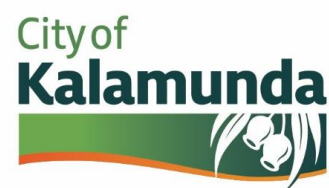
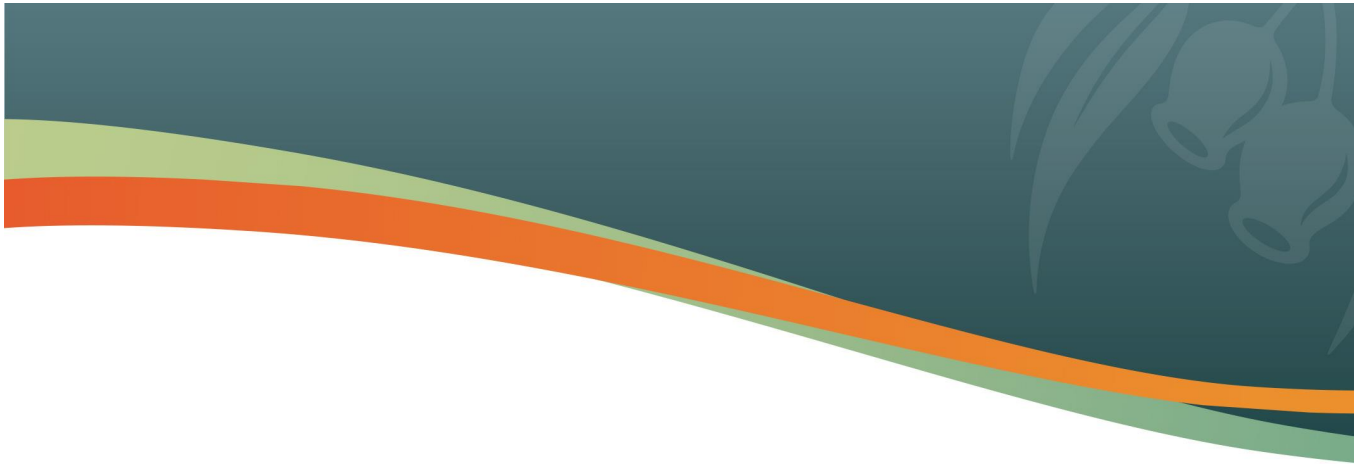




Attachment One

Stirk Park Master Plan – Play Space Consultation and Concept Design





Part A

Town Team Movement – Stirk Park Play Space

Engagement Report

STIRK PARK PLAY SPACE ENGAGEMENT REPORT

9 October 2019



Acknowledgement of Country

The City of Kalamunda is Noongar country. The City acknowledges the Whadjuk Noongar people as the traditional custodians of the area. The region is a significant meeting place to the Whadjuk Noongar and surrounding Aboriginal Nations who have gathered here for thousands of years.

The City of Kalamunda acknowledges and respects the Aboriginal and Torres Strait Islander people, their continuing culture and the contribution they make to the life of this city and this region.



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'Dot'Mocracy Survey Results	13
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Introduction

Town Team Movement has been engaged by the City of Kalamunda to facilitate a fun, interactive and empowering community-building process targeting young people and families in Kalamunda to get their ideas and inspire a creative and uniquely 'Kalamunda' Play Space at Stirk Park.

This report provides a summary of the engagement process and design recommendations for the new Play Space at Stirk Park.



STIRK PARK PLAY SPACE - ENGAGEMENT OUTCOMES REPORT



"I live in high Wycombe and I have a disabled sister and there is no playgrounds around to go and play with her"

- Workshop Participant

Review of Stirk Park Masterplan

Stirk Park is considered one of the City of Kalamunda's premier passive reserves and functions as a District Level site. Stirk Park attracts a variety of residents and more broadly people from the eastern region.

In July 2018, Council adopted the Stirk Park Master Plan and recommended the City progress detailed designs for stage one priorities including a new playspace, skate park, path network and youth and sport precinct. The following relevant details were included as part of the master plan recommendations:

- Revitalisation of play space providing areas for all abilities and nature play experiences. Specific focus from early childhood to primary school.
- Watercourse to assist with storm water conveyance
- Location of fitness opportunities and circuit paths around park to promote multi generational activity.
- Inclusion of a new skate park, to replace the existing facility in Kalamunda.

During the consultation stage for the master plan the City received over 900 responses from the community, which indicated an exceptionally strong interest in the park.

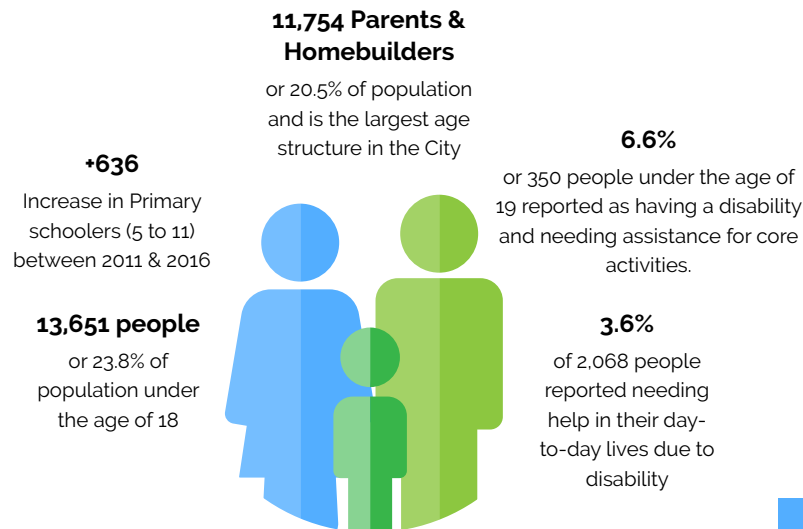
The consultation for the master plan included:

- A workshop to understand community sentiment and aspiration. Approximately 100 community members attended the workshop.
- a community survey to attain further details regarding the park vision with over 600 results.
- An information stall was held at the Kalamunda Markets to receive additional feedback.
- A further survey, letter drop and seven community drop in sessions were held in relation to the need and support for a skate park at Stirk Park.



STIRK PARK PLAY SPACE - ENGAGEMENT OUTCOMES REPORT

Young People & Families in Kalamunda



TOTAL KALAMUNDA POPULATION: 61,623

Data compiled by ABS Statistics 2016 and id Forecast.

WHO PARTICIPATED IN THE PLAY SPACE ENGAGEMENT?

Engagement participants included:

Individuals

School Students
Local Community Members
Tourists
Families
Local Businesses
Elected Members
Council Administration Staff

Schools

Kalamunda Primary School
Kalamunda Senior High School
Maida Vale Primary School
Edney Primary School
Walliston Primary School
Wattle Grove Primary School
Hillside Christian College
Lemurdie Senior High School
Lesmurdie Primary School
Mary's Mount Primary School
St Brigids College
Kalamunda Senior Education Support Centre

HOW ENGAGED

'Dot'Mocracy
Co-Design Workshop
One-on-One Discussions

EXPECTED GROWTH BY 2036

forecast.id.com.au/kalamunda

+23.62%

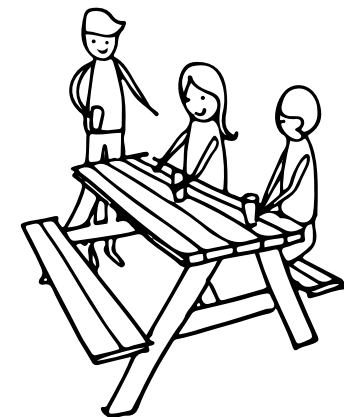
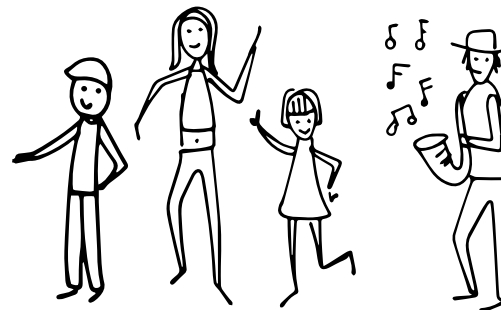
increase or 76,179 total population forecasted to live in the City of Kalamunda

+22.8%

increase or an additional 3,201 young people under the age of 18

+20.3%

increase or an additional 2,947 parents and homebuilders



About our Engagement Methods



'Dot'mocracy Survey:

- 'Dot'mocracy ideas boards were put on display at the Kalamunda Markets, Kalamunda Primary School and Kalamunda Senior High School.
- Participants were asked to vote and prioritise their favourite themes and ideas. 20 broad ideas were presented under the themes of messy and natural, arts and senses, sport and strategy and adventure.
- A brainstorming board was also provided for additional ideas and comments.



Play Space Co-Design Workshop:

- Students were chosen from local primary and high schools to participate in the co-design workshop. Schools selected a variety of students with the following attributes: high level of creativity, interests in sport and leadership qualities. In addition a local family's children were invited to participate, as they recently raised concerns regarding access to all ability playspaces in their local area.
- Students were presented with the backgrounds of the previous engagement outcomes and asked to brainstorm their ideas.



- A site visit and sensory tour of the play space area was undertaken to facilitate more ideas.
- Students worked in groups and were provided playspace element cards which had a points score, roughly related to the cost of development.
- Each group had a maximum point allocation and were required to prioritise the most important elements to design an inclusive and uniquely 'Kalamunda' Play Space.
- Each group presented their play space design to members of the City's executive team and elected members.

STIRK PARK PLAY SPACE - ENGAGEMENT OUTCOMES REPORT

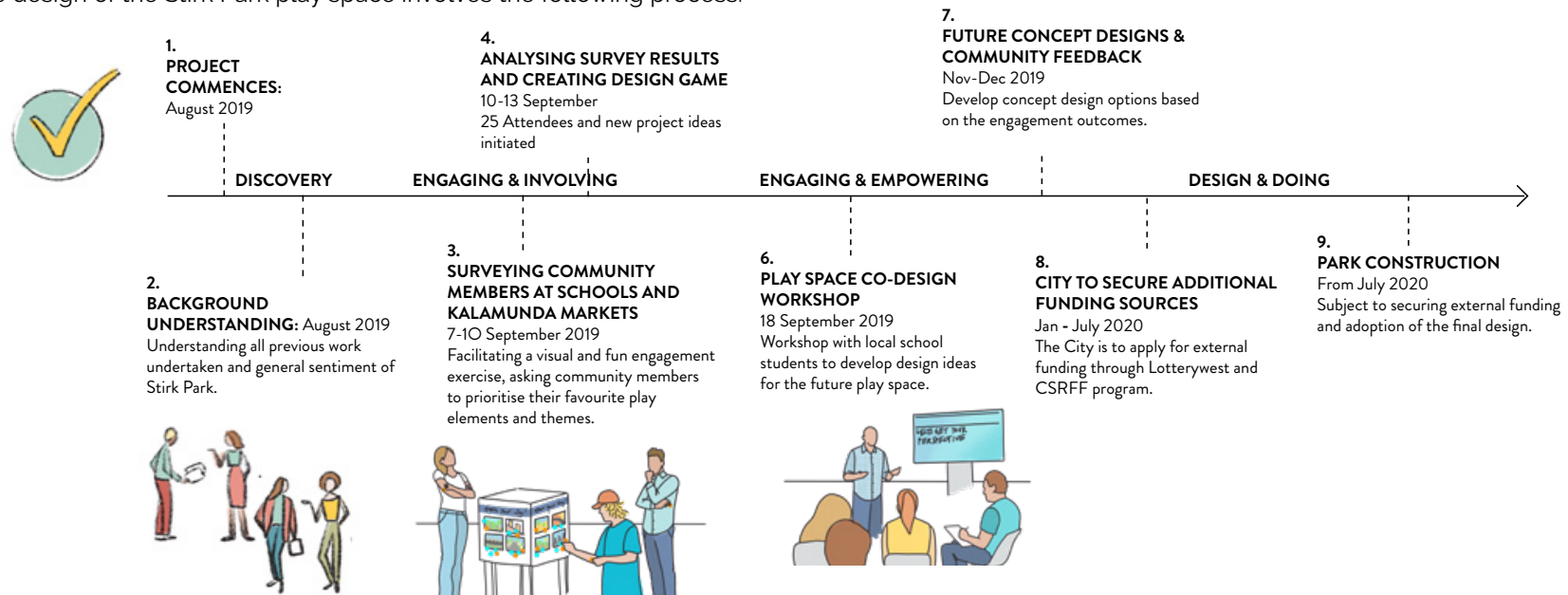
Engagement Overview

The City of Kalamunda, in partnership with Town Team Movement has completed a comprehensive engagement process, which included fun and interactive tools to reach out to young people and listen to the wider community.

As a result, we were able to include conversations and direct input with approximately 600 local young people and families. We feel the aspirations and comments received provide a clear direction to design and build a 'happy' and inclusive play space all members of the community can be a part of. More so, the young people involved not only felt like they were a part of the process, but also felt empowered and a sense of ownership in the design of 'their' space.

**DIRECT
ENGAGEMENT
WITH APPROX
600 COMMUNITY
MEMBERS &
MORE THAN
2800 COMMENTS
RECEIVED**

The design of the Stirk Park play space involves the following process:



Key Themes Explored

The background reporting and general understanding of Stirk Park led to the creation of four broad themes, which were then explored with the community. These included:

- Adventure - What are the 'big' play items, which are exciting and courageous?
- Messy & Natural - How do we utilise the existing natural environment to create a fun, 'organic' and messy play space?
- Art & Senses - How do we create an inclusive and happy environment for all abilities and explore the various senses of play?
- Sports & Strategy - What are the elements, which nurture a healthy, active and maybe even competitive spirit?

Questions our team asked the community using the 'dot'mocracy survey approach: How popular is each theme? How can these themes influence the design of a play space at Stirk Park? What are your favourite elements of each theme?

Adventure



Messy & Natural



Art & Senses



Sport & Strategy



'Dot' Mocracy Survey

Survey Boards: Participants were asked to prioritise their favourite theme and five favourite ideas by sticking dots directly into the images.

DESIGN

WHAT DOES A PLAY SPACE LOOK LIKE AT STIRK PARK?

Tell us your top 5!

ADVENTURE



Climbing Walls



Giant Play Equipment



Nature Play



Live Streams



Nets & Cubbies



Swings and Flying Fox



Materials to Build Your Own



Muddy Play

ART & SENSES



Music & Sounds



Fruit Garden



Obstacle Course



Multi-Purpose Sport



Balance & Uneven Surfaces



Sculptural Walk



Discover the Megafauna



Outdoor Classrooms

Are we missing anything?

Brainstorming Wall for any additional ideas.

BRAINSTORM YOUR VISION & IDEAS FOR A PLAY SPACE AT STIRK PARK...

(WRITE YOUR AWESOME IDEAS HERE!)

'Dot' Mocracy Survey Results

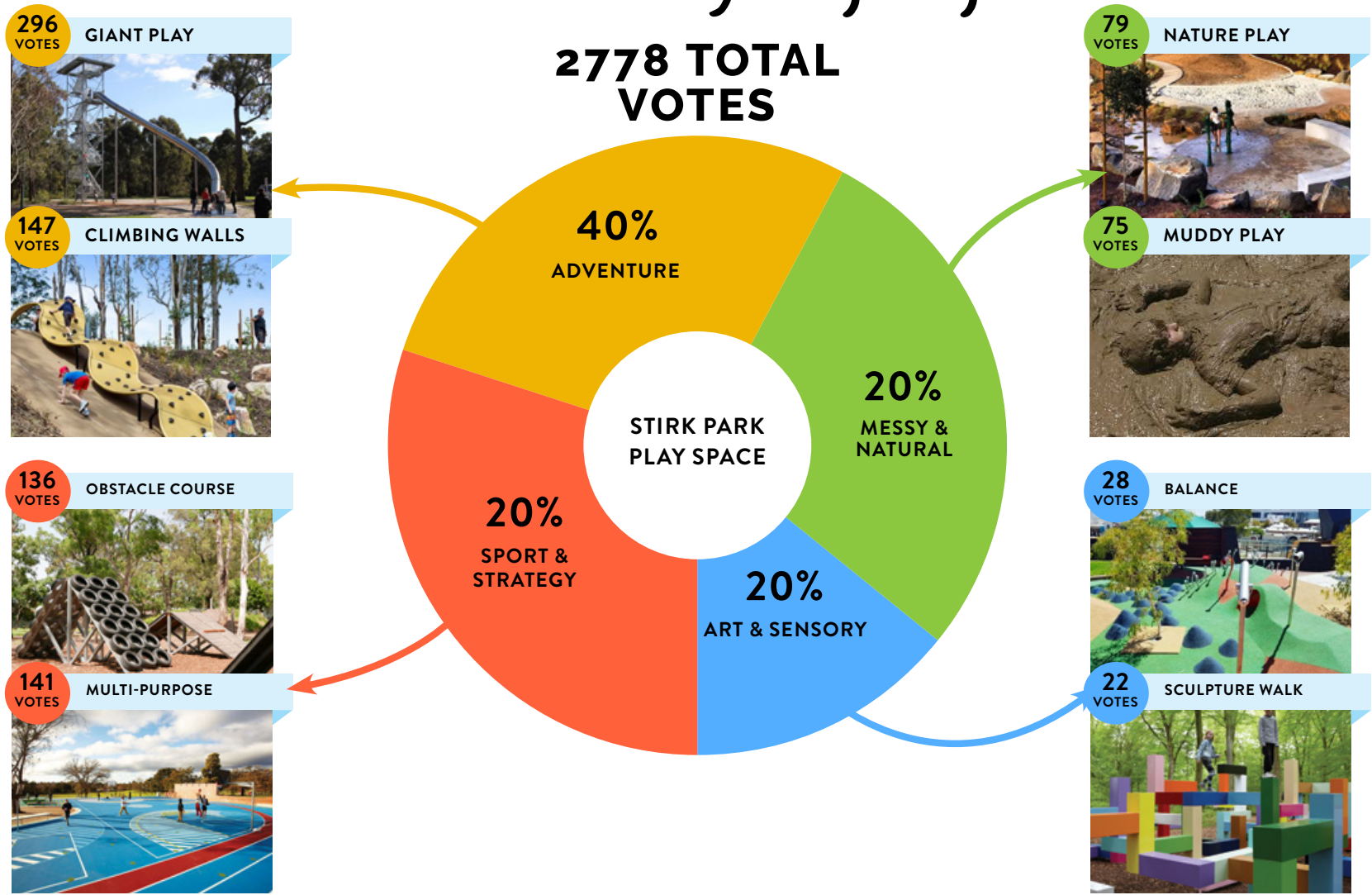
Local school students from Kalamunda Primary School, Kalamunda Senior High School and community members at the Kalamunda Markets were invited to vote and prioritise their favourite design themes and elements for a new play space at Stirk Park. The following results were obtained:

- 'Adventure' was the most popular theme with 40% of the total votes. Giant play equipment and climbing walls were the favourite play elements.
- The remaining themes resulted in an equal vote of 20% - 'Sports & Strategy', 'Art & Sensory' and 'Messy & Natural'.
- The additional popular play elements included an obstacle course, multi-purpose hard courts, nature play, muddy play, balance equipment and sculptural play.
- As a result, the wider community desired an adventurous and natural play space with sensory elements, strategy and sports equipment provided. And in conversation, everyone agrees the park needs to provide an inclusive and welcoming feel with something for everyone.
- Additional ideas popular with the community, defined as part of the brainstorming results included a skate park, which is being planned in the near future. Other ideas included trampolines, water play, treehouse, flying fox, sports and cafe.
- The most popular ideas defined by the community were then included in the development of custom 'play cards' for the co-design workshop, which students used to design their own play space.



STIRK PARK PLAY SPACE - ENGAGEMENT OUTCOMES REPORT

'Dot' Mocracy Highlights



'Dot' Mocracy Detailed Results

<i>Place Space Element</i>	<i>General Public Engagement: Kalamunda Markets, 7 Sept 10am - 1pm</i>	<i>Kalamunda Primary School Engagement: 10 Sept 12:00pm - 1:00pm</i>	<i>Kalamunda Senior High School Engagement: 10 Sept 1:30pm - 2:30pm</i>	<i>Total Results</i>
Adventure				
Climbing Walls	69	43	35	147
Giant Play	67	167	62	296
Nets & Cubbies	63	49	31	143
Swings & Flying Fox	66	32	52	150
TOTAL	265	291	180	736
Messy & Natural				
Nature Play	60	14	5	79
Live Streams	56	38	20	114
BYO Materials	47	13	9	69
Muddy Play	28	23	24	75
TOTAL	191	88	58	337
Art & Sensory				
Music & Sounds	35	26	7	68
Fruit Garden	48	25	35	108
Balance & Uneven Surfaces	32	38	17	87
Sculptural Walk	38	29	6	73
TOTAL	153	118	65	336
Sports & Strategy				
Obstacle Course	52	54	30	136
Multi-Purpose Hard Courts	23	48	70	141
Mega fauna	25	15	2	42
Outdoor Classrooms	24	3	2	29
TOTAL	124	120	104	348
TOTAL RESULTS: 2778 VOTES				

Play Space Co-Design Workshop

The 13 student workshop participants and four City of Kalamunda staff were separated into four teams, which included a lower primary student, upper primary student, lower high school student, upper high school student and staff member. Throughout the workshop, the project team provided case studies of best practise parks, asked questions and engaged in discussions to better understand the aspirations of local young people.

The co-design workshop involved the following phases:

1. Site visit
2. Discussions on vision and play equipment for Stirk Park play space.
3. Play space co-design group session.
4. Group presentation to the City's executive team and elected members



"So we have put something that
all people can play on at this
park"

- Workshop Participant

Play Space Co-Design Group Session

How the play space co-design group session worked:

Each team was provided with an aerial map of the site, drawing materials and 100 play space element cards. The play space element cards included the most popular elements from the previous engagement exercises and a point score between 5 and 20 points. Blank cards were also provided for team members to develop new ideas. Each team had a maximum point score of 100. The cards and total point score relate to the approximate cost of each item and the total park budget.

Each group had to design their park to the maximum allowed budget, show how the items were connected and creatively present their vision and design justification to the judging panel for review and final discussion.



Site Tour, review of previous engagement results, group discussions leading to individual brainstorming and design development



Working as a diverse group of students to prioritise the most necessary and inclusive design elements



Finishing touches, connecting the spaces and working on the presentation



Presenting the design elements, zones, justification and creative vision to the City's executive team and elected members

Play Space Co-Design Workshop Discussion

DISCUSSION #1: WHAT DO YOU THINK OF THE EXISTING PLAYGROUND AT STIRK PARK?

- The park doesn't fit in with the Kalamunda area.
- Too many bright colours
- Too much plastic
- Old and faded
- Play equipment is not connected
- Bare and too many blank spaces
- Not much nature included in the equipment
- Lacks accessible equipment, except for the liberty swing, however this has a fence, so people with a disability can't play with other people.

DISCUSSION #2: WHAT IS YOUR VISION FOR THE FUTURE PLAY SPACE?

- A 'Happy' Place
- Inclusive and a meeting space for everyone, natural and fun
- There should be mystery and adventure!



EXISTING PLAYGROUND



STIRK PARK PLAY SPACE AREA SITE VISIT

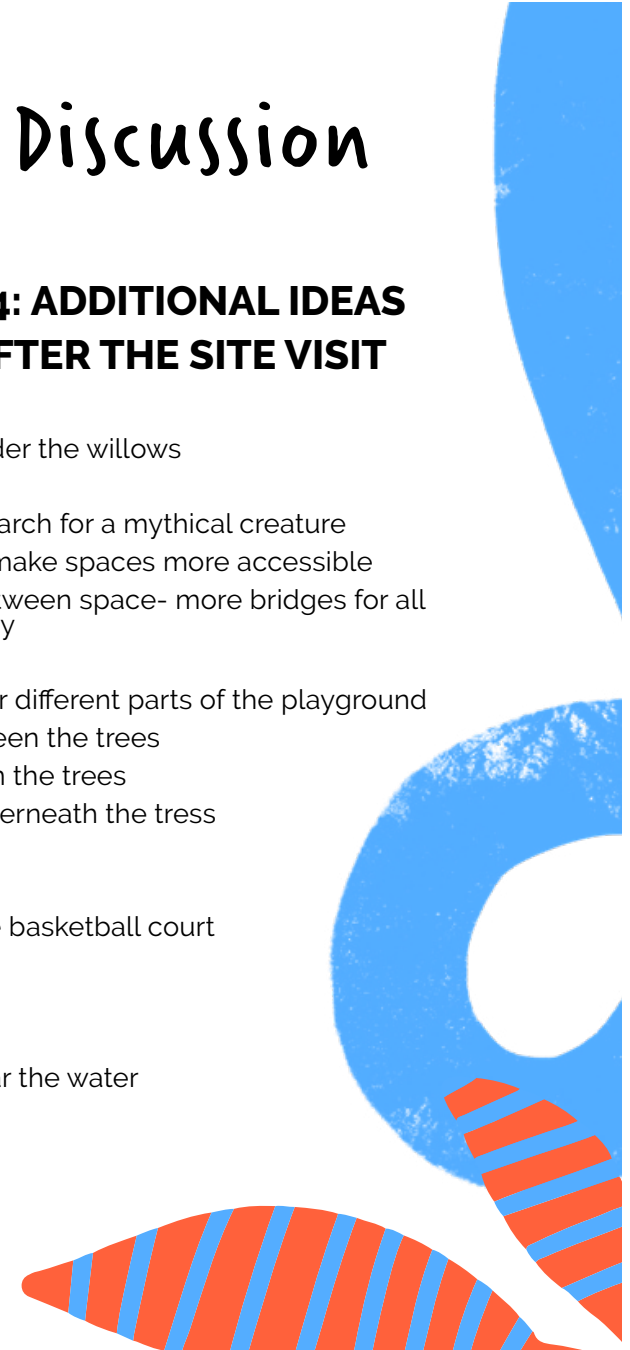
Play Space Co-Design Workshop Discussion

DISCUSSION #3: BRAINSTORMING IDEAS BEFORE THE SITE VISIT: WHAT EQUIPMENT DO YOU WANT TO SEE IN THE PLAY SPACE?

- Mazes
- Community art on tree house
- Play equipment and high ropes course
- Basket swing, tight rope, swings
- Wood bars (metal bars hurt)
- Water play - pump
- Monkey bars with different handles
- Wood poles
- Join the spaces
- Bridge to connect the gaps - use the stream
- Environmentally friendly - use of local materials
- Interactive art
- Park benches under the trees
- Updated toilet facilities that don't feel dodgy
- Safer to climb on banks
- Biplane, climbing frame, mini trampolines, balance seesaws, thick ropes, climbing walls for all ages natural tunnels, big spider web
- Really big slides
- Benches on top of the hill, treehouse, high platform

DISCUSSION #4: ADDITIONAL IDEAS DURING AND AFTER THE SITE VISIT

- Swing from trees
- Hangout spaces under the willows
- Hangout spaces
- Scavenger hunt - search for a mythical creature
- Stepping stones to make spaces more accessible
- Connection path between space- more bridges for all inclusive accessibility
- Meditation spaces
- Connecting paths for different parts of the playground
- Tarzan swings between the trees
- Hammocks between the trees
- Natural cubbies underneath the trees
- Chillout zones
- Slides down the hill
- Gymnastics near the basketball court
- Lake views
- Trampoline trails
- Scavenger hunts
- Stepping stones near the water



Co-Design Workshop Group one Design

Play Space Vision: Fun and special place - something for everyone. Accessible and awesome for all ages. Each area is connected with sensory elements.

Here is how we used our points:

KIDS AREA

- Needs good supervision
- BBQ
- Cubbies, tubs, mazes
- Mixture of adventure and sensory

TWEENS 10-12

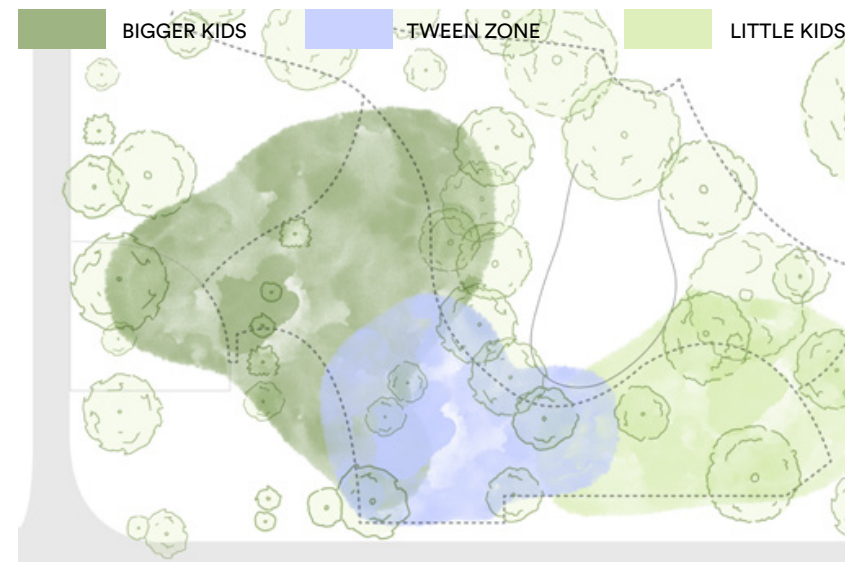
- Tree house is the focal point and looks over the play space
- Cubby

OLDER KIDS

- Hammocks
- Swings using different natural materials for the hand grips
- Parkour, flying fox and trampolines
- Active and Relaxing



Group One Final Design



Play Space Zone Map

Co-Design Workshop Group Two Design

Play Space Vision: The myth of stirk park... started with a conversation about a turtle, which may or may not live in the lake. The story grew and grew to a myth of a magical creature and how we search for clues of its existence throughout the park. The play elements also combine adventure, nature and relaxation.

Here is how we used our points:

LITTLE KIDS

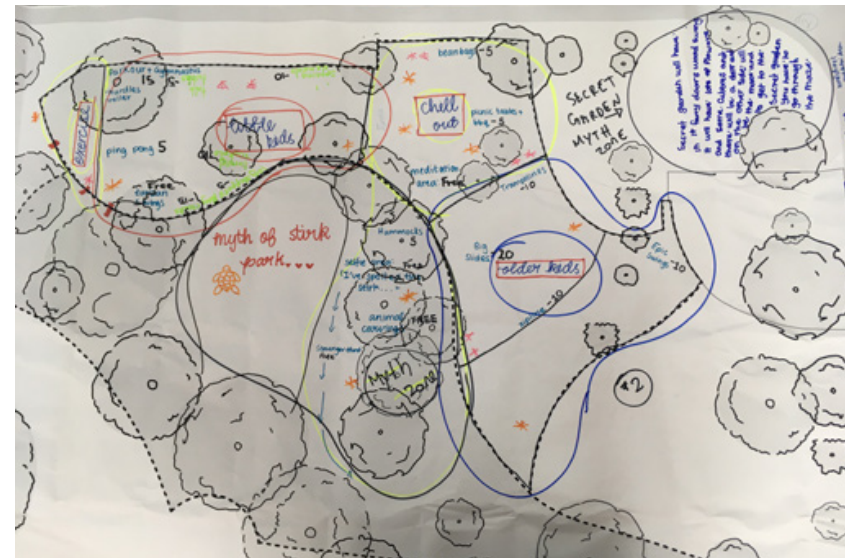
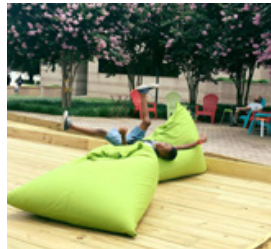
- Hurdles, roller and ping pong
- Tarzan Swings
- Talking tubes to help kids communicate and search for the myth of stirk park
- Secret doors with clues of the myth everywhere

CHILL OUT ZONE

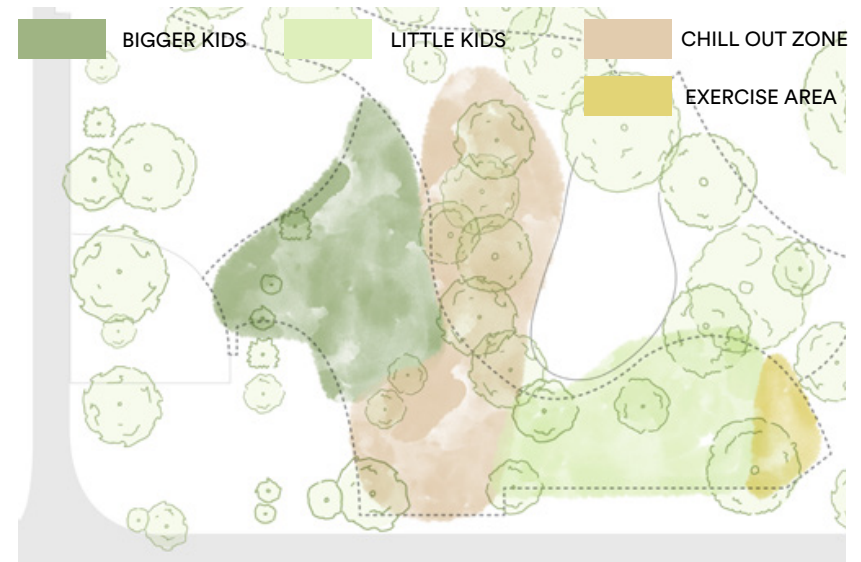
- Bean Bags
- Picnic Tables & BBQ
- Meditation Zone
- Hammocks, selfie spots and an animal carvings scavenger hunt

OLDER KIDS

- Exercise equipment, parkour and gymnastics
- Trampolines, big slides and an epic swing
- Giant zipline
- Secret Garden Maze - more clues to the myth.



Group Two Final Design



Play Space Zone Map

Co-Design Workshop Group Three Design

Play Space Vision: Inclusion, safety and history. A natural stone path throughout the play space and equipment weaving around the existing trees.

Here is how we used our points:

History Bridge - stories of the past painted by the community and picture frames for old photos.

LITTLE KIDS AREA

- Located inbetween active space and tweens area to provide supervision, safety and adventure.
- Sensory - Sculptural seating, trampolines, musical instruments, dirt forts, natural cubbies and utilise stream
- Disney themed playground

TWEENS

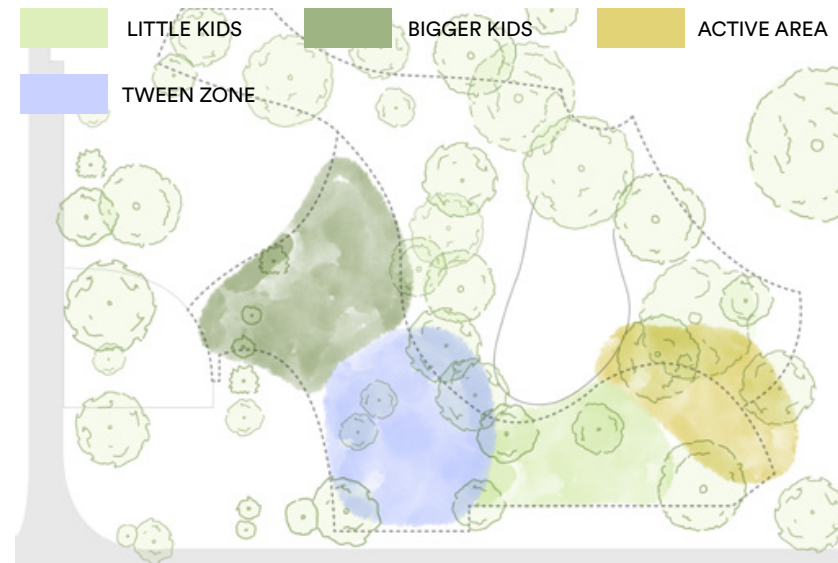
- Giant Play - Big flying fox, big swings, nets and cubbies, observation area
- Platforms, trampolines, stepping stones across creek

OLDER KIDS

- Relaxing - Hammocks, 'tent-like' gazebo, lake view and multi-level spaces (interactive)
- Active - Obstacle course monkey bars, gymnastics and parkour
- Painting the Pipes - painting the exposed pipes with indigenous stories and creating stepping stones through the creek.



Group Three Final Design



Play Space Zone Map

Co-Design Workshop Group Four Design

Play Space Vision: The design uses the natural elements and materials such as the topography, water and existing trees to inform the play spaces. Native plantings, an island in the lake and accessibility is key to flow of the play space.

Here is how we used our points:

ACCESSIBILITY

- Wheelchair roundabout, which connect all the areas and has equipment so everyone can use
- Walking paths, swings, trampolines, flying fox for everyone

KIDS AREA

- Sculptural seating, trampolines, tree fort, musical equipment, rope play and a snake swing
- DIY Shelter and natural cubbies

TWEENS 10-12

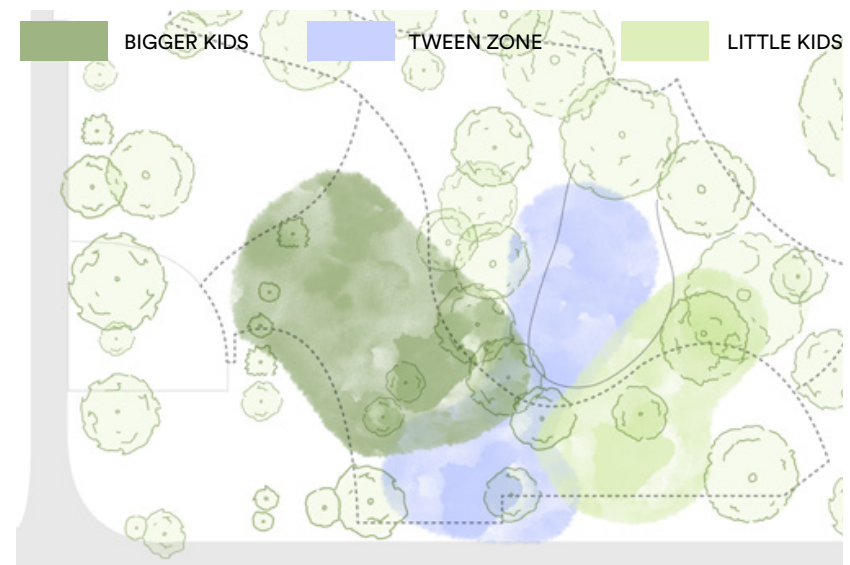
- Tree house with slide and bridge to the island
- The island is a re-creation of the past island, which apparently use to be located in the lake
- Double flying fox and mixed swing set for different levels of play

OLDER KIDS

- Nets and hammocks around the trees, giant slide down the slope and climbing stones up the hill.



Group One Final Design



Play Space Zone Map

Play Space Co-Design Final Workshop Discussion

What play space elements are your favourites from each group?

- Double Flying Fox - so people of different aged groups can play together
- History Bridge - I like that we can learn about the history of the area and get involved in creating the project.
- Island with Bridge - It's an adventure to cross the bridge and visit the island
- The Myth of Stirk Park - This is so much fun and I love the fantasy and adventure
- Painting the Pipes - This is fun and a great way to keep a colourful natural park
- Treehouse with slide around lake - this is really fun
- Maze into the secret garden - this is adventurous and relaxing
- Creating the different zones for different aged groups, so people have their own areas, but can also play together

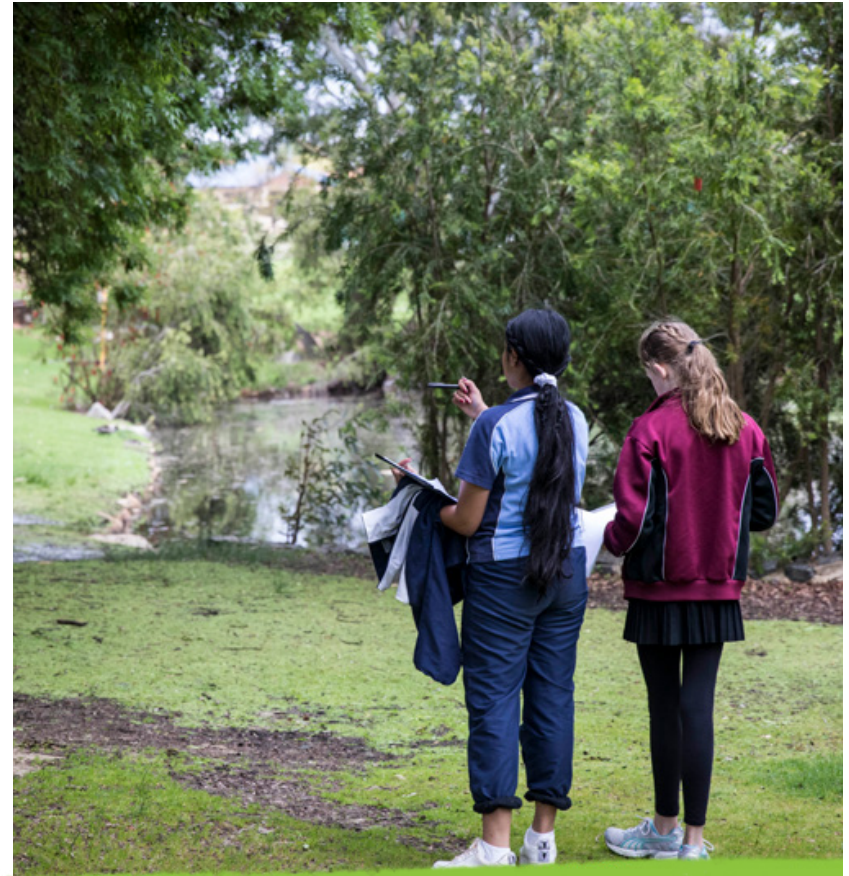
What are the similarities and 'must have's' of the different designs?

- Flying Fox
- Trampolines
- Treehouse
- Parkour
- Inclusive play equipment
- Hangout spaces
- Different zones
- Hammocks
- Swings
- Places to sit
- Using the natural areas of the park like the stream, lake and slope

Play Space Co-Design Final Workshop Discussion

How has your involvement in the engagement and design process made you feel?

- Meet new people
- It felt special to design our own space
- Hopeful. It was great to work in a team and will be great to see it happen. It keeps kids involved and active.
- I feel like this is my 'happy' place.
- Enabled. We can help make community. It makes me want to be a leader... it's worth it.



"We chose these items because we wanted the park to incorporate all ages. We felt that because this park was so special to Kalamunda that we had to choose amazing activities! We chose some of the other items because they were wheelchair friendly, such as using ramps for accessibility."

- Workshop Participant

Play Space Co-Design: Final Thoughts

- All participants agreed the theming of the park needs to be natural, adventurous and inclusive for all abilities and ages.
- The workshop group also agreed that the current park is outdated and a new park should incorporate more natural materials.
- All groups were generally consistent in creating design zones, which include; sports, little kids, bigger kids, tweens and a chillout zone.
- A popular and uniquely 'Kalamunda' creative theme, which emerged from one of the groups was the 'Mystery of Stirk Park'. This curious and exciting theme is explained in further detail and should be considered as an over-arching play theme for the play space.



Stirk Park Play Space Recommendations



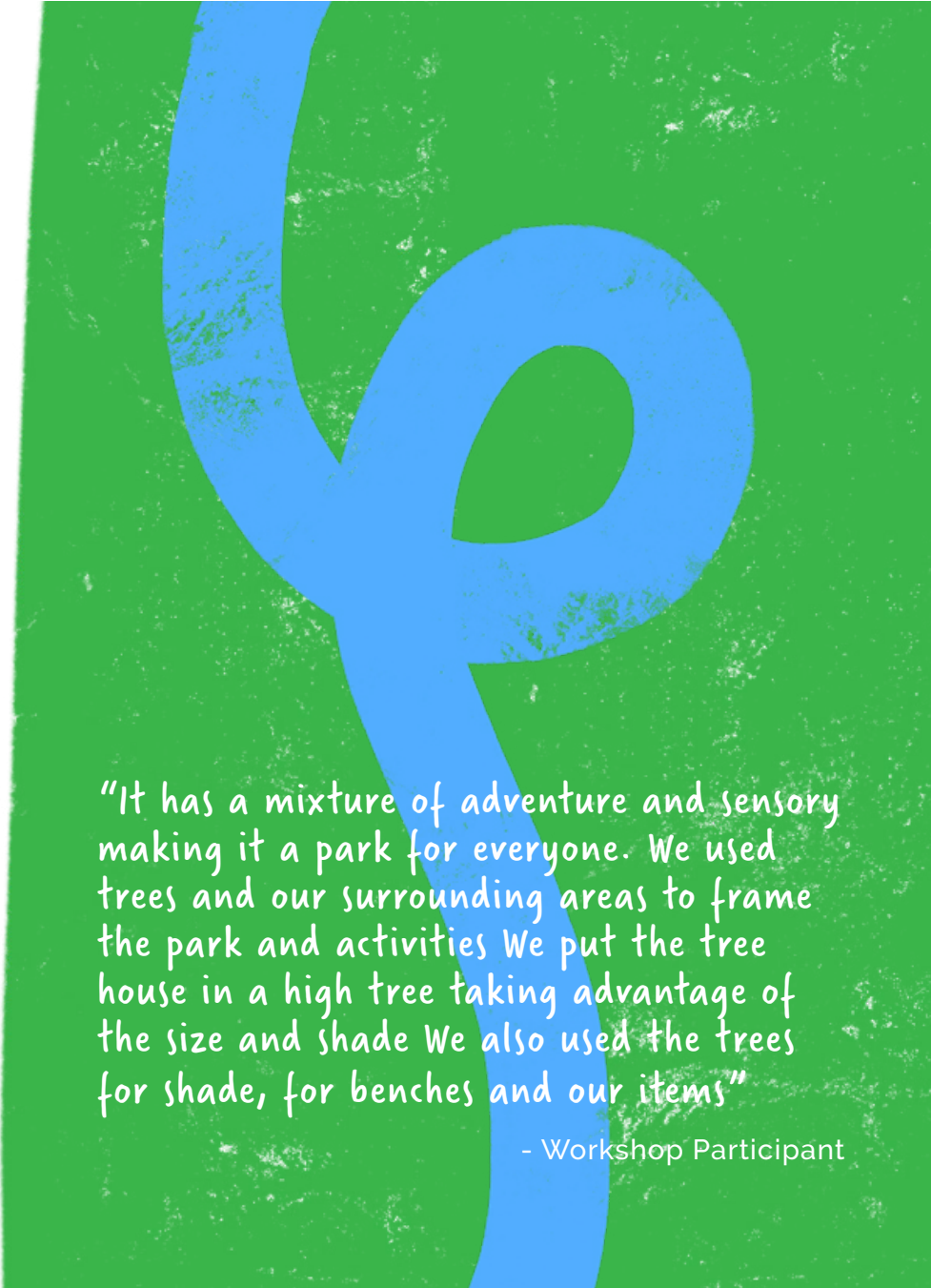
"our park is unique because its engaging and fun for all ages because of the physical activities. We feel we have been able to give a unique touch as we all were able to bring a new aspect to the park"

- Workshop Participant

Recommendations: Play Space Vision

Stirk Park is a natural, inclusive and creative wonderland. The play space design is driven by passion, youthful knowledge and thoughtfully considers each unique touch with the purpose of creating a happy and engaging environment for all abilities to enjoy. We welcome you to join in and connect with 'our' space... the young, younger, and young at heart.

So come along and prepare yourself for new experiences of adventure, compassion, relaxation and sport. And don't forget to pack your imagination, the mystery of Stirk Park is searching for you.



"It has a mixture of adventure and sensory making it a park for everyone. We used trees and our surrounding areas to frame the park and activities We put the tree house in a high tree taking advantage of the size and shade We also used the trees for shade, for benches and our items"

- Workshop Participant

Recommendations: Guiding Principles

An Authentically Natural Look and Feel

The play space incorporates natural colours and materials where ever possible and highlights the authentic adventurous and peaceful senses of the park. There are new challenges to overcome, trickling sounds of the stream to relax, opportunities to balance across the wobbly logs, slides down the natural slope of the land, cubbies to hangout, areas to climb and the feel of the willows and leaves brushing against our skin.

A Connected Place for Everyone

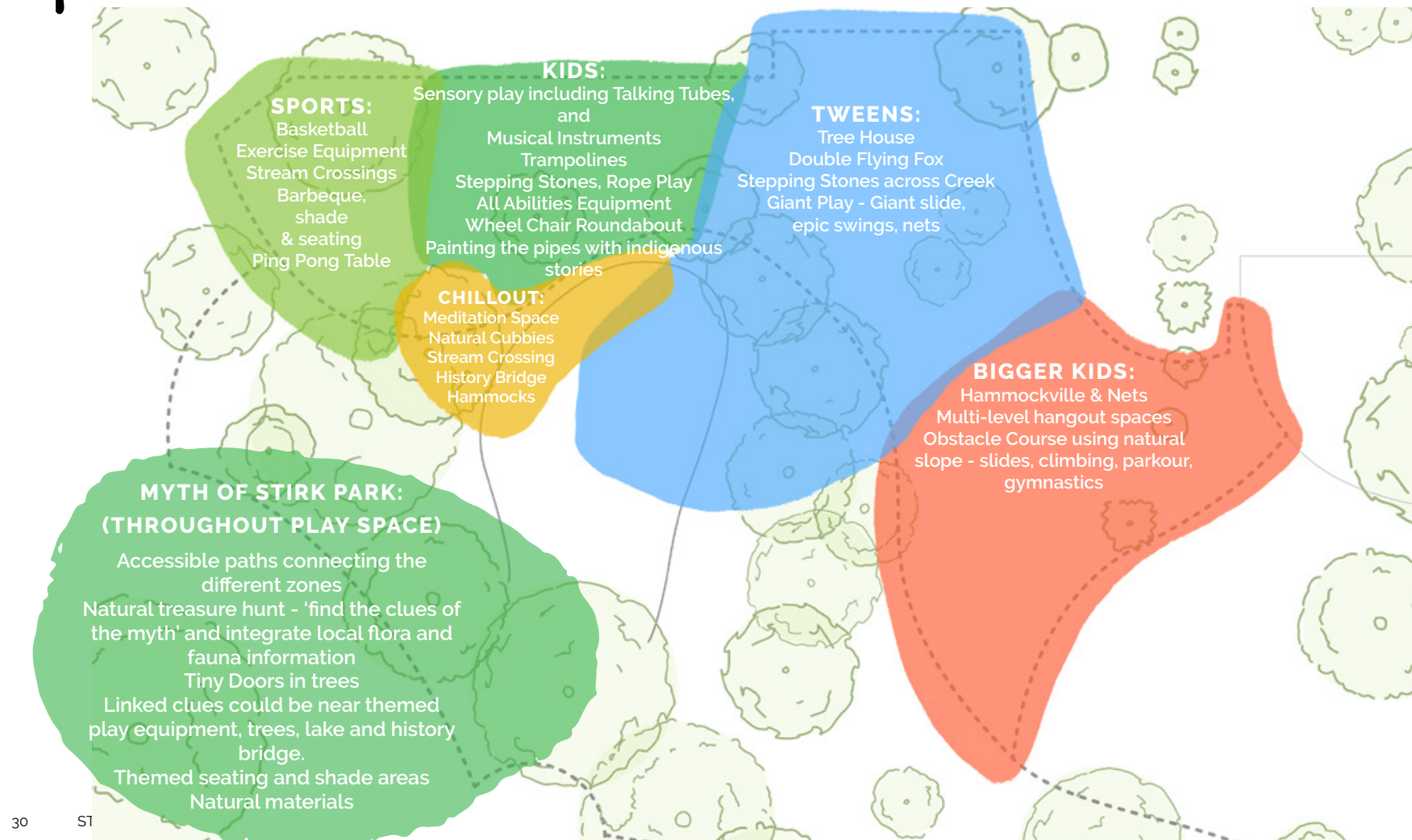
Feelings of new and old memories that last. A reminder of what was and new experiences to remember. Stirk Park is designed for the whole family to be feel included, which means spaces and areas to come together and feel independent. The connected paths and play equipment are accessible for everyone and encourages movement, interaction and a healthy, happy place.

Fantastic Fantasy

The mystery of Stirk Park is the secret sauce, which connects the different spaces and brews the imagination and creativity. Clues to understanding the mystery should be incorporated in elements throughout the park and dare people to search and make their own new discoveries.



Recommendations: Popular Themes and Play Space Elements

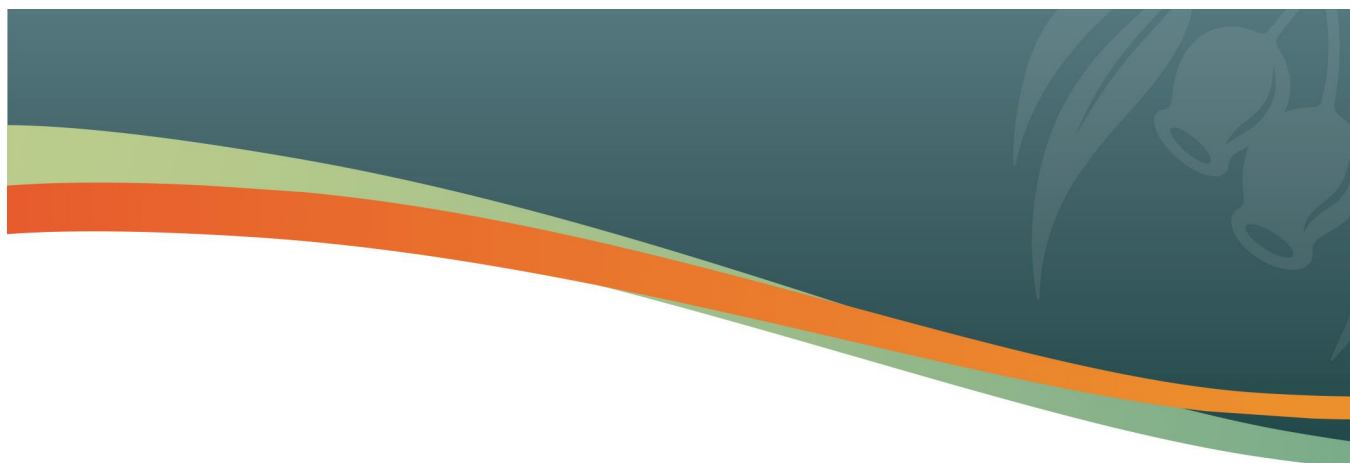


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Recommendations: Popular Themes and Play Space Elements

The following play space elements are examples of the most popular ideas raised during the engagement project to help guide the design process.

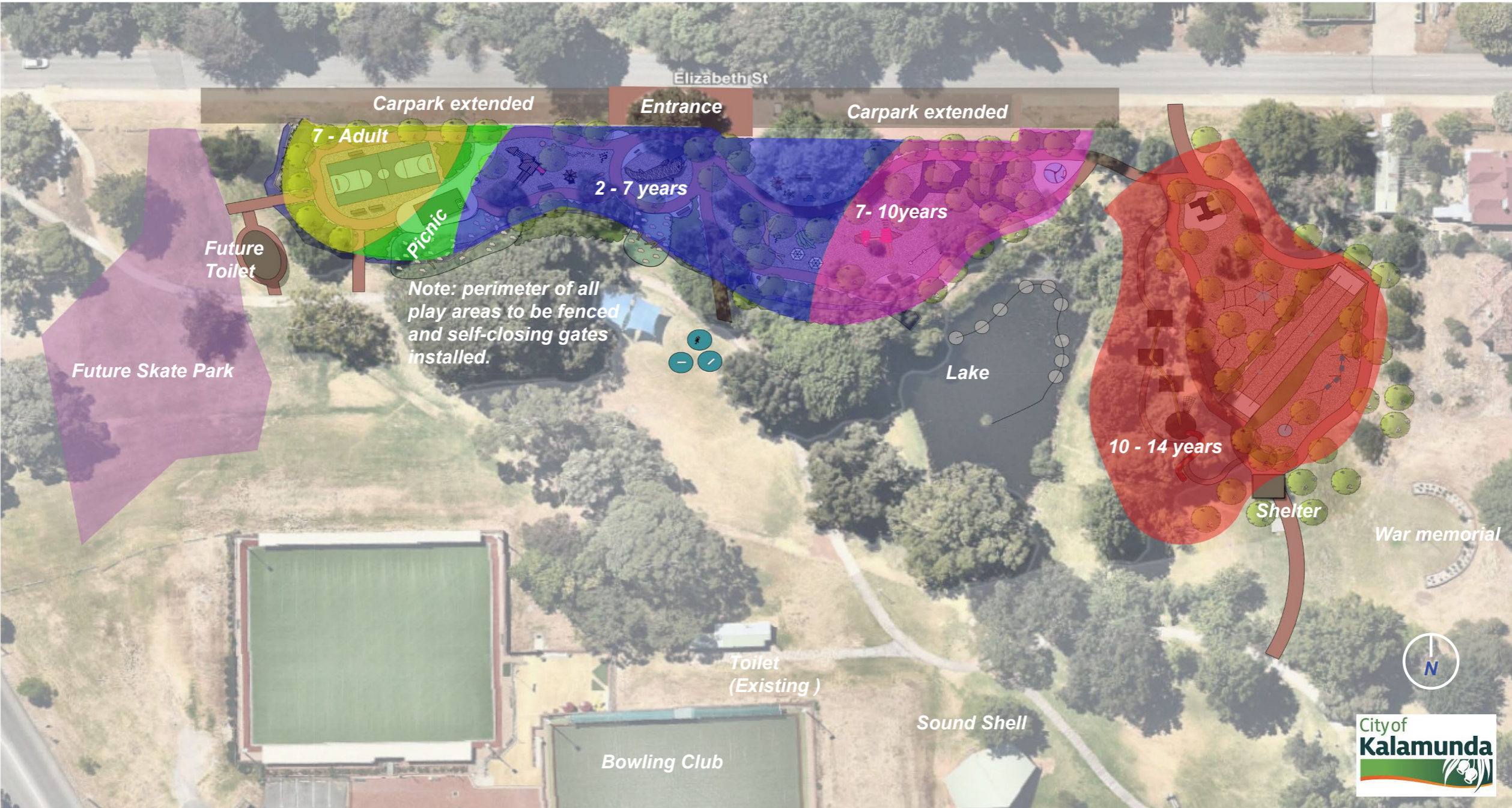




Part B

Stirk Park Play Space Concept Design

Stirk Park - Play Space Concept : General Arrangement and Play Zones



Play Design Themes

Adventure - big' play items, which are exciting and courageous.
Climbing Walls, Giant Play, Nets & Cubbies, Swings & Flying Fox

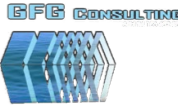
Messy & Natural - Utilise the existing natural environment to create a fun, 'organic' and messy play space.
Nature Play, Existing stream, Cubby building , Muddy Play

Sports & Strategy - Nurturing a healthy, active and a competitive spirit.
Obstacle Course, Multi-Purpose Hard Courts, Mega-fauna, Outdoor Classrooms

Art & Senses - Create an inclusive and happy environment for all abilities and explore the various senses of play
Music & Sounds, Balance & Uneven Surfaces, Sculpture, All abilities equipment

Myth and History
Treasure hunt (find the "Quendas"), Stories and history of the sites former use along paths and bridges. Bubbles / misters in the lake to create the story of the "myth" of a creature in Stirk Park Lake.

0 5 10 20m
Scale 1:300 @ A1



Stirk Park - Play Space Concept: Master Plan (DRAFT May, 2020)



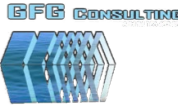
Design highlights / Legend

- ① 3/4 sized basketball court
- ② Picnic shelter and BBQ area
- ③ Bridges to existing path and future skate area
- ④ Water play area in existing creek
- ⑤ Junior play area with timber structures
- ⑥ Giant bobtail goanna sculpture at entry
- ⑦ Water play area in existing creek

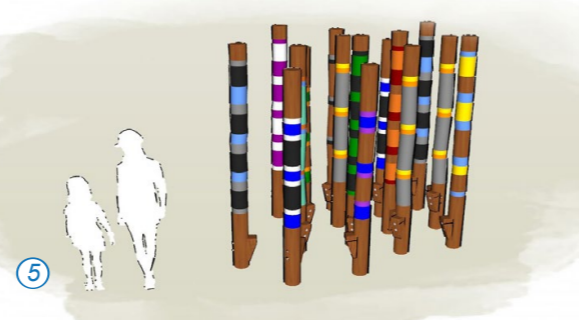
- ⑧ Musical instrument and cubby play area
- ⑨ Timber log climbing and cubby frames with tree branches
- ⑩ Intermediate timber play structure with all abilities access
- ⑪ Excavated channel maze network
- ⑫ All abilities spinner
- ⑬ Play tunnel mound
- ⑭ Tree top lookouts with suspension bridges and tube slide
- ⑮ Elevated climbing nets

- ⑯ Double flying fox with regular seat and all ability seat
- ⑰ "A" frame swings with regular seat and all ability seat
- ⑱ Group use basket swing
- ⑲ Picnic shelter and table
- ⑳ Connection path to existing path network
- ㉑ Proposed toilet block to service both skate area and playground
- ㉒ Lake misters to help create the "Myth of Stirk Lake"
- ㉓ Adult exercise equipment station
- ㉔ Sand play area

0 5 10 20m
Scale 1:300 @ A1

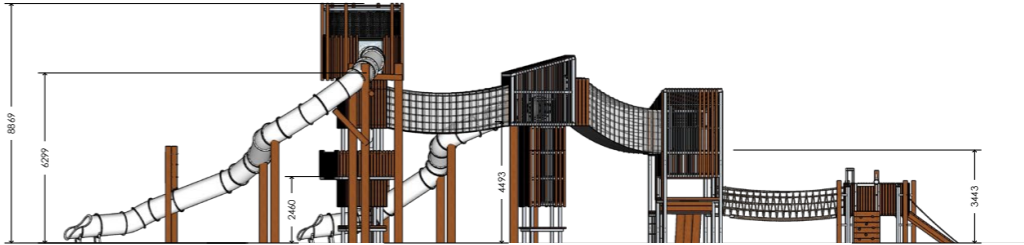


Play Space Concept - Design examples

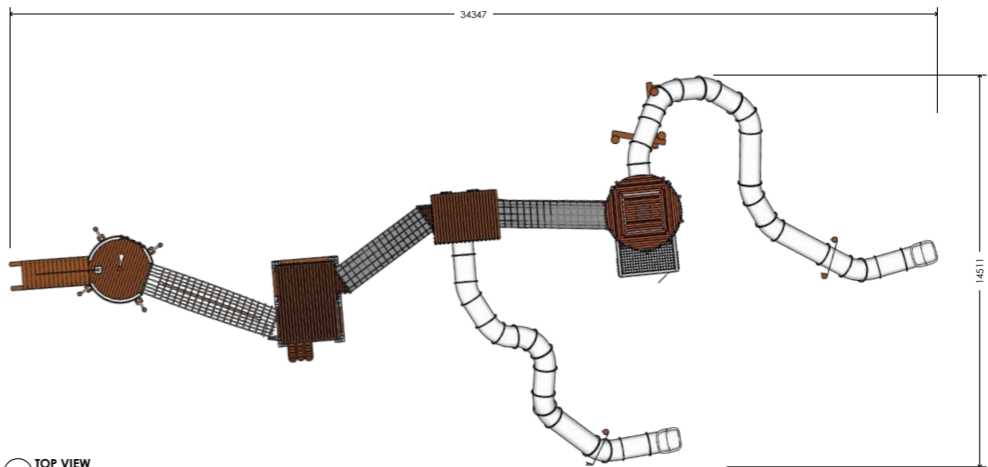


Play Space Concept - Custom Climbing Tower and Elevated climbing net (Items 14, 15)

STIRK PARK TOWER



3 SIDE VIEW
Scale: 1:100



2 TOP VIEW
Scale: 1:50

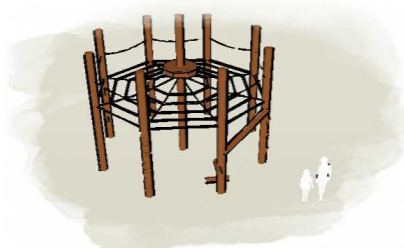
STIRK PARK NET CLIMB

Product Information

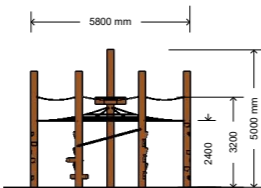
Category: Elevated Play
Name: Stirk Park Net Climb
Code: L030500

Dimensions (mm)

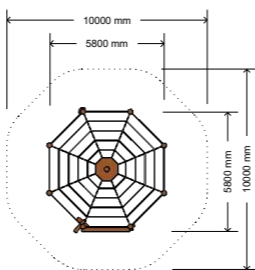
Net Height: 2,400
Platform Height: 3,200
Overall Height: 5,000



1 Isometric View
Scale: NTS



2 Front
Scale: NTS



3 Top
Scale: NTS

* Most Lypa products are hand-crafted so actual dimensions may vary.
Please advise of particular requirements or constraints to be accommodated.

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Play Space Concept - Sculpture themes



Playground to use local hills animals in sculptural play elements, art works and educational information



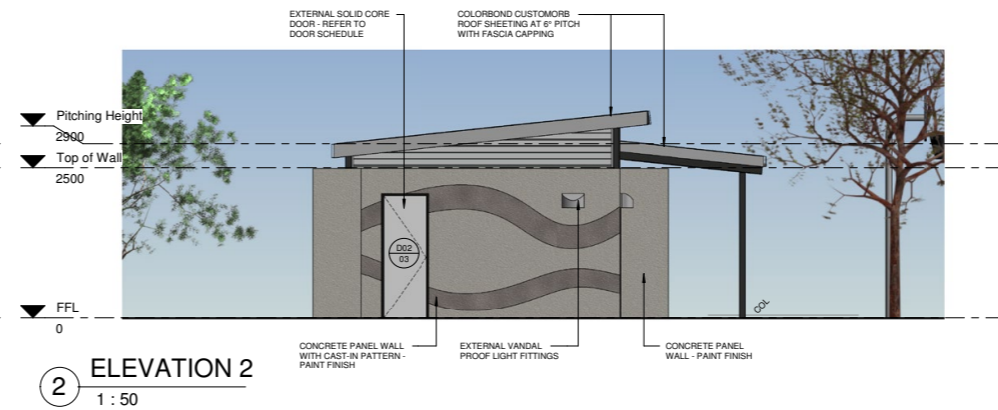
Blue tongue skinks (Goannas) are common to the Kalamunda area. Giant Goanna sculpture, similar to the long neck tortoise play sculpture shown at Bibra Lake playground below, to be installed at the entrance.



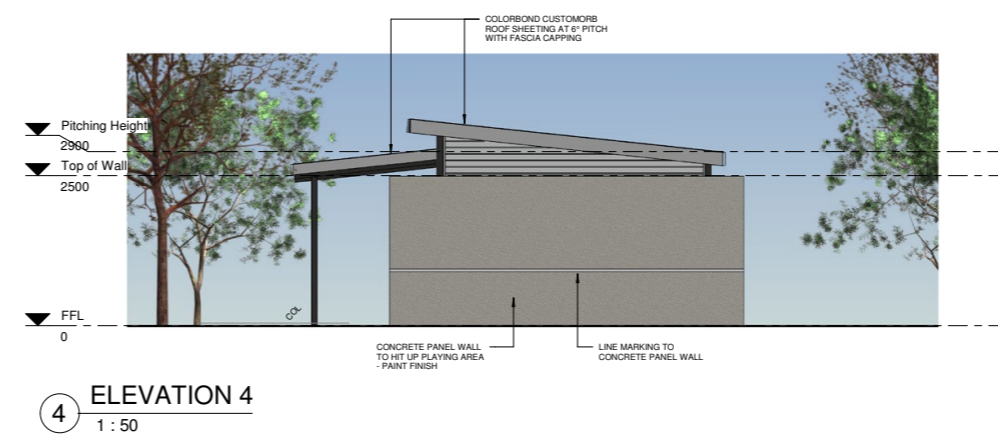
Quenda's are common locally around Kalamunda. A number of Quenda symbols (similar to below) to be discreetly installed in concrete paths and in the play equipment as a "treasure hunt"



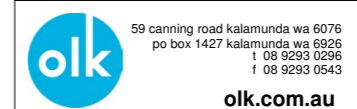
Typical toilet block design used by the City of Kalamunda at Forrestfield skate park




GENERAL NOTES



PRELIMINARY
NOT FOR CONSTRUCTION



NO.		DATE	REVISION			BY	CHKD	APPR	DATE	SURVEYED		NOT TO BE USED FOR CONSTRUCTION UNTIL SIGNED APPROVED.		DESIGNER TO COMPLETE			ASSET SERVICES	<div><div>City of Kalamunda</div></div>	FORRESTFIELD SKATE PARK PROPOSED PUBLIC TOILET BLOCK ELEVATIONS						
										BY DATE	-	APPROVED	DESIGNED	MD	DATE	29.08.16			JOB NO. 4831	SCALE: 1 : 50	A1	DWG NO. 4831 - 403 - 001 / c			
																							DATUM	-	POSITION - Director Asset Services
C	21.05.18	PRELIMINARY																							
B	14.05.18	PRELIMINARY				MD	AO				PCG94														
	23.05.18	PRELIMINARY				MD	AO																		