

Parks and Play Space Classification Hierarchy

City of Bayswater

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	Pocket Park	Local Park	Neighbourhood Park	District Park	Regional Park
Catchment Area	Approx. 300m walk from home	400m walk from home	800m walk from home	1 - 2 km from home	Whole of City, service neighbouring LGAs
Site characteristics	<ul style="list-style-type: none"> • Less than 0.4 ha in size • Most often used as Recreation and/or Nature space • Intended for short visits for rest and relaxation • Assist in preservation of local biodiversity and natural environment 	<ul style="list-style-type: none"> • Generally 0.4 ha to 1 ha in size • Recreation and/or Nature function • Responsive to natural features • Good passive surveillance • Assist in preservation of local biodiversity and natural environment 	<ul style="list-style-type: none"> • Generally 1 to 5ha in size • Recreation and social focus for community • Provide a variety of features including bushland, play infrastructure, sporting infrastructure (if appropriate) • Sport, Recreation or Nature function/s • Responsive to natural features • Good passive surveillance • Assist in preservation of local biodiversity and natural environment 	<ul style="list-style-type: none"> • Generally 5 to 15ha in size • Primarily used for organised sport with some Recreation and/or Nature function • Service several neighbourhood areas • Located centrally to maximise accessibility • Located on district distributor roads with public transport • Good passive surveillance • Safe pedestrian and cycling connections 	<ul style="list-style-type: none"> • Services one or more geographical region/s • Well connected by major road and public transport networks • Accommodate important Sport and Recreation functions as well as significant conservation and/or environmental features • Accommodate biodiversity principles and environmental management goals where possible
Play characteristics	<ul style="list-style-type: none"> • Basic play infrastructure or nature play elements may be provided, depending on proximity to main roads, surveillance and size. • May reflect local character, community-led initiatives aligned with City policies for Public Open Space • Intended for short visits 	<ul style="list-style-type: none"> • Basic level play infrastructure, nature play elements or exercise equipment • May reflect local character, community-led initiatives aligned with City policies for Public Open Space • Intended for short visits 	<ul style="list-style-type: none"> • Extensive play opportunities and choices for different age groups including a mix of types • Intended for medium length visits by surrounding residents 	<ul style="list-style-type: none"> • Play opportunities dependant on sporting infrastructure and space availability • Visit length generally dependant on sporting use/outside sporting hours exercise, dog walking and children's play 	<ul style="list-style-type: none"> • Diversity of play opportunities for different ages and abilities • Area should be large enough to enable multiple activities, play types and users simultaneously
Accessibility	<ul style="list-style-type: none"> • Safe pedestrian and cycling connections • Accessible pathways 	<ul style="list-style-type: none"> • Safe pedestrian and cycling connections • Accessible pathways • Sand or mulch soft fall 	<ul style="list-style-type: none"> • Safe pedestrian and cycling connections • Accessible pathways • Accessible seating and picnic furniture • Accessible play elements • Sand and/or mulch soft fall • Lighting - general security and pathways 	<ul style="list-style-type: none"> • Safe pedestrian and cycling connections • Accessible pathways • Accessible seating and picnic furniture • Accessible play elements • Sand and/or mulch soft fall • Lighting - general security, pathways and play areas 	<ul style="list-style-type: none"> • Safe pedestrian and cycling connections • Accessible pathways • Accessible seating and picnic furniture • Mix of accessible play elements • Mix of surfaces, including sand, mulch and rubber soft fall • Lighting - general security, pathways and play areas
Shade/shelter	Natural/shade sail	Natural/shade sail	Natural/shade sail	Natural and/or shade sail	Natural and shade sails
Supporting infrastructure	<ul style="list-style-type: none"> • Seating • Bin 	<ul style="list-style-type: none"> • Seating • Bin • Picnic shelter (negotiable) 	<ul style="list-style-type: none"> • Seating node/s • Picnic shelter • Bins • Drink fountain (with dog bowl) • BBQ (negotiable) 	<ul style="list-style-type: none"> • Seating node/s • Picnic shelter (where appropriate) • Bins • Drink fountain (with dog bowl) • BBQ (negotiable) 	<ul style="list-style-type: none"> • Multiple seating and picnic shelter nodes • Bins • Drink fountains (with dog bowl) • BBQs
Public Toilets	Not required	Not required	Negotiable, depending on surrounding provision	Required	Required (fully accessible)
Parking	Not required	Street or Verge (as appropriate)	Street or Verge	Car park required (minimum 5 bays)	Car park required with ACROD bays
Fencing	Negotiable (depending on hazards)	Negotiable (depending on hazards)	Negotiable (depending on hazards, separation of areas)	Negotiable (depending on hazards, separation of areas)	May apply to some play areas for separation; hazard-dependant