



EXECUTIVE SUMMARY

Buderim Village Park is a significant land parcel of 3.4ha, located on the corner of Church and King Streets, Buderim. The land was purchased by Council at the beginning of 2010 to the approximate value of \$8.75m. The site was deemed to meet the requirements of a district level recreation park, due to its topography, physical capacity and location in central Buderim.

In 2010, council invited the community to share ideas and help shape the vision for Buderim Village Park. A combination of community engagement activities were undertaken including a questionnaire, Meet us on the Street and stakeholder interviews.

The vision for Buderim Village Park is a place of spectacle, nature, tranquillity, peace and activity. A parkland with varied landscapes and leisure experiences to be enjoyed by everyone.

A Landscape Plan was developed based on the community's vision and recommendations for the park. The Landscape Plan portrays a short term and long term vision for Buderim Village Park. The purpose of this is to highlight that the development of the park will evolve over time through a staged implementation process.

Some of the key components of the Landscape Plan include:

- a village green
- a large kick-about area
- internal paths
- shade trees and garden beds
- viewing terraces
- children's play area
- BBQ and picnic areas
- multi-functional community events space
- village square
- amenities block
- parking for park users
- rehabilitation of the escarpment.

The Landscape Plan has been prepared to maximise recreation, social and cultural opportunities and reduce the risk of ad-hoc development within the site. The development of the Landscape Plan ensures that future embellishments are in line with the park's long term vision and its role as a district-level recreation park in Buderim. The Landscape Plan will inform and direct the detailed design, construction and funding processes that are required for the park to evolve.



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BACKGROUND

Buderim Village Park is a significant land parcel of 3.4ha, located on the corner of Church and King Streets, Buderim. The large, vacant, open area is located adjacent to the Buderim War Memorial Community Association Hall, Buderim Library and the Craft Cottage – a hub of Buderim’s social, artistic and community activities.

The land was purchased by Council in 2010, for approximately \$8.75m, to provide an additional recreation parkland in the Buderim area. The site was proven to be adequate to develop into a District Recreation Park as it encompassed a range of attributes needed for a District Recreation Park, these included:

- Strategically located in Buderim - providing an opportunity to strengthen the identity and character of the area
- The site has sufficient comparatively flat area for kick and throw
- Opportunities for a range of passive recreational activities and public gathering space
- Centrally located to the Buderim town centre
- Co-located near key community infrastructure
- Opportunities to operate as a trail head for urban trails network radiating from Buderim and
- Capacity to contribute significantly to the amenity of the town centre and views of the coast.

The parcel of land was considered to be a unique opportunity for the Buderim community in such a central location. The visual amenity attributes and the protection of the landscape added importance to the public-use potential for the land.

SCOPE

The development of a detailed landscape concept plan involved the following phases:

- 1) Defining the Vision
- 2) Site Investigation – Site Survey, Site Analysis Diagrams, Opportunities and Constraints
- 3) Community Engagement - Share Your Ideas
- 4) Site Planning – Functionality and Activity Diagrams
- 5) Sketch plans and revised concept development
- 6) Community Engagement - Have Your Say on the draft landscape concept plan
- 7) Landscape concept plan with sufficient detail to inform future detailed design and construction documentation for the development of the site.

The design proposals within this document provide a framework that will inform the detailed design, construction and funding processes that are required for the park to evolve.



SITE LOCALITY PLAN



VISION

Buderim Village Park is...
A place of spectacle, nature, tranquility, peace and activity.
A parkland with varied landscapes and leisure experiences to be enjoyed by everyone.

SUPPORTING THEMES

Social - Community + Culture

- community + individual celebrations in the landscape
- opportunities for all to enjoy a diversity of experiences
- health and well being
- conservation and stewardship

Built + Amenity

- high quality visitor experience
- innovation and creativity
- protecting and enhancing the site's environmental values

Character + Heritage

- unique environment
- Buderim's local vernacular
- celebrating Buderim's rich history
- natural character

Economic

- showcase the Coast
- destination for day and night use
- location for hosting community / public events



"An inspiring community jewel of highest international standard - for locals to be proud of and visitors to admire."

"It should remain a beautiful open space with opportunity for peace and activity."

"Regional playground, family meeting space, peaceful, walks."

"Development which is complimentary to culture centres adjacent to the site, a cultural precinct with some green space and public art."

"Keep it simple and open for all to use."

"An open space where the wide cross section of the community can enjoy free access to largely uninterrupted natural open space."

"A sanctuary from noise, a place to relax, a place to enjoy greenery and public art."

"A park that can be shared and appreciated by all people (not just one small group). One that utilises its unique position. Use the magnificent views and location. Particularly as a showcase of the uniqueness of the old Buderim for generations into the future."

"To have a place that people can come to enjoy all aspects of life, family gatherings with kids, sports/fitness equipment for adults - all with amazing views."

"A park where locals visit daily for exercise and recharging the soul. A place you take visitors to show case our home town and the coast."

"Meet us on the Street", Community Engagement Responses, August 2010



RECREATION PARK - DISTRICT				
SETTING				Primarily used by the community for recreation, social, cultural and leisure activities and may provide for other complementary values (e.g. landscape amenity or biodiversity conservation). District Recreation Parks provide more diverse opportunities for recreation experiences and may support nature based recreational experiences that encourage longer stays. In rural areas they may be located adjacent to camping areas or major tourist attractions.
Natural	Semi Natural	Semi Developed	Developed	
	✓	✓	✓	

SIZE AND TOPOGRAPHY

- Minimum 5 ha. Minimum 3 ha in high density.
- Where the topography is such that additional land is required to achieve the required facilities and setting, land area can be increased to accommodate these facilities.

ACCESS AND LOCATION

- 5km from most residence.
- Generally located in urban areas or areas of special interest and may adjoin other community facilities.
- On or close to a distributor or arterial road and within walking distance to regular public transport.
- At least one side or 50% of perimeter should have direct access to a public road.
- Provision of off street car parking can be considered.
- Access for emergency vehicles.
- In rural areas located on a recreation trail or with access to a river or major natural resource where possible.

LINKAGES

- In rural or urban settings, located on a recreation trail or on the bicycle pedestrian network.
- Will often provide a trail head for urban and non urban trails.
- Pathways networks located within open space not to conflict with primary park uses.
- Located on public transport routes.

PROVISION

- Approx 1.3ha / 10,000 people – 1 park per 4000 people.

LANDSCAPE & CHARACTER

- Character reflective of local identity and heritage values.
- Retain existing trees at strategic location and planting new trees to contribute to broader amenity of the area.
- Kick and throw spaces to be retained for passive recreation opportunities and spaces to accommodate events.
- Consider use of durable materials and more permanent features (such as walls etc) as part of social and recreational infrastructure.
- Where a park has been located to provide views, key viewpoints need to be identified and planted with lower vegetation where replanting occurs.

NATURAL ASSETS (VEGETATION)

- Encourage community to accept 'bushland' planting style while allowing for kick about cleared area, play spaces, event spaces and community garden areas.
- Planting to provide diversity of layers and qualities for wildlife needs – food sources, connection, protection and breeding.
- Protect and sustain ecologically important areas/ support local biodiversity consistent with primary function.

SAFETY & SECURITY

- The use of CPTED (Crime Prevention through Environmental Design) principles relevant to level of risk and nature of setting.
- Junior play spaces isolated or removed from major risk sources.
- Emergency vehicle access.

USER BENEFITS

- District recreation parks provides a range of passive and outdoor, cultural and recreational experiences with the provision of a more diverse range of recreational and social opportunities, supporting land and infrastructure.

FLOOD IMMUNITY

- All land to be above Q20 (defined flood event).
- All buildings (including playgrounds) are to be above Q100.
- Kick and throw and social spaces are well drained.

SOURCE: SCC OPEN SPACE STRATEGY, 19 / 02 / 2011



OPPORTUNITIES

Built Form and Movement Systems

- Create a sense of arrival when entering Church Street (e.g. shared zone, threshold treatment)
- Consider visitor experience along King Street (e.g. streetscape, viewlines, first impressions)
- Improve and create new pedestrian / cycle access links to the park
- Accommodate the future recreational trails that pass through the site
- Transform the site into a district-level park for recreational open space to facilitate:

Kickabout area

Paths

Tree shaded picnic / seats

Picnic shelters / bbqs

Play equipment for toddler and older children

Amenities buildings

Carparking

- Integrate Water Sensitive Urban Design and Ecologically Sustainable Development principles through the use of permeable pavement; water harvesting, treatment and reuse; solar and wind power
- Create a distinctive and coordinated image for Buderim that draws on the established park and streetscape character and material palettes
- Integrate art in the landscape (e.g. pathway, furniture)
- Consider electrical supply for community events
- Ensure that the maintenance requirements for the new infrastructure does not impose a significant or unnecessary burden on Council resources
- Provide a safe and usable space at night through the use of lighting and Crime Prevention Through Environmental Design principles
- Link the significant community precinct comprising the hall, craft cottage and library with the parkland

Character and Heritage

- Celebrate the site's cultural and natural heritage and translate the following themes into the landscape planting, artworks and community development initiatives:

Ginger, fruit growing, farming and logging

Tourism

Culinary heritage

Poinciana tree and subtropical landscape

Garden village and botanical theming

Edna Walling (notable landscape designer, Buderim resident from 1967)

Banksia spinulosa (Aboriginal name - Buderim)

Red soils and Buderim volcanic rock

Arts and craft

Topography

Burgundy colour scheme

Natural Features & Viewlines

- Minimise impact on surrounding residents through screening and buffering
- Celebrate the site's natural features and reference the following elements in the landscape:
 - Buderim volcanic floaters
 - Large figs perched on boulders
 - Topography
 - Richmond birdwing butterfly + white tusk frog
- Retain the existing viewlines which take in the coastline, Moreton Bay, Mooloolah National Park and the Glasshouse Mountains
- Implement a natural area rehabilitation plan to vegetation along the escarpment
- Implement a strategy to improve the Richmond birdwing butterfly habitat and white tusk frog habitat to the escarpment

Topography & Hydrology

- Harvest water from the site for reuse in toilets or irrigation
 - Regrade the area to provide a flat, kick-about space for park users
 - Promote overland flow through the site to avoid concentrated water flows into neighbouring properties
 - Utilise the site's elevated position to take in the view and the breezes
- ### Social, Community and Culture
- Provide an outdoor cultural hub within the community precinct which accommodates public events, gathering space and weddings
 - Draw on the adjacent creative arts (performance and craft) and translate these in landscape (eg. sculpture, kinetic art, performance space)
 - Create quiet spaces to relax and take in the surroundings
 - Create a space that encourages residents to bring their visitors and showcase the Sunshine Coast
 - Establish a Friends of the Park volunteer group which assists Council in delivering the vision for the park

Economic

- Provide a space that stimulates local economic activity within the surrounding area

CONSTRAINTS

- 1.9ha of the 3.4ha site is usable recreational space. District level parks are ideally a minimum of 4ha. Components of a district level park may need to be omitted/condensed and may experience over use once in place
- The minimum number of carspaces required for a district level park will not be achieved without substantially compromising the site's open space, recreation and social values
- The site is starting to become a habitual overflow carpark for school pickup/dropoff, hall and craft cottage users. The continuation of this use may create a potential conflict with future park users and those wanting to use the park for carparking
- Part of the site (the escarpment) is mapped as a high landslip area
- Community expectations to implement the previous development application may still exist, e.g. new library, cinema, boardwalk
- The future facade and interface of the development on the adjacent vacant lots is unknown
- The 3.4ha land parcel is required (under legislation) to accept stormwater discharge from uphill landowner. The location, quantity and velocity of stormwater released by the adjacent development site is yet to be determined
- Kings Street is managed by Department of Transport and Main Roads (DTMR). Plans for the future upgrade of the intersection at King, Main, Gloucester and Church Streets is yet to be determined
- The site encompasses a portion of Regional Ecosystem Mapping (RE). The Department of Environment and Resource Management (DERM) may prescribe the level of revegetation required





BUDERIM VILLAGE PARK
 Landscape Plan - Short Term

Issued	17/09/2015	8
Project no.	20804	
Scale	1:1000 @ A3	
		REV D



BUDERIM VILLAGE PARK
 Landscape Plan - Long Term

Issued	17/09/2015	9
Project no.	20804	
Scale	1:1000 @ A3	
		REV D



BUDERIM VILLAGE PARK
Landscape Plan - Long Term (Detail)

Issued	17/09/2015	10 REV D
Project no.	20804	
Scale	1:600 @ A3	



STAGES 1 - 4 (Completed)

1. Arrival Plaza, King Street footpath, informal designated carparking area, planting, furniture, earthworks, underground services including electrical and irrigation.
 Revegetation and Weed management to escarpment ongoing.

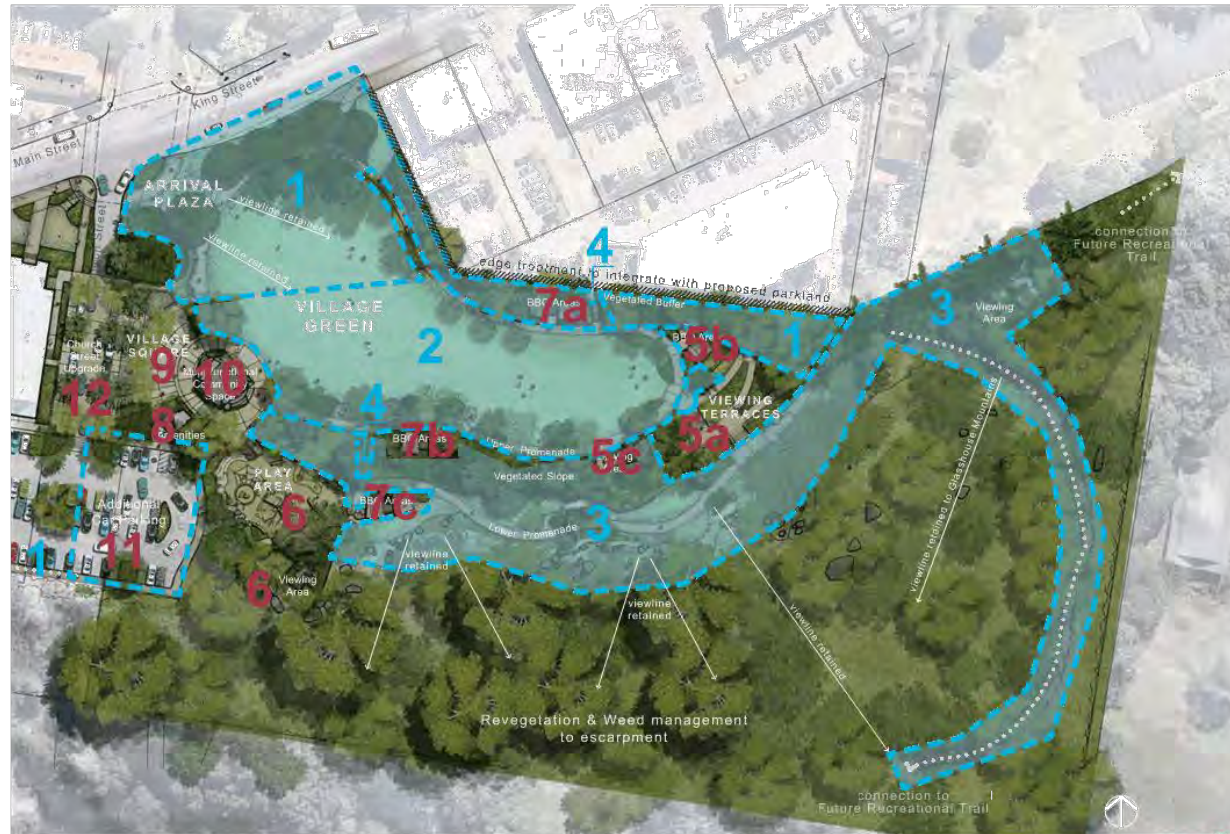
2. Village Green, Upper Promenade Path, Entry Arbour, earthworks, furniture, planting, underground services including major drainage infrastructure, underground stormwater storage tanks, electrical and irrigation.
 Revegetation and Weed management to escarpment ongoing.

3. Lower Promenade Path, Vegetated Slope, Glasshouse Mountain Viewing Area, Maintenance track, earthworks, furniture, planting, drainage, electrical and irrigation.
 Revegetation and Weed management to escarpment ongoing.

4. Park lighting and pathway linkages

FUTURE PRIORITIES
 (to inform staging sequence, subject to funding)

- 5. Viewing terraces and associated Shelters
- 6. Playground Area and associated Viewing Area
- 7. BBQ Areas
- 8. Public Amenities
- 9. Village Square
- 10. Multifunctional Community Space
- 11. Formalise Car Parking area
- 12. Church Street Upgrade
 Revegetation and Weed management to escarpment ongoing.



STAGES 1 - 4 (Completed)

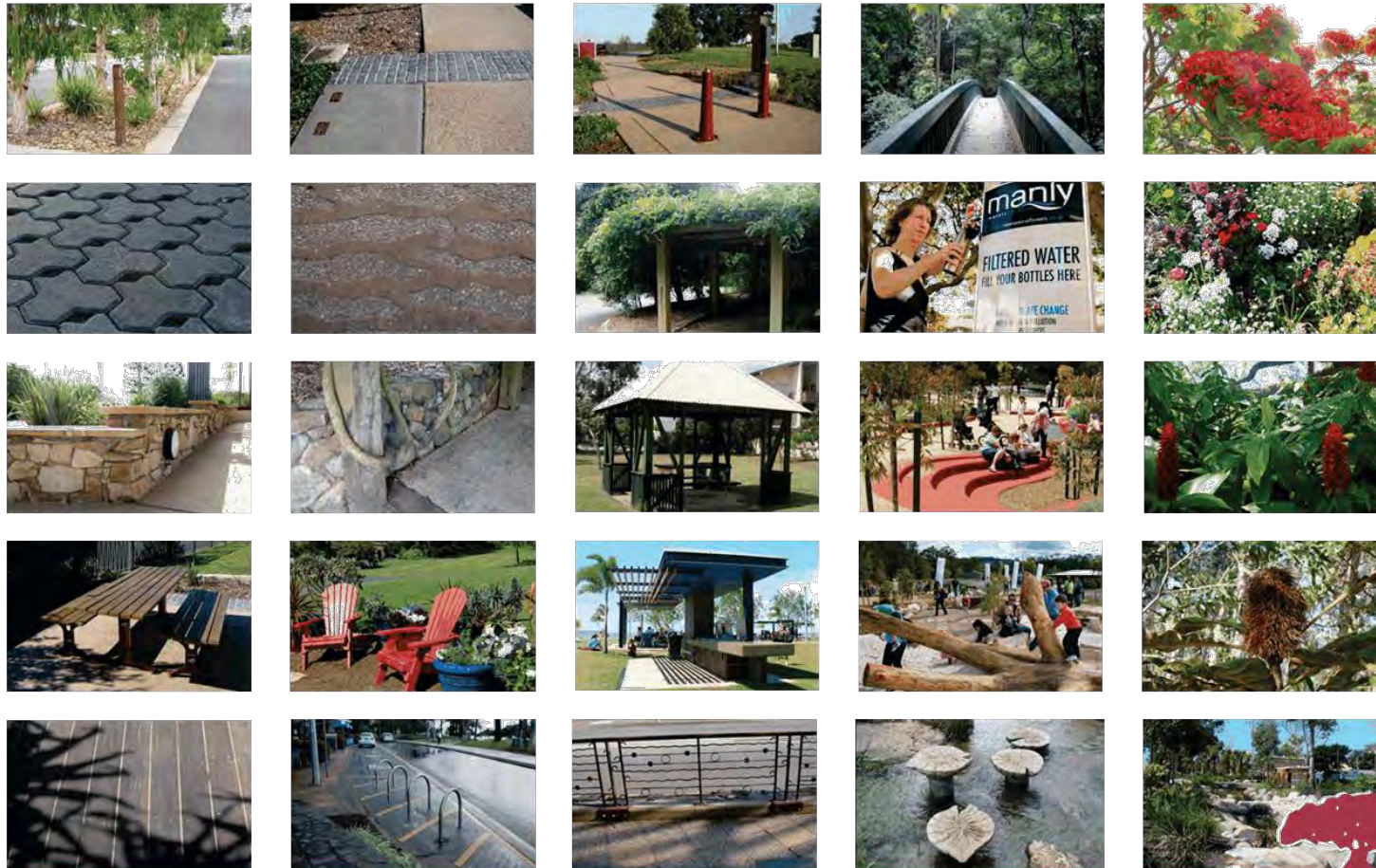
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4. Park lighting and pathway linkages











SECTION A - A



SECTION B - B



SECTION C - C



DETAILED DESIGN PHASE

The following items require further consideration and resolution during the detailed design phase:

- 1 The **retention of existing viewlines** needs to be considered in the planting design of the park and the revegetation works to the escarpment. A **Natural Rehabilitation Area: Rehabilitation Management Strategy and Plan** is required to clearly articulate the viewlines to be retained and prescribe the suitable species to be planted at appropriate contour levels along the escarpment, so not to block the view in the future.
- 2 The development of a **Buderim Village Park Management Plan** is required for the park. The management plan will guide council's management and maintenance of Buderim Village Park so that the park fulfils the intent it was purchased for and preserves the community's vision for the park as it evolves. The plan will detail the type of community events that are suitable in the park and the best location for these, in order to make the most of the infrastructure provided and ensure that the park can be enjoyed by all. The plan will also address memorials, ongoing landscape maintenance and the management of escarpment vegetation in relation to view line management.
- 3 The **planting design** will build on Buderim's status as a Garden Village through the use of native and exotic subtropical plants. The significance of the Polnciana tree and Buderim's cultural connection with ginger, citrus and culinary heritage could also be incorporated in the planting palette.
- 4 The detailed design of the park should consider **Water Sensitive Urban Design and Environmentally Sustainable Design** opportunities that are available within the park. These may include permeable pavement, water harvesting, treatment and reuse, solar and wind power.

5 The **hydraulic, civil design** needs to consider the existing overland flow conditions and provide non-worsening solutions so not to impact on neighbouring properties.

6 Given the topographical and geological nature of the site, a **geotechnical study** will be required to ensure that the design does not impact on the structural integrity of the escarpment or that the park design is not affected by underlying bedrock constraints.

7 The detailed design should encompass a **Placemaking** site response that translates the site's cultural and natural heritage into the design of furniture, art, play areas and the planting palette. Themes may include Buderim's rich red basalt soil; Buderim's volcanic rock formations; Farming and Logging; Culinary heritage; Garden Village and Botanical theming; Edna Walling; Banksia spinulosa (Aboriginal name - Buderim); Arts and Craft; the Burgundy colour scheme.

8 The design of the **Nature Play** elements need to comply with AS4685, AS4422, AS4486 and Council's Playground conditions and Landscape Infrastructure Manual. The play elements are required to be certified by an independent compliance engineer. Inspection and maintenance procedures should also be considered in the design phase with regard to Workplace Health & Safety. The district-level play area should accommodate up to twenty children at one time.

9 The design of the **multi-functional stage / community space and public toilets** will require the involvement of Building and Facilities Services Branch. It is envisaged that the stage is an open structure with dual frontage onto the Village Square and the Village Green, for different scale events. The open outdoor structure can be utilised at all times by the public and will be designed to fit within the

natural topography and views. The facility can be used as a meeting place for community groups to host their monthly meetings. A small, secure space will be integrated in the building with suitable facilities such as an urn, sink, fold out chairs and tables etc. The facility will have suitable power outlets and capacity to mount event lighting. The space could also be used to showcase ephemeral artwork with suitable wall display panels to house removable local artwork.

10 **Community event infrastructure** such as power supply will need to be subtly incorporated within the design of the Village Green.

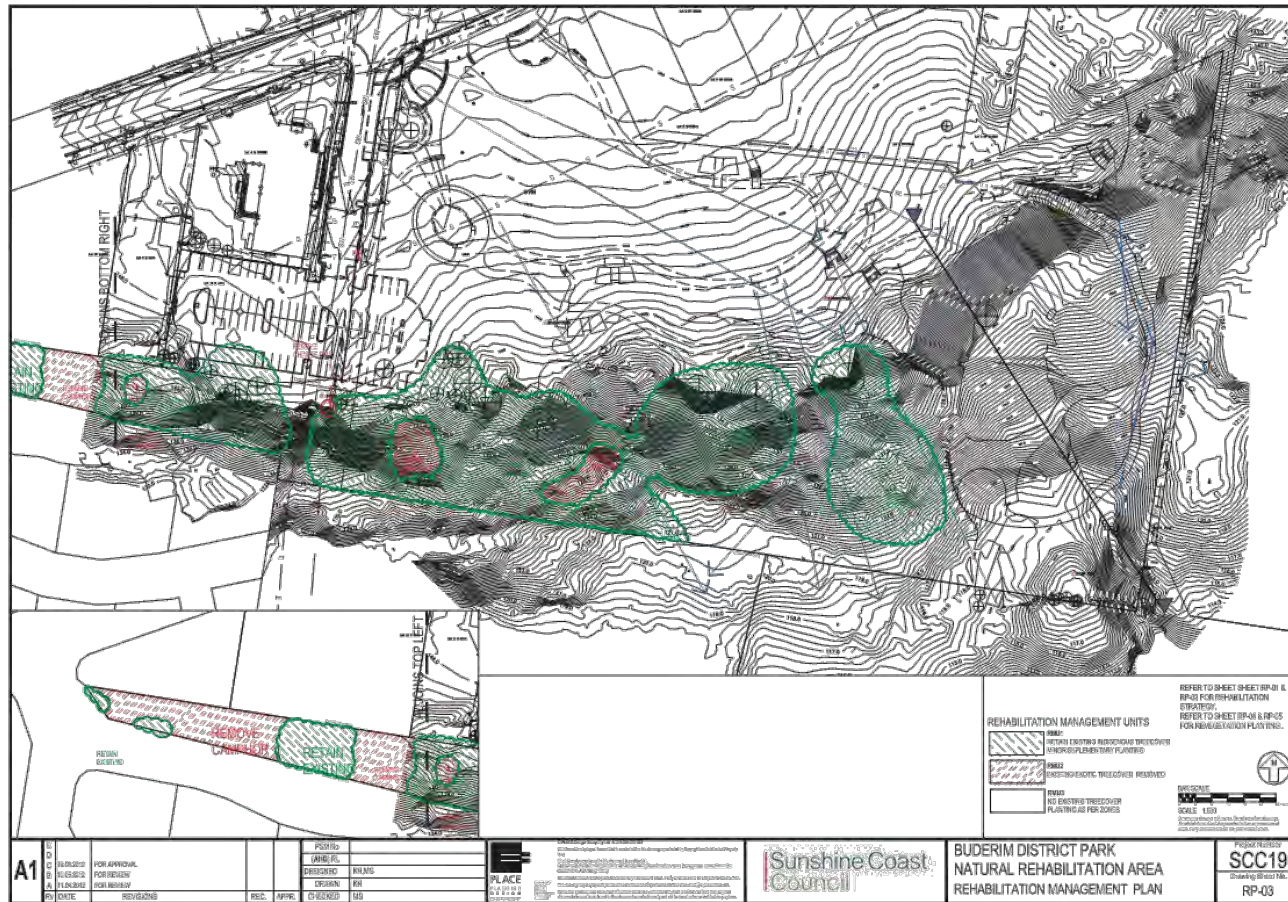
11 **Park infrastructure** that will be identified in the detailed design phase include the siting of drinking fountains, bicycle parking, recycle bin stations, exercise equipment, park lighting, maintenance vehicle access in and around the site.

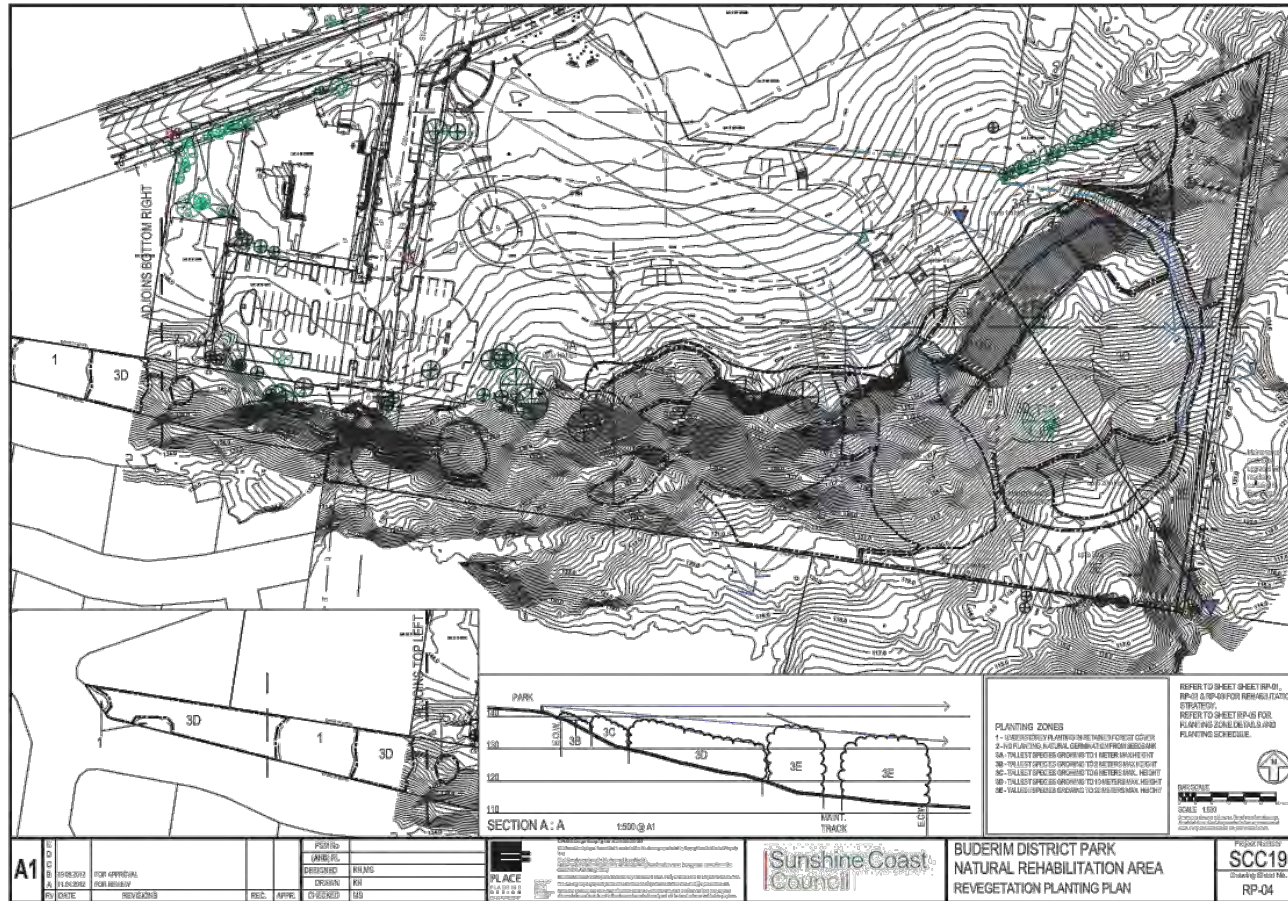
12 The **additional carparking** area could incorporate timed parking (eg. three hour parking) in order to maximise use and deter those using the carpark as a park and ride facility for day trips / excursions. This was suggested by some community members during the community engagement phase.

13 Ongoing consultation will be required with external agencies including the **Department of Main Roads** in relation to the Church Street and King Street park/road interface and **Translink** with regards to the proposed bus stations.

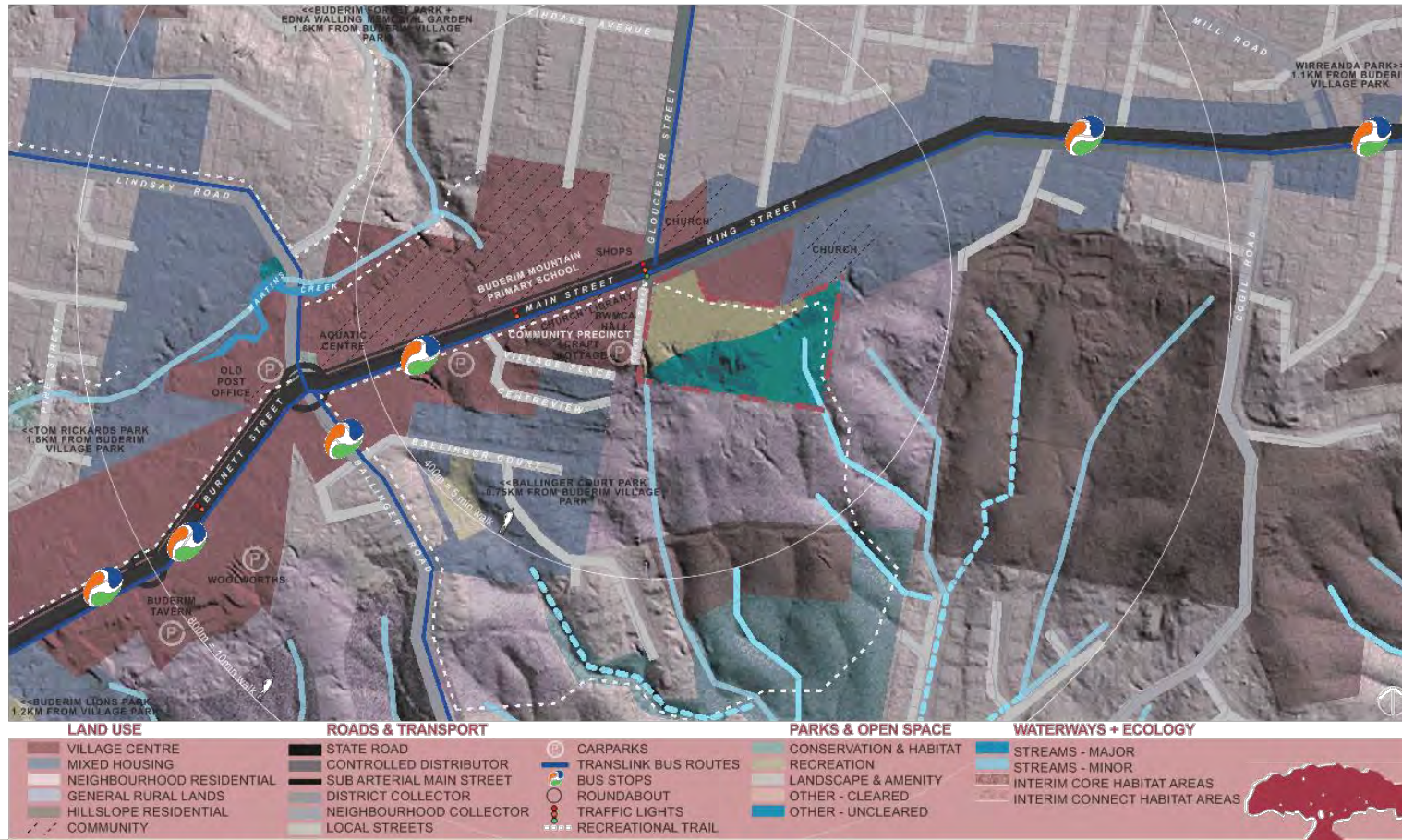
14 Ongoing consultation will be required with **SCC's Development Services Branch** as developer's progress with developing the neighbouring land parcels.







BUDERIM PARK REHABILITATION PLAN									
REVEGETATION PLANTING SCHEDULE									
NOTE: Plant species shown in separate rows in species and number shown below, subject to availability of stock at the time of planting.									
BUDERIM Park species list of at least 80% of the species variety in 2012/13, with table numbers to be on 100m x 100m squares 10% within the individual functional zones. 20% of the species variety in 2012/13, with table numbers to be on 100m x 100m squares 10% within the individual functional zones. 20% of the species variety in 2012/13, with table numbers to be on 100m x 100m squares 10% within the individual functional zones.									
GENERAL NOTE: The species list is the minimum per hectare of planting approach given.									
nominal total numbers in each Planting Zone									
Planting Zone	1	3A	3B	3C	3D	3E	NOTES		
Medium Area - open	6500	650	1320	1500	6600	2500			
Openly / up to									
- Large Canopy Trees (CL)						140	At 100 sqm		
- Small to Medium Canopy Trees (CM)						640	At 100 sqm		
- Medium (SM)						700	At 100 sqm		
- Large Pioneer Species (PL)						140	At 100 sqm		
- Medium Pioneer Species (PM)						640	At 100 sqm		
- Grasses (GC)		500	2500	3100	4500	1880	2.71 sqm (SA, 30.17 x 1.13 sqm) (at 100 sqm)		
- Shrubs (SC)						100	At 100 sqm		
- Understorey (UC)						400	At 100 sqm		
nominal species numbers to each Planting Zone									
KEY	BOTANICAL NAME	COMMON NAME	1	3A	3B	3C	3D	3E	NOTES
Large Canopy Trees - 2 to 4m									
CL	<i>Acacia saligna</i>	Grey Mahoe						20	
CL	<i>Acacia mangium</i>	Black Wattle						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
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CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
CL	<i>Albizia saman</i>	Black Silky Oak						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
CL	<i>Albizia saman</i>	Black Silky Oak						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
CL	<i>Albizia saman</i>	Black Silky Oak						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
CL	<i>Albizia saman</i>	Black Silky Oak						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
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CL	<i>Albizia saman</i>	Black Silky Oak						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
CL	<i>Albizia saman</i>	Black Silky Oak						20	
CL	<i>Albizia julibrissin</i>	Silk Tree						20	
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CL	<i>Albizia leonensis</i>	Black Silky Oak						20	
CL	<i>Albizia saman</i>								



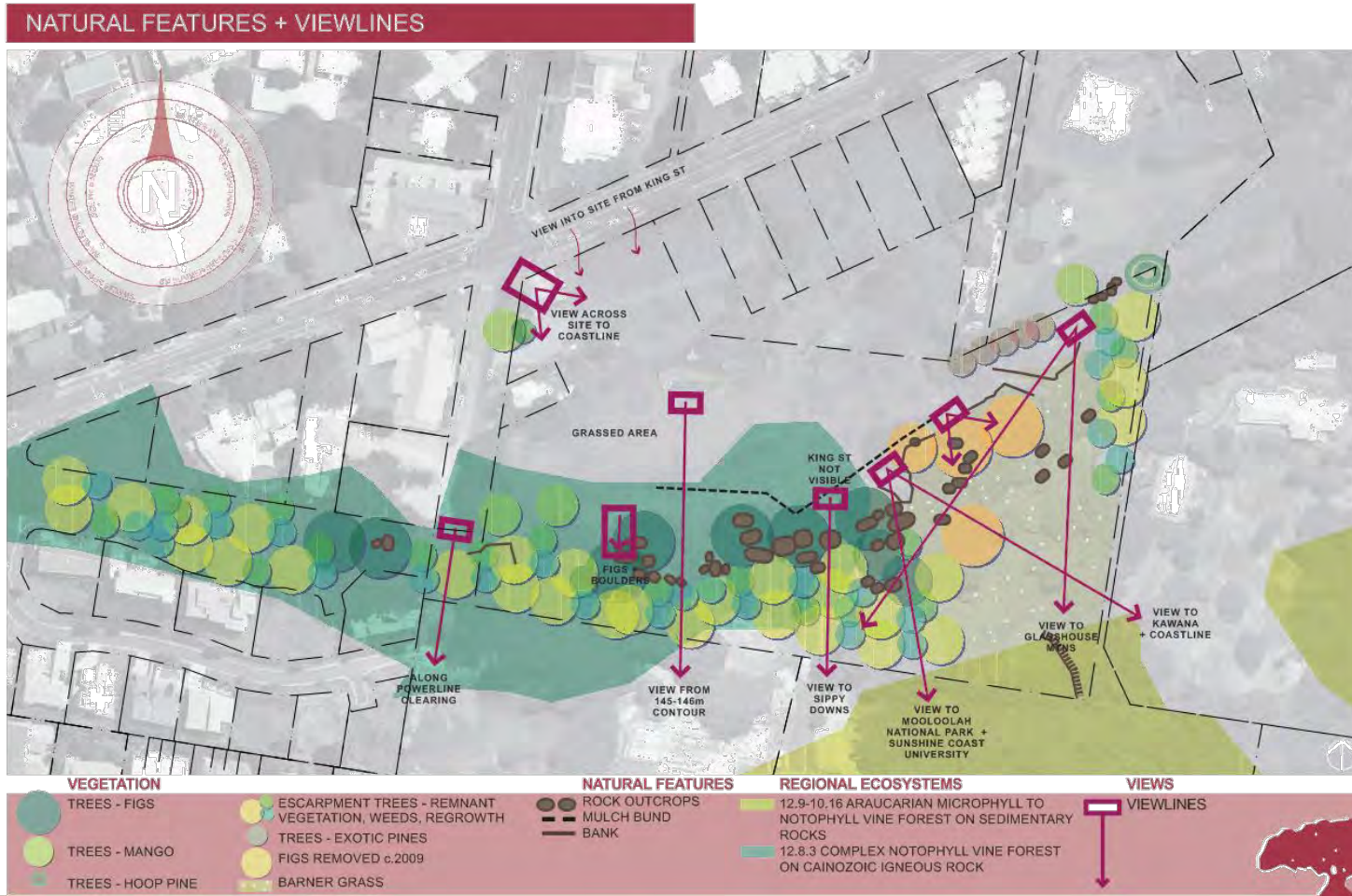


BUILT FORM + MOVEMENT SYSTEMS

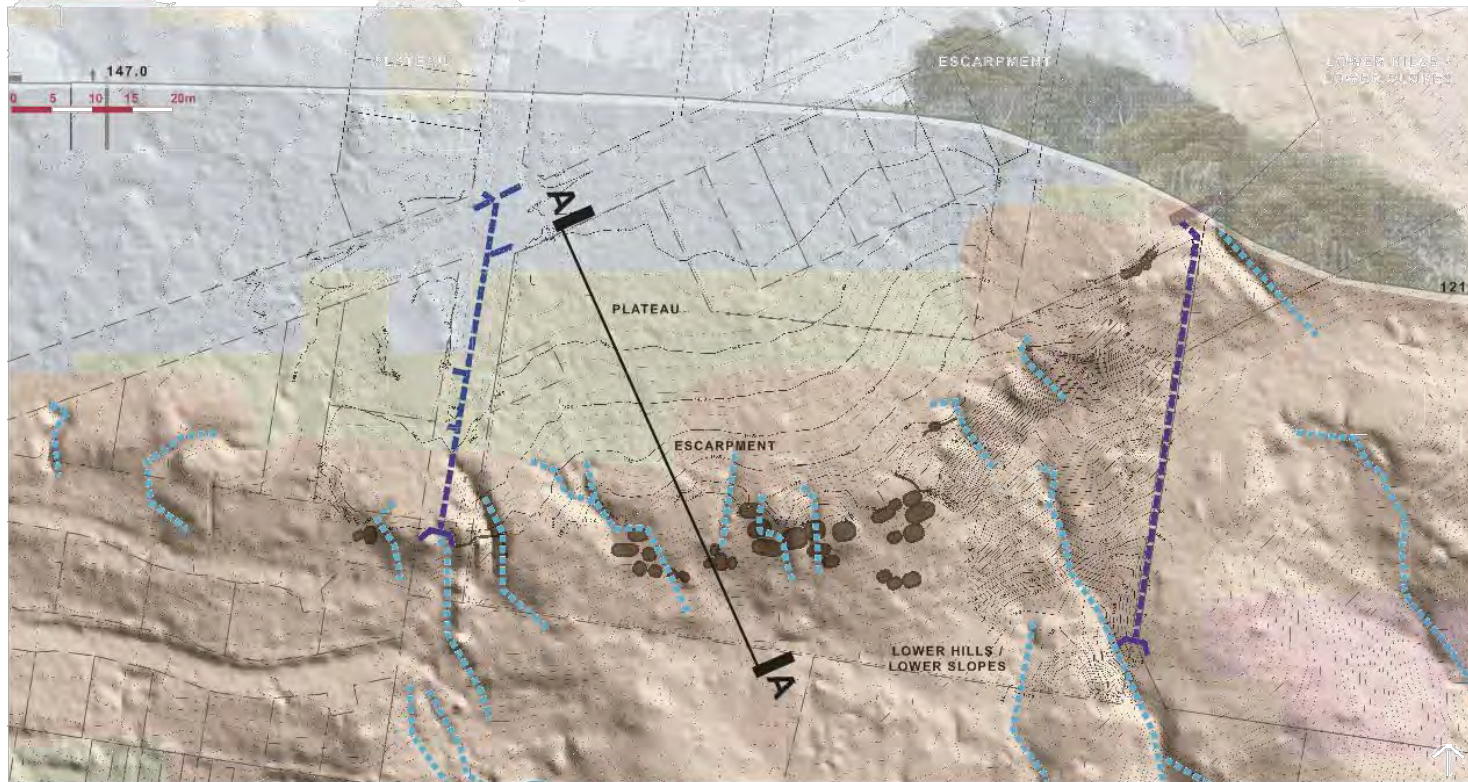


LANDUSE REVIEW		MOVEMENT SYSTEMS	
[Red Box]	COMMUNITY	[Black Box]	ROAD - TWO WAY
[Orange Box]	COMMERCIAL	[White Box]	TURNING LANE
[Yellow Box]	RESIDENTIAL	[Blue Box]	PARKING
[Blue Box]	PLACE OF WORSHIP	[Blue Box]	DISABLED PARKING
[Green Box]	DEVELOPER PROPOSAL	[Traffic Light Icon]	TRAFFIC LIGHTS
		[Dashed Line Icon]	DMR 6M LAND REQUISITION
		[Blue Arrow Icon]	PEDESTRIAN ROAD CROSSING
		[Blue Line Icon]	FOOTPATH
		[Red Line Icon]	FORMER ACCESS TRACK
		[Red Asterisk Icon]	VILLAGE CENTRE ENTRY
		[Red Asterisk Icon]	ENTRY POINTS
		[Red Line Icon]	PEDESTRIAN LINKS TO PARK
		[Dashed Line Icon]	PROPOSED RECREATIONAL TRAIL





TOPOGRAPHY + HYDROLOGY



EXISTING SERVICES



UTILITIES + SERVICES

SEWER	OVERHEAD POWER
COMMUNICATIONS	POWER POLES
STORMWATER	
STORMWATER (DA)	
WATER	





