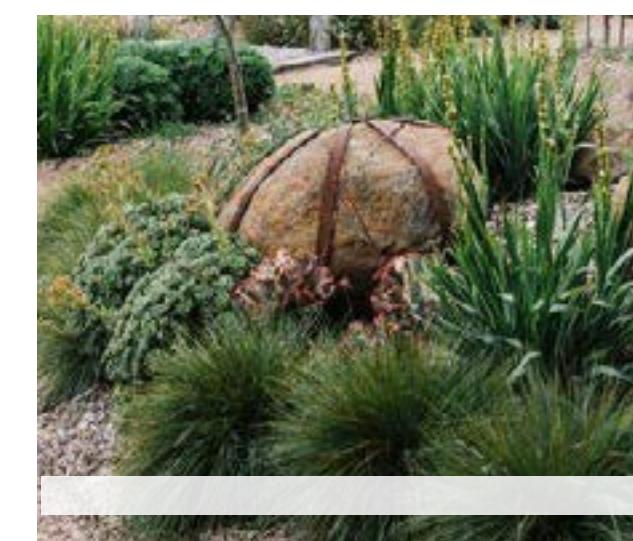
## Borrowed Landscape

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.



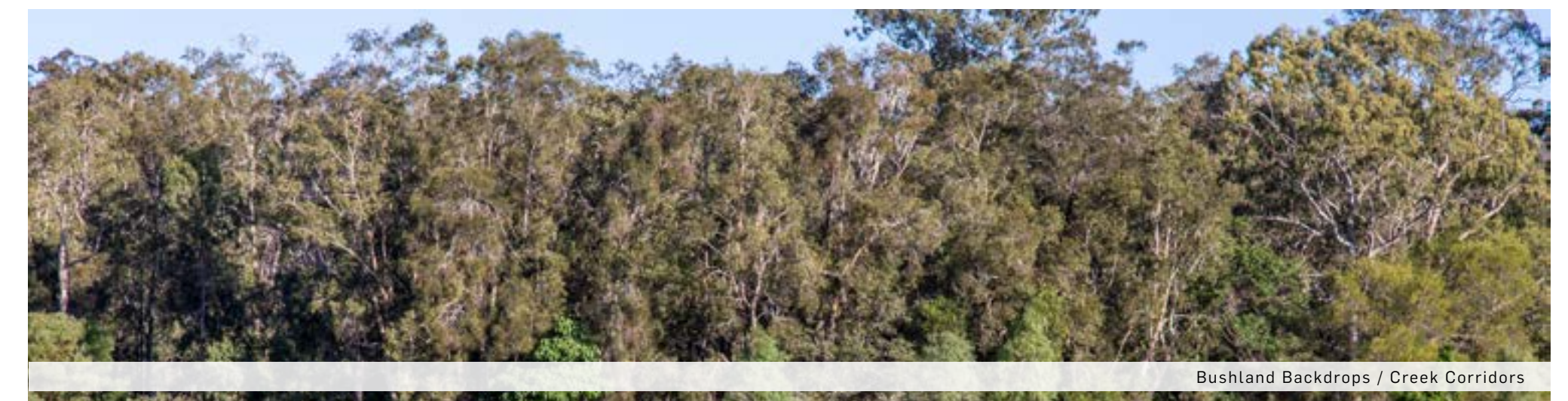
Existing Remnant Trees



Boulders



Corridor Parks



Bushland Backdrops / Creek Corridors





# CONTEXT AREA 3 SOUTH

## VISION

### Active & Social Living Amongst the Trees

Encouraging movement and activity for people, to improve physical and mental health of community.



### ACTIVE & SOCIAL LIVING AMONGST THE TREES



Encouraging movement and activity for people, to improve physical and mental health of community.

### COOL CITY - REDUCE URBAN HEAT ISLAND EFFECT



Provide maximum natural shade to help with Urban Heat Island Effect.

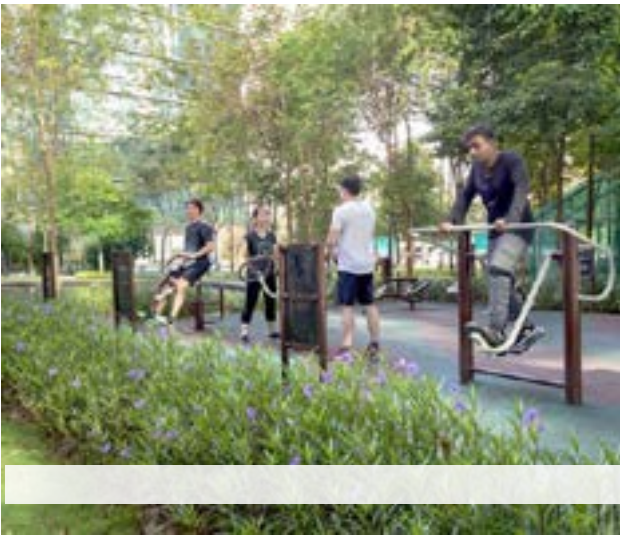
### NATURAL LAND FORM AROUND COMMUNAL SPACES



Use existing natural assets to their full potential.



Bringing back the Bush



Accessible Community Spaces



Opportunities for risk & challenge



Shaded movement networks





**Cool City - Reduce Urban Heat Island Effect**

Provide maximum natural shade to help with Urban Heat Island Effect.



**Natural Land Form around Communal Spaces**

Use existing natural assets to their full potential.



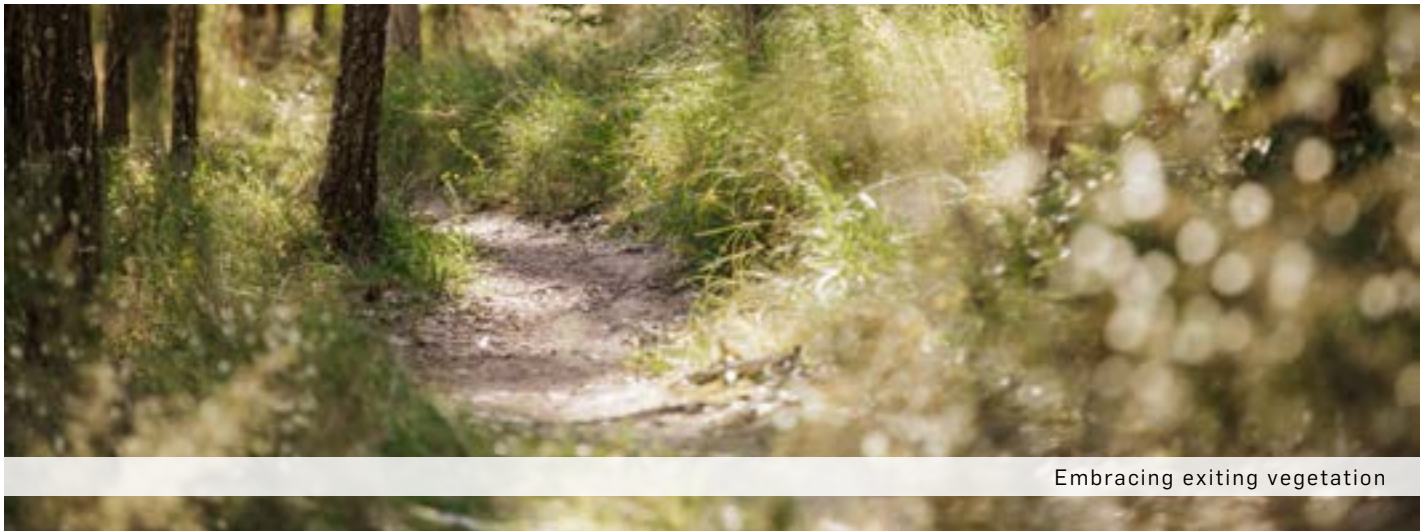
Native Vegetation



Integrate play & shade



Opportunities for Water



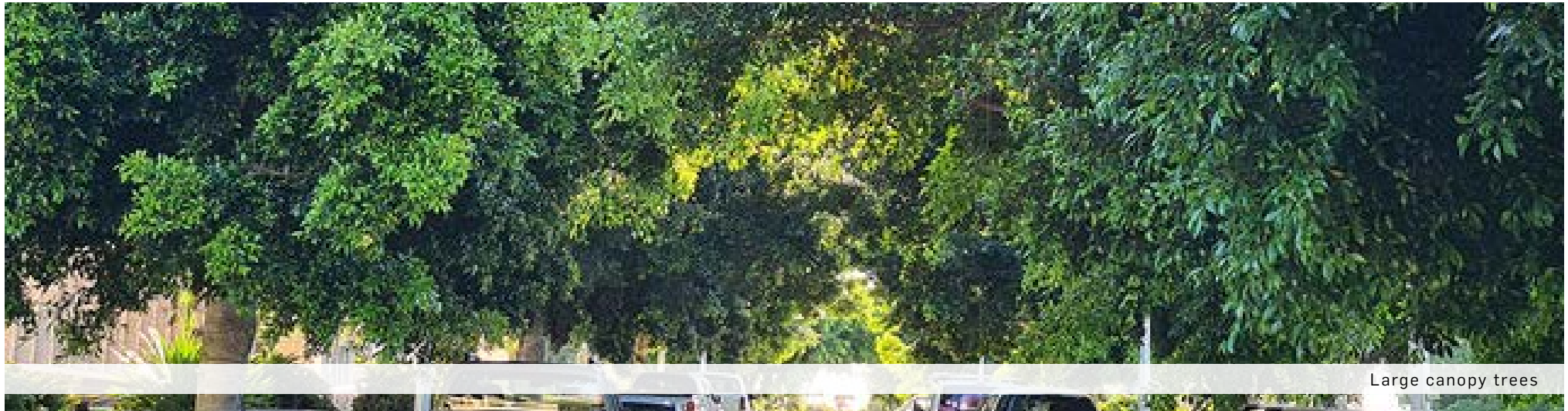
Embracing exiting vegetation



Taking design cues from nature



Opportunities for aspect



Large canopy trees



Topography as a design cue





# CONTEXT AREA 03 SOUTH

## LANDSCAPE PRINCIPLES

# NATURE POSITIVITY

**GOING BEYOND NET ZERO**

Landscapes are the most efficient way to store carbon and achieve zero embodied and operational emissions and double carbon sequestration by 2040

**PROVIDE HABITAT CORRIDORS**

Green links are important to enable animals to reach habitat, food and mates. Without connectivity, we risk fragmentation and “ecological sinks” where animals are left without enough genetic diversity to sustain subsequent generations.

**CREATE LAYERS OF VEGETATION**

A combination of tree and understorey planting, can support broader ecosystems. Biotic factors, like vegetation structure, significantly support wildlife.







# RE-WILDING

## CREATION OF URBAN FOREST

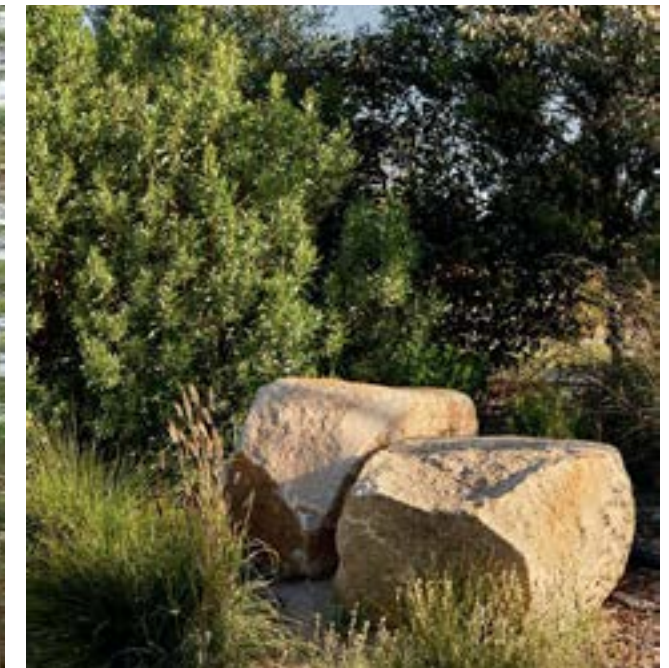
Trees within a urban context provide proven economic benefits for urban food production, creating green economy opportunities, reducing disaster risk), climatic resilience (contributing to climate change mitigation, cooling urban temperatures, supporting biodiversity) and social benefits (supporting physical and mental health).

## MIYAWAKI METHOD

Biodiversity can help improve immunity via pos microbial interactions. Filter airborne pollutants through their dense canopies. Improve the physical and mental well-being of communities. Cool city temperatures. Mitigate flooding by absorbing storm water. Capture CO<sub>2</sub>, and emit oxygen. They create a haven for bees and pollinators.

## DESIGNING WITH ENDEMIC FLORA

It's important to consider the existing vegetation and ecosystems in the area with focus prior clearing. As such, any design and construction must take into account the impact on these pre existing ecosystems and work towards preserving and enhancing them. By doing so, we can create a sustainable and environmentally conscious outcome.







# MITIGATION OF URBAN HEAT ISLAND EFFECT

## CREATION OF MAXIMUM NATURAL SHADE

The integration of shade in streetscapes is a crucial aspect of urban design, especially in Flagstone, Australia, where the climate in summer is predominantly hot and humid and in winter cold and dry. The provision of shade in public spaces has been shown to reduce temperatures, increase comfort levels, and promote outdoor activities.

## INTEGRATED WATER SENSITIVE URBAN DESIGN (WSUD)

The blue corridors and spaces are part of community's daily life. The development has opportunities on celebrating the presence of water through the implementation of various WSUD technologies along the streets. The objective is to make the most of rainfall on site allowing for its intentional capture for irrigation, cooling, and biodiversity benefits.

## REDUCTION IN HARD SURFACES

Trees and vegetation can help reduce urban heat island effects by shading building surfaces, deflecting radiation from the sun and releasing moisture into the atmosphere





03

# LANDSCAPE MASTERPLAN



# CONTEXT AREA 03 SOUTH

## LANDSCAPE MASTERPLAN

Context Area 3 South 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.

From a landscape and public realm character perspective, Context area 3 will set the tone for the broader Context area 3 precinct and deliver a unique experience of deep green living, within the context of the existing topography and ecological surroundings.

The three pillars of Nature positivity, re-wilding and mitigation of urban heat island effect are overarching.

- LEGEND
- 1 DISTRICT SPORTS PARK
  - 2 REGIONAL SPORTS PARK
  - 3 CORRIDOR PARK / CONSERVATION
  - 4 NEIGHBOURHOOD RECREATION PARK
  - 5 LINEAR CONNECTIONS
  - 6 SANDY CREEK CORRIDOR
  - 7 FLAGSTONIAN CREEK CORRIDOR
  - 8 DISTRICT CENTRE
  - 9 MEDIUM DENSITY
  - 10 LOCAL CENTRE
  - 11 COMMUNITY CENTRE
  - 12 STORM WATER MANAGEMENT
  - 13 LOCAL RECREATION PARK
- REMNANT VEGETATION TO BE RETAINED
- STAGE BOUNDARY







# LANDSCAPE CONCEPT

## DISTRICT SPORTS PARK



LEGEND	
①	CLUBHOUSE
②	SOCCER FIELDS
③	TENNIS COURTS
④	CAR PARKING
⑤	PLAY
⑥	REMNANT VEGETATION TO BE RETAINED
---	STAGE BOUNDARY

EMBELLISHMENT AS PER PDA GUIDELINES 12	
INTERNAL ACCESS ROAD(S)	✓
PARKING (CARS)	✓
PARKING (BICYCLES)	✓
LIGHTING	✓
TOILETS	✓
PATHS (PEDESTRIAN/CYCLE)	✓
TABLE AND SEATING - UNCOVERED	✓
TABLE AND SEATING - COVERED	✓
BARBECUES	
PLAY AREAS/FACILITIES	✓
INFORMAL ACTIVITY SPACE	✓
HALF-COURT	
SPORTS FIELD (3)	✓
SPECTATOR SEATING AREA (2)	✓
COURTS (3)	✓
COMMUNITY EVENTS SPACE	





# LANDSCAPE CONCEPT

## REGIONAL SPORTS PARK



- LEGEND**
- ① CLUBHOUSE
  - ② AFL FIELD
  - ③ CRICKET FIELD
  - ④ CRICKET NETS
  - ⑤ RUGBY FIELDS (VARIOUS AGES)
  - ⑥ CAR PARKING
  - ⑦ PLAY
  - ⑧ REMNANT VEGETATION TO BE RETAINED
  - STAGE BOUNDARY

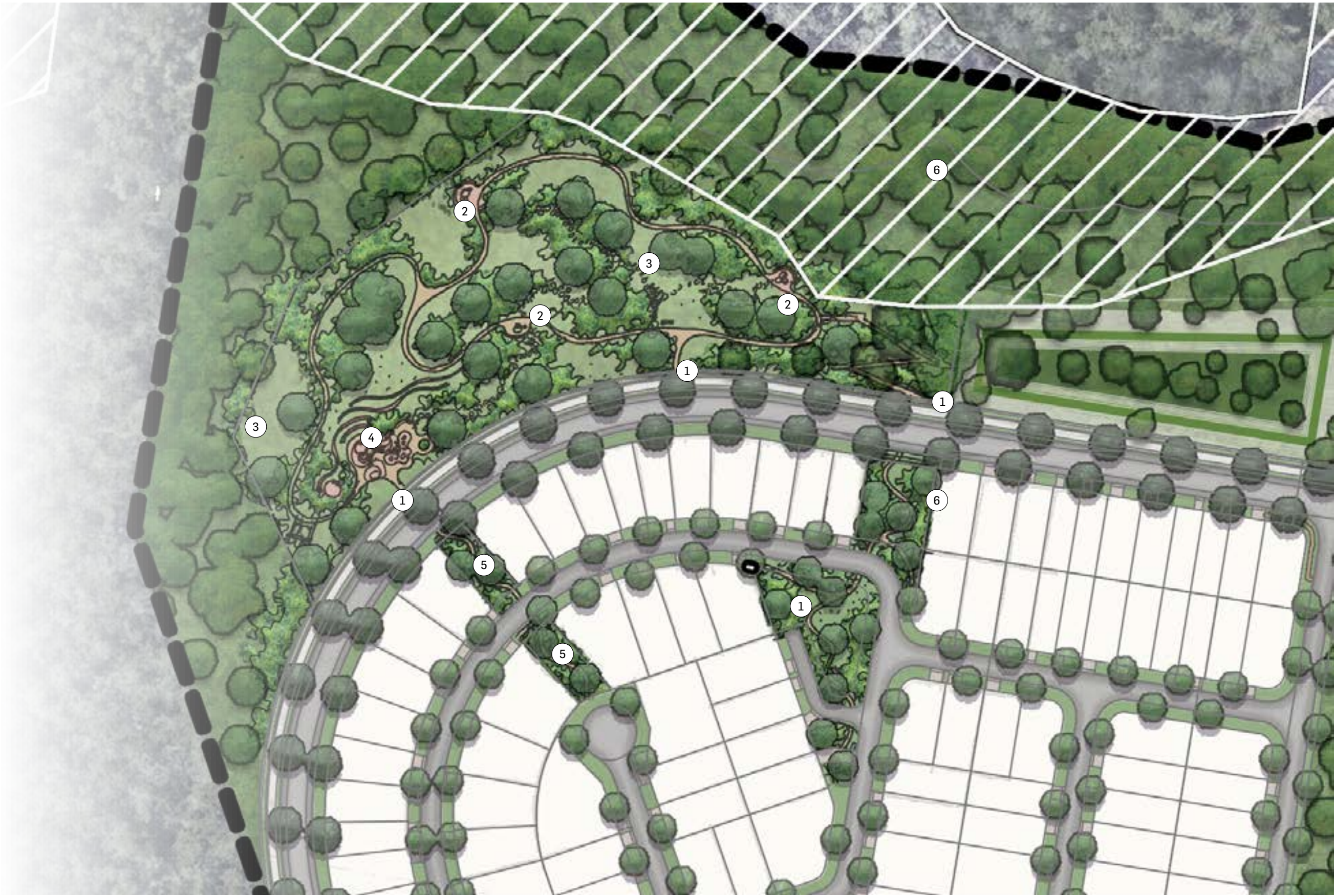
EMBELLISHMENT AS PER PDA GUIDELINES 12	
INTERNAL ACCESS ROADS	✓
PARKING (CARS)	✓
PARKING (BICYCLES)	✓
LIGHTING	✓
TOILETS	✓
PATHS (PEDESTRIAN/CYCLE)	✓
TABLE AND SEATING - UNCOVERED	✓
TABLE AND SEATING - COVERED	✓
BARBECUES	
PLAY AREAS/FACILITIES	✓
INFORMAL ACTIVITY SPACE	✓
HALF-COURT	
SPORTS FIELD (3)	✓
SPECTATOR SEATING AREA (2)	✓
COURTS (3)	✓
COMMUNITY EVENTS SPACE	





# LANDSCAPE CONCEPT

## NEIGHBOURHOOD PARK



LEGEND

1

PATHWAY CONNECTION

2

ACTIVITY NODE

3

OPEN LAWN

4

PLAYGROUND

5

GREEN LINK CONNECTION

6

REMNANT VEGETATION TO BE RETAINED

■

STAGE BOUNDARY

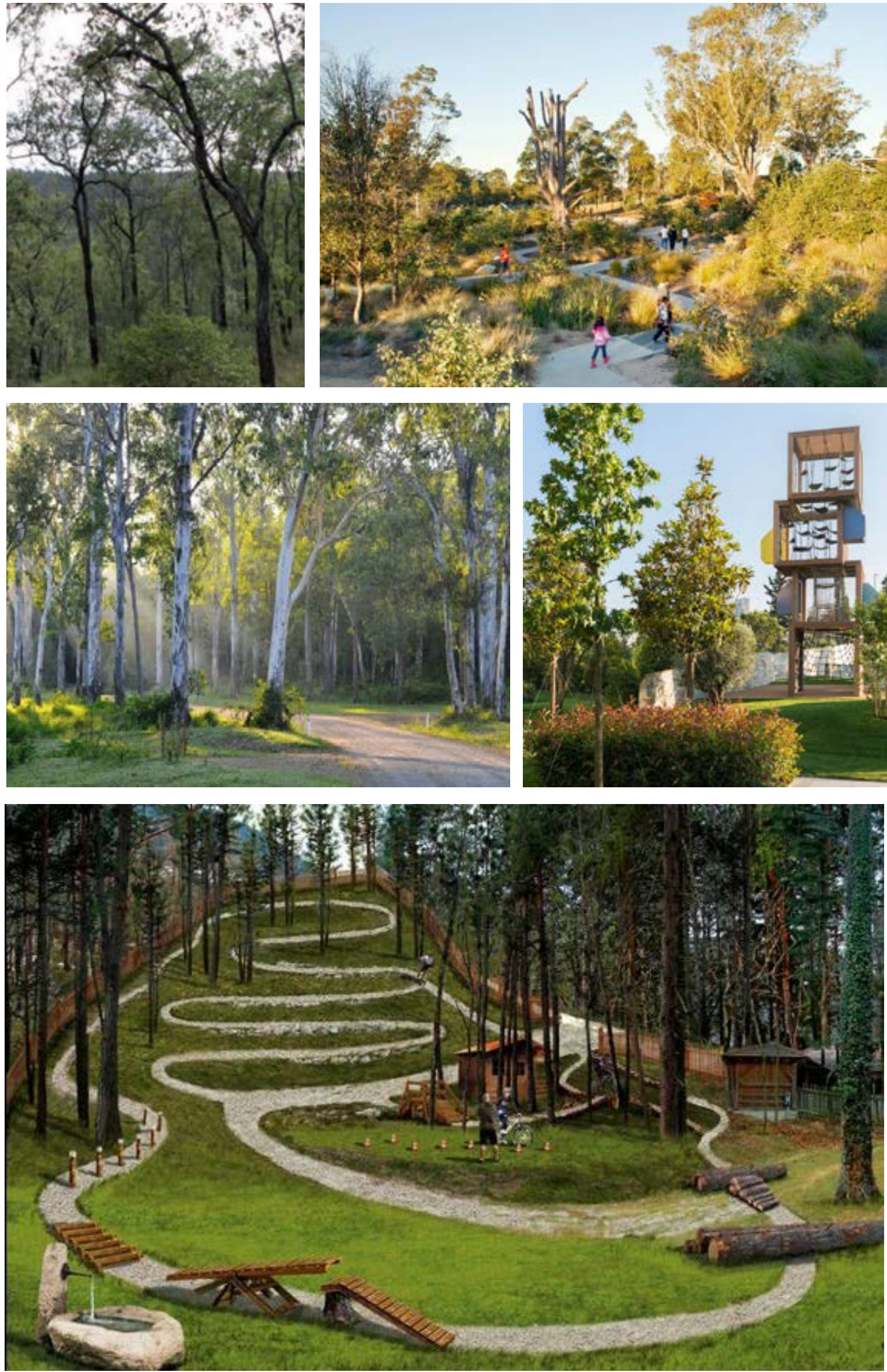
EMBELLISHMENT AS PER PDA GUIDELINES 12	
INTERNAL ACCESS ROAD(S)	
PARKING (CARS)	
PARKING (BICYCLES)	✓
LIGHTING	✓
TOILETS	
PATHS (PEDESTRIAN/CYCLE)	✓
TABLE AND SEATING - UNCOVERED	✓
TABLE AND SEATING - COVERED	✓
BARBECUES	
PLAY AREAS/FACILITIES	✓
INFORMAL ACTIVITY SPACE	✓
HALF-COURT	✓
SPORTS FIELD (3)	
SPECTATOR SEATING AREA (2)	
COURTS (3)	
COMMUNITY EVENTS SPACE	





# LANDSCAPE CONCEPT

## CONSERVATION PARK



LEGEND

- ① PATHWAY CONNECTION
- ② ACTIVITY NODE
- ③ OPEN LAWN
- ④ PLAYGROUND
- ⑤ RE-VEGETATION
- ⑥ STORMWATER MANAGEMENT
- STAGE BOUNDARY





# LANDSCAPE MASTERPLAN

## RESPONSE TO EDQ GUIDELINE PRINCIPLES

### EDQ PARK PLANNING AND DESIGN PRINCIPLES

#### PRINCIPLE 1: DIVERSE

The parks network within Context area 3 South 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. Areas for organised sports are proposed in the form of a regional recreation park and a district recreation park. All parks have been located and designed to highlight significant local features including waterways, gullies, and ridge lines.

Parks proposed within Context Area 3 South provide a variety of settings and opportunities for active and passive recreational opportunities.

#### PRINCIPLE 2: ACCESSIBLE AND CONNECTED

Parks within Context Area 3 South 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 regional recreation park and the district recreation park are highly visible from the adjoining collectors and accessible to the wider catchment with good public transport access.

Continuing the nature and character of the Context Area 1 parks, the Context Area 3 South 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 district centre 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 Context Area 3 South respond positively to the natural environment and to local community values and needs. Parks within Context Area 3 South, like those created in Context area 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 Context Area 3 South 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. Context Area 3 South parks will build on the principles of Context area 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 storm water 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 storm water elements have been designed to ensure the functionality of the park and its recreational

use values have not been diminished. Similar to Context area 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 Context Area 3 South 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 Context Area 3 South 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 MASTERPLAN

## COMMUNITY GREEN SPACE - COMPLIANCE ASSESSMENT

COMMUNITY GREEN SPACE CONTRIBUTION SUMMARY TABLE						
	INFRASTRUCTURE MASTER PLAN	STAGE 1	STAGE 2 SCHOOL ROL	STAGE 2-5	CONTEXT AREA 3	Total (to date)
Potential Residential Dwellings (Ave. 15-16 dwellings/ ha)	13,000	812		1,404	1,635	3,851 dwellings
Estimated Population	31,200 ppl (2.4 pp/dwell)	1,786 ppl (2.2 pp/ dwell)		3,370 ppl (2.4 pp/ dwell)	3,924 ppl (2.4 pp/ dwell)	9,080 ppl
Local Recreation Park	39 ha (based on context area)	1.974ha (1.105ha/ 1000ppl)		5.757 ha (1.70ha/ 1000 ppl)	5.868 ha (1.70ha/ 1000 ppl)	13.599 ha
District Recreation Park	15.8 ha (3)	-		5.648 ha (1)	12.624 ha (1)	18.272 ha
Regional Recreation Park	10ha (1)	12.080 ha			17.595 ha	29.675 ha
Corridor Park	342.53 ha	13.498 ha	4.672 ha	36.259 ha	40.515ha	90.272 ha
Conservation Area	84.20 ha	-		19.717 ha	1.988 ha	21.705 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).

Storm water management, 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.

CONTEXT AREA 3 SOUTH - GREEN SPACE PROVISION										
LAND USE			STAGE 8	STAGE 9	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14	TOTAL
Green Space		Min Area (IMP)	Area	Area	Area	Area	Area	Area	Area	Area
	Conservation Buffer	NA	-	-	-	-	-	-	1.988 ha	1.988 ha
	Corridor Park/ Conservation	NA	-	1.564 ha	-	19.327 ha	-	5.627 ha	13.997 ha	40.515 ha
	Regional Sports	10 ha	-	-	-	17.595 ha	-	-	-	17.595 ha
	District Sports	5 ha	-	-	-	-	-	-	12.624 ha	12.624ha
	Storm water Management	NA	-	-	0.555 ha	-	1.588 ha	-	-	2.143 ha
	Neighbourhood Recreation Park	5000m2	-	0.580 ha	0.539 ha	0.815 ha	-	0.502 ha	1.905 ha	4.341 ha
	Local Recreation Park	500m2	-	0.124 ha	-	-	-	0.542 ha	0.255 ha	0.921 ha
	Local Linear Recreation Park	NA	-	0.273 ha	0.241 ha	-	-	0.092 ha	-	0.606 ha
TOTAL			-	2.541 ha	1.335 ha	37.737 ha	1.588 ha	6.763 ha	30.769 ha	80.733 ha

LOCAL RECREATION PARK PROVISION COMPLIANCE SUMMARY					
LAND USE		COMMUNITY GREEN SPACE - IMP	CA3 SOUTH - MASTER PLANNED GREEN SPACE		
Green Space		Land (ha/1000 ppl)	No. Parks	Total Area of Parks	Land (ha/ppl)
	Neighbourhood Recreation Park	0.5 - 1.1 ha	5	4.341 ha	1.29 / 1000
	Local Recreation Park	0.0 - 0.2 ha	3	0.921 ha	0.23 /1000
	Local Linear Recreation Park	0.0 - 0.8 ha	3	0.606 ha	0.18 / 1000
TOTAL		1.3 / 1000 (4.615ha)	11	5.868 ha	1.74 / 1000

CONTEXT AREA 3 SOUTH - Minimum usable area requirements required under the endorsed context area plan										
LAND USE			STAGE 8	STAGE 9	STAGE 10	STAGE 11	STAGE 12	STAGE 13	STAGE 14	TOTAL
Green Space		Min Area (IMP)	Area	Area	Area	Area	Area	Area	Area	Area
	Regional Sports	15 ha	-	-	-	15.000 ha	-	-	-	15.000 ha
	District Sports	7.5 ha	-	-	-	-	-	-	7,820 ha	7,820 ha
TOTAL		22.5 ha	-	-	-	15.000 ha	-	-	7,820 ha	22.820 ha



# LANDSCAPE MASTERPLAN

## COMMUNITY GREEN SPACE - COMPLIANCE ASSESSMENT

CONTEXT AREA 3 SOUTH - GREEN SPACE COMPLIANCE ASSESSMENT					
LAND USE	EDQ GUIDELINE 12/ IMP				
Green Space	Min Area	Shape	Road Frontage	Location	Active Areas
Conservation buffer - STAGE14	N/A				
Corridor Park/ Conservation - STAGE 9, 11, 13, 14	N/A				
Regional Sports Park - STAGE 11	N/A				
District Recreation Park - STAGE 14	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation - STAGE 9	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation - STAGE 10	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation - STAGE 11	COMPLIANT	COMPLIANT	ALTERNATE SOLUTION	COMPLIANT	COMPLIANT
Neighbourhood Recreation - STAGE 13	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Neighbourhood Recreation - STAGE 14	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT
Local Recreation Park - STAGE 9	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	N/A
Local Recreation Park - STAGE 10	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	N/A
Local Recreation Park - STAGE 14-1	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	N/A
Local Recreation Park - STAGE 14-2	COMPLIANT	COMPLIANT Due to average width being min. 10m and easy access from surrounding road frontage	COMPLIANT	COMPLIANT	N/A
Local Recreation Park - STAGE 14-3	COMPLIANT	COMPLIANT	COMPLIANT	COMPLIANT	N/A
Local Linear Recreation - STAGE 9	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT
Local Linear Recreation - STAGE 10-1	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT
Local Linear Recreation - STAGE 10-2	N/A	COMPLIANT Due to average width being min. 10m and easy access from surrounding road frontage	N/A	COMPLIANT	COMPLIANT
Local Linear Recreation - STAGE 12	N/A	COMPLIANT	N/A	COMPLIANT	COMPLIANT

### ALTERNATIVE SOLUTIONS

**NEIGHBOURHOOD RECREATION PARK (NRP)**  
Neighbourhood Recreation Park in stage 11 does not provide the full 50% road frontage requirement of the EDQ Guidelines. As the park is integrated in the overall Creek Corridor, there is sufficient passive surveillance, sight lines and access to the park.

**LOCAL RECREATION PARK (LRP)**  
At the southern most point, the Local Recreation Park (2) in stage 14 and Local Recreation Park (2) in stage 10 have 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 CPTED issues. The park also exceeds the minimum size requirement.



KEY PLAN - STAGING PLAN (NTS)





# DESIGNING ON SLOPE

## CREATIVE SOLUTIONS FOR LANDFORM CHALLENGES.

CA3 provides exciting opportunities to integrate passive, active and playful design ideas to celebrate the sites natural slope.

### PASSIVE SOLUTIONS

Passive design solutions can elevate a sloped site by providing seating opportunities, or increasing the visual amenity of the hillside through artistic intervention, feature planting and placement of organic materials such as boulders, recycled timber or other natural and found materials.



### ACTIVE AND PLAYFUL SOLUTIONS

Active design solutions provide opportunities for activity and physical engagement with the slope. This can be achieved through climbing structures or stairs cut through the slope.

Playful solutions integrate into the parks and playgrounds by activating the slopes capacity for play, adventure and exploration. Sliding, climbing, scrambling, jumping and abseiling are all activities facilitated by playing on slope. This can be through a nature play approach or a more traditional playground experience.



### MOVEMENT SOLUTIONS

Maintaining an accessible and active community is a top priority. On slope, this looks like winding pedestrian and cycle pathways to accommodate the grade, dedicated cycle-ways, and platforms to rest and take in the views.





# CITY GREENING STRATEGY

## DEFINING CITY GREENING AND ITS VALUE

The Green Revolution - City Greening evolution and revolution explained.

### EMERGING OPPORTUNITIES FOR GREEN INFRASTRUCTURE

- The New Public Realm (Privately owned publicly accessible Green Space in our cities)
- Bring the Life Back - Biodiversity in our Cities
- A Cool Change - Understanding UHIE (Urban Heat Island Effect) in the context of city greening
- Small spaces with big impact: maximising opportunities for city greening in central medians, intersections, verge build outs, remnant land, underutilised land

### SITE PLANNING CONSIDERATIONS FOR CITY GREENING

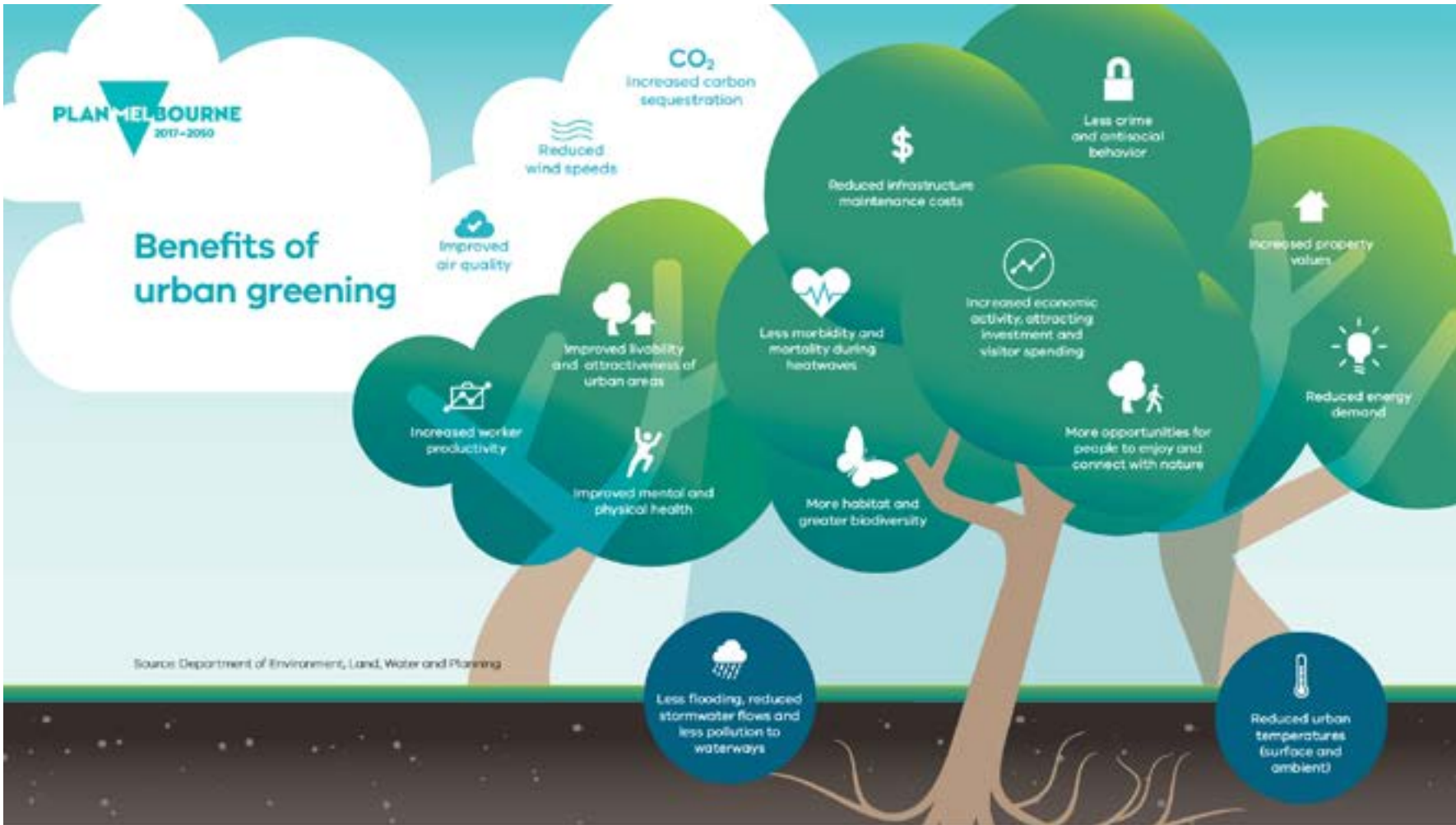
- Early integration of city greening principles
- Water is Life – Planning WSUD strategies for thriving Green Infrastructure and enhanced biodiversity
- Coordination is Key: Considerations for multidisciplinary coordination in the Public Realm Green infrastructure first!
- Measuring Green Infrastructure – understanding Green Factor Tool and landscape architects contribution Green Star Assessment

### CONSTRUCTION DETAILING FOR GREEN INFRASTRUCTURE

- Drainage Strategies and Storm water Harvesting in urban environments
- Soil and Mulch Specifications
- Getting the details right - Green Infrastructure construction on built form

### CONSTRUCTION, MAINTENANCE AND STEWARDSHIP

- Builder Collaboration is critical for successful green infrastructure
- Are we ready for the maintenance requirements of green infrastructure and associated life cycle Costs
- Maintenance Management Plans – protecting the investment.





# CITY GREENING STRATEGY

## SHADE IN OUR STREETS

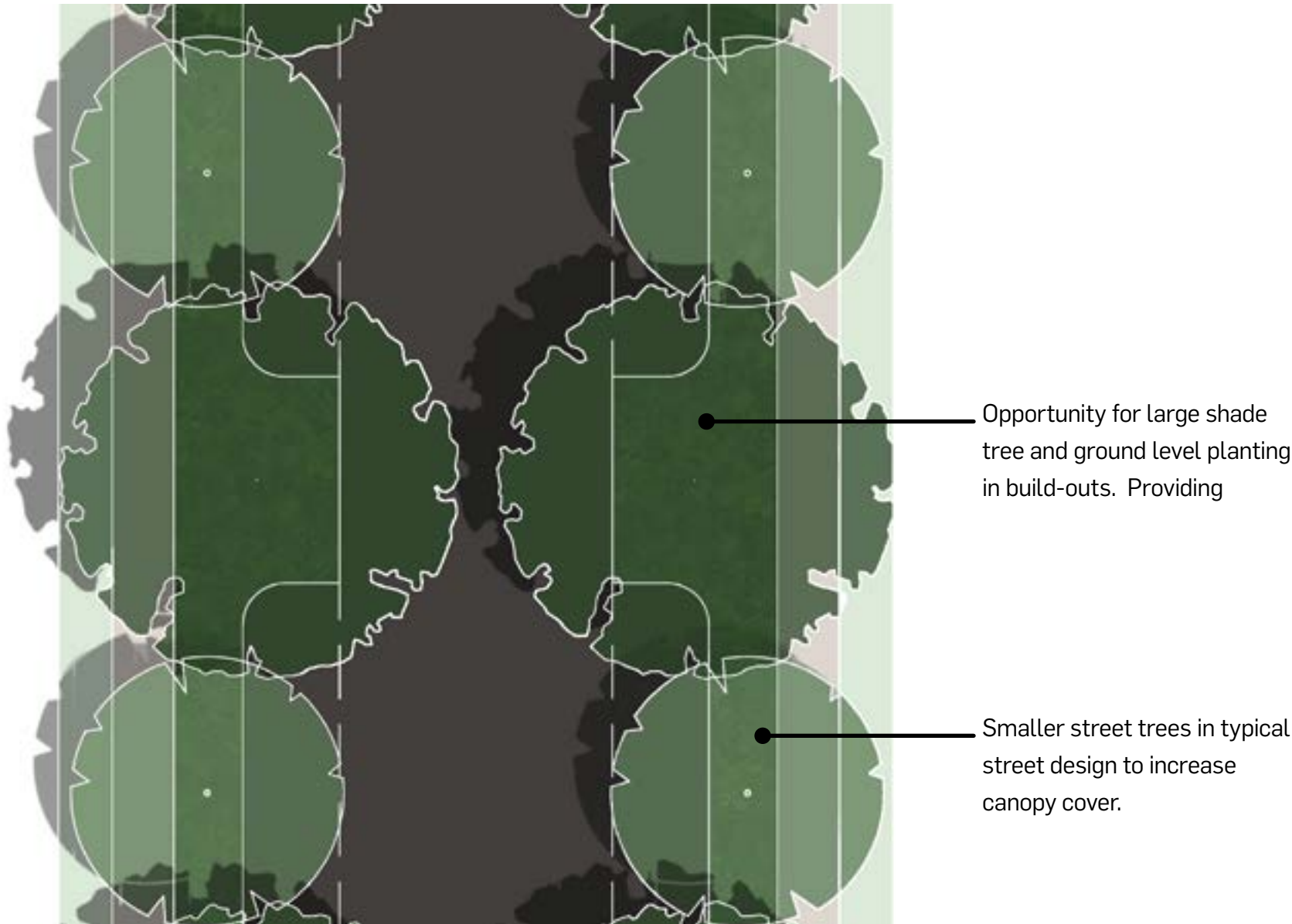
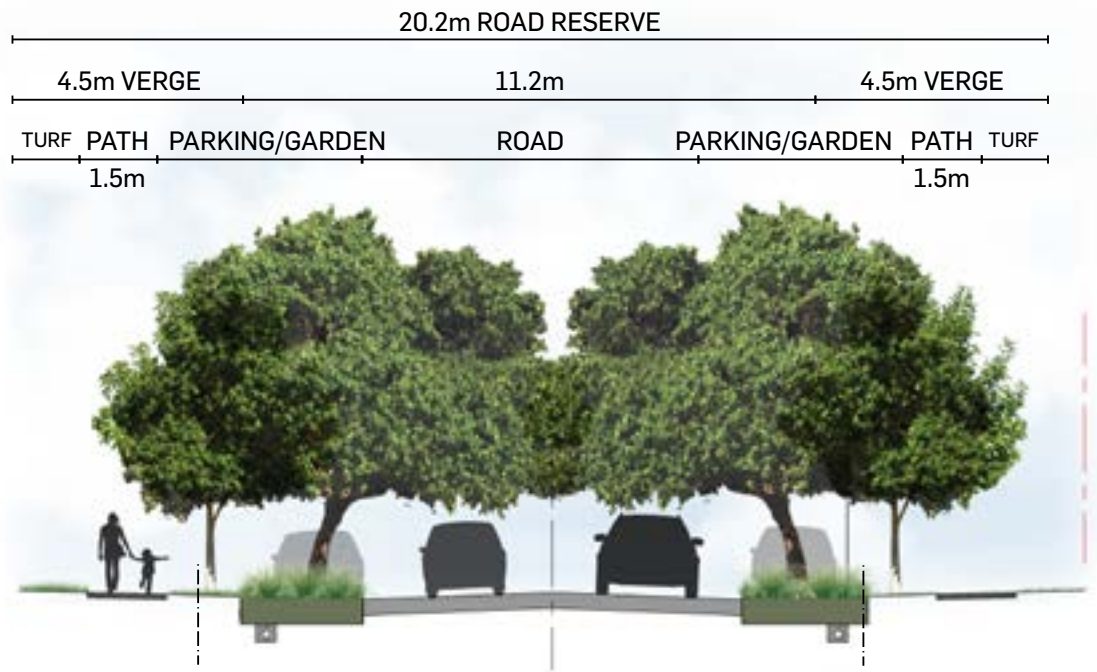
One of the primary benefits of integrating shade in streetscapes is the reduction of the urban heat island effect. This effect occurs when cities and towns experience significantly higher temperatures than surrounding rural areas due to human activities. With increasing urbanization, the urban heat island effect is becoming a significant problem in many cities worldwide. However, the provision of shade can help to mitigate this effect, as it reduces the amount of direct sunlight hitting the ground and buildings.



An Avenues of Fig Trees with the integration of build outs are proposed along the above streets.

## CONNECTED TREE CANOPY FOR MAXIMUM SHADE

Maximizing street tree shade canopy can provide the best long-term outcome for users and create a destination precinct. While achieving maximum coverage may require additional upfront costs and maintenance, it can result in significant benefits such as reducing the heat island effect, improving air quality, enhancing the urban landscape, and increasing pedestrian and bicycle usage.



Note:  
The Integration of build outs will provide additional opportunities for tree planting and should be considered within the urban greening strategy.



# 04 MOVEMENT STRATEGY



# MOVEMENT STRATEGY

## ROAD HIERARCHY, PEDESTRIAN AND CYCLE CONNECTION

The following road hierarchy and pedestrian and cycle connection plan illustrates how the open space will be linked across Stages 8-14 for Context Area 3 South.

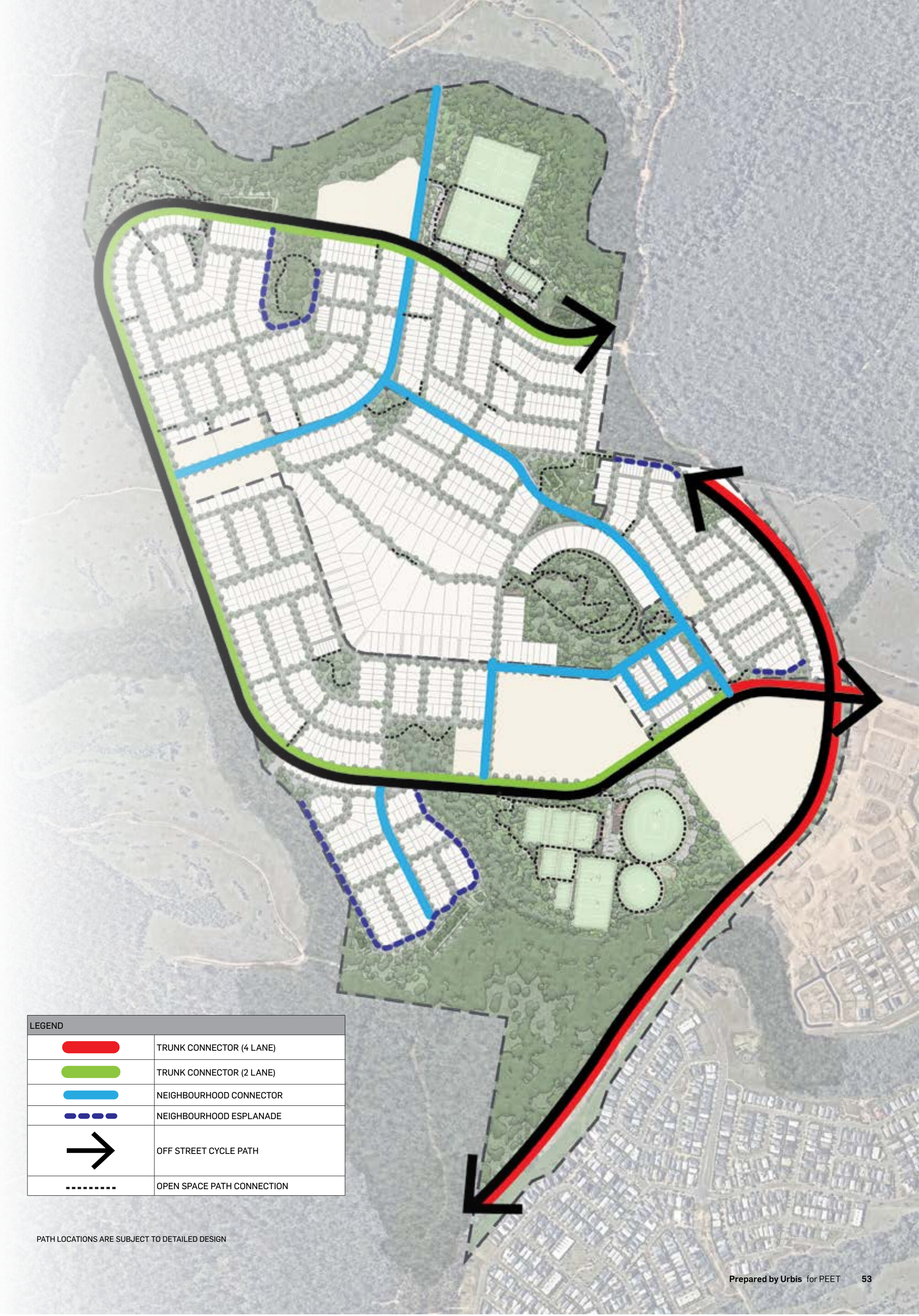
The network maximises the use of Creek Corridors and Open Space to provide key links with in the neighbourhoods and direct access to the commercial hub, school and medium density sites.

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



LEGEND	
	TRUNK CONNECTOR (4 LANE)
	TRUNK CONNECTOR (2 LANE)
	NEIGHBOURHOOD CONNECTOR
	NEIGHBOURHOOD ESPLANADE
	OFF STREET CYCLE PATH
	OPEN SPACE PATH CONNECTION

PATH LOCATIONS ARE SUBJECT TO DETAILED DESIGN





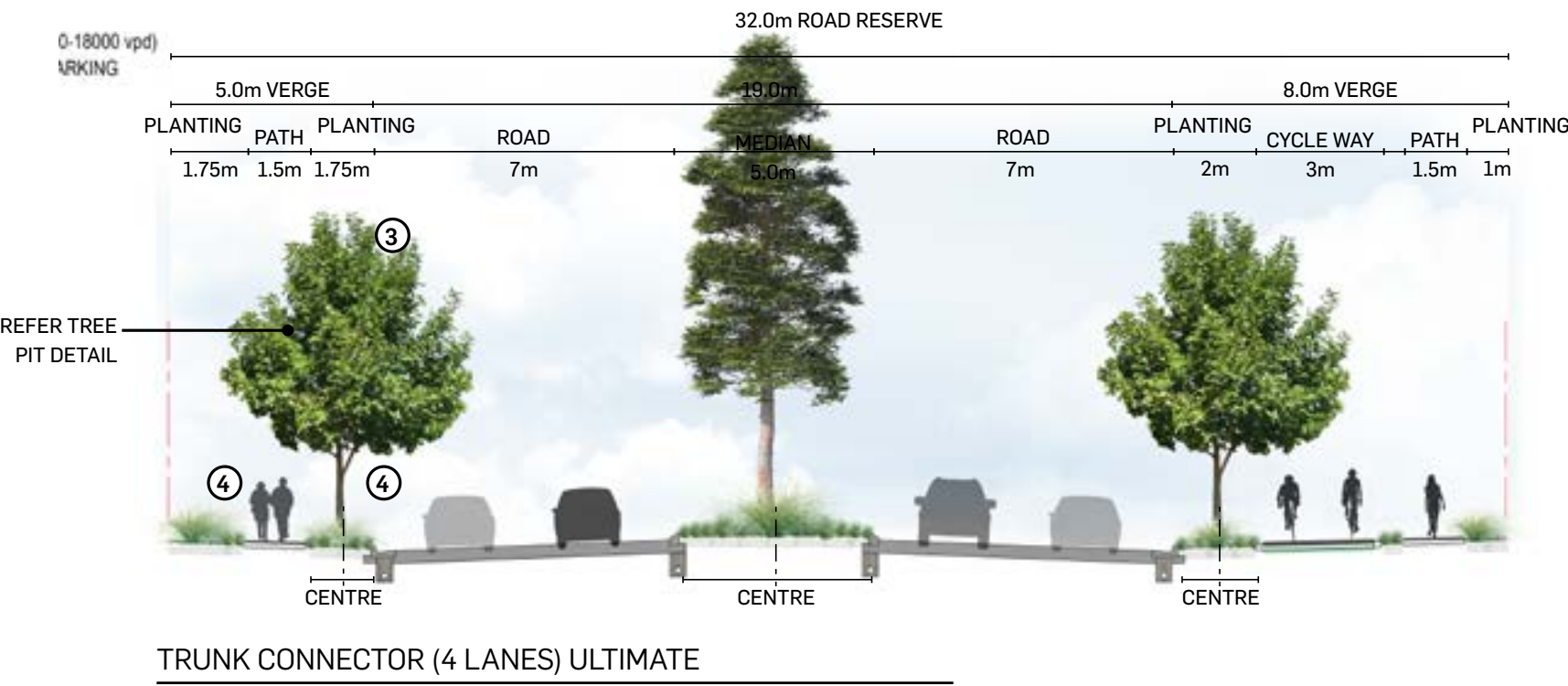
# INDICATIVE STREETSCAPE SECTIONS (NTS)

## GENERAL NOTES:

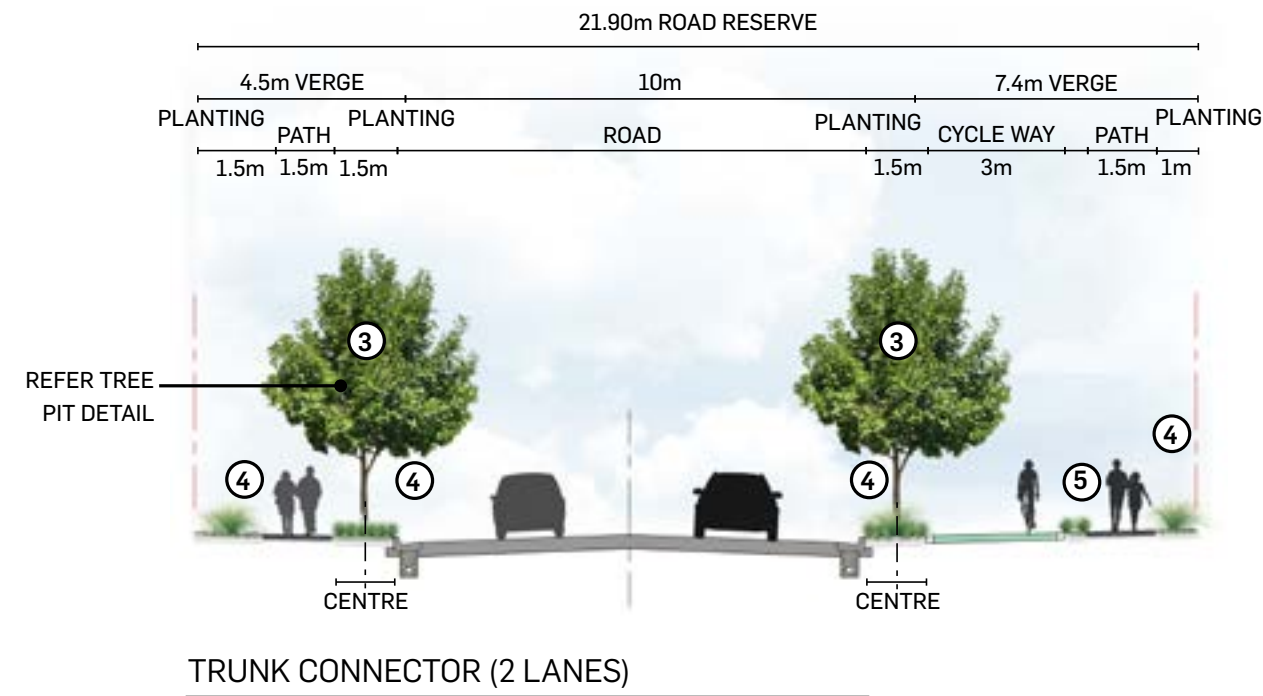
- ① Trees on average at 7m centres, subject to services
- ② Trees on average at 8m centres, subject to services
- ③ Trees at 8m centres in garden beds only, subject to services
- ④ Intermittent planting to match flagstonian drive. I.E. Area 75% planting / 25% turf (subject to services).
- ⑤ Separation 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.



## TRUNK CONNECTOR (4-LANE)



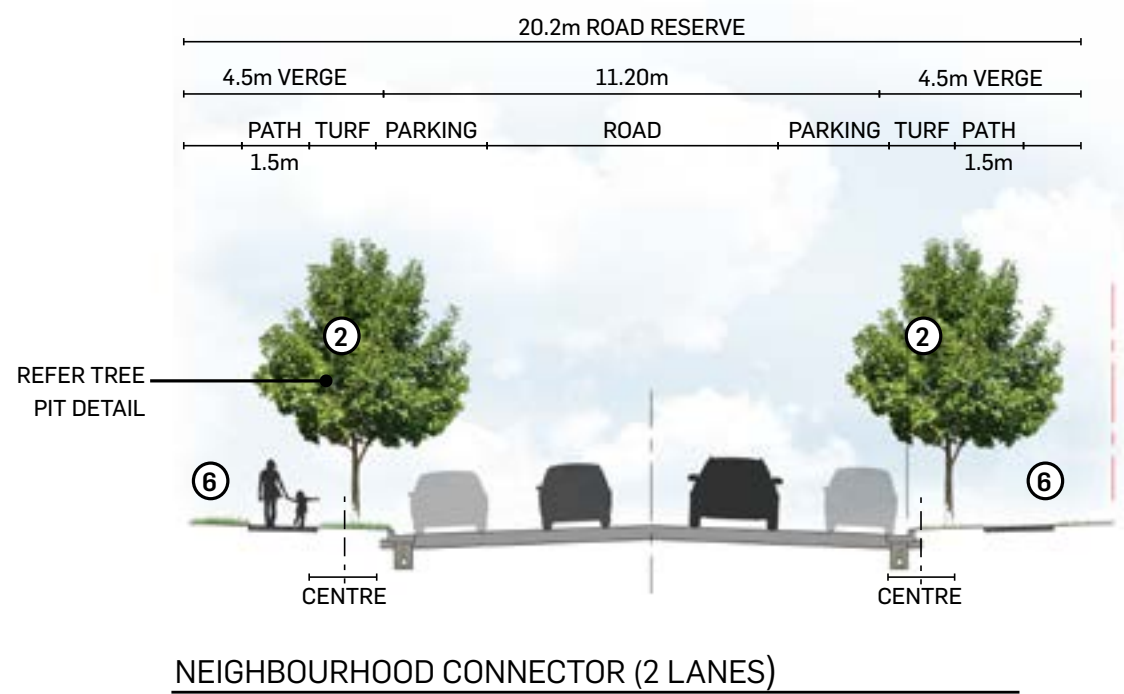
## TRUNK CONNECTOR (2-LANE)





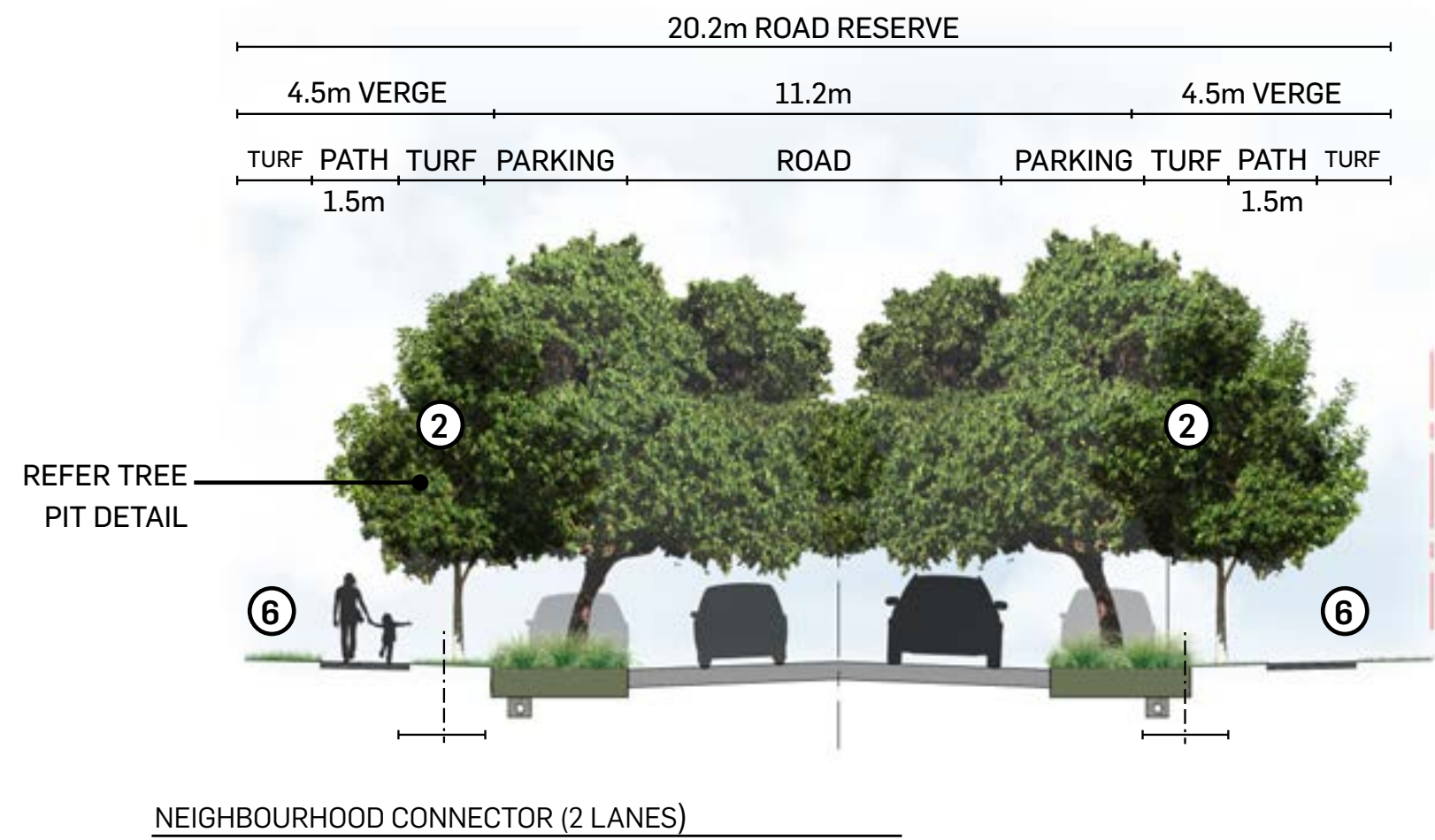
# NEIGHBOURHOOD CONNECTOR

## STANDARD APPROACH



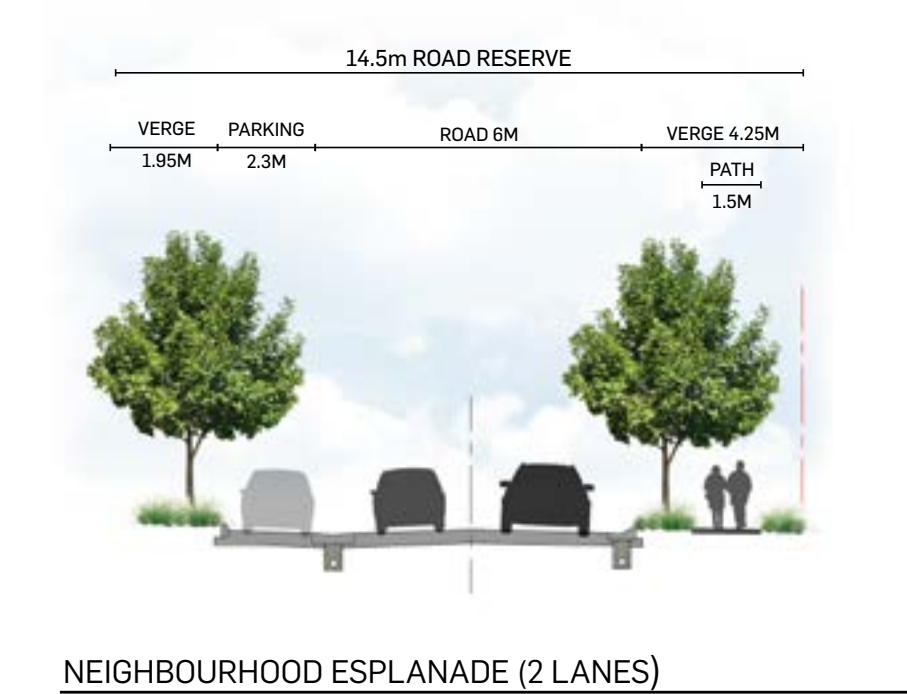
## OPTIMAL APPROACH - TO ALIGN WITH CITY GREENING STRATEGY

Create opportunities for additional trees planting. I.e. through built outs within car parking lanes.



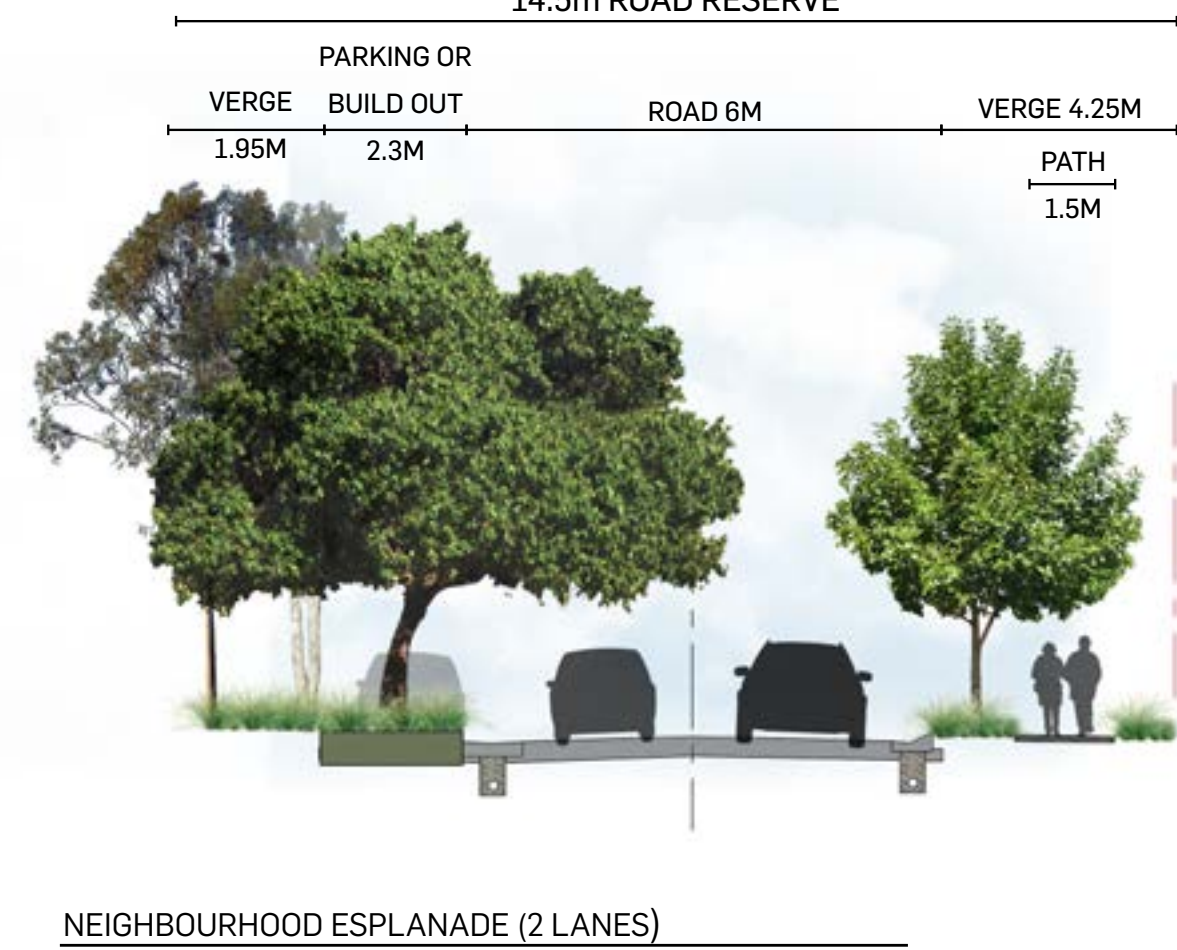
# NEIGHBOURHOOD ESPLANADE

## STANDARD APPROACH



## OPTIMAL APPROACH - TO ALIGN WITH CITY GREENING STRATEGY

Create opportunities for additional trees planting. I.e. through built outs within car parking lanes.





# 05 PLANTING STRATEGY



# STREET TREE STRATEGY

## STREET TREE MASTERPLAN


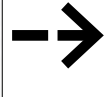


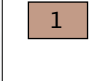
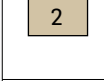
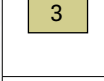
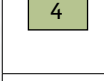
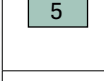
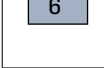
The following street tree strategy identifies the key boulevards and neighbourhood precincts through Context Area 3.

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 CA3 South is shown in the plant palette overleaf, with a minimum of two 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 CA3 South, assisting in general way-finding and celebrating key sight lines and vistas.



LEGEND	
	PRIMARY BOULEVARD <ul style="list-style-type: none"><li>• <i>AGATHIS robusta</i> &amp; <i>Araucaria</i> sp</li></ul>
	GREEN BOULEVARD <ul style="list-style-type: none"><li>• <i>WATERHOUSEA floribunda</i></li><li>• <i>FLINDERSIA brayleyana</i></li><li>• <i>FICUS macrophylla</i></li><li>• <i>TRISTANIOPSIS laurina</i></li></ul>
	LOOP ROAD/ CONNECTOR ROAD <ul style="list-style-type: none"><li>• <i>GREVILLEA robusta</i></li><li>• <i>MELALEUCA quinquenervia</i></li></ul>
	RIDGE ROAD <ul style="list-style-type: none"><li>• <i>LOPHOSTEMON confertus</i></li><li>• <i>FICUS macrophylla</i></li></ul>
	NEIGHBOURHOOD TREE MIX 1 <ul style="list-style-type: none"><li>• <i>CUPANIOPSIS anacardioides</i></li><li>• <i>BUCKINGHAMIA celsissima</i></li></ul>
	NEIGHBOURHOOD TREE MIX 2 <ul style="list-style-type: none"><li>• <i>MELALEUCA quinquenervia</i></li><li>• <i>BACKHOUSIA citriodora</i></li></ul>
	NEIGHBOURHOOD TREE MIX 3 <ul style="list-style-type: none"><li>• <i>ELAEOCARPUS obovatus</i></li><li>• <i>BUCKINGHAMIA celsissima</i></li></ul>
	NEIGHBOURHOOD TREE MIX 4 <ul style="list-style-type: none"><li>• <i>LOPHOSTEMON confertus</i></li><li>• <i>ELAEOCARPUS obovatus</i></li></ul>
	NEIGHBOURHOOD TREE MIX 5 <ul style="list-style-type: none"><li>• <i>FLINDERSIA brayleyana</i></li><li>• <i>TRISTANIOPSIS laurina</i></li></ul>
	NEIGHBOURHOOD TREE MIX 6 <ul style="list-style-type: none"><li>• <i>HARPULLIA pendula</i></li><li>• <i>BUCKINGHAMIA celsissima</i></li></ul>







# PLANTING STRATEGY

## PROVEN TREE PALETTE

Below trees species are proven to grow in the climatic conditions at Flagstone.



TREES			Native	Zones
01	<i>CUPANIOPSIS anacardioides</i>	Tuckeroo	✓	Mix 01
02	<i>BUCKINGHAMIA celsissima</i>	Ivory Curl Tree		Mix 01,03,06
03	<i>MELALEUCA quinquenervia</i>	Paperbark Tree		Loop Road, Mix 02
04	<i>BACKHOUSIA citriodora</i>	Lemon Myrtle		Mix 02
05	<i>ELAEOCARPUS obovatus</i>	Hard Quandong		Mix 03, 04
06	<i>LOPHOSTEMON confertus</i>	Brush Box		Ridge Road, Mix 04
07	<i>FLINDERSIA brayleyana</i>	Queensland Maple		Green Blvd, Mix 05
08	<i>TRISTANOPSIS laurina</i>	Water gum		Green Blvd, Mix 05
09	<i>HARPULLIA pendula</i>	Tulipwood		Mix 06
10	<i>AGATHIS robusta</i>	Kauri Pine		Primary Blvd
11	<i>ARAUCARIA sp</i>	Norfolk Pines		Primary Blvd
12	<i>WATERHOUSEA floribunda</i>	Weeping lily Pily		Green Blvd
13	<i>FICUS macrophylla</i>	Moreton Bay Fig		Green Blvd, Ridge Road
14	<i>GREVILLEA robusta</i>	Silky Oak		Loop Road





# PLANTING STRATEGY

## PROVEN UNDERSTOREY PALETTE

Below groundcover species are proven to grow in the climatic conditions at Flagstone.



01



03



05



07



09



02



04



06



08



10

### SHRUBS

01	<i>LOMANDRA Hystrix</i>	Mat Rush
02	<i>SYZYGIUM australe</i>	Lily Pily
03	<i>GREVILLEA 'Robyn Gordon'</i>	Robyn Gordon
04	<i>WESTRINGIA fruticosa</i>	Coastal Rosemary
05	<i>DIETES bicolor</i>	Fortnight lily
06	<i>DORYANTHES excelsa</i>	Gymea Lily

### GROUNDCOVERS / CLIMBERS

07	<i>MYOPORUM ellipticum</i>	Coastal boobiala
08	<i>FICINIA nodosa</i>	Knobby Club-Rush
09	<i>LIRIOPE 'Evergreen Giant'</i>	Evergreen Giant
10	<i>PITTOSPORUM 'Miss Muffet'</i>	Miss Muffet





# PLANTING STRATEGY

## ADDITIONAL PLANT PALETTE - PRE CLEARED

Within the context the existing vegetation and ecosystems in the area has been considered. Flagstone has a rich biodiversity of Broad Vegetation Groups (BVG) and regional ecosystems. Prior to clearing, the landscape was dominated by two vegetation groups - Woodland (RE 12.9-10.7) and Open Forest (RE12.9-10.2).



NATIVE TREE SPECIES		
01	<i>EUCALYPTUS crebra</i>	Narrow-Leaved Iron Bark
02	<i>EUCALYPTUS tereticornis</i>	Blue Gum
03	<i>CORYMBIA tessellaris</i>	Moreton Bay Ash
04	<i>ANGOPHORA spp</i>	Rusty Gum
05	<i>EUCALYPTUS melanophloia</i>	Silver-Leaved Ironbark
06	<i>CORYMBIA citriodora</i>	Lemon Scented Gum
07	<i>EUCALYPTUS moluccana</i>	Grey Box Gum
08	<i>EUCALYPTUS acmenoides</i>	White Mahogany
09	<i>EUCALYPTUS siderophloia</i>	Northern Grey Ironbark



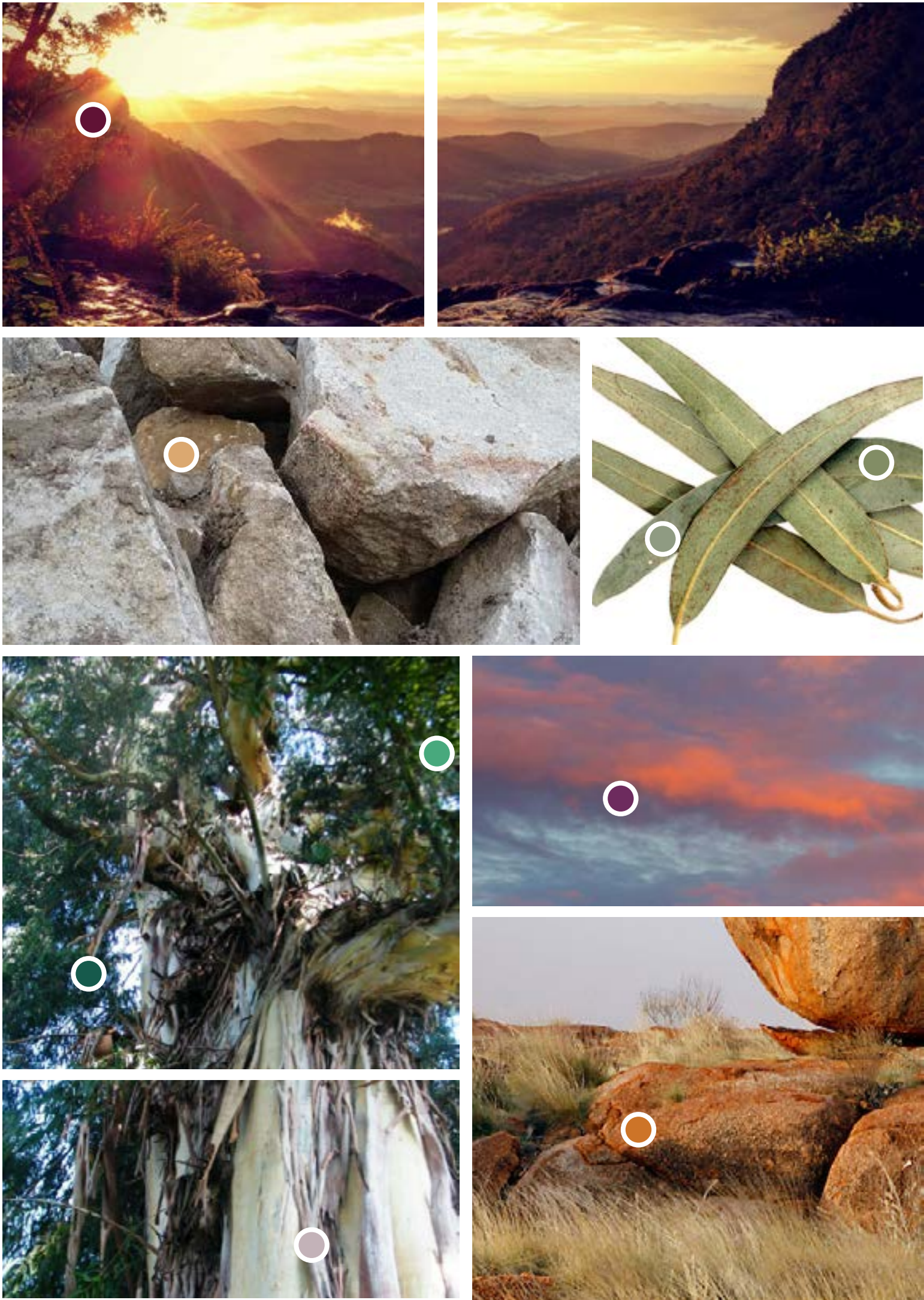
# 06 MATERIALS PALETTE





# 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 i.e.. 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

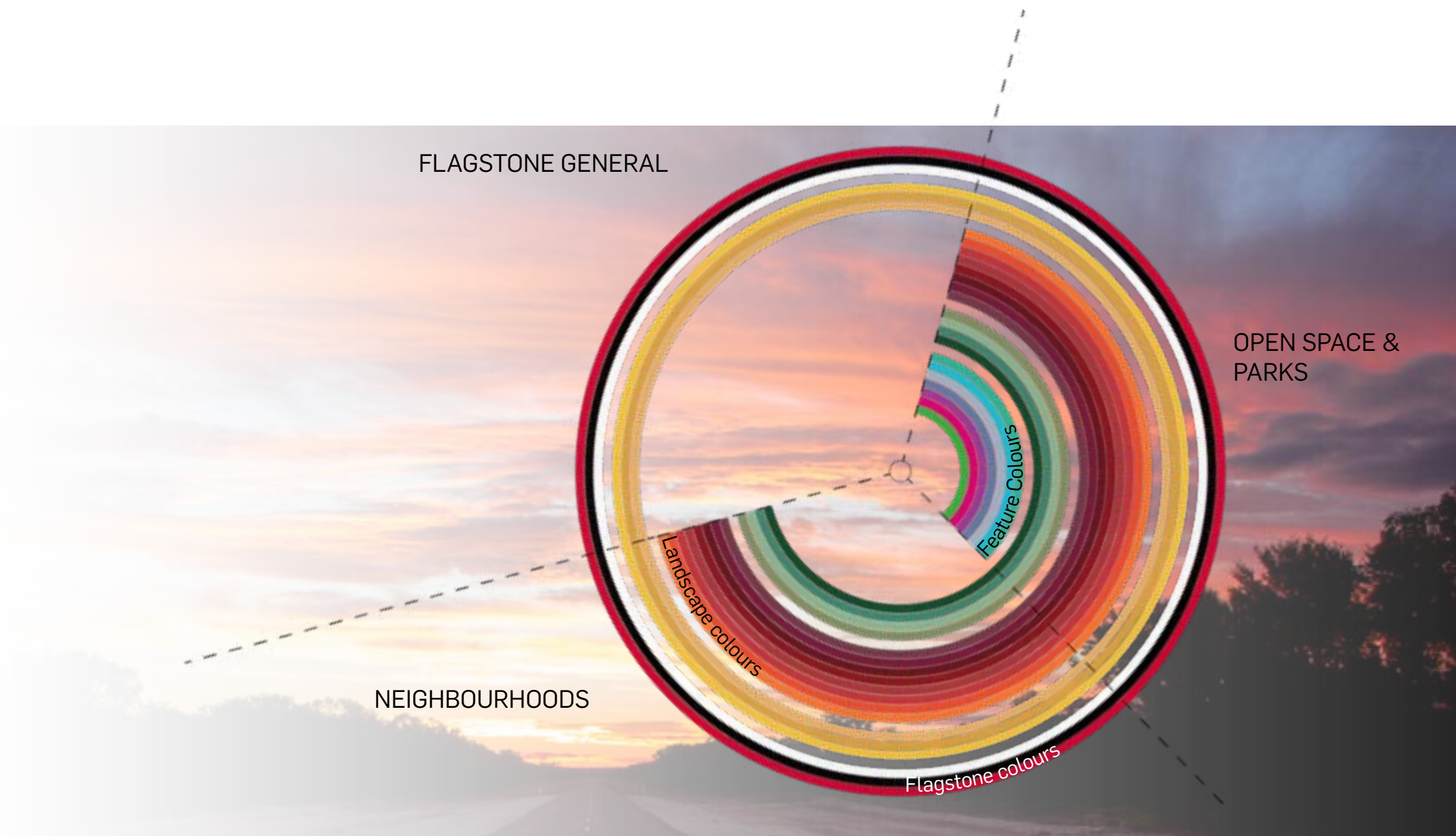


A spectrum of colours inspired by the Flagstone vision and character imagery, will be used to define different neighbourhoods across the development. The colours reflect the earth and sky and will be applied to entry walls, ADO's and other neighbourhood specific landscape features.

### 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

## HARDSCAPE & SOFTSCAPE



The hardscape finishes and detail will create a unique public setting that uses colour, texture and form to drive fluidity in the ground-plane. The design and application of materials throughout the public realm will be characterised by a range of materials that enhance the essence of the various spaces and complement any adjoining architecture.

- Material selection and detailing will be driven by qualities including:
  - Unique combinations of materials
  - Unit sizes to create grain that supports spacial form
  - Variation in finishes to add tone and texture whilst maintaining cohesion
  - Climatically responsive materials that reduce heat and glare
  - Robust, low maintenance material selection for all elements
- This robustness of materials would be achieved through the use of natural, sustainable material such as Australian hardwood timbers and locally sourced pine (where appropriate), porous, bush-trail bitumen products, instead of decomposed granite, and powder-coated mild steel work, in replace of corten steel



07

# LANDSCAPE DETAILS









# LANDSCAPE DETAILS

## PASSIVE IRRIGATION DESIGN COMPONENTS

Refer to the CRC for Water Sensitive Cities - 'Designing for a Cool City: Guidelines for passively irrigated landscapes'.

### Design characteristics of self-watered landscapes for a cool city

Well designed self-watered landscapes successfully achieve the following key principles:

1. **Harvesting water** = Water must be able to get into the landscape passively (without the use of energy).
2. **Improved soil moisture** = There must be an ability for the landscape to soak water into the soil media (either from a surface or subsurface storage volume). This should ensure that an aerobic zone is always provided for the tree (e.g. ensure the top 400-500 mm of soil is free draining in all circumstances).
3. **Creating room to grow** = There should be adequate soil volume and soil quality to support the intended landscape.

These design principles need to be considered early in the design process as the location, size and spacing of systems will have an influence on the amount of water they receive and thus soil moisture.



Figure 9 – Representation of the 3 key design principles for self-watered landscapes –

1. Passive irrigation
2. Soil moisture
3. Soil volume for both street trees (top) and wicking lawns (bottom)

