

Supporting Plan

Playgrounds and Play Spaces Strategic Plan



7

destinations



Safe & Strong

A proud inclusive community that unites, celebrates and cares

Safe & Strong documents are guided by the Social Inclusion Lead Strategy. Supporting Plans, Action Plans and Policies cover such themes as being a child friendly City, children's services, community safety and crime prevention, inclusiveness, community services, universal access, reconciliation, ageing, community harmony and youth.



Clean & Green

A clean and sustainable city with healthy waterways and natural areas

Clean & Green documents are guided by the Environmental Sustainability Lead Strategy. Supporting Plans, Action Plans and Policies cover such themes as managing our catchments and waterways, natural resources, hazards and risks, emergency management, biodiversity and corporate sustainability.



Prosperous & Innovative

A smart and evolving city with exciting opportunities for investment and creativity

Prosperous & Innovative documents are guided by the Prosperity and Innovation Lead Strategy. Supporting Plans, Action Plans and Policies cover such themes as revitalising our centres, employment, investment, being SMART and creative, and providing opportunities for cultural and economic growth.



Moving & Integrated

An accessible city with great local destinations and many options to get there

Moving & Integrated documents are guided by the Transport Lead Strategy. Supporting Plans, Action Plans and Policies cover such themes as accessibility, pedestrian and cycling networks, pedestrian and road safety, transport hubs, and asset management.



Healthy & Active

A motivated city that nurtures healthy minds and bodies

Healthy & Active documents are guided by the Health and Recreation Lead Strategy. Supporting Plans, Action Plans and Policies cover such themes lifelong learning, active and healthy lifestyles, and providing quality sport and recreation infrastructure.



Liveable & Distinctive

A well designed, attractive city which preserves the identity and character of local villages

Liveable & Distinctive documents are guided by the Liveable City Lead Strategy. Supporting Plans, Action Plans and Policies cover such themes as preserving the character and personality of centres, heritage, affordable housing, and well managed development.



Leading & Engaged

A well- governed city with brave and future focused leaders who listen

Leading & Engaged documents are guided by Council's Lead Resourcing Strategies. Supporting Plans, Action Plans and Policies cover such themes as open government, managing assets, improving services, long term funding, operational excellence, monitoring performance, being a good employer, civic leadership, and engaging, educating and communicating with our community.

Strategic Planning Framework Summary

The Strategic Planning Framework (SPF) maps out the role of all current and future Council strategies and plans that work to deliver the vision for the City. The framework works from the highest level of strategic direction in the Community Strategic Plan through to more detailed plans that will eventually drive works projects and programs on the ground. The framework is comprised of the following levels:

- The **COMMUNITY STRATEGIC PLAN (CSP)** is our highest level plan and translates the community's desired outcomes for the city into key destinations. The CSP includes community suggested actions which can be tested in the development of all other plans.
- **LEAD STRATEGIES** are Council's response to the CSP and provide high level strategic direction on key challenges facing the City. They are informed by a sound evidence base that considers key trends and an understanding of the implications of key issues and opportunities on the City.
- **SUPPORTING PLANS** break down broad theme areas discussed in LEAD STRATEGIES into smaller themes providing high level actions. SUPPORTING PLANS identify broad works projects and programs required to deliver on these actions. Supporting plans include indicative costing and resourcing requirements and delivery timeframes.
- **DETAILED ACTION PLANS** take actions from SUPPORTING PLANS and identify specific works projects and programs required to deliver on these actions. Supporting plans include detailed costing and resourcing requirements and delivery timeframes.
- **GUIDELINES, POLICIES AND CODES** provide detailed information, rules for activities or guidance for specific works on Council or other lands.



Acknowledgements

The City of Canterbury Bankstown acknowledges the traditional country of the Daruk (Darag, Dharug, Daruk, Dharuk) and the Eora People.

We recognise and respect their cultural heritage, beliefs and relationship with the land. We acknowledge they are of continuing importance to Aboriginal and Torres Strait Islander people living today.

This plan was adopted by the City of Canterbury Bankstown on 25 September 2018.

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Part A – The Strategy

Executive Summary

The City of Canterbury Bankstown has developed the *Playgrounds and Play Spaces Strategic Plan* (The Plan) to guide the future provision, development and management of playgrounds and play spaces over the next 10 years. Equity of distribution is an overarching theme.

The term *playground* refers to play equipment, while a *play space* could range from an integrated play area with a playground and other recreation facilities (e.g. courts, skate park), to a less developed landscaped area that is designed to support play.

The study has involved a detailed analysis of the existing provision of playgrounds and play spaces across the City and given consideration to community needs is based on community consultation. The study draws on the former City of Canterbury *Playgrounds and Play Spaces Study* (2014) and has involved site visits to the former Bankstown Council playgrounds.

The City of Canterbury Bankstown currently has 244 public playgrounds (not including private use playgrounds within community facilities). This represents one playground per

1,419 people based on a 2016 population of 346,305.

The Plan adopts a catchment approach to planning and has identified 17 Districts and 96 Local Catchments that reflect potential road and rail barriers to play facilities.

In addition, a hierarchy approach to play provision and improvements is recommended, with **three play levels** defined as follows:

- Play Level 1: Play space destinations with high quality, diverse, unique and accessible play components, support facilities and settings;
- Play Level 2: Quality and interesting playgrounds and play spaces with diverse activity opportunities and good support structures and settings; and
- Play Level 3: Basic playgrounds or landscape play that support children's play at a local level and meet base standards.

The Vision is to achieve *quality, diverse and accessible play experiences that are fun and close to home*, including:

- **An equitable spread of play spaces across District and Local Catchment areas;**
- **Quality play experiences through unique and high quality play spaces (including play space destinations); and**
- **Diverse play opportunities that cater for different age groups and levels of ability.**

The Plan is based on **six strategies** that relate to:

1. Addressing the gaps in provision and areas of oversupply;
2. Adopting a hierarchy approach to play provision based on the three play levels;
3. Establishing a number of play space destinations across the City to provide a spread of high quality and unique play experiences;
4. Broadening the scope of a number of playgrounds through increased equipment, other recreation facilities, play opportunities for older children and toddlers and 'all abilities' play spaces to support children with a disability;
5. Undertaking improvements to a number of playgrounds (e.g. equipment upgrade, improved softfall, enhanced landscape); and
6. Integrating nature within playgrounds and play spaces, including shade and nature based play experiences.

The Plan aims to achieve good quality and unique play experiences that support a range

of age groups and abilities. Not replacing playgrounds when they come to the end of their functional life where there is a high supply will enable Council to better allocate resources to other higher value playgrounds and play spaces.





The Plan provides recommendations for each strategy and identifies specific site opportunities. Related priorities and actions are then identified for each of the 17 Districts.

The recommendations for each strategy are summarised below.

Strategy	Recommendations (summarised)
Addressing gaps and areas of oversupply	<ul style="list-style-type: none"> • Improve the quality of existing playgrounds and play spaces in areas that lack play; • Establish new playgrounds and play spaces to address gaps in provision; • Do not replace playgrounds when they reach the end of their functional life that have low value (poor condition, poor location) and where there is a high supply of playgrounds in an area or issues with location; and • Do not replace play equipment where there are condition issues, a playground is over developed for its Play Level, or landscape play is more appropriate.
Play Levels	<ul style="list-style-type: none"> • Retain existing Play Levels where playgrounds and play spaces are appropriately developed and to meet community needs; and • Increase Play Levels where there is justification to improve a playground or play space.
Play space destinations	<ul style="list-style-type: none"> • Enhance and maintain existing play space destinations where there is need; • Increase existing or potential play space destinations to Play Level 1; and • Create new play space destinations with unique and distinctive features.
Increased play scope	<ul style="list-style-type: none"> • Increase equipment and activity opportunities, particularly in the eastern part of the City; • Cater for a wider range of age groups including toddlers, older children and teenagers; • Cater for all abilities, including children with a disability; and • Link other recreation activity opportunities to create integrated and well used play areas.
Play facility improvements	<ul style="list-style-type: none"> • Upgrade existing playgrounds and play spaces to improve quality and function; and • Replace a playground or play space where the existing equipment is inadequate or poorly located.
Integrating nature	<ul style="list-style-type: none"> • Plant trees and landscape around all playgrounds and play spaces to provide natural shade and increase the setting appeal; • Create some unique nature play spaces (Play Level 1 or 2); and • Create some low key landscape play spaces (Play Level 3).

Rather than develop an increasing number of playgrounds, it is recommended that the City of Canterbury Bankstown place a greater focus on providing quality and unique play spaces that are well located and have the capacity to service communities from surrounding neighbourhoods.

In addition, an emphasis on connecting children to nature through some unique nature play spaces and landscapes is suggested. This will involve creating more informal landscape play spaces which may require non-replacement of some play equipment in areas with an existing high provision of playgrounds. This will assist Council to reduce the ongoing maintenance cost of play equipment.

The Plan recommends 22 new playgrounds in areas where there is currently insufficient supply. To offset this, it is proposed that 31 playgrounds are not replaced when they reach the end of their life. This will result in a future provision of 235 playgrounds, which represents one playground per 1,492 people in 2016 (based on a population of 346,305).

If the population reaches 500,000 in the future, there may be a need for some additional playgrounds. The total ratio of provision should not be greater than one playground per 2,000 people because *Parks and Leisure Australia* identify this provision. The Plan relies on a number of playgrounds being improved in quality to provide unique play experiences and compensate for the suggested lower provision.

Planning for local catchments

To plan for an equitable distribution of playgrounds the city was divided into 17 districts determined by physical barriers to access such as rivers, rail lines and motor ways. These districts were further divided into 96 local catchments determined by main roads with car movement exceeding 7000 per day. The plan recommends 22 new playgrounds in areas where there is currently insufficient supply. To offset this 31 playgrounds are listed to be considered for non-replacement at the end of their life.

The plan details the Priority Assessment Criteria for not replacing Playgrounds, in each case a review of all playground assets in a local catchment will be planned with the community of the catchment.

The recommended provision of playgrounds is outlined below for each Play Level.

Recommended Play Levels

Play Level	Existing Playgrounds Retained	New Playgrounds Proposed	Total Playgrounds
Play Level 1	19	1	• 20
Play Level 2	103	2	• 105
Play Level 3	91	19	• 110
Total	210	22	• 235

32 of the Play Level 3 playgrounds are recommended as landscape play spaces. This will result in 75 traditional Play Level 3 playgrounds.



A summary of the directions in The Plan for each Play Level is provided below.

Direction	Play Level 1	Play Level 2	Play Level 3	Total
New Playgrounds (including replace existing)	7	15	19	41 (22 new and 19 replace)
Increase the Scope of Playgrounds (broaden age range, all abilities)	5	32	2	39
Upgrade Playgrounds	4	26	1	31
Create Landscape Play Spaces	0	0	32	32
Maintain as usual	4	32	56	92
Total	20	105	107	235

‘10 top priorities for new playgrounds, 25 top playgrounds for play improvements and the prioritisation of all 31 playgrounds not to be replaced’

Specific site opportunities and priorities for implementation based on assessment criteria are outlined in the report. This includes the identification of 10 top priorities for new playgrounds, 25 top playgrounds for play improvements and the prioritisation of all 31 playgrounds not to be replaced (refer Priorities for Implementation, Section 6.1).

An indication of the cost of implementation is provided in the Implementation Section (6.2) to assist Council to resource and achieve The Plan over time.

01 Introduction

1.1 Purpose of the Strategic Plan

The City of Canterbury Bankstown *Playgrounds and Play Spaces Strategic Plan* (The Plan) will guide the future provision, development and management of facilities associated with play.

The Plan relates to playgrounds and spaces that support play. A *play space* is a setting where play can take place and could include various recreation components such as a playground, outdoor courts, skate parks, exercise equipment or soccer goals. Alternatively, a play space could be relatively undeveloped and only include landscape or natural features that support play. Play and other definitions are included in section 1.3.

Playgrounds and play spaces provide opportunities for children, young people and adults to have fun, be creative, exercise, challenge themselves, develop coordination and cognitive skills, interact and experience the outdoors.

The City recognises the importance of providing quality and diverse play spaces across the Council area and The Plan will ensure a planned approach. The Plan aims

to meet the needs of the current and future population and address gaps in provision over time.

The Plan will assist Council with its decision making regarding playgrounds and play spaces and ensure the most appropriate use of available resources in the future. *The Plan will comply with all aspects of Council's Asset Management Policy.*

1.2 The Study Area

The City of Canterbury Bankstown is located between 8 and 23 kilometres south west of the Sydney GPO and covers an area of 11,029 hectares. The City incorporates 40 suburbs as well as the Bankstown Aerodrome.

In 2016, the City of Canterbury Bankstown had a population of 346,305, which represents a density of 31.4 persons per hectare. This population could increase to around 500,000. The City of Canterbury Bankstown is likely to remain one of the largest Council areas in Australia.

The character of the City of Canterbury Bankstown is diverse with a mix of lower, medium and higher density areas and different geographical characters from higher density CBD and commercial areas to low density undulating and treed suburbs. The City is experiencing increasing medium and high density housing and this will place pressure on open space and justify quality recreation facilities including playgrounds and play spaces.

A number of suburbs in the City have families with children while others have greater proportions of couples without children or people living alone.

Four key water bodies, including Cooks River and Wolli Creek in the east, Salt Pan Creek towards the centre and Georges River along the western and part of the southern borders, define the character of the City edges and a number of suburbs.

Some areas have a high provision of open space, particularly around the water bodies, while others are lacking open space. Areas that are lacking open space are generally in the

central part of the City and tend to be higher density and lower income, where the demand for open space could be greater.

The City is divided by a number of major roads and railway lines including the M5 motorway to the south, Canterbury Road through the centre, Hume Highway in the north west, various roads crossing north-south, including King Georges Road, and railway lines across the City. Many roads have high traffic volumes and this makes it difficult for people to travel across areas for play activities.

With this in mind, district and local catchment areas that give consideration to the potential road and rail barriers have been identified. A catchment area approach to planning has been adopted to achieve an equitable spread of facilities and ensure all residents have reasonable access to play opportunities.

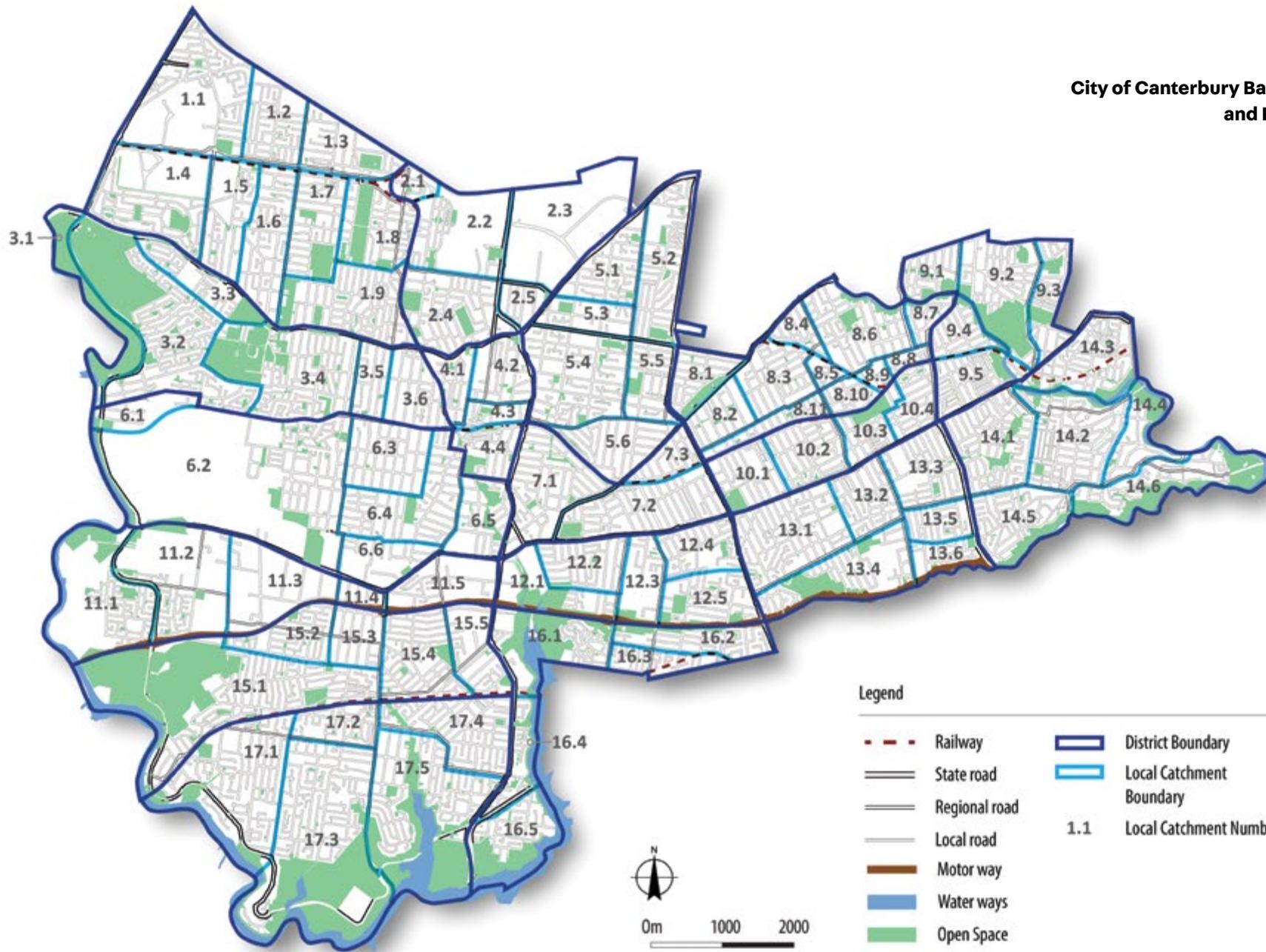
Seventeen districts have been identified, where a district is a section of the City defined by major roads and railway lines. Each district includes a number of local catchments, generally with similar characteristics.

There are 96 local catchments spread across the 17 districts, where a local catchment is a smaller area within a district that is defined by main roads and rail (where a main road generally has an average traffic count of more than 7,000 vehicles per day).

A map of the catchment areas is provided on the following page.



**City of Canterbury Bankstown Districts
and Local Catchments**



Legend

- - - Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number

1.3 Definitions

Playgrounds and Play Spaces

Play Levels

'Play Levels' refers to the hierarchy level allocated to playgrounds and play spaces and determines the level of development and quality.

Three Play Levels have been defined in The Plan as follows:

Play Level 1:

Play space destinations with high quality, diverse, unique and accessible play components, support facilities and settings.

Play Level 2:

Quality and interesting conventional playgrounds and play spaces with various activity opportunities and good support structures and settings.

Play Level 3:

Basic lower level playgrounds that could either be:

- A standard, and generally small, playground with basic equipment (such as swings and small climber or slide) that support children's play at a local level and meet base standards; or

- A small landscaped play setting that uses landscape to provide play opportunities and does not include conventional play equipment. These settings are referred to as landscape play in the Strategic Plan. They could include small and low structures for children to play on such as stepping logs, animal shapes or tunnels.

Playground

For the purpose of this study, the term playground refers to 'an outdoor area with specialised play equipment such as swings and slides designed for children to play on'. A playground can be a component of all three Play Levels.

Play Space

A play space is defined as 'an environment where play can take place'. This could include a playground, but it could also include other recreation facilities such as outdoor courts, skate parks, exercise equipment, soccer goals or other activity opportunities.

Play spaces often include support infrastructure such as seating, picnic settings, shelters, toilets, barbecues, paths, lighting, landscaping and car parking, as well as other features.

Play Space Destinations

Play space destinations are high quality play spaces with unique features, landscapes and

support infrastructure that attract people from beyond a district catchment. All play space destinations are Play Level 1.

Nature Play Spaces

Nature play spaces are designed to encourage children to spend more time playing outdoors using their imaginations in a natural setting. They inspire self-designed play, creativity, learning and socialising (ref Nature Play SA).

Nature play spaces will be Play Level 1 or Play Level 2 and include quality and unique play features and landscapes with a natural setting or theme. They generally include a combination of landscapes, structures and unique play equipment. The main focus is children experiencing and learning about nature (birds, animals) and the natural environment.

Landscape Play

Landscape play refers to basic landscaped settings that are designed to support children's play. These small play settings are Play Level 3 and do not have conventional play equipment but could include small and low structures for children to play on such as stepping logs, animal shapes and tunnels. Landscape play may only include trees, plantings and a few logs and tracks providing they are designed to support play.

Playground Improvements

Increase Scope of Playground

Broaden the activity opportunities at a playground by catering for additional age groups (e.g. older children or toddlers), providing extra play equipment or recreation facilities such as an outdoor court or bike path, or catering for all abilities including children with a disability.

Upgrade Playground

Upgrade the standard of play equipment, support infrastructure such as seating, shelters or paths, or landscapes to improve the quality, condition and safety of the playground or play space. This will generally involve upgrading existing equipment (painting, replacing plastics) or replacing some pieces of equipment, rather than full playground replacement.

Increase Play Level

The Play Level of the playground or play space is increased to a higher level due to 'increase in scope' or a 'playground upgrade' actions. Note that not all 'increase in scope' or a 'playground upgrade' actions will increase a Play Level.

Catchment Planning

Catchment Buffers

The use of *catchment buffers* on maps is an established method for assessing access to

playgrounds and identifying gaps in provision. This method involves placing a radius circle around a playground to reflect a potential walkable distance, e.g. 400m. This measure does not take into account the quality of the playgrounds or any physical barriers to access such as major roads and railway lines.

The Plan will improve on the catchment buffer method by identifying *walkable* local catchments based on the location of major road and railway lines and other potential physical barriers, as well as walkable distances.

Types of Catchments

Local Catchments

Local catchments include connected suburbs and neighbourhoods that are defined by main and local roads that have a traffic volume greater than 7000 vehicles per day. The purpose of having a local catchment is

to ensure that residents can easily walk to or access a playground without having to cross over a main road. There are 96 local catchments identified in this Strategic Plan.

District Catchments

A district catchment is a larger area that comprises a number of local catchments. District catchments are defined by State and major roads, railway lines and rivers and creeks that connect and separate communities. Seventeen district catchments have been identified in this Strategic Plan, containing the 96 local catchments.

Destination Catchments

A destination catchment relates to destination play spaces located in prominent open spaces that service people across and beyond the City of Canterbury Bankstown. A destination play space could have a catchment of five kilometres or more and will often be accessed by motor vehicle.

Play Level	Catchment draw	Length of stay	Nature play	Landscape play	Conventional playground
1	City	Long stay destination	Sometimes	No	Yes
2	District/Local	Short stay	Sometimes	No	Yes
3	Local	Short stay	No	Sometimes	Sometimes

The diagrams on this page (of a section of the suburbs of Greenacre and Bankstown) show how the 2 different methods give a very different result for areas lacking playgrounds (blue colour).



Map showing areas lacking playgrounds using 'catchment buffers' (blue colour)



Map showing areas lacking playgrounds using 'walkable catchments' (blue colour)

02 The Context

2.1 Previous Planning Context

In 2014, a Playgrounds and Play Spaces Study was undertaken by the former Canterbury Council. The study identified opportunities for improving existing playgrounds and addressing gaps in provision.

In addition, the former Bankstown Council had developed principles and broad directions relating to play, taking community needs and trends into consideration.

The City of Canterbury Bankstown *Playgrounds and Play Spaces Strategic Plan* reflects and combines the previous playground and play space planning. The Plan provides an up to date coordinated response to play for the total Council area.

Various other planning has been undertaken by the former Canterbury and Bankstown Council areas that relate to play, including Open Space Strategies, Local Area Plans, Plans of Management, Asset Management Planning and Master Plans. The findings of these studies have also been considered in the development of The Plan.

2.2 Playground Provision in Canterbury-Bankstown

The City of Canterbury Bankstown currently has 244 publically accessible playgrounds, which represents one per 1,419 people based on a 2016 population of 346,305. In addition, there are 27 playgrounds within community facilities (not for broader public use), three standalone exercise facilities and 5 skate parks.

The State of the Sector Report on Playgrounds (May 2014) found that the median provision by Local Government is currently around 1:1,000, based on a survey of 89 councils across Australia (including 34 from NSW). However, the inner urban areas, where there is higher density, averaged 1:2,000 people.

While the City of Canterbury Bankstown does not have a high provision of playgrounds compared to the State of the Sector Report benchmarks, some local catchments have a high provision and others have a low provision.

An analysis of playground character and quality, undertaken as part of The Plan, found the following:

- While most playgrounds are well maintained, many are basic in design and some are worn and beginning to age;
- There is a lack of diversity, with most playgrounds incorporating a climber, swings and spring animals regardless of the scope of the open space and site;
- There is a lack of higher level play spaces and most of those that are higher level lack uniqueness; and
- The City is lacking play spaces that support older children and 'all abilities' including children with a disability. Most playgrounds have bark chips and equipment that is not accessible.

There is potential to improve play settings with many playgrounds lacking natural shade, picnic settings and appealing landscapes.

2.3 Playground Provision in Catchment Areas

Within a suburb, there could be various barriers to people accessing a playground or play space, including major and busy roads, which are difficult to cross, and railway lines. As such, a catchment area approach to planning has been adopted for The Plan.

Catchments with a Low Provision of Playgrounds

(Playgrounds each service more than 2,300 people)

District	Catchment	No. of playgrounds	Population	Provision ratio	Greatest gap *
District 1	1.6	2	4,812	1: 2,406	
	1.7	1	4,094	1: 4,094	X
District 4	4.2	2	6,192	1: 3,096	X
District 5	5.3	1	2,836	1: 2,836	
	5.6	1	4,622	1: 4,622	X
District 6	6.3	1	4,856	1: 4,856	X
	6.4	2	7,200	1: 3,600	X
	6.6	0	1,305	0: 1,305	X
District 7	7.2	1	9,792	1: 9,792	X
	7.3	0	2,810	0: 2,810	X





District	Catchment	No. of playgrounds	Population	Provision ratio	Greatest gap *
District 8	8.1	1	2,794	1: 2,794	
	8.3	0	5,215	0: 5,215	X
	8.6	3	8,448	1: 2,816	
	8.7	0	3,080	0: 3,080	X
	8.8	0	1,395	0: 1,395	X
	8.10	0	1,590	0: 1,590	X
District 9	9.4	1	3,431	1: 3,431	X
District 10	10.1	1	6,001	1: 6,001	X
	10.3	1	2,567	1: 2,567	
	10.4	1	3,607	1: 3,607	X
District 11	11.4	0	724	0: 724	
	11.5	0	1,254	0: 1,254	X
District 12	12.4	1	2,431	1: 2,431	
District 13	13.1	3	7,743	1: 2,581	
	13.2	1	3,314	1: 3,314	X
	13.3	2	4,789	1: 2,395	
District 15	15.3	0	2,133	0: 2,133	X
District 16	16.2	0	3,486	0: 3,486	X
	16.5	1	2,452	1: 2,452	

* Considers number and ratio of playgrounds (more than 1:3,000 with two or less playgrounds OR zero playgrounds for 1,000 or more).

An analysis of playgrounds in each catchment area has highlighted which local catchments have a low or high provision. The findings are presented below and on the map on the following page.

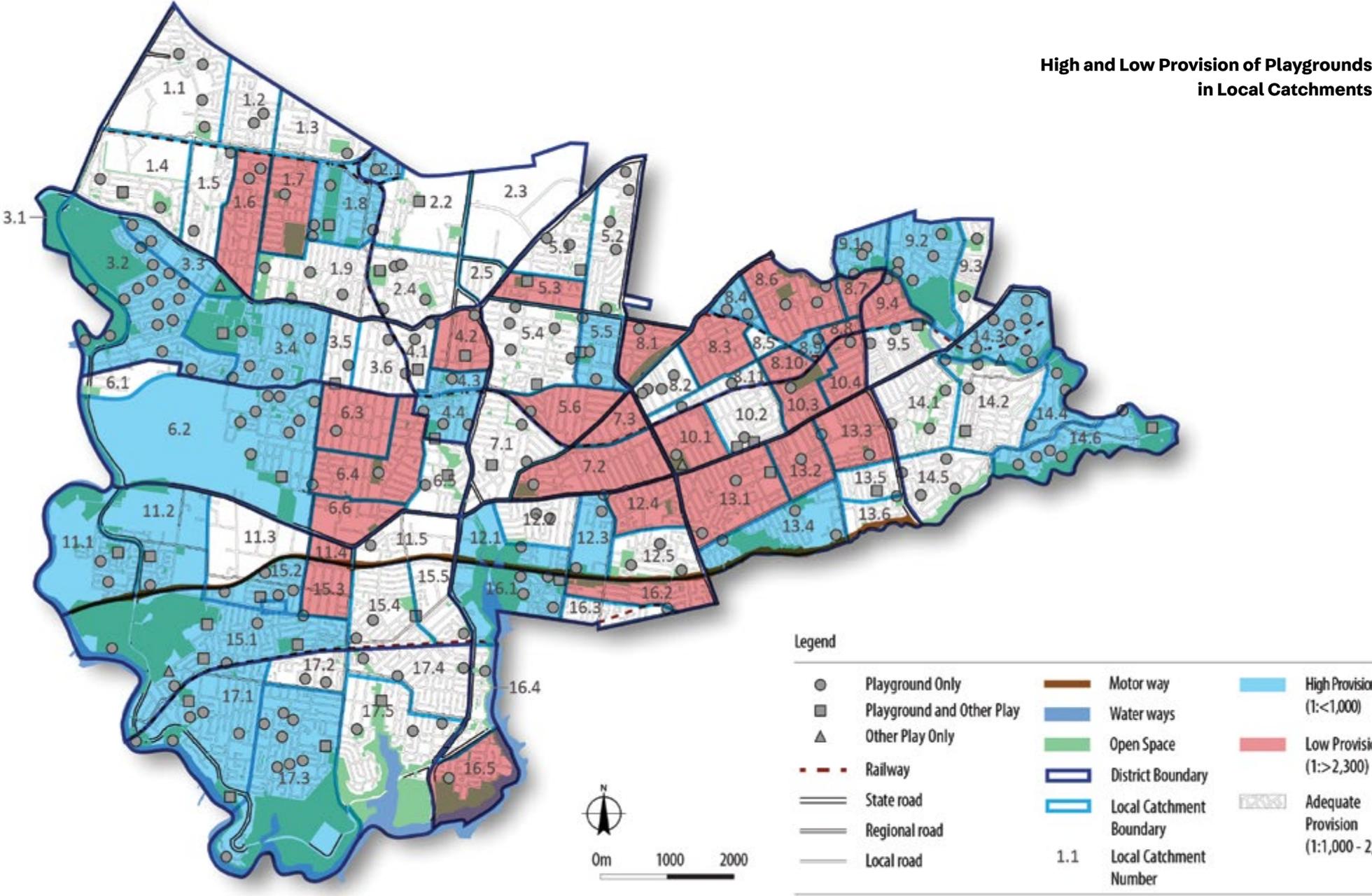
Catchments with a High Provision of Playgrounds

(Playgrounds each service less than 1,000 people)

District	Catchment	No. of playgrounds	Population	Provision ratio	Greatest supply *
District 1	1.8	4	3,105	1: 776	X
District 2	2.1	1	467	1: 467	
District 3	3.2	13	7,930	1: 610	X
	3.3	2	1,969	1: 985	
	3.4	7	6,218	1: 888	X
District 4	4.3	1	347	1: 347	
	4.4	4	3,502	1: 876	X
District 5	5.5	4	3,275	1: 819	X
District 6	6.1	1	828	1: 828	
	6.2	9	5,267	1: 585	X

‘Local Catchments ensure that residents can easily walk to a playground without having to cross a main road or railway line’

High and Low Provision of Playgrounds in Local Catchments



'Currently the provision ratio of playgrounds across the City is very uneven'

District	Catchment	No. of playgrounds	Population	Provision ratio	Greatest supply *
District 8	8.4	2	1,342	1: 671	X
	8.9	1	837	1: 837	
District 9	9.1	3	2,220	1: 740	X
	9.2	5	4,642	1:928	
District 11	11.1	3	2,220	1: 740	X
	11.2	2	1,717	1: 859	X
District 12	12.1	1	769	1: 769	
	12.3	2	969	1: 485	X
District 13	13.4	3	2,722	1: 907	X
District 14	14.3	8	4,986	1: 623	X
	14.4	3	2,698	1: 899	X
	14.6	6	3,021	1: 504	X
District 15	15.1	8	7,596	1: 950	X
	15.2	5	2,579	1: 516	X
District 16	16.1	5	3,095	1: 619	X
District 17	17.1	7	6,947	1: 992	X
	17.3	9	8,198	1: 911	X

* Considers number and ratio of playgrounds (under 1:800 and more than one playground).



2.4 Other Play Facilities

The City of Canterbury Bankstown provides other facilities besides playgrounds that provide 'an environment where play can take place'. This includes:

- Exercise equipment;
- Skate parks;
- Outdoor recreation courts (full courts and half courts for recreation use); and
- Bike paths.

Where a playground is linked to other play facilities, the playground is considered to be an integrated play space, rather than a standalone playground.

The chart on this page summarises the provision of the main other play facilities in each district. The facilities are mapped on the following page.

The data highlights the following:

1. The provision of other play facilities across the City of Canterbury Bankstown is low (based on a 2016 population of 346, 305), and includes:
 - One exercise equipment facility per 18,226 people
 - One skate park per 69,261 people
 - One recreation court per 31,482 people (not including club sports courts)

- 1 half court per 31,482 people

The provision ratio will worsen as the population increases in size;

- The provision of other play facilities is unevenly distributed across the City with a lack of facilities in the eastern part of the City;
- Particular Districts that are lacking other play facilities are as follows:
 - Districts 7, 8, 9, 12, 13 and 16 lack exercise equipment
 - Districts 6, 8, 9, 10, 13 and 14 are not well serviced by skate parks
 - Districts 2, 3, 4, 8, 11, 12, 15 and 16 lack recreation courts (full size)
 - Districts 1, 2, 3, 4, 6, 8, 9, 10, 12 and 16 lack half courts; and
- There is potential to provide other play facilities such as rope courses and ping pong tables.

Other Play Facilities Provision in Districts Summary (2017)

District	Exercise equipment	Skate parks	Recreation courts (full size)*	Half courts
District 1	1	1 skate (Goondah Res)	1 volleyball	
District 2	2			
District 3	1	1 skate (Carysfield Park)		1 basketball
District 4	3			
District 5	3	1 skate (Roberts Park)	1 handball/ hop-scotch	1 basketball
District 6	1		1 handball	
District 7			1 basketball	1 multi-use (no goal)
District 8				
District 9			1 multi-use	
District 10	1		1 basketball 1 multi-use	
District 11	1			1 basketball
District 12				
District 13			2 handball	1 basketball
District 14	1		1 basketball	1 basketball
District 15	3	1 skate (Amour Park)		2 basketball 1 basketball/ multi-use

District	Exercise equipment	Skate parks	Recreation courts (full size)*	Half courts
District 16		1 skate (Belmore Rd, Riverwood)	1 volleyball	
District 17	2		1 basketball	2 half court tennis
TOTAL	19 exercise	5 skate	11 courts	11 half courts

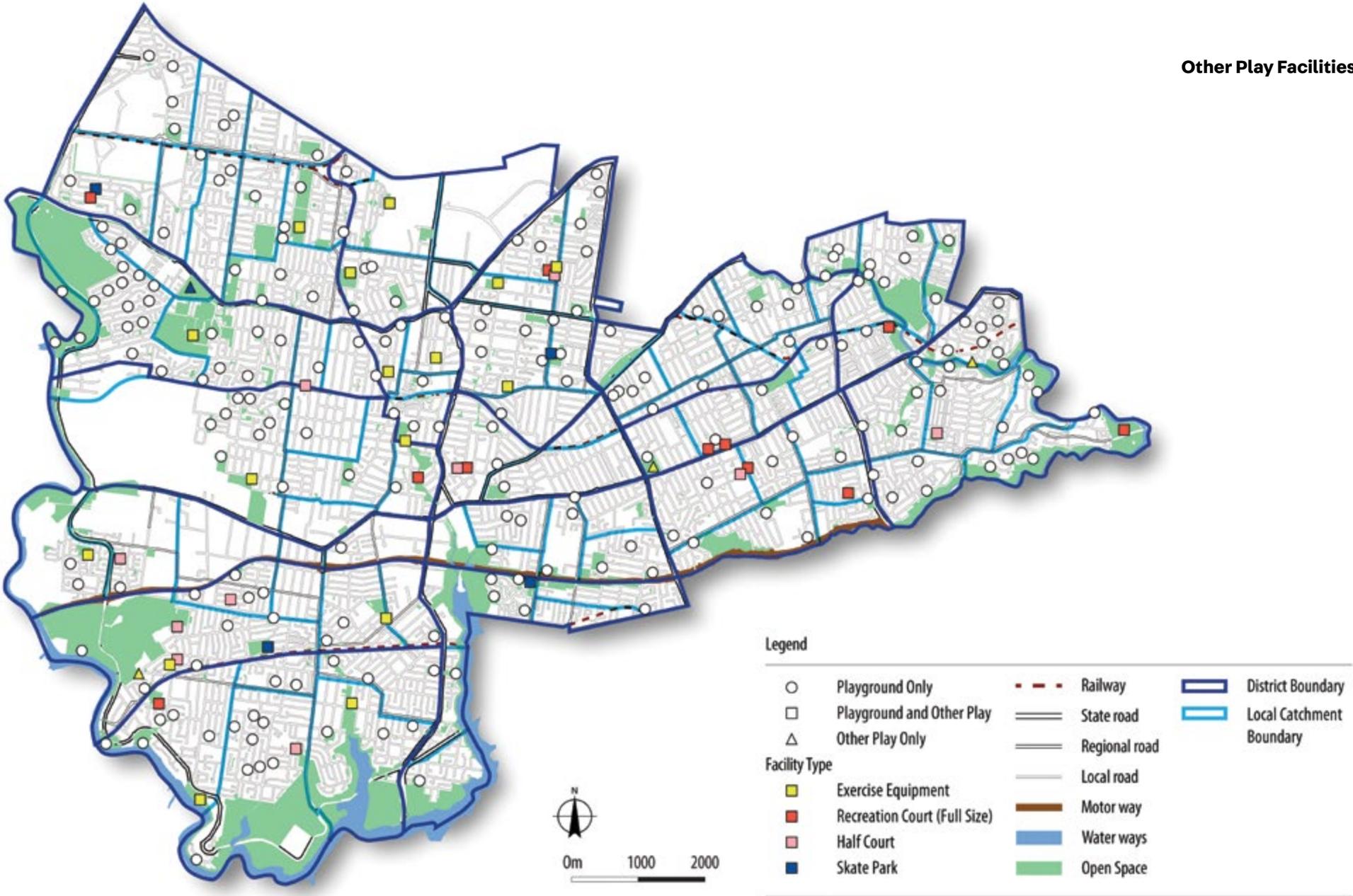
* Recreation courts (full size) does not include club-based outdoor sports courts.

A map of the other existing play facilities is provided on the following page.

‘The City also provides exercise equipment, skate parks, recreation courts and bike paths’



Other Play Facilities





2.5 Community Needs and Trends

Playgrounds and play spaces provide an opportunity for children to have fun, interact with other children, challenge themselves physically and develop motor skills.

The State of the Sector Report on Playgrounds (2014) references a survey of 29,000 park users through Local Councils between 2008 and 2013, where 19 per cent of those interviewed visited the park to supervise children in the playground. The study indicates demand for both regional and local playgrounds and a need for diverse play opportunities and appealing play settings (picnic settings, treed and landscaped areas, areas to kick a ball).

The main trends relating to play across Local Government are:

- The provision of higher quality playgrounds that draw people from a wider catchment. These facilities generally cater for 'all abilities' including more than one age group and children with a disability. They are popular and people will drive to a higher standard play space and stay longer;
- There is a trend towards councils designing integrated play spaces with appealing play settings and diverse activity opportunities rather than standalone playgrounds;
- There is an increase in the diversity of play equipment and activity opportunities, with play space designers developing

new equipment and features that aim to challenge and retain the attention of children and other age groups while still achieving safety standards; and

- There is a trend towards integrating nature with play, including the establishment of higher level nature play spaces and the incorporation of landscaping as a play feature. The use of natural shade is found to be more appealing to communities and is lower cost compared to shade sails.

The population in the City of Canterbury Bankstown will increase in the future. This will ultimately increase demand for play spaces. However, this demand could be catered for through higher standard and unique play spaces designed to support greater use in high density areas, rather than through a large number of additional playgrounds.

Suburb Characteristics that Could Increase Demand for Play

Suburb	Larger % young children	Larger % older children	Higher density
Ashbury			
Bankstown	X		X
Bass Hill - Lansdowne			
Belfield			
Belmore			
Birrong - Regents Park - Potts Hill			
Campsie - Clemton Park			X
Canterbury			X
Chester Hill			
Condell Park - Bankstown Aero-drome	X		
Croydon Park (part)			
Earlwood			
Georges Hall			
Greenacre - Mount Lewis - Chullora	X	X	
Hurlstone Park			

Suburb	Larger % young children	Larger % older children	Higher density
Kingsgrove			
Lakemba	X		X
Milperra			
Narwee - Beverly Hills			
Padstow - Padstow Heights			
Panania - East Hills			
Picnic Point			
Punchbowl	X		
Revesby - Revesby Heights			
Riverwood			X
Roselands			
Sefton		X	
Villawood		X	
Wiley Park			X
Yagoona			

Source: .id Profile for City of Canterbury Bankstown, 2016
(Based on Australian Bureau of Statistics 2016 Census Data)



Areas with larger proportions of children will generally have greater demand for play spaces. However, many grandparents care for children and therefore other areas could also have high demand. The above chart is only an indication of those suburbs where demand could be even greater.

Suburbs with a Low Provision of Playgrounds
(Playgrounds each service more than 2,300 people)

Suburbs with a low provision	No. of playgrounds	Population	Provision ratio
Belmore	4	12,799	1: 3,200
Campsie-Clemton Park	9	26,048	1: 2,894
Canterbury	3	7,208	1: 2,403
Lakemba	6	16,925	1: 2,821
Punchbowl	6	20,269	1: 3,378
Roselands	5	11,523	1: 2,305
Sefton	2	5,769	1: 2,885
Wiley Park	3	10,101	1: 3,367

Suburbs with a High Provision of Playgrounds

(Playgrounds each service less than 1,000 people)

Suburbs with a high provision	No. of playgrounds	Population	Provision ratio
Ashbury	4	3,240	1: 810
Birrong-Regents Park-Potts Hill	6	4,668	1: 778
Condell Park – Bankstown Aerodrome	12	11,376	1: 948
Earlwood	20	17,779	1: 889
Georges Hall	16	8,854	1: 553
Hurlstone Park	8	4,259	1: 532
Milperra	6	3,932	1: 655
Panania – East Hills	19	15,724	1: 828
Riverwood	7	6,369	1: 910

Other suburbs not listed have an average provision.

‘The current provision of playgrounds is one per 1400 people. This Plan aims for one per 2,000 people.’

(Parks and Leisure Australia recommendation)



2.6 Shade

The community now view the provision of shade as an essential element of any playground. Council must therefore acknowledge shade as a standard component of playgrounds and not an “add on”.

Many playgrounds in the City lack shade so they are missing opportunities for temperature reduction, habitat for wildlife and a more appealing setting. The key issues are cost, safety risks and lifecycle of the two main forms of shade provision – trees and shade sails.

Trees are a natural form of shade, are very attractive, become more effective at shade provision over time and are very cheap compared to sails. However they are not immediately effective and can take years of growth before they are large enough (although planting advanced specimens improves this situation). Trees require maintenance in the first few years of growth and may never completely shade an area as effectiveness depends on the tree(s) position, species chosen, and time of day. Trees can be messy and a safety hazard because of factors such as dropping branches and nuts/twigs, and roots can damage playground infrastructure.

Shade sails are a quick fix, look smart, and the community sees Council ‘doing something’. However they are very expensive, require maintenance, and are a safety risk when

children attempt to climb on them. Shade sails deteriorate over time and require replacement. They never completely shade an area and efficiency varies depending on time of day - they are most effective at noon.

Each method of shade provision has its positive and negative aspects, however, overall trees are the best shade method; they are cheaper (in both the short and long term), safer in terms of risk, and improve with age rather than deteriorate. They also provide habitat, aesthetic appeal, and contribute to the urban forest. One of the most obvious reasons for favouring trees is that parks and reserves are expected to be sanctuaries for nature, trees in particular.

The Plan

The Plan recommends:

- Planting trees and landscape around all playgrounds and play spaces to provide natural shade and nature based play experiences.
- Providing shade as a priority to play level 1 playgrounds, because they attract the most users. Shade sails will be installed where tree cover is insufficient, and trees will also be planted for long term shade.

- Shade sails will be installed only at playgrounds with a play level of 1 or 2, and not to be seen as the standard way to provide shade. They will be provided only in certain situations where natural shade is difficult to achieve or as an interim measure until trees grow to a suitable size.
- Consider relocation or removal of playgrounds that cannot be provided with shade.
- The provision of shade through natural or artificial means must be factored into capital cost estimates for future playgrounds as a standard component.

‘Playgrounds are to have natural shade from trees in preference to sails’

03 Strategy Framework

3.1 Vision

The vision for play in the City of Canterbury Bankstown is:

Quality, diverse and accessible play experiences that are fun and close to home.

This will require a focus on achieving:

- An equitable spread of play spaces across district and local catchment areas;
- Quality play experiences through unique and high quality play spaces (including play space destinations);
- Diverse play opportunities that cater for different age groups and levels of ability; and
- Less developed nature play and landscape play settings that provide a connection to nature.

3.2 Play Principles

These principles guide the future provision, design and function of playgrounds and play spaces. They highlight what is required to enhance quality and meet community needs.

Additional guidelines relating to play design and development are included in **Appendix A**.

Play provision principles (number and distribution of playgrounds and play spaces):

- The recommended minimum benchmark for the City is one playground per 2,000 people. This is because as the population size and density increases, it will be realistic to match the ratio found in inner urban areas;
 - A greater focus will be placed on providing a spread of higher level play spaces, rather than a larger number of playgrounds;
 - Three Play Levels will be provided:
 - Play Level 1: play space destinations (unique, high standard, diverse)
 - Play Level 2: quality play spaces (good quality, diverse)
 - Play Level 3: basic playgrounds or landscape play
- Refer to **Section 1.3** for further definitions;
- The distance that residents will generally be from each Play Level is:
 - Play Level 1: up to 5 kilometres and within a 10-15 minute drive
 - Play Level 2: up to 2 kilometres and within a 5 minute drive
 - Play Level 3: within a 5-10 minute walk (ideally within 400m);
 - Each district and local catchment area will have:
 - At least one higher level playground in each district (Play Level 1 or a Play Level 2)
 - At least one playground in each local catchment (Play Level 3 or greater), unless the population is less than 600 people;
 - Play opportunities will be provided for other age groups besides young children (4-7yrs), including toddlers (1-3yrs), older children (8-12yrs), teenagers (13yrs+) and adults;

- Play spaces and playgrounds that cater for all abilities will be provided to broaden activity opportunities for children with a disability. This includes:
 - All Play Level 1 playgrounds and play spaces will have the capacity to support play by children with a disability (including disabled access and sensory opportunities)
 - Over time, Play Level 2 playgrounds and play spaces will include at least one piece of equipment or feature that supports children with a disability;
- Council will consider not replacing a playground where there is a high provision and the playground has low value. High provision will include where:
 - The playground is closer than 300m to another playground
 - Playgrounds in the area each service fewer than 1,000 people;
- The safety and condition of all playgrounds and play spaces will continue to be assessed by Council and specific pieces of play equipment and structures may be removed or replaced as part of ongoing asset management; and

- Partnerships with schools and other non-Council land owners will be considered to achieve community playgrounds and play spaces in 'gap areas'.

Play design principles (character, structure and design of play and related facilities and landscape):

- Play facilities that are Play Level 1 or Play Level 2 will generally be designed as an integrated play space with greater uniqueness and diversity of equipment, various activity opportunities including youth facilities, outdoor courts, exercise spaces and settings that support play.
- Play facilities that are Play Level 3 will generally be a basic playground (play equipment only) or landscape play which is primarily landscaping but could include small and low structures designed to support play;
- Play Level 1 play spaces and higher profile Play Level 2 play spaces will include rubberised softfall to enable accessible play equipment;



- A focus will be placed on enhancing the quality and usability of play equipment and play settings, including through infrastructure and landscapes;
- Nature will be integrated with play to create nature play and landscape play spaces;
- Playgrounds and play spaces will be located to be safe and accessible and to avoid risks and the need for fencing. Some could be fenced or partially fenced to support very young children, children with a disability (e.g. autistic children) or address sites with a high level of risk;
- All playgrounds and play spaces will be designed and constructed to be structurally sound and meet the base requirements of Australian Standards; and
- All playgrounds and play spaces will continue to be monitored and maintained on a regular basis.

Play Level	Level 1	Level 2	Level 3
Definition	Play space destinations (unique, high standard, diverse)	Quality play spaces (good quality, diverse)	Basic playgrounds or landscape play
Distance from each Play Level	Up to 5km and within a 10-15 minute drive	Up to 2km and within a 5 minute drive	Within a 5-10 minute walk (ideally within 400m)
Cater for all abilities	All	Will include at least one piece of equipment or feature that supports children with a disability	Maybe
Integrated play space with various activity opportunities including youth facilities, outdoor courts, exercise spaces and settings that support play	Yes	Yes	No
Basic playground (play equipment only) or landscape play	No	No	Yes
Rubberised softfall	No	No	Yes
Nature play	Yes	Yes	No

3.3 Play Strategies

Six strategies have been developed that reinforce the vision and principles. They also respond to specific issues and needs identified through The Plan. The strategies relate to:

1. Addressing gaps and areas of oversupply;
2. Play Levels;
3. Play space destinations;
4. Increased play scope;
5. Play facility improvements; and
6. Integrating nature.

1. Addressing Gaps and Areas of Oversupply

- Address gaps in provision and respond to needs through higher quality and some new playgrounds and play spaces; and
- Do not replace low value playgrounds and equipment over time to ensure resources are appropriately allocated and enable improvements to other play spaces. This includes:
 - Do not replace playgrounds that have low value and where there is a high supply of playgrounds in an area or there are issues with the location
 - Do not replace equipment in playgrounds where there are condition issues, a playground is over developed for its Play Level, or landscape play is more appropriate.

2. Play Levels

- Develop playgrounds and play spaces in accordance with Play Levels allocated through the Playgrounds and Play Spaces Strategic Plan where:
 - Play Level 1 will be play space destinations
 - Play Level 2 will be good quality playgrounds and play spaces with diverse activity opportunities
 - Play Level 3 will be more basic smaller playgrounds or landscape play

3. Play Space Destinations (Play Level 1)

- Strengthen and create play space destinations through enhancements to existing playgrounds and the creation of some new play space destinations. This could include providing:
 - Unique, creative and diverse features within playgrounds
 - Adventure play spaces with a greater challenge focus
 - Distinctive nature play spaces
 - Youth and adult play spaces with skate, hardcourts and other play opportunities

4. Increased Play Scope

- Broaden the scope of existing playgrounds and play spaces to increase the play opportunities and cater for a wider range

of age groups and abilities with a particular focus on Play Level 1 and Play Level 2 playgrounds and play spaces. This includes providing diverse play opportunities that support toddlers, young children, older children, youth and adults.

5. Play Facility Improvements

- Undertake improvements to existing playgrounds and play spaces, taking Play Levels into consideration. Place a particular focus on:
 - The maintenance and replacement of existing equipment and structures in accordance with the life span of equipment
 - Enhancements to play settings (picnic areas, seating etc)
 - Improved pathway connections

6. Integrating Nature

- Increase the connection between nature and play through:
 - Increased trees around play equipment and settings for natural shade
 - Landscaping as part of the play experience (tree hut, reed maze)
 - Some less structured play spaces that have a greater landscape focus (landscape play)
 - Some higher level nature play spaces

04 Directions for the Six Strategies

This section outlines directions for achieving each strategy, including:

1. Addressing gaps and areas of oversupply;
2. Play Levels;
3. Play space destinations (Play Level 1);
4. Increased play scope;
5. Play facility improvements; and
6. Integrating nature.

The following is provided for each strategy:

- Key findings relating to the strategy topic; and
- Directions for each strategy.

Recommendations for each strategy are provided in **PART B** of this report.

4.1 Addressing Gaps and Areas of Oversupply

Address gaps in provision and areas of oversupply and respond to needs through higher quality and some new playgrounds and play spaces.

‘The Plan aims to improve the quality of existing playgrounds in areas lacking play opportunities’

Key findings

While the whole City of Canterbury Bankstown has a relatively good provision of playgrounds with one per 1,419 people, a number of areas are lacking playgrounds and play spaces. This is particularly an issue in the eastern part of the City.

In some instances, local catchment areas (defined by main roads and railway lines) have poor provision. Due to the road and rail barriers, access to other playgrounds and play spaces in the suburb could be limited.

A number of suburbs and local catchments have a high provision of playgrounds. This can result in playgrounds in the area being a lower Play Level due to a lack of resources for improvements. Where there is a high provision, a greater proportion of maintenance funding is required in these suburbs, and this reduces opportunities for improvements in other suburbs. Council is keen to not replace a number of low value playgrounds at the end of

their functional lives to enable the allocation of resources to other playgrounds.

Directions

The strategic directions for ‘addressing gaps and areas of oversupply’ are:

1. Improve the quality of existing playgrounds and play spaces in areas that are lacking play opportunities;
2. Establish new playgrounds and play spaces to address the gaps in provision, particularly where there are no playgrounds or play spaces in a local catchment area;
3. Do not replace playgrounds that have low value and where there is a high supply of playgrounds in an area or there are issues with location. Communities should be notified of any proposed playground not to be replaced; and
4. Do not replace equipment in playgrounds where there are condition issues, a playground is over developed for its Play Level, or landscape play is more appropriate.

4.2 Play Levels

Develop playgrounds and play spaces in accordance with Play Levels allocated through the Playgrounds and Play Spaces Strategic Plan.

Key findings

Currently, a large proportion of playgrounds in the City are relatively basic Play Level 3 (the lowest Play Level). There is a need and justification to create some higher standard and more unique play spaces and, in doing so, increase the number of Play Level 2 and Play Level 1 playgrounds and play spaces.

Site visits and an aerial analysis have enabled a review of the current Play Levels and the identification of specific opportunities to increase the Play Level of some playgrounds and play spaces.

The Play Levels are defined as follows:

- Play Level 1: Play space destinations (unique, high standard, diverse);
- Play Level 2: Quality play spaces (good quality, diverse); and
- Play Level 3: Basic playgrounds or landscape play.

Directions

The strategic directions for 'Play Levels' are:

1. Retain existing Play Levels where the playgrounds and play spaces are appropriately developed for the site and to meet community needs; and
2. Increase Play Levels where there is justification to improve the quality of a playground or play space.





4.3 Play Space Destinations

Strengthen and create play space destinations through enhancements to existing play spaces and some new play space destinations.

Key findings

Parts of the City are lacking quality and unique play space destinations. As a result, opportunities for establishing some additional play space destinations have been considered in The Plan.

There is potential to increase the uniqueness, quality, scope and Play Level of a number of existing higher level play spaces to strengthen their destination value.

Play space destinations should all be Play Level 1 in the future.

Directions

The strategic directions for 'play space destinations' are:

1. Enhance and maintain existing play space destinations including through the inclusion of unique and challenging features;
2. Increase the Play Level of a play space to Play Level 1 if an existing or potential play space destination is a lower Play Level; and
3. Create some new play space destinations with unique and distinctive features. This could involve replacing or relocating an existing play space.

4.4 Increased Play Scope

Broaden the scope of existing playgrounds and play spaces to increase play opportunities and cater for a wider range of age groups and abilities.

Key findings

The majority of playgrounds in the City cater for young children aged 4-7 years. Playgrounds for toddlers (0-3 years) and older children (8-12 years) are lacking.

While young children should continue to be well catered for, as this age group is most likely to need and seek play opportunities, there should also be play opportunities for the older age groups and for toddlers.

Play opportunities for youth are also lacking, with only a small number of other play opportunities such as recreation courts, half courts, soccer goals, rope courses, skateable spaces and bike areas.

While there is a good provision of exercise equipment in parts of the City, other areas are lacking facilities. Exercise equipment that is linked to play spaces or sports facilities appears to achieve higher use.

Overall, there is a need for additional equipment or activity opportunities, which could include new play equipment features, outdoor courts or half courts, bike tracks, skate parks, rope courses, soccer goals or other structures or landscapes that support activities.

Directions

The strategic directions for 'increased play scope' are:

1. Increase equipment and activity opportunities. Place a particular focus on the eastern part of the City including in districts 7, 8, 9, 10, 12, 13 and 16. In addition, recreation courts or half courts could be considered in districts 2 and 4;
2. Cater for a wider range of age groups including toddlers, older children and teenagers through play spaces;

3. Cater for all abilities, including children with a disability, through accessible play equipment, activity spaces and play settings; and
4. Link other activity opportunities (exercise equipment, courts, soccer goals, game areas) to playgrounds or sports areas to create integrated play areas and increase potential use.



4.5 Play Facility Improvements

Undertake improvements to existing playgrounds and play spaces, taking Play Levels into consideration.

Key findings

A number of playgrounds and play spaces are in need of upgrade and some require complete replacement. Specific issues have been identified through site visits as part of The Plan.

Play Levels are allocated to ensure playgrounds and play spaces are appropriately developed for the site character and community needs. As such, any improvements should be consistent with the recommended Play Level.

Directions

The strategic directions for 'play facility improvements' are:

1. Upgrade existing playgrounds and play spaces to improve their quality and function; and
2. Replace a playground or play space where the existing equipment is inadequate or poorly located.

'Play Levels are allocated to ensure playgrounds and play spaces are appropriately developed'

4.6 Integrating Nature

Increase the connection between nature and play

Key findings

In an urban environment, it is important to provide opportunities for children to connect to nature and this can be achieved through nature play, natural settings and a treed and appealing landscape.

Unique nature play space destinations, that draw people from a wide catchment, are being provided by councils across Australia, as well as smaller play spaces that incorporate natural features as part of the play experience. Nature play destinations are generally well used and appreciated by communities.

Nature Play South Australia defines nature play as “a concept to encourage children to spend more time playing outdoors, using their imaginations in a natural setting. It inspires open-ended possibilities for self-designed play, creativity, learning and socialising.”

‘Landscape play’ refers to basic landscaped spaces that are designed to support children’s play. They will be small play settings that do not have traditional playground equipment but could include small and low structures such as logs, animal shapes and tunnels. These spaces will encourage imaginative play and reduce maintenance costs. **Landscape play will be Play Level 3.**

Communities have indicated a preference for natural shade around play spaces and this is more cost effective than shade structures which could be at risk of vandalism. Natural shade also helps to reduce temperatures and provides habitat for wildlife.

Directions

The strategic directions for ‘integrating nature’ are:

1. Plant trees and landscape around all playgrounds and play spaces where possible to provide shade and increase the appeal of the setting;
2. Create some unique nature play spaces that incorporate nature as part of the play experience (Play Level 1 or 2); and
3. Create some low key landscape play spaces where playground equipment is replaced by landscape features (Play Level 3).

Part B – The Plan

05 Recommendations for the Six Strategies

This section outlines recommendations for achieving each strategy in The Strategy section (Part A):

1. Addressing gaps and areas of oversupply;
2. Play Levels;
3. Play space destinations (Play Level 1);
4. Increased play scope;
5. Play facility improvements; and
6. Integrating nature.

The following is provided for each strategy:

- A listing of play sites where the directions from section 4 are listed for implementation; and
- Details of the recommendations for each play site.

Any playground or play space not mentioned in a strategic recommendation should continue to be maintained to its same level.

Playgrounds and play spaces are only listed where an action beyond day to day maintenance is recommended.

5.1 Addressing Gaps and Areas of Oversupply

Recommendations

Recommended directions for addressing gaps through 'higher quality playgrounds and play spaces' and 'new play spaces' are provided below. The sites are mapped in the District Priorities and Actions section (Section 6).

'22 new playgrounds are recommended'

Higher Quality Playgrounds and Play Spaces to Compensate for Gaps

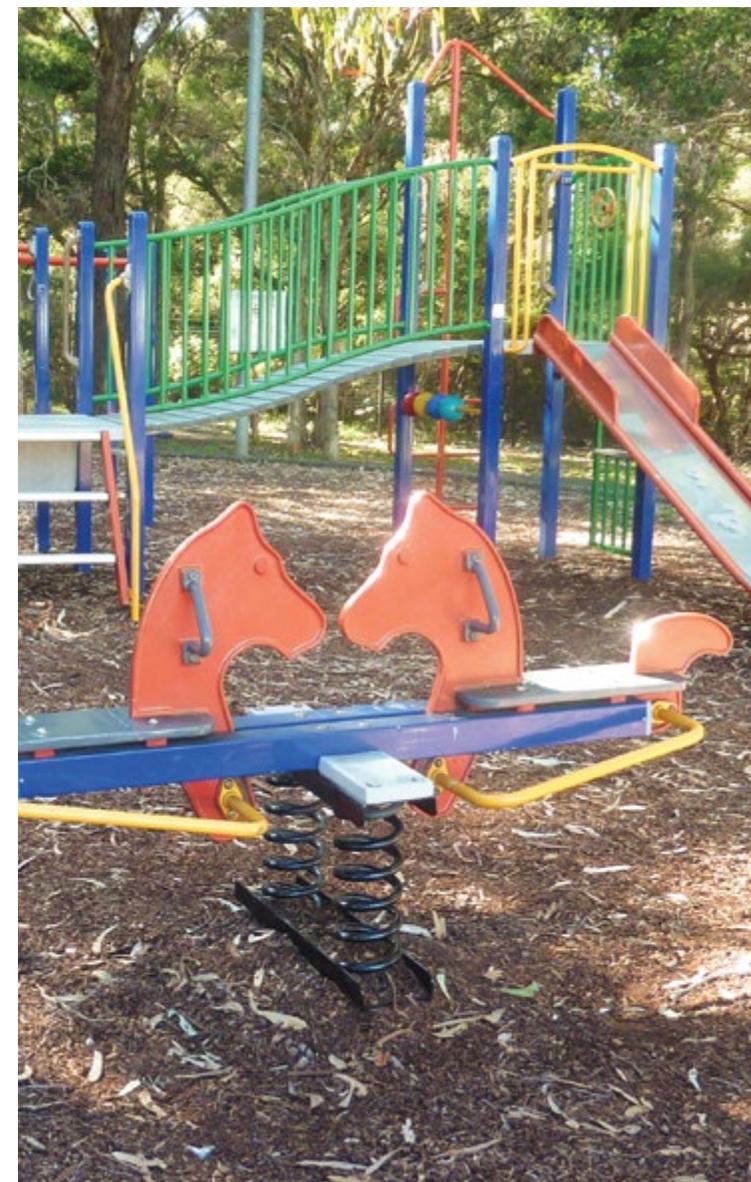
Suburb	Site	Directions*
Bankstown	Bankstown City Gardens	Create play space destination, cater for various age groups and all abilities, increase PL
	Griffith Park	Replace, increase scope (all abilities), increase PL
	Hoskins Reserve	Increase scope (broaden activities)
Belmore	Terry Lamb Reserve	Create play space destination, increase PL
Birrong	Maluga Passive Park	Enhance play space destination (increase quality, broaden age and abilities), nature play focus
Campsie	Anzac Park	Enhance play space destination (broaden activities and include unique landscape, consider exercise equipment)
	Harold Street Reserve	Increase scope (broaden activities, toddlers, all abilities), increase PL
	Federation Park	Replace, increase scope (older children, all abilities)
Lakemba	Harold Bull Reserve	Upgrade, increase PL
	Hampden Road Reserve	Upgrade, increase PL
	Jubilee Reserve	Upgrade
Punchbowl	Punchbowl Park	Upgrade, increase scope (older children), consider exercise equipment
Roselands	Leonard Reserve	Increase scope (play equipment, older children), consider exercise equipment
	Scott Reserve	Upgrade, increase PL
Wiley Park	Wiley Park	Enhance play space destination (increase quality, unique features and all abilities)

* PL = Play Level (the recommended Play Levels are provided in Section 6)

The 'Higher Quality Playgrounds and Play Spaces to Compensate for Gaps' opportunities are included in the other relevant strategies. A higher quality playground or play space will generally be Play Level 1 or Play Level 2 and include good quality and unique play equipment, appealing landscapes (irrigated grass, trees for shade) and quality play settings (seating, picnic settings, shelter, paths).

Potential New Play Spaces to Address Gaps

Suburb	Site or Area	Directions*	Related Planning**
Bankstown	Catchment 6.3	New play space in new park	LAP
	Catchment 6.4	New play space in Chelmsford Reserve (subject to soil quality)	LAP
Bass Hill	Catchment 1.6	New play space in new park	LAP
Belmore	Catchment 8.3	New play space in Knox Street Reserve	OSS
	Catchment 8.5	New play space in new park	OSS
	Catchment 8.10	New play space in new park	OSS
	Catchment 10.2	New play space in Marie Street Reserve	
Campsie	Catchments 8.7	New play space in existing park	OSS
	Catchment 9.4	New play space in new park	OSS
	Catchment 9.5	New play space on acquired land (Duke Street)	OSS
	Catchment 10.4	New play space in Marlowe Street Reserve	OSS
Kingsgrove	Catchment 13.6	New play space in Kingsbury Reserve	
Lakemba	Catchment 8.1	New play space destination in Parry Park	OSS
	Catchment 8.3	New play space in new park	OSS





Suburb	Site or Area	Directions*	Related Planning**
Narwee	Catchment 16.3	New play space in Mazarin Street Reserve	
Punchbowl	Catchment 5.6	New play space in new park	LAP
Revesby	Catchment 11.4	New play space in new park	LAP
	Catchment 15.3	New play space in new park	LAP
Roselands	Catchment 13.1	New play space in Ludgate Street Reserve	OSS
	Catchment 12.4	New play space in existing park	OSS
Wiley Park	Catchment 7.2	New play space in new park	OSS
	Catchment 7.3	New play space in Defoe Street Reserve, when acquire an adjacent property	OSS

* The direction 'new play space in new park' will be subject to the future Land Acquisition Strategy.

** Related planning where land acquisition is recommended. LAP = Local Area Plan, OSS = Open Space Strategy

Twenty-two new playgrounds are recommended in the table. Twelve can be achieved at existing reserves. The other 10 new playgrounds are likely to require land acquisition, so these directions are for investigation and may not be achievable in the short to medium term. They will be subject to the future **Land Acquisition Strategy**.

Parks with a new playground or play space should be at least 0.2 hectares in size and the

play space can be safely located away from main roads and car parking.

Oversupply

Playgrounds that are not proposed to be replaced are listed below and are mapped in the District Priorities and Actions Section (section 6).

The criteria used to identify playgrounds and play spaces not to be replaced is as follows:

1. There is a high level of provision in the area, i.e.:

- Other playgrounds or play spaces are located within 300m
- Within a catchment area, the ratio of people per playground or play space is less than 1: 1000;

2. Other nearby playgrounds or play spaces are higher level and will better meet community needs;

3. The playground or play space has low value (poor condition, poor location) and resources are best spent on other playgrounds and play spaces;

4. If the playground or play space is not replaced, surrounding residents will be within 400m of another playground or play space; and

5. A higher level of provision is not justified. This will involve ensuring:

- The proportion of children in the area does not justify additional play facilities (if there is more than 9 per cent 0-4 years or 15 per cent 5-14 years, additional play facilities may be justified)
- The area is not high density (more than 60 persons per hectare)
- A school or community centre is not located next to the playground or play space.

Thirty-one playgrounds are suggested to not be replaced when they reach the end of their functional life.

Playgrounds to not be replaced

Suburb	Site
Bass Hill	Amber Reserve
	Thornton Reserve
Belmore	St Jude Reserve
Campsie	Oswald Street Reserve
Condell Park	Higgins Reserve
	Mitchell Reserve
	Rotary Park
Croydon Park	Bowden Park
Earlwood	Banks Reserve
	Eulabah Reserve
East Hills	Matthews Reserve
Georges Hall	Binalong Reserve
	Denman Reserve
	Kurrajong Reserve
	Lincoln Reserve
	Pollock Reserve
	Wilton Reserve

Suburb	Site
Greenacre	Bryant Park
	Leo Reserve
	Peter Reserve
	Stiller Reserve
Hurlstone Park	Dunkeld Reserve
Lakemba	Hunt Reserve
Milperra	Dunstan Reserve
Panania	Edwards Reserve
	Parkhurst Reserve
	Peppermint Reserve
Riverwood	Riverwood Library
Sefton	Rose Park
Wiley Park	McCourt Street Reserve
Yagoona	Rudelle Reserve



Potential New Play Spaces



Legend

- | | | | |
|---|---------------------------------|---|--------------------------|
|  | New Playground in Existing Park |  | Motor way |
|  | New Playground in New Park |  | Water ways |
|  | Railway |  | Open Space |
|  | State road |  | District Boundary |
|  | Regional road |  | Local Catchment Boundary |
|  | Local road | | |



5.2 Play Levels

Play Level comparison

A comparison of the current and recommended Play Levels for existing playgrounds and play spaces is provided below. A map of the recommended Play Levels (for existing playgrounds and play spaces) is provided on the following page.

Current and Recommended Play Levels of Existing Playgrounds

Play Level	Current number at Play Level	Recommended number at Play Level	Proposed change
Play Level 1	10	19	+9
Play Level 2	73	103	+30
Play Level 3	160	91	-69
Do not replace (therefore no Play Level)	n/a	31	n/a

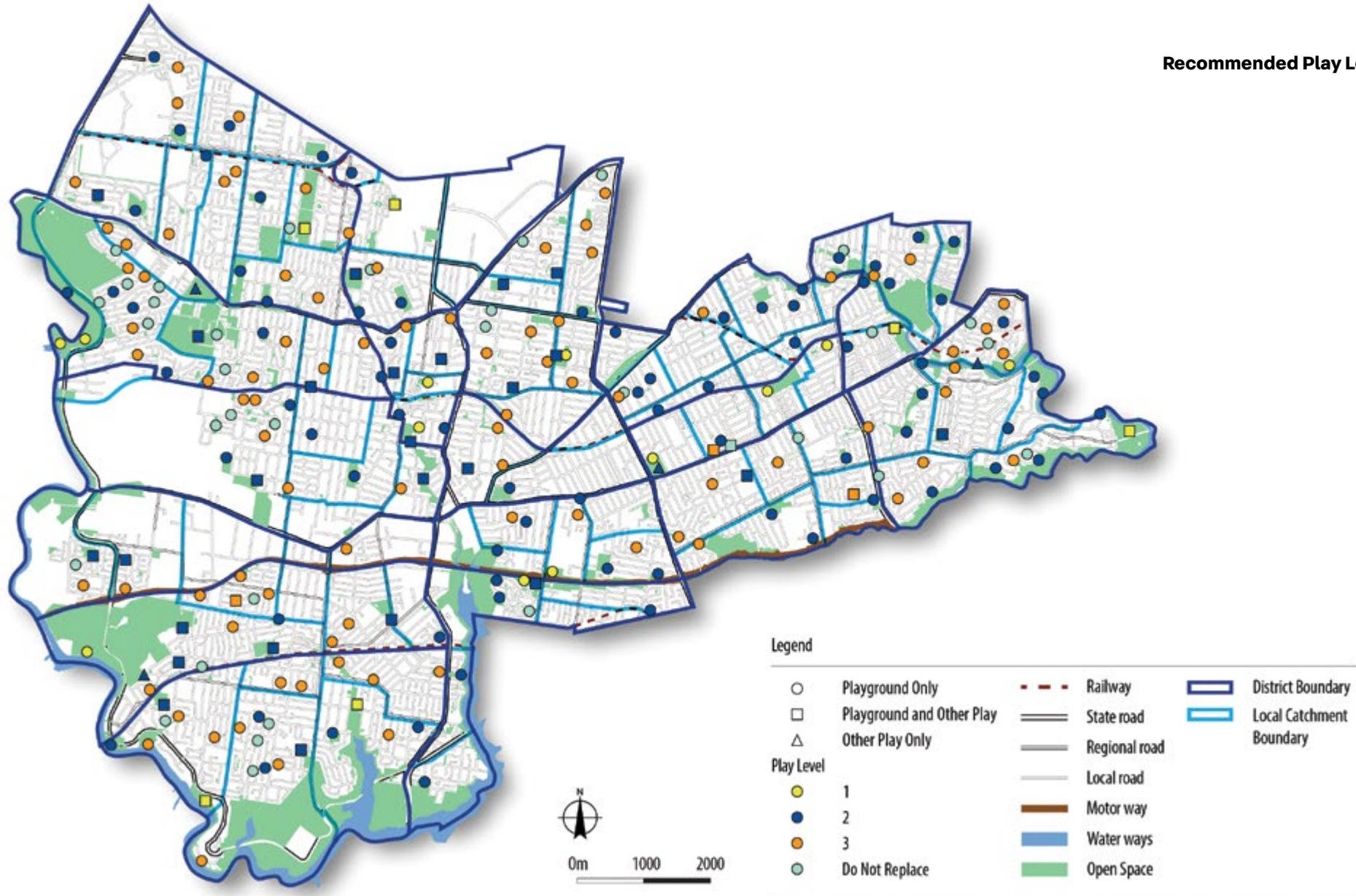
Suggested Play Levels for 22 recommended additional new playgrounds and play spaces (refer 4.1 Addressing Gaps and Areas of Oversupply) are below. These are listed and mapped in Section 6.

- One Play Level 1;
- Two Play Level 2; and
- Nineteen Play Level 3.

Changes to Play Levels are shown in Section 6.

Mapping and listings of all playgrounds and the recommended Play Level are provided in **Appendix B**.

Recommended Play Levels



5.3 Play Space Destinations (Play Level 1)

Recommendations

Recommended directions for achieving play space destinations are provided below. The sites are mapped in the District Priorities and Actions section (Section 6).

Directions are provided for the following:

- Existing Play Level 1 Play Spaces;
- Where Play Level 2 playgrounds should be increased to Play Level 1; and
- Where new Play Level 1 play spaces are recommended.

‘Play space destinations will be high quality, diverse and unique’

Directions for Existing Play Level 1

Suburb	Site	Directions
Birrong	Maluga Passive Park	Increase quality, include nature play, broaden age and abilities focus, install shade sails and plant more trees to shade equipment (INCREASE SCOPE)
Campsie	Anzac Park	Broaden activity opportunities and include unique landscape, consider exercise equipment (INCREASE SCOPE)
Earlwood	Gough Whitlam Park	Increase unique features and include nature play, install shade sail over Liberty Swing (INCREASE SCOPE)
Georges Hall	Garrison Point	Maintain to high standard play space destination, install shade sails
	Lake Gillawarna	Incorporate nature play, install shade sails (UPGRADE)
Potts Hill	Bloxsome Park	Maintain to high standard play space destination, install shade sails
Riverwood	Riverwood Wetland 2	Enhance Riverwood Wetland 2 playground when incorporating Riverwood Wetland 1 and cater for broader age and abilities, ensure sufficient shade (trees and/or sails) (INCREASE SCOPE)
	Rotary Park	Maintain and enhance landscape, install shade sails over southern section of equipment. (UPGRADE)
Wiley Park	Wiley Park (Play)	Increase the quality, unique features and all abilities focus, ensure sufficient shade (trees and/or sails) (INCREASE SCOPE)

Directions for Increasing Play Level 2 to Play Level 1

Suburb	Site	Directions
Bankstown	Paul Keating Park	Replace existing, provide unique features, broaden age and abilities focus, increase PL, ensure sufficient shade (trees and/or sails)
Greenacre	Roberts Park (East Play)	Increase unique features and activity opportunities, increase PL, ensure sufficient shade (trees and/or sails)
Hurlstone Park	Ewen Park	Increase unique features and cater for all abilities, nature play focus, increase PL, ensure sufficient shade (trees and/or sails), investigate skate facility
Padstow	Virginius Reserve	Increase unique features and broaden activities, increase PL, ensure sufficient shade (trees and/or sails)
Picnic Point	Lambeth Reserve	Increase unique features, nature play focus, increase PL, ensure sufficient shade (trees and/or sails)
Riverwood	Riverwood Wetland 1	Relocate Riverwood Wetland 1 playground to Riverwood Wetland 2 playground, increase PL, ensure sufficient shade (trees and/or sails)

Directions for Creating New Play Level 1

Suburb	Site	Directions
Bankstown	Bankstown City Gardens	Create a unique quality play space destination that caters for different ages and abilities, increase PL, ensure sufficient shade (trees and/or sails)
Belmore	Terry Lamb Reserve	Remove the existing playground and create a unique quality play space destination that caters for different ages and abilities, consider exercise equipment and half court, increase PL, ensure sufficient shade (trees and/or sails)
Canterbury	Tasker Park	Remove the existing playground and create a unique quality play space destination (closer to high density housing), consider exercise equipment and half court, increase PL, ensure sufficient shade (trees and/or sails)
Lakemba	Parry Park	Create a new play space destination that provides a quality destination with unique features, consider exercise equipment and half court, ensure sufficient shade (trees and/or sails)
Milperra	Deepwater Park	Remove the existing playground and create a new unique quality play space destination with nature play focus, increase PL, ensure sufficient shade (trees and/or sails)

5.4 Increased Play Scope (Play Levels 2 & 3)

Recommendations

Recommended directions for increasing the scope of playgrounds through additional equipment or activities, catering for other age groups or an 'all abilities' focus are provided below and mapped in the District Priorities and Actions section (Section 6).

Suburb	Site	Directions*
Various suburbs	All Play Level 1 play space destinations	Include a range of equipment features and activity opportunities
Ashbury	Lees Park	Consider exercise equipment Add toddler focus All abilities through surface and equipment design Increase PL
	Peace Park	Consider half court Add older children focus
Bankstown	Apex Park	Consider exercise equipment
	Griffith Park	All abilities through surface and equipment design, increase PL
	Hoskins Reserve	Increase play and activity scope
	Thella Kenway Reserve	Increase activity scope, increase PL
Belfield	Eccles Reserve	Add older children focus
	Rudd Park	Consider exercise equipment Add older children focus

Suburb	Site	Directions*
Campsie	Federation Park	Add older children focus All abilities through surface and equipment design
	Harcourt Reserve	Increase play and activity scope, increase PL
	Harold Street Reserve	Add toddler focus All abilities through surface and equipment design Increase PL
	Mildura Reserve	Investigate potential skate park and recreation court (youth space), increase PL
Canterbury	Saint Mary MacKillop Reserve	Add toddler focus Maintain unique 'all abilities' features
Chester Hill	Abbot Park	Add older children focus, increase PL
	Forshaw Reserve	Increase play elements, increase PL
Clemton Park	Clemton Park	Consider exercise equipment Add older children focus
	Yatama Park	Add older children focus, increase PL

Suburb	Site	Directions*
Condell Park	O'Brien Park	Increase play elements, increase PL
	Wattawa Reserve	Add older children focus, increase PL
Earlwood	Earlwood Oval	Unique play for all abilities
	Hughes Reserve	Increase play elements, increase PL
	McPherson Reserve	Add older children focus
	SJ Harrison Reserve	Add older children focus
Georges Hall	Sutcliffe Reserve	Add older children focus, increase PL
Greenacre	Northcote Park	Add older children focus All abilities through surface and equipment design
Lakemba	Fairmont Street Reserve	Add toddler and older children focus
	Hampden Road Reserve	Consider exercise equipment, increase PL
Narwee	John Mountford Reserve	All abilities through surface and equipment design
Padstow	Playford Park	All abilities through surface and equipment design
Panania	Killara Reserve	Increase play elements, increase PL

Suburb	Site	Directions*
Punchbowl	Arthur Park	Increase activity options All abilities through surface and equipment design
	George Cayley Reserve	Add older children focus, increase PL
	Punchbowl Park	Consider exercise equipment Add older children focus
Revesby	Johnstone Reserve	Consider exercise equipment
	Paul Calderon Reserve	Increase play elements
Riverwood	Bennett Park	Increase play elements and consider exercise equipment
	McLaughlin Oval	Add older children focus
Roselands	Leonard Reserve	Increase play elements and seek to increase park size, consider exercise equipment Add older children focus
Sefton	Alder Park	Increase play and activity scope, increase PL
Villawood	Thurina Park	Increase play and activity scope (bike path, exercise equipment) All abilities through surface and equipment design
Yagoona	Gillman Reserve	Increase play and activity scope
	Middleton Park	Increase play elements

*PL = Play Level (the recommended Play Levels are provided in Section 6)

5.5 Play Facility Improvements (Play Levels 2 & 3)

Recommendations

Recommended directions for upgrading or replacing playgrounds are provided below and mapped in the District Priorities and Actions section (Section 6). The site opportunities relate to Play Level 2 and 3, given that Play Level 1 is addressed under Play Space Destinations (Section 5.3). The site opportunities are mapped in the District Priorities and Actions section (Section 6).

Play Facility Improvement Opportunities

Suburb	Site	Directions
Ashbury	Whitfield Reserve	Replace existing play with new play space through reserve upgrade, increase PL
Bankstown	Alice Park	Upgrade play to Play Level 2
	Griffith Park	Replace existing play with new play space relocated in reserve, increase PL
Campsie	Federation Park	Replace existing play with new play space
	Loch Street Reserve	Upgrade play to Play Level 2
	Mildura Reserve	Replace existing play with new play space relocated in reserve, increase PL
Canterbury	Canterbury Park	Replace existing play with new play space
Chester Hill	Nugent Park	Upgrade play (maintain play level)
Clemtown Park	Yatama Park	Replace existing play with new play space near sports facility in time, increase PL

Suburb	Site	Directions
Condell Park	Deverall Park	Upgrade play (maintain play level)
Croydon Park	Rosedale Reserve	Upgrade play (maintain play level)
Earlwood	Beaman Park	Replace existing play with new play space near sports facility in time
	Pat O'Connor Reserve	Upgrade play to Play Level 2
	Turrella Reserve	Upgrade play to Play Level 2
	Wanstead Reserve	Upgrade play to Play Level 2
East Hills	Smith Park	Upgrade play to Play Level 2
Georges Hall	The Crest of Bankstown	Upgrade play (maintain play level)
	Josephine Reserve	Upgrade play to Play Level 2
	Northcote Park	Upgrade play (maintain play level)
Greenacre	Allum Park	Upgrade play to Play Level 2
	Ethel Pyres Reserve	Upgrade play to Play Level 2

Suburb	Site	Directions
Hurlstone Park	Hurlstone Park Memorial Reserve	Upgrade play to Play Level 2
Lakemba	Harold Bull Reserve	Upgrade play to Play Level 2
	Hampden Road Reserve	Upgrade play to Play Level 2
	Jubilee Reserve	Upgrade play and setting (maintain play level)
Lansdowne	Flinders Slopes	Replace existing play with new play space relocated in reserve
Mount Lewis	Mount Lewis Park	Upgrade play to Play Level 2
Narwee	Kardella Reserve	Replace existing play with new play space relocated in reserve, increase PL
Picnic Point	Kennedy Reserve	Upgrade play to Play Level 2
Punchbowl	Punchbowl Park	Upgrade play and setting (maintain play level)
Regents Park	Jensen Park Playground	Upgrade play to Play Level 2
	Magney Reserve	Upgrade play to Play Level 2
Riverwood	Kentucky Reserve	Replace existing play with new play space through urban development, increase PL
	McLaughlin Oval Playground	Upgrade play (maintain play level)
	Salt Pan Creek Parklands	Replace existing play with new play space through urban development, increase PL, install skate park

Suburb	Site	Directions
Roselands	Scott Reserve	Upgrade play to Play Level 2
Yagoona	Graf Park	Upgrade play and setting (maintain play level)

**PL = Play Level (increase Play Level when new play established, (the recommended Play Levels are provided in Section 6.)*

Upgrade vs Replace

The direction 'replace' relates to the replacement of a whole playground as part of creating a new play space. This could involve relocating the playground within the reserve.

The direction 'upgrade' could involve painting play equipment or replacing some pieces of equipment, softfall or setting (seating, tables etc). However, 'upgrade' will generally not involve the replacement of the whole playground.



5.6 Integrating Nature

Recommendations

Play sites where nature play and landscape play could be achieved are listed below. The sites are mapped in the District Priorities and Actions section (Section 6).

Various other playgrounds and play spaces will justify increased trees and landscapes to enhance the appeal of play spaces and increase the opportunity for children to connect to nature. Planting trees and landscaping relates to all playgrounds and play spaces and should be a particular priority in reserves that lack trees and shade.

Create 'Nature Play' Spaces (Play Level 1 or 2)

Suburb	Site	Directions*
Birrong	Maluga Passive Park	Integrate nature play components
Earlwood	Gough Whitlam Park	Integrate nature play components
Georges Hall	Lake Gillawarna	Integrate nature play components
Hurlstone Park	Ewen Park	Integrate nature play components, increase Play Level
Riverwood	Riverwood Wetland	Integrate nature play components

*Recommended Play Levels are provided in Section 6

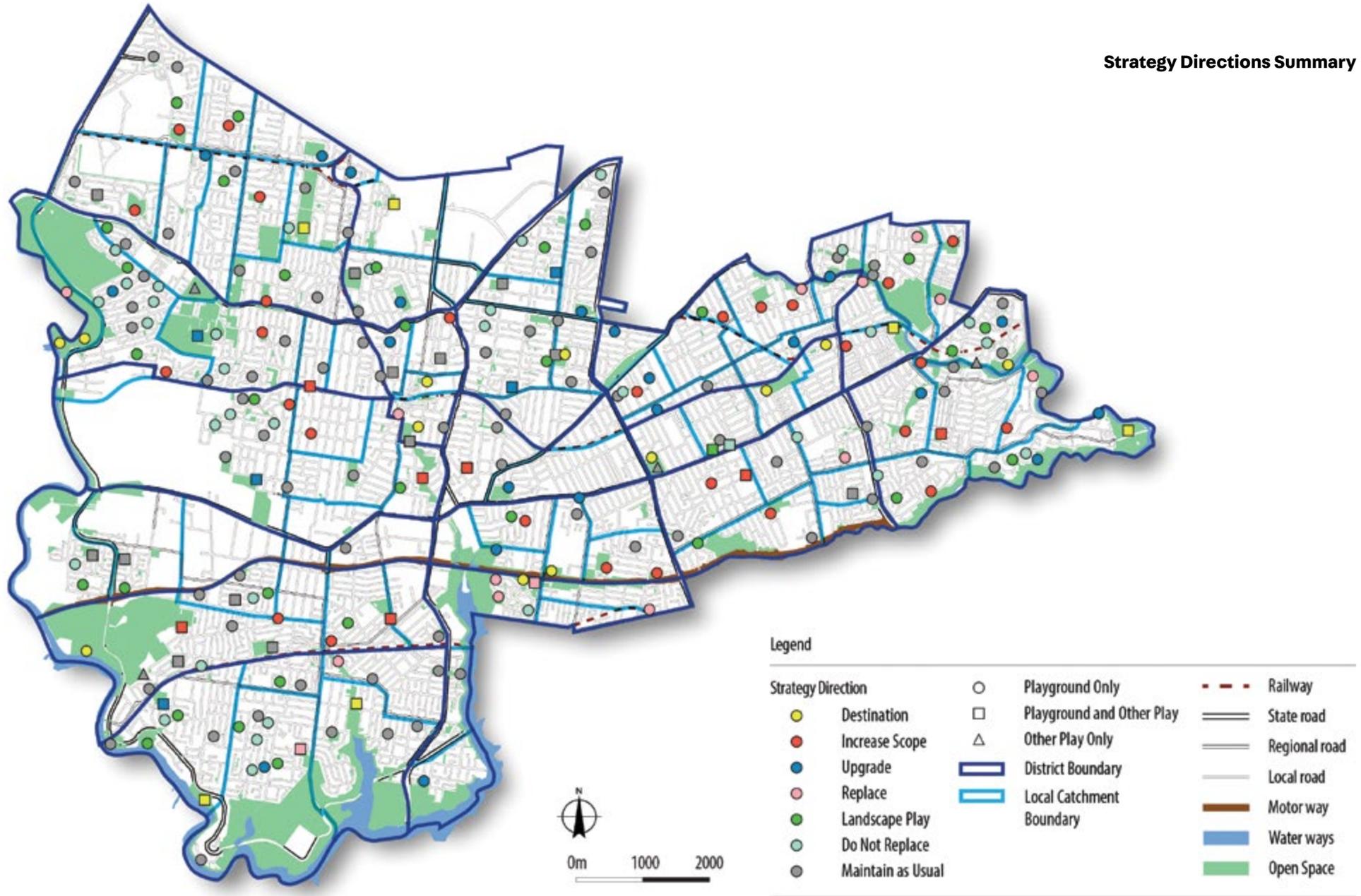
Establish Low Key 'Landscape Play' Spaces (Play Level 3)

The direction is to replace play equipment with landscaping at all of the following sites. Small and low to the ground structures could be included, but play equipment should not be replaced. Thirty-two existing playgrounds are recommended to become landscape play settings.

Suburb	Site
Ashbury	James Folster Memorial Reserve
Bass Hill	Baxter Reserve
Bass Hill	Lucinda Reserve
Bankstown	Archer Reserve
Bankstown	McLeod Reserve
Belfield	Bazentin Street Reserve
Beverly Hills	Coolabah Street Reserve
Chester Hill	Burton Reserve
Chester Hill	Carnegie Reserve
Chester Hill	Larkview Reserve
Condell Park	Allison Reserve
Earlwood	Albert Park
East Hills	Duke Reserve
Earlwood	Braeside Crescent Reserve
Georges Hall	Keswick Reserve
Greenacre	Buckwall Reserve

Suburb	Site
Greenacre	Norfolk Reserve
Greenacre	Rosalie Reserve
Hurlstone Park	Euston Reserve
Hurlstone Park	Warrick Reserve
Lakemba	Anne Pringle Reserve
Milperra	Vasta Reserve
Milperra	Thompson Park Reserve
Panania	Douglas Reserve
Panania	Tyalgum Reserve
Picnic Point	Seidel Reserve
Punchbowl	Cullens Road Reserve
Revesby	Pivetta Reserve
Revesby	Presland Reserve
Yagoona	Henty Park
Yagoona	Terpentine Reserve





06 District Priorities & Actions

Seventeen catchment districts have been identified as part of the City of Canterbury Bankstown Playgrounds and Play Spaces Strategic Plan.

The districts are defined by major roads, railway lines and connected suburbs. Within each district, a number of local catchments have been identified that further reflect potential road and rail barriers. There are 96 local catchments across the districts.

This section outlines the priorities and actions for each district and the site opportunities in each district and local catchment.

6.1 District 1

Chester Hill, Regents Park, Sefton, Villawood and part of Bass Hill, Birrong and Yagoona

District 1 considerations

District 1 covers a large geographical area over a number of suburbs. However, a large section of the western part of the district is industrial. The district population is approximately 35,261 and there is a mix of age groups and family types.

The district currently has 23 playgrounds, which represents one per 1,533 people. This

includes one Play Level 1, five Play Level 2 and 17 Play Level 3. A further three playgrounds are fenced within community facilities (CARES, Wran Leisure Centre and tennis facility).

District 1 priorities

The main priorities for District 1 are:

1. Improve the quality and increase the scope of key existing playgrounds and play spaces, with the aim to broaden and enhance play experiences and increase the number of Play Level 2 play spaces;
2. Consider not replacing some Play Level 3

playgrounds where other playgrounds are nearby;

3. Plan for an additional playground in Catchment 1.6 to address a gap in provision; and
4. Provide 23 playgrounds and play spaces in the future, including:
 - One Play Level 1
 - Nine Play Level 2
 - Thirteen Play Level 3.

This is based on the potential non-replacement of 1 playground and establishing 1 new playground.

District 1 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
1.1	Abbott Park	Chester Hill	Increase scope (older children), increase play level	3	2	4.2, 4.4	1
1.1	Larkview Reserve	Chester Hill	Landscape play	3	3	4.6	2
1.1	Ryan Park	Chester Hill	Maintain as usual	2	2	4.1	3
1.1	Woodland Reserve	Chester Hill	Maintain as usual	3	3	4.1	4
1.2	Burton Reserve	Chester Hill	Landscape play	3	3	4.6	5
1.2	Forshaw Reserve	Chester Hill	Increase scope (play), increase play level	3	2	4.2, 4.4	6
1.3	Jensen Park	Regents Park	Upgrade, increase play level	3	2	4.2, 4.5	7

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
1.4	Thurina Park	Villawood	Increase scope (play and activities, all abilities), consider exercise equipment	2	2	4.4	8
1.4	Alcoomie Reserve	Villawood	Maintain as usual	3	3	4.1	9
1.4	Goondah Reserve	Villawood	Maintain as usual	2	2	4.1	10
1.5	Nugent Park	Chester Hill	Upgrade	2	2	4.5	11
1.5	Kawana Reserve	Bass Hill	Maintain as usual	3	3	4.1	12
1.6	Carnegie Reserve	Chester Hill	Landscape play	3	3	4.6	13
1.6	New reserve	Bass Hill	New play space in new park	n/a	3	4.1	shaded
1.6	Judith Reserve	Chester Hill	Maintain as usual	3	3	4.1	14
1.7	Allder Park	Sefton	Increase scope (play and activities), increase play level	3	2	4.2, 4.4	15
1.8	Maluga Passive Park	Birrong	Enhance play space destination (increase quality, broaden age and abilities), nature play focus	1	1	4.3, 4.4, 4.5, 4.6	16
1.8	Rose Park	Sefton	Consider non-replacement	3	R	4.7	17
1.8	Jim Ring Reserve	Birrong	Maintain as usual	3	3	4.1	18
1.8	Pobje Reserve	Birrong	Maintain as usual	3	3	4.1	19
1.9	Henty Park	Yagoona	Landscape play	3	3	4.6	20
1.9	Middleton Park	Yagoona	Increase scope (play)	2	2	4.4	21
1.9	Walshaw Park	Bass Hill	Maintain as usual	3	3	4.1	22
1.9	Gray Reserve	Yagoona	Maintain as usual	3	3	4.1	23

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

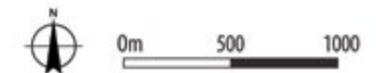
District 1 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park

Note: Council may modify this map if required





6.2 District 2

Chullora, Potts Hill and part of Yagoona

District 2 considerations

A large part of District 2 is either industrial or special use and, as a result, the population at this time is relatively small at approximately 7,678. However, there has been some recent higher density development in Potts Hill and the population could increase in the future.

The district currently has 7 playgrounds, which represents one per 1,097 people. This includes one Play Level 1, three Play Level 2 and three Play Level 3.

District 2 priorities

The main priorities for District 2 are:

1. Maintain most playgrounds to their current level with limited improvements and no additional facilities due to the relatively small population and the adequacy of the existing provision; and

2. Provide 6 playgrounds in the future, including:

- One Play Level 1
- Four Play Level 2
- One Play Level 3

This is based on the potential non-replacement of one playground and no new playgrounds.

District 2 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
2.1	Magney Reserve	Regents Park	Upgrade, increase Play Level	3	2	4.5	1
2.2	Bloxsome Park	Potts Hill	Maintain to high standard destination play space	1	1	4.3	2
2.4	Graf Park	Yagoona	Upgrade	2	2	4.5	3
2.4	Rudelle Reserve	Yagoona	Consider non-replacement	3	R	4.7	4
2.4	Terpentine Reserve	Yagoona	Landscape play	3	3	4.6	5
2.4	O'Neill Park	Yagoona	Maintain as usual	2	2	4.1	6
2.4	Gazzard Park	Yagoona	Maintain as usual	2	2	4.1	7

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

No new playgrounds or play spaces are recommended in District 2.

District 2 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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Note: Council may modify this map if required

6.3 District 3

Georges Hall, Lansdowne and parts of Bankstown and Yagoona

District 3 considerations

District 3 primarily incorporates residential areas across large suburbs. The character of the area varies with medium and lower density development. The district population is approximately 21,704 and the age and family profile is mixed.

The district currently has 29 playgrounds and one skate park. The playgrounds represent one per 748 people (which is a high provision). This includes two Play Level 1, five Play Level 2 and 22 Play Level 3. There is a particularly high provision around Georges Hall.

District 3 priorities

The main priorities for District 3 are:

1. Increase the quality and value of the play space destination and other key playgrounds;

2. Consider removing some Play Level 3 playgrounds around Georges Hall where other playgrounds are nearby; and
3. Consider reducing the number of playgrounds to 21 in the future, including:
 - Two Play Level 1
 - Eight Play Level 2
 - Eleven Play Level 3

This is based on the potential non-replacement of eight playgrounds and no new playgrounds.

District 3 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
3.1	Garrison Point	Georges Hall	Maintain high standard play space destination	1	1	4.3	1
3.1	Lake Gillawarna	Georges Hall	Enhance play space destination, nature play focus	1	1	4.3, 4.6	2
3.1	Flinders Slopes	Lansdowne	Replace and relocate	2	2	4.5	3
3.2	Amber Reserve	Bass Hill	Consider non-replacement	3	R	4.7	4
3.2	Lucinda Reserve	Bass Hill	Landscape play	3	3	4.6	5
3.2	Binalong Reserve	Georges Hall	Consider non-replacement	3	R	4.7	6
3.2	Denman Reserve	Georges Hall	Consider non-replacement	3	R	4.7	7
3.2	Josephine Reserve	Georges Hall	Upgrade, increase Play Level	3	2	4.2, 4.5	8
3.2	Keswick Reserve	Georges Hall	Landscape play	3	3	4.6	9

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
3.2	Kurrajong Reserve	Georges Hall	Consider non-replacement (at end of life)	3	R	4.7	10
3.2	Pollock Reserve	Georges Hall	Consider non-replacement	3	R	4.7	11
3.2	Sutcliffe Reserve	Georges Hall	Increase scope (older children), increase Play Level	3	2	4.2, 4.4	12
3.2	Wilton Reserve	Georges Hall	Consider non-replacement (at end of life)	3	R	4.7	13
3.2	Caroline Reserve	Georges Hall	Maintain as usual	3	3	4.1	14
3.2	Marden Reserve	Georges Hall	Maintain as usual	3	3	4.1	15
3.2	Whitemore Reserve	Georges Hall	Maintain as usual	2	2	4.1	16
3.3	Baxter Reserve	Bass Hill	Landscape play	3	3	4.6	17
3.3	Laundy Reserve	Bass Hill	Maintain as usual	3	3		18
3.4	Thornton Reserve	Bass Hill	Consider non-replacement	3	R	4.7	19
3.4	Lincoln Reserve	Georges Hall	Consider non-replacement	3	R	4.7	20
3.4	The Crest of Bankstown	Georges Hall	Upgrade Consider half-court at Carysfield Reserve	2	2	4.5	21
3.4	Gillman Reserve	Yagoona	Increase scope (play and other activities)	2	2	4.4	22
3.4	Cantrell Reserve	Yagoona	Maintain as usual	3	3	4.1	23
3.4	Reliance Reserve	Yagoona	Maintain as usual	3	3	4.1	24
3.4	Surrey Reserve	Georges Hall	Maintain as usual	3	3	4.1	25



Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
3.5	Thella Kenway Reserve	Bankstown	Increase scope (broaden activities), increase Play Level	3	2	4.2, 4.4	26
3.5	Maxwell Park	Bankstown	Maintain as usual	3	3	4.1	27
3.6	Pullen Reserve	Yagoona	Maintain as usual	3	3	4.1	28
3.6	Brancourt Reserve	Bankstown	Maintain as usual	2	2	4.1	29

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace
 No new playgrounds or play spaces are recommended in District 3.



District 3 Actions



Note: Council may modify this map if required

Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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6.4 District 4

Part of Bankstown

District 4 considerations

District 4 is a small geographical area surrounded by major roads. It incorporates the northern and central part of the Bankstown suburb, including the CBD. The area is residential in character with medium

and higher density development. It has a population of approximately 15,232 with larger proportions of young children and families.

The district currently has 10 playgrounds, which represents one per 1,523 people. This includes six Play Level 2 and four Play Level 3.

District 4 priorities

The main priorities for District 4 are:

1. Enhance the quality and diversity of existing playgrounds, including the provision of two play space destinations near the CBD;
2. Continue to provide 10 playgrounds, but increase the Play Level of some as follows:
 - Two Play Level 1
 - Six Play Level 2
 - Two Play Level 3

This is based on no removed or new playgrounds.

District 4 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
4.1	Alice Park	Bankstown	Upgrade, increase Play Level	3	2	4.2, 4.5	1
4.1	McLeod Reserve	Bankstown	Landscape play	3	3	4.6	2
4.1	Cairds Avenue Reserve	Bankstown	Maintain as usual	2	2	4.1	3
4.2	Apex Park	Bankstown	Increase scope (consider exercise equipment)	3	3	4.4	4
4.2	RM Campbell Reserve	Bankstown	Maintain as usual	2	2	4.1	5
4.3	Paul Keating Park	Bankstown	Replace, strengthen play space destination, include unique features, broaden age and abilities, increase Play Level	2	1	4.2, 4.4, 4.5	6
4.4	Bankstown City Gardens	Bankstown	Create play space destination, cater for various age groups and all abilities, increase Play Level	2	1	4.2, 4.3, 4.4	7
4.4	Griffith Park	Bankstown	Replace, increase scope (all abilities), increase Play Level	3	2	4.2, 4.4, 4.5	8
4.4	Stevens Reserve	Bankstown	Maintain as usual	2	2	4.1	9
4.4	Grahame Thomas Oval	Bankstown	Maintain as usual	2	2	4.1	10

* PLC = Current Play Level in 2017, PLR = Recommended Play Level
No new playgrounds or play spaces are recommended in District 4.

District 4 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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Note: Council may modify this map if required



6.5 District 5

Greenacre, Mount Lewis and part of Punchbowl

District 5 considerations

District 5 is a lower density residential area that primarily incorporates Greenacre. The population of the district is approximately 27,289 and the area has larger proportions of children and families.

The district currently has 20 playgrounds, which represents one per 1,364 people.

District 5 Actions

Currently, there are no Play Level 1 play spaces, with the provision being four Play Level 2 and 16 Play Level 3. There is a high provision of playgrounds in parts of Greenacre.

District 5 priorities

The main priorities for District 5 are:

1. Upgrade and increase the destination value of key playgrounds;
2. Consider removing some of the Play Level 3 playgrounds in Greenacre where other playgrounds are nearby;

3. Plan for an additional playground in Catchment 5.6 to address a gap in provision; and
4. Consider reducing the number of playgrounds to 17 in the future, including:
 - One Play Level 1
 - Five Play Level 2
 - Eleven Play Level 3.

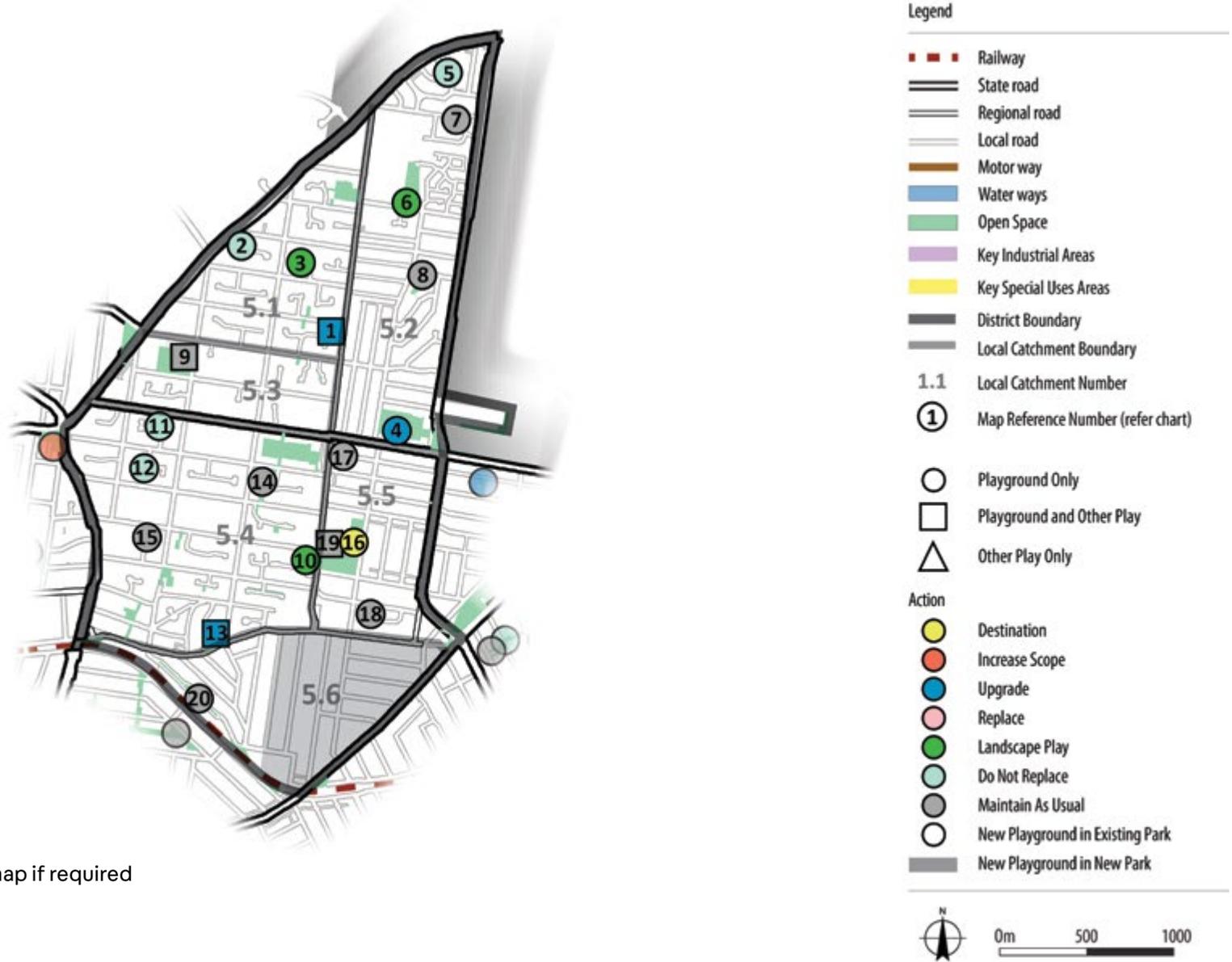
This is based on the potential non-replacement of four playgrounds and establishing one new playground.

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
5.1	Northcote Park	Greenacre	Upgrade, increase scope (older children, all abilities)	2	2	4.4, 4.5	1
5.1	Peter Reserve	Greenacre	Consider non-replacement (at end of life)	3	R	4.7	2
5.1	Rosalie Reserve	Greenacre	Landscape play	3	3	4.6	3
5.2	Allum Park	Greenacre	Upgrade, increase Play Level	3	2	4.2, 4.5	4
5.2	Bryant Park	Greenacre	Consider non-replacement	3	R	4.7	5
5.2	Norfolk Reserve	Greenacre	Landscape play	3	3	4.6	6
5.2	Tweedie Park	Greenacre	Maintain as usual	3	3	4.1	7
5.2	Lee Park	Greenacre	Maintain as usual	3	3	4.1	8
5.3	Gosling Park	Greenacre	Maintain as usual	2	2	4.1	9

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
5.4	Buckwall Reserve	Greenacre	Landscape play	3	3	4.6	10
5.4	Leo Reserve	Greenacre	Consider non-replacement (at end of life)	3	R	4.7	11
5.4	Stiller Reserve	Greenacre	Consider non-replacement	3	R	4.7	12
5.4	Mount Lewis Park	Mount Lewis	Upgrade, increase play level	3	2	4.2, 4.5	13
5.4	Bromley Reserve	Greenacre	Maintain as usual	3	3	4.1	14
5.4	Greenacre Heights Reserve	Greenacre	Maintain as usual	3	3	4.1	15
5.5	Roberts Park (East Play)	Greenacre	Enhance play space destination (increase unique features and activity opportunities), increase play level	2	1	4.3, 4.4, 4.5	16
5.5	McGuigan Place	Greenacre	Maintain as usual	3	3	4.1	17
5.5	Bettina Ct Res	Greenacre	Maintain as usual	3	3	4.1	18
5.5	Roberts Park	Greenacre	Maintain as usual	2	2	4.1	19
5.6	New reserve	Punchbowl	New play space in new park	n/a	3	4.1	Shaded
5.6	Sidings Park	Bankstown	Maintain as usual	3	3	4.1	20

* PLC = Current Play level in 2017, PLR = Recommended Play level, R = Do not replace

District 5 Actions



Note: Council may modify this map if required

6.6 District 6

Condell Park and part of Bankstown, Georges Hall and Revesby, as well as the Bankstown Aerodrome

District 6 considerations

District 6 covers a large geographical area over a number of suburbs. However, the western part of the District is special uses (Bankstown Aerodrome) and industry is located on the southern boundary. The population of the District is approximately 22,580 and the area is primarily lower density with larger proportions of children and families.

The District currently has 14 playgrounds, which represents one per 1,613 people. This includes 4 Play Level 2 and 10 Play Level 3. An additional playground is included in a tennis complex in Coleman Park (Local Catchment 6.1).

District 6 Priorities

The main priorities for District 6 are:

1. Increase the activity opportunities and quality of some playgrounds (to create broader play spaces);
2. Consider removing some Play Level 3 playgrounds in Condell Park where other playgrounds are nearby;

3. Plan for additional playgrounds in Catchments 6.3 and 6.4 to address gaps in provision;

4. Consider reducing the number of playgrounds to 13 in the future, including:

- Six Play Level 2
- Seven Play Level 3

This is based on the potential non-replacement of three playgrounds and establishing two new playgrounds. Two Play Level 1 play spaces are nearby in District 4.

5. Consider whether the tennis facility playground in Coleman Park should be a public playground.

District 6 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
6.2	Allison Reserve	Condell Park	Landscape play	3	3	4.6	1
6.2	Deverall Park	Condell Park	Upgrade	2	2	4.5	2
6.2	Higgins Reserve	Condell Park	Consider non-replacement	3	R	4.7	3
6.2	Mitchell Reserve	Condell Park	Consider non-replacement	3	R	4.7	4
6.2	Rotary Park	Condell Park	Consider non-replacement	3	R	4.7	5
6.2	Wattawa Reserve	Condell Park	Increase scope (older children), increase play level	3	2	4.2, 4.4	6
6.2	Kinch Reserve	Condell Park	Maintain as usual	2	2	4.1	7

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
6.2	Grace Reserve	Condell Park	Maintain as usual	3	3	4.1	8
6.2	Watt Reserve	Condell Park	Maintain as usual	3	3	4.1	9
6.3	O'Brien Park	Condell Park	Increase scope (play), increase play level	3	2	4.4	10
6.3	New reserve	Bankstown	New play space in new park	n/a	3	4.1	Shaded
6.4	Chelmsford Reserve	Bankstown	New play space in existing reserve	n/a	3	4.1	11
6.4	Bankstown City Sports Complex	Bankstown	Maintain as usual	2	2	4.1	12
6.4	Edgar St Reserve	Condell Park	Maintain as usual	3	3	4.1	13
6.5	Archer Reserve	Bankstown	Landscape play	3	3	4.6	14
6.5	Hoskins Reserve	Bankstown	Increase scope (broaden activities)	2	2	4.4	15

* PLC = Current Play Level in 2017, PLR = Recommended Play Level

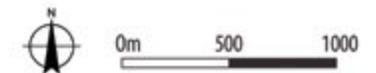
District 6 Actions



Legend

- ■ ■ Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- ① Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- △ Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park

Note: Council may modify this map if required





6.7 District 7

Part of Bankstown, Punchbowl and Wiley Park

District 7 considerations

District 7 is a smaller catchment in the centre of the City of Canterbury Bankstown. It is residential with a mix of high, medium and lower density housing. The population of the district is approximately 18,736 and the area has larger proportions of families and children.

The district currently only has four playgrounds, which is a very low provision and represents only one per 4,684 people. The provision includes two Play Level 2 and two Play Level 3 playgrounds.

District 7 priorities

The main priorities for District 7 are:

1. Enhance the existing Play Level 2 playgrounds and broaden activities to create quality play spaces;

2. Plan for at least two additional playgrounds with at least one in Catchment 7.2 and one in Catchment 7.3; and
3. Provide at least 6 playgrounds in the future, including:

- Three Play Level 2
- Three Play Level 3.

This is based on no non-replacement of playgrounds and establishing two new playgrounds. **Note:** Punchbowl Park has been recommended as Play Level 2 but could be Play Level 1.

District 7 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
7.1	Arthur Park	Punchbowl	Increase scope (broaden activities, all abilities)	2	2	4.4	1
7.1	Salmon Park	Punchbowl	Maintain as usual	3	3	4.1	2
7.1	Dorothy Park	Bankstown	Maintain as usual	3	3	4.1	3
7.2	Punchbowl Park	Punchbowl	Upgrade, increase scope (older children), consider exercise equipment A Play Level 1 play space could be considered to compensate for the gap in provision, although the current site could be too tight for this	2	2 (or 1)	4.4, 4.5	4
7.2	New reserve	Wiley Park	New play space in new park	n/a	2	4.1	Shaded
7.3	Defoe Street Reserve	Wiley Park	New play space in existing park, when acquire an adjacent property	n/a	3	4.1	5

* PLC = Current Play Level in 2017, PLR = Recommended Play Level

Consideration of other opportunities to further address gaps could also be given over time, particularly in Catchments 7.2 and 7.3.

District 7 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



Note: Council may modify this map if required



6.8 District 8

Part of Belfield, Belmore, Croydon Park, Greenacre, Lakemba, Wiley Park

District 8 considerations

District 8 is primarily a residential area that includes a number of suburbs with a mix of medium, lower and higher density housing. There is some industrial development in Catchment 8.3. The district population is approximately 35,329 with larger proportions of children and families.

The district currently has 13 playgrounds and play spaces which represents only one per 2,718. This includes six Play Level 2 and seven Play Level 3. The area is lacking play space destinations.

District 8 priorities

The main priorities for District 8 are:

1. Increase the quality and diversity of existing playgrounds to compensate for the lower provision;

2. Plan for a number of additional playgrounds including a new play space destination in Parry Park; and

3. Consider increasing the number of playgrounds to 18 in the future including:

- One Play Level 1
- Eleven Play Level 2
- Six Play Level 3

This is based on the potential non-replacement of one playground and establishing six new playgrounds.

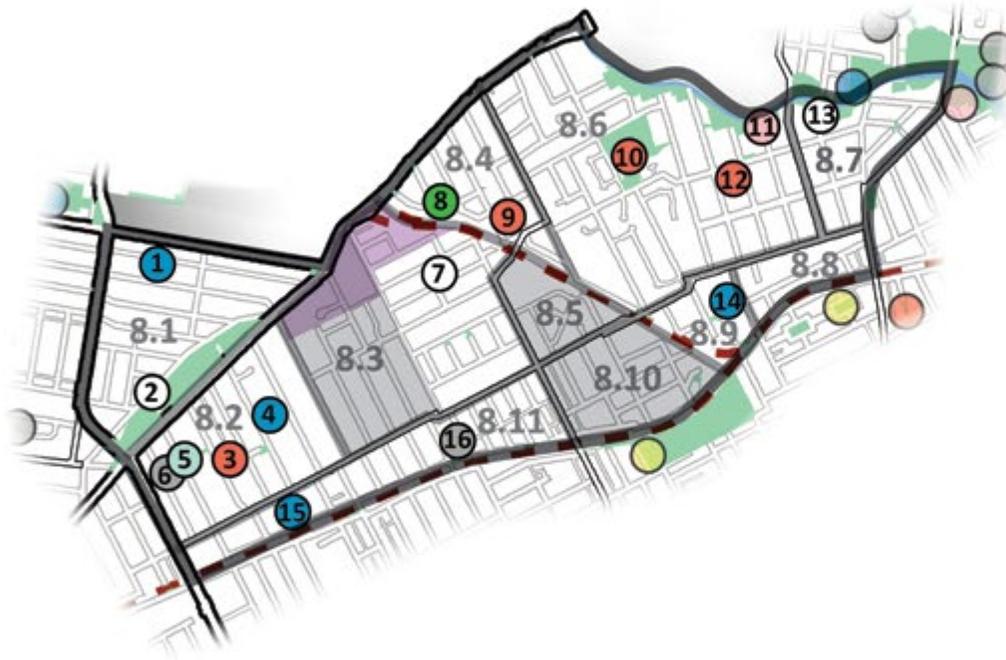
District 8 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
8.1	Ethel Pyres Reserve	Greenacre	Upgrade, increase Play Level	3	2	4.2, 4.5	1
8.1	Parry Park	Lakemba	New play space destination, consider exercise equipment and half court	n/a	1	4.1	2
8.2	Fairmont Street Reserve	Lakemba	Increase scope (toddlers, older children)	2	2	4.4	3
8.2	Hampden Road Reserve	Lakemba	Upgrade, consider exercise equipment, increase play level	3	2	4.2, 4.5	4
8.2	McCourt Street Reserve	Wiley Park	Consider non-replacement	3	R	4.7	5
8.2	Hillard St Reserve	Wiley Park	Maintain as usual	3	3	4.1	6
8.3	Knox Street Reserve	Belmore	New play space in existing park	n/a	2	4.1	7

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
8.3	New reserve	Lakemba	New play space in new park	n/a	3	4.1	Shaded
8.4	Bazentin Street Reserve	Belfield	Landscape play	3	3	4.6	8
8.4	Eccles Reserve	Belfield	Increase scope (older children)	2	2	4.4	9
8.5	New reserve	Belmore	New play space in new park	n/a	3	4.1	Shaded
8.6	Rudd Park	Belfield	Increase scope (older children, consider exercise equipment)	2	2	4.4	10
8.6	Federation Park	Campsie	Replace, increase scope (older children, all abilities)	2	2	4.4, 4.5	11
8.6	Harcourt Reserve	Campsie	Increase scope (play and activities), increase Play Level	3	2	4.2, 4.4	12
8.7	Reserve on river with dog area	Campsie	New play space in area to west of fenced dog off-leash area	n/a	3	4.1	13
8.9	Loch Street Reserve	Campsie	Upgrade, increase scope (play), increase Play Level	3	2	4.2, 4.4, 4.5	14
8.10	New reserve	Belmore	New play space in new park	n/a	3	4.1	Shaded
8.11	Jubilee Reserve	Lakemba	Upgrade	2	2	4.5	15
8.11	Peel Park	Belmore	Maintain as usual	2	2	4.1	16

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

District 8 Actions



Note: Council may modify this map if required

Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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6.9 District 9

Ashbury and part of Canterbury, Campsie, Croydon Park and Hurlstone Park

District 9 considerations

District 9 is in the northeast part of the City of Canterbury Bankstown, located around the Cooks River. It is generally a lower density area with good open spaces, although areas of high and medium density are being developed. The district population is approximately 19,540 and parts of the area have larger proportions of children and families.

The district currently has 14 playgrounds and one exercise facility. The 14 playgrounds represent one per 1,395 people. They include five Play Level 2 and nine Play Level 3 playgrounds.

District 9 priorities

The main priorities for District 9 are:

1. Increase the quality and scope of the existing playgrounds;
2. Create a play space destination through relocation of the Tasker Park playground;

3. Plan for two new playgrounds, including one in Catchment 9.4 and one in Catchment 9.5; and
4. Continue to provide 14 playgrounds and play spaces in the future, including:
 - One Play Level 1
 - Eight Play Level 2
 - Five Play Level 3.

This is based on the potential non-replacement of 2 playgrounds and establishing 2 new playgrounds.

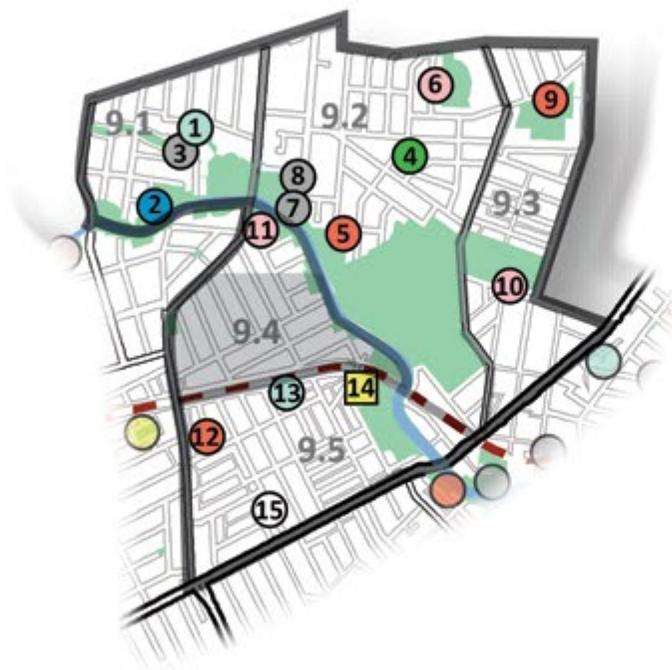
District 9 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
9.1	Bowden Park	Croydon Park	Consider non-replacement (at end of life)	3	R	4.7	1
9.1	Rosedale Reserve	Croydon Park	Upgrade	3	3	4.5	2
9.1	Broad Street Reserve	Croydon Park	Maintain as usual	2	2	4.1	3
9.2	James Folster Memorial Reserve	Ashbury	Landscape play	3	3	4.6	4
9.2	Lees Park	Ashbury	Increase scope (toddlers, all abilities, consider exercise equipment), increase Play Level	3	2	4.2, 4.4	5
9.2	Whitfield Reserve	Ashbury	Replace, increase Play Level	3	2	4.2, 4.5	6
9.2	Croydon Park 1	Croydon Park	Maintain as usual	2	2	4.1	7

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
9.2	Croydon Park 2	Croydon Park	Maintain as usual	3	3	4.1	8
9.3	Peace Park	Ashbury	Increase scope (older children, half court)	2	2	4.4	9
9.3	Canterbury Park	Canterbury	Replace	2	2	4.5	10
9.4	Mildura Reserve	Campsie	Replace, investigate skate facility and recreation court (youth focus), increase Play Level	3	2	4.2, 4.5	11
9.4	New reserve	Campsie	New play space in new park	n/a	3	4.1	Shaded
9.5	Harold Street Reserve	Campsie	Increase scope (broaden activities, toddlers, all abilities), increase play level	3	2	4.2, 4.4	12
9.5	Oswald Street Reserve	Campsie	Consider non-replacement	3	R	4.7	13
9.5	Tasker Park	Canterbury	Create play space destination (relocate existing and unique quality), consider exercise equipment and half court, increase play level	2	1	4.2, 4.3, 4.5	14
9.5	Duke Street Reserve	Campsie	New play space in new park (acquired land in Duke Street)	n/a	3	4.1	15

* PLC = Current Play level in 2017, PLR = Recommended Play level, R = Do not replace

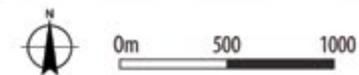
District 9 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park

Note: Council may modify this map if required





6.10 District 10

Part of Belmore, Campsie, Lakemba and Wiley Park

District 10 considerations

District 10 includes residential areas located between Canterbury Road and the railway line to the north. An increase of high density is planned in these areas. The district population is approximately 16,676, and this will increase in the future. The district already incorporates medium and high density housing and has

District 10 Actions

larger proportions of children and families.

The district currently only has six playgrounds and one exercise facility. The playgrounds represent one per 2,779 people. However, this includes two Play Level 1 and one Play Level 2, as well as three Play Level 3.

District 10 priorities

The main priorities for District 10 are:

1. Further enhance the destination value of key playgrounds to compensate for the low provision;

2. Plan for at least two new playgrounds to address gaps in Catchment areas 10.2 and 10.4; and
3. Provide at least seven playgrounds in the future, including:
 - Three Play Level 1
 - One Play Level 2
 - Three Play Level 3

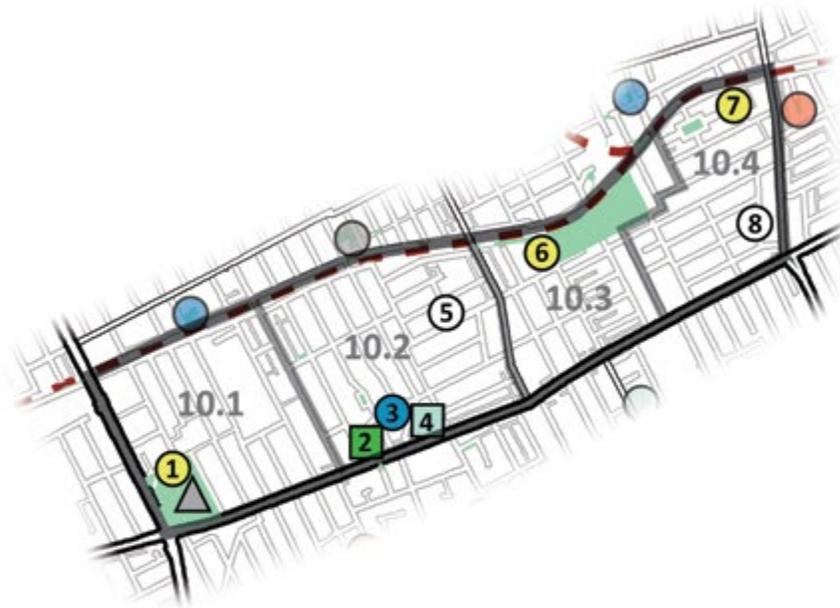
This is based on the potential non-replacement of one playground and establishing two new playgrounds.

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
10.1	Wiley Park (Play)	Wiley Park	Enhance play space destination (increase quality, unique features and all abilities)	1	1	4.2, 4.3, 4.4, 4.5	1
10.2	Anne Pringle Reserve	Lakemba	Landscape play	3	3	4.6	2
10.2	Harold Bull Reserve	Lakemba	Upgrade, increase Play Level	3	2	4.5	3
10.2	Hunt Reserve	Lakemba	Consider non-replacement	3	R	4.7	4
10.2	Marie Street Reserve	Belmore	New play space in existing park	n/a	3	4.1	5
10.3	Terry Lamb Reserve	Belmore	Create play space destination (unique quality for different ages and abilities, consider exercise equipment, half court), increase Play Level	2	1	4.2, 4.3, 4.4	6
10.4	Anzac Park	Campsie	Enhance play space destination (broaden activities and include unique landscape, consider exercise equipment)	1	1	4.3, 4.4, 4.6	7
10.4	Marlowe Street Reserve	Campsie	New play space in existing park	n/a	3	4.1	8

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

There could be consideration of other opportunities for land acquisition to further address gaps where appropriate.

District 10 Actions



Note: Council may modify this map if required

Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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6.11 District 11

Part of Milperra, Padstow and Revesby

District 11 considerations

More than half of District 11 is industrial, although residential areas are located to the east and west. The residential areas are generally lower density and the population of the district is approximately 5,924.

The district currently has six playgrounds, which represents one per 987 people.

This includes two Play Level 2 and four Play Level 3, of which five are located in the western part of the district (Milperra). Catchment 11.3 is totally industrial and therefore does not require any playgrounds.

District 11 priorities

The main priorities for District 11 are:

1. Maintain the existing playgrounds to a good standard;
2. Consider removing some playgrounds in Catchment 11.1 due to the concentration of playgrounds in that area;

3. Plan for a new playground in Catchment 11.4 to address a gap;
4. Continue to provide six playgrounds in the future, including:
 - Two Play Level 2
 - Four Play Level 3

This is based on the potential non-replacement of one playground and establishing one new playground.

District 11 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
11.1	Dunstan Reserve	Milperra	Consider non-replacement	3	R	4.7	1
11.1	Vasta Reserve	Milperra	Landscape play	3	3	4.6	2
11.1	Newland Reserve	Milperra	Maintain as usual	2	2	4.1	3
11.2	Thompson Park Reserve	Milperra	Landscape play	3	3	4.6	3
11.2	Beatham Reserve	Milperra	Maintain as usual	2	2	4.1	5
11.4	New reserve	Revesby	New play space in new park	n/a	3	4.1	Shaded
11.5	Napoli Reserve	Padstow	Maintain as usual	3	3	4.1	6

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

District 11 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
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- Playground and Other Play
- Other Play Only
- Action
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



0m 500 1000

Note: Council may modify this map if required

6.12 District 12

Part of Beverly Hills, Narwee, Padstow, Punchbowl, Riverwood and Roselands

District 12 Considerations

District 12 includes diverse suburbs located between Canterbury Road and the M5. The area includes substantial higher density around Riverwood as well as lower density areas. A good part of Catchments 12.1 and 12.3 is industrial. The district population

District 12 Actions

is approximately 11,787 and Roselands (Catchments 12.4 and 12.5) has a larger proportion of children and families.

The district currently has nine playgrounds, which represents one per 1,310 people. This includes one Play Level 1, three Play Level 2 and five Play Level 3.

District 12 Priorities

The main priorities for District 12 are:

1. Increase the quality and scope of the key playgrounds in the district;
2. Plan for a new playground in Catchment 12.4 to address a gap;
3. Provide 10 playgrounds in the future including:
 - One Play Level 1
 - Five Play Level 2
 - Four Play Level 3

This is based on no non-replacement playgrounds and establishing one new playground.

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
12.1	McLaughlin Oval	Riverwood	Upgrade, increase scope (older children)	2	2	4.4, 4.5	1
12.2	Cullens Road Reserve	Punchbowl	Landscape play	3	3	4.6	2
12.2	George Cayley Reserve	Punchbowl	Increase scope (older children), increase Play Level	3	2	4.4	3
12.3	Rotary Park	Riverwood	Maintain play space destination and enhance landscape	1	1	4.3, 4.6	4
12.3	Werona Reserve	Punchbowl	Maintain as usual	3	3	4.1	5
12.4	Scott Reserve	Roselands	Upgrade, increase Play Level	3	2	4.5	6
12.4	Roselands Aquatics Centre Park	Roselands	New play space in existing park	n/a	3	4.1	7
12.5	John Mountford Reserve	Narwee	Increase scope (all abilities), consider exercise equipment	2	2	4.4	8
12.5	Bennett Park	Riverwood	Increase scope (play)	2	2	4.4	9
12.5	Roseanne Ave Reserve	Roselands	Maintain as usual	3	3	4.1	10

* PLC = Current Play Level in 2017, PLR = Recommended Play Level

District 12 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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Note: Council may modify this map if required



6.13 District 13

Kingsgrove and part of Beverly Hills, Campsie, Clemton Park, Roselands

District 13 Considerations

District 13 includes the area north of the M5 and south of Canterbury Road between King Georges Road and Bexley Road. The area is residential and primarily lower and medium density. The district population is approximately 21,833 and the area has a mix of age and family groups.

The district currently has 11 playgrounds, which represents one per 1,985 people. This includes four Play Level 2 and seven Play Level 3.

District 13 Priorities

The main priorities for District 13 are:

1. Increase the scope and broaden activity opportunities at existing playgrounds;
2. Plan for two additional Play Level 3 playgrounds (to address gaps in Catchments 13.1 and 13.6); and
3. Provide 12 playgrounds in the future, including:
 - Five Play Level 2
 - Seven Play Level 3

This is based on the potential non-replacement of one playground and establishing two new playgrounds.

‘District 13 currently has 11 playgrounds, which represents one per 1,985 people’

District 13 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
13.1	Flora Street Reserve	Roselands	Increase scope (park size)	3	3	4.4	1
13.1	Leonard Reserve	Roselands	Increase scope (play equipment, older children), consider exercise equipment	2	2	4.4	2
13.1	Ludgate Street Reserve	Roselands	New play space in existing park	n/a	3	4.1	3
13.1	Bungalow Road Reserve	Roselands	Maintain as usual	3	3	4.1	4
13.2	Ken McLean Reserve	Belmore	Maintain as usual	3	3	4.1	5
13.3	St Jude Reserve	Belmore	Consider non-replacement	3	R	4.7	6
13.3	Yatama Park	Clemton Park	Replace in time (and relocate closer to sport). When do so increase scope (older children) and increase Play Level	3	2	4.4, 4.5	7
13.4	Clemton Park	Clemton Park	Increase scope (broaden activities, older children, consider exercise equipment)	2	2	4.2, 4.4	8
13.4	Coolabah Street Reserve	Beverly Hills	Landscape play	3	3	4.6	9
13.4	Forrester Reserve	Kingsgrove	Maintain as usual	2	2	4.1	10
13.5	Jack Chesher Reserve	Kingsgrove	Maintain as usual	3	3	4.1	11
13.6	Kingsbury Reserve	Kingsgrove	New play space on existing open space	n/a	3	4.1	12
13.6	Beaumont Park	Kingsgrove	Maintain as usual	2	2	4.1	13

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

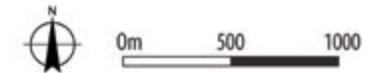
District 13 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park

Note: Council may modify this map if required





6.14 District 14

Earlwood and part of Campsie, Canterbury and Hurlstone Park

District 14 Considerations

District 14 is primarily the suburb of Earlwood, which is lower density and connected to the Cooks River and Wollie Creek with a good provision of open space. The district population is approximately 26,431 and parts

of the area have a larger proportion of children and families.

The district currently has 28 playgrounds and four exercise stations along the Cooks River. The playgrounds represent one per 943 people (a relatively high provision). This includes two Play Level 1, eight Play Level 2 and 18 Play Level 3.

District 14 Priorities

The main priorities for District 14 are:

1. Improve the quality and scope of key playgrounds;
2. Consider removing some playgrounds where other playgrounds are nearby;
3. Reduce the number of playgrounds to 25 in the future including:
 - Two Play Level 1
 - Twelve Play Level 2
 - Eleven Play Level 3

This is based on the potential non-replacement of three playgrounds and no new playgrounds.

District 14 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
14.1	Hughes Reserve	Earlwood	Increase scope (play), increase Play Level	3	2	4.2, 4.4	1
14.1	Pat O'Connor Res	Earlwood	Upgrade, increase Play Level	3	2	4.2, 4.5	2
14.1	Scahill St Reserve	Earlwood	Maintain as usual	3	3	4.1	3
14.2	Saint Mary MacKillop Reserve	Canterbury	Increase scope (toddlers, all abilities)	2	2	4.4	4
14.2	Earlwood Oval	Earlwood	Increase scope (unique play for all abilities)	2	2	4.4	5
14.2	Sutton Reserve	Earlwood	Maintain as usual	3	3	4.1	6
14.2	Montgomery Reserve	Earlwood	Maintain as usual	3	3	4.1	7
14.3	Dunkeld Reserve	Hurlstone Park	Consider non-replacement	3	R	4.7	8
14.3	Warrick Reserve	Hurlstone Park	Landscape play	3	3	4.6	9
14.3	Ewen Park	Hurlstone Park	Enhance play space destination (increase unique features, all abilities), nature play focus, increase Play Level, investigate skate facility	2	1	4.2, 4.3, 4.4, 4.5, 4.6	10

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
14.3	Hurlstone Park Memorial Reserve	Hurlstone Park	Upgrade, increase Play Level	3	2	4.2, 4.5	11
14.3	Sawyer Reserve	Hurlstone Park	Retain swing set and replace the small play equipment with landscape play elements in the future	3	3	4.7	12
14.3	Euston Reserve	Hurlstone Park	Landscape play	3	3	4.6	13
14.3	Fernhill St Reserve	Hurlstone Park	Maintain as usual	3	3	4.1	14
14.3	Burnett St Reserve	Hurlstone Park	Maintain as usual	3	3	4.1	15
14.4	Beaman Park	Earlwood	Replace (in time relocate closer to sport)	2	2	4.5	16
14.4	Beaman Park 2	Earlwood	Maintain as usual	2	2	4.1	17
14.4	McPherson Reserve	Earlwood	Increase scope (older children)	2	2	4.4	18
14.5	Braeside Cres Res	Earlwood	Landscape play	3	3	4.6	19
14.5	Eulabah Reserve	Earlwood	Consider non-replacement (at end of life)	3	R	4.7	20
14.5	SJ Harrison Reserve	Earlwood	Increase scope (older children)	2	2	4.4	21
14.5	Schofield Reserve	Earlwood	Maintain as usual	3	3	4.1	22
14.6	Albert Park	Earlwood	Landscape play	3	3	4.6	23
14.6	Banks Reserve	Earlwood	Consider non-replacement	3	R	4.7	24
14.6	Gough Whitlam Park	Earlwood	Enhance play space destination (increase unique features), nature play focus	1	1	4.3, 4.5, 4.6	25
14.6	Turrella Reserve (owned by National Parks)	Earlwood	Upgrade, increase Play Level, and negotiate an agreement with National Parks about long term retention of the playground	3	2	4.2, 4.5	26
14.6	Wanstead Reserve	Earlwood	Upgrade, increase Play Level	3	2	4.2, 4.5	27
14.6	Girrahween Park (owned by National Parks)	Earlwood	Maintain as usual, and negotiate an agreement with National Parks about long term retention of the playground	2	2	4.1	28

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

District 14 Actions



Note: Council may modify this map if required

Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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6.15 District 15

Part of East Hills, Milperra, Padstow, Panania and Revesby

District 15 Considerations

District 15 is south of the M5, on the western side of the City of Canterbury Bankstown. It is primarily lower density and includes significant open space connected to the Georges River. The population of the district is approximately 19,354 and the area has a mix of age and family groups.

The district currently has 17 playgrounds

and one exercise facility. The playgrounds represent one per 1,138 people. This includes six Play Level 2 and eleven Play Level 3. There are no play space destinations.

District 15 Priorities

The main priorities for District 15 are:

1. Increase the quality and scope of existing key playgrounds;
2. Create a play space destination at Deepwater Park;
3. Consider removing some playgrounds in Panania where other playgrounds are nearby;

4. Establish one additional playground in Catchment area 15.3 (Revesby) to address a gap; and
5. Provide 17 playgrounds in the future, including:
 - One Play Level 1
 - Six Play Level 2
 - Ten Play Level 3.

This is based on the potential non-replacement of 1 playground and establishing 1 new playground.

District 15 Actions

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
15.1	Deepwater Park	Milperra	Create play space destination (unique and increased quality), nature play, increase Play Level	2	1	4.2, 4.3, 4.5, 4.6	1
15.1	Edwards Reserve	Panania	Consider non-replacement	3	R	4.7	2
15.1	Johnstone Reserve	Revesby	Increase scope (consider exercise equipment)	2	2	4.4	3
15.1	Killara Reserve	Panania	Increase scope (play), increase Play Level	3	2	4.2, 4.4	4
15.1	Taylor Reserve	East Hills	Maintain as usual	3	3	4.1	5
15.1	Cammarlie Reserve	Panania	Maintain as usual	2	2	4.1	6
15.1	Windermere Reserve	Panania	Maintain as usual	3	3	4.1	7

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
15.1	Amour Park	Revesby	Maintain as usual	2	2	4.1	8
15.2	Ellesmere Reserve	Panania	Maintain as usual	3	3	4.7	9
15.2	Presland Reserve	Revesby	Landscape play	3	3	4.6	10
15.2	Toby Reserve	Panania	Maintain as usual	3	3	4.1	11
15.2	Gowlland Reserve	Panania	Maintain as usual	3	3	4.1	12
15.2	Tracey Reserve	Revesby	Maintain as usual	3	3	4.1	13
15.3	New reserve	Revesby	New play space in new park	n/a	3	4.1	Shaded
15.4	Playford Park	Padstow	Increase scope (all abilities)	2	2	4.4	14
15.4	Paul Calderon Reserve	Revesby	Increase scope (play)	3	3	4.4	15
15.4	Pivetta Reserve	Revesby	Landscape play	3	3	4.6	16
15.5	Padstow Park	Padstow	Maintain as usual	2	2	4.1	17

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

District 15 Actions



Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
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- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park

Note: Council may modify this map if required



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6.16 District 16

Part of Narwee, Padstow, Padstow Heights and Riverwood

District 16 Considerations

District 16 is a relatively small area that includes parts of a number of suburbs south of the M5 and along Salt Pan Creek. The area is primarily lower density residential with the exception of Riverwood, which includes high density.

District 16 Actions

The district population is approximately 12,564 and Riverwood has larger proportions of children and families.

The district currently has eight playgrounds, which represents one per 1,795 people. This includes one Play Level 1, two Play Level 2 and five Play Level 3. An additional playground is within the Riverwood Community Centre.

District 16 Priorities

The main priorities for District 16 are:

1. Enhance and increase the destination value of existing key playgrounds; and
2. Provide eight public playgrounds in the future and increase the Play Level of some as follows:
 - One Play Level 1 (linking Riverwood Wetland 1 to Wetland 2)
 - Five Play Level 2
 - One Play Level 3

This is based on non-replacement of one playground and establishing one new playground.

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
16.1	Kentucky Reserve	Riverwood	Replace (as part of urban development), increase Play Level	3	2	4.2, 4.5	1
16.1	Riverwood Wetland 2	Riverwood	Enhance play space destination (connect smaller play, broader age and abilities), nature play focus	1	1	4.3, 4.4, 4.6	2
16.1	Riverwood Wetland 1	Riverwood	Replace and relocate to Riverwood Wetland 2 to create one play space destination in the future	2	1**	4.2, 4.3	3
16.1	Salt Pan Creek Parklands	Riverwood	Replace (as part of urban development), increase Play Level, install BMX track with bike jump and skate park	3	2	4.5	4
16.1	Riverwood Library Playground	Riverwood	Consider non-replacement	3	R	4.7	5
16.3	Kardella Reserve	Narwee	Replace, increase Play Level	3	2	4.5	6
16.3	Mazarin Street Reserve	Riverwood	New play space in existing park	n/a	3	4.1	7
16.4	Cutting Reserve	Padstow	Maintain as usual	2	2	4.1	8
16.5	Roma Reserve	Padstow Heights	Upgrade, increase Play Level	3	2	4.2, 4.5	9

* PLC = Current Play Level in 2017, PLR = Recommended Play Level

** Riverwood Wetland 1 will become Play Level 1 once relocated to Riverwood Wetland 2

District 16 Actions

Note: Council may modify this map if required





6.17 District 17

Picnic Point and Revesby Heights and part of East Hills, Padstow, Padstow Heights, Panania and Revesby

District 17 Considerations

District 17 represents the southwest part of the City of Canterbury Bankstown. The district is primarily lower density with a connection to the Georges River and a good provision of open space. The population of the district is approximately 28,920 and the area has a mix of

District 17 actions

age and family groups.

The district currently has 25 playgrounds, which represents one per 1,157 people. This includes seven Play Level 2 and 18 Play Level 3.

District 17 Priorities

The main priorities for District 17 are:

1. Increase the quality and diversity of existing key playgrounds;
2. Strengthen the destination value of play spaces at Lambeth Reserve and Virginius Reserve;

3. Consider removing some playgrounds where other playgrounds are nearby;
4. Reduce the number of playgrounds to 22 but increase Play Levels as follows:
 - Two Play Level 1
 - Eight Play Level 2
 - Twelve Play Level 3

This is based on the potential non-replacement of three playgrounds and no new playground.

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
17.1	Monash Reserve	East Hills	Landscape play	3	3	4.6	1
17.1	Matthews Reserve	East Hills	Consider non-replacement	3	R	4.7	2
17.1	Duke Reserve	East Hills	Landscape play	3	3	4.6	3
17.1	Smith Park	East Hills	Upgrade, increase Play Level	3	2	4.2, 4.5	4
17.1	Lambeth Reserve	Picnic Point	Enhance play space destination (increase unique features), nature play focus, increase Play Level	2	1	4.2, 4.3, 4.5, 4.6	5
17.1	East Hills Park	Panania	Maintain as usual	2	2	4.1	6
17.1	Phillip Park	Panania	Maintain as usual	3	3	4.1	7
17.2	Tyalgum Reserve	Panania	Landscape play	3	3	4.6	8
17.2	Cuthbert Reserve	Revesby	Maintain as usual	3	3	4.1	9

Catchment	Site	Suburb	Recommended actions	PLC*	PLR*	Related strategies	Map no.
17.3	Douglas Reserve	Panania	Landscape play	3	3	4.6	10
17.3	Parkhurst Reserve	Panania	Consider non-replacement (at end of life)	3	R	4.7	11
17.3	Peppermint Reserve	Panania	Consider non-replacement	3	R	4.7	12
17.3	Seidel Reserve	Picnic Point	Landscape play	3	3	4.6	13
17.3	Austin Reserve	Picnic Point	Maintain as usual	3	3	4.7	14
17.3	Kennedy Reserve	Picnic Point	Upgrade, increase Play Level	3	2	4.2, 4.5	15
17.3	Thomas Street Reserve	Revesby Heights	Replace	2	2	4.5	16
17.3	Picnic Pt Reserve	Picnic Pt	Maintain as usual	3	3	4.1	17
17.3	Bruce Reserve	Panania	Maintain as usual	2	2	4.1	18
17.4	Montgomery Reserve	Revesby	Replace (in time relocate in reserve)	2	2	4.5	19
17.4	Clarke Reserve	Padstow	Maintain as usual	3	3	4.1	20
17.4	Fox Reserve	Padstow	Maintain as usual	3	3	4.1	21
17.5	Starr Reserve	Padstow	Upgrade, increase Play Level	3	2	4.2, 4.5	22
17.5	Virginius Reserve	Padstow	Enhance play space destination (increase unique features and broaden activities), increase Play Level	2	1	4.2, 4.3, 4.4, 4.5	23
17.5	Neptune Park	Revesby	Maintain as usual	2	2	4.1	24
17.5	Richardson Res	Padstow	Maintain as usual	3	3	4.1	25

* PLC = Current Play Level in 2017, PLR = Recommended Play Level, R = Do not replace

District 17 Actions



Note: Council may modify this map if required

Legend

- Railway
- State road
- Regional road
- Local road
- Motor way
- Water ways
- Open Space
- Key Industrial Areas
- Key Special Uses Areas
- District Boundary
- Local Catchment Boundary
- 1.1 Local Catchment Number
- Map Reference Number (refer chart)
- Playground Only
- Playground and Other Play
- Other Play Only
- Action**
- Destination
- Increase Scope
- Upgrade
- Replace
- Landscape Play
- Do Not Replace
- Maintain As Usual
- New Playground in Existing Park
- New Playground in New Park



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07 Implementation

7.1 Priorities for Implementation

Priority Improvement Actions

It is not feasible to undertake all improvement actions at the same time and, as such, the identification of priorities is required. To determine the priorities, a number of assessment criteria have been developed based on the play principles outlined in Section 3.2.

The priority assessment criteria are outlined on this page and a weighting is included to indicate the level of importance of each criteria.

** The score out of 5 is multiplied by the weighting, 5 = highest rating and 1 = lowest rating*

Priority Assessment Criteria for Improvement Actions

Play principles	Priority assessment criteria (score out of 5 for each criteria)	Weighting*
Provision	Higher priority will be given where the local catchment lacks playgrounds and play spaces, including if: <ul style="list-style-type: none"> • One playground caters for more than 3,000 people; or • There is no playground and the population is greater than 1,000. If the action involves establishing a new playground on a new park, a higher priority will be allocated where land is available for this to occur.	5
	Higher priority will be given to Play Levels 1 and 2, where: <ul style="list-style-type: none"> • Play Level 1 will generally be the highest priority; and • Play Level 2 will be a higher priority than Play Level 3 	2
Design	Higher priority will be given where unique settings and diverse activity opportunities can be achieved cost effectively.	3
	Higher priority will be given where upgrades are necessary, including where: <ul style="list-style-type: none"> • Facilities are in poor condition; • There are structural, safety or risk issues that must be addressed; • Australian standards are not being met; or • Community expectations are not met (aesthetics, condition, quality). 	5
	Higher priority will be given where there is potential to connect to other play and recreation opportunities.	2
	Higher priority will be given where nature is being integrated with play including through landscapes and natural shade.	3
Function	Higher priority will be given where playgrounds will cater for more than one age group.	3
	Higher priority will be given where playgrounds support 'all abilities', including children with a disability.	3

The top 25 playground and play space priorities based on the assessment criteria are listed below. Details of the priority scoring allocated to each play action are provided in the Background Information Report.

Top 25 priority improvement actions

Priority	Catchment	Site	Suburb	Recommended action	Recommended Play Level	Priority score (out of 135)
1	9.5	Tasker Park	Canterbury	Create play space destination (relocate existing and unique quality), consider exercise equipment and half court, increase Play Level	1	119
2	15.1	Deepwater Park	Milperra	Create play space destination (unique and increased quality), nature play, increase Play Level	1	113
3	8.6	Federation Park	Campsie	Replace, increase scope (older children, all abilities),	2	110
4	10.1	Wiley Park (Play)	Wiley Park	Enhance play space destination (increase quality, unique features and all abilities)	1	110
5	10.3	Terry Lamb Reserve	Belmore	Create play space destination (unique quality for different ages and abilities, consider exercise equipment, half court), increase Play Level	1	107
6	4.3	Paul Keating Park	Bankstown	Replace, strengthen play space destination, include unique features, broaden age and abilities, increase Play Level	1	106
7	7.2	Punchbowl Park	Punchbowl	Upgrade, increase scope (older children), consider exercise equipment A Play Level 1 play space could be considered, but the current site could be too small	2	104
8	1.8	Maluga Passive Park	Birrong	Enhance play space destination (increase quality, broaden age and abilities), nature play focus	1	100
9	4.4	Bankstown City Gardens	Bankstown	Create play space destination, cater for various age groups and all abilities, increase Play Level	1	99

Priority	Catchment	Site	Suburb	Recommended action	Recommended Play Level	Priority score (out of 135)
10	9.2	Whitfield Reserve	Ashbury	Replace, increase Play Level	2	97
11	7.1	Arthur Park	Punchbowl	Increase scope (broaden activities, all abilities)	2	95
12	9.3	Canterbury Park	Canterbury	Replace	2	95
13	9.4	Mildura Reserve	Campsie	Replace, investigate skate facility and recreation court (youth focus), increase Play Level	2	94
14	10.4	Anzac Park	Campsie	Enhance play space destination (broaden activities and include unique landscape, consider exercise equipment)	1	94
15	8.6	Rudd Park	Belfield	Increase scope (older children e.g. half court, consider exercise equipment)	2	92
16	16.1	Riverwood Wetland 1	Riverwood	Replace and relocate to Riverwood Wetland 2 to create one play space destination in the future	1*	92
17	5.1	Northcote Park	Greenacre	Upgrade, increase scope (older children, all abilities)	2	91
18	14.3	Ewen Park	Hurlstone Park	Enhance play space destination (increase unique features, all abilities), nature play focus, increase Play Level, investigate skate facility	1	91
19	14.1	Hughes Reserve	Earlwood	Increase scope (play), increase Play Level	2	90
20	17.5	Virginius Reserve	Padstow	Enhance play space destination (increase unique features and broaden activities), increase Play Level	1	90
21	3.1	Garrison Point	Georges Hall	Maintain high standard destination	1	89
22	3.4	The Crest of Bankstown	Georges Hall	Upgrade	2	89
23	1.7	Alder Park	Sefton	Increase scope (play and activities), increase Play Level	2	88
24	5.5	Roberts Park (East Play)	Greenacre	Enhance play space destination (increase unique features and activity opportunities), increase Play Level	1	88
25	17.1	Lambeth Reserve	Picnic Point	Enhance playspace destination (increase unique features), nature play focus, increase Play Level	1	88

* Riverwood Wetland 1 will become play level 1 once relocated to Riverwood Wetland 2

Priorities for new playgrounds

Twenty-two new playgrounds are recommended where there is a gap in provision and justification for a new playground.

Criteria for assessing which new playgrounds are a higher priority are provided on this page, taking the play principles into consideration.

The top 10 priority new playgrounds are listed on the following page.

Priority assessment criteria for new playgrounds

Play principles	Priority assessment criteria (score out of 5 for each criteria)	Weighting*
Provision	Higher priority will be given where the local catchment has a low provision of playgrounds. The basis for low provision is one playground for more than 3,000 people. As the number of people catered for per playground increases, the priority for a new playground will increase.	5
	Higher priority will be given to Play Levels 1 and 2, where: <ul style="list-style-type: none"> Play Level 1 will be the highest priority providing the playground will cater for the area in need; and Play Level 2 will be a higher priority than Play Level 3 	3
	Higher priority will be given where other playgrounds are some distance away, i.e. more than 600m. The further away other playgrounds are, the higher the priority for a new playground.	4
Design	Higher priority will be given where there is land available to achieve the playground, including the reality of land acquisition for a new park if required.	4
Function	Higher priority will be given where suburbs have larger proportions of children and young families (greater than the whole City of Canterbury Bankstown by at least 10 per cent).	4
Previous Commitment	A higher priority will be given to playgrounds that have already involved community consultation and have approved plans prior to the Strategic Plan's development. Any future assessment will not need to consider this criteria.	2



* The score out of 5 is multiplied by the weighting, 5 = highest rating and 1 = lowest rating

The top 10 new playground priorities, based on the assessment criteria, are listed below. Details of the priority scoring allocated to each play action are provided in the Background Information Report.

Top 10 Priority New Playgrounds

Priority	Catchment	Site	Suburb	Recommended action	Recommended Play Level	Priority score (out of 110)
1	8.3	Knox Street Reserve	Belmore	New play space in existing park	2	92
2	10.4	Marlowe Street Reserve	Campsie	New play space in existing park	3	86
3	8.1	Parry Park	Lakemba	New play space destination	1	83
4	13.1	Ludgate Street Reserve	Roselands	New play space in existing park	3	81
5	7.2	New reserve	Wiley Park	New play space in new park	2	82
6	5.6	New reserve	Punchbowl	New play space in new park	3	80
7	6.3	New reserve	Bankstown	New play space in new park	3	80
8	7.3	Defoe Street Reserve	Wiley Park	New play space in existing park, when acquire an adjacent property	3	80
9	6.4	Chelmsford Reserve	Bankstown	New play space in existing reserve	3	76
10	8.3	New reserve	Lakemba	New play space in new park	3	76

To achieve all of the top 10 priorities, land acquisition will be required in Catchments 5.6, 6.3, 7.2 and 8.3. This could impact on the timing of achieving those playgrounds.

Priorities for Not Replacing Playgrounds

Thirty-one playgrounds are recommended to not be replaced on the basis that there is high provision in a local catchment, another more appropriate playground is located nearby and the playground has potential low value to the community.

Criteria for assessing which playgrounds are higher priority for not replacing are provided on this page, taking the play principles into consideration. The suggested priority order for potential playground for potential playground non-replacement is listed on the following page.

Council aims to remove these playgrounds over eight years, which could result in 4-5 playgrounds being removed each year.

In each case a review of all playground assets in a local catchment will be planned with the community of the catchment.

Priority Assessment Criteria for Not Replacing Playgrounds

Play principles	Priority assessment criteria (score out of 5 for each criteria)	Weighting*
Provision	Higher priority will be given where the Local Catchment has a high provision of playgrounds. The basis for high provision is one playground for less than 1,000 people. As the number of people catered for per playground reduces, the priority for non-replacement will increase.	5
	Higher priority will be given where other playgrounds are located nearby, i.e. within 300m. The closer other playgrounds are, the higher the priority for non-replacement.	5
Design	Higher priority will be given where the playground is poor standard and resources are best spent on other playgrounds in the area. Poor standard includes: <ul style="list-style-type: none"> • Poor condition play equipment • Safety issues and non-compliance with standards • Poor location of the playground (difficult access) • Inadequate park (too small, poor topography, low profile, limited space for play) 	4
Function	Higher priority will be given to playgrounds that have low value to the community based on: <ul style="list-style-type: none"> • The playground receives limited use • The playground only caters for one age group • The playground does not cater for children with a disability • The area character does not justify a high provision (proportions of children and families are not large) • There is no school or community centre next to the playground 	3

* The score out of 5 is multiplied by the weighting, 5 = highest rating and 1 = lowest rating

7.2 Cost Considerations

Potential Cost of New Playground Actions

The recommended actions in The Plan are ‘new and complete replacement’, ‘increase scope’, ‘upgrade’ and ‘maintain as usual’.

An indicative costing for fully replacing and providing new playgrounds is provided in the chart on this page. The indicative development cost range figures are fairly conservative compared to recent industry funding of destination and new play spaces. However, the figures reflect Council’s ability to fund playgrounds and play spaces based on the number provided and the appropriate development of Play Levels in the City of Canterbury Bankstown.

Some new Play Level 1 playgrounds could reach \$1.8m, as the cost of play spaces is continually increasing. For example, rubber softfall is very expensive, being \$250/m² in 2017/18.

Play Level 1 playgrounds will generally have supplementary funding from other sources such as grants.

Potential Cost for ‘New and Complete Replacement’ Recommendations

The recommended number of new playgrounds (new and complete replacement) in The Plan are summarised below together with the potential cost implications.

Item	Level 1	Level 2	Level 3 (conventional equipment)	Level 3 (landscape play)
Indicative development cost range*	\$400,000 - \$1.8m	\$150,000 - \$300,000	Up to \$100,000	Up to \$35,000
Recommended number of new playgrounds (including replaced)	7	15	19	32
Potential cost implications	\$2.8m - \$12.6m Plus ancillary facilities cost of 15 per cent	\$2.25m - \$4.5m Plus ancillary facilities cost of 10 per cent	Up to \$1.9m Plus ancillary facilities cost of 10 per cent	Up to \$1.12m
Items included in the costing	Equipment costs, rubber softfall, seating and shelters, landscape and initial planning costs	Equipment costs, rubber softfall, seating and shelters, landscape and initial planning costs	Equipment costs, seating, basic landscape (no planning costs involved)	

**Conservative estimate recognising Council’s capacity to resource and the appropriate development of Play Levels in the City. Gives consideration to Canterbury Playgrounds and Playspaces Study (2014) costings developed by WAX Design*

Potential Cost of 'Increase Scope and 'Upgrade' Recommendations

The cost of upgrades (upgrade of equipment or landscape) and increasing scope (increasing equipment or activity opportunities, broaden age groups or cater for 'all abilities') will depend on the level of works required. Specific costings will therefore need to be determined by Council for each playground prior to improvements being undertaken. However, a broad indication of potential costs is provided below to assist with this planning.

Potential Cost for 'Increase Scope' Recommendations

Item	Level 1	Level 2	Level 3
Indicative development cost range to increase scope	\$100,000 - \$250,000	\$30,000 - \$80,000	Up to \$30,000
Recommended number of playgrounds in strategy	5	32	2
Potential cost implications	\$500K- \$1.25m	\$960K- \$2.56m	Up to \$60K

Potential Cost for Upgrade' Recommendations

Item	Level 1	Level 2	Level 3
Indicative development cost range to upgrade	\$80,000 - \$150,000	\$10,000 - \$40,000	Up to \$10,000
Recommended number of playgrounds in strategy	4	26	1
Potential cost implications	\$320K - \$600K	\$260K - \$1.04m	Up to \$10K

Maintain as Usual

Level 1	Level 2	Level 3
4	32	56

Potential Cost of Additional Landscaping

Enhancing natural shade and landscapes around all playgrounds will result in an additional cost. While the funds suggested for Play Level 1 will enable landscaping, additional funds will be required for Level 2 and Level 3 playgrounds.

If an average of \$20K is allocated for landscaping, each of the 75 Level 3 conventional playgrounds (excluding landscape play spaces), and \$30K for each of the 105 Level 2 playground, an extra \$4.65m would be required.



Total Indicative Capital Costs of Playground Recommendations

The total indicative cost of providing new playgrounds, replacing some existing, increasing the scope of playgrounds, undertaking upgrades and improving landscapes, as recommended in the Strategy, is summarised below. The indicative costing relates to playgrounds and does not include other recreation facilities (exercise equipment, courts, skate) as further analysis of the provision of these facilities will be required.

Indicative Potential Capital Cost Implications of the Strategy (for playgrounds)

Works	Level 1		Level 2		Level 3 (conventional equipment)	Level 3 (landscape play)	Totals*	
	Lower	Upper	Lower	Upper	Up to	Up to	Lower	Upper
New play (new and replace)	\$2.8m	\$12.6m	\$2.25m	\$4.5m	\$1.9m	\$1.12m	\$8.07m	\$20.12m
Increase scope	\$0.5m	\$1.25m	\$0.96m	\$2.56m	\$0.06m	N/A	\$1.52m	\$3.87m
Upgrade	\$0.32m	\$0.6m	\$0.26m	\$1.04m	\$0.01m	N/A	\$0.59m	\$1.65m
Additional landscape	Within actions	Within actions	\$3.15m	\$3.15m	\$1.5m	Within actions	\$4.65m	\$4.65m
Total	\$3.62m	\$14.45m	\$6.62m	\$11.25m	\$3.47m	\$1.12m	\$14.83m	\$30.29m

**Totals are indicative as at 2017 and an annual CPI will need to be considered to determine future costs. An additional ancillary facilities cost of 10-15 per cent should also be included.*

Potential Cost of Replacing All Playgrounds

The current replacement value of all 244 existing playgrounds, determined through Council and based on replacing 'like for like' play equipment, is \$17.45m. This figure only relates to play equipment as at 2017 and does not consider the cost of improving the whole play setting.

If the indicative development cost range (which allows for the whole play setting) is used to consider the potential cost of replacing all playgrounds in the longer term, the cost would be outlined below.

Potential Cost of Replacing All Playgrounds Using Indicative Development Cost Range

Item	Level 1	Level 2	Level 3
Indicative development cost range	\$400,000 - \$1.8m	\$150,000 - \$300,000	Up to \$100,000
Total number of playgrounds*	20	105	75 (excluding landscape play)
Potential capital cost for future replacement and play setting improvements	\$8m - \$36m plus annual CPI	\$15.75m - \$31.5m plus annual CPI	Up to \$7.5m plus annual CPI
Indicative ancillary facilities cost percentage	15 per cent of total cost (approx) Toilets (if required) would be additional	10 per cent of total cost (approx)	10 per cent of total cost (approx)

* Includes existing and additional new playgrounds, but does not include 32 landscape play spaces or 31 playgrounds recommended for non-replacement

Ongoing Playground Maintenance Implications

In 2015-16, the amount allocated to playground maintenance across the former City of Canterbury and former City of Bankstown was around \$365,000. The maintenance figure in 2016-17 was around \$215,000.

7.3 Achieving the Strategy

Achieving the recommendations of the Playgrounds and Play Spaces Strategic Plan will require a staged approach over 10 years and beyond. This will involve reflecting and reviewing priorities to achieve those actions and directions that are most important.

The resources for achieving the Strategy will need to be drawn from:

- Council works programs;
- Developer contributions; and
- Grant funding (although opportunities for grants could be limited).

An Implementation Plan Guide that includes a five-year works program will be developed as an internal Council document to guide future works. The Implementation Plan will need to be reviewed and modified over time by Council to reflect changing community needs and priorities.

Improving and providing quality playgrounds and play spaces should be seen as a priority, as play enhances quality of life for communities and enables children to be physically active and socially connected. Quality play spaces are required and an ongoing commitment to creating quality and unique play space destinations and appealing and diverse play spaces is justified.

Appendix A: Play Design and Development Guidelines

Play Level Focus Guide

The potential character of a playground or play space is considered below for each Play Level.

Playground and Play Space Character

Potential Play Equipment Focus*	Play Level 1	Play Level 2	Play Level 3
Traditional Play	✓	✓	✓
Adventure Play	✓		
Nature Play	✓		
Water Play	✓		
Exercise Areas	✓	✓	
Youth Spaces	✓	✓	

* A playground or play space could include components of each play and activity type.

Play Level 1 and Play Level 2 playgrounds and play spaces will generally cater for a wider range of age groups and abilities as shown below.

Play Age Group and Ability Focus

Potential Play Equipment Focus*	Play Level 1	Play Level 2	Play Level 3
Toddlers (1-3yrs)	✓		
Young children (3-8yrs)	✓	✓	✓
Older children (8-12 yrs)	✓	✓	
Teenagers (13yrs+) including skate, BMX, challenge activities, outdoor courts etc	✓		
Children with a Disability	✓	✓	
Adults (including exercise)	✓	✓	

* The playground or play space could cater for the age group and ability level but may not cater for all groups shown. For example, Play Level 1 play spaces will generally only cater for two to three of the age groups (toddlers, young and older children or older children and teenagers)

Play Infrastructure and Amenity Guide

Broad Guidelines relating to the provision of infrastructure and amenities within play settings are provided below. Detailed design of aspects such as accessibility, layout, equipment type, surfacing, landscape, safety and signage will comply with the document *Everyone Can Play* (NSW Government, 2018).

Infrastructure Item	Principles
Shade and Landscape	<ul style="list-style-type: none"> The shading of playgrounds and play spaces will generally be provided through trees and natural landscapes. Shade sails will only be provided where natural shade is lacking and difficult to establish and the playground or play space is Play Level 1 or Play Level 2.
Softfall	<ul style="list-style-type: none"> All Play Level 1 and Play Level 2 playgrounds and play spaces will justify accessible softfall (rubber matting or synthetic carpet). This will be pursued over time in accordance with available resources. Play Level 3 traditional playgrounds will generally have bark chips or a similar low cost natural material in order to manage costs.
Fencing	<ul style="list-style-type: none"> Playgrounds and play spaces will generally not be fenced unless there are risks associated with traffic or water bodies. Usually playgrounds and play spaces will be located away from risks to minimise the need for fencing. Some fenced playgrounds and play spaces will be provided to support toddlers and children with a disability who have the tendency to run (e.g. children with autism). Generally these will be Play Level 1 playgrounds and play spaces.
Paths	<ul style="list-style-type: none"> All Play Level 1 and Play Level 2 playgrounds and play spaces will be accessible through paths.
Seating and Picnic Settings	<ul style="list-style-type: none"> All playgrounds and play spaces should be provided with connected seating for carers and children. Picnic shelters and settings will be provided at Play Level 1 and 2 playgrounds and play spaces.
Lighting	<ul style="list-style-type: none"> Most playgrounds and play spaces will not be lit for night use. Some Play Level 1 play spaces that support high use and have good passive surveillance may be suitable for lighting.
Toilets	<ul style="list-style-type: none"> Toilets will only be linked to Play Level 1 playgrounds and play spaces or where the open space is regional or district level and broader use justifies toilets.
Car Parking	<ul style="list-style-type: none"> Car parking will generally only be linked to Play Level 1 play spaces or where the open space is regional or district level.

Development Guide

Potential Play Equipment Guide

Potential Play Equipment Focus*	Play Level 1	Play Level 2	Play Level 3
Swings for small children (2)	✓	✓	✓
Swings for older children (2)	✓	✓	✓
All ability swing (basket)	✓	✓	
Climber with one component (e.g. small slide with platform)		✓	✓
Climber with 2-3 components (e.g. slide, monkey bars, cubby)	✓	✓	✓
Climber with more than 3 components (e.g. slide, monkey bars, cubby, ladder, climbing wall)	✓		
Springer Animal/ Sea Saw	✓	✓	✓
Motion Items (spinning tops and cages)	✓	✓	
Sand pit/ sand feature	✓		
Small rope net climber / spider web (less than 2m high)	✓	✓	✓

Potential Play Equipment Focus*	Play Level 1	Play Level 2	Play Level 3
Medium rope net climber/ spider web (2-3m high)	✓	✓	
Large rope web climber/ spider web (greater than 3m high)	✓		
Small climbing wall (up to 3m)	✓	✓	
Larger climbing wall (greater than 3m)	✓		
Adventure components e.g. flying fox, ropes course	✓		
Nature Play components, e.g. tree house, landscape maze	✓	✓	
Water Play components, e.g. water spouts or sprays	✓		
Exercise equipment	✓	✓	
Outdoor Court (half or full court)	✓	✓	
Youth Facility (skate, BMX)	✓	✓	

The listing of Potential Play Equipment is only a guide that highlights what equipment items could be considered at each play Play Level. The listing does not commit Council to providing the play equipment and other items could be considered.

Most playgrounds and play spaces will only include up to three of the potential items although Play Level 1 playgrounds and play spaces could include more than this.

In some instances a greater focus will be placed on landscape with fewer play equipment items provided. Some Play Level 3 playgrounds may not have a climber at all and some may not incorporate swings.

Play Setting and Infrastructure Guide (in addition to Play Equipment)

Potential Infrastructure*	Play Level 1	Play Level 2	Play Level 3
Off street car parking	✓		
On street car parking	✓		
Toilets	✓		
Disability Toilets	✓		
Seating/ Benches	✓	✓	✓
Tables and benches	✓	✓	✓
Large Shelter (large groups)	✓		
Small shelters	✓	✓	
Bubbler/ drinking water	✓	✓	

Potential Infrastructure*	Play Level 1	Play Level 2	Play Level 3
Pathway to the play space	✓	✓	✓
Bike path around the play space	✓	✓	
Bike racks	✓		
Trees and landscape	✓	✓	✓
Lighting (for twilight use)	✓		
Art work / sculptures	✓		
Signage	✓	✓	✓
Interpretation	✓		

* The listing is only a guide that highlights what could be considered as part of a play setting for each Play Level. The list does not commit Council to providing the infrastructure and other items could be considered.

Play Softfall Guide

Potential Softfall*	Play Level 1	Play Level 2	Play Level 3
Rubberised surface - total play area	✓		
Rubberised surface - key areas only	✓	✓	
Synthetic matting	✓	✓	
Bark or similar natural material	✓	✓	✓
Grass	✓	✓	✓

* The listing is only a guide that highlights what softfall could be considered for each Play Level. The list does not commit Council to providing the softfall type. A mix of softfall options could be considered at a playground or play space.

Shade Provision Guide

Shade Provision Options *	Play Level 1	Play Level 2	Play Level 3
Shade Provision in General	✓	✓	✓
Large Shade Structure (larger than 50m ²)	✓		
Moderate Sized Shade Structure (smaller than 50m ²)	✓	✓**	
Natural Shade Only	✓	✓	✓

* Natural shade would be provided around all playgrounds where feasible, including where there is a shade structure.

** A Play Level 2 playground or play space should only have a built shade structure if natural shade is lacking and unachievable within 10 years.

Fencing and Barrier Guide

Fencing and Barrier Options*	Play Level 1	Play Level 2	Play Level 3
Fencing of play space	✓		
Fencing of the whole reserve	✓	✓	
No fencing of the play or reserve			✓
Landscape to create barrier (hedge, other landscape feature)	✓	✓	✓

* Fencing and barriers will only be considered to reduce a potential risk to children or, in the case of Play Level 1 play spaces, where the fencing broadens potential use and supports all abilities



This strategic plan has been prepared by Suzanne Suter and Carina Sidwell of Suter Planners with support of staff from the City of Canterbury Bankstown.



WHERE INTERESTING HAPPENS