

# PROPOSED MASTERPLAN

## KEY

- |  |                             |   |                       |
|--|-----------------------------|---|-----------------------|
|  | Existing Shelters/Buildings |  | Massplanting          |
|  | Proposed Shelters           |  | Softfall              |
|  | Proposed Buildings          |  | Playground Mulch      |
|  | Existing Trees              |  | Existing sportsfields |
|  | Proposed Trees              |  | Turf                  |
|  |                             |  | Timber Decking        |



## LEGEND

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|---|---|
| 1. Retain Existing Foreshore Walk         | 17. Formalised Path Around Cricket oval             |
| 2. Existing Seawall                       | 18. Junior Pump Track                               |
| 3. Adventure Play                         | 19. Intermediate Pump Track                         |
| 4. Widened Entry Road                     | 20. Entry Statement                                 |
| 5. Mangrove Boardwalk Path + Kayak Launch | 21. Emergency Access/Entry                          |
| 6. Cycle Service/Storage Area             | 22. Terrace Bleachers                               |
| 7. Car Park With 35 Parks                 | 23. Key Node/Informal Play                          |
| 8. Family Play With Tower                 | 24. Proposed Future Boardwalk Path                  |
| 9. Custom Picnic Shelters                 | 25. Option for Additional Parking spaces (27 Parks) |
| 10. Fenced Dog Park                       | 26. Relocated Cricket Change Rooms with Amenities   |
| 11. Path Connects To Existing Pathway     | 27. Changing Places Amenity Building                |
| 12. Access Ramp To Arthur Walker Reserve  | 28. Deakin Street Foreshore Boardwalk               |
| 13. Enhanced Buffer Planting              | 29. Basketball Half Courts                          |
| 14. Carpark Tree Planting In Median       | 30. Existing Cricket Nets                           |
| 15. Secondary Entry                       | 31. Proposed Cricket Amenity Block                  |
| 16. Key Pedestrian/Cycle Entry            | 32. Parkour Play                                    |