

Introduction

Develop parks which are safe, inviting and allow for a range of uses and experiences for people of all ages and abilities. Provide opportunities for people to improve their health and wellbeing.

Typical Design Issues

Some of the typical design issues that arise in Landscape and Amenity environments include:

- Limiting modification of landform
- Protection of patterns and processes relevant to the scale of large scale rural landscapes.

TROUBLESHOOTING RECOMMENDATIONS:

- The park is not safe and secure at night
 - Many of these areas do not need to be occupied at night, therefore lighting should not be provided and locked gates limiting access particularly to vehicles at night should be considered. To ensure safety around particular park facilities, ensure there are clear sightlines to these from other areas of the park or surrounding residential properties.
- Conflicts with the requirements of keeping grazing animals and public use
 - Stock can provide many benefits for the park including income, keeping large areas of grass grazed and providing rural **character** and interactive opportunities for visitors. Through careful management, particularly through the different seasons, conflicts with stock can be reduced
- Limited facilities for those with mobility impairments
 - Although impaired mobility access in all park environments around Auckland is not feasible, it is important in the larger and more significant ones that there is at least one lookout and walkway track that is universally accessible and can be enjoyed by those with mobility impaired.
- Balance between requirements of providing facilities to increase use and enjoyment, such as car parking and toilets, whilst trying to retain undeveloped landscape **character**
 - Understand the demands that exist during peak periods at the park or in similar nearby parks. Review how often there are issues and consider the addition of temporary facilities to cope with peak demand. Find ways to camouflage or simplify the additional facilities needed for peak use times. For example, this can be done by creating overflow car parking in field areas with a gravel base.
- Conflicts between use and development that damages or destroys heritage places, their surrounds and wider settings, and heritage landscapes.
 - Minimise this by completing **site analysis** to identify the important aspects of a particular heritage **site**, and complete a conservation plan. This will involve an initial investment, but can be referred to and used to guide decisions for the park's life.
- Erosion and other decay processes threaten the condition and future of heritage places and their settings.
 - Identify and document the potential issues and risks for each heritage feature in the park. Have this assessed by a heritage professional, if possible. Once this information is gathered and understood, prioritise the issues and develop a management plan for each.

Design For More Use And A Range Of Experiences

Parks should be multifunctional.

They should appeal to a range of users and provide for year round enjoyment. Incorporate simple, uncluttered areas which are flexible and adaptable to a range of activities and allow multiple users to happily coexist. Work together with the community to accommodate their needs, allowing for a variety of uses and experiences.

Provide a range of diverse recreation opportunities

A wide range of recreational opportunities should be available within these parks. Integrate multi-lingual signage and maps to inform park users and overseas visitors of the recreational opportunities available, and make them feel comfortable to explore.

Provide diverse recreation opportunities by:

- providing a range of passive and active recreation opportunities including walking, bird watching, horse riding, dog walking, recreational cycling, camping or picnicking
- educating people about activities that are not suitable or forbidden at key activity areas and entrance points. For example, if dirt bike riding, motorised sport or mountain biking is forbidden, this should be noted at all major trailheads and on notice boards
- providing shared use paths which combine walking and cycling activities where conflicts are unlikely
- developing a variety of path lengths and difficulties and creating looped tracks that interlink with one another
- ensuring tracks are adequately signposted at the beginning with lengths, estimated walking times, **grading** information and difficulty levels. Clear maps showing the trail network on **site** should be provided at all major trailheads, and markers or wayfinding signage should be incorporated at intersections along the trails
- ensuring signage and markers are clearly visible but sensitively integrated into the park, and clustered together wherever possible.



Gold Coast, Australia

areas for enjoying views and relaxing are provided, making visitors feel welcome and encouraging them to stay longer.



Long Bay Regional Park, Auckland

Lawn areas between vegetation can provide defined areas for games, sports or outdoor class rooms.

Design For Health, Wellbeing And Fun

Provide fun, creative and stimulating environments for all ages to enjoy.

Provide opportunities for social interaction, active and passive physical activity; and places for children and young people to have fun, play and learn. Designs should include artworks, and be able to accommodate events. Design should aim to stimulate the senses, harnessing sights, sounds, smells, taste and tactile experiences.

Design For Comfort And Safety

Provide a range of amenities, such as: seating, shade and drinking fountains.

Ensure amenities are appropriate for the scale and purpose of the park, and also cater for a variety of ages and abilities. Design well-signposted, interesting and welcoming entrances to the park. Apply Crime Prevention Through Environmental Design (CPTED) and Injury Prevention Through Environmental Design (IPTED) principles from the outset.