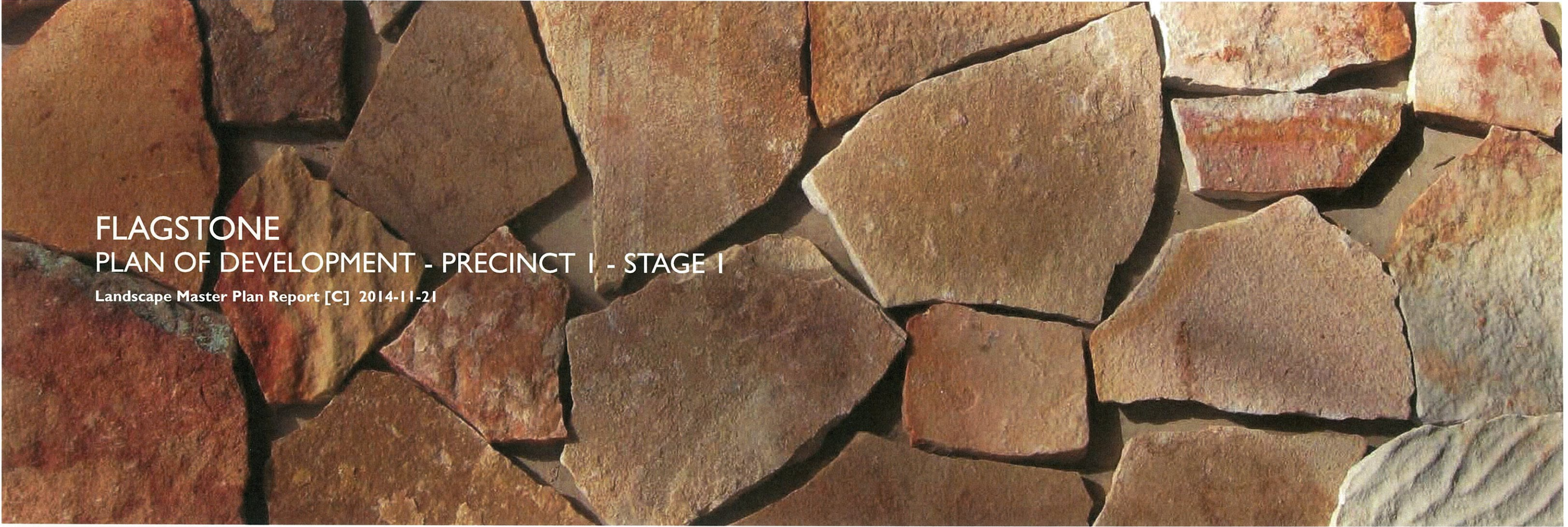
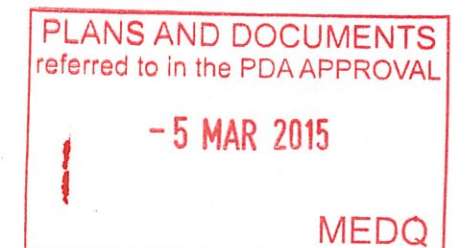




FLAGSTONE PLAN OF DEVELOPMENT - PRECINCT I - STAGE I

Landscape Master Plan Report [C] 2014-11-21



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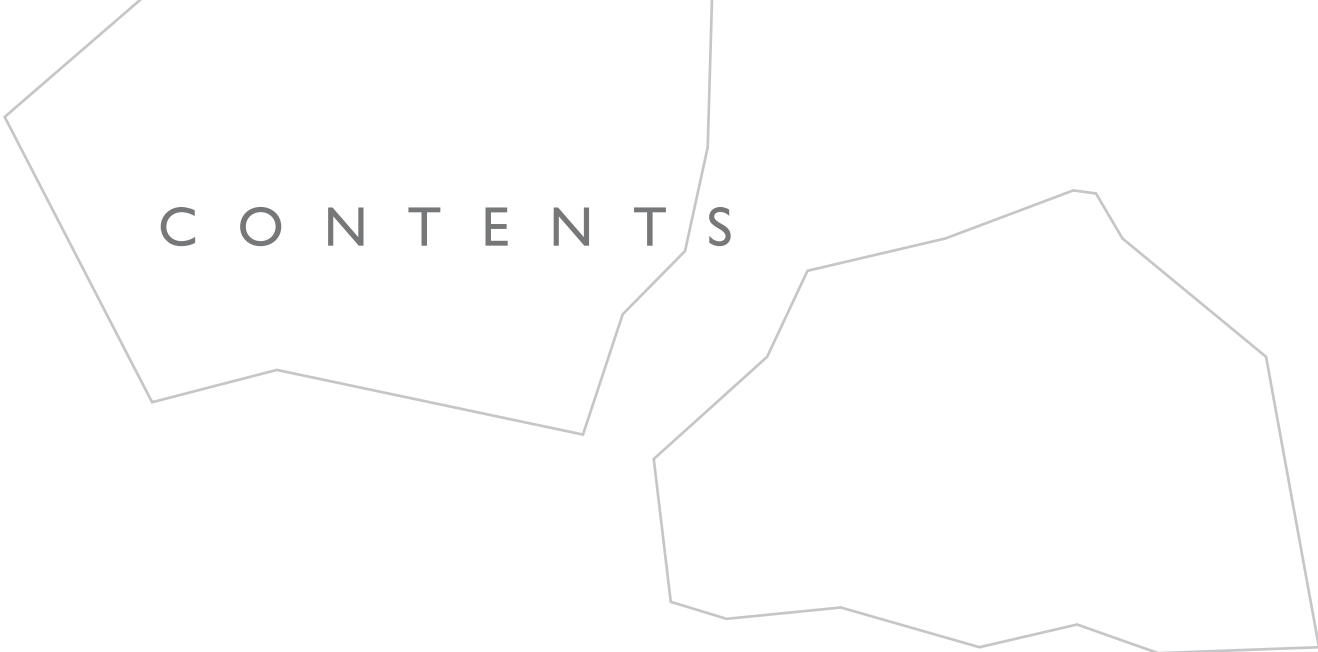
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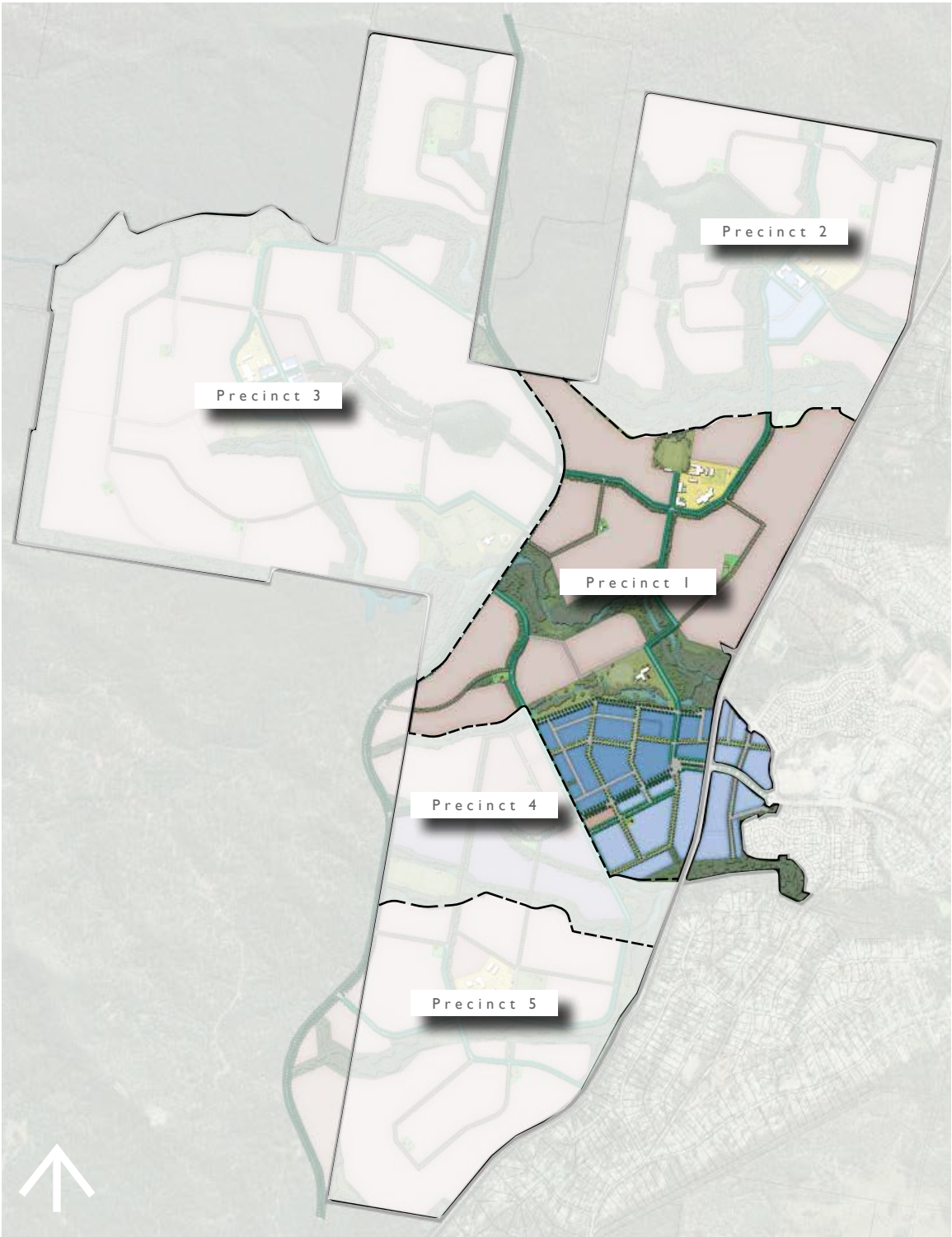
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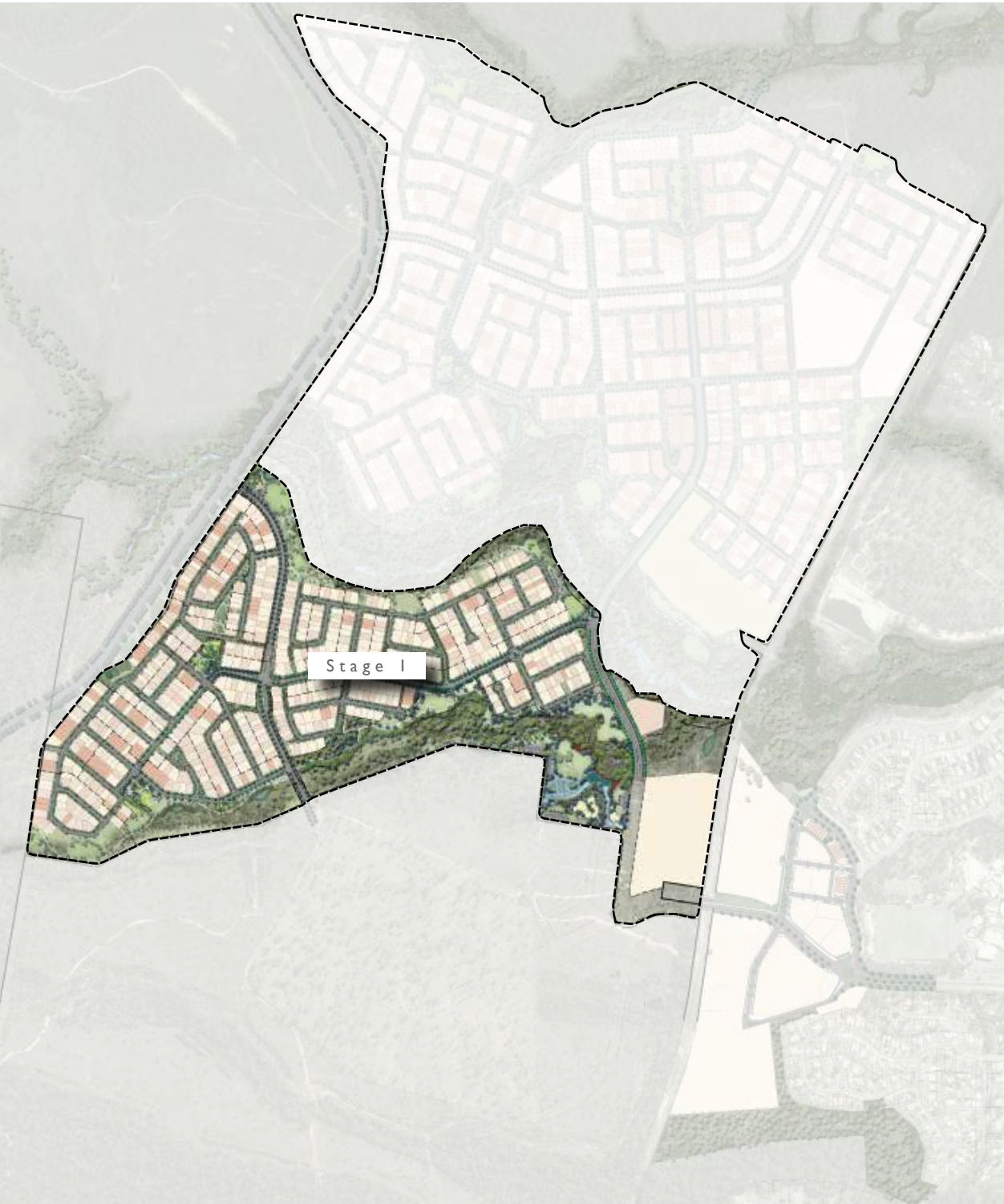
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I.0 MASTER PLAN

I.1 PEET FLAGSTONE UDA MASTER PLAN



I.2 PRECINCT AREA I - STAGE I



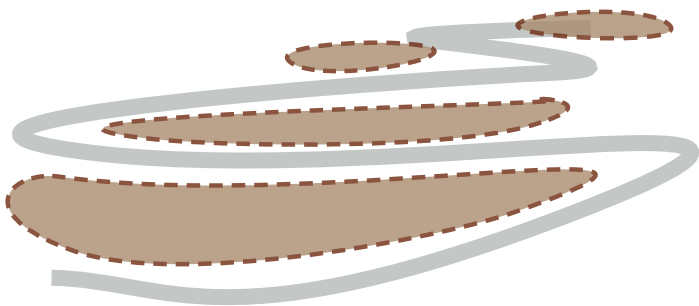
2.0 LANDSCAPE STATEMENT OF INTENT

2.1 LANDSCAPE VISION

The borrowed landscape - framing outlooks and exploiting topography to orientate and capture the essence of the regional setting, rather than adding new elements that overtake the existing.

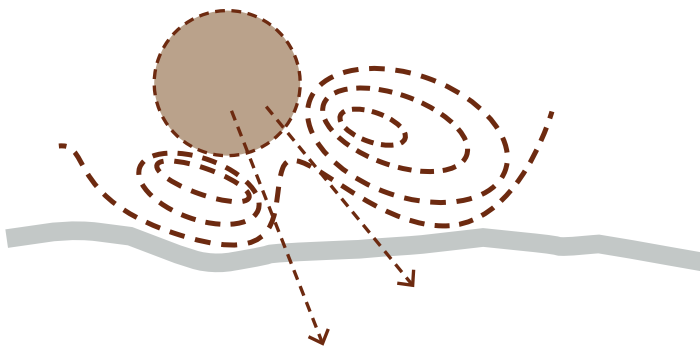
2.2 LANDSCAPE PRINCIPLES

Four overarching Landscape Principles have been developed to guide the open space outcomes in a unified and consistent manner across the Flagstone open space network. The Landscape Principles are distinctive and specific to the lifestyle and context of the greater scenic rim and the Flagstone locale itself. These principles apply to the Flagstone open space network at both a macro and micro scale across all types of open space. The Flagstone Landscape Principles will support a diverse mix of uses and facilities by creating a defined underlying character that gives a sense of a strong and connected community through its biggest asset, the high quality open space network.



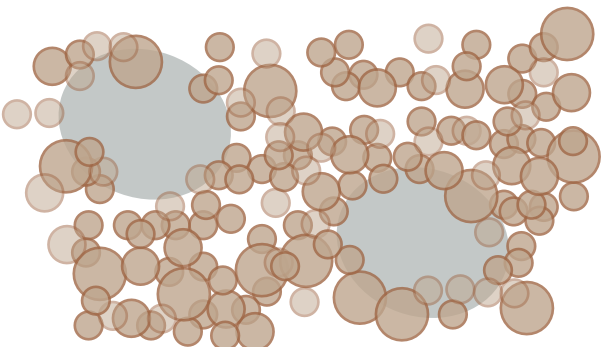
ADVENTURE AND DISCOVERY

Creating a sense of adventure in both feeling and through visuals. Creating sporting and recreation facilities for active people seeking outdoor offerings that are grand in scale whilst still providing unique opportunities. A place for residents and visitors to enjoy the outdoors by providing activities that are both child and adult oriented based largely upon on tactile responses, i.e. climb, roll, crawl.



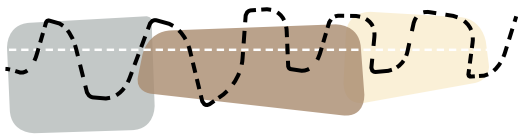
OUTLOOK

The Flagstone site is blessed with equal measures of tree lined ridge lines and tree and creek filled gullies creating hilltop views, long and inspiring vistas, and panoramic views. Beacons will be created in specific open space locations to help connect various precincts of the development together along the linear trail.



NATURE BASED RECREATION

Recreation and the natural environment will have a strong relationship through integration of activities within retained and protected vegetation.



LINEAR RECREATION

A network of connected linear recreation parks will provide locals and visitors with an extensive area to undertake a wide range of outdoor activities. The linear recreation network will cater to mountain biking, bush walking and horse riding, all activities that will come to define the lifestyle available in the Flagstone community.



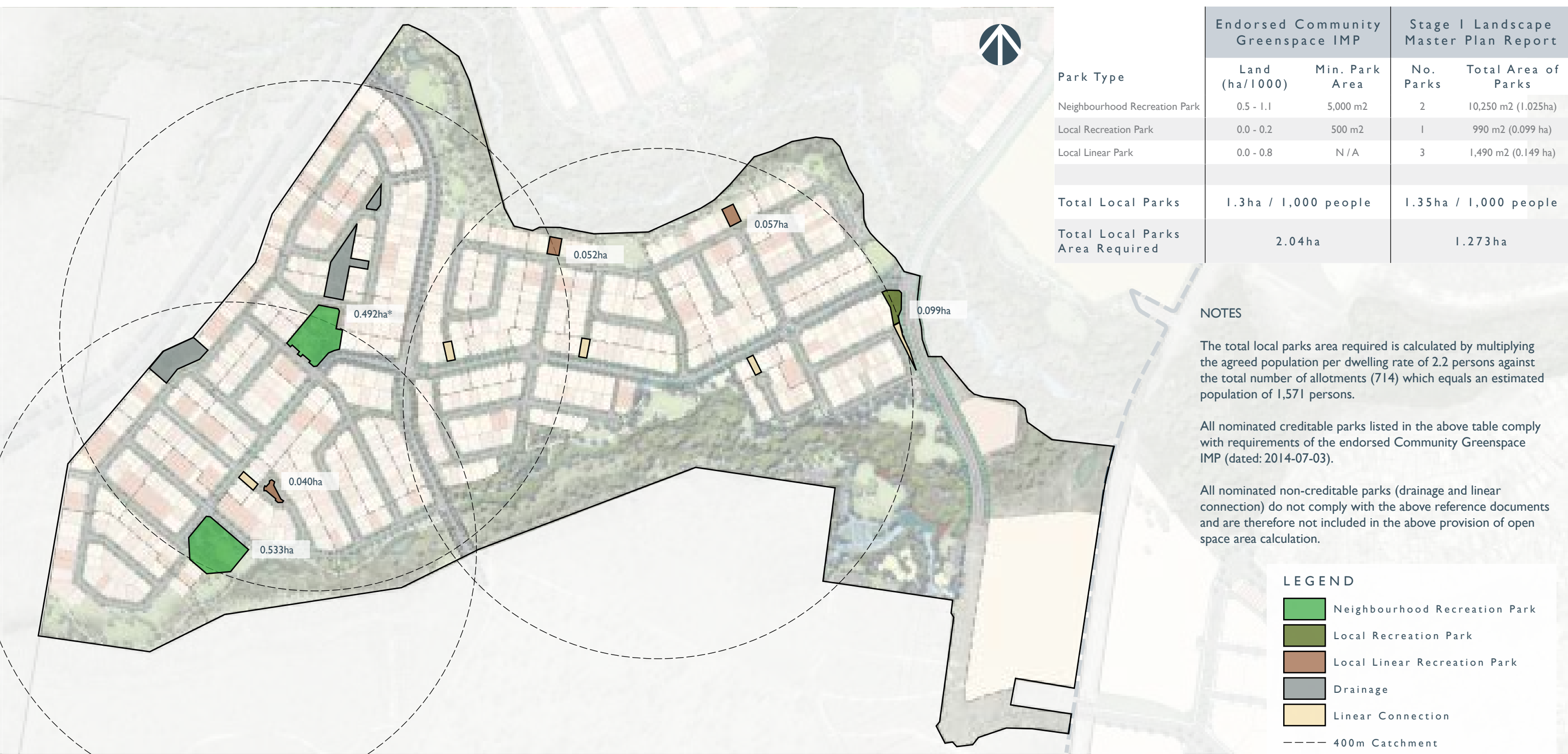
3.0 COMMUNITY GREEN SPACE

3.1 LANDSCAPE MASTER PLAN



3.0 COMMUNITY GREEN SPACE

3.2 LANDSCAPE STRUCTURE - LOCAL PARKS



* Although the boundaries creating this park do not technically comply with the minimum 5,000m2 size requirement, it has been classified as a Neighbourhood Recreation Park given its minor shortfall. Further, the addition of the surrounding streetscape will make the park larger ensuring from boundary to boundary it will achieve a minimum 5,000m2 size.

3.0 COMMUNITY GREEN SPACE

3.3 LANDSCAPE STRUCTURE - UDA INFRASTRUCTURE



3.0 COMMUNITY GREEN SPACE

3.4 WSUD NETWORK



3.0 COMMUNITY GREEN SPACE

3.5 PEDESTRIAN AND CYCLE NETWORK



3.0 COMMUNITY GREEN SPACE

3.6 MULTI-USE TRAIL

The multi-use trail will be a defining resource of the Flagstone development tying together the landscape vision and principles into an interactive and extensive public open space. The design of the trail will be strongly influenced by the vision of the ‘borrowed landscape’ - it will celebrate the existing natural vegetation and topography while promoting an outdoor lifestyle.

The trails will be designed to ensure that the principles of adventure and discovery are experienced throughout their length. Integration of the trails into the natural environment will be undertaken with minimal alterations to the existing surroundings thus creating an authentic experience of the natural environment.

The variety in activities, as well as the extent of the trails, will encourage both locals and visitors to experience the natural landscape of Flagstone, ensuring a strong connection to the greater Scenic Rim Region is maintained throughout Flagstone’s growth.



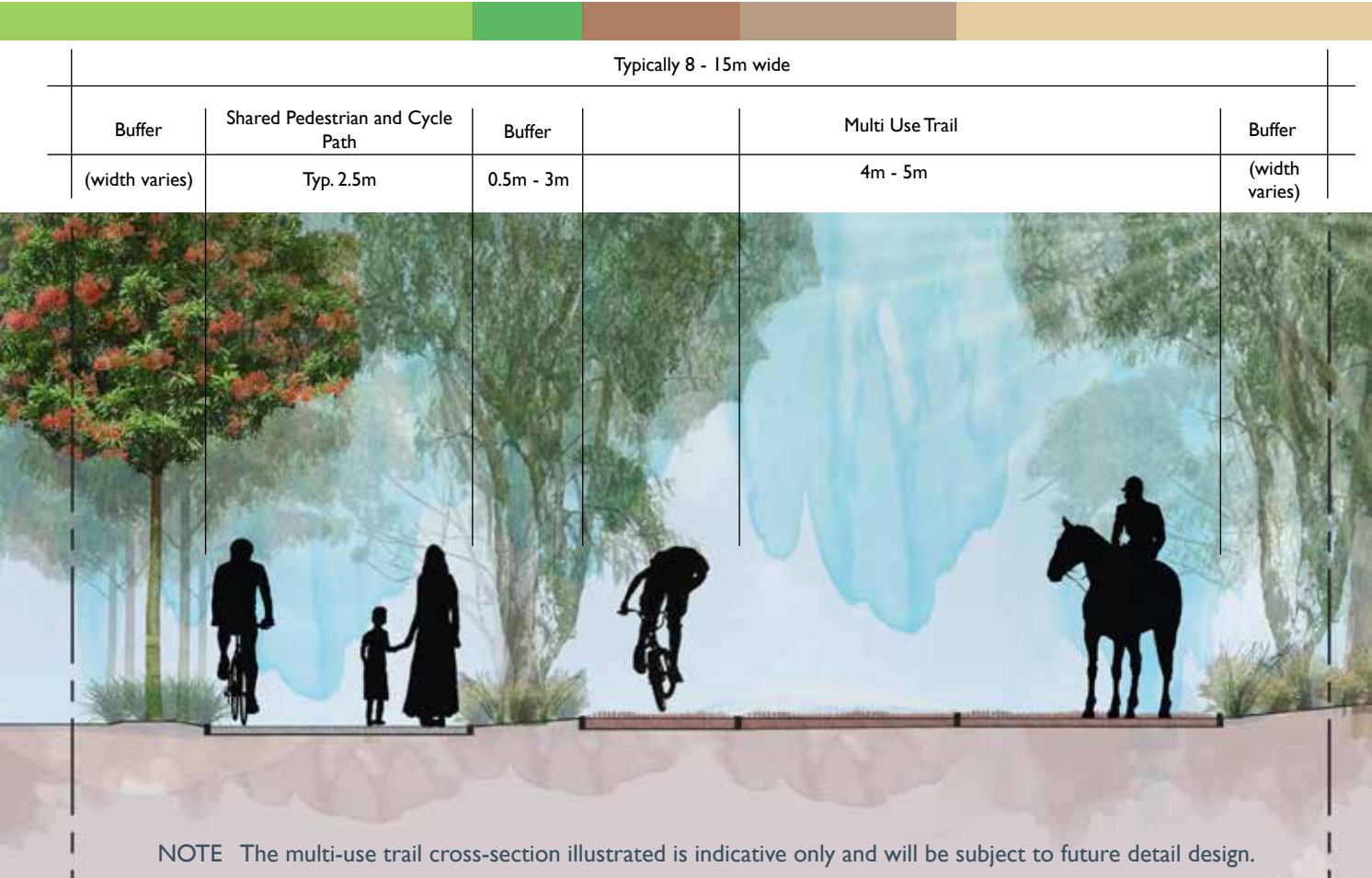
SHARED PATHWAY



MOUNTAIN BIKE TRAIL

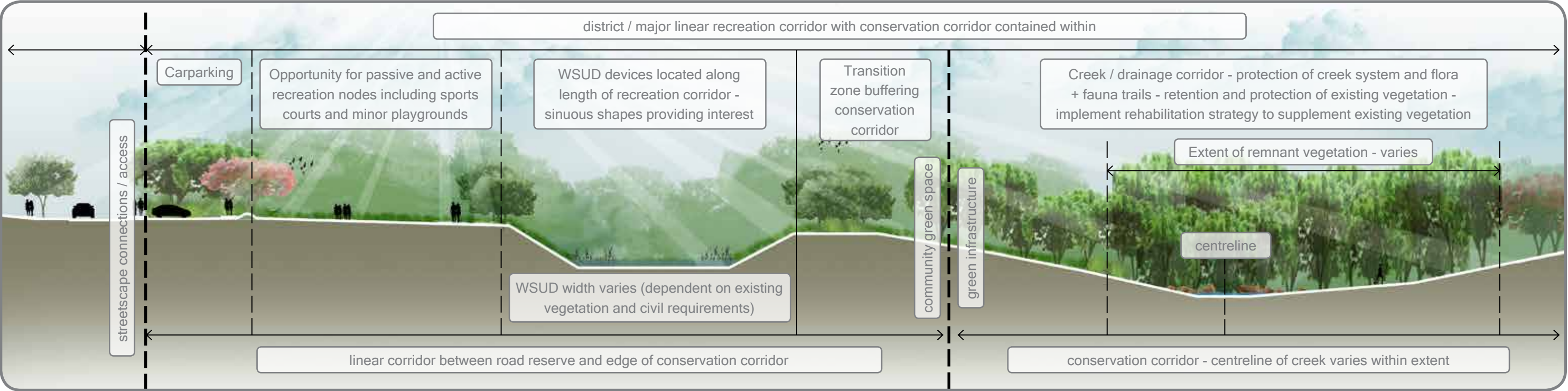


BRIDLE TRAIL

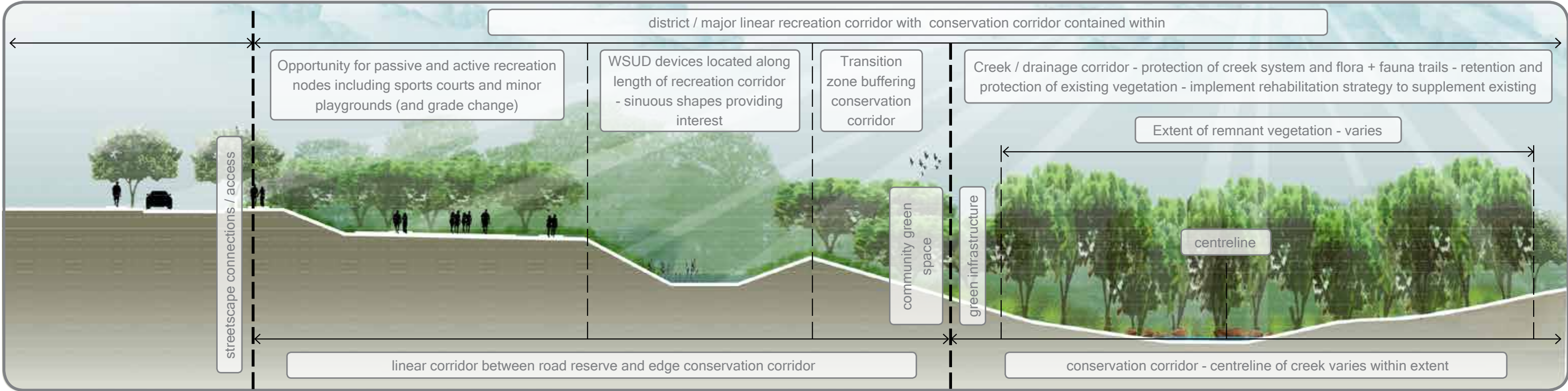


3.0 C O M M U N I T Y G R E E N S P A C E

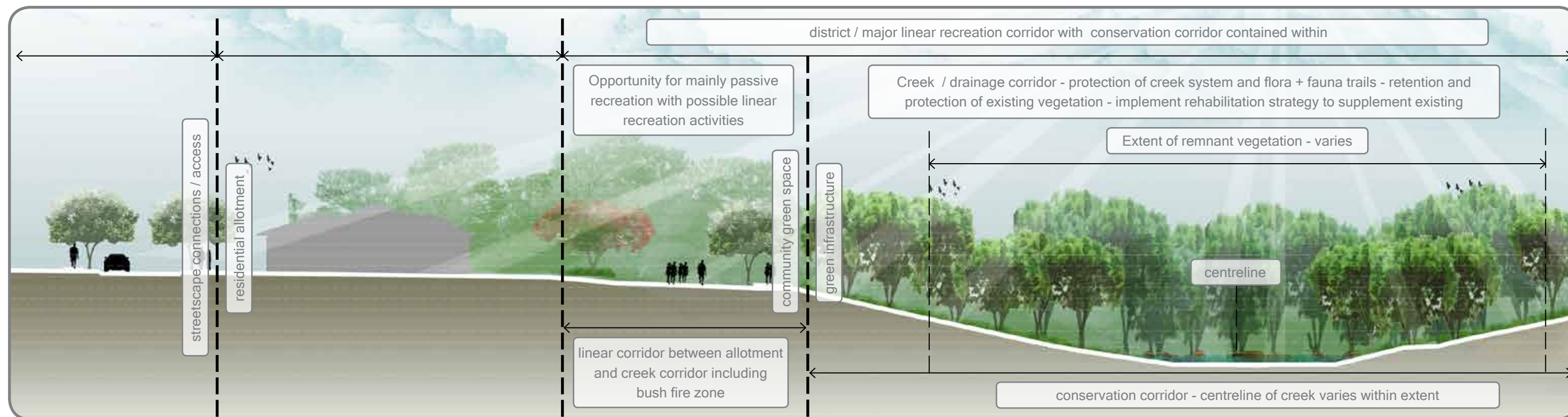
3.7 NATURAL ENVIRONMENT OSS BUFFERS AND INTERFACES SECTIONS



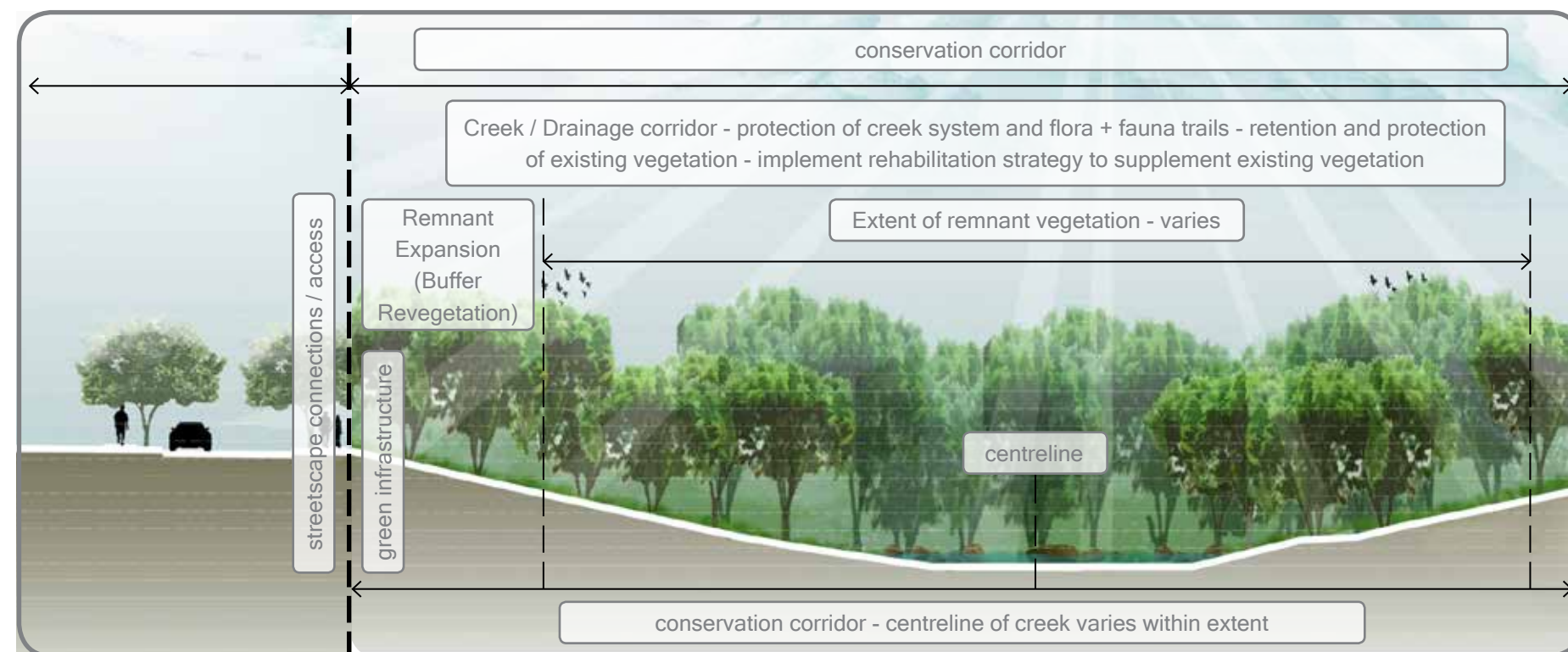
Cross Section 1 - Typical Buffer Treatment



Cross Section 2 - Typical Buffer Treatment



Cross Section 3 - Typical Buffer Treatment



Cross Section 4 - Conservation Corridor Interface - Typical Buffer Treatment

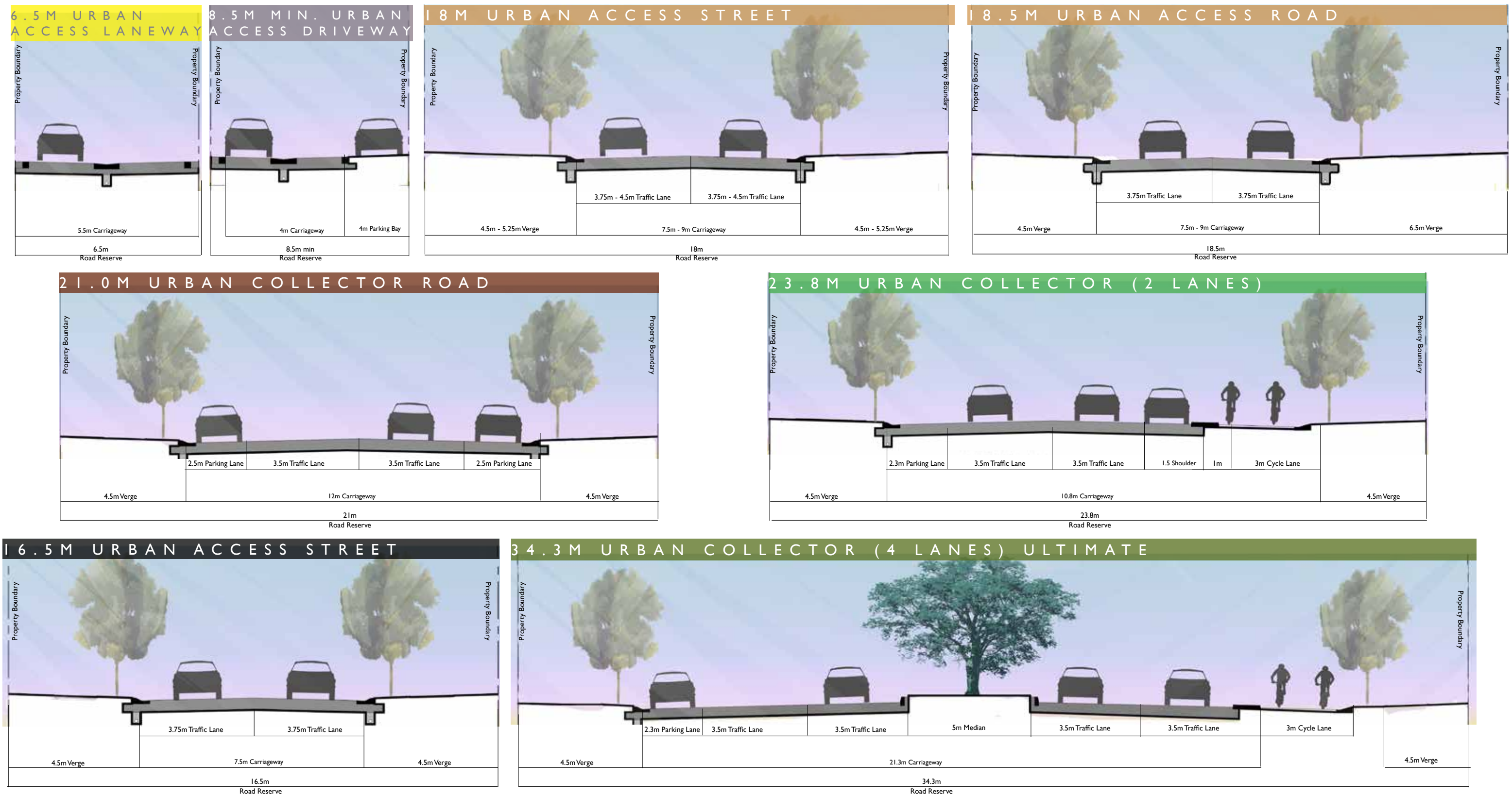
3.0 COMMUNITY GREEN SPACE

3.8 ROAD HIERARCHY



3.0 COMMUNITY GREEN SPACE

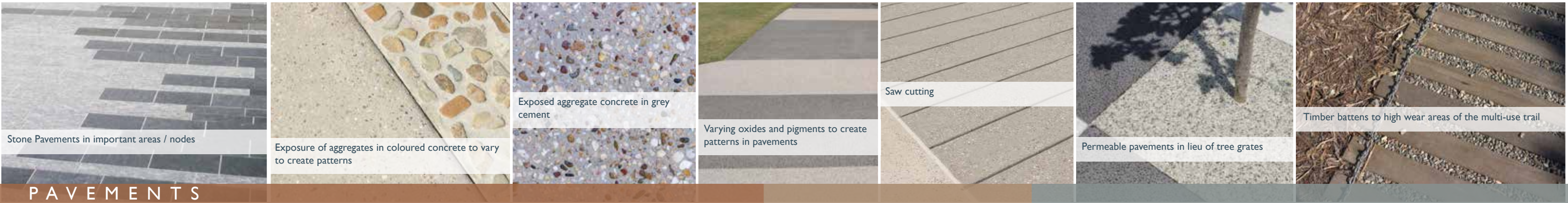
3.9 ROAD HIERARCHY - TYPICAL CROSS SECTIONS



3.0 COMMUNITY GREEN SPACE

3.10 INDICATIVE LANDSCAPE MATERIALS PALETTE

The material palette will form the base of developing the overall character of Flagstone. A cohesive and refined selection of materials will ensure that each stage has its own independent character while still fitting in with the overall Flagstone development. Material selection will highlight and celebrate the character of the local surrounding landscape, while also ensuring the creation of an engaging public realm. The use of contrasting materials, finishes, colours and textures will provide a scheme that will gain character with age and use, allowing each stage to develop a unique and identifiable character.



NOTE The furniture palette illustrated is indicative only and subject to detailed design.

3.0 COMMUNITY GREEN SPACE

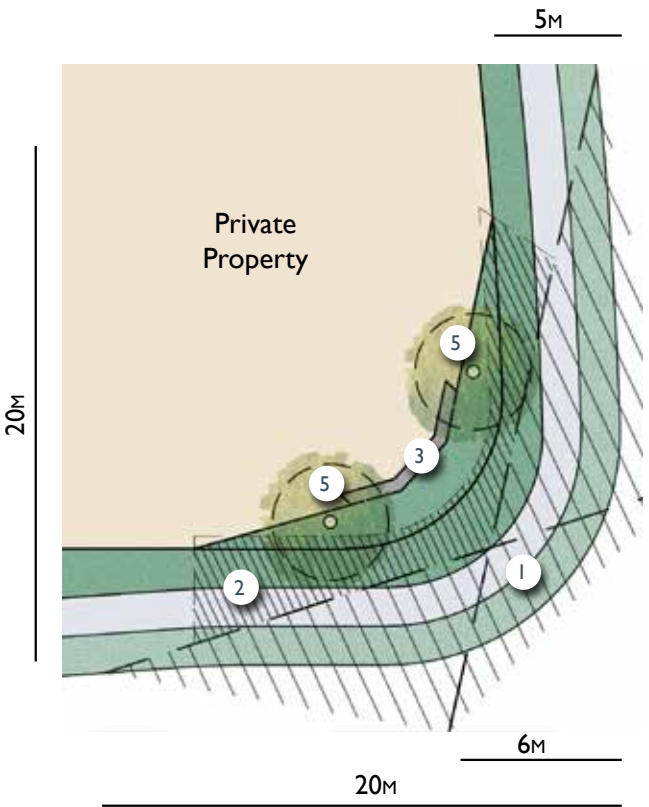
3.1.1 ENTRY STATEMENTS

Village or precinct entry statements within Flagstone will provide visual markers for residents and visitors. Entry statements will be simple, robust, timeless, and unique as each village statement will differ from the next in subtle ways whilst maintaining the same core design parameters of a simplified materials palette, low walls, feature totems, soft mounding and grading, and DTMR / LCC compliant safety / hazard setbacks.

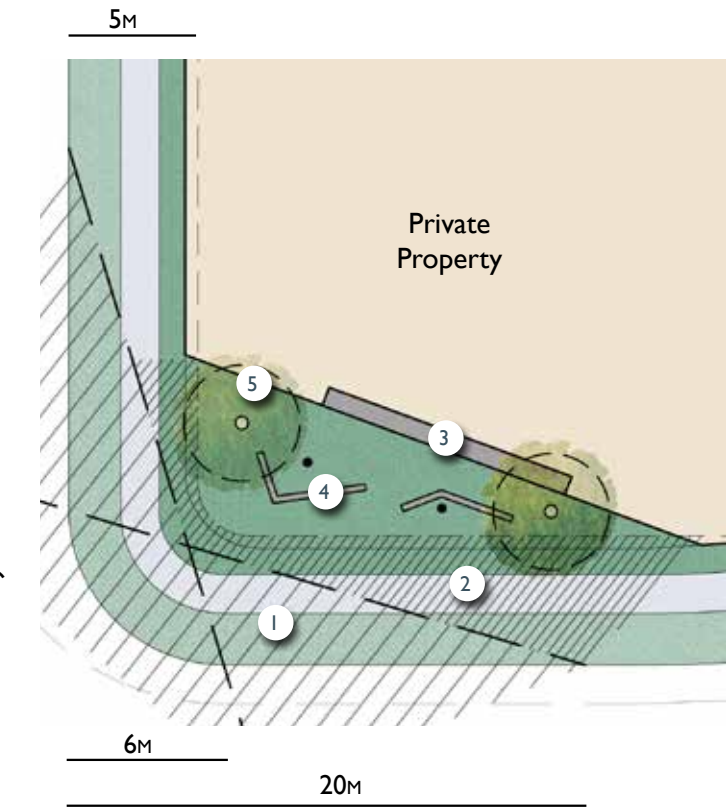
LEGEND

- 1 Appropriate entry and exit sightline setbacks - 6m x 20m clearance zones
- 2 Typical 3-5m hazard clearance zone from back of kerb - DTMR Road Planning and Design Manual 2014
- 3 Entry statement wall with village / precinct signage
- 4 Low robust material walls in public land providing opportunity for mounding - no signage
- 5 Trees and groundcover planting to frame entry statement wall

TYPE ONE



TYPE TWO



NOTE The entry statement layouts illustrated are indicative only and will be subject to future detail design.



TYPE ONE



TYPE TWO

3.0 COMMUNITY GREEN SPACE

3.12 STREET TREE MASTER PLAN



3.0 COMMUNITY GREEN SPACE

3.13 STREET TREE DESIGN INTENT

The overarching Street Tree Masterplan will guide the planting of both the major and minor street typologies with the overarching principle of accentuating the boulevards (arterial and collector roads) and naturalising the local streets (residential streets). This unique and core design principle will ensure strong wayfinding and character is instilled along the heavily trafficked streets and major conduits. This design principle will also promote a celebration of the sites' existing native vegetation by reinstating what is naturally occurring into the slower local streets in a random and natural mix. The majority of this native species mix is compliant with the Logan City council Development Manual however the character driven boulevard species are bespoke in choice to re-enforce the grandeur of the boulevards and avenues.

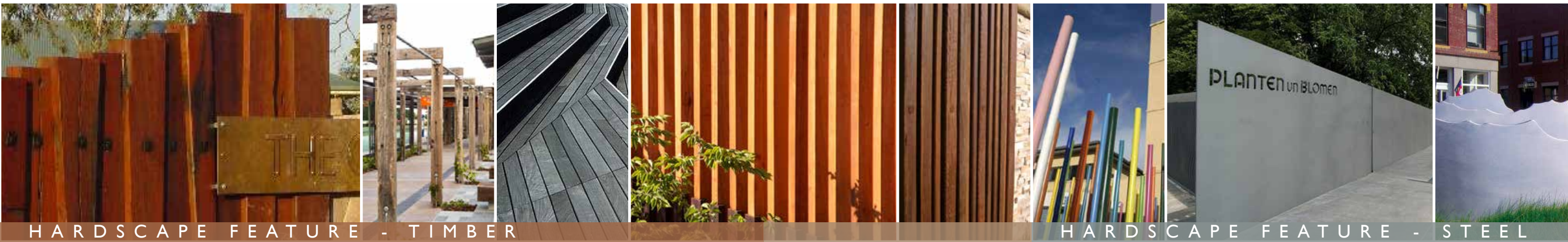


3.0 COMMUNITY GREEN SPACE

3.14 INDICATIVE LANDSCAPE CHARACTER IMAGES



SOFTSCAPE

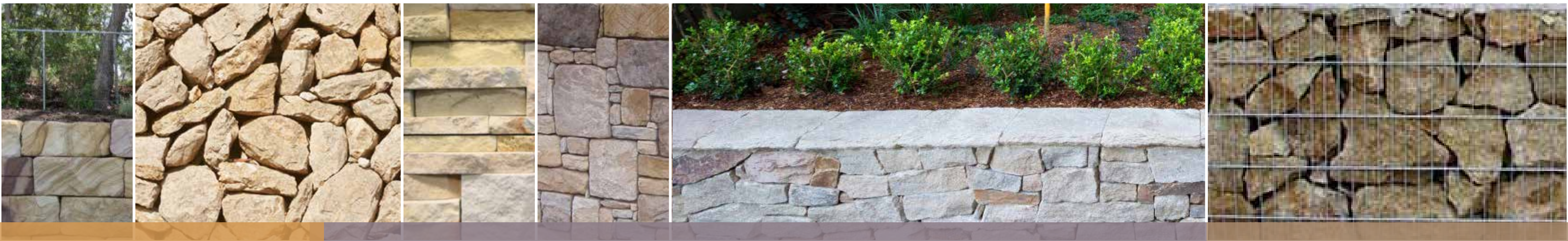


HARDSCAPE FEATURE - TIMBER

HARDSCAPE FEATURE - STEEL



HARDSCAPE FEATURE - SANDSTONE / FLAGSTONE



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