

PINNAROO VILLAGE GREEN MASTER PLAN

APRIL 2020



PINNAROO VILLAGE GREEN MASTERPLAN

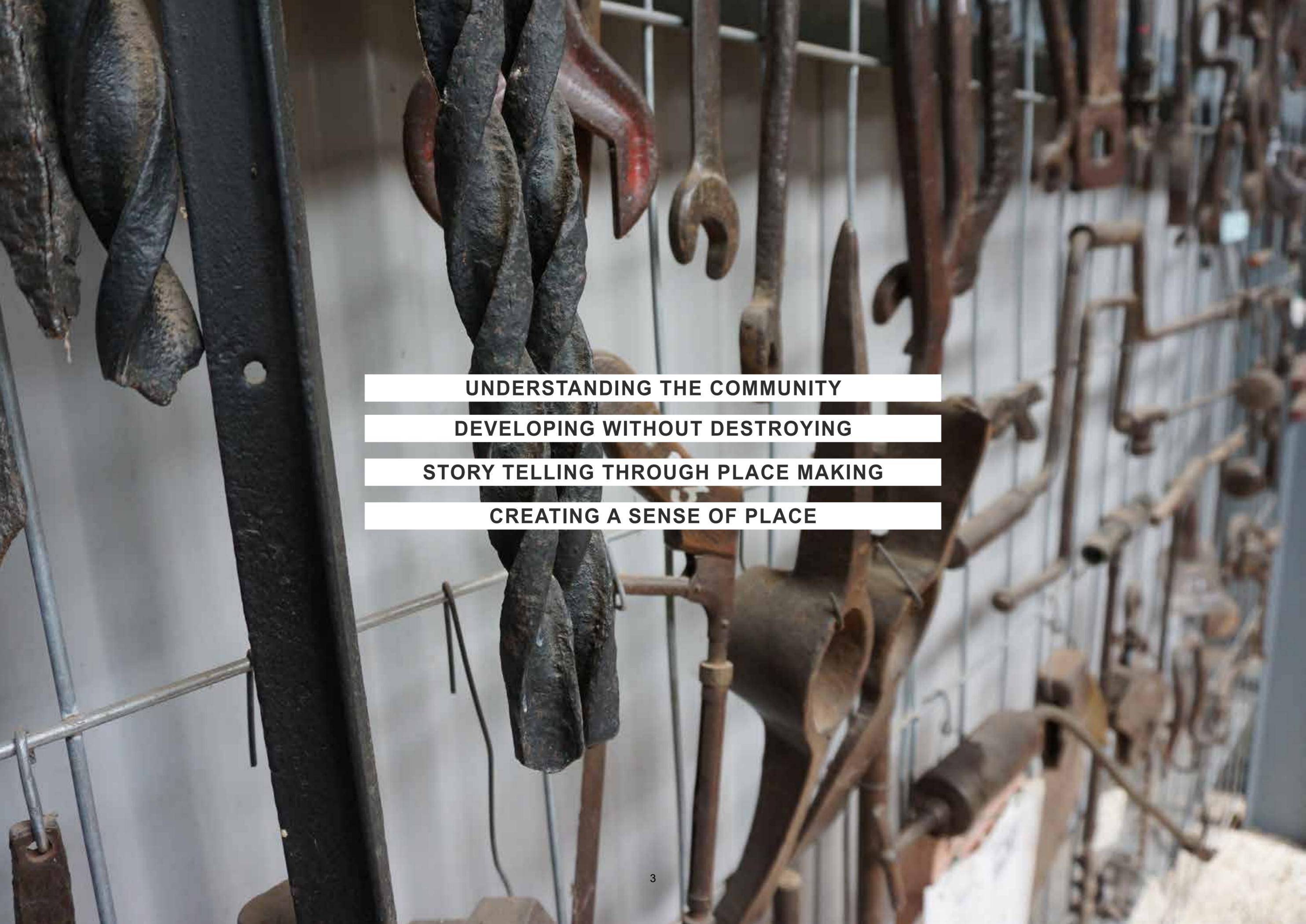
1.0 INTRODUCTION

1.1 Acknowledgement

WAX Design wish to extend thanks to all who have been involved in workshops and drop in sessions that have guided the direction of the Project and the vision for the Pinnaroo Village Green Masterplan. We wish to acknowledge the continual effort, knowledge and community driven focus of the Project Steering Committee with thanks to;

Jason Taylor, Carla Knighton, Cr Mick Sparnon, Cr Rebecca Boseley, Rebecca Niejalke, Jill Nickolls, Guy Badman, Barry Sharrad and Di Thornton.

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UNDERSTANDING THE COMMUNITY

DEVELOPING WITHOUT DESTROYING

STORY TELLING THROUGH PLACE MAKING

CREATING A SENSE OF PLACE

PINNAROO VILLAGE GREEN MASTERPLAN

1.0 INTRODUCTION

1.2 Project Background

Pinnaroo is a rural town in the Murray Mallee region of South Australia, close to the border of Victoria, 243km east from Adelaide, is the gateway to South Australia from Victoria and New South Wales along the Mallee Highway and provides as a key destination within the Mallee district region.

As a major centre for the surrounding wheat, barley, sheep and mixed farming area, it was first settled in 1869, with a current population of approximately 712 residents.

Although the area is a traditional rural centre, the natural underground water supply is diversifying land use with market gardening of potatoes and onions.

Without a robust and well considered masterplan, the contested nature of the towns development and open space will increase as the issues raised by local community, conservation groups, tourism and aboriginal heritage.

1.3 Project Objectives

- Enhance and protect the unique character of the open space encouraging increased use of open space.
- Improve the visual amenity of open space and connection to the main street.
- Recognise the cultural history, past and present of the Ngarkat as the traditional custodians of the district.
- Review, upgrade and development of the existing facilities to meet future community needs.
- Adequately reflect feedback from stakeholder and community consultation.
- Improve pedestrian movement and safety.
- Promote the use of local and native species, water sensitive urban design, innovative themes, and structured tree or shrub planting.
- Increase the versatility and usability of the open space for informal recreation, leisure activities and civic and community events.
- Respond to the many existing constraints which including significant trees, rail corridor, terrain, public roads and existing service infrastructure that traverses the land.
- Preparation of a masterplan which is creative and ingenuitive and exploits the very best for the site, the town and the community.
- Identify ways to introduce public art into the open space area.
- Identify areas of high quality hard and soft landscaping and the aim of minimising ongoing maintenance.
- Provide a design that is responsive to community input.

1.4 Project Description

WAX Design has been engaged by the Southern Mallee District Council to assist in preparing a masterplan for the Pinnaroo Village Green Project.

WAX Design acknowledges that successful projects are achieved through community inclusion, engagement and consultation processes and that a collaborative design process ensures positive project outcomes for all.

The approach to the project embeds appropriate engagement with the local community, enabling the design team to hear directly from community with regards to their preferences and desired experiences.

The consultation approach focuses on engaging with the community and key stakeholders early in the process, with the strong intent of building ownership in the project.



PINNAROO VILLAGE GREEN MASTERPLAN

1.0 INTRODUCTION

1.5 What is the Role of this Report?

This report documents the consultation undertaken in the delivery of the masterplan through the identification of issues and opportunities for the Village Green

The information contained within this report will be used to:

- Guide idea generation and the design of the masterplan.
- Provide an understanding to the needs and requirements of the Village Green, and its community, residents and visitors.
- Test the engagement results through the masterplan to ensure the desired and correct outcomes are achieved.

1.6 Engagement Process

WAX Design facilitated a two hour targeted consultation session and site walk over with the project steering committee on site in October 2019. The session aimed at collating information to build a 'local' knowledge of the town, understand the ongoing efforts, concerns and hopes of the wider community.

An on-site 'Planning for Real' engagement exercise was undertaken in Pinnaroo over a three day period from 15th of November to 17th of November 2019. The aim of the 'Planning for Real' exercise was for WAX Design to become immersed in the town and open space with a focus on engaging the community early in the master planning process.

During the three days in Pinnaroo, WAX also undertook extensive site analysis and mapping of the town and Village Green. By walking the site, the team was able to gain intimate knowledge of the village green and the issues and opportunities that need to be considered.

During the project team's visit, the community owned building at the Victoria Building, adjacent the Village Green was transformed into a design studio inviting the community to:

- Communicate their issues and ideas.
- View the development of their ideas into opportunities and future directions.
- Provide feedback on the emerging strategic directions.
- Provide feedback on plans and initial design responses.

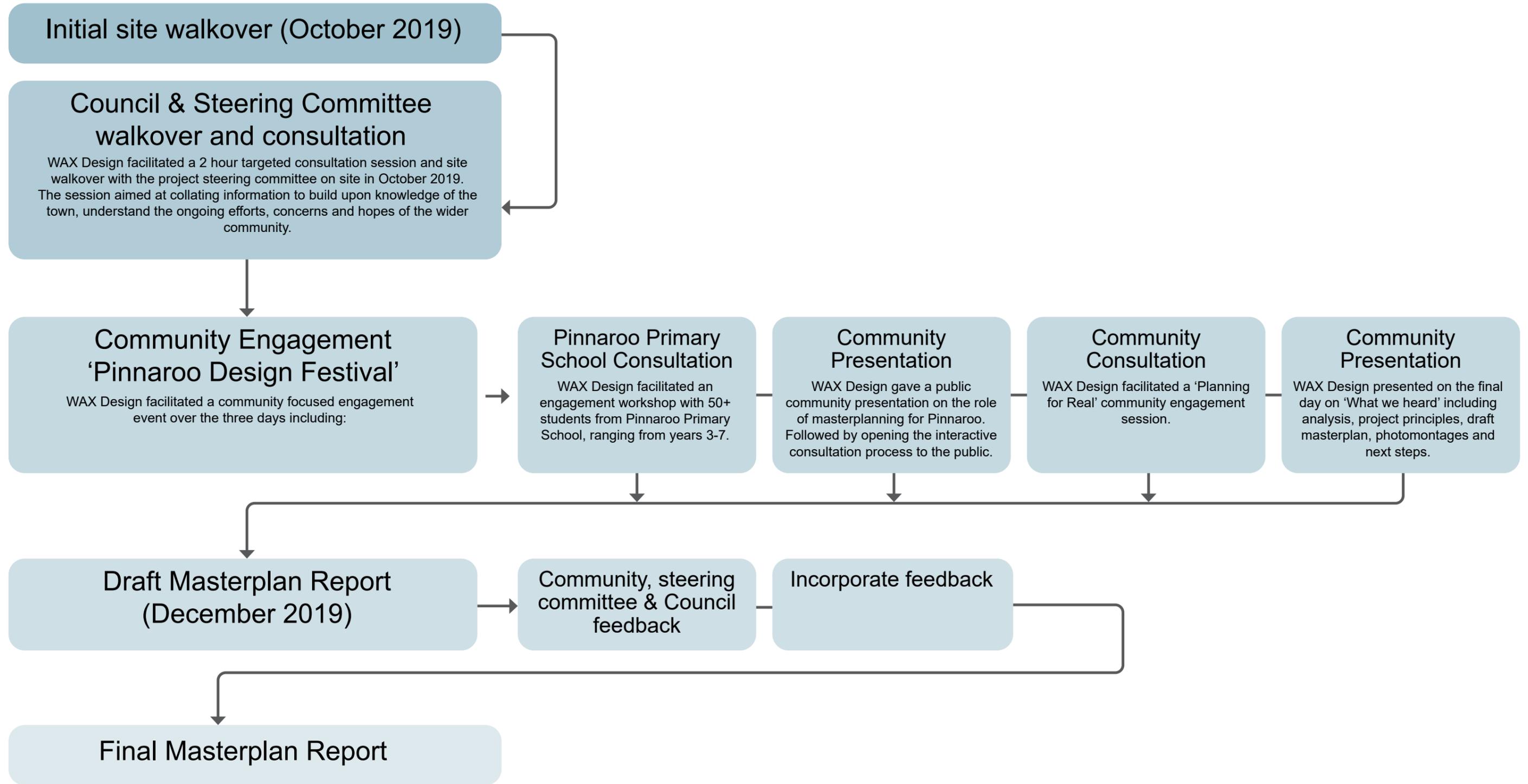
The engagement process focused on building community ownership in the project, and ensuring that the strategic directions of the framework were directly driven and linked to the unique needs of Pinnaroo community.



PINNAROO VILLAGE GREEN MASTERPLAN

1.0 INTRODUCTION

1.7 What Did We Do?



1.8 Vision Statement

“A place that supports the community and visitors, providing an inviting, friendly and engaging environment for all”

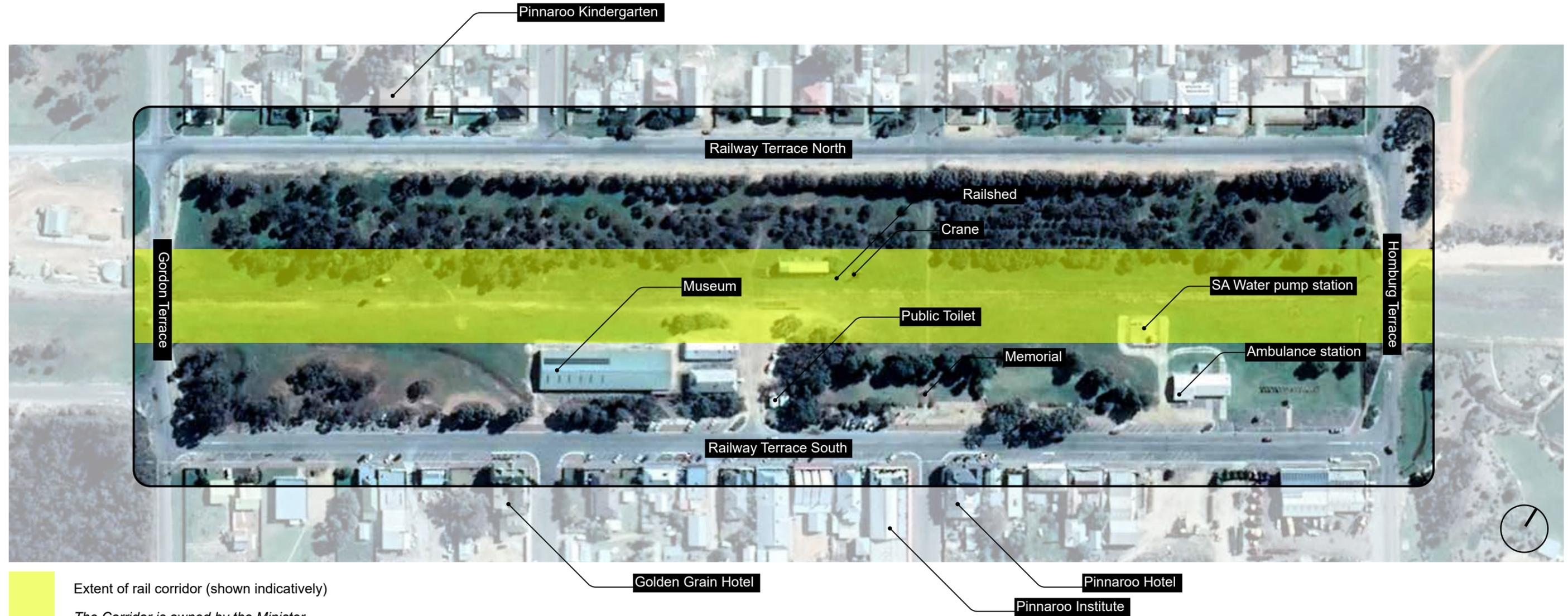


PINNAROO VILLAGE GREEN MASTERPLAN

1.0 INTRODUCTION

1.9 Project Focus Area

The project area is defined by Railway Terrace South, Railway Terrace North, Homburg Terrace and Gordon Terrace and focuses on the 92,000m² (approximate) of open space and the war memorial to the centre of town.



Extent of rail corridor (shown indicatively)

The Corridor is owned by the Minister, it is leased to Genessee and Wyoming Australia until 2047 with a right for renewal.

PINNAROO VILLAGE GREEN MASTERPLAN

2.0 COMMUNITY ENGAGEMENT

2.1 Engagement Process

WAX Design and the Southern Mallee Council facilitated on site engagement drop-in sessions with the local community over three days through a pop-up studio located in the Community Hub on the mainstreet. This consultation aimed to collect practical 'first hand' knowledge of the Village Green, and how it currently functions as well as its future potential. This was achieved through an interactive process, encouraging the community to speak to WAX and to thoughtfully consider their aspirations and ideas.

The engagement comprised of:

'Cognitive mapping' exercises of the Pinnaroo Village Green as they currently exist, giving participants sticky dots to place on aerial boards to demonstrate their opinion on where they spend time, what elements they would keep, lose and improve, as well as key issues and opportunities.

Post-it note comments placed on posters relating to the Village Green asking the community what activities they currently enjoy, what activities they wish to see in the future and their 'Big Idea' for the Pinnaroo Village Green.

The consultation feedback was presented to the community at a 'What we Heard' session. The community was encouraged to come and provide their input to the consultation feedback and a preliminary draft masterplan for the Pinnaroo Village Green.

160+ Community members provided feedback

50+ Schoolkids from Pinnaroo Primary School

200+ Big Ideas

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2.0 COMMUNITY ENGAGEMENT

2.2 Community Engagement

Pinnaroo Primary School session (Day 1)



Community Presentation & consultation (Day 1)



Community Consultation Session (Day 2)



Community 'What We Heard' Presentation (Day 3)



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2.0 COMMUNITY ENGAGEMENT

2.3 Where do you spend your time?

The community were asked to map where they typically spend their time within the Pinnaroo Village Green. This allowed for an interactive 'heat map' to be developed during the engagement process highlighting areas of active and non-active space.



KEY

● Where do you spend your time

Key Findings

- Importance of north-south connections.
- Limited activation to rail corridor.
- Activation to Railway Terrace South road edge with limited activation to centre of open space.
- Limited activation to western road edge adjacent Golden Grain Hotel.
- Existing rotunda, water feature, museum and toilets provide key destination.

Key Considerations

1. Strengthen links through open space with improved connections to existing rail corridor and railway tracks.
2. Review opportunity to improve invitation to open space improving links from road edge.
3. Support activation from road edge.
4. Improve activation east-west to improve wider links to wetlands and town centre.
5. Support opportunity for lingering, 'stay and play' and socialisation.

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2.0 COMMUNITY ENGAGEMENT

2.4 What activities and experiences do you currently enjoy?

The community were asked to note what activities they enjoyed participating in within the Village Green and what activities would they like to enjoy or experience in the future.

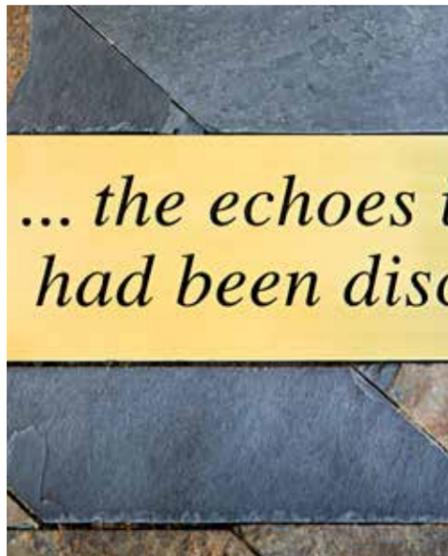
2.5 What activities and experiences do you currently enjoy?

1. Crossing from north to south
2. Escaping the heat (shade and cooler spaces)
3. Walking the dog
4. Sitting on the lawn near the rotunda
5. Nothing...

2.6 What activities and experiences would you like in the future?

1. Increased seating and places to stop
2. Improved amenity and facilities for caravans / RV's
3. Nature play and learning landscapes
4. Improved lighting
5. Fitness, bike and loop paths
6. Increased outdoor events (markets, cinema, music)
7. Heritage trails celebrating Pinnaroo (art, culture, history, artifacts)

Conclusions drawn from the exercise demonstrated that the community already enjoy a wide variety of activities. The future planning of the Village Green should not focus on filling areas with additional activities, but should aim to make small changes and adjustments that enhance and increase participation in the currently available and enjoyed activities.

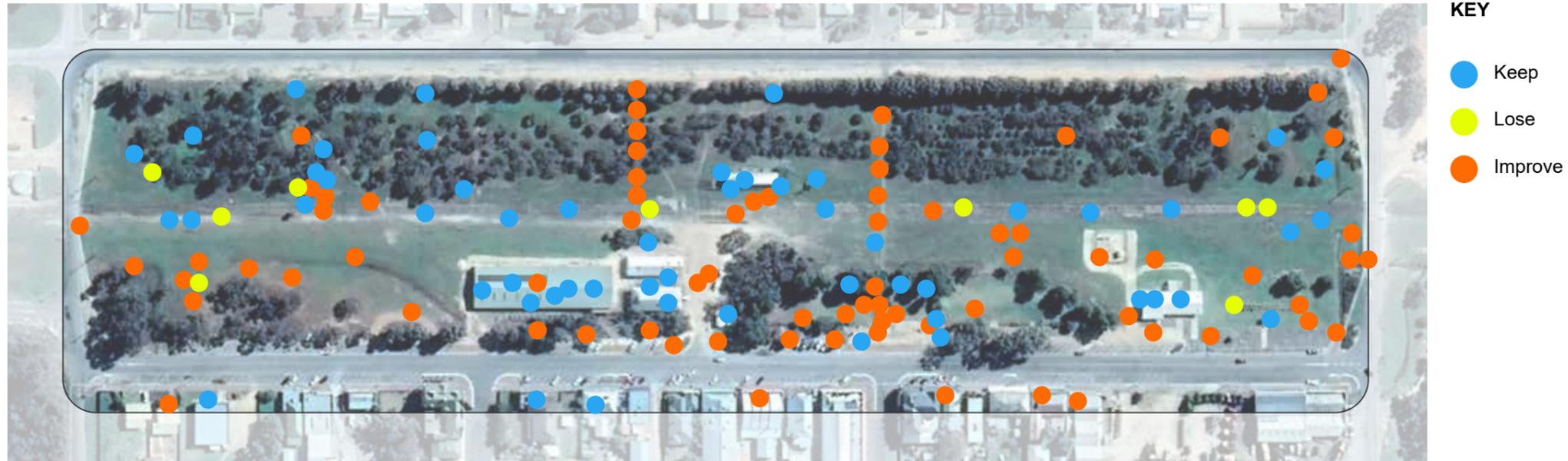


PINNAROO VILLAGE GREEN MASTERPLAN

2.0 COMMUNITY ENGAGEMENT

2.7 What would you keep, lose, improve?

WAX were interested to understand what changes within the Pinnaroo Village Green should be considered using a mapping exercise that asked the community what they would keep, lose or improve. We recorded the potential changes that would be required and what cultural values needed to be respected. The following map demonstrates where respondents chose to keep, lose and improve items within the Pinnaroo Village Green.



Key Findings

- Strong focus on improving water feature, rotunda and RV car park.
- Museum a key community asset.
- Historic character of railway shed, crane and platform highly valued.

Key Considerations

- Review impacts of existing railway on limiting connections and links.
- Improve path connections (formal and informal).
- Improve amenity of open space to road edge.
- Review opportunity to improve presence and frontage to museum.

PINNAROO VILLAGE GREEN

2.0 COMMUNITY ENGAGEMENT

2.8 What would you keep, lose, improve?

KEEP



LOSE



IMPROVE



PINNAROO VILLAGE GREEN MASTERPLAN

2.0 COMMUNITY ENGAGEMENT

2.9 Issues and Opportunities

The following issues and opportunities have been identified during an initial site walkover with the project steering committee and information and feedback collected at the Planning for Real exercise. Using numbered dots and a directed engagement process, the community were asked to express their opinion on what and where they considered the issues and opportunities to be.

Through this mapping exercise WAX was able to identify problems, explore potential solutions and witness discussion between the community around perceived conflicts which need to be addressed in the masterplan.

1. Western Field

- Water naturally pools to open space. Creates localised drainage issues.
- Opportunity for wetlands, natural environments and walking tracks.
- Opportunity to develop focus for recreation activities such as basketball, ball games or a skate park to large open space.

2. Opposite Kindergarten

- Limited spaces for children to utilise for outdoor classes or play.
- Opportunity to increase amenity and spaces for children including education elements.

3. Lions Group Sheds

- Location of sheds disrupts north-south pedestrian movement across the village green. Review opportunity to improve legibility of access.
- No external access required from the south.
- Opportunity to relocate native bush garden to sunken area to the south of the sheds. Creates an opportunity to screen the sheds from the main street whilst utilising native vegetation.

4. Mallee Tourist Centre and Railway Ticket Office

- Existing bush garden to the front of ticket office shields views towards the historic building and the women's museum inside.
- Access to tourist centre is confined to a narrow path.
- Opportunity to open up views towards buildings by moving the bush garden and introducing open space for the community to utilise.
- Improve signage to museum.

5. Caravan, RV Parking and large vehicle parking

- The existing parking area is considered too small and is unsealed.
- Opportunity to increase size of parking area for greater numbers of caravans and RV's, inviting more travellers to stop in Pinnaroo.
- The location of the parking is hidden behind the public toilets when approaching from the main street.
- Opportunity to increase the prominence of the parking area from the main street through larger signage.
- Lack of overnight camping areas and amenity for travellers.
- Improve amenity for RV and large vehicle parking to mainstreet.

- Review opportunity for blackwater facilities.

6. Railway Platforms and Sheds

- The historic railway platforms and sheds are an interesting feature within the Village Green.
- Lack of connection and activation of railway platforms.
- Opportunity to utilise platforms to create an interactive attraction for children and families.

7. Open Space opposite Post Office

- Large lawn area adjacent on street car parks with picnic tables and shade.
- Angled on-street parking is present along large portions of the village green boundary.
- Many people do not park their cars within the linemarked area, rather they pull further forward to gain shade from the trees.
- Opportunity to increase the open space out to the street.

8. War Memorial Cenotaph and Fountain

- War memorial and adjacent open space are important places for community events held throughout the year such as ANZAC Day, Australia Day and Christmas.
- Opportunity to increase pedestrian permeability around the cenotaph by removing low level garden beds.
- Existing public seating areas are highly utilised but are not functional in hot or wet weather as they lack canopy.
- Opportunity to update seating areas with new picnic benches and shade structures.
- Fountain is hidden from the main street behind large trees and shrubs.
- Opportunity to open up this space and invite people in from the street to the lawn area.

9. North-South Walkway

- This north-south walkway is the only formalised path connection between the northern residential area to the Pinnaroo main street.
- Opportunity to improve north-south connections in additional locations throughout the village green.
- Opportunity to improve public safety through lighting, surface upgrades and improved signage.

10. Community Artwork

- Large paved plaza area adjacent the Pinnaroo Institute contains a large number of community artwork tiles set into the pavement.
- Opportunity to incorporate community artwork into future wayfinding signage and trail markers.
- With potential redevelopment of this area, there is an opportunity to utilise the community artwork within the village green. Potential uses include

incorporating the artwork into a walking track through the open space.

11. Rotunda and Open Space

- Existing rotunda has moved to different locations within the village green.
- The existing location is opposite the Pinnaroo Hotel and car parking areas however is only utilised during community events.
- There is a lack of seating within the rotunda which could be attributed to this low utilisation by the public.
- Opportunity to improve the utilisation of this space by the community with seating areas or play spaces for children.
- Opportunity to bring open space out to road edge to activate public space.
- Improve shade trees and planting to open space.
- Manage existing pine trees and consider more appropriate legacy trees.

12. Northern Tree Avenue

- Historical tree avenue along Railway Terrace North creates a strong visual character to edge of the village green.
- Tree avenue provides noise mitigation from the two hotels to the residential area.

13. Pump Station

- Pump station located behind the SA Ambulance station is clearly visible from the eastern end of the main street.
- Opportunity to provide landscape as a visual screen to the outside of the pump station to improve views from the main street.

14. Entry Landscape

- Low planting beds are present at the corner of Railway Terrace South and Homburg Terrace.
- Opportunity to create a 'wow' moment with an inviting landscape, enticing people to stop and explore Pinnaroo.
- Opportunity to develop sense of arrival to town.

PINNAROO VILLAGE GREEN MASTERPLAN

2.0 COMMUNITY ENGAGEMENT



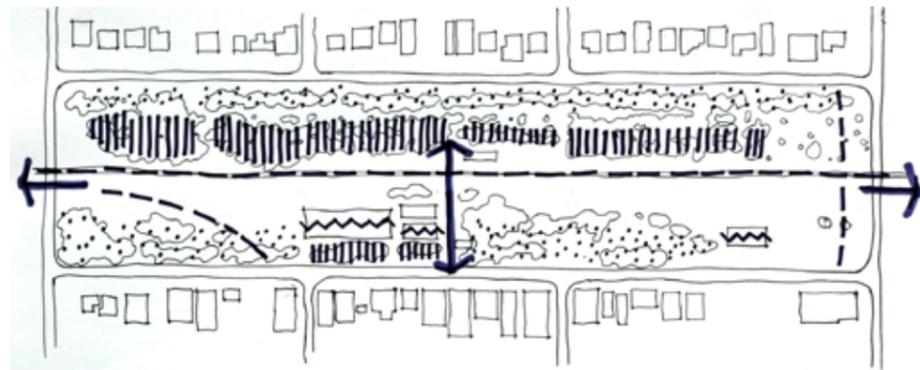
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3.0 SITE ANALYSIS

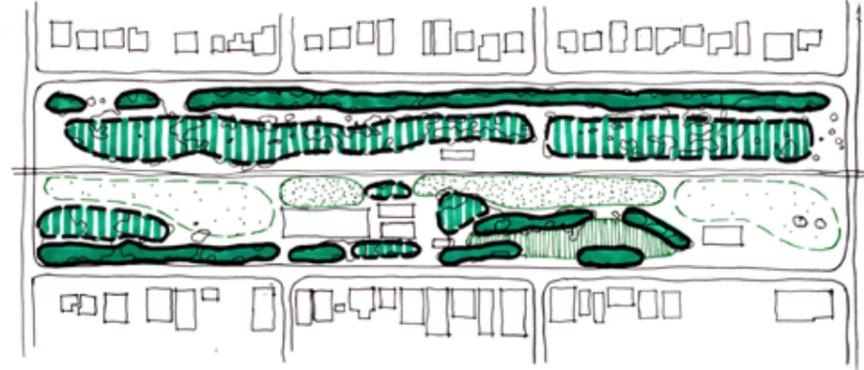
4.1 Site Analysis

The following site analysis identifies a number of considerations to be reviewed, challenged and incorporated as the masterplan develops.

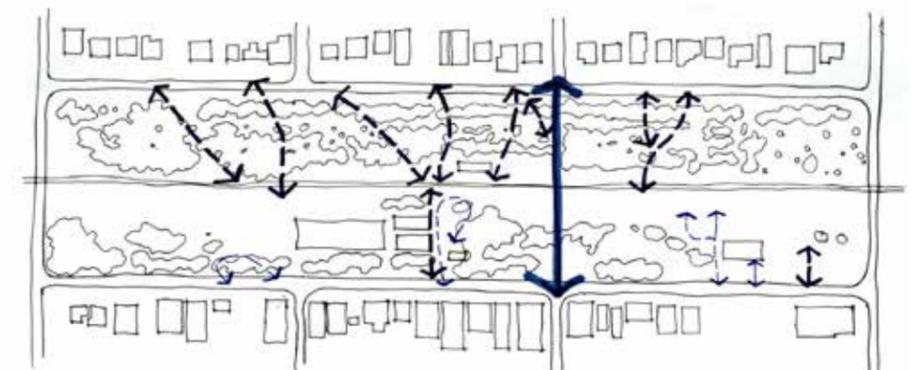
Visibility and Barriers



Landscapes



Connections



-  Vegetation Screens
-  Barriers (Reduced access)
-  Built for Blocks (Visual & Physical)
-  Filtered Views
-  Vista (onto the green)

-  Mature Shade Trees
-  Screening trees (Mallee)
-  Irrigated lawn
-  Dryland grass
-  Drainage areas

-  Formal pedestrian access
-  Informal pedestrian access
-  Informal vehicular access
-  Formal vehicular access

- Significant landscape screens.
- Numerous barriers that limit access across the site.
- Arrangement of buildings create visual and physical barriers.
- Single viewpoint and invitation into the 'site from the south'.
- Framed view along rail corridor (sunset and sunrise).

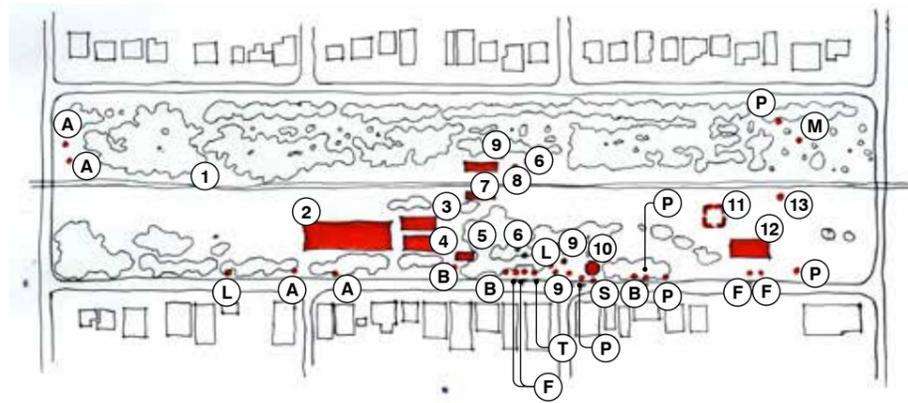
- Belts of shade trees to north and south.
- Large areas of screening trees (limited shade value).
- Small area of lawn.
- Areas of dryland grass with drainage and stormwater detention.

The existing path network provides a series of segmented trails. The rationalisation and formalisation of the existing path network will deliver a series of connected loop walks that will facilitate better access and connection to the Village Green, open space and wider Town.

The masterplan will need to consider the linking of these trails to develop a continuous loop link.

- Single formal pedestrian access (issue with surface access around cenotaph lack of lighting).
- Multiple desire lines indicating poor connectivity through the green.
- Several informal vehicular turn arounds and parks.

Facilities



- A. Artefacts
- B. Bins
- F. Flag pole
- L. Light pole
- P. Picnic table
- S. Seat
- M. Memorial
- T. Telephone box

- | | | |
|-----------------------|-------------------------------|-----------------------|
| 1. Weighbridge | 5. Toilet | 9. Cenotaph |
| 2. Museum | 6. Fountain | 10. Rotunda |
| 3. Museum | 7. Station building platforms | 11. SA Water compound |
| 4. Telegraph Building | 8. Crane | 12. Ambulance station |

A range of destinations and facilities are scattered within the Village Green. However, the connection between destinations is fragmented resulting in isolated facilities. In addition, the current function to the central rail corridor is impacted by lack of active edges with restricted access.

- Range of facilities on site few that reinforce community activation.
- No seating provided limiting opportunities for gathering.
- Few shade structures.
- Collection of memorials and plaques that need to be considered.

PINNAROO VILLAGE GREEN MASTERPLAN

4.0 STRATEGIC FRAMEWORK

3.10 Big ideas?

WAX asked the community to share their 'Big Ideas' for the Pinnaroo Village Green, and they did not hold back; sharing over 200 ideas. Using these ideas, we developed 11 project objectives that provide a strategic framework for the masterplan. Many 'big ideas' were centred on balancing environmental concerns with recreational needs (enhancement, protection and maintenance) as well as increasing access and connections through interpretation, improved trails, establishing a connected trail network within the Village Green and through the town.

Some members of the community expressed the desire for leaving things as they are, and limiting change. However, taking action to protect the character of the Village Green is not the same as doing nothing.

Detailed actions are required to ensure that the unique character and qualities of the Village Green are retained in the face of expected changes such as an increase in visitor numbers.



CREATING SPACES FOR EVENTS AND COMMUNITY ACTIVATION

1. Increased community events (support local business and draw crowds into town)
2. Make a green and inviting space
3. Create an amphitheatre (provide a place to congregate)
4. Develop an outdoor cinema (night time activation)
5. Markets (celebrate local produce, arts and crafts)



CREATING UNIQUE OPPORTUNITIES FOR PLAY

1. Create nature based play
2. Incorporate railway to play (weaving history and context)
3. Increase climbing trees
4. Provide opportunities for bush kindy and learning spaces



ENHANCING LANDSCAPE AND OPEN SPACE

1. Provide shade and suitable tree planting
2. Removal and clearing of redundant garden beds
3. Extend lawns
4. Plant more trees
5. Opportunity to plant deciduous trees
6. Manage trees
7. Promote opportunities for eatable landscapes
8. Bush tucker and native fruit orchard
9. Community garden
10. Edible plantings and scrub planting to improve sightlines



DEVELOP TOURISM OPPORTUNITIES (STAY & PLAY)

1. Create inviting rest areas
2. Increase presence of the museum (opportunity for expansion)
3. Improved RV / large vehicle facilities (stay and play)
4. Improved areas for travelers (value capture)
5. Sealed off street parking
6. Mainstreet more caravan friendly



PROMOTING ACTIVE RECREATION AND WELLBEING

1. Bike tracks / BMX / mountain bike track/ pump track
2. Exercise equipment (formal / informal)
3. Dog park
4. Skatepark (skateable environments)
5. A place for youth

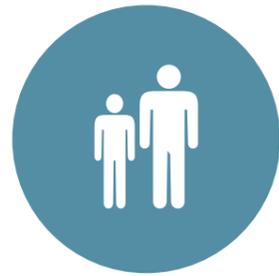
PINNAROO VILLAGE GREEN MASTERPLAN

3.0 STRATEGIC FRAMEWORK



ENCOURAGING ART, CULTURE & HERITAGE

1. Mini working farm (culture, context and history)
2. Street art
3. Shop window history
4. Greater utilisation of our historic buildings
5. Utilise our local artists
6. War memorial feature
7. Incorporate the railways heritage
8. Opportunity to re-purpose old railway station



PROVIDING FACILITIES THAT SUPPORT THE COMMUNITY AND VISITORS

1. Increased seating/ picnic tables to the street
2. BBQ facilities
3. Improved lighting
4. Camp kitchen to support RV's
5. Sheltered seating



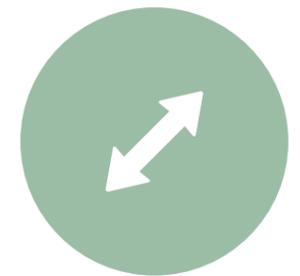
INCREASING THE PRESENCE OF WATER

1. Water park
2. Splash park
3. Extend the wetlands
4. Opportunity to link spaces with water



INCREASED SIGNAGE AND INTERPRETATION TO PROMOTE THE TOWN

1. Highlight the key features, history and context of the town
2. Increase signage and interpretation
3. Explore wayfinding opportunities
4. Increase the town's presence from highway (outside scope of the masterplan but critical consideration)



IMPROVING LINKS AND CONNECTIONS

1. Increase footpath connections
2. New walking tracks (connections, links and legibility) with connections to wetlands
3. Upgrade paths (ease of access)
4. Walkways and paths to join the north and south of town
5. Improved lighting (safety and night activation)



THE BIG...?

1. Viewing platforms
2. Town icon (potato, onion, kangaroo, emu, dog)
3. Giant wheat/ barley with spiral staircase
4. Mallee Stonehenge
5. Giant pyramid
6. Wave park / wave pool

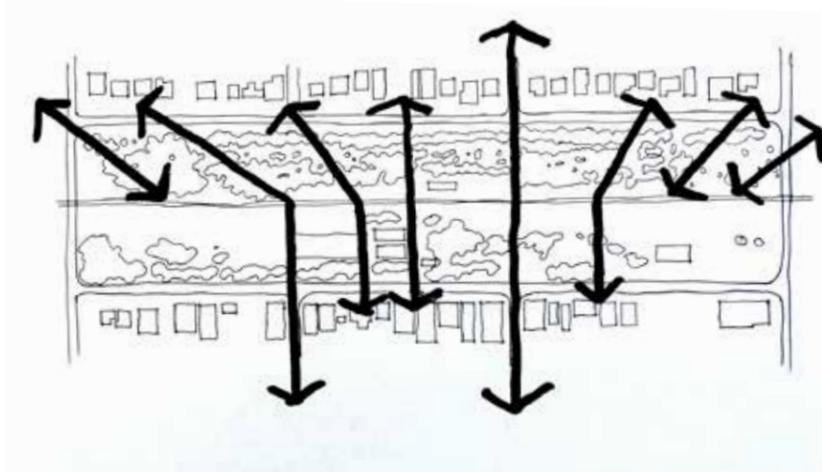
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5.0 DESIGN PRINCIPLES

5.1 Design Principles

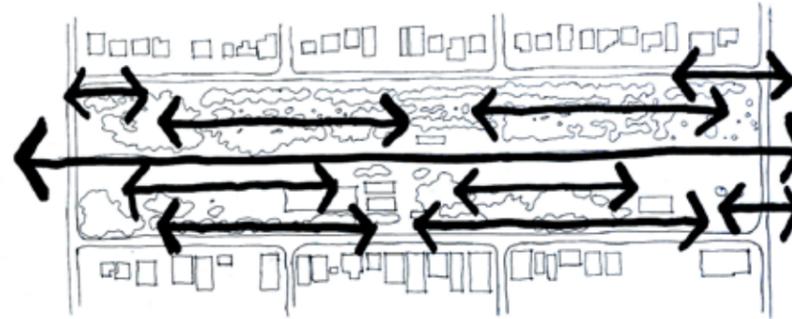
The following design principles have been developed to provide structured direction to the development of the masterplan. These design principles reflect the site analysis, as well as feedback from the community.

Connections



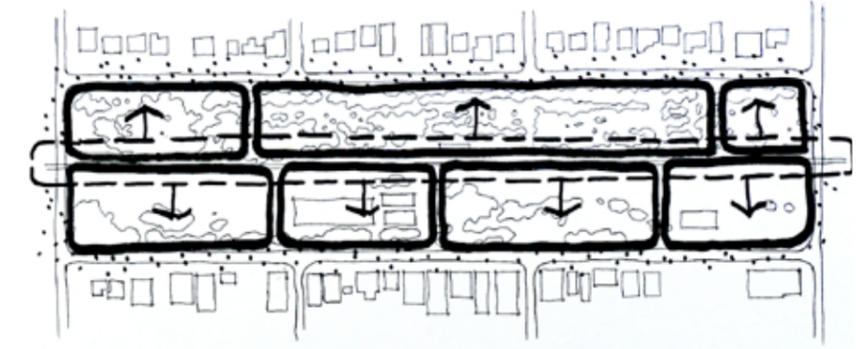
- Increase the connectivity of the green.
- Create permeability and accessibility.
- Formalise desire lines.
- Create vistas & views that visually connect the green.

Landscape Links



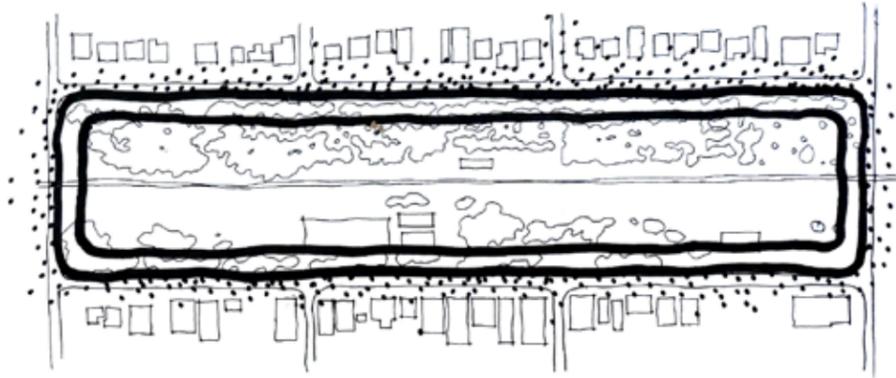
- Increase the connectivity of the green.
- Create permeability and accessibility.
- Formalise desire lines.
- Create vistas & views that visually connect the green.

Dynamic Places



- Create unique destinations and activities for people to visit.
- Programme places and open space to create different events and experiences.
- Explore opportunities for co-located activities and shared spaces.

Activated Edges



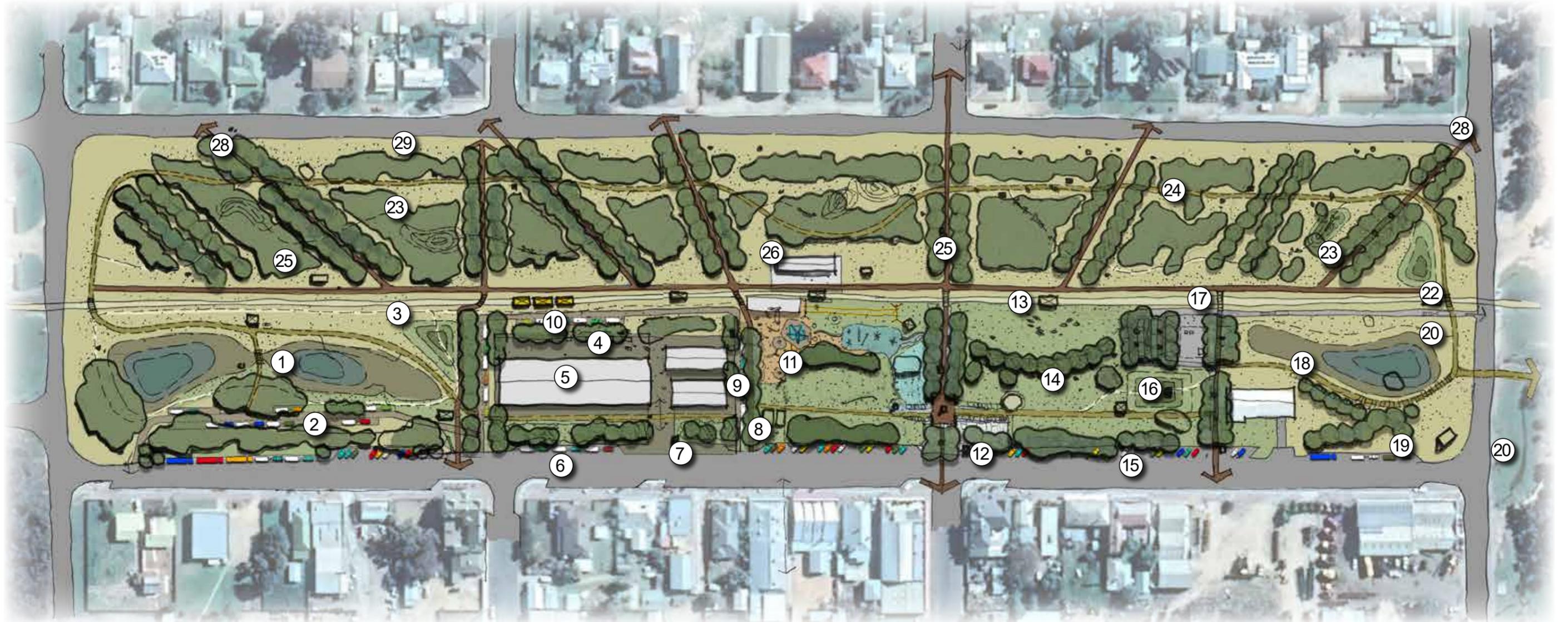
- Create edges that are inviting and welcoming.
- Create edges that support commercial, community, tourism and residential use.
- Create edges that create shade and shelter.



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.1 Concept Masterplan



Key

	Proposed trees		Loop track		Lawns		Parking areas
	Existing trees		Informal paths		Dryland grass		Mounding
	Sealed footpaths		Playspace		Seasonal wetland (detention)		Existing buildings

50m



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.2 Masterplan - Key Directions

1. Detention basin to improve drainage and create habitat value (wetland maze).
2. Off-street large vehicle pull-in (90 m of parking and up to 10 vehicles - based on 12.5m bays) with shelter and barbecues.
3. Lookout mound with views to open air museum, railway and wetlands.
4. Open air museum with covered area and rolling stock to railway (expansion).
5. Museum with laser cut screens over viewing windows to outside (back lit at night).
6. On-street pull-in bay for large vehicle short term parking and bus drop off.
7. Museum entrance with upgraded signage (Pinnaroo style guide), paved plaza, lawn and landscape to increase sense of arrival.
8. Toilet upgrade with changing room to support playspace and water play.
9. 3m wide gravel access road to provide centralised large vehicle parking area and support vehicular access to Lions shed.
10. 3m wide parallel parking bays to provide off-street parking for RV, caravans and trailers, a total of (10) off-street parks provided to access road (based on 12m long bays).
11. Playspace, pump track and water play with nature play, flying fox and skate-wagon to platform.
12. Civic square building on war memorial, fountain and rotunda with gardens, wide footpath, seating shelters, barbecue and upgrade of clock.
13. Event space with irrigated lawns and amphitheatre, including temporary stage-wagon with outdoor cinema and lighting at night.
14. Shade trees, (old and new) to support activities on the lawn.
15. Upgrade of the green's edge with additional tree planting, irrigated lawns and garden beds.
16. Lookout mound to screen SA Water compound.
17. Large vehicle parking with orchard (bush tucker) to allow informal parking and provide parking for stalls and food truck during events.
18. Mural to ambulance station wall.
19. Landscape edge to the green (commemoration of Doctor Murray).
20. Town signage and senses of arrival – part of entrance signage strategy and style guide for Pinnaroo (push notice).
21. Detention basin with boardwalk over drainage ditch and links to wetland.
22. The Big ? possible animated sculpture and lookout with lighting (moves along the track perhaps human or wind powered).
23. Bike, cyclo-cross track with jumps, rock obstacles and log balance.
24. Recreation path suitable for jogging, bikes and scooters with fitness equipment and learn to ride signage.
25. Central access path (3m) with lighting and signage about the history of Pinnaroo.
26. Station building and youth-hangout with seating and shelter area connected to the playspace and water play.
27. Refurbished weighbridge with interpretation and light at night.
28. New access paths to connection the green.
29. Outdoor learning space to support the kindergarten.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN



6.3 Photomontage - Project A : Open Space Edge

Before



After



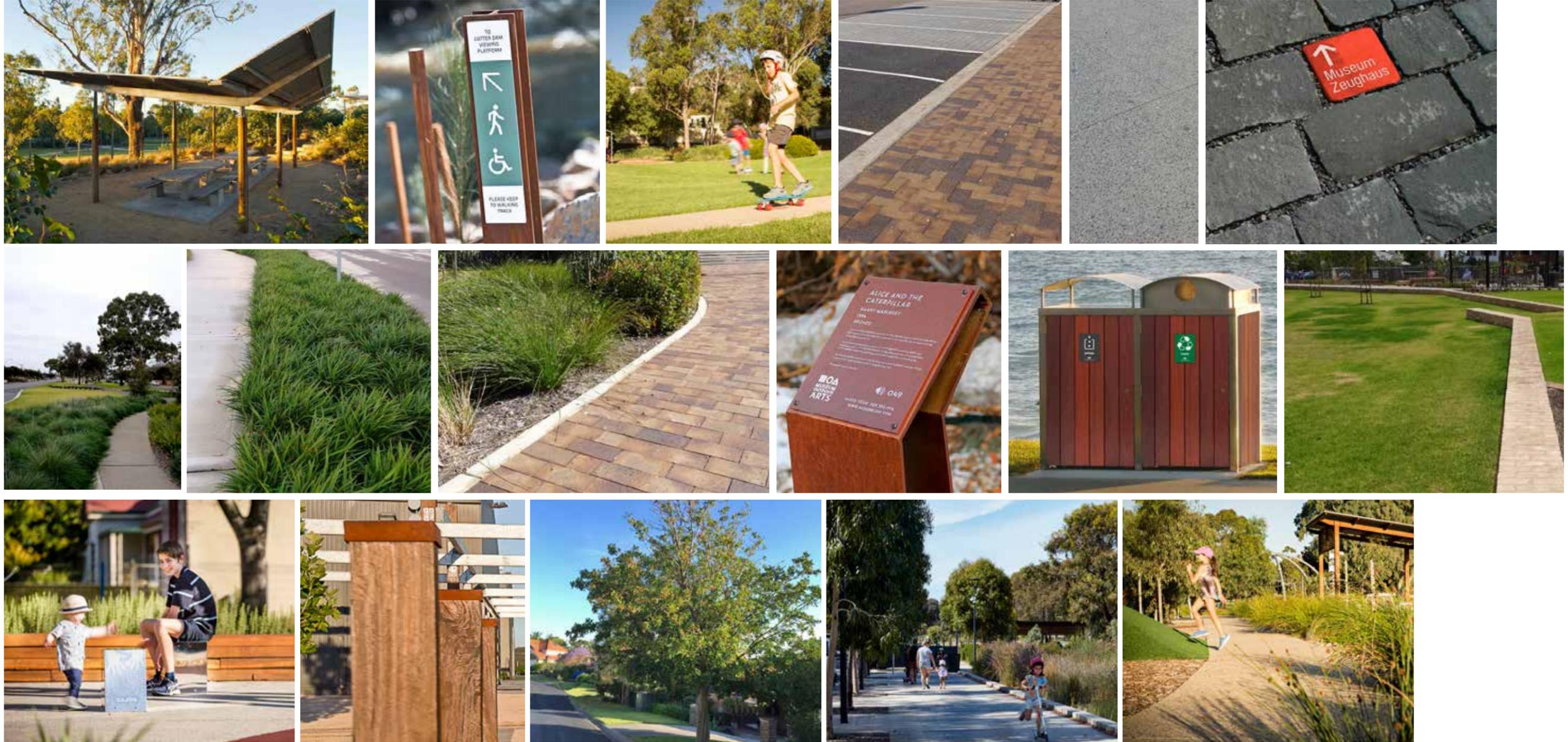
Key

1. New paved footpath to car park edge to formalise parking and improve connection east west.
2. Increased lawn area to car park edge to improve connection of open space to main street and capitalise on existing shade trees.
3. New shade tree planting with appropriate species selection.
4. Improved landscape planting to existing garden beds.
5. New shelter and picnic facilities.
6. New wayfinding and informative signs, opportunity to embed local, cultural and art references.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.4 Mood board



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN



6.3 Project A : Open Space Edge



Key

1. Large vehicle pull-in (caravan, RV, motorhome, truck parking) re-allocation of existing angled parking (24 angled car parks) to create (9) parallel pull in bays to support trucks, buses, caravans and RV parking).
2. Off-street pull in and rest area with a minimum 3m width gravel surface to allow for additional caravan, RV, motorhome and truck parking.
3. Picnic shelter and barbecues to support adjacent wetland.
4. 3m wide gravel access road to provide centralised large vehicle parking area and support vehicular access to Lions shed.
5. 3m wide parallel parking bays to provide off-street parking for RV, caravans and trailers, a total of (10) off-street parks provided to access road (based on 12m long bays).
6. Museum entrance with upgraded signage (Pinnaroo style guide), paved plaza, lawn and landscape to increase sense of arrival.

- **(187) existing on street car parks to mainstreet.**
- **(20) dedicated off-street RV, caravan, large vehicle parks*.**
- **(3) dedicated on-street RV, caravan, large vehicle parks* to the centre of town**
- **(8) on-street RV, caravan, large vehicle parks* to the east and west end of town**
- **A total of (31) dedicated RV, caravan, large vehicle parks* provided.**
- **Total net loss of (15) on street car parks to mainstreet.**

*Based on 12m length parking bays

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.4 Photomontage - Project A : Open Space Edge

Before



After



Key

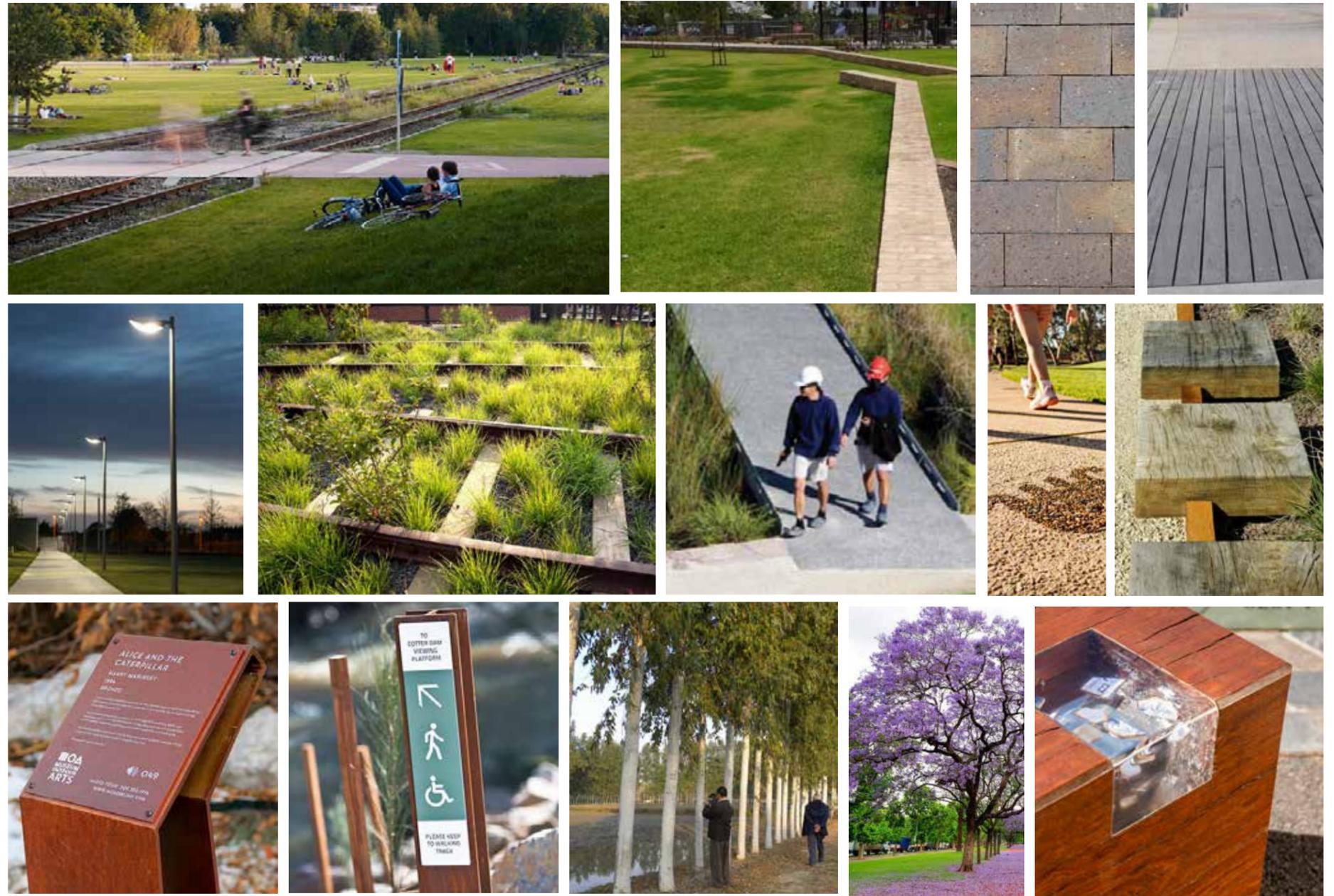
1. Large vehicle pull-in area.
2. Increased links to open space and wetlands.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.5 Concept Plan - Project B : North South Access

6.8 Mood board



Key

1. Upgrade of existing path to improve north south connections including new paved surface, lighting, wayfinding signage and landscape treatments to edge.
2. New tree planting to formalise avenue and improve views and connection to town.
3. New timber decking crossing to existing railway tracks to improve access, safety and legibility of connections.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.6 Concept Plan - Project C : War Memorial Refurbishment and Civic Square



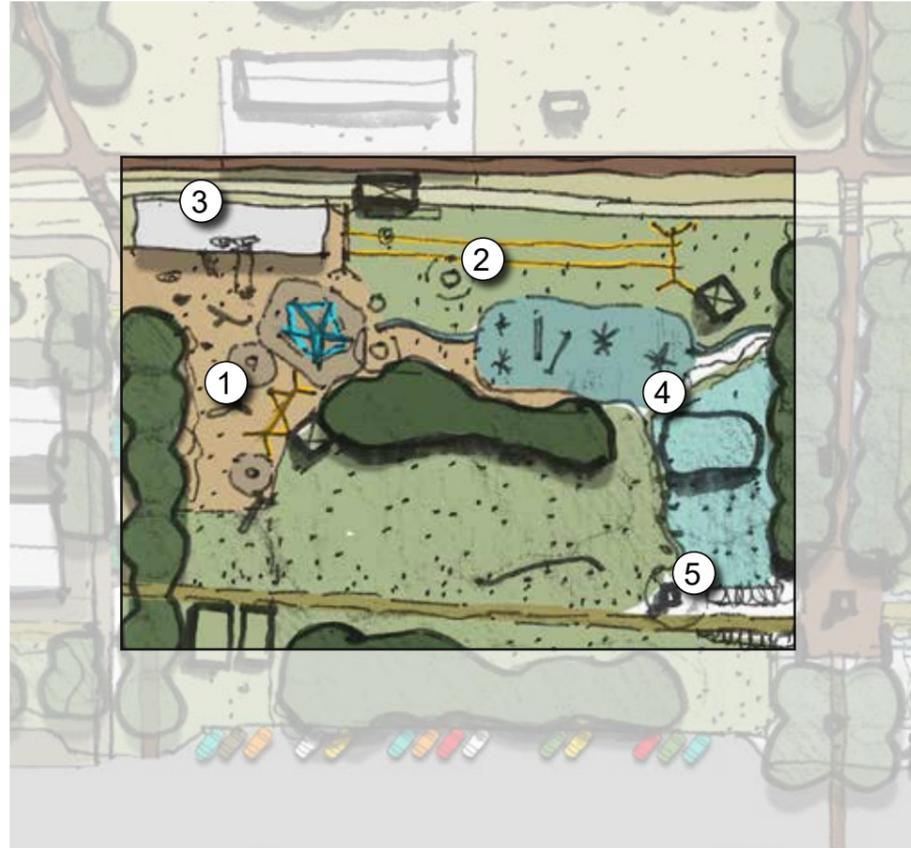
Key

1. Increased paving to War memorial to support new civic square and improve access around existing memorial.
2. Removal of existing garden beds and replacement with suitable planting and landscape treatments.
3. Repair of existing 'Lest We Forget' clock.
4. New tree planting and landscape areas.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.7 Concept Plan - Project D : Playspace and Active Environments



Key

1. New playspace with nature based play elements.
2. Flying fox from existing crane.
3. Activation of existing station platform with new skateable environment.
4. Water play area including splash pads, micro-cooling and misters.
5. Upgrade and repair of existing fountain.





DRIVEN BY CHAMPIONS

LEAD BY SOCIAL AND PHYSICAL PLANNING

DESIGN INTEGRATION AND MOMENTUM

THE UNDESIGNED AND ACCIDENTAL

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN



6.8 Photomontage - Project E : Wetland

Before



After



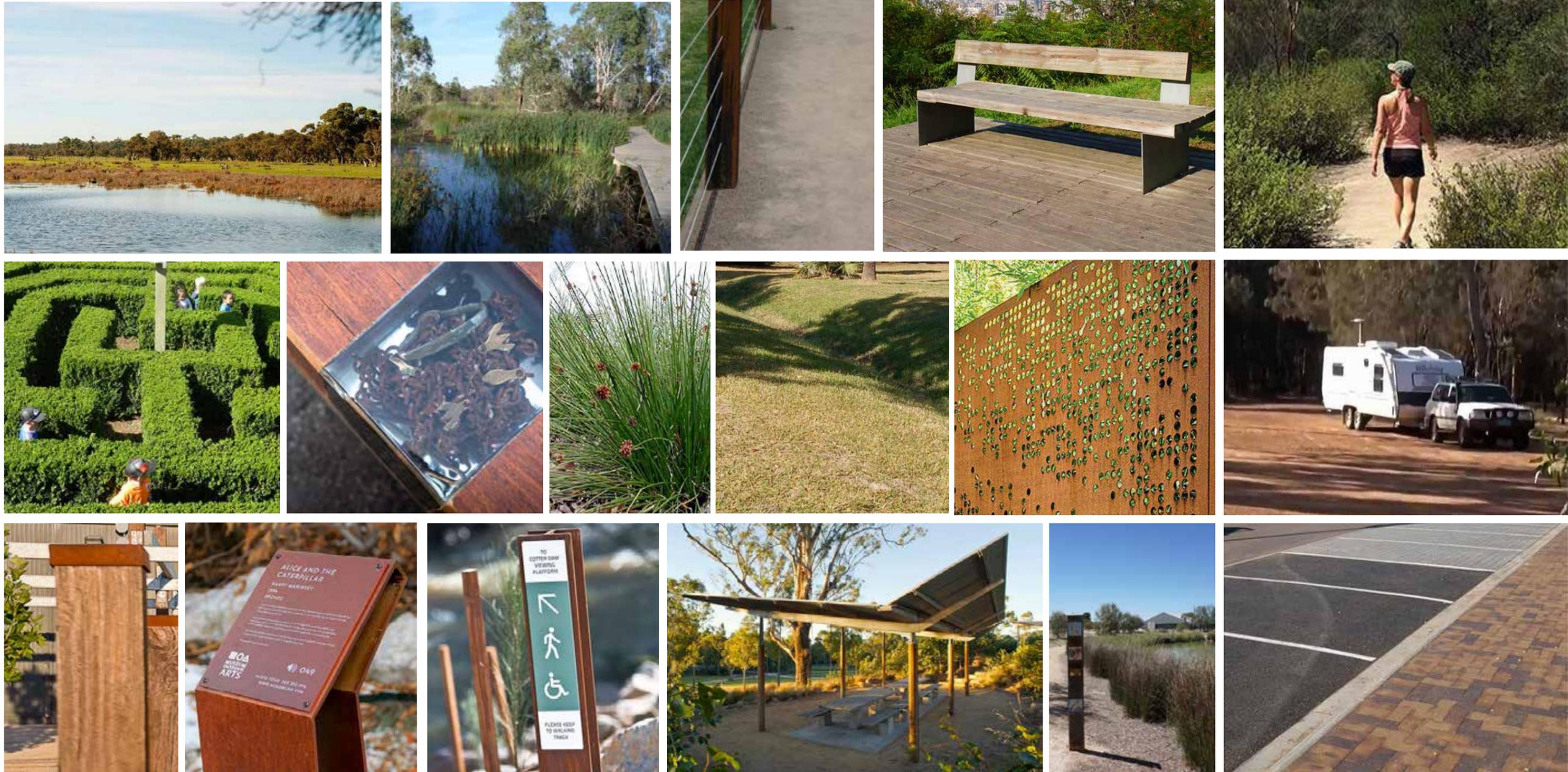
Key

1. Detention basin to improve drainage and create habitat value. Opportunity to develop seasonal wetland maze.
2. Large vehicle pull-in (90m of parking and up to 6 vehicles) with shelter and barbecues.
3. Improved wayfinding signage including cultural heritage trail and incorporation of local art.
4. Improved access paths to support wider loop paths and encourage walkability.
5. Increased landscape planting and shade trees.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.9 Mood board



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN



6.10 Photomontage - Project F : Active Loop and Connections

Before



After



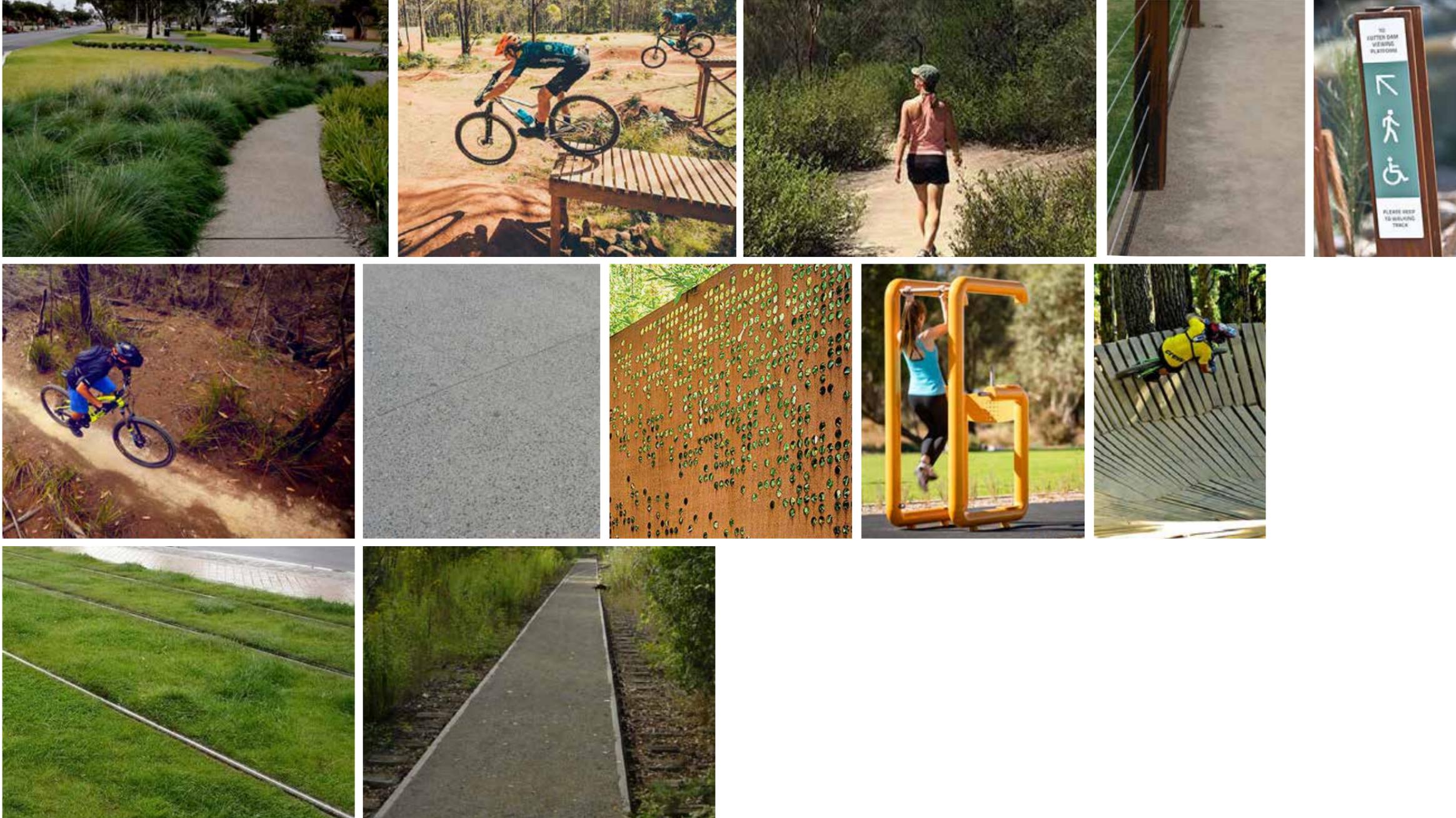
Key

1. Formalised loop path to increase activation of northern open space.
2. Increased landscape treatments to support, create cooling environments.
3. Review of existing planting to increase views through to town (north to south).
4. Loop path to create mountain bike, BMX, cyclocross paths.
5. Opportunity to embed local and contextual art within open space.
6. Improved lighting.

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.11 Mood board



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN



6.12 Concept Plan - Project G : The Big



Key

1. New large scale icon to brand Pinnaroo.
2. New timber decking crossing to existing railway tracks to improve access, safety and legibility of connections.
3. New trail links to improve connection to adjacent wetlands.



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.13 Photo montage - Project G : The Big

Before



Key

1. Opportunity for viewing platform.
2. Large scale structure to create opportunity for new icon and point of interest from town entry and highway.

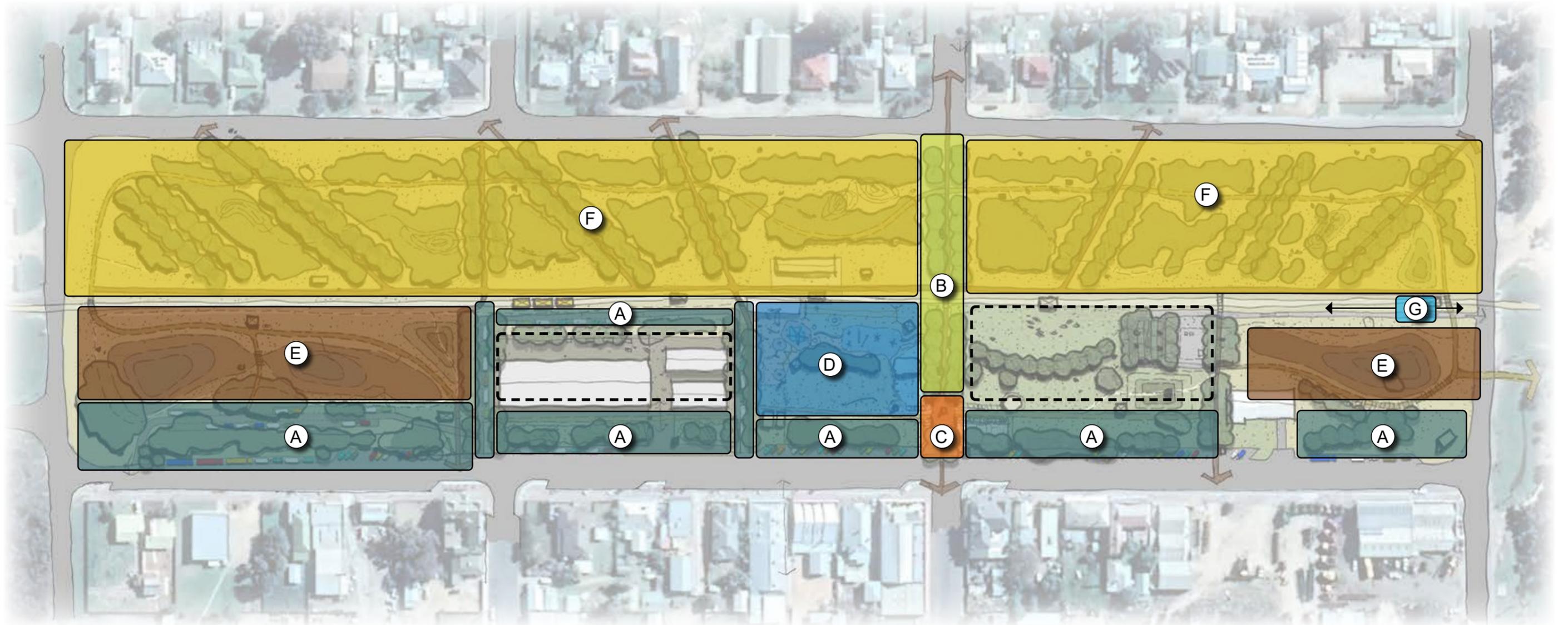
After



PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.13 Draft Masterplan Implementation Plan



Key

- | | |
|---|---|
|  Open Space Edge |  Wetland |
|  North South Access |  Active Loop and Connections |
|  War Memorial / Civic Square |  The Big |
|  Playspace and Active Environments |  Future Scope of works |

PINNAROO VILLAGE GREEN MASTERPLAN

6.0 CONCEPT MASTERPLAN

6.14 Draft Masterplan Staging plan- Project Costs

Project A - Open space edge (\$\$\$)

- Extension of open space to form new edge to road.
- Formalise parking edge.
- New street tree planting to Mainstreet edge
- Formalise RV/ caravan and large vehicular pull in and turn around area
- Entry plaza and landscape improvements to museum entry.
- Pull-in bay for short term parking and drop off
- Large vehicle access road and parking area

Project B - North south access (\$)

- Formalise north-south access path to improve connections, safety and access.
- Increase lighting, seating, shelter and amenity.
- New tree planting to path edge to increase shade and biodiversity.

Project C - War memorial refurbishment and Civic square (\$\$)

- War Memorial refurbishment.
- Development of Civic square, upgrade to fountain and rotunda with gardens, wide footpath, seating shelters, barbecue and upgrade of clock.

Project D - Playspace and active environments (\$\$\$\$)

- Development of high quality playspace with 'nature play' elements, incorporation of historic elements including railway platform.
- Pump track and skateable environment.

Project E - Wetland (\$\$)

- Detention basin to improve drainage and create habitat value. Opportunity to develop seasonal wetland maze.
- Large vehicle pull-in (90m of parking and up to 6 vehicles) with shelter and barbecues.
- Improved wayfinding signage including cultural heritage trail and incorporation of local art.
- Improved access paths to support wider loop paths and encourage walkability.

Project F - Active loop and connections (\$\$\$)

- Bike, cyclo-cross track with jumps, rock obstacles and log balance.
- Recreation path suitable for jogging, bikes and scooters with fitness equipment and learn to ride signage.

Project G - The Big (\$)

- Animated sculpture and lookout with lighting (moves along the track human or wind powered).

Indicative Project Costs

- (\$) \$0 - \$150,000
- (\$\$) \$150,000 - \$300,000
- (\$\$\$) \$300,000 - \$500,000
- (\$\$\$\$) \$500,000+

PINNAROO VILLAGE GREEN MASTERPLAN

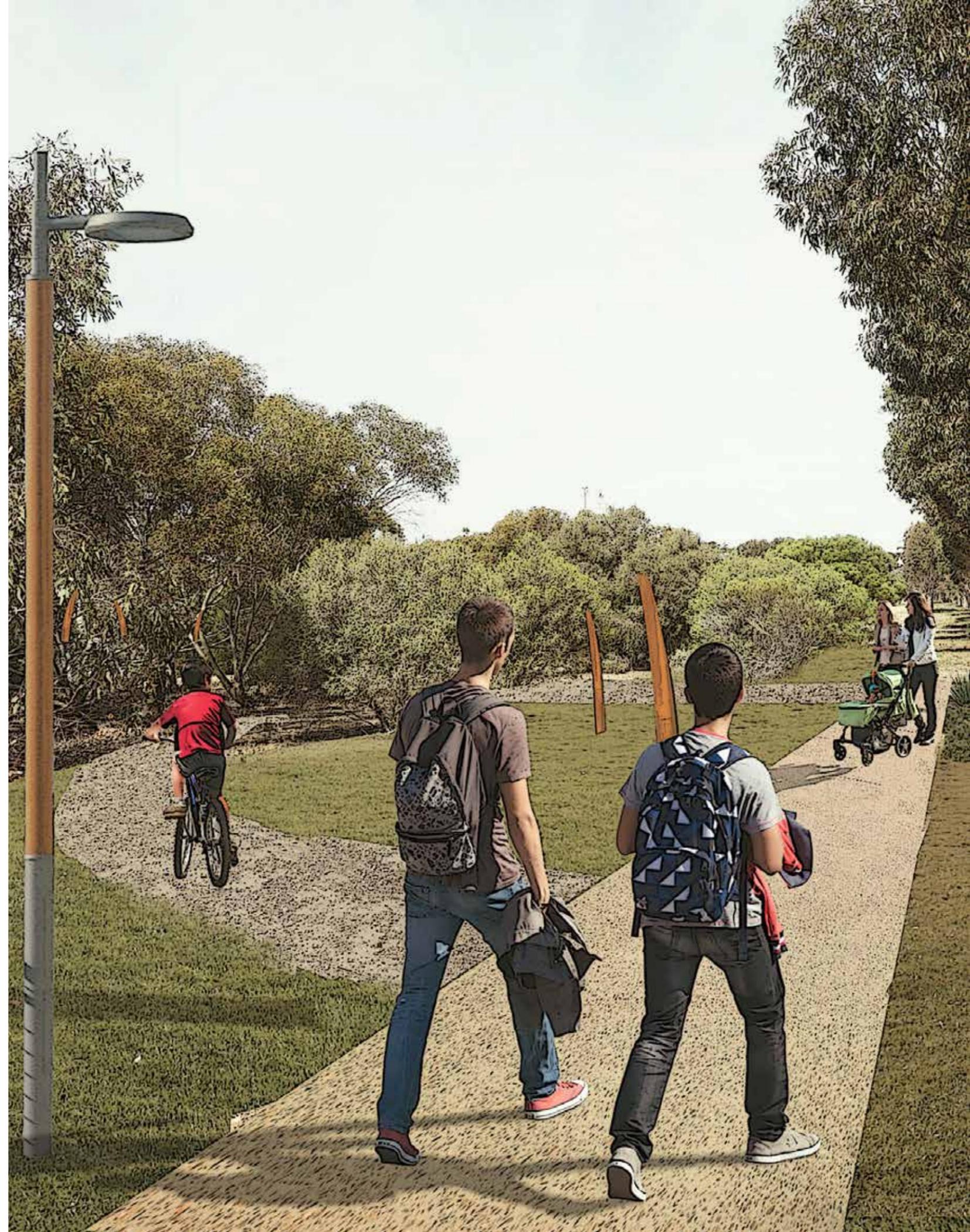
7.0 CONCLUSION

7.1 Conclusion

While the Pinnaroo Village Green currently faces both opportunities and challenges in relation to tourism, social, economic and environmental impacts, what is clear from the engagement undertaken by WAX Design is the desire for the Pinnaroo Village Green to strengthen and grow as a community asset into the future while maintaining its unique character. The Pinnaroo Village Green masterplan provides a road map and long term strategic directions, ensuring that future actions and developments proposed contribute to achieving the Community's vision.

The planning directions, masterplan, potential projects and mood boards provide and illustrate a progressive programme of social, economic and environmental revitalisation to occur within the Village Green. The recommendations contained within the report will require an ongoing commitment from the Community, Council and State Government.

By creating better places for people to meet, interact and live and by promoting and protecting the unique natural character of the Pinnaroo Village Green, the proposed projects will ultimately ensure that Pinnaroo and the community can move towards a future that incorporates all needs while ensuring its sense of place, community spirit and history remains intact.





SOMETIMES...THERE IS NO PATH, NO ROAD, NO WAY

WALKING IS THE WAY

THE JOURNEY IS THE ACT

SOMETIMES... THE PROCESS IS IN ITSELF THE OUTCOME

