

PHILLIPS PARK, LIDCOMBE

MASTER PLAN



0 15 30 45 60 75 150m
1:1500 @A3 | 1:750 @A1

LEGEND	
SYMBOL	DESCRIPTION
	Extent of Landscape Works
	Existing Trees Retained
	Proposed Trees
	Existing Turfed Area Retained and Rectified
	Proposed Gardenbeds/Raingardens
	Existing Footpath Retained
	Proposed Primary Footpaths - Widths Vary (1.2m, 1.5m and 2.5m)
	Proposed Secondary Footpaths- 1.2m Wide
	Proposed Paved Activity Areas
	Existing Shelter Retained
	Existing Street Lights Retained
	Existing Flood Lights Retained
	Proposed Bench Seats
	Proposed Picnic Table and Benches
	Proposed Tiered Spectator Seating

AREA	DESCRIPTION
①	Re-configured Sporting Fields (Soccer and Cricket) with Linemarking
②	Existing Cricket Nets Retained
③	Proposed Multipurpose Courts (Netball and Basketball)
④	Proposed Location of Amenity Building (Size and Footprint Shown Indicatively)
⑤	Proposed Green Spine with Trees and Gardenbeds/Raingardens
⑥	Improved Entrances to Phillips Park. Opportunity for Public Art and Dog-Friendly Facilities.
⑦	Proposed Fitness Station with Softfall Paving and Bench Seats
⑧	Central Hub. Opportunity for Family Gathering, Picnic and Group Exercise
⑨	Existing Picnic and BBQ Area Upgraded
⑩	Existing Embankment. Opportunity for Youth Based Playspace and Fitness
⑪	Proposed Bench seats and Gardenbeds. Opportunity for Tiered Spectator Seating
⑫	Existing Amenity Block Removed. Opportunity for Picnic Tables and Shelters
⑬	Opportunity for WSUD Treatment
⑭	Opportunity for Family Gathering and Picnic Area with Tree Canopies and Decomposed Granite Paving
⑮	Opportunity for Improvements to Existing Street Parking
⑯	Existing Maintenance Vehicle Access Upgraded
⑰	Existing Culvert Retained and Protected. Opportunity for Design Motifs or Other Embellishments
⑱	Existing Public Art Retained and Protected
⑲	Opportunity for Crossing Subject to Traffic Modelling and Approvals

STAGE 2 WORKS	
⑳	Proposed Playspace with Bike Tracks and All-age/Inclusive Play Equipment
㉑	Reinstated "Ray 'Curly' James Grandstand" Tiered Seating with Commemorative Plaque
㉒	Proposed Path Loop