



Newcastle HFMP **CONCEPT**

T.C.L + Bosqué Studio



Agenda

Program

Project Precincts

Consultation High Level Summary

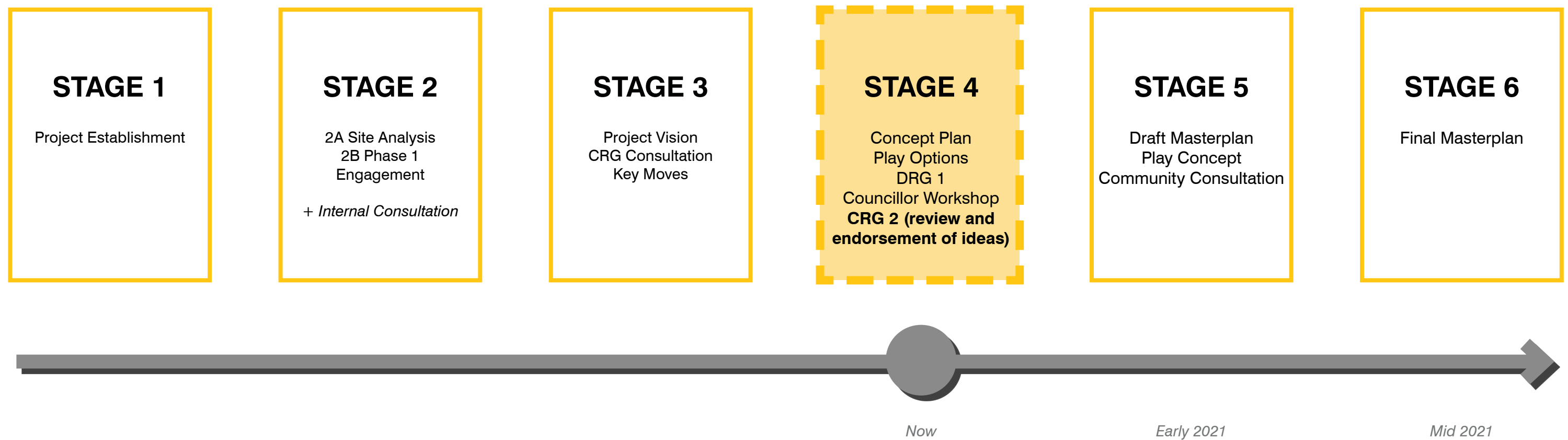
Principles and Opportunities

Foreshore Park Initial Concept Design

All Inclusive Playspace Initial Concept Design

Next Steps

Program



Principles



1. Reinforce Sense of Place



2. Sequence of Destinations



3. Community Facilities & Amenities



4. Flexible Park Spaces



5. Inclusive Access



6. Connected



7. Management



8. Views and Landmarks



9. Active Nodes



10. Environment (Landscape Experience)



11. Environment (Water Story)



12. Heritage

Opportunities



Better Connections to the CBD



Wharf Road as a Great Waterfront Esplanade



Integrate Carparking within the Landscape



World Class Promenade



Link the Promenade to Active Nodes



Improve Cycleways to Remove Pedestrian Conflicts



Connect to Ocean and Bathers Way



Reflecting Site Histories



Reflecting Site Histories



Better Harbour Engagement



Tug Berth Lane Becoming Park



Shortland Lawn as the Great Community Commons



Regional Inclusive Play Space



Inclusive Water Play



Appeal to a Variety of User Groups and Activities



Railway Shed as Activated Community Hub/Cafe



Customs House Threshold Arrival and Orientation



Enrich the Park with a Botanical and Ecological Overlay



Providing Climate Resilient Shady Parks



Showcase a Water Sensitive City

CN Community Engagement Findings

Methodology

- Social Pinpointing
- Online Survey
- Community Reference Group (CRG) engagement (ongoing)
- Met with Guraki Committee (sub-group workshops to come)

Key Engagement Findings

- The community wanted to see more:
Trees and shade; accessible toilets; picnic areas; improved cycle paths; more pop-up event and activations
- Elements most important to the community:
Maintaining wide paths, harbour views, access to nearby restaurants/cafes, accessibility
- Majority of qualitative comments received about the frog pond (n=309) support the area being drained, repurposed or removed.
- Social pinpointing revealed:
The most frequent 'big idea' suggested was the request for more shrubs/native grasses (9%) and more spaces for play (7%) scootering / skating (7%) and showcasing indigenous heritage and stories (7%) were also suggested.

Project Precincts



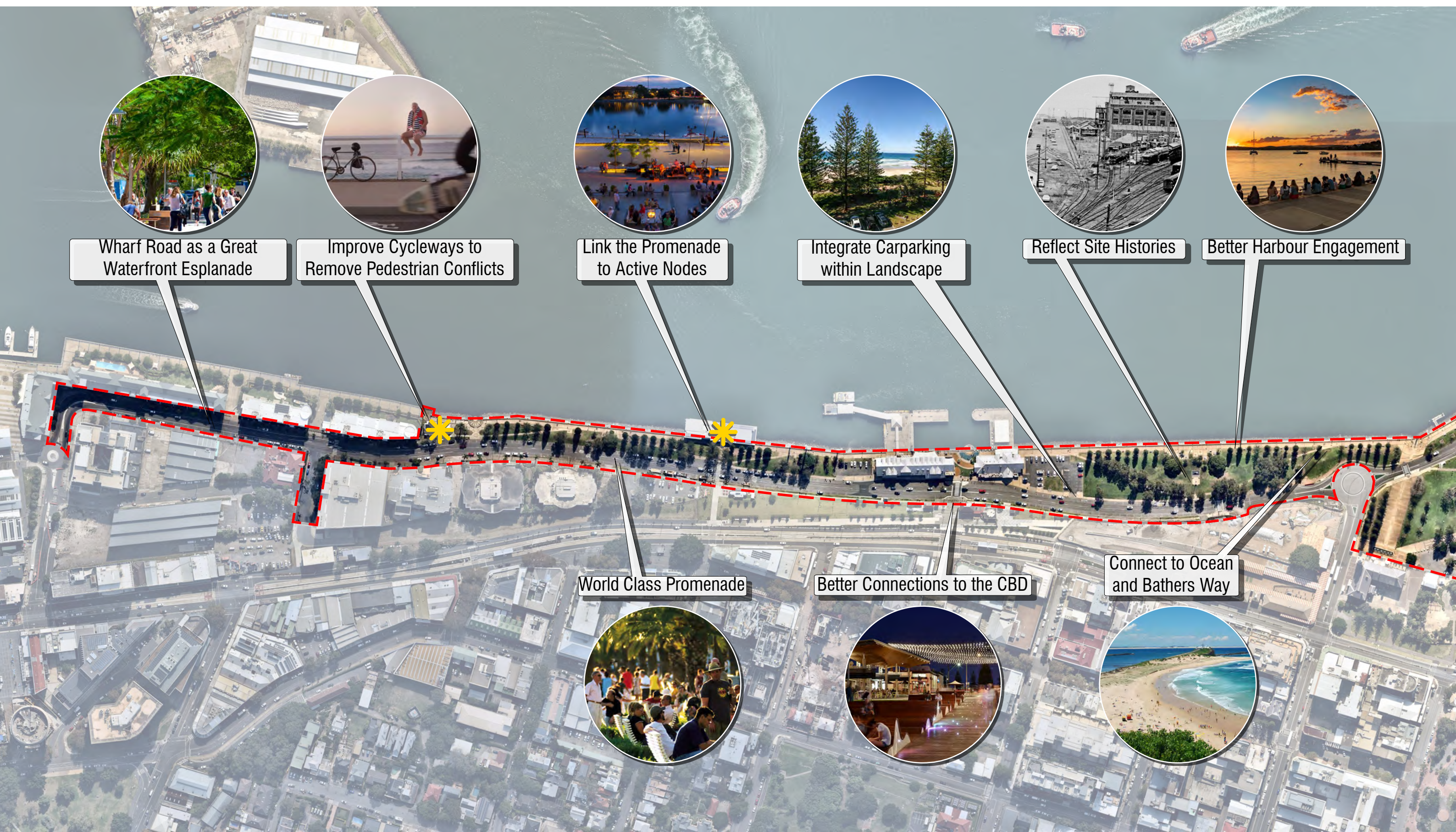
Wharf Road Precinct

- High level analysis undertaken.
- Principles and key design moves identified
- Concepts developed for key nodes inclusive of Lynches Hut and Scratchleys restaurant
- Awaiting outcomes and informing direction before progressing further design from the following:
 - The Draft Cycling and Draft Parking Plans currently on exhibition
 - The Covid-19 *Streets as Shared Spaces* trial which include the Queens Wharf Bypass and 30km/hr speed change to Wharf Road

Foreshore Park Precinct

- High level analysis undertaken.
- Principles and key design moves identified
- Development of Foreshore Park structure and precincts
- Concept design of integrated playspace and adjacent precincts

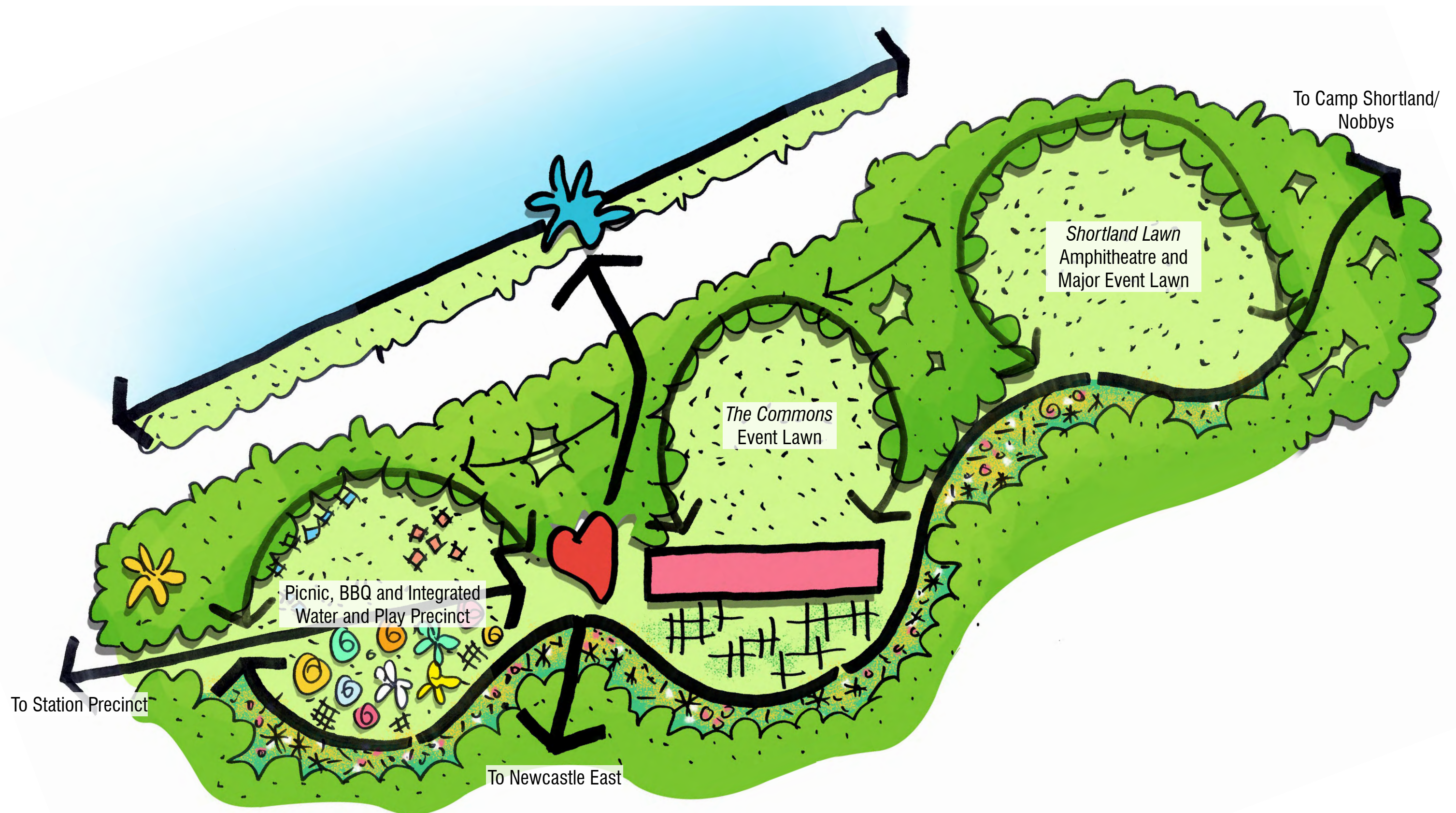
Wharf Road Precinct Opportunities



Foreshore Park Existing Conditions



Foreshore Park Precincts and Connections



Foreshore Park Initial Concept



Foreshore Park Initial Concept



Foreshore Park Initial Concept



Providing Climate Resilient Shady Parks



The Grove Shaded Event Space

The Commons Event Lawn

Garden edge

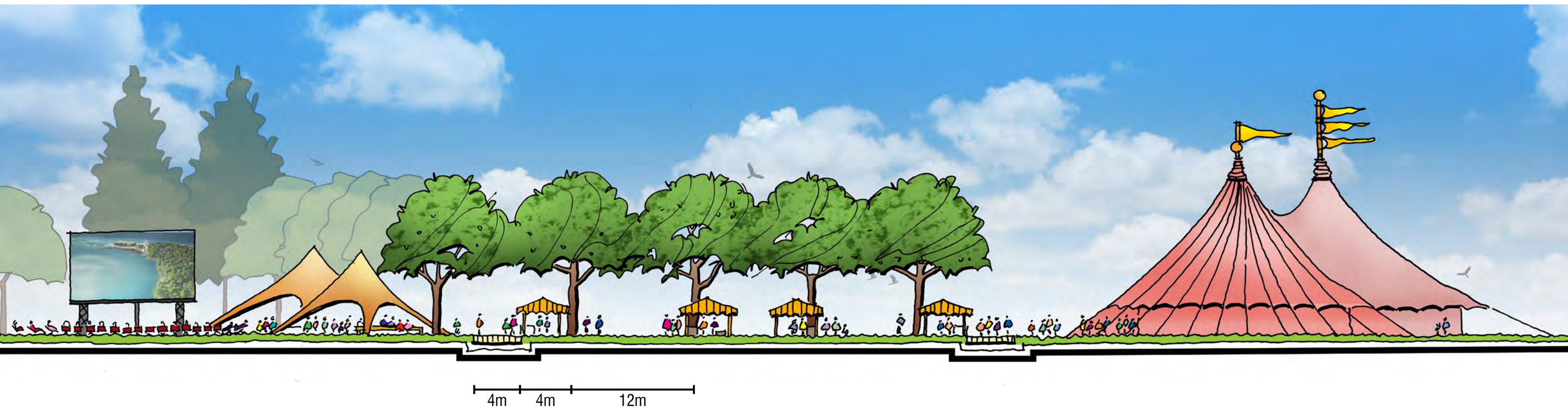
High tree canopy with breaks to facilitate marquees and event trucks

Council Maintenance Compound

Railway Shed as Activated Community Hub

Enrich the Park with a Botanical and Ecological Overlay

Newcastle's Premier Event Space



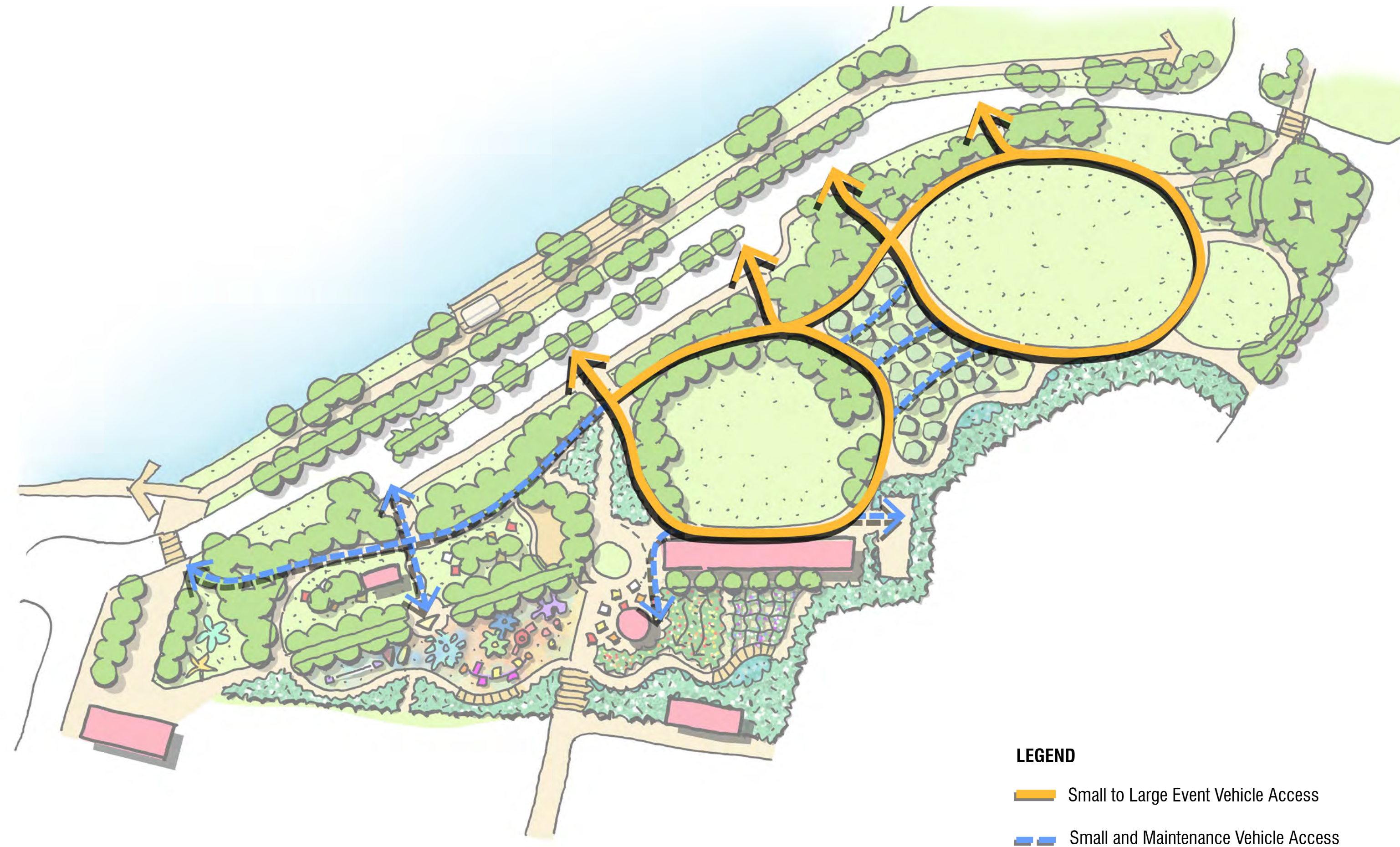
The Commons
Event Lawn

The Grove
Shaded Event Space

Shortland Lawn
Amphitheatre and Major Event Lawn



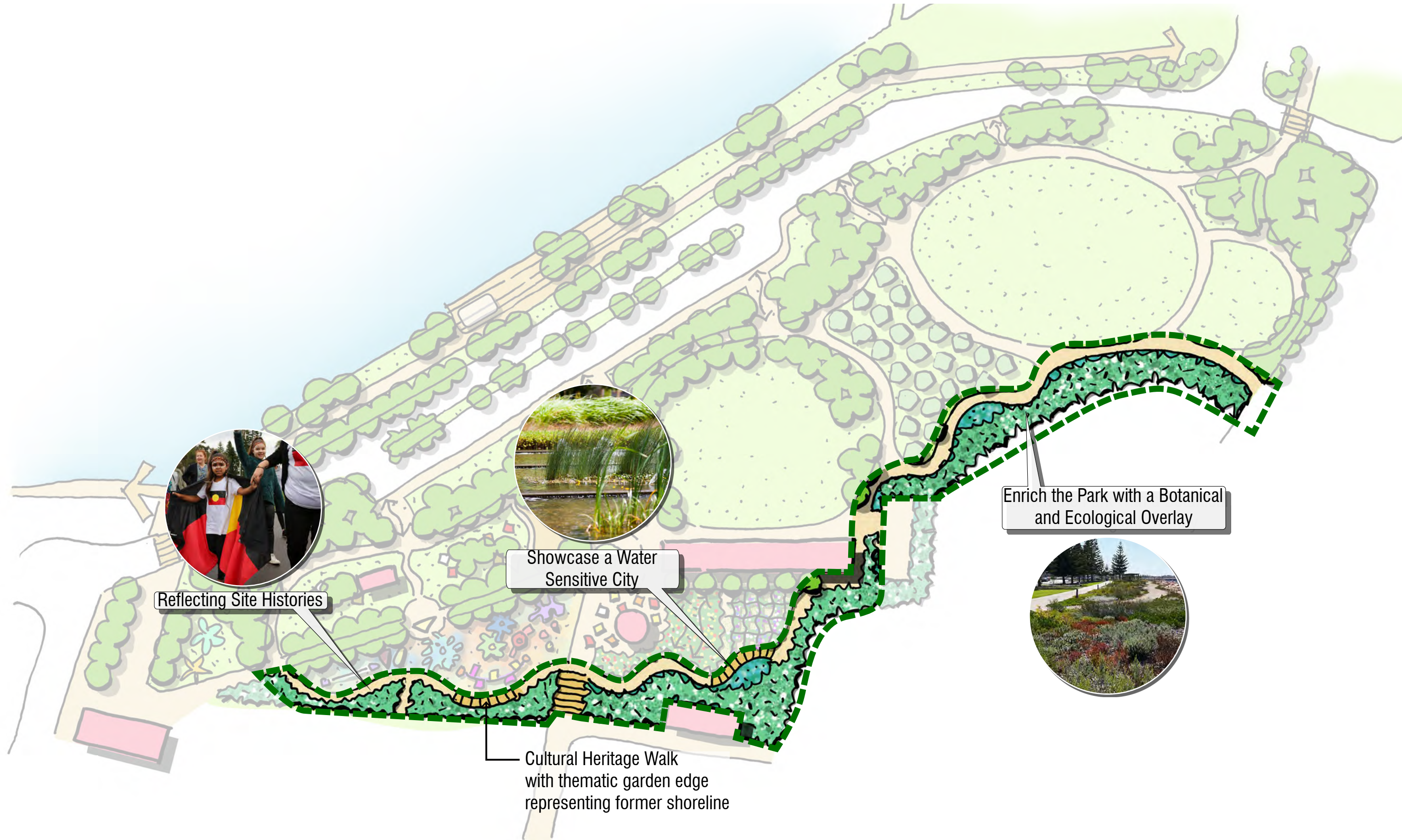
Maintenance Circulation



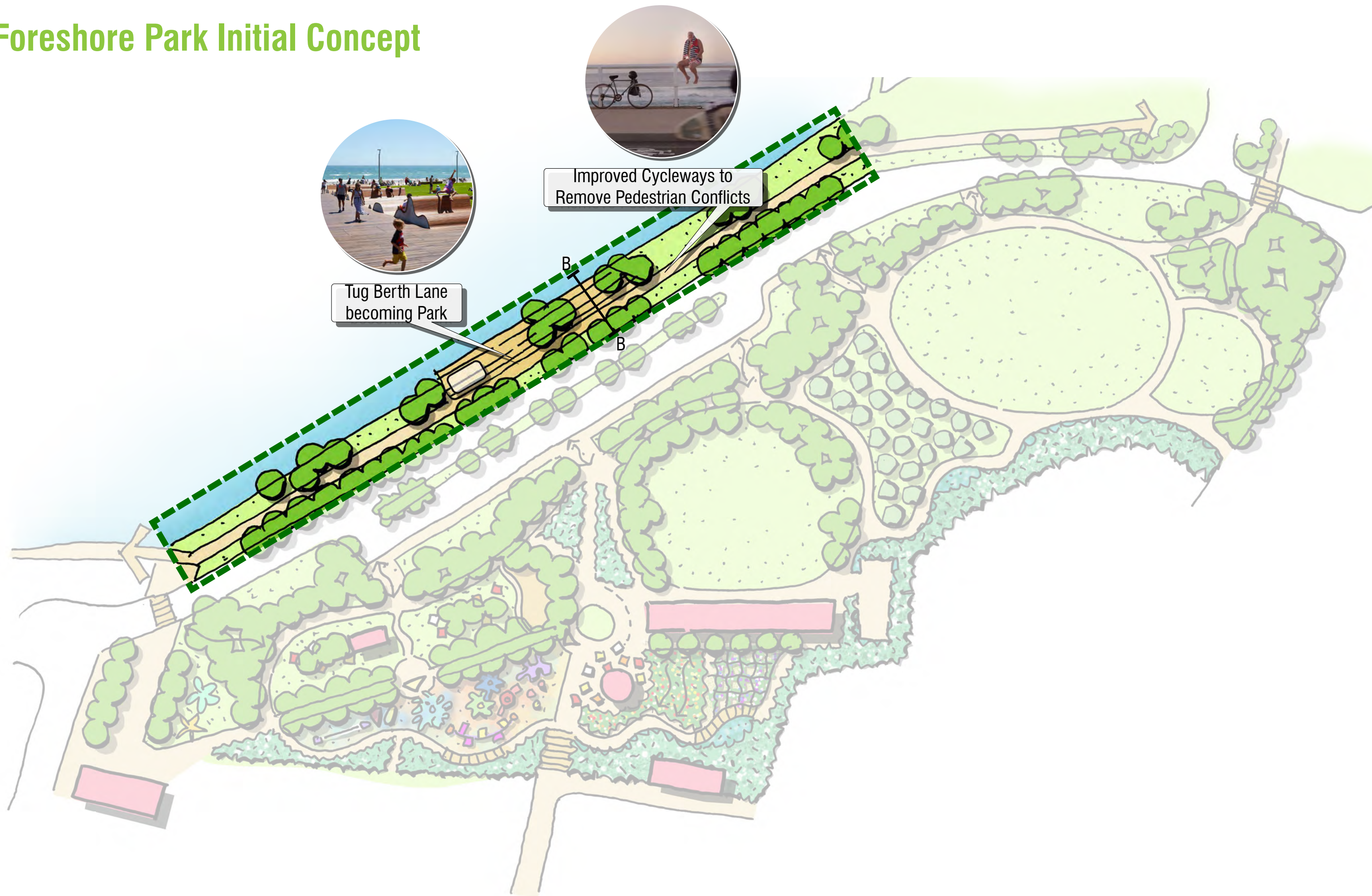
Foreshore Park Initial Concept



Foreshore Park Initial Concept



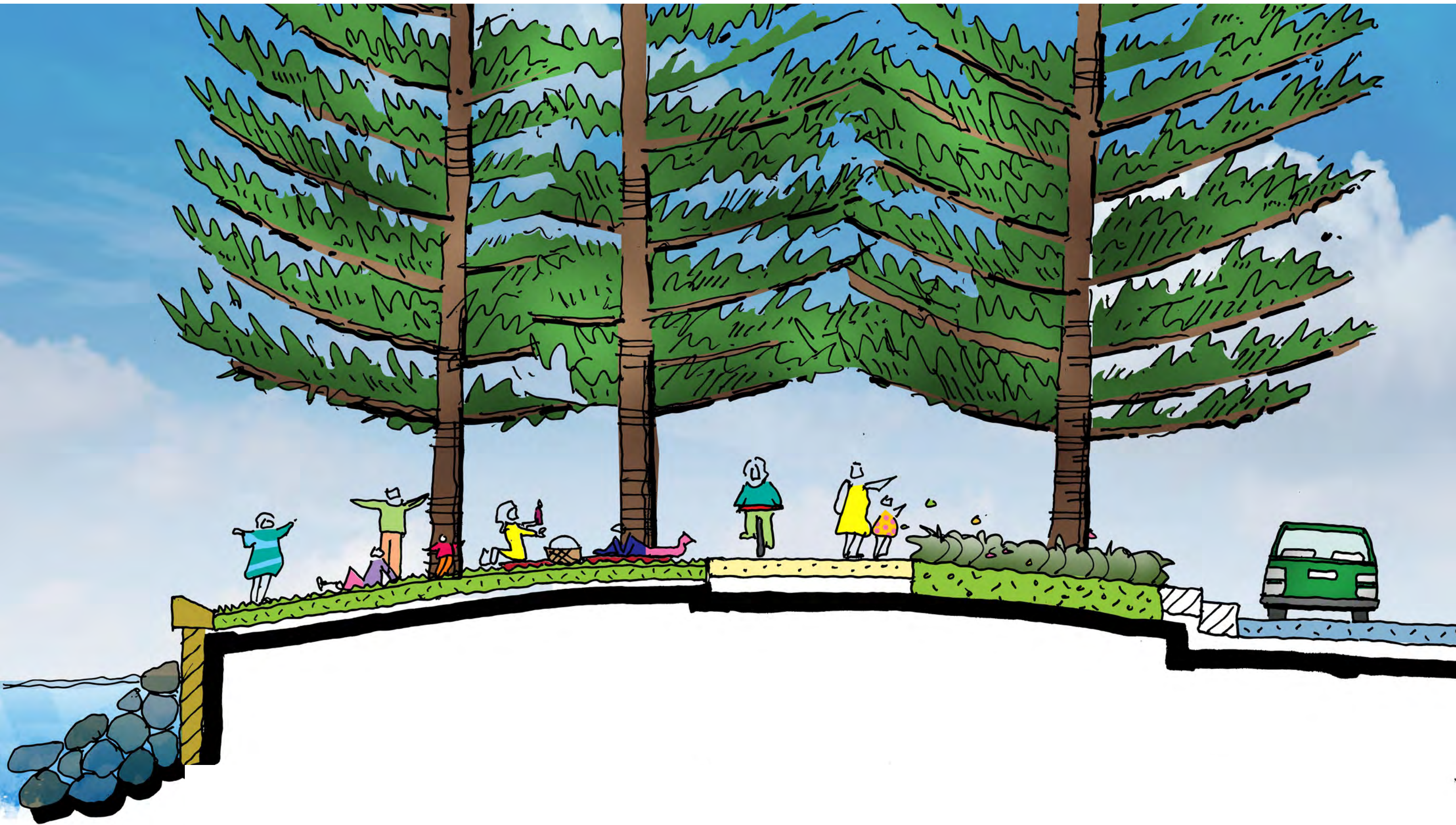
Foreshore Park Initial Concept



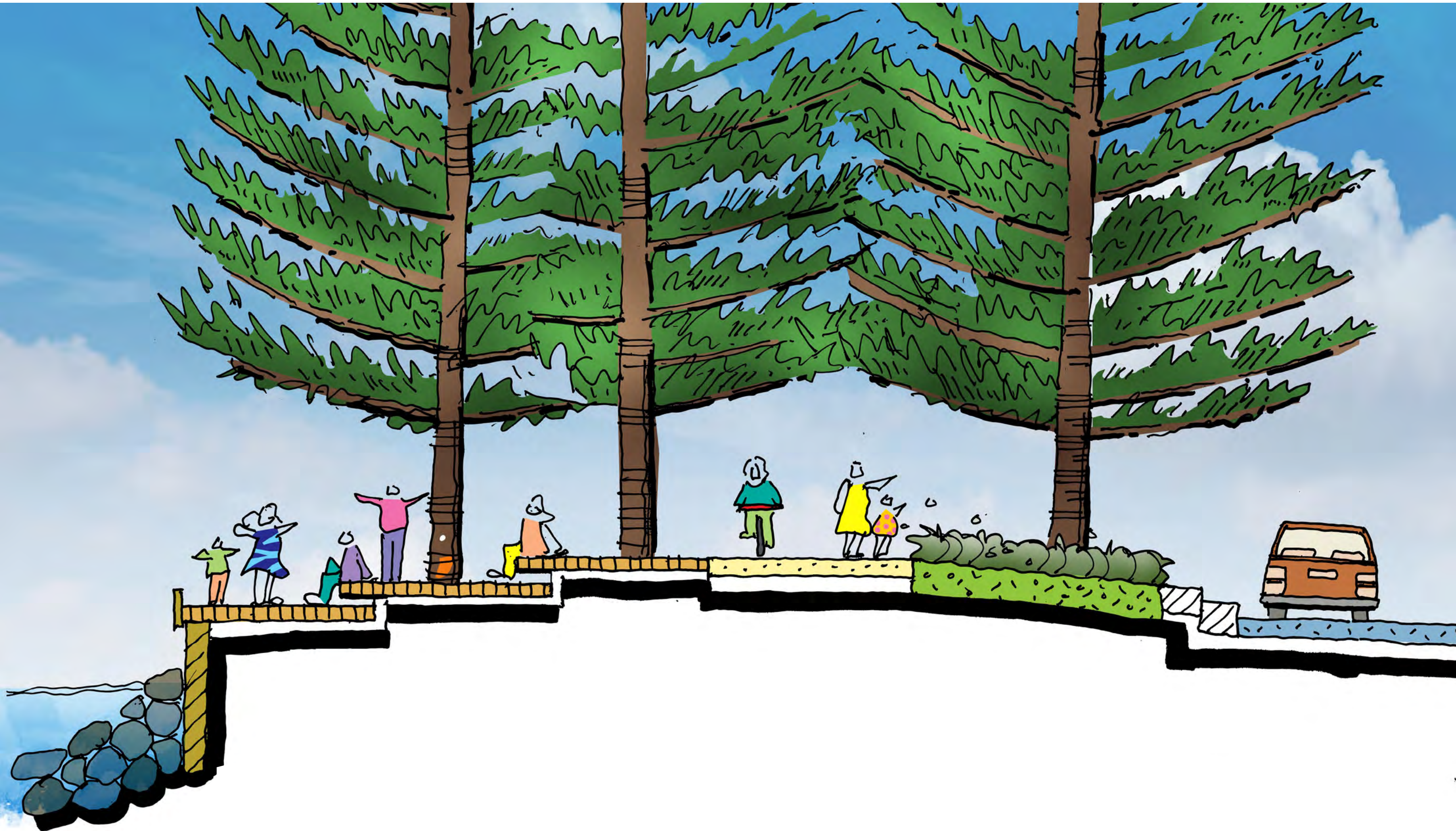
Tug Berth Lane (Existing Condition)



Tug Berth Lane (Proposed Condition) Section B-B



Tug Berth Lane (Proposed Condition) Section B-B



Foreshore Park Initial Concept



Existing Playspace Location



TCL and Bosque Studio have been working closely with key partner Variety - The Children's Charity to design a regional playspace within Foreshore Park that will:

- *Be a flagship, all-inclusive and integrated playspace for Newcastle;*
- *Be a thriving community hub for intergenerational community building;*
- *Use best practice, inclusive play design features;*
- *Ensure every visitor, aged 0-100+, has the opportunity to play together;*
- *Accommodate a playspace commensurate with the importance of the park and city.*

Existing Playspace Location



Variety Play Community Engagement Feedback

Methodology

- Community engagement through School Visits to the following:
Wallsend Primary School, Newcastle Senior School and St Columba Primary School
- Stakeholder engagement calls
- Online Survey

Key Engagement Findings:

- Inclusion is a must
- High physical play value (for multigenerational play and recreation)
- What kids would love in their playspace:
Inclusive, double flying foxes; slides; swings; group equipment; trampolines, tree houses, green spaces, tunnels and bridges, relaxing space, and indigenous artwork
- What kids would love in their water playspace:
Beach theme; big fountains; water maze; big ships or a boat; dolphin swing; underwater animals; water, water, water - buckets to dump, pumps, sprays, trickling water.
- To be comfortable, parents need:
Bubblers inside; BBQs; tables and chairs; lots of places to sit in amongst play equipment for their parents and older family members; places for disability parking, buses and coaches to park.

Proposed Playspace Location



Existing Playspace
550m²

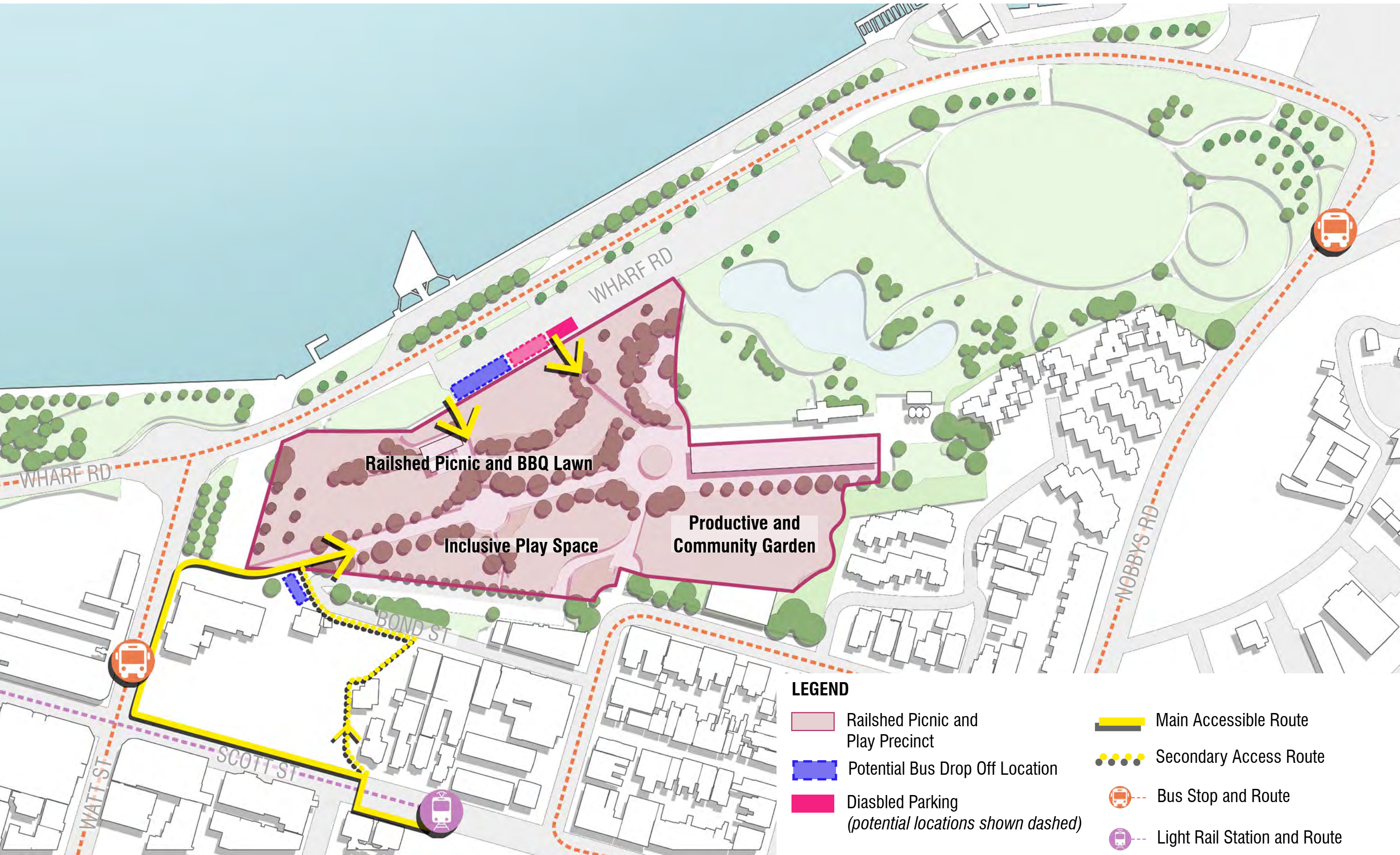
Proposed Playspace
4,150m²

Stockton Active Hub
2,140m²

Preferred Playspace Location



Playspace Accessibility Plan



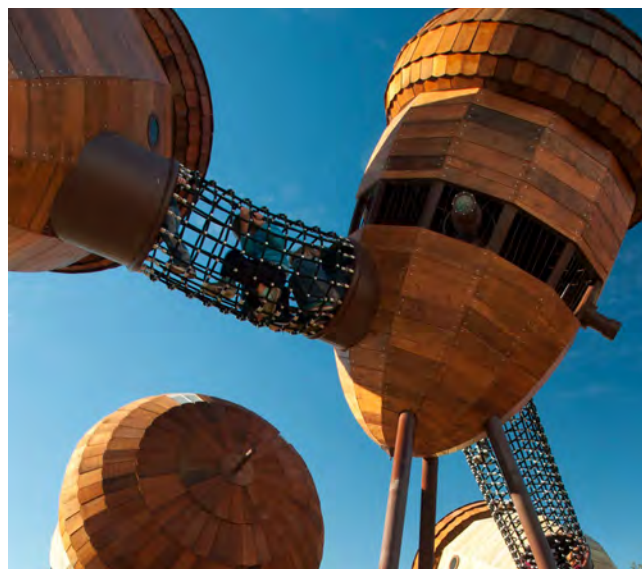
Foreshore Park Thematics

Trade, Exchange, History, Culture and Environment

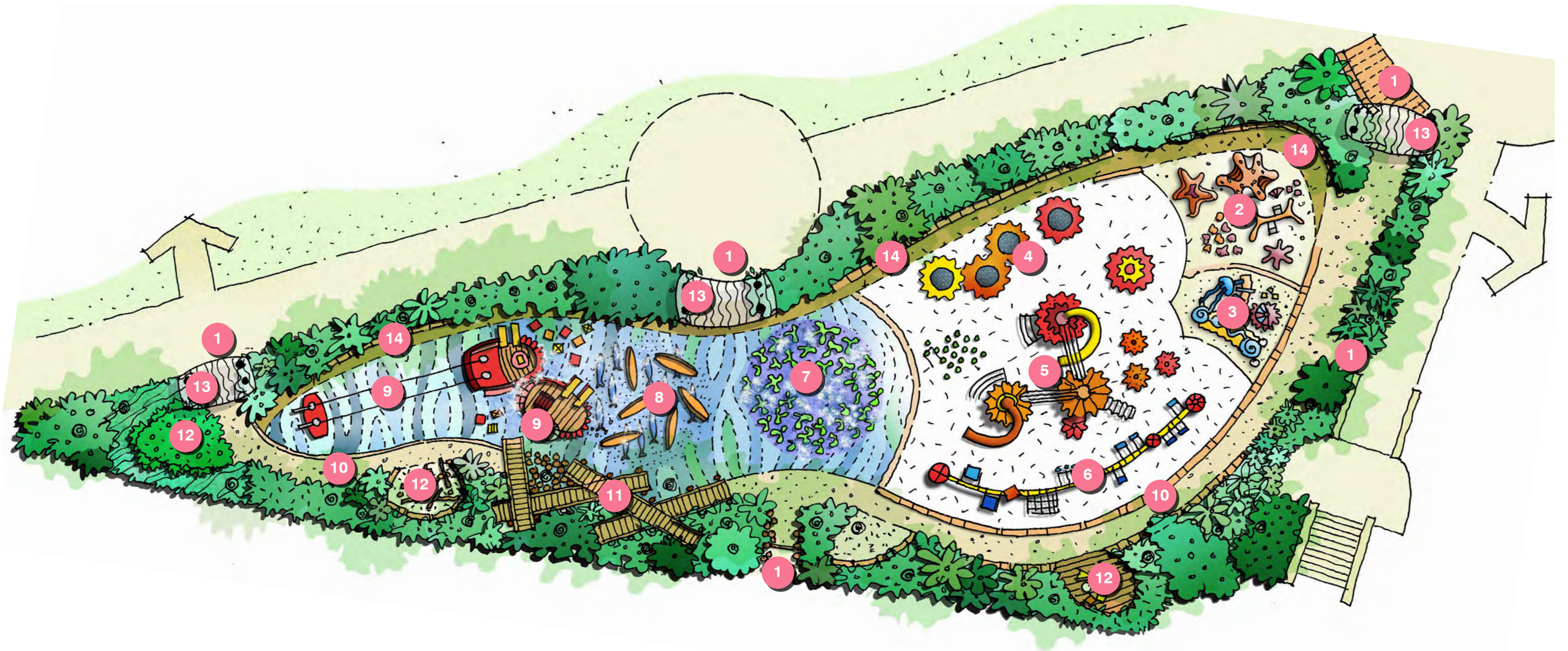


Playspace Thematic - The Newcastle Story

Trade, Exchange, History, Culture and Environment



Playspace Detailed Concept Plan



LEGEND







- | | | | |
|--------------------------|----------------------------------|--------------------------|--------------------|
| ① Entry | ⑤ Senior Play | ⑨ Tug Boat Flying Fox | ⑬ Arbour |
| ② Shaded Junior Play | ⑥ Swing set | ⑩ Cultural Heritage Walk | ⑭ Northern Circuit |
| ③ Water Sluice/Pump Play | ⑦ Sea Fern Maze and Splash Pad | ⑪ Boardwalk | |
| ④ Trampolines | ⑧ Awabakal Canoes and Water Play | ⑫ Quiet Space | |

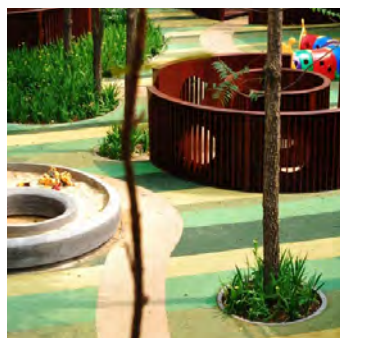
0m 5 25

Circulation and Fencing



LEGEND

-  Entry Gate
-  Potential Maintenance Gate
-  Fencing Extent
-  Cultural Heritage Walk
-  Circuit Path min. 2.5m wide
-  Playground Pathways for Wayfinding
(To be further developed in next design phase)



Subtle playground pathways (max 1:20)

0m 5 25

Amenities



LEGEND

 Seating

 Shade Structure over Junior Play and Seating
Additional shade provided by Tree Canopy, Arbour Structure and sheltered components of Play Elements

 Tree Canopy



Shade Canopy



Seating with arm rests and backing



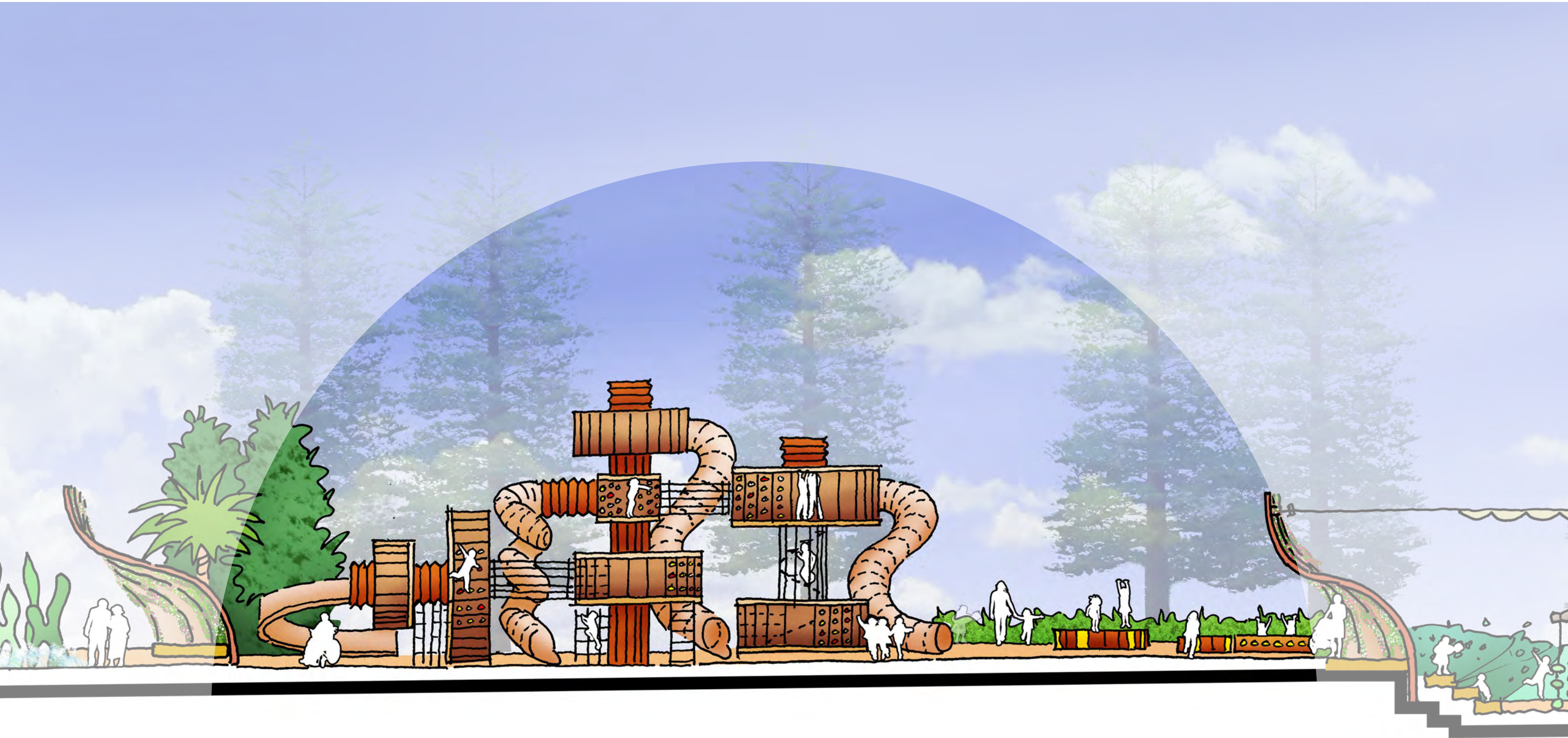
Junior Play



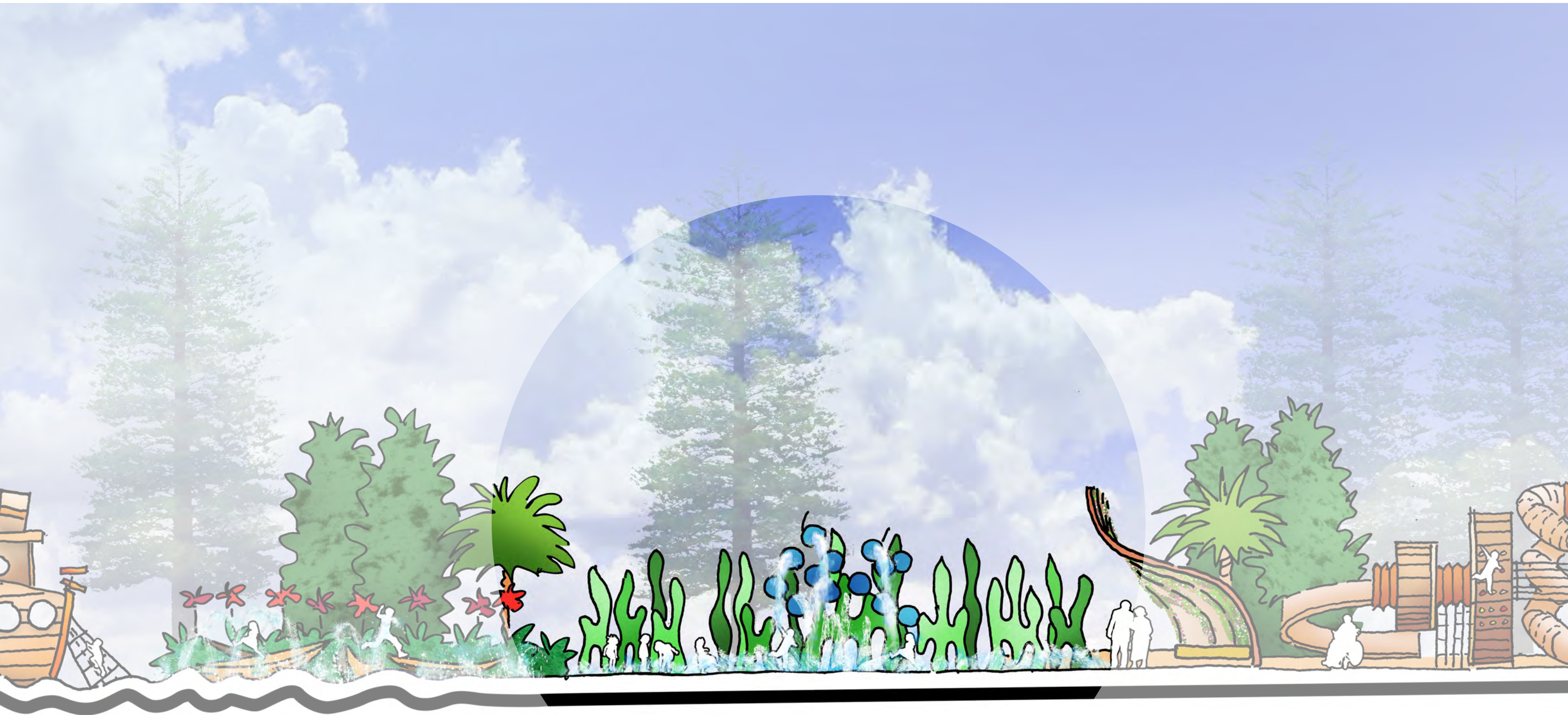
Swings



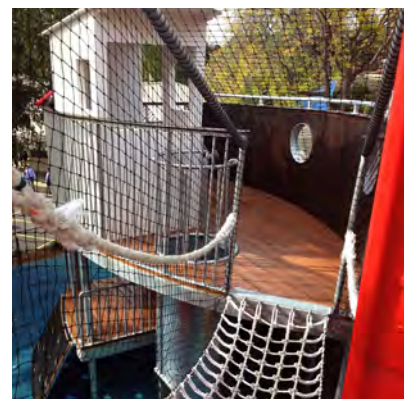
Cogs and Screws Senior Play



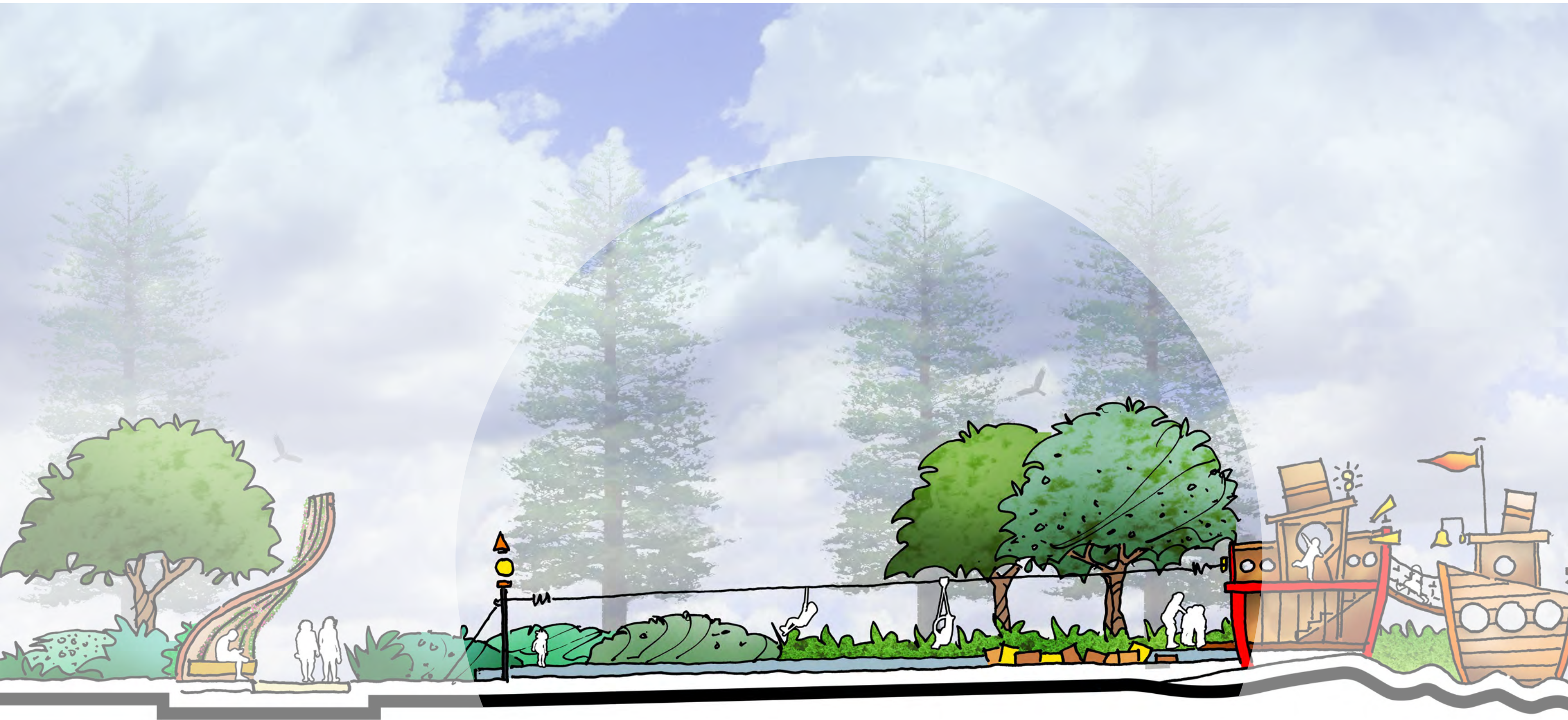
Sea Fern Maze and Splash Pad



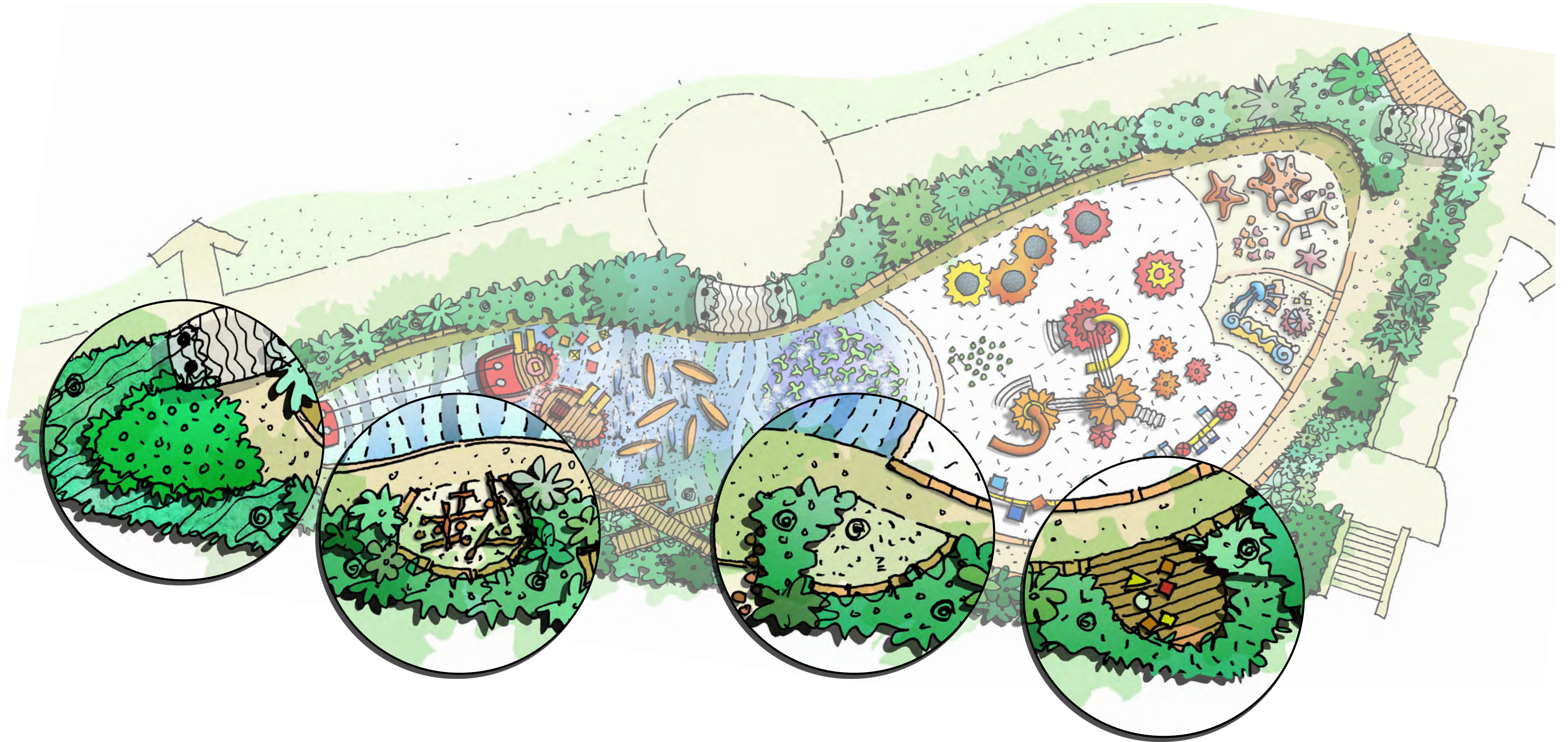
Boats



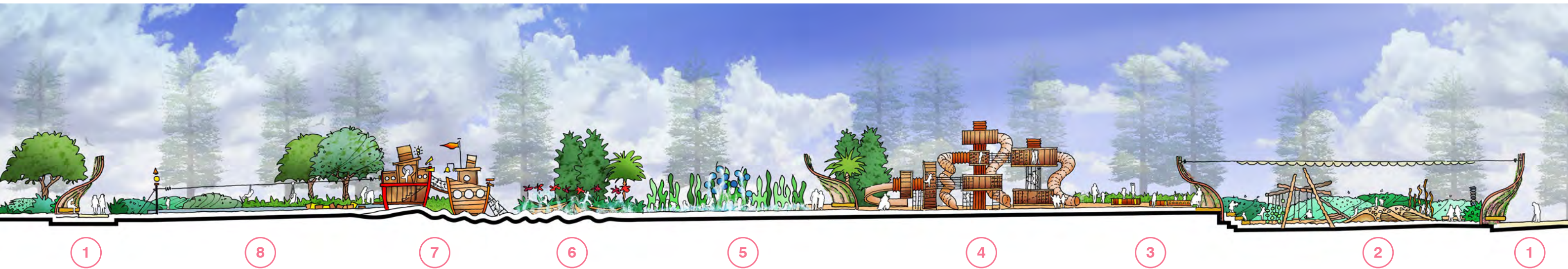
Flying Fox



Incidental Play



Playspace Long Section



- | | | |
|--------------------------|----------------------------------|--------------|
| ① Entry | ④ Cogs and Screws Senior Play | ⑦ Tug Boats |
| ② Shaded Junior Play | ⑤ Sea Fern Maze and Splash Pad | ⑧ Flying Fox |
| ③ Trampolines & Spinners | ⑥ Awabakal Canoes and Water Play | |

Next Steps

