

Pookeno Sports Park Master Plan

Te Kupenga Wairepo o Pookeno

CONCEPT
REPORT



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Introduction + Background

1.1 INTRODUCTION

1.2 THE SITE

1.3 MASTER PLAN
PROCESS

Introduction

PURPOSE

The Pookeno Sports Park (the park) master plan (the master plan) is a community-led plan and has been commissioned by Waikato District Council (Council) to establish a long-term, aspiration plan and to help prioritise and coordinate projects to achieve the park vision.

BACKGROUND

Since 2014, the park (formerly named Munro Sports Park) has been subject to many plans and on-site works to guide and enable its use as a sports park.

The 12.7ha site sits within the Tanitewhiora Stream Catchment. The Tanitewhiora stream and a second stream tributary run through the park. Along with the riparian margins, these streams occupy approximately half of the site.

Extensive civil works have been undertaken to convert the balance of the site into land suitable for accommodating sports park recreation activities. These works have included earthworks, diversion of the Tanitewhiora stream and development of the car park.

The park is in process of being classified as a Sports Park under the Reserves Act but it is important to recognise that it also performs an important function of storing and filtering water and helping to manage flooding in the catchment.

Over time, these substantial physical changes have impacted the relevance of the various plans. In addition, the ongoing rapid urban growth of Pookeno has resulted in new projects such as the upgrade to Munro Road and surrounding residential development impacting or influencing how the park is accessed and used.

WHY DO WE NEED A MASTER PLAN?

The park is now close to establishing its first recreation activities on site. This has triggered the need to work with the community to develop a plan that is responsive to community needs and desires, and ensure that future development is well planned.

The master plan will inform business cases for future funding via Council's LTP process and support the community to fundraise for various projects.

The park presents numerous opportunities to enhance the ecological and cultural values of the site and to significantly increase the amenity and recreational functions for the growing community. The master plan will help to ensure that these opportunities are taken advantage of.

The master plan ensures:

- **Coordinated development:** A master plan provides a cohesive and strategic approach to development, encouraging integrated and coordinated outcomes and avoiding fragmented ones.
- **Everyone is working towards an agreed future vision:** It sets a long-term vision and priorities for the park to guide future investment and staging.
- **Effective and well-integrated outcomes:** The master plan optimises land use by considering infrastructure, amenities, and community needs in a holistic and integrated manner. This also ensures other important considerations such as connectivity and accessibility, cultural heritage and environmental sustainability are embedded into decision making and outcomes.
- **Community participation and input is encouraged:** The master plan empowers the community to shape their environment.

WHO WILL USE THE MASTER PLAN?

The master plan is to be used by Council, the community and any other party involved in the development of the park and/or development adjacent or affecting the site.

Every time a project is pursued (e.g. in the planning, funding, design, implementation or maintenance phases), the master plan needs to be used. It is the cornerstone for Pookeno Sports Park's development.

The Site

ADDRESS

6 Munro Road, Pookeno, Waikato

AREA

12.7773 ha total

- 6.3 ha available for active recreation use and built facilities (e.g. sports fields, playgrounds, community buildings and toilet blocks).
- 6.4 ha in stream and wetland.

RESERVE CLASSIFICATION

At the time of the preparing this master plan, Pookeno Sports Park is in the process of being classified as a Recreation Reserve, subject to the Local Government Act 2002.

Once classified, the park will be subject to the Waikato District Council Sports Park Management Plan.

CURRENT USES/FACILITIES

- No current recreation uses.
- Base earthworks for fields have been completed.
- Car park accessed from Munro Road. Completed in 2022. 70 x car parking spaces, including eight accessible parks.
- Two open swales to process run off from car park.

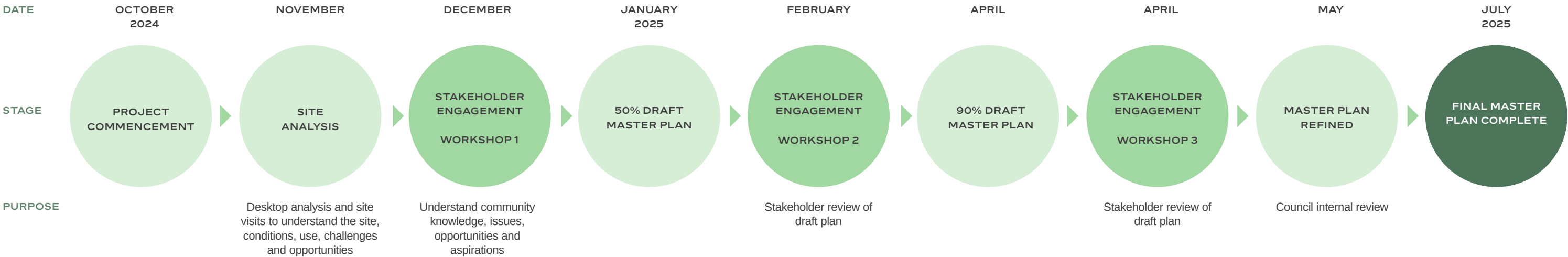


Master Plan Process

HOW WAS THE MASTER PLAN PREPARED?

The master plan for Pookeno Sports Park has been prepared in partnership with the Pookeno Community Committee, Council staff and input from Sport Waikato.

The process is illustrated below:



WHAT HAPPENS AFTER THE MASTER PLAN IS COMPLETED?

- The master plan will be presented to Waikato District Council elected members to socialise the plan and advocate for the master plan vision.
- The master plan will be referenced in the Waikato District Council Sports Park Management Plan to ensure that the vision and outcomes will be achieved and the action plan is followed.
- The community can use the master plan to advocate for projects and support fundraising initiatives.
- The master plan is a living document and should be reviewed and updated every five years (or earlier if required) to continue to be relevant and useful to Council and the community.

Understanding the Site

- 2.1 SITE CONTEXT
- 2.2 STRATEGIC CONTEXT
- 2.3 SITE FEATURES + CHARACTERISTICS
- 2.4 SITE CONSTRAINTS + OPPORTUNITIES
- 2.5 CONSULTATION + ENGAGEMENT

Site Context

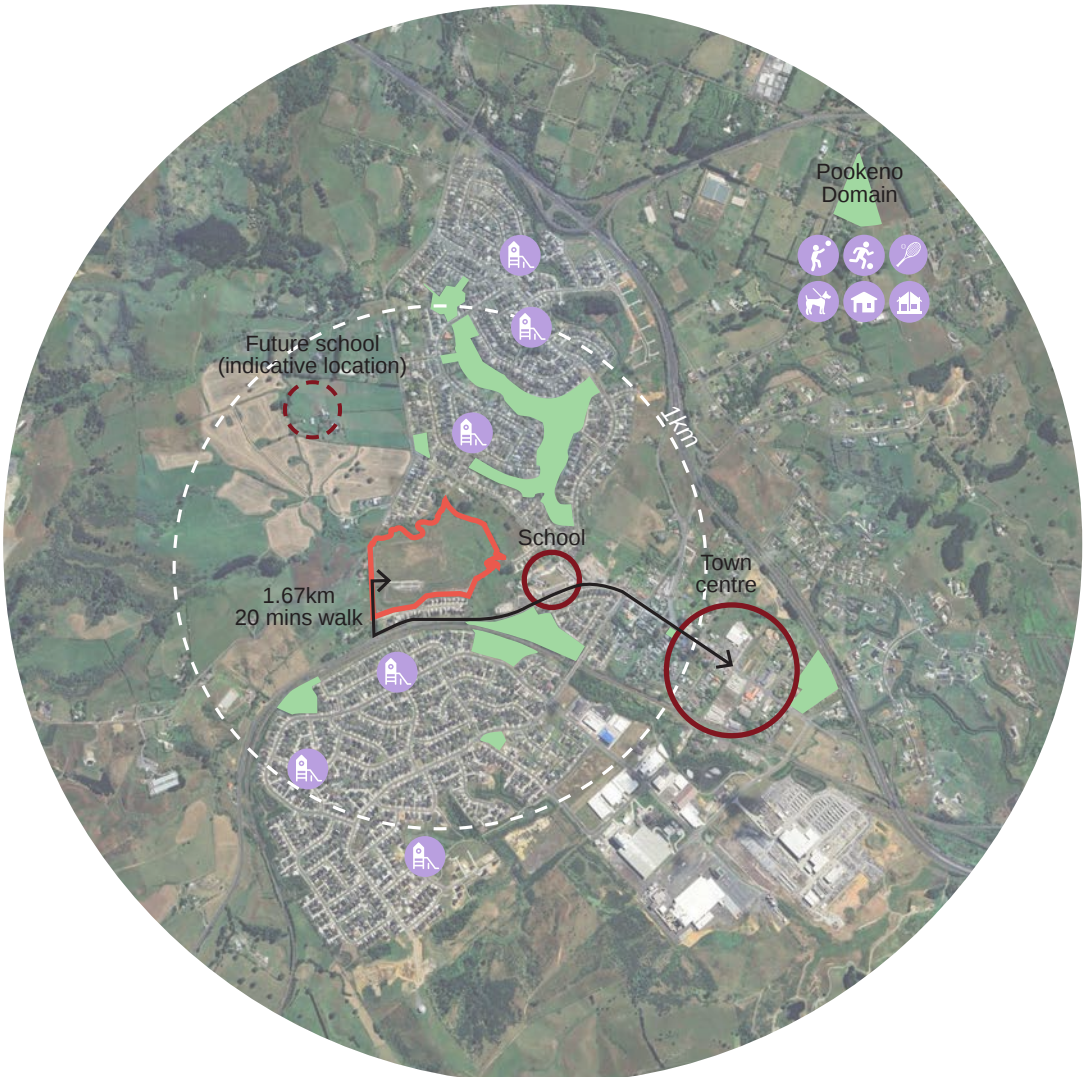
REGION

- Population growth: 2005: 500 people. 2025: 7,680 people. 2061: 12,000 people
- From Pookeno to:
 - Auckland: 53km / 39 min drive
 - Manukau: 33km / 24 min drive
 - Hamilton: 72km / 50 min drive
 - Pukekohe: 15.4km / 17 min drive
 - Tuakau: 8.9km / 10 min drive



POOKENO

- 1.67km walk from Pookeno town centre (20 min walk). Proposed footpaths along Pookeno and Munro Roads will enable this walk to be completed safely.
- Six local-scale playgrounds
- Active recreation provision at Pookeno Domain only.
- Active recreation activities are also undertaken at Pookeno School and at facilities in neighboring towns, in particular Mercer, Tuakau, Meremere and Pukekohe.



KEY

- Pookeno Sports Park site
- Open space (based on Operative District Plan)
- Existing playgrounds (in parks and reserves)
- Tennis
- Netball
- Junior soccer training
- Community centre
- Dog Park
- Future marae

Strategic Context

STRATEGIES, PLANS AND REPORTS

A suite of strategies, plans and reports have and will continue to inform the development of Pookeno Sports Park. A comprehensive list has been captured in the Munro Sports Park Feasibility Study (prepared by WT Partnerships) and is summarised below.

The most relevant to highlight in the master plan are highlighted below and summarised adjacent.

WAIKATO DISTRICT COUNCIL DOCUMENTS

- Waikato District Council Growth & Economic Development Strategy – Waikato 2070 (Adopted 19 May 2020)
- Waikato District Blueprint and Local Areas blueprints (June 2019)
- Waikato District Neighbourhood Parks Reserves Management Plan (8 August 2016)
- Waikato District Sport Park Reserve Management Plan (8 June 2015)
- Waikato District Council General Policies Reserve Management Plan (8 June 2015)
- Waikato District Council Parks Strategy (2014)
- Waikato District Council Playground Strategy (2017)
- Waikato District Council Taiao (Nature) in the Waikato Strategy (no date)
- Waikato District Council Climate Response & Resilience Strategy (2023-2027)
- Waikato District Council Connectivity Strategy 2024

POOKENO COMMUNITY DOCUMENTS

- Pookeno Draft Structure Plan Open Space and Community Facilities Report – Harrison Grierson (November 2008)
- Pookeno Stormwater Catchment Management Plan (2010)
- Pookeno Community Committee Strategic Plan (2020-2040)
- **Pookeno Public Realm Concept Plan - Isthmus (21 April 2022)**
- Pookeno Public Realm Concept Plan Transport Assessment - Flow (March 2022)

SPORT SPECIFIC STRATEGIC DOCUMENTS

- Sport, Recreation & Physical Activity Plan Waikato District (2017)
- Waikato Region Active Spaces Plan (March 2024)

- Central Waikato Sub Region Winter Sports Fields Study (July 2020)
- Central Waikato Sub Region Summer Sports Fields Study (July 2020)
- **Waikato District Council Play, Active Recreation Sport Plan (2024-2034)**

It is noted that during the preparation of the master plan, Sport Waikato were in the process of preparing sport facility demand report for Pookeno. In lieu of the report, representatives from Sport Waikato were present at engagement workshops to provide input from their draft findings.

POOKENO SPORTS PARK DOCUMENTS

- Pookeno Sports Complex Preliminary Assessment Report for Waikato District Council (September 2014)
- Pookeno Sports Park Concept Plan – Opus (31 June 2015)
- Pookeno Sports Park Options – Munro Block (Unknown date & author)
- **Munro Sports Park Feasibility Study - WT Partnership (December 2021)**

PLAY, ACTIVE RECREATION SPORT PLAN WAIKATO DISTRICT COUNCIL 2024-2034

Findings in the Play, Active Recreation Sport Plan provide clear guidance about what to consider for Pookeno Sports Park. As the largest dedicated sports park in Pookeno it is critical to address play, active recreation and the overall park environment in addition to specific sports provision/facilities. The most relevant recommendations have been summarised as follows:

Play

- Undertake a play space/facility stocktake to ensure existing network of play facilities meet the needs of users (e.g., age-appropriate, variety, safety) along with the inclusion of provision of family-friendly assets and infrastructure in and around play spaces – shade/shelter, fencing and amenities such as toilets and seating, and access to water.
- Capitalise on the network of Waikato District parks and their proximity to residents to create community play spaces, including schools, that are close to home, safe, inclusive and easy to access for all ages and abilities.
- Explore different ways to provide for community play that are based on sensory exploration, water play and built infrastructure – look at simple ways to provide 'pop up' and changeable play spaces in communities to keep interest and excitement high.
- When planning new, built community play spaces, look at ways of incorporating space and provision for adults to play alongside their children. Seek community feedback on play spaces to ensure appeal and useability.

Active recreation

- Consider options to support safe walking, cycling, skateboarding and scooting routes near primary, intermediate and secondary schools to support sustained and increased active transport among young people.
- Consider ways to better connect parks and reserves, shared paths and cycleways to extend the active recreation network and enable active transitions between spaces for walkers, runners/joggers, cyclists and those using skateboards and scooters.
- Continue to support connections between the Waikato District communities and the natural environment – lakes, rivers, bush – for active recreation, including the provision of cycling, walking/running and hiking trails and safe access to natural bodies of water.
- Undertake an active recreation space/facility stocktake to ensure existing network of active recreation facilities meet the

needs of users (e.g., provision of seating, shade, amenities).

Sport

- Consider options to influence and support shared services and co-location among clubs. With rising costs, scarcity of funding and appetite to work together, support for 'hubbing' is needed in the district to future-proof sport.

Spaces and places

- Explore options to enhance existing physical activity spaces and places to include amenities that encourage social connection and provide for family-friendly opportunities – e.g., seating, shade/shelter, clean, quality amenity blocks and spaces where families can be active together.
- Consider ways to ensure safe access to natural spaces and places for physical activity (e.g. rivers, bush, footpaths) to support residents' desire to be active in nature/outdoors.
- Identify ways in which principles of accessibility and inclusion can be applied to new and existing spaces and places, improving access for all people (regardless of gender, ability, ethnicity, culture etc) to engage meaningfully in physical activity both in terms of information and infrastructure.

MUNRO SPORTS PARK FEASIBILITY STUDY WT PARTNERSHIP CONSULTANTS DECEMBER 2021

The feasibility study identified 7 key themes and a preferred approach for park development. These outcomes and preferences have informed the master plan and are summarised below:

- **Theme 1 - Limited community facilities in Pookeno:** The current level of community facilities is inadequate for the size of the current population and forecast population growth. The community has been lobbying for new public facilities for several years and there is a desire to accelerate the delivery of priority facilities for the district.
- **Theme 2 - Informal recreation needs for youth:** Pookeno has limited places and spaces for children to congregate and play. There are no facilities targeted at the 12–18-year-old age group. This has been identified as a priority need by the majority of stakeholders consulted.
- **Theme 3 - Schools & ECEs:** Surrounded by education facilities and residential development, Munro Sports Park has an opportunity to provide an important space for the surrounding education facilities with additional field space and outdoor classrooms.



- **Theme 4 - Connectivity, Access & Egress:** The Sports Park could aid in improving the connectivity for the community. Connectivity was seen as a key theme and critical success factor for the development of the park, this could include linkages to cycle paths and trails, safe walkways, and cycle tracks.
- **Theme 5 - Destination for the whole community:** The Pookeno community is evolving and diversifying. For the Sports Park to be inclusive for the whole community, it needs to be developed in a way that reflects the diversity of the local population and be a destination for the whole community and for all ages.
- **Theme 6 - No identified sports clubs and limited need for formal sports facilities:** Review of the Waikato District's Sport, Recreation and Physical Activity Plan and the Waikato Region Active Spaces Plan 2024 did not identify specific future needs or current supply issues for formal sport or recreation in Pookeno. This is likely due to sports clubs or teams not being established in the community due to the lack of available facilities in Pookeno. However, providing multipurpose open sports grounds, which could be used for school athletics days, an alternative local training ground for existing sports teams or summer touch competitions would allocate and protect this land for future formal sports fields if required / or if a future need is identified.
- **Theme 7 - Multi-Purpose Community Facility:** The community is seeking a multi-use indoor facility that has a large open space, separate rooms/meeting spaces and catering/ kitchen facilities. It is envisaged that this facility would be utilised for:
 - Indoor sports, anything from indoor bowls, yoga to basketball
 - Community groups from children through to older generations
 - School activity (the school does not have a school hall or large indoor space). The indoor facility is seen as a medium to long-term priority for the community.

PREFERRED OPTION

Scenario 3: Destination for the whole community

This option involved developing the park into a community destination and included the 'minimum' upgrades of safe access to the park, car park and public transport provisions, public toilets (2 x pan), seating, lighting, footpath to facilities, one of the priority facilities (e.g. playground) and landscaping around relevant facilities/amenities. Scenario 3 was recommended for immediate implementation at a total capital costs of \$6.27 million.

POOKENO PUBLIC REALM CONCEPT PLAN

ISTHMUS CONSULTANTS

21 APRIL 2022

The purpose of the Pookeno Public Realm Concept Plan (PRCP) is to support the rapidly growing residential community of Pookeno by helping transform its town centre into a vibrant, people-focused community destination. Pookeno Sports Park is included in the plan due to it's proximity, size and ecological and recreational functions. The plan outlines several priority projects that relate to the Park and should be considered as part of this master plan.

- **Project J: (Stream Loop Strategic Move, short term implementation, Mana Whenua participation).** Upgrade Pookeno Sports Park to accommodate facilities for the 'start' of the Stream Loop including wayfinding and story telling, parking, toilets etc. Wetland and soft landscaped destination park and playground at Pookeno Sports Park. Opportunities for nature play that celebrates native species and contributes toward an ecological corridor for flora and fauna.
- **Project P: (Active Modes Connectivity Strategic Move, short term implementation):** Upgrade existing Munro Road Bridge including pedestrian underpass.

- Related and/ or influential projects:
- **Project I: (Stream Loop Strategic Move, short term implementation, Mana Whenua participation).** Wetland revitalisation to enhance natural habitat, helping develop an ecological corridor as well as helping with increased runoff from development while strengthening the connection with the community and Mana Whenua.
 - **Project S: (Active Modes Connectivity Strategic Move, short term implementation,):** Pedestrian & cycle overpass across rail and Pookeno Road connecting proposed recreation trail and Tuakau trail, establishing a direct connection between Pookeno Sports Park and residential area south of the rail.

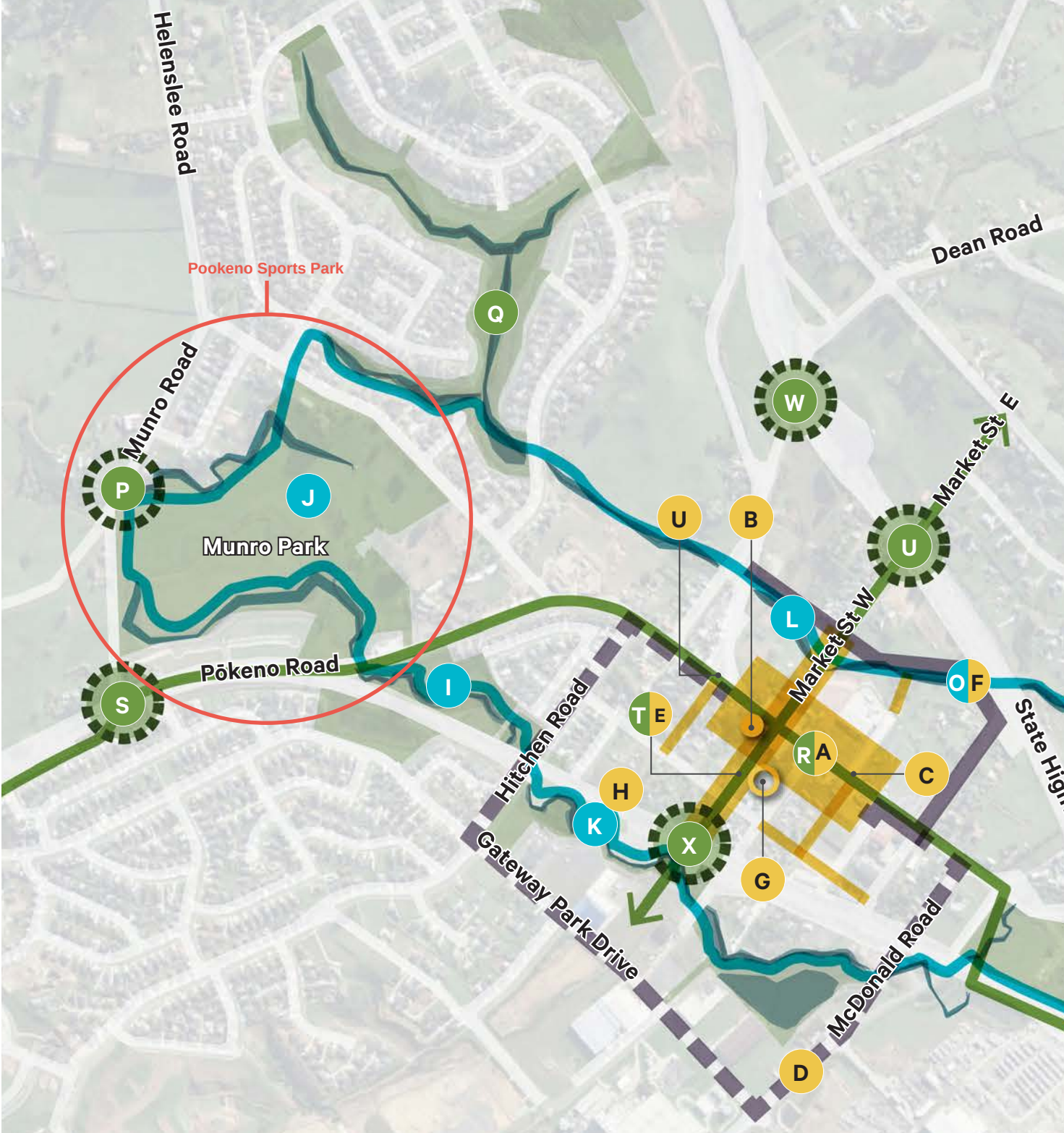


FIGURE 1: Excerpt from the Pookeno Public Realm Concept

Site Features and Characteristics

Pookeno Sports Park was formerly all wetland and has been modified to accommodate sports fields and active recreation facilities and assets. It is currently kept in lawn, stream, wetland and a formed car park and performs two functions: as a recreational sports park and stream and floodzone.

The Tanitewhiora stream traverses the northern and eastern edges of the park. An unnamed tributary from the south west converges with the Tanitewhiora stream at the south east corner.

There is minimal tree coverage and vegetation is a mix of recently planted native riparian species along the stream corridor and weeds and some native species in the more natural wetland areas. A stand of protected Kahikatea is located in the south east.

DEVELOPMENT HISTORY

2014

●

—

Preliminary assessment report

2015

●

—

Concept plan

2021

●

—

Feasibility study

Phase 1 civil works:

•

New stream diversion extending approximately 520m along southern boundary and riparian planting.

•

Engineered cut and fill leveling.

•

Over-excavation of historic rubbish pit.

Phase 2 civil works:

•

Existing stream filled in.

•

Further cut and fill works to level site.

•

Topsoil and grass applied.

2024

●

—

Car park completed.

70 car parks (eight accessible), 3.2m wide footpath, bollards, garden beds and trees planted, and two swales (A and B) to manage stormwater run off.



FIGURE 2: Aerial photograph looking northeast (source: WDC, 2024)

SITE EVOLUTION OVER 24 YEARS



2001



2017



2021



2023

CURRENT SITE IMAGES



New car park and gardens



Looking towards Munro Road at the diverted stream along southern edge of the park, featuring rip rap banks



Looking east, along the lower areas of the diverted stream



New flat areas created for future recreation feilds. Views to Mt William in the background



New open swales

Site Constraints and Opportunities

CONSTRAINTS

- 1 Streams, wetlands and flood zones limit the extent and location of recreation activities, specifically sports fields and path connections, and increases costs for securing basic functions such as pedestrian connections (i.e. the cost of boardwalks and bridges is significantly higher than a concrete path).
- 2 Future transport upgrades to Munro Road impact location of recreation facilities and stormwater devices encroach onto the flat, useable areas of the park.
- 3 Stormwater swale to process off-site run off occupies park land.
- 4 Pedestrian connections to the park are limited by steep banks and continuous, adjoining private properties.
- 5 Limited street frontage and locations of stream limit public access, especially vehicle access.
- 6 Location and design of existing car park has dictated where future facilities can be located.

OPPORTUNITIES

- 1 While also a constraint, the streams and wetland provide high amenity and interest, and present opportunities for ecological restoration, improving environmental health and broader recreation opportunities.
- 2 Tanitewhiora stream provides potential future path connections to the town centre and wider landscape trail (Pokeno Public Realm Concept Plan, Projects J & I, Stream Loop Connection).
- 3 Future bus stops can align with the park and will provide the community with an alternative transport option to get to/from the park.
- 4 While also a constraint, the Munro Road upgrade provides an opportunity for walking, cycling and public transport improvements and street tree planting.
- 5 Pedestrian connection from Waipuke and Waikaha streets could help to improve site connections to town centre.
- 6 Development and subdivision processes present opportunities for public land to be acquired for pedestrian connections to the park.
- 7 Opportunity to connect to and enhance ecological values of neighboring SNA and neighboring gully network.
- 8 Existing views to high points beyond the park provide connection with the wider landscape and help to create a stronger sense of place.
- 9 Watercare designation site provides a view down into the park, creating an opportunity to view the park and increase community connection.
- 10 Removal of Watercare designation provides more land for recreation activities.
- 11 'Blank canvas'; multitude of opportunities to develop identity of park and the type of recreation functions.



Consultation and Engagement

The plan for Pookeno Sports Park has been prepared in partnership with the Pookeno Community Committee (which includes mana whenua), the Council and input from Sport Waikato.

Prior to the master plan being prepared, the Pookeno Community Committee have been actively involved in influencing outcomes for the park and currently lead and/or support a number of recreation and community groups that will ultimately use the park. It was critical that his intimate knowledge about the park and it's future users was brought into the master plan process as early as possible as this created an important foundation for the master plan.

Three workshops were held over several months. The key outcomes from the WT Partnerships report were used to frame the initial discussions with the community. From this, further ideas, aspirations and scenarios were explored.

The community also had a direct communication line to Council staff for questions and for information to be shared outside of the workshops.

AFTER THE MASTER PLAN

Once the master plan has been adopted, it is essential that projects are explored further and developed with mana whenua and community participation. The term 'project' includes all phases of the project spectrum such as planning, design and implementation.

WORKSHOP 1

Purpose: For Council, stakeholders and BrodieHailwood to meet face to face and understand the project parameters, to share knowledge and collectively understand the site constraints and opportunities, and start developing a vision and design principles.



WORKSHOP 2

Purpose: To review and provide feedback on a 50% version of the master plan, including the vision, design principles and master plan of the park. During this workshop, alternatives names were also proposed for the park.



WORKSHOP 3

Purpose: To review and provide feedback on the 90% version of the master plan, i.e. all components of the master plan including the action plan and priorities for delivery.



Design Strategy

3.1 VISION

3.2 DESIGN PRINCIPLES

3.3 KEY DESIGN MOVES

Vision

Our long term goal

The vision for Pookeno sports park is what every design principle, key design move and masterplan project is working towards.

POOKENO SPORTS PARK IS A DESTINATION THAT CONNECTS US AND THAT CELEBRATES NATURE, RECREATION AND OUR COMMUNITY.

Design Principles

Our values to guide our decisions

The following design principles act like values; they underpin and guide all development in the Park - big or small, temporary or permanent. From infrastructure or building projects to planting plans and path networks. Everything that occurs in the park should align with these values.

DIVERSITY

Pookeno Sports Park offers a range of recreation activities and experiences, and optimises it's assets for maximum community benefit.

Example application:

- Organised, active recreation areas sit alongside passive recreation areas for respite and relaxation.
- The community facility is multipurpose and community activation is enabled by the design of buildings and spaces.

**UNIQUELY
POOKENO**

Pookeno Sports Park reflects and celebrates it's place and people, it's history and culture, including mana whenua values and aspirations.

Example application:

- Cultural narratives and values are embedded in the design of the community heart, play zones and interpretive signage in the wetland.
- Cultural events are enabled through good design.

**RESILIENCE +
SUSTAINABILITY**

Pookeno Sports Park plans for adapting to the effects of climate change, particularly drought, flooding and extreme weather events.

Example application:

- Where applicable, path locations and surfaces are designed for flooding.
- Selecting durable, low maintenance materials that withstand weather conditions and heavy use.

CONNECTIVITY

Pookeno Sports Park is a place for people to connect with one another, with recreational opportunities, and with the landscape.

Example application:

- Paths are designed and built to be accessible.
- CPTED principles are applied to all site designs.
- Visual connection with the surrounding landscape is maximised.

**ENVIRONMENTAL
HEALTH**

The natural environment is respected, protected, and enhanced.

Example application:

- Low impact stormwater solutions are utilised.
- The wetland and riparian margins are planted with eco-sourced vegetation.

**STEWARDSHIP +
ENGAGEMENT**

Pookeno residents and community groups are supported by WDC to fund, plan for, contribute to and collaborate on the development of the park and lead event initiatives.

Example application:

- Projects are funded by multiple funding streams, e.g. Council partner with the community and others to deliver high quality projects.

**SAFETY +
INCLUSIVITY**

Pookeno Sports Park is a safe, accessible and inclusive park that invites people of all ages and abilities to use and enjoy it.

Example application:

- Paths are designed and built to be accessible.
- CPTED principles are applied to all site designs.
- The skate park and pump track are designed to encourage all genders and abilities to safely use equipment.

Key Design Moves

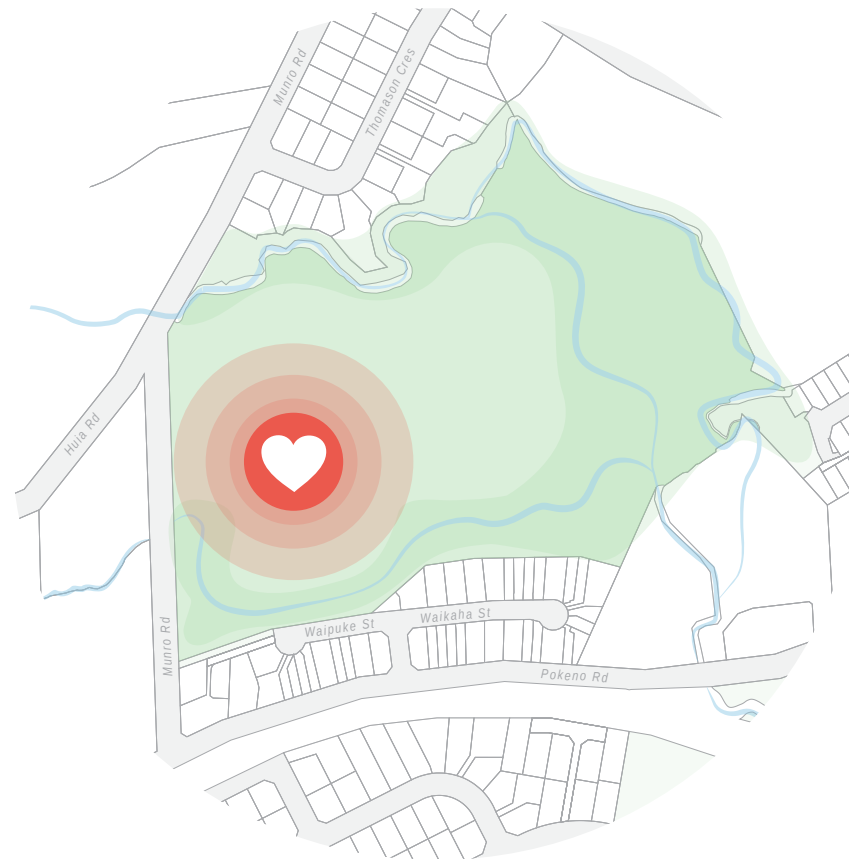
The high-level interventions

While the Vision directs where we want to go and the Design Principles direct how decisions will be made, the Key Design Moves direct at a high-level what needs to happen. Beneath the Key Design Moves sit a suite of individual projects.

The Key Design Moves reflect many of the outcomes sought through the community consultation; outcomes such as providing diverse play options, working with (not against) the landscape, improving access and circulation and creating space for families and events in addition to active recreation choices. Ultimately, the park is more than 'just' a sports park, rather it is a recreational and cultural destination for the community.

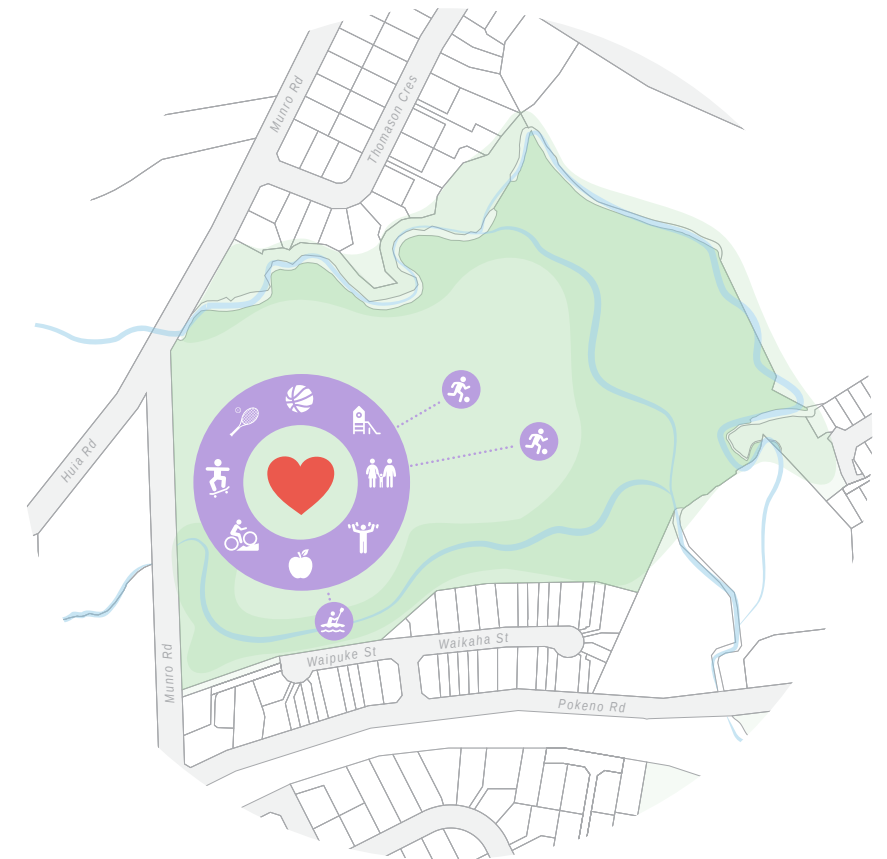
KEY MOVE 1 COMMUNITY HEART

- The park is centered around multi-purpose community activities; it is the heart of the park that will bring the community together. The 'heart' will offer a range of activities that are meaningful to people and will be bound together by supporting park amenities and enriched through storytelling.
- The relationship between activities should be enhanced through considered placement of adjoining activities and connecting them with path networks and good sight lines.
- Enhance the community heart with public art and visual connections with the wider landscape.



KEY MOVE 2 RECREATION HUB

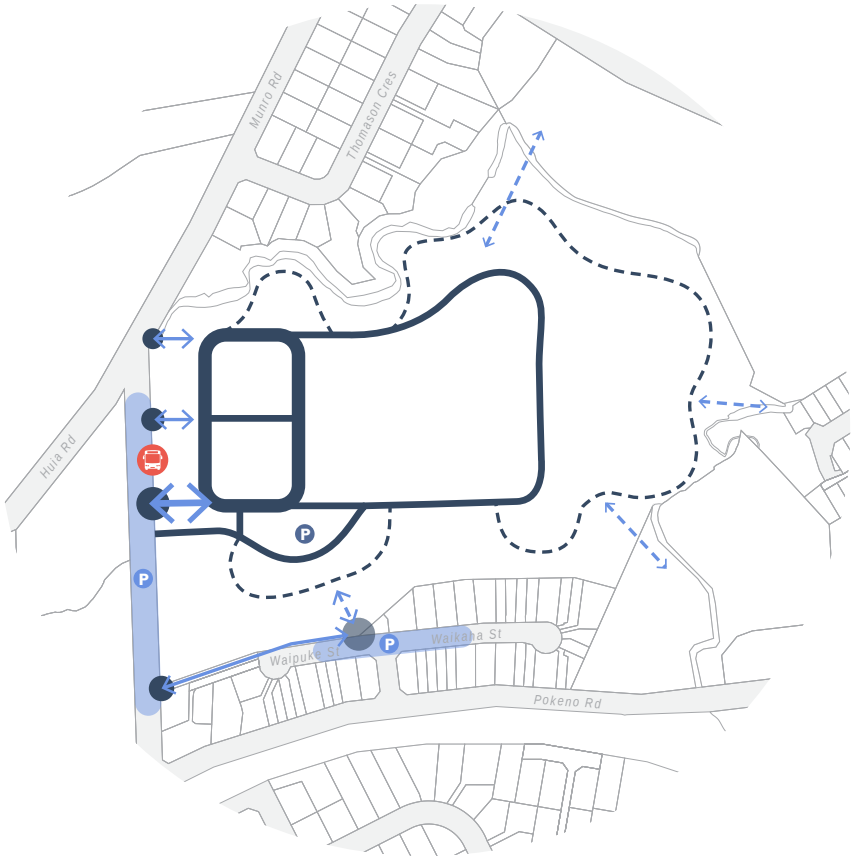
- Create a hub by clustering/concentrating active recreation activities.
- Provide a destination playground, skate park, pump track, hard courts, family zone and fitness zone.
- Provide a space for events, gatherings and markets with the necessary infrastructure to support these activities.
- Adjacent sports fields will connect to the recreation hub through path connections, clear sight lines and considered placement of trees and park furniture.
- A future community facility will be designed for broad community use, including sports activities. The facility aims to include an indoor court, bookable spaces, a kitchen, toilets, storage etc. It will be designed to be used in multiple ways, including with operable internal doors and external doors that open up to the sports park.



ICONS

KEY MOVE 3
CONNECT INSIDE AND OUT

- Connections within the park: Prioritise a network of pedestrian and cycling paths throughout the park to connect the community with all recreation opportunities and the park's unique environment.
- Connections to the park: Increase pedestrian and cycling access from all sides of the park via the planning and subdivision process. Access points should be safe, clearly visible, attractive, and conveniently located to align with bus stops on Munro Road and street parking on Munro Road, Waipuke and Waikaha Streets.
- On-site parking is increased by 30 spaces and modifications are made to enable bus parking and access, service vehicles associated with the community heart and improve access to accessible spaces.
- Parking overflow at peak times is absorbed by the surrounding streets which will be well connected to the park via safe, direct pedestrian links.



KEY MOVE 4
GREEN STITCH

- Stitch together the two green areas of the park; the natural wetland and stream corridor with the sports area, to create a healthy, green, biodiverse park.
- Work with the natural land form and wetland function by restoring the wetland environment through planting, pest management and a network of boardwalks. This will help to create a habitat for native wildlife, reduce the need for earthworks, increase recreational values and opportunities, improve park aesthetics and provide an education resource for the community.
- In a planned and considered manner, introduce new trees and gardens into the sports area to create a unique identity for the park, increase biodiversity and amenity, provide shade and seasonal interest.
- Protect and enhance the waterways and increase amenity by using low impact stormwater solutions.
- Connect with the wider landscape and open space network through paths and viewshafts.



Master Plan

- 4.1 MASTER PLAN OVERVIEW
- 4.2 AREA A: RECREATION HUB
- 4.3 AREA B: SPORTS FIELDS
- 4.4 AREA C: CARPARK TO WAIPUKE ST
- 4.5 AREA D: STREAMS AND WETLAND
- 4.5 AREA E: MUNRO ROAD
- 4.6 ACTION PLAN

Master Plan Overview

KEY

Recreation Features

- Children's Zone
1. Destination Playground
- Family Zone
2. Toilets
3. Open lawn for picnics and gatherings, including shelters and BBQ's
- Youth Zone
4. Skate park
5. Pump track
6. Basketball courts
7. Community Facility
8. Event space
- Sports Zone
9. Sports fields
10. Informal open space
11. Hard courts
12. Future expansion zone for hard courts
13. Volleyball court
14. Fitness zone
15. Jetty/stream connection (e.g. kayak launch, space to race model boats)
16. Potential future expansion area for field development

General Features

- Possible nature play areas
- Primary shared paths (3m wide)
- Secondary loop paths (2-3m wide)
- Future trails and boardwalks
- Primary pedestrian entrance
- Secondary pedestrian entrances
- Munro/Waipuke/Park connection and bridge
- Parking - existing
- Parking - extension and upgrades
- Pedestrian priority crossings
- Future Bus Stops
- Future pedestrian crossings across streets
- Future on-street parking and footpaths
- Future rain garden
- Future stormwater buffer zone
- Stormwater pond
- Munro Rd lookout
- Existing trees
- Proposed wetland trees
- Proposed wetland planting
- Proposed park trees



Area A Recreation Hub

This area is heart of the park. The community facility is located at the centre of the recreation hub with activities clustered around it. The space is organised into four zones: 1) Childrens zone, 2) Family zone, 2) Youth zone and 4) Green zones (flat grassed areas for informal and semi-structured play).

The zones are connected by the path network and supported by park furniture such as seating, and facilities such as a shelter and toilets. Lighting pathways and other park elements such as the playground and courts would extend the use of the park into the evening.

The design of these facilities should enable people of all ages and abilities to access a full range of experiences at the park.

Clustering the four zones encourages passive surveillance between areas, supports families and groups with a range of ages and abilities to use the park together and creates efficient provision of park furniture. It is also important that the zones are close to and visible from Munro Road to increase public safety.

COMMUNITY FACILITY

 Multipurpose community facility to be used for indoor recreation and community purposes. Building needs to include 1 x indoor court (e.g. basketball, netball, badminton) with indoor sport floor finish, spaces for community use (e.g. small offices, small meeting rooms and walls that convert two small spaces into one large space), a kitchen, storage room, 2 x unisex showers for general use and internal access toilets.

- The design must be future-proofed for a team changing room facility and externally accessed toilets. These may replace the stand-alone toilet block provided separately in the first phase.
- Additional associated works include paths, park furniture, lighting and service vehicle access and parking.
- Consideration should also be given to providing an external event space. Incorporating elements such as platforms/stages, open areas to congregate, storage, power connections, lighting and access for event vehicles.

EVENT SPACE

 A space directly outside the community facility to support outdoor events and activities. Ensure space for congregating is incorporated, elements like stages (designed to be multi purpose and useful 'off peak', lighting and power connections.

- Adjoins field for spill over area for large events

FAMILY ZONE

 Includes shelter(s), BBQ(s), picnic tables, seating, drinking fountain. Needs to adjoin informal open space for picnics and informal play.

CHILDREN'S ZONE

 Approximately 1000m². Destination playground should include structured play (i.e. designated play equipment like swings and slides) and may include specialised and inclusive play, flying fox, water play, sand play and nature play. Playground should include elements suitable for toddlers, primary aged children and youth.

- Consider including accessible equipment and equipment for older persons.

YOUTH ZONE

- Note: Court layout as shown could be reconfigured if additional stormwater buffer area is not required. This could include pushing courts closer to street edge to create more green space next to field. Basketball court must stay close to family zone, playground and skate/pump.

 Full Basketball court with additional half court and multi hoop at one end. Full court enables games to be played. Multi hoop encourages training and casual play, including for younger children.

 2 x hard courts for netball, tennis and pickle ball.

 Skate park (800m²). May include junior/beginner area. Include seating and may include a shelter/focal point for hosting events.

 Pump track (500m²). May include junior/beginner area.

 Volley ball court.

FITNESS ZONE

 Fitness zone (~75m²) located close to fields and play space, Consider including parkour and/or including accessible equipment and/or the elderly.

GREEN ZONES

 Lawn must be of a high standard. Consider including gently graded mounds at edges to act as seating, provide play value and add interest and amenity on the flat site. Include trees for shade, seating and/or picnic tables.

PARK FURNITURE

- Park furniture for the recreation hub should include lighting, a variety of seating, signage, drinking fountains, cycle racks and end of trip facilities.

RELEVANT DESIGN GUIDELINES:

- | | |
|------------------------------|----------------------|
| • Path Network | • Children's Zone |
| • Signage and Interpretation | • Youth Zone |
| • Park furniture | • Community Facility |
| | • Planting |



Area B Sports Fields

SPORTS FIELDS

- The proposed sports fields must fit on the higher ground to avoid flooding. The space available allows for one football field, two baseball diamonds and junior fields. A cricket oval has been shown to demonstrate capacity but unlikely to be built due to low demand.
- The sports field surfacing is proposed to be soil-based and any future upgrades to alternative turf surfaces could be assessed in the future. Sports field standards are set out in *Sport New Zealand Guidance Document for Sports Field Development (December 2019)* and addresses factors such as power connections, irrigation, drainage, grass types and maintenance.

OTHER

- Perimeter path network surrounding the fields - this is an important loop path that maximises recreational use of the park, particularly in the short term when path connections to the east and south have not been secured.
- Fitness zone - close to the sports fields to encourage use for pre-game training and post-game warm downs. Consider including accessible equipment and/or the elderly.
- Tree planting around the perimeter of the sports field to increase park amenity, provide shade along paths, reinforce sight lines and provide a green frame to the sports fields.
- Spectator areas should be integrated into the sports field design and consideration given to including shelter and shade (either from trees or structures), seating (e.g. mounds or park seats) and other park furniture.

RELEVANT DESIGN GUIDELINES:

- Path network
- Park furniture
- Fitness zone
- Signage and wayfinding
- Planting



Area C Carpark to Waipuke St

CAR PARK

- The current car park provides for 70 vehicle spaces (including eight accessible spaces). The car park has no maneuvering for buses or bus parking and has poorly located accessible parking. Based on case studies of similar sized parks with similar assets, it has been determined that the existing car park should be extended from its current location (and not extended further north in the recreation hub) and modified to:
 - P** Add a maximum of 30 additional spaces and bus parking.
 - P** Widen car park entrance and vehicle corridors to enable bus access and maneuvering on site.
 - P** Re-locate and re-mark the accessible car parks so that they are located closer to the community facility and other park activities. Increase provision if required. Parent parking may also be considered.
 - P** Add service vehicle parking close to the future community facility.
- Paths, planting and appropriate stormwater management is required to integrate the car park with the park, provide safe, direct walking routes for pedestrians and manage stormwater runoff in a way that does not over-occupy surrounding open space. Traffic calming mechanisms such as raised pedestrian crossings, should be incorporated into the car park upgrade and path network to encourage slow vehicle movements and increase pedestrian safety. Completion of path connections to Munro Road and east of the car park should be considered when adjoining projects are developed.
- Car park design should align with CPTED principles to manage public safety and security (e.g. lighting, gates to manage vehicles after hours and clear sight lines).

MUNRO / WAIPUKE / PARK PEDESTRIAN CONNECTION

- Enhance the existing pedestrian link from Munro Road and Waipuke Street and create a new bridge connection to link with Pookeno Sports Park. Improvements include:
 - Removing fencing along the existing walkway from Munro Road, adding a path on the park side of Waipuke Street, and adding a pedestrian bridge across the stream.
 - Pedestrian crossing points, particularly at Munro Road should be added to improve pedestrian connections to street parking on the western side of Munro Road and the wider catchment.
 - Formalize park entrances with wide, welcoming paths, identification and way finding signage and amenity

improvements (e.g. planting)

JETTY AND NATURE PLAY AREA

- Jetty or pontoon or other floating device could be added to the stream banks to act as a kayak boat launch and/or space to interact with the water (e.g. Model boat racing). Design considerations must include public safety.
- Location to be refined and path type TBC. Path should be of a grade and width that allows a kayak to be carried down. Stream bank could be graded for a more natural form and easier path access.
- Nature play opportunities could be added to enhance the space.

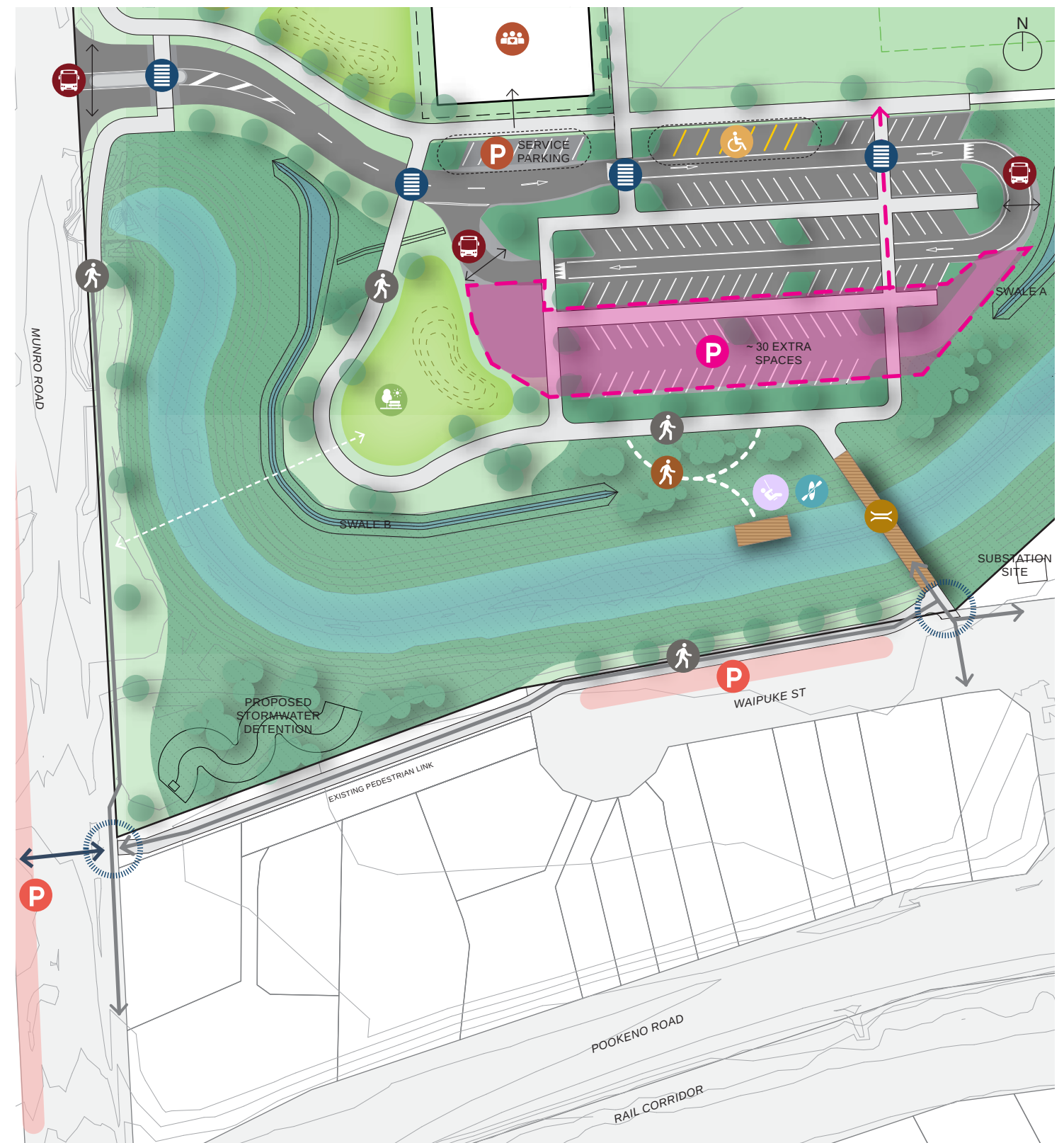
INFORMAL OPEN SPACE.

- Works required to improve usability and amenity such as regrading lawn to make useable, adding gentle knolls to add interest and play value, trees planted.
- Alternative or additional uses could include a community garden or orchard, paa harakeke or other complimentary use.
- Ensure clear sight lines between the park and street to assist with public safety. This means considered planting of trees and contouring of lawn.
- Appropriate planting of riparian margins. Consider enhancing rip-rap stream bank to improve ecological, amenity and public use outcomes.

MUNRO ROAD UPGRADE - REFER TO PLAN E

RELEVANT DESIGN GUIDELINES:

- Path network
- Park furniture
- Signage and Interpretation
- Planting



Area D

Streams and Wetland

Development of the park represents a significant opportunity to restore the natural wetland ecosystem. In time, the land will be transformed from its current degraded condition, which has resulted from successive agricultural practices, to a thriving living system supporting many sustainability outcomes including:

- Reinstatement of the natural landscape
- Increased native biodiversity
- Carbon sequestration
- Water capture, retention and polishing
- Air cooling

Restoration of the wetland will also evolve to create an environment of beauty and wonder as natural systems come back to life, supporting human health and wellbeing.

Key actions to help restore the wetland and connect people with it include:

-  Boardwalk loop tracks, including designs to step down to the water and be immersed in nature and interpretive signage to communicate and educate.
- Connections (boardwalk and paths) to adjoining land to the east and south. Including connections to the future Pookeno Stream Loop track (refer Pookeno Town Centre Plan).
- Tree works:
 - Protecting the existing stand of Kahikatea and expanding it with additional kahikatea planting.
 - Removal of invasive tree species. Depending on species, it is possible to reuse trunks, limbs and roots for nature play.
 - Planting of new trees to increase canopy coverage.
- Community and Council wetland restoration and pest management programmes to help speed up the natural process.

-  Areas for nature play.
 - Wayfinding and general park signage to guide public behavior.

OTHER PROJECTS

-  Development of northern tip for passive recreation. Design to accommodate intermittent flooding.
-  Potential future earthworks to enable a second sports field.

RELEVANT DESIGN GUIDELINES:

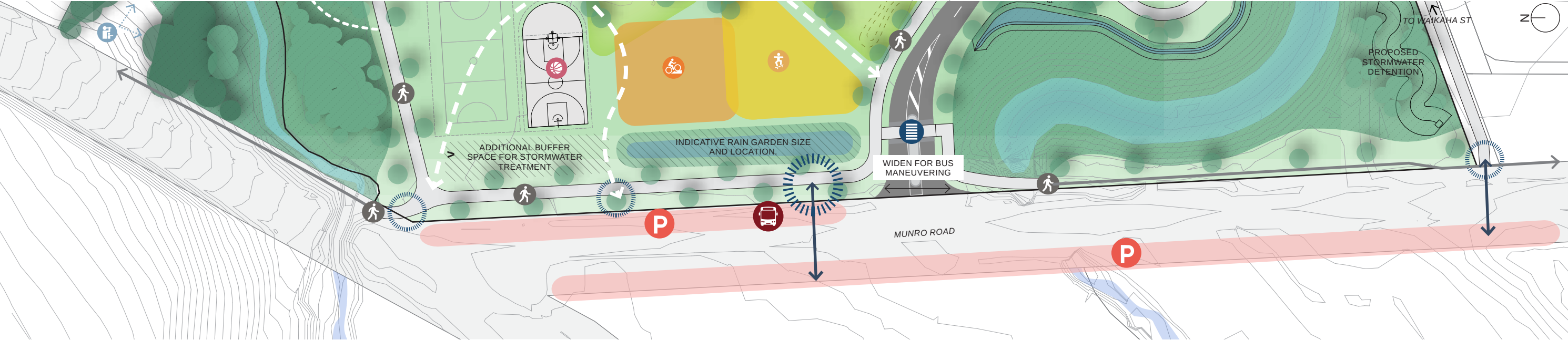
- Path network
- Park furniture
- Signage and Interpretation

- Planting
- Nature Play
- Wetland restoration



Area E Munro Road

NOTE: orientation of map has been turned to accommodate extent of area



MUNRO ROAD UPGRADE

At the time of writing, the Munro Road project and adjoining upgrade at the intersection of Munro Road and Pookeno Road are in the preliminary design phase.

The state of the current road and increasing urban growth, particularly in Pookeno west, has triggered the need for substantial upgrade. The road corridor has many spatial constraints due to underground and overhead infrastructure and the two streams.

These constraints and the continuous interface between the road and the park, means that the design of Munro Road will significantly influence access to and amenity of the park. Land within the sports park will need to accommodate stormwater and footpaths and possibly other infrastructure. Because of this, a connected and coordinated approach within Council and with consultants and contractors is critical for achieving the vision for the park.

At a high level, the key outcomes sought for the road and edge of the park include:

-  On street parking to help offset peak parking for events/game days at the sports park. The configuration of parking (e.g. 90° or parallel) and location is to be confirmed through the design process.
-  The public bus stops are located close to the main entrance of the park to encourage public transport use and enable safe access and passive surveillance.
-  Pedestrian priority design, including:
 - Wide, accessible paths with safe and direct connections

- to park entrances, car parks (park and on-street) and key activities/facilities.
- Pedestrian crossings (preferably including a centrally located signalised crossing).
- Pedestrian safety features (e.g. crossing setbacks, raised platform).
- Traffic controls to slow the speed of traffic along Munro Road and into/out of the sports park.
-  Park entrances with identification and way finding signage and amenity improvements (e.g. planting)
- Stormwater devices such as rain gardens, that are compact to avoid excessive encroachment into the sports park, and enhance the connection to the stream. Stormwater devices to manage the stormwater from Munro Road should have as small a footprint as possible to:
 - Enable recreation land to be used for recreation purposes, and
 - Enable configuration options for hard court and youth hub activities.
- Tree planting (either in the park or the street).

WATERCARE LOOKOUT

-  The existing designation site sits above the park and offers wide views of the surrounding landscape. In conjunction with Watercare, the site could be enhanced to become a more welcoming observation area and provide a visual connection to the park and wider landscape. While ensuring Watercare

- services and functionality are not compromised, works could include:
- Management of vegetation to open views down to the park and make the area more visible from the street.
 - Planting of trees in the right location to frame views and provide shelter and amenity
 - Seating and viewing deck
 - Interpretive signage about the park and wider landscape
 - Clearer pedestrian access (e.g. replacement of the chain gate with removable bollards)

RELEVANT DESIGN GUIDELINES:

- Path Network
- Park furniture
- Signage and Interpretation
- Planting

Action Plan

Implementing the Masterplan

OVERVIEW

This section prioritises actions, initiatives and projects set out in the master plan. The action plan aims to balance smaller projects that improve useability and amenity of the park with the larger transformational projects. Striking this balance is important to achieving the vision.

Prioritisation is based on

- Council and community feedback
- The WTR report (2021)
- Council LTP and Annual plans
- Practical staging considerations, project interdependencies and the design process (planning, consenting and building requirements)
- Timing of adjoining off-site works (e.g. Munro Road upgrade)

PROJECT REQUIREMENTS

It is noted that:

- Some projects can be bundled together or broken down further.
- There are significant funding implications that each project will need to address before proceeding. Individual projects will be subject to approval of a business case.
- Each project needs to use the relevant design guidelines set out in the master plan (Section 5.0) to inform the planning and design.

KEY

- High priority 1-3 years
- Medium priority 4-10 years
- Low priority 11-20 years

THEME	PROJECT	DELIVERY PRIORITY	PRIMARY FUNDING SOURCE	DEPENDENCIES, CONSIDERATIONS AND NOTES
Planning and design	Classification of the reserve.		Council	• Through this process, the potential new name of Te Kupenga Wairepo o Pookeno would be considered.
Planning and design	High level concept plan and cost estimates prepared for the Recreation Hub area.		Council	• Purpose of plan is to help understand the extent, scope and basic infrastructure requirements for each Zone and/or facility so that they can be designed in a coordinated manner at detailed design stage. The plan will provide more specific detail required for community fundraising. Following this plan, detailed designs of each zone (e.g. playground, skate park, facilities etc) must be undertaken. • Consider Munro Road design and any other infrastructure (three waters, power, roading designs). • Consider: All design guidance, specifically paths, signage and play zones.
Planning and design	Detailed planting plan for the entire park. Purpose: to set out planting zones and detailed species list to ensure a coordinated approach and consistency with the master plan outcomes.		Council	• Site-wide dependencies. Planting must align with proposed project locations and species to be suitable for specific locations/micro-environments. Planting required prior to the planting plan being completed should be guided by the master plan. • Consider the Planting Design Guidance.
Recreation Zone	Children's Zone - Destination playground (1000m²).		Council Community	• Dependent on adjoining projects, including paths and fields. • Consider: Location and delivery of Community Facility, Family Zone, toilets, youth zone, fitness hub. • Play equipment to be confirmed with community through subsequent design processes. Playground should include paths, park furniture, shade sail/s. • Consider: Relevant design guidance.
Recreation Zone	Family Zone.		Council Community	• Should be designed and delivered in conjunction with the playground. • Consider: Location and delivery of Community Facility, Children's Zone, toilets, youth zone, fitness hub. • Include shelter/s, BBQ/s, picnic tables and seating, drinking fountain and other park furniture. • Future proof area with conduits or space for events. This may include power connections, lighting and stage and appropriate spatial layout. • Consider: Relevant design guidance.
Recreation Zone	Toilet block (two pan).		Council	• Must be coordinated and phased with construction of destination playground. • Consider: Locating between playground and sports field, and reasonable walking distance of both. Also consider future toilets in community facility. • Consider design options that can be added to in the future in case changing rooms are required before the community facility is built. • Consider: Relevant design guidance specifically safety (CPTED), accessibility, and inclusiveness (e.g. provision of a family room).
Youth Zone	Skate park (800m²).		Council Community	• Relates to pump track and is dependent on the Playground and family area. • Consider: Relevant design guidance, in particular the design process. Could be designed and delivered in conjunction with the pump track.
Paths	Main shared path - 3m wide, concrete. Extends length of Munro Road boundary and connects to existing car park.		Council	• Likely that partial removal of existing path will be required to accommodate Munro Road design, master plan design and car park upgrades. • Includes park furniture, lighting, signage, planting and play along the way elements. • Consider: Relevant design guidance.
Paths	Main shared path - 3m wide, concrete. Central path from car park, past community hub, and connecting to northern pedestrian entrance.		Council	• Includes park furniture, lighting, signage, planting and play along the way elements. • Consider: Relevant design guidance.
Paths	Perimeter loop path - 2m wide, minimum. Material TBC		Council	• Implement once fields have been completed to avoid encroachment on critical field dimensions. • Consider widening to 3m (shared path) if there is space is available. Could consider alternative material like hoggin (compacted lime chip) • Include wayfinding signage, lighting, fitness station markings (e.g. distance markers in concrete or metal), planting and play along the way elements and tree planting where applicable.

Projects continued

KEY

High priority 1-3 years

Medium priority 4-10 years

Low priority 11-20 years

THEME	PROJECT	DELIVERY PRIORITY	PRIMARY FUNDING SOURCE	DEPENDENCIES, CONSIDERATIONS AND NOTES
Planning and design	Secure esplanade reserves/public access over private property to enable connections to the park.		Council.	- This will be an on-going project, subject to planning and subdivision on adjoining sites. - Consider: Relevant design guidance.
Planning and design	Munro Road upgrade. Transport to lead road corridor planning for Munro Road and work closely with Parks and Open Spaces to deliver outcomes relevant to Pookeno Sports Park.		Council	- Off site project. Must give effect to the outcomes sought in the Pookeno Sports Park Master plan. - High level of communication required between council departments to ensure park outcomes are achieved and there are no further encroachments on valuable open space area. - Consider: Relevant design guidance.
Youth Zone	Pump track (600m²).		Council Community	- Dependent on Skate Park project but could be designed in conjunction with the skate park to achieve efficiencies in design and provision of assets. - Consider: Relevant design guidance.
Youth Zone	Basketball courts. To include a full size court and multihoop stand (and associated hardstand).		Council Community	- Consider: Design and deliver as part of playground project to ensure youth play needs are met and to achieve efficiencies in design and provision of assets. - Consider: Relevant design guidance.
Hard Courts	2 x multisport hard courts (netball, tennis, pickleball).		Council	- Ensure adjoining land is set aside/future proofed for additional courts (maximum of four) - Includes fencing, paths, signage and park furniture. Lighting may be applicable depending on demand and funding. - Consider: Relevant design guidance.
Sports field	Upgrade turf, mark fields and diamonds, and install necessary sports facilities like nets, goals posts and fencing.		Council	- Will inform perimeter path location. - To include signage, park furniture and tree planting. - Consider: Relevant design guidance.
Fitness hub	Outdoor fitness hub (approximately 70m²) and components incorporated into path network.		Council Community	- Consider: Location requirements. Ideally close to a main path and other play activities to maximise use and safety. - Potential to add or include Parkour zone. - To include park furniture, including drinking fountain. - Consider: Relevant design guidance.
Stream and Wetland enhancements	Nature play (outside of Children's Hub). To be distributed across park.		Council	- Timing, delivery and typology may depend on timing of materials, e.g. felling a large tree that could be left on site for play purposes. - Location of paths (both perimeter path network and trails network). - Depending on type of play, structures may be required to meet playground safety standards. - Consider: Relevant design guidance.
Stream and Wetland enhancements	Pookeno / Tanitewhiora Stream riparian and wetland re-vegetation.		Council Regional council Community	- Dependent on Detailed Planting Plan project. - This is an on-going project that can be staged over time. Consideration should be given to maintenance and pest management. - Consider: Relevant design guidance.
Car parks	Upgrade and extend existing car park to add 30 car parks, bus maneuvering, bus parking and locate and re-mark accessible parks closer to the community hub.		Council	- Dependent on Path projects and Munro Road upgrade. - Consider accessible design, best practice stormwater management and mechanisms for safe pedestrian movement (e.g. designated paths and speed bumps). - Align with Planting Plan and include signage (sports park and parking), lighting and planting. - Consider: Relevant design guidance.
Informal open space (outside of recreation hub)	Areas of passive open space need to be specifically created and/or upgraded to improve use and access.		Council	- Size and location dependent on built projects. - Consider developing alongside other adjoining projects to create project efficiencies and improved outcomes for the community. - Works could include re-contouring land to create flat areas and knolls for interest/play/seating, improving drainage and lawn quality, adding paths, garden beds, tree planting and park furniture. - Consider: Relevant design guidance.



Projects continued

KEY

High priority 1-3 years

Medium priority 4-10 years

Low priority 11-20 years

THEME	PROJECT	DELIVERY PRIORITY	PRIMARY FUNDING SOURCE	DEPENDENCIES, CONSIDERATIONS AND NOTES
Recreation Zone	Community Facility		Community	- Dependent on recreation hub projects. - The community building is intended to be a multi-purpose building with room to accommodate a indoor court (34.5m x 18.5m), bookable community space, small offices, kitchen, and toilets and changing rooms. Consideration should be given to whether the new toilets within the facility replace the standalone toilet block located close to the playground. - Project includes external components such as connecting paths, lighting, park furniture and service vehicle parking and access. - Consider: adjoining activities and vehicle access/requirements. Consideration should be given to storytelling, naming of building and public art. - Consider: Relevant design guidance.
Recreation Zone	Event space (approximately 300m²).		Community	- Consider developing with Community facility or playground. - Include elements such as small outdoor stage, lighting, power connections, seating and space for congregating and shade. - Consider access for service vehicles and food trucks and elements to manage vehicle movement (such as bollards) and how the space will work off-peak). - Consider: Relevant design guidance.
Hard Courts	1 x outdoor beach volley ball court.		Council	Ensure adjoining land is set aside/future proofed for additional courts (maximum of four).
Hard Courts	Up to 2 x additional multi sport court (netball, tennis, pickleball).		Council	- Assessment required to determine feasibility of further courts, including quantity and type of courts. - Include the new path required to connect with other spaces. - Consider: Relevant design guidance.
Sports field	Sports field lighting (for the purposes of training).		Council	- Location of sports fields, paths and tree planting. - Consider: Relevant design guidance.
Stream and Wetland enhancements	Wetland paths (trails and boardwalks through low lying and/or wetland areas).		Council Community Developers	- Must connect with main shared path and/or perimeter paths. To be designed and located in a way that will enable future pedestrian links along southern and eastern boundaries. Opportunity to include nature play and outdoor education elements. - Include wayfinding signage, interpretive signage, public art, and planting where applicable. Widths and materials will vary depending on environmental conditions. - Consider: Relevant design guidance.
Paths	Munro / Waipuke / Park connection (path and pedestrian bridge).		Council	- Extension of car park to be completed (or at least detail planned) to ensure path connections align. - Include wayfinding signage, lighting, interpretive signage, art, planting and play along the way elements where applicable. - Consider: Relevant design guidance.
Informal open space (outside of recreation hub)	Munro Road / Watercare park lookout.		Council Watercare	- Work with Watercare to upgrade site into a usable informal space (e.g. seating, considered planting and signage) while accommodating Watercare access and maintenance requirements. - Consider amenity of neighbouring residential property. - Consider: Relevant design guidance.
Stream and Wetland enhancements	Timber jetty/pier and associated paths.		Council Community	- Size and location TBC. Potential to be located in another area in the Park. - Consider: Relevant design guidance specially public safety (visibility and use).
Other projects	Paa Harakeke.		Community	- Size and location TBC. Community-driven project. - Consider: Relevant design guidance, especially Planting. - Include signage and interpretive signage, storytelling as well as tikanga, access and maintenance requirements.
Other projects	Community Garden and/or Orchard.		Community	- Size and location TBC. Community-driven project. Consider Planting Plan and safety principles. - Include signage and interpretive signage, storytelling as well as access and maintenance requirements. - Consider: Relevant design guidance.
Other projects	Sensory garden		Community	- Possible to incorporate into playground design. Standalone garden size and location TBC and would be a community-driven project. - Consider Planting Plan. - Include signage and interpretive signage, storytelling as well as access and maintenance requirements.



Design Guidance

- 5.1 INTRODUCTION
- 5.2 PATH NETWORK
- 5.3 PARK FURNITURE
- 5.4 SIGNAGE +
INTERPRETATION
- 5.5 PLAY ACTIVITIES
- 5.6 STREAM MARGINS +
WETLANDS
- 5.7 YOUTH ZONE
ACTIVITIES
- 5.8 COMMUNITY FACILITY
- 5.9 PLANTING

Introduction

This section helps to direct the look, feel and considerations of all the key spaces and assets within Pookeno Sports Park. While it is important to have an overarching vision and design principles, the design guidance helps to ensure that each specific project builds towards that vision.

Use this guide through all phases of the design process (e.g. planning and pre-design, design phases and maintenance) as a basis to deliver practical solutions and deliver on the Vision and Design Principles set out in the master plan.

However, the guidelines are not an exhaustive list, and investigation into other WDC plans, strategies, rules and guidelines, and reviewing precedents from other places, should be undertaken when developing a project. These have been identified where possible.

FUNDAMENTAL CONSIDERATIONS

At each stage of the design process and for all development on the park (including enabling works), consideration should always be given to:

- **DESIGN PRINCIPLES:**
 - Diversity (which includes accessibility)
 - Connectivity
 - Safety and Inclusivity (which includes accessibility)
 - Uniquely Pookeno (which includes cultural storytelling)
 - Environmental Health
 - Resilience and sustainability
 - Stewardship and engagement.
- **COSTS:**

Consideration also needs to be given to costs. This means, the relative cost of materials or solutions in terms of its whole of life value and/or cultural or social value should be considered as well as the initial financial cost.
- **DEVELOPING AN OVERARCHING NARRATIVE:**

It is suggested that Council work with mana whenua and the community to start developing the narrative for the park. This will help to inform the materials and colour palette used across the park and ways in which the narrative of the site can be shared. The proposed name, Te Kupenga Wairepo o Pookeno, is a great place to start.

Path Network Design Guidance

The path network seeks to create a well-connected network of shared paths throughout Pookeno Sports Park. This is achieved through the upgrade of the few existing paths and creation of a wide range of new paths.

PATH USERS

The proposed pathways will facilitate a variety of activities as indicated by the graphics below. Consideration of who is using the path will influence how the path is designed and constructed.



ACCESSIBILITY AND SAFETY

- Slope
- Sight lines
- Prioritising pedestrians and cyclists. At or alongside roads, driveways or car parks, pedestrian and cycling paths should be prioritized. This means including interventions such as raised pedestrian tables, safe set backs, good sight lines and mechanisms to slow vehicles.

SURFACES

The surface treatment of the paths will determine the accessibility, safety, comfort and experience of Pookeno Sports Park.

It is also the key factor determining the durability, life expectancy and maintenance requirements of the path. The predominant material for Pookeno Sports Park should tie in with the footpaths and paved surfaces used in the current town upgrades on Main Street, where suitable and appropriate.

Key factors for the selection of the pathway material should be based on the following:

- Long lasting and suitability for the type of use (e.g. high traffic or low traffic volumes)
- It has very good slip resistance.
- Non-glarey surfacing
- Utilises regionally sourced aggregates, when required.

The path network could also include constructed boardwalks and where applicable, shared path bridges to cross streams and low lying areas.

MAIN TYPOLOGIES



Primary shared paths_3m Wide

For areas of high-use. Lightly exposed aggregate finish, with a mix of black oxide for a non-glarey surface. Hard surface and gentle slopes for accessibility.



Secondary paths _2m wide

Recreation paths. Loose texture of gravel or compacted limechip (hoggin) provides a soft surface for pedestrians and cyclists. Environmental benefits such as better drainage and reduces heat buildup.



Tertiary trail paths_0.6-1m wide

Narrower gravel paths for exploring wetlands. Depending on environment, may not be accessible. Designed to be flood-tolerant.



Timber boardwalks

Required for wet areas. Boardwalk width, height and design can vary depending on environment. Edge treatment may include toe kick or balustrade, depending on fall height and standing water.

ADDITIONAL OR ALTERNATIVE DESIGN CONSIDERATIONS



Safety treatments

Safety treatments (messaging, intersection bands) can be included paths at key junctions to help manage user behavior.



Cultural designs

Cultural storytelling can be integrated into paths and balustrades.



Play along the way features

For walking or cycling, and all ages, play features from simple to complex can be added to make a path route more engaging.



Park Furniture Design Guidance

The selection of standard furniture for Pookeno Sports Park is to be confirmed during the next phase of design. Furniture should be consistent across the park, except in areas where site requirements or storytelling opportunities require alternatives.

 = Specifically accessible furniture

SEATING

- Locate at play space, main gathering areas, along pathways and provide options for seating in both shade and sun.
- Material to be natural timber on powdercoated steel frame, and ensure at least 50% of seats provide arm and back rests for accessibility.
- Ensure the majority of seats are located on an accessible route and have sufficient hardstand around seat to avoid wearing down of grass. Ensure some seats have a wider hardstand on one side to allow for a pram or wheelchair.
- Bespoke seating can be incorporated where applicable and is a fun way to respond to the nuances of a site and/or contribute to storytelling. Ensure designs can be easily maintained.

PICNIC TABLES

- Locate at play space, main gathering areas and along pathways where shown on master plan.
- Material to be natural timber on powder coated steel frame
- Ensure the majority of picnic tables are located on an accessible concrete pad connected to an accessible route and have sufficient hardstand around seat to avoid wearing down of grass. Ensure wider hardstand area on one side to allow for a pram or wheelchair.

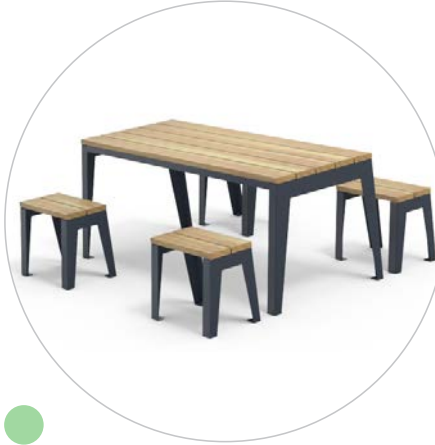
DRINKING FOUNTAINS

- Locate at playground, skate park and multi-purpose court space. Potential for an additional fountain at pump track, depending on final location.
- Ensure drinking fountains are located on an accessible concrete pad connected to an accessible route. Locating next to gardens can be an effective way of managing water run off/spill. Ensure installer slopes concrete towards garden beds.
- Ensure the drinking fountain is universally accessible to people of all ages and physical abilities, especially those with limited hand mobility.

BBQS

- Accessible two plate
- Best located under a structure to protect against the elements.

MOBILIA FURNITURE SUITE, FEL GROUP



BESPOKE SEATING



OTHER FURNITURE



WASTE BINS

- Bins should be consistent with WDC’s Waste Minimisation and Management Plan.
- Locate at main gathering areas, entrances or along high use pathways (on the edge of paths within planted areas where possible).
- Ensure the bin is universally accessible to people of all ages and physical abilities.
- Ensure the design of the bin can be easily emptied by maintenance staff.

CYCLING FACILITIES

- End of trip cycle facilities include:
 - Racks
 - Maintenance stands
 - E-bike charging
 - Shelters
- For the community Hub, showers, lockers and secure parking areas.
- Locate at play spaces, and near main car park.
- Ensure bicycle parking is close to the final destination and not out of sight. Cyclists will not use intended racks if there is a safer alternative available like lamp or sign posts.
- Follow NZTA best practice bicycle parking guidelines.

SHELTERS AND SHADE SAILS

- Generally requires site-specific design. Shelters should align with the look and feel of the park (e.g. timber, steel, a mix of both or other).
- Alternative shade structures can be used (as shown in images).
- Refer to SunSmart NZ - Under cover: Guidelines for shade planning and design.

LIGHTING

As a general rule, parks are to be enjoyed during the daytime and in specific circumstances (such as organised sports or events) into the evening. When considering lighting in parks, several key questions should be asked:

- Is there any community group based in /using the park after dark?
- Is there any other reason why legitimate users would need to use the park at night?
- Is there good passive surveillance from either neighbouring streets or properties into the park?
- Are there alternative routes around the park that have better passive surveillance and street lighting?
- Will lighting a single path provide a predictable night-time route through the park which could easily be used by criminals to target victims?
- Ministry of Justice Crime Prevention Through Environmental

Design (CPTED) provides useful guidance on planning for lighting.

If lighting is considered appropriate, types could include bollard lighting and standard pole lighting. Solar powered lighting should also be considered as an efficient and cost-effective option.

- Sports field flood lighting. Requirements and Guidance set out by Sport NZ.

BOLLARDS

- Use bollards to manage vehicle access e.g. along park boundaries or where paths intersect with car parks.
- Bollards should be spaced to allow for adequate pedestrian passage, including those using mobility devices.
- Bollards materials should consider the overall aesthetic of the particular area. Avoid chains between bollards as this restricts pedestrian flows.
- Balance maintenance requirements with aesthetics and pedestrian requirements.

FENCING

- Fencing bordering private property should meet District Plan requirements. Best practice urban design and CPTED principles encourage fencing between open space and private property to be a low height (maximum 1.2m) and 100% to 50% permeable to encourage passive surveillance.

OTHER FURNITURE/ITEMS CONTINUED



Signage and Interpretation Design Guidance

Signage and way finding guidelines aim to improve circulation and the use of the sports park by informing visitors about:

- Access/entrance points, and way finding to recreational facilities,
- Accessibility,
- Recreation opportunities,
- Estimated lengths and times (e.g. loop tracks or the time it will take to walk to a neighboring land use like the school),
- Hours of operation if gates are being used to manage car parks,
- Locations of important amenities such as water and toilets,
- Restrictions on types of recreational use such as 'dogs on leash'.

ENSURE THAT ALL SIGNAGE:

- Is located in areas that are accessible for all abilities (where possible).
- Is consistent with the Waikato District Council Signage Guidelines.
- Integrates regulatory information onto main entrance and/or wayfinding directional signs where possible to avoid multiple signs and visual clutter.

MAIN ENTRANCE AND SECONDARY PARK ENTRANCES

- Locate at main vehicle entrance on Munro Road.
- Content: Pookeno Sports Park, regulatory symbols, council logo and gate opening times (if required).

INTERNAL WAYFINDING

- Locate at main gathering node next to main car park and at main pedestrian/cycle entrances.
- Content: Pookeno Sports Park, regulatory symbols, council logo and gate opening times (if required), recreational information, interpretive information (if appropriate).
- Waikato District Council contact details/ map.
- Map to be located at average eye height (1500mm high).

ROUTE MARKERS

- Use at intersections of path networks where it is difficult to obtain orientation (e.g. winding routes, bush-clad routes).
- Include indicative distance and time.



ENTRY SIGNAGE



INTERNAL WAYFINDING



ROUTE MARKER

INTERPRETIVE SIGNAGE

- Is encouraged as it is an effective way of sharing information and stories about the park's ecology, community and culture.
- A range of types can be used across the park. Locations include but are not limited to the playground, community hub, and wetlands.
- Interpretative signage can be presented on standard Council signage or it can be creatively designed to suit is content and context, and does not always have to conform to Council signage guidelines. Signage can be playful and interactive, highly graphic and sculptural, vary in height etc.



Play Activities Design Guidance

DESTINATION PLAYGROUND

A 1000m² destination playground is earmarked for Pookeno Sports Park. The scale of playground means that an array of structured play opportunities can be provided for a range of users. The WDC Playground Strategy (2017) provides guidance on the play value and criteria for a great playground.

INCLUSIVE AND ACCESSIBLE

- Inclusive and accessible design is an essential consideration for a destination playground. This means:
- Easy and safe access to and within the playground (e.g. ramps not stairs, handrails, accessible grades, artificial safety surfacing),
 - Provision of play equipment and park furniture that is accessible (e.g. inclusive swings and accessible spinners) and inclusive for all users.

Equipment can also be selected and/or designed to accommodate adults such as the 'you and me' swing seat.

DEVELOP A THEME

Playgrounds are an excellent opportunity for storytelling and placemaking. The process for developing the playground concept design should include early and continuous engagement with the community and mana whenua so that an appropriate narrative and storytelling opportunities are identified early in the process. Early engagement with the community and mana whenua should also help to identify what kind of equipment and experiences are desired.

SHADE

Shade is a critical component of playgrounds, particularly in areas where children and adults will be in one location for a long time, such as sand play or seating. Use a mix of shade trees and shade sails or structures throughout the design.

During the design phase, ensure that shade sails are of an appropriate size and position by testing where the shade falls in a 3D model.

NATURE PLAY

It is noted that nature play is a separate play experience covered in section 5.6 of the master plan. The destination playground can include elements of nature play but it is important to note that this type of play may be provided in other areas of the site.

AGE APPROPRIATE

- The playground at Pookeno Sports Park should include:
1. Junior play
 2. School age play

3. Youth area

The play requirement for every age group differs so it is important to offer play opportunities that suit a range of ages. In addition to standard equipment, features could include:

- Water play and sand play
- Small, well-defined and contained spaces for group play
- Outdoor blackboards
- Intricate obstacle course
- Area for role-playing
- Seating area adjacent to the playground and under shade cloth

Opportunities for adventurous and creative play, for physical and cognitive development. Features could include:

- Obstacle course
- Area for role-playing
- Climbing pieces, overhead ladders, chinning bars, balance beams, and flying foxes

STAND OUT FEATURES

Destination playgrounds are often a great opportunity for large, unique play features and effective story telling.



DIVERSE PLAY OPTIONS



TODDLER SPECIFIC ITEMS



INCLUSIVE AND ACCESSIBLE ITEMS



Stream Margins and Wetland Design Guidelines

NATURE PLAY

Nature play refers to a wide range of activities that foster and enhance connection and interactions with the natural world. While opportunities for nature play already exist in the park these can be significantly enhanced through the thoughtful integration of natural features and elements into the play areas. Features could include:

- Reuse of old tree trunks/roots to climb over and play around,
- Habitat for native plants and animals,
- Installations for fauna such as insect hotels,
- Pollinator pathways and bird feeders,
- Ecotecture, vegetated ‘mazes’ and other natural play spaces,
- Sensory gardens.



With 50% of the site in wetlands or stream, embracing and working with the wetland environment is a critical for the park. This is reflected in Key Design Move 1.

The following guidance should be read in conjunction with the design guidance for paths and nature play.

Naturalising the edges for biodiversity and public access. Design routes down to the water using natural materials and if possible, incorporating stream crossings. Interventions like these help the public to engage and interact with the water. This can often generate a desire to help keep the waterways clean and healthy.

- Platforms and spaces for learning
- Bridges and boardwalks
- Community programmes to rehabilitate the wetland.

WETLAND PLANTING

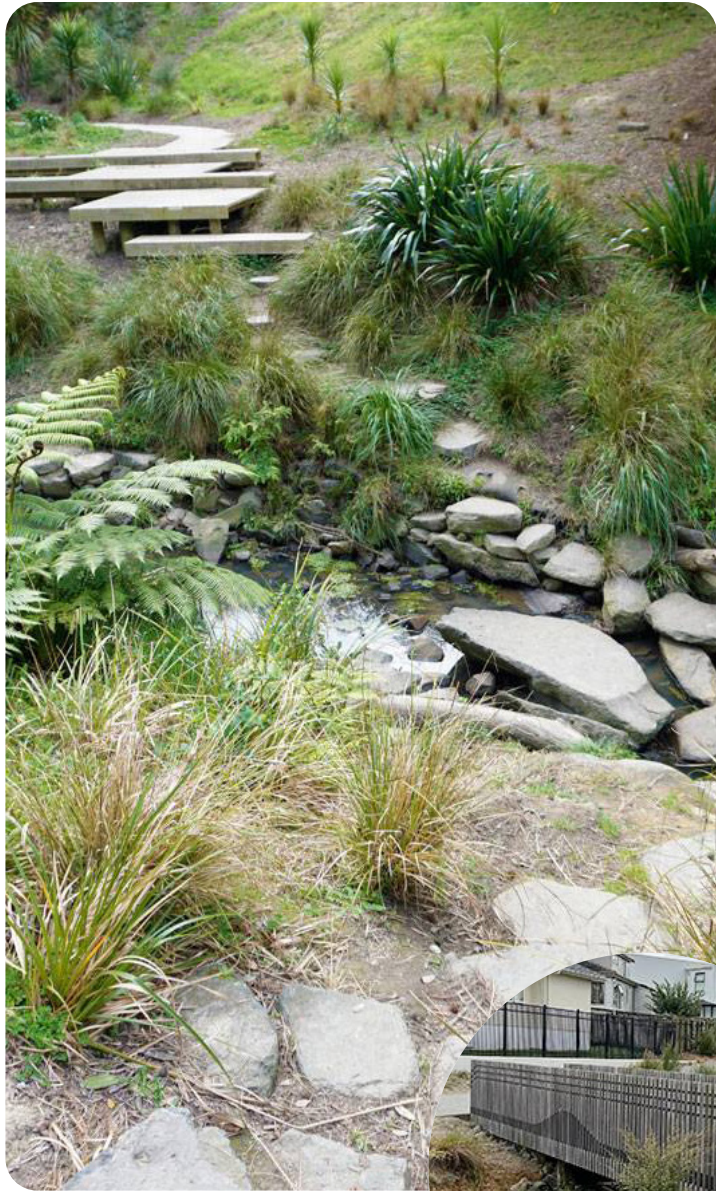
Refer to 'Waikato Regional Council Wetland Planting Guide - Fact sheet 3' for guidelines on establishing a wetland, and to the DOC 'Planting guide for Hamilton Basin, Kahikatea remnants'.

In some areas, ensure low growing species (under 1.2m) where possible to ensure sight lines are maintained into the site. Trees with a higher canopy can be planted on the outer edges.

Consider extending the existing Kahikatea 'stand' in the eastern corner of the site with new kahikatea to grow the forest and support the mature species.



Improve the stream rip rap to increase biodiversity, aesthetics and public access and use.



Shared Bridge over stream
Provides improved accessibility and safe crossings over streams, roads or difficult terrain.

Youth Zone Activities Design Guidance

SKATE PARK

A 800m² skate park is proposed for Pookeno Sports Park. The skate park needs to be planned and designed with neighboring activities in mind (destination playground, pump track, basketball court and family hub) in terms of enhancing synergies or avoiding conflicting activities. Consideration should also be given to sharing amenities such as drinking fountains, cycle racks and toilets.

Additional considerations include:

Early planning phase:

- Understanding how it will be funded and who will lead the funding process, planning and design.
- Designing with the community from the beginning.
- Visiting other skate parks to see what does and doesn't work.

Design phase

- Designing for all ages and abilities
- Consider the supporting facilities and amenities such as shade, lighting, seating and rest areas, planting and landscaping and event support, such as spectator seating, a focal point for viewing and commenting, and power connections.

Design guidance is also set out in the Sport New Zealand Skate Guidelines for Local Government.

PUMP TRACK

A 500m² pump track is earmarked for the park. Pump tracks can be designed for amateurs and professionals, and be multi-modal, e.g. designed for bikes, BMX, scooters. They also have a highly flexible format so long as loops are created.

It is possible for the pump track and skate park projects to be bundled so that they can be designed and delivered at the same time, resulting in project and site design efficiencies.

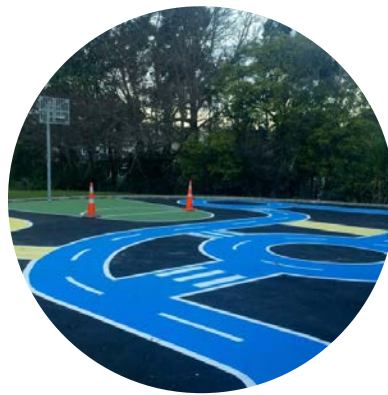
Including a Learn to Ride zone could also be considered (and possibly incorporated into the playground or general path network). Learn to Ride zones are effective for children to gain confidence on their bicycles and practice the basics of road safety in a safe environment.

BASKETBALL COURT

A full basketball court with a multi-hoop at one end, with additional court space is to be included. Hoops should be adjustable for different ages and abilities.

Including a full size court allows for a full game to be played, while the multi hoops allows for more informal play.

The surface of the court provides an opportunity to painted with colour and/or a pattern to reflect the recreation theme.



FITNESS ZONE

Provide a variety of adult fitness equipment and elements such as fitness bike stations, steps, bars, accessible fitness equipment and cross training and/or running line markings/markers in the loop paths (e.g. 50m, 100m and 1 km marked on the path to help people with training).

Consideration could also be given to including a separate parkour activity zone (approximately 50m²).

Studies have shown that clustering equipment in one area rather than locating each activity along a circuit track results in higher use and increased participation and safety.



Community Facility Design guidance

The Sport New Zealand Community Sport and Recreation Facility Development Guide provides a step-by-step process and supporting information for the six stages of the best-practice facility life-cycle:

CONCEPT

- Identifying the need for a facility and developing the strategic case for doing so, including assessing the specific need and demand in the wider context of the desired facility network.

PLAN

- Ensuring the facility will be fit for purpose, sustainable and future-proof while also determining its financial feasibility based on an appropriate facility mix.

DESIGN

- Developing the detailed functional and spatial requirements of the facility based on the agreed facility mix. Designs are confirmed and estimates finalised.

BUILD

- Constructing the facility.

OPERATE

- Managing and maintaining the facility. Ensuring it delivers a quality experience and has an effective and efficient operating model and programme of activity that meets community needs.

IMPROVE

- Evaluating the success of the facility, how it has delivered on the identified outcomes and objectives, what improvements can be made and whether there is any experience or learnings that can be shared.

The design process should reflect the theme of any assets that have been built prior to the development community facility.

The recommended minimum size for new build single court for active recreation and community sport is 34.5x 18.25 x 7.5m (court area and run off only). If the need is only for active recreation and local community sport, consideration could be given to providing undersized courts with lower ceilings. The building footprint will range from 850m²-1000m². Additional space has been provided for in the masterplan to enable a suitable design.



Randwick Park Community Facility



New Lynn Community Centre



Planting Design Guidance

Vegetation and trees are largely absent in the park. Re-vegetation provides a significant opportunity to shape the park and achieve the numerous outcomes that benefit the community and environment.

The purpose of the planting guidelines is to ensure that suitable species are chosen that:

- Are representative of the former swamp species (Kahikatea forest ecosystem) that would have been present on the site.
- Frame the ‘open space’.
- Ensure sight lines and passive surveillance is achieved.
- Improve health and well-being.
- Provide shade.
- Provide flood management through planted wetland or stormwater detention areas and tree planting for infiltration.
- Improve ecological corridors in the growing urban environment.
- Improve soil, water and air quality.
- Improve biodiversity (habitats and a food source for native insects, birds, lizards, fish and frogs).
- Improve pollination.
- Provide improved carbon capture and storage (trees).
- Are suitable for use around play equipment (e.g. low leaf/berry drop, avoid poisonous plants).

An emphasis should be placed on using native species where possible as they play a vital role in the wider landscape by improving ecosystem services for native fauna. This is particularly important in new urban environments.

The following planting guidelines provide general considerations and a tree succession list as some of the mature tree species may reach the end of their lifespan within the next 20 years.

AMENITY PLANTING

Amenity planting includes general garden beds and trees. A range of species can be used but consistent theming should be aimed for, e.g. the same species along a path to create a boulevard, or the same species to create a glade, or a diverse mix to create interest. Use of similar plants to the wetland areas will also help to tie the site together and achieve Key Design Move 4 - the Green Stitch. An example palette is set out below:



Platanus x acerifolia
London Plane



Liriodendron tulipifera
Tulip tree



Sophora microphylla
Koowhai



Magnolia var.
Flowering magnolia



Podocarpus totara
Totara



Knightia excelsa
Rewarewa

SWALES AND RAINGARDENS

Swales and raingardens have multiple functions including treating stormwater, providing for human contact with nature and providing habitat corridors, particularly when paired with street trees. Stormwater runoff is treated and cleansed when it comes into contact with the vegetation. Higher levels of sun light promotes the dense growth of grasses and sedges, providing for greater vegetation contact with stormwater. Therefore, predominantly low growing species and tree species that allow higher sun penetration have been selected.



Astelia trinervia
Kauri grass



Blechnum minus
Swamp kiokio



Carex virgata
Swamp Sedge



Carex testacea
Orange Sedge



Dianella haemata
Turutu



Phormium cookianum
Mountain Flax



Doodia australis
Pukupuku



Plagianthus divaricatus
Fragrant Ribbonwood



Juncus pallidus
Wiwi



Machaerina juncea
Tussock Swamp Twig Rush

90% of Planting mix

10% of Planting mix

WETLAND AND STREAM RIPARIAN

The riparian margin palette is a combination of swale species, which assists with treating stormwater, and Hamilton Basin ecosystem which assist with creating shade over the watercourse to keep water temperatures down and contribute to the overall 'green corridor'. Swale species are predominantly concentrated in the 'shallows and lowland' zones of the watercourse, while the forest species will be planted in the 'drier or higher' parts of the stream profile.

SHALLOWS AND LOW LAND



Blechnum minus
Swamp kiokio



Cyperus ustulatus
Giant Umbrella Sedge



Cordyline australis
Cabbage Tree



Dianella haemata
Turutu



Phormium tenax
Harakeke

10% of Planting mix



Carex virgata
Swamp Sedge



Juncus pallidus
Wiwi



Machaerina juncea
Tussock Swamp Twig Rush

90% of Planting mix



Carex virgata
Swamp Sedge



Cordyline australis
Cabbage Tree



Coprosma robusta
Karamu



Melicytus ramiflorus
Mahoe



Phormium tenax
Harakeke

90% of Planting mix

DRIER AND HIGHER



Agathis australis
kauri



Beilschmiedia tawa
Tawa



Brachyglottis repanda
Rangiora



Dacrycarpus dacrydioides
Kahikatea



Vitex lucens
Puriri



Knightia excelsa
Rewarewa



Podocarpus totara
Totara

10% of Planting mix



