

A stylized topographic map with green contour lines is positioned on the left side of the page, extending from the top left towards the bottom left.

Review of Environmental Factors Barton Park Precinct

Appendix A: Masterplan (MODE Design, 2021)

August 2021

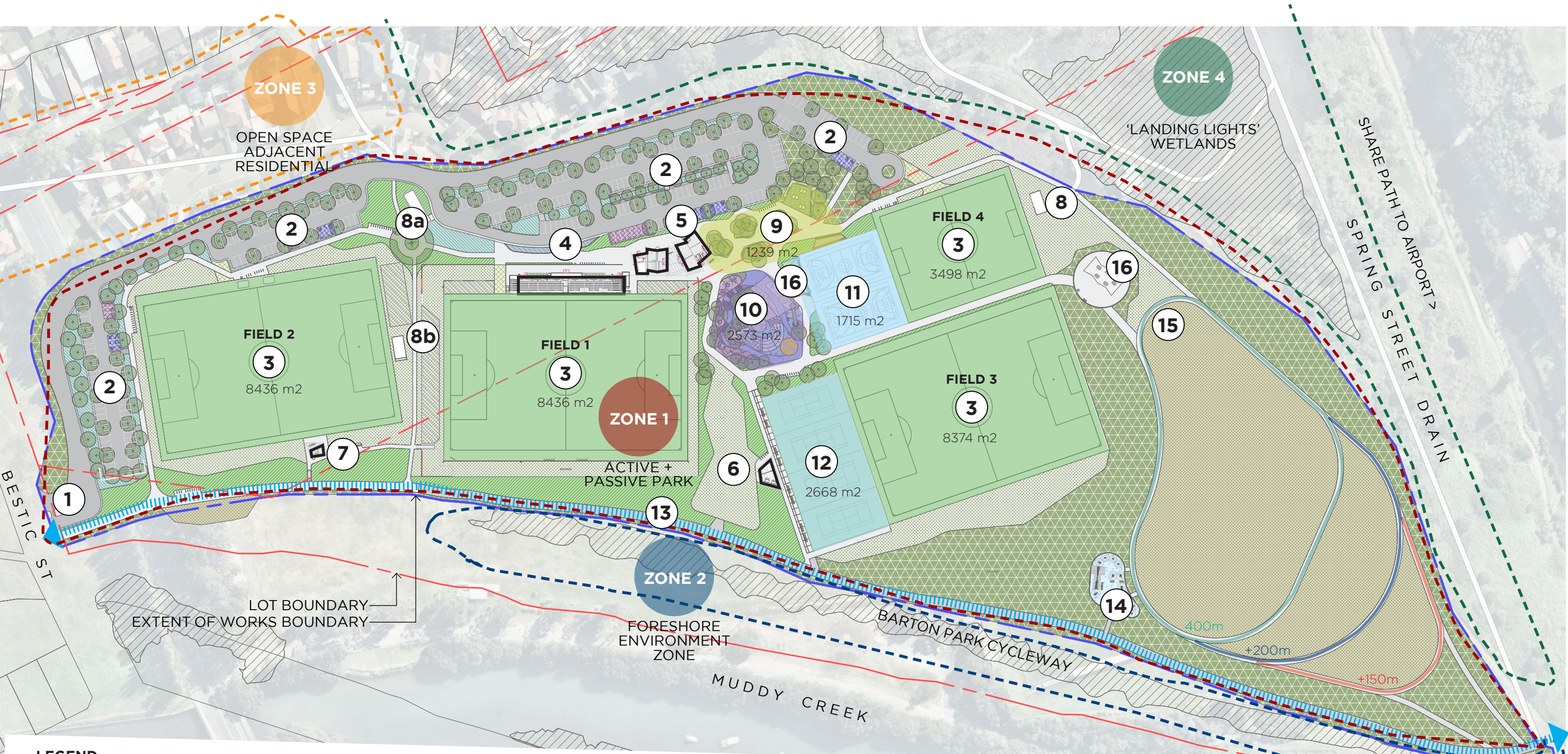
Barton Park
Part 5 Submission

22/08/2021

Revision 1



Site Layout - Developed Design



- LEGEND**

 - 1 Bestic Street Entry**
Identity of entry defined and improved through wayfinding signage and generous additional planting
 - 2 Access road & carparking**
Internal roads and parking layouts designed to maximise planting surrounds, while minimising headlight glare into adjacent properties
 - 3 FIELD 1:** New football field (paid access)
FIELD 2: New football field
FIELD 3: Ex. football field upgraded
FIELD 4: New training field
 - 4 Grandstand**
 - 5 Clubhouse / Amenities**
 - 6 Tennis clubhouse**
 - 7 Upgraded toilet block**
 - 8 Field / Equipment Storage**
8a. WasteCollection
8b. Sports Field Storage
 - 9 Arrival Grove**
Tree filled meeting space and seating area creates a pleasant arrival experience
 - 10 Adventure playspace**
Nature play, slides, climbing, planted mounds and ample seating elements, providing respite and passive surveillance ability for parents and family.
 - 11 Multi-purpose courts**
2 x multi-purpose courts, including basketball and futsal, surrounded by seating and gardens
 - 12 Tennis courts**
4 x tennis courts with adjacent seating for spectators
 - 13 Barton Park sharepath**
Connects to regional sharepath and cycle route, providing connectivity beyond
 - 14 Fitness zone**
Variety of durable outdoor fitness equipment providing a range of active recreation options.
 - 15 The Fitness Circuit**
Series of interwoven walking/running tracks with distance markers
 - 16 Shade structures**
- 0m 10 20 30 40 50

NORTH

Key Views



1 Water meadow from Bestic St



2 Field 2



3 Lookout platform



4 Water meadow from Eve St



5 Lookout platform



6 Views north over wetlands



7 Views north over wetlands



8 Views across northern end of site



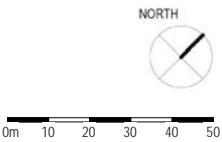
9 Views to airport runway



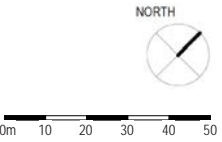
10 Lookout platform



LEGEND
Key view



Site Grading - Key Levels Plan



Vehicular Access & Carparking



LEGEND

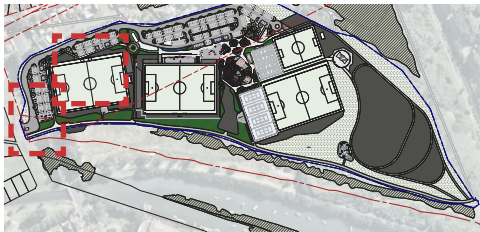
Two-way access road	Carparking - general	Potential event parking
Two-way carpark circulation	DDA carspaces	Emergency/maintenance vehicle access (turf cell)
One-way carpark circulation	Motorcycle parking	
Pedestrian access (marked)	Bus / Coach drop-off bay	

TOTAL CARSPACES:
221 (incl. 12 x DDA carspaces and 13 x MOTOR CYCLE spaces)

0m 10 20 30 40 50

NORTH

Vehicular Access & Carparking - 1 & 2



- LEGEND**

Two-way access road

Two-way carpark circulation

One-way carpark circulation

Pedestrian access (marked)

Carparking - general

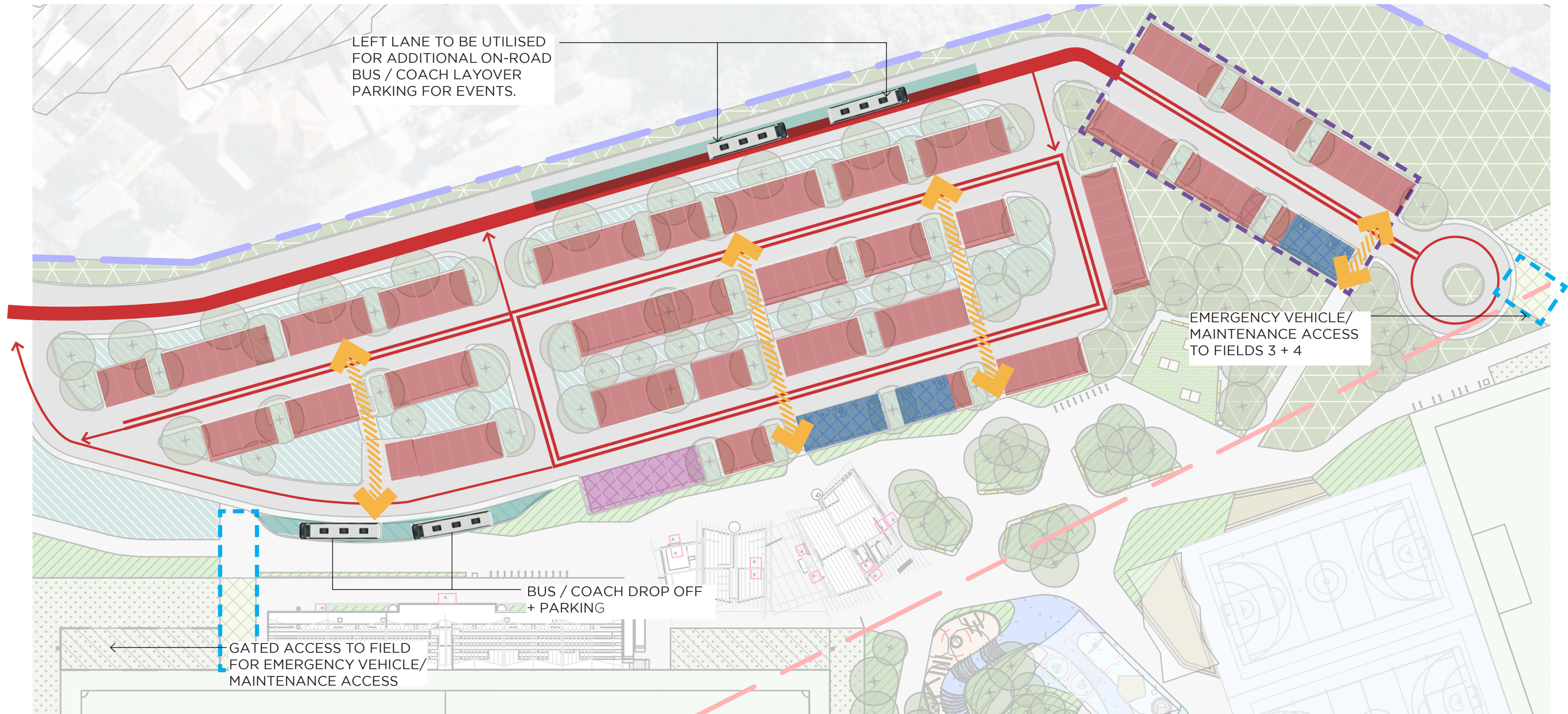
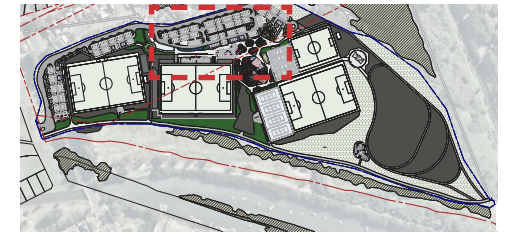
DDA carspaces to future design development

Motorcycle parking

Potential event parking

Emergency/maintenance vehicle access

Vehicular Access & Carparking - 3 & 4



LEGEND

- | | | | |
|--|-----------------------------|--|--|
| | Two-way access road | | Carparking - general |
| | Two-way carpark circulation | | DDA carspaces to future design development |
| | One-way carpark circulation | | Motorcycle parking |
| | Pedestrian access (marked) | | Bus / Coach drop-off bay |
| | | | Emergency/maintenance vehicle access |

Pedestrian Circulation



- LEGEND**
- Shareway (3.5-4.0m wide, handrails & kickrails)
 - Primary access path (2.5m wide, exposed aggregate concrete)
 - Secondary access path (1.8m wide, exposed aggregate concrete)
 - Internal circulation pathways
 - Future pedestrian connections

Primary pedestrian entry points

Wayfinding & Signage Strategy



1 Site Entry

Major identification sign (incl Council logo).

2 Vehicular Directional

Direct to additional parking. Direct 'way out' on egress.

3 Orientation Sign

Large map-based sign visible throughout arrival precinct.

4 Pedestrian Directional

Pointer signs at key decision nodes. Include distances.

5 Field Identification

Numbered identifiers for game organisation and destination confirmation to visitors.

6 Fitness Loop Trail Head

Orientation/instruction on how to use the circuit. Optional distance markers.

7 Stadium Signage

Various identification signage:
• Change rooms • Toilets
• Seat numbering • First Aid
• Club/meeting rooms

8 Interpretive Signage

As required, subject to content.

Vehicle flow

Pedestrian flow

Fitness loop

Stadium Precinct















0m 10 20 30 40 50

Buildings & Structures



LEGEND

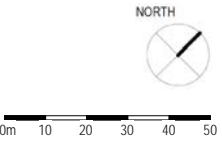
- | | |
|---|--|
|  Covered Grandstand (seating capacity 400) |  Playspace elements |
|  Clubhouse / Amenities buildings |  Fitness equipment |
|  Toilet block |  Scoreboard (indicative location) |
|  Tennis clubhouse |  Allowance for future electronic sign |
|  Storage building |  3.5-4.0m wide Sharepath |
|  Bin store | |
|  Shade structures | |

Fencing Locations and Typologies



LEGEND

- | | |
|--|--------------------------------------|
| — 1.8m high pallisade fence | ● Pedestrian access point |
| — 6m high with bracing | ● Emergency Vehicle access point |
| - - - Field fencing 1m high chain wire | - - - Manual vehicular security gate |
| - - - Tennis court fencing 3.6-1.2m high | |



Furniture & Fixtures



- LEGEND**
- Bicycle racks (90 total qty)
 - Bench seating elements
 - Rubbish Bin locations
 - Drinking fountain locations
 - Timber platform/ tiered seating
- MODE BARTON PARK

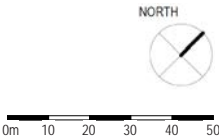
Seating opportunities



LEGEND

- Grandstand (seating capacity 400)
- Grass mounds
- Timber decking platforms
- Seating edges + Benches
- Picnic tables/BBQ facilities

MODE BARTON PARK

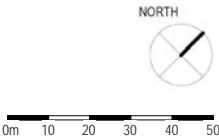


Lighting Strategy - Fields of Play | Sports Courts

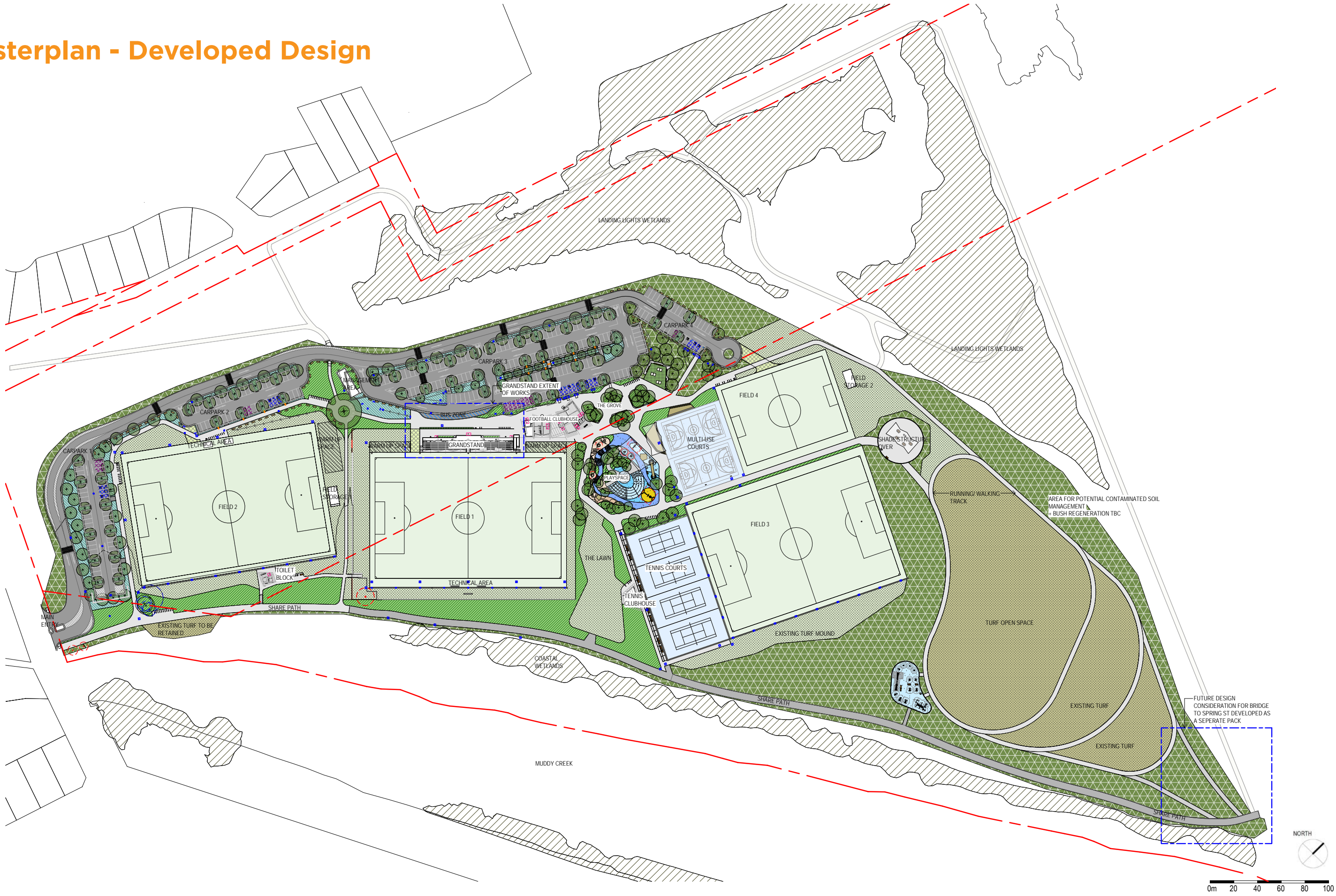


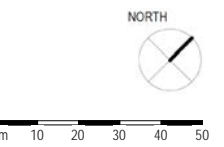
LEGEND

- Pole to sports fields
 - Pole to multi-purpose & tennis courts
 - Shareway lighting
 - Carpark lighting
 - Footpath lighting
- Not shown -
to future design development

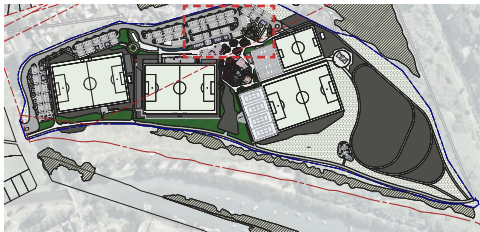


Masterplan - Developed Design





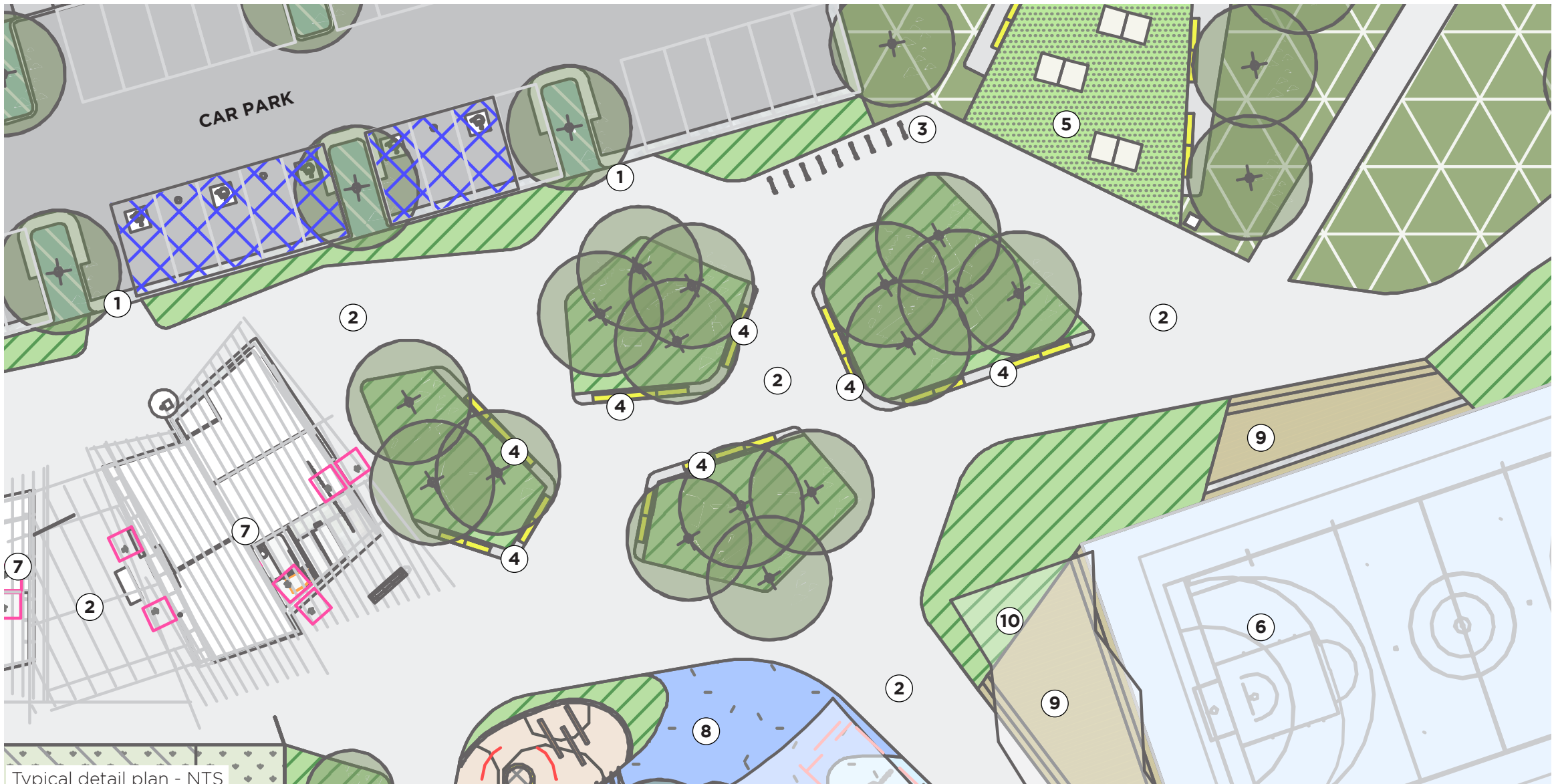
Access & Parking - Primary



- LEGEND**
- ① Main access road
 - ② Planted buffer
 - ③ Internal 2-way road circulation
 - ④ WSUD swale + tree planting
 - ⑤ Pedestrian bridge over swale
 - ⑥ Pedestrian access points
 - ⑦ Arrival Grove

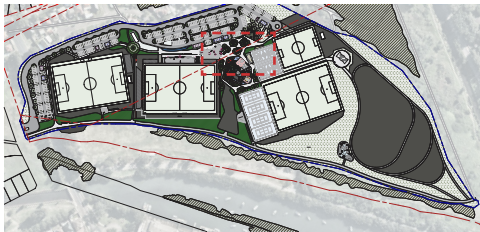


'The Grove' - Arrival Space



LEGEND

- | | | | | | |
|---|--|---|---|---|----------------------|
| ① | Carpark pedestrian entry | ⑤ | Artificial turf + table tennis with seating | ⑨ | Bleacher seating |
| ② | Exposed aggregate concrete paving | ⑥ | Multi-use courts | ⑩ | Shade structure over |
| ③ | Cycle Racks | ⑦ | Clubhouse and amenities buildings | | |
| ④ | Feature shade trees in planting with wrap-around seating edges | ⑧ | Play Space | | |



Tree canopy creates dappled light



Corten retaining edge and seating

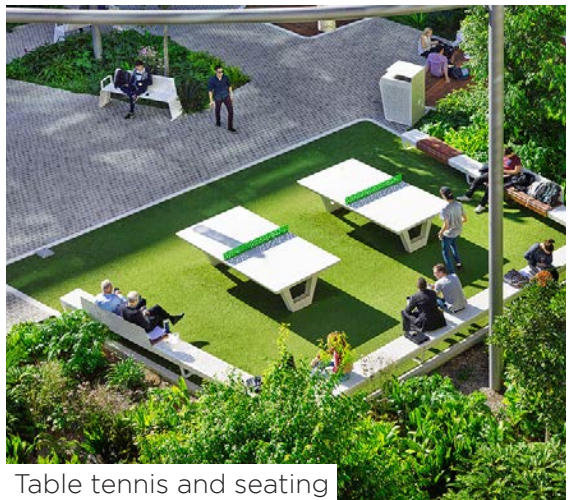
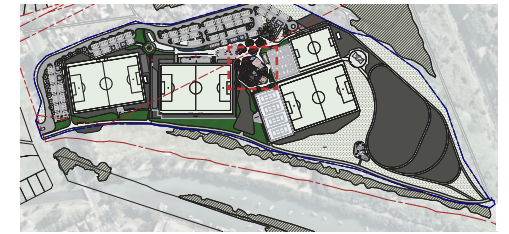
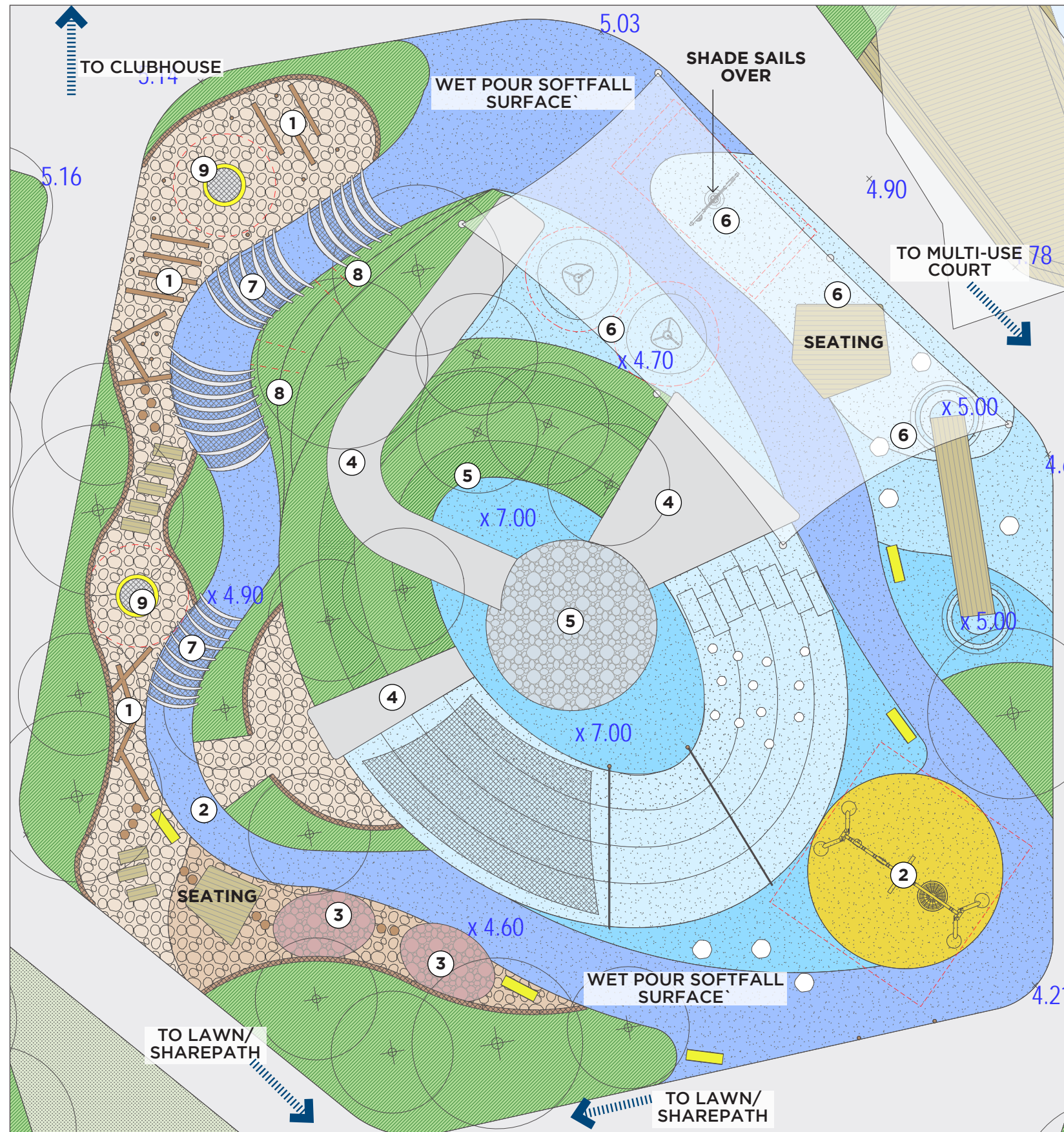


Table tennis and seating

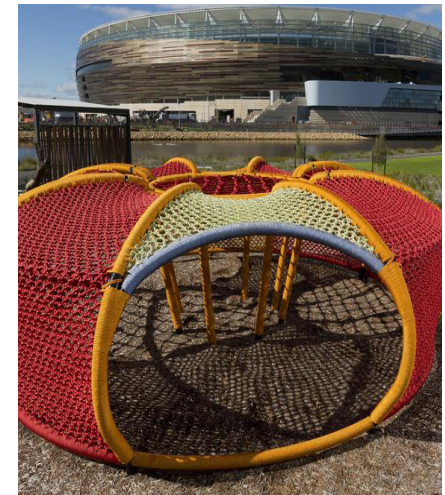
The Active 'Heart' - Adventure playspace



1 Balance Beams



2 'Nest' swing



3 Cubby spaces within planting



4 Slides - Various types



5 The 'Nest' structure on mound top



6 Shade Sail provision over softfall play area



7 Adventure tunnels

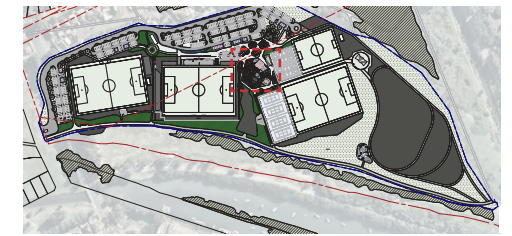
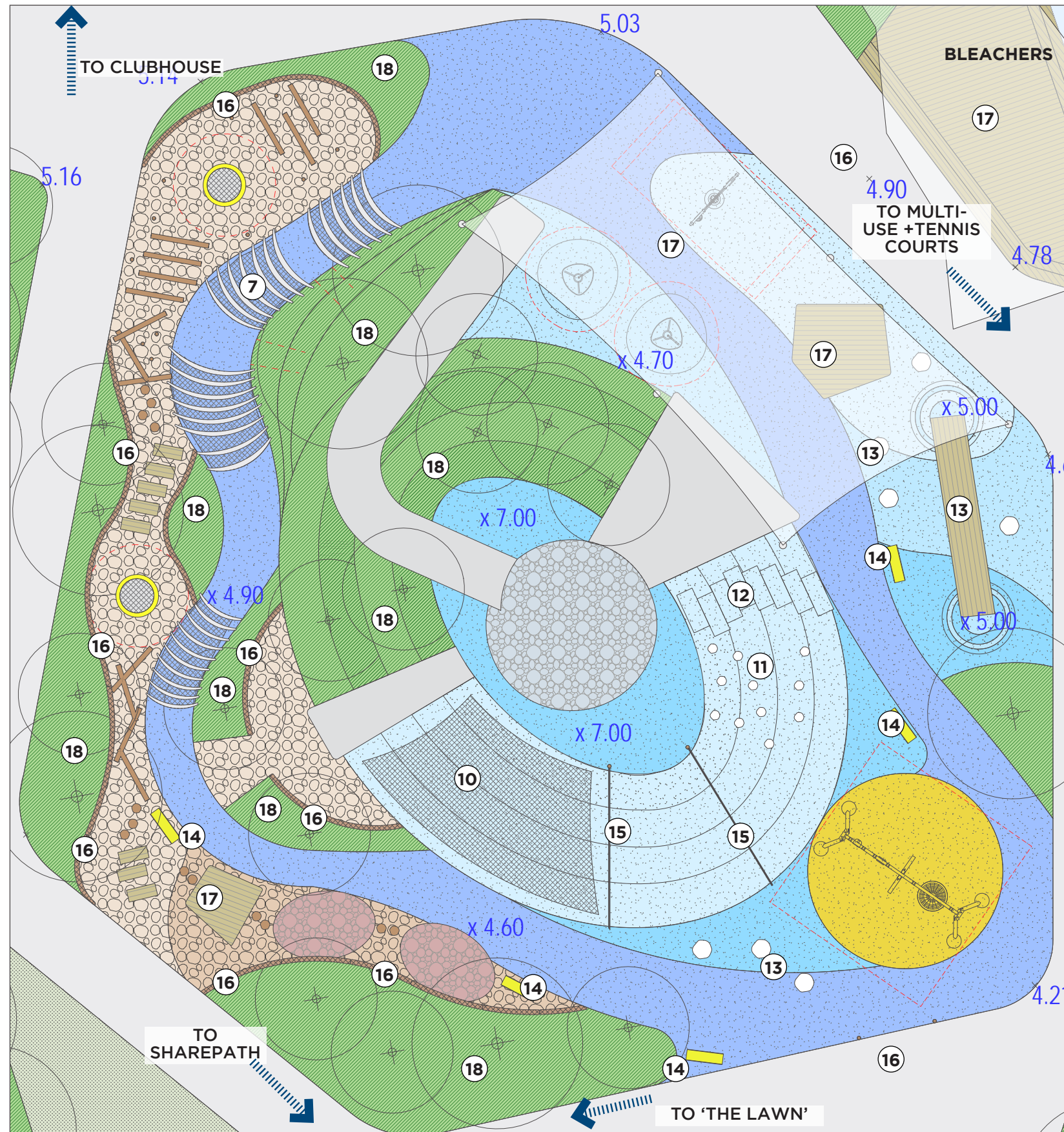


8 Planted mound



9 In-ground trampolines

The Active 'Heart' - Adventure playspace



10 Climbing nets and planting



11 Rock climbing elements



12 Climbing steps in softfall mound



13 Balance pads and contoured softfall mounds



14 Bright coloured bench seat with laser cut patterns (Refer to furniture selection)



15 Climbing ropes as Play elements



16 Jute mesh coir logs as barriers between planting and mulched play area

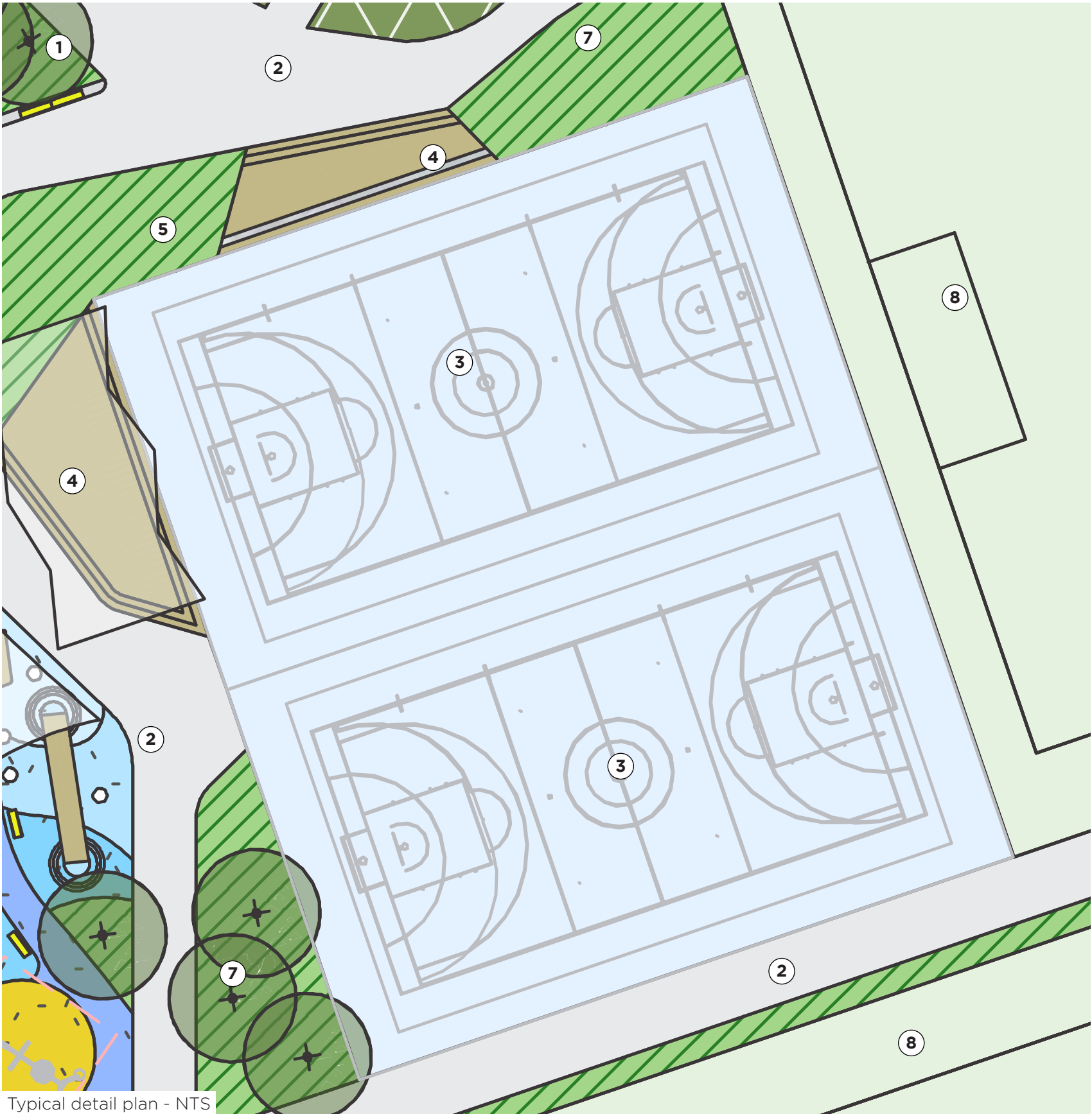


17 Timber seating platforms for parents and groups



18 Textured/ fragrant planting - Sensory Elements

The 'Active Heart' - Multi-purpose Courts



Typical detail plan - NTS

LEGEND

- 1 Trees in garden w/ seating edges
- 2 Main pathway
- 3 Multi-use courts
- 4 Timber bleacher seating
- 5 Shade structure
- 6 Lawn spaces
- 7 Mass planting
- 8 Soccer fields



Shade structure

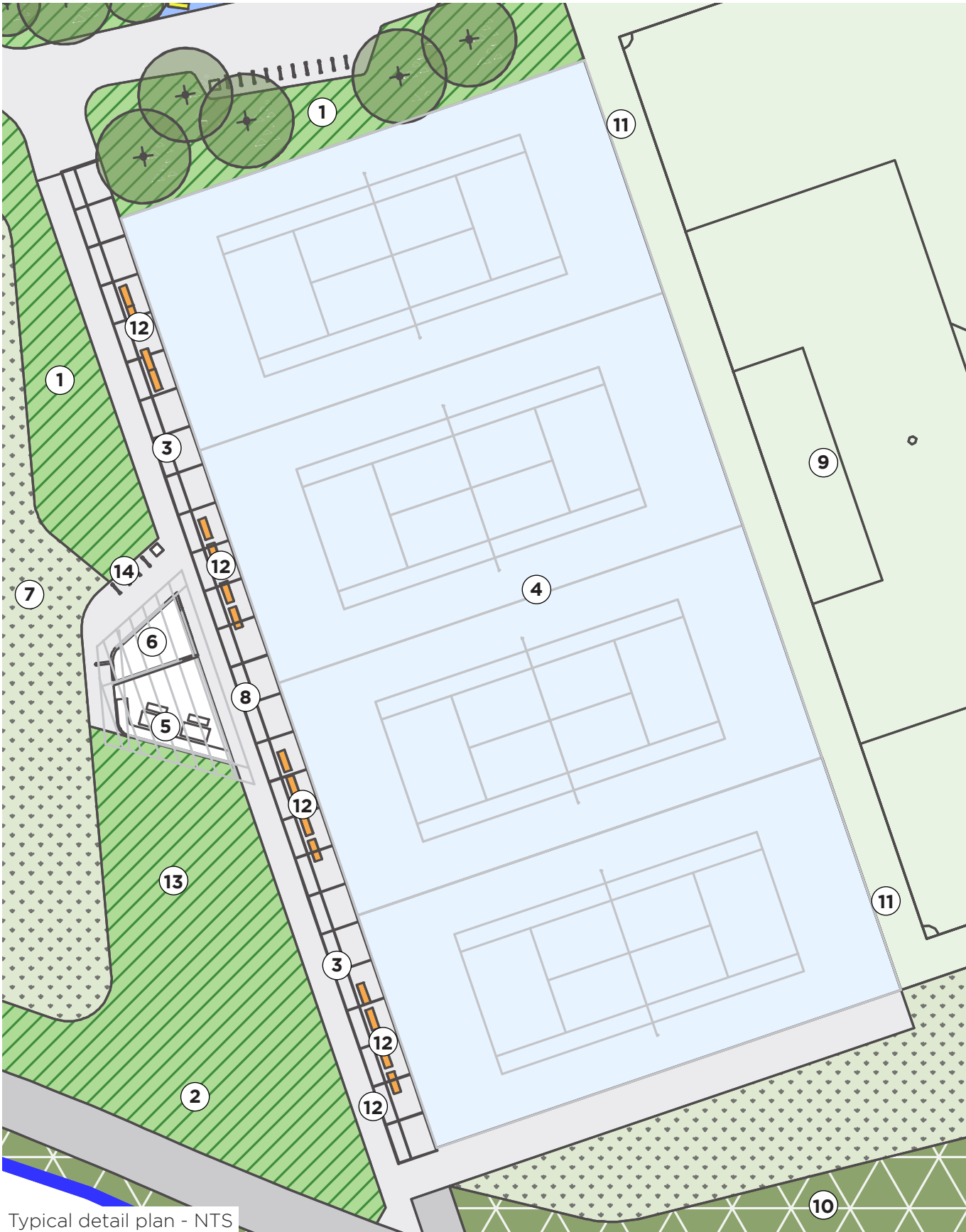


Raised timber seating platform



Timber decking provides flexible seating spaces

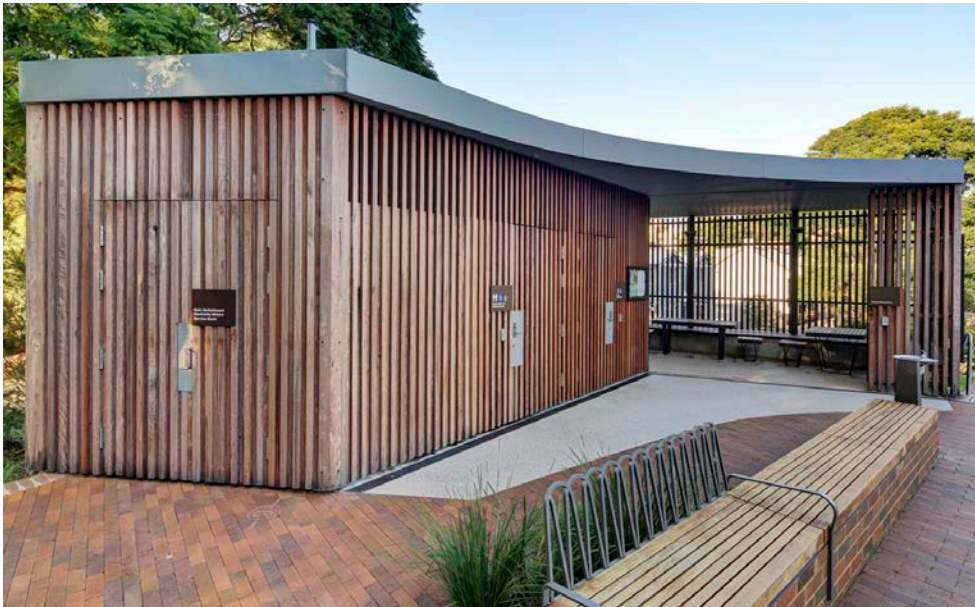
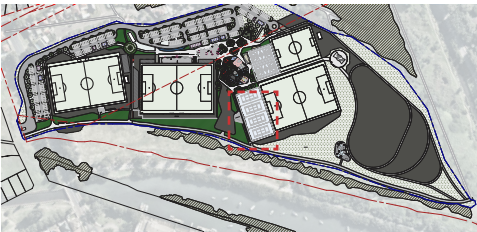
Tennis courts & Clubhouse



Typical detail plan - NTS

LEGEND

- 1 Feature mass planting
- 2 Mass planting
- 3 Court fencing
- 4 4 x tennis courts
- 5 Built in benches and tables
- 6 Tennis clubhouse storage
- 7 Informal lawn space
- 8 5m wide concrete path
- 9 Football Field 3
- 10 Revegetated bushland
- 11 Fencing - height varies (refer fencing plan)
- 12 Spectator seating benches
- 13 Existing substation
- 14 Bicycle racks

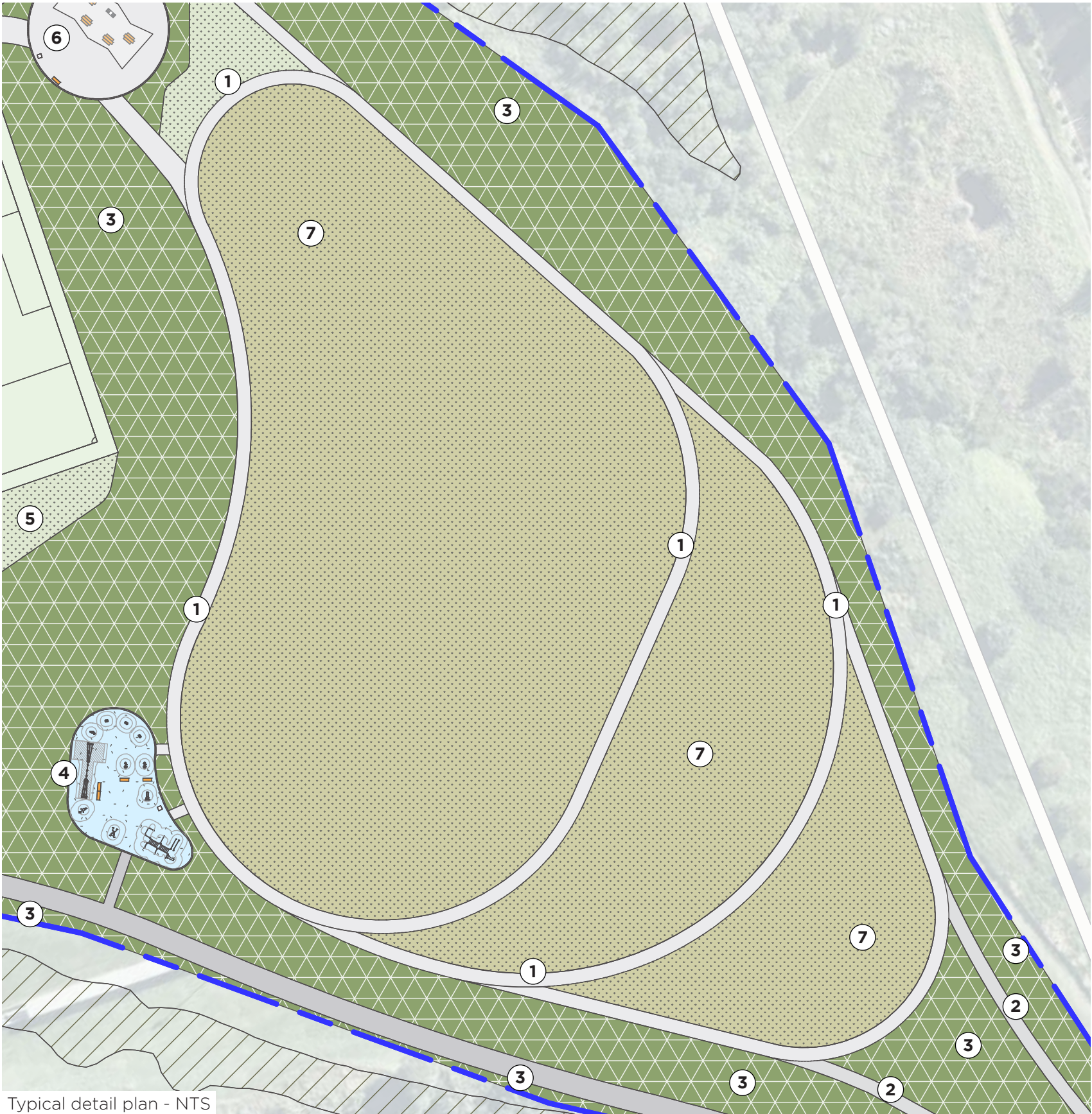


Tennis clubhouse (St James Amenities, Glebe - Sam Crawford Architects)



Indicative fencing type (Princi

The Fitness Circuits



Typical detail plan - NTS

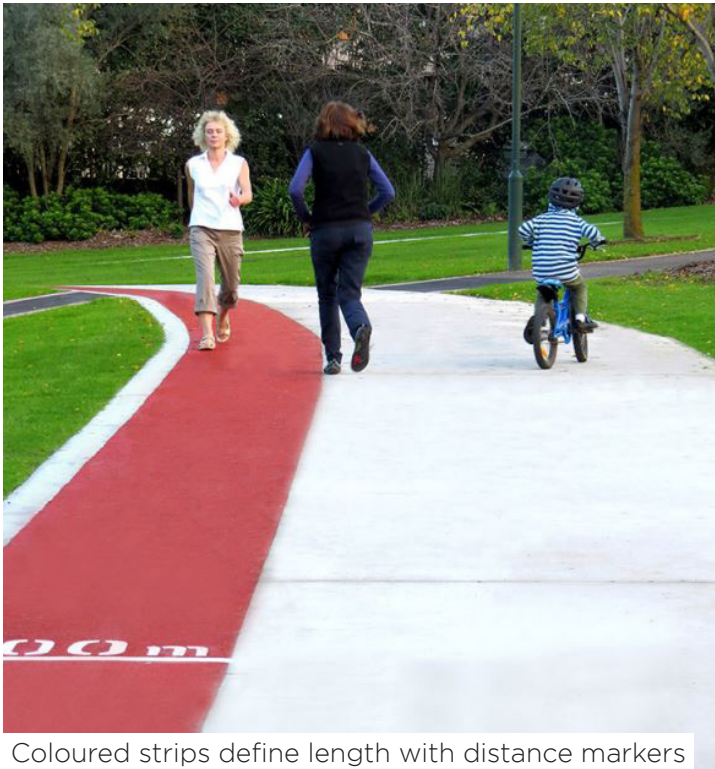
MODE BARTON PARK

LEGEND

- ① Interwoven running/walking tracks
- ② Existing pathways
- ③ Bush regeneration planting
- ④ Outdoor fitness circuits
- ⑤ Existing turf mound
- ⑥ Shade structures + seating
- ⑦ Turf open space

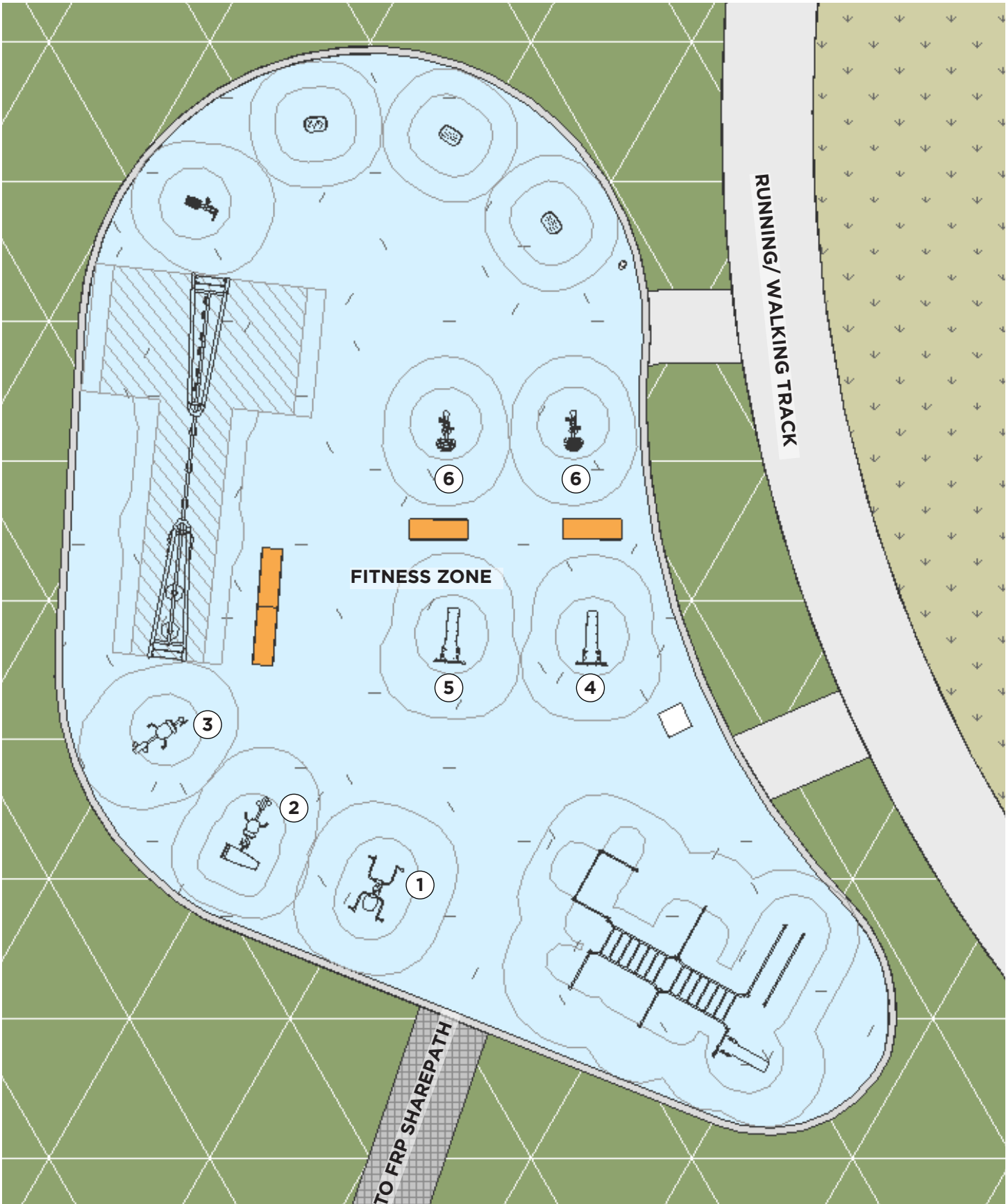


Passive seating opportunities



Coloured strips define length with distance markers

The Fitness Circuit



① Product Code: KPX131
Product Name: Double Chest Press
Supplier: KOMPAN



② Product Code: KPX222
Product Name: Sit Up Bench & Power Bike
Supplier: KOMPAN



③ Product Code: KPX129
Product Name: Power Bike
Supplier: KOMPAN



④ Product Code: FSW203
Product Name: Sit Up Bench
Supplier: KOMPAN

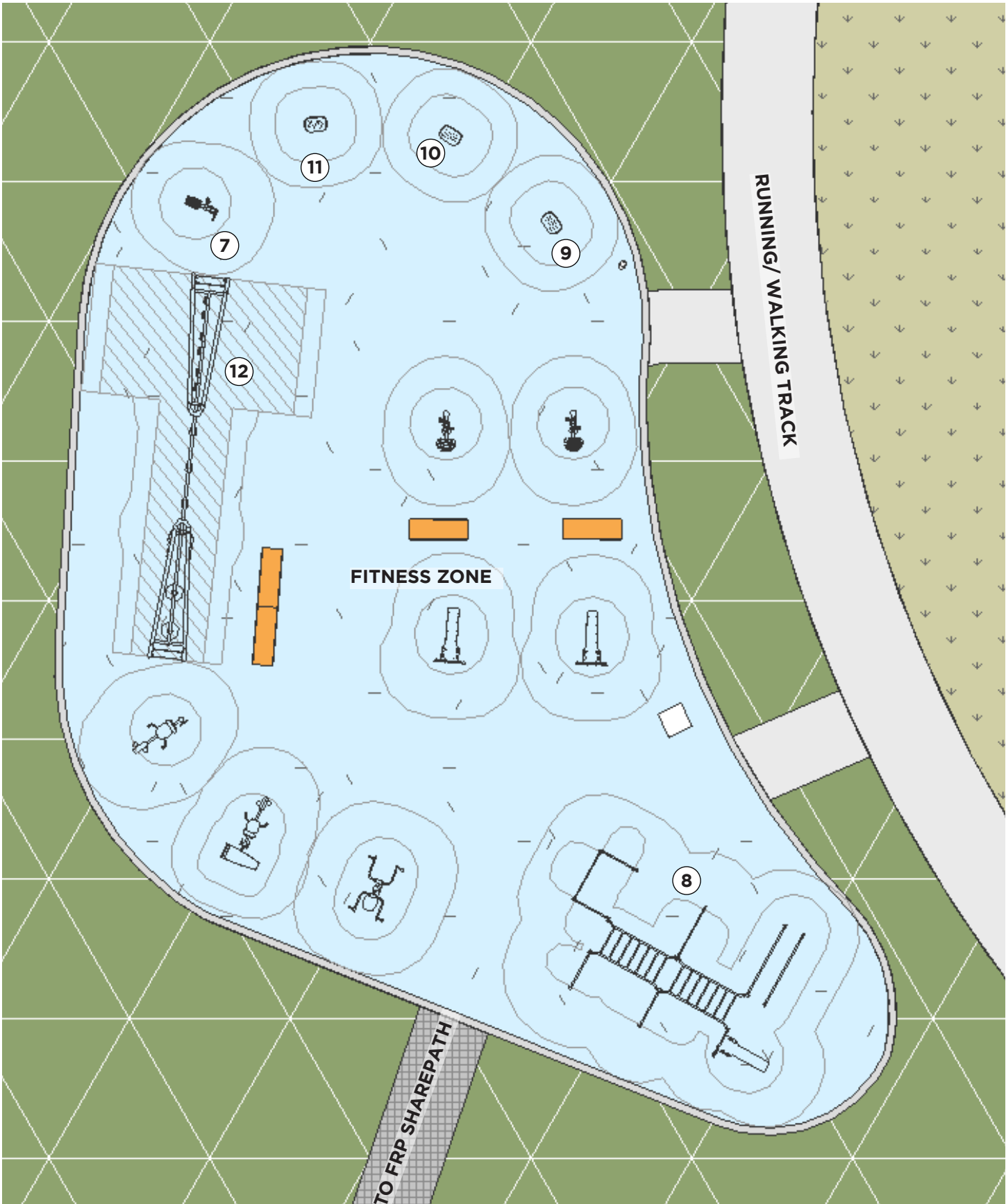


⑤ Product Code: FSW204
Product Name: Decline Bench
Supplier: KOMPAN



⑥ Product Code: FAZ50200
Product Name: Sport Bike
Supplier: KOMPAN

The Fitness Circuit



⑦
Product Code: FAZ51100
Product Name: Arm Bike
Supplier: KOMPAN



⑧
Product Code: FSW10501
Product Name: Combi 5
Supplier: KOMPAN



⑨
Product Code: FAZ30101
Product Name: Step 20cm
PU Steel
Supplier: KOMPAN



⑩
Product Code: FAZ30201
Product Name: Step 40cm
PU Steel
Supplier: KOMPAN



⑪
Product Code: FAZ30301
Product Name: Step 60cm
PU Steel
Supplier: KOMPAN



⑫
Product Code: FAZ20400
Product Name: Cross Train-
ing Combi 3
Supplier: KOMPAN



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