



# PUBLIC REALM & URBAN DESIGN FRAMEWORK

March 2013

DISTRICT COUNCIL OF MOUNT BARKER  
OPEN SPACE, RECREATION AND  
PUBLIC REALM STRATEGY

# Acknowledgements

The Open Space, Recreation and Public Realm Strategy has been undertaken by Suter Planners and WAX Design and managed by David Cooney, Senior Policy Planner for the District Council of Mount Barker.

The Open Space, Recreation and Public Realm Strategy was commissioned by the District Council of Mount Barker and the Department of Planning, Transport and Infrastructure (DPTI).

Project Steering Group members outlined below have provided valuable input to the Open Space, Recreation and Public Realm Strategy and Elected Members and community members have contributed throughout the study through consultations.

David Cooney	Senior Policy Planner and Project Manager
Penny Worland	Policy Planner
Peter McGinn	Community and Recreation Development Officer
Marc Voortman	Principal Planner - Urban Growth and Strategic Projects
Greg Sarre	Environment and Sustainability Planning Consultant
Emma Cope	Environmental Project Officer
Judith Urquhart	Senior Development Officer - Planning
Chris Lawrey	Urban Forest Officer
Marcus Smith	Manager Assets and Contracts
Norm Key	Manager - Field Services
Terry Banks	Senior Project Officer/Environmental Engineer
Rebecca Fox	Assets Officer
Michelle Bell Assets	Project Coordinator, Building and Recreation
Greg Billington	Cemetery Curator



# Contents

PURPOSE OF THE FRAMEWORK	<b>1</b>
APPROACH TO THE STRATEGY	<b>2</b>
PUBLIC REALM CONTEXT	<b>3</b>
PUBLIC REALM VISION FOR THE DISTRICT	<b>5</b>
ASSESSMENT OF PUBLIC REALM AND TOWNSHIPS	<b>7</b>
OPPORTUNITIES FOR THE PUBLIC REALM	<b>30</b>
PUBLIC REALM PRINCIPLES	<b>39</b>
DETAILED PUBLIC REALM GUIDELINES	<b>46</b>
STYLE GUIDE	<b>50</b>





## Purpose of the Framework



The District Council of Mount Barker Public Realm and Urban Design Framework will strategically guide the future provision, development and management of the urban realm and public open space in the District over the next 10 years and beyond.

The Framework will provide directions that respond to potential community needs, issues, gaps and opportunities associated with public space and the townships of the District. The Framework is intended to be used by Council, developers and the community when developing or enhancing the public realm of the District.

For the purpose of this Framework public realm is referred to as:

*The public realm includes exterior places, linkages and built form elements that are physically and/or visually accessible (e.g. streets, pedestrian ways, bikeways, bridges, plazas, nodes, squares, transportation hubs, gateways, parks, waterfronts, natural features, landmarks and building interfaces) and includes public spaces, commercial, civic, mainstreet environments.*



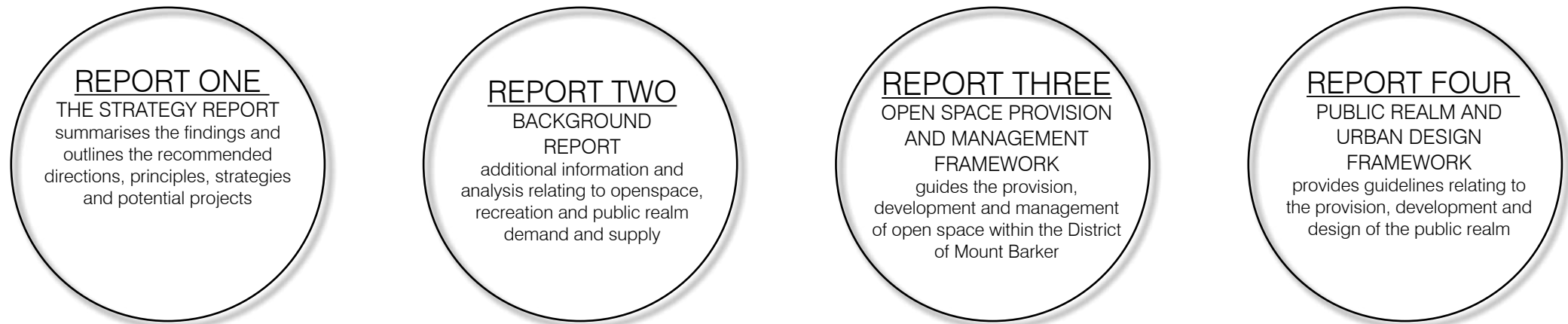
The Framework outlines the potential to achieve a quality integrated public realm that benefits residents, workers and visitors to the District as a whole now and in the future. This includes identifying opportunities to enhance the public realm and achieve active, vibrant and connected communities and places which deliver theme principles and strategies of Theme 2: *Public Realm and Township Character* within the Strategy Report (Report 1).



The design guidelines and principles identified in the Framework are intended to establish a consistent and integrated approach to the planning and implementation of the public realm within the District. The intention is that the guidelines will encourage best practice outcomes, rather than producing a prescribed set of rigid standards.

# Approach to the Strategy

The District Council of Mount Barker Open Space, Recreation and Public Realm Strategy incorporates four main reports as follows:



Whilst background information and findings are provided in the Strategy Report, the details of the findings are included in the Background Report (Report 2). Overall a thorough approach to assessing demand and supply and considering population demographics, community needs, potential and actual participation in sport and recreation, township character and the existing provision and quality of open space has been undertaken.

## Public Realm Context

The District of Mount Barker is located in the Mount Lofty Ranges around 30 kilometres east of Adelaide City. The local government covers 595km<sup>2</sup> in area and is adjoined by five other local government areas including Adelaide Hills Council, Mid Murray Council, the Rural City of Murray Bridge, Alexandrina Council and City of Onkaparinga.

The District is considered to be a diverse peri-urban area characterised by agricultural areas, remnant woodlands and urban areas that are experiencing strong growth in relation to residential development.

Mount Barker is the main township and this is closely connected to Nairne and Littlehampton which are key growth townships. Hahndorf, Meadows, Macclesfield and Callington are good larger rural settlements and smaller townships include, Echunga, Kanmantoo, Brukunga, Harrogate, Dawesley, Flaxley, Prospect Hill and Wistow.

The rural land is used largely for cropping, grazing and general farming, with area designated for viticulture and horticulture. This combination of land uses are reflected in the landscape character and the edge condition of many of the towns. The townships of Mount Barker, Nairne and Littlehampton represent the main 'growth area' within the District which has been recognised by the 30-Year Plan for Adelaide.

A number of rivers and creeks are located throughout the District including Onkaparinga River on the western border, Mount Barker Creek and Western Flat Creek which traverse through the township of Mount Barker, Nairne Creek which traverses through the township of Nairne, Angus River which runs through Macclesfield, creeks named after and linking to Echunga and Meadows, and Bremer River in the east. These water bodies are closely connected to open space areas public realms of the towns, creating distinct landscape characters, rich biodiversity amenity within the urban fabric of the district.

The Mount Barker District has high Indigenous significance and opportunities to represent this cultural heritage exist within the towns and public spaces.

In relation to landscape character the District has diverse bioregions (Eastern, Central and Western) linked to the climatic conditions and topography. The landscape varies from woodlands of Stringybark and Candlebark and swamp ecosystems in the west, to a strong eucalypt landscape (Blue, Red, Pink and Manna Gums) in the central region to a greater emphasis on open grassy, peppermint and mallee box woodlands and mallees in the east.

The District also has a strong tourism and visitor focus. The character of Hahndorf is defined by tourism and a number of the other townships such as Macclesfield, Echunga, Prospect Hill and the surrounding areas provide alternative destinations that draw visitors to the many of the towns within the District.

Overall, the Mount Barker District character is diverse and distinctive with a number of significant and appealing urban and landscape characters that justify and contribute to existing qualities of the District's open spaces and public realms.

The District remains an important growing urban area with a unique connection to the land that should be retained and reflected in the openspace, recreation and public realm. The District is also a valuable visitor and recreation destination with towns and places of Statewide and regional significance that should be protected and enhanced to benefit residents and visitors.







## Public Realm Vision for the District

The District has a distinct public realm and landscape character that is defined by the towns, mainstreets and open spaces throughout the District of Mount Barker. The character associated with the District results from the interrelationship of the topography, landscape features, vegetation and ongoing development of the land.

These influences and aspects operate together to provide a contextual setting that continually balances and rebalances the landscape, built form and cultural values of the District.

Over the last half century there has been an increasing focus on development and infrastructure, resulting in greater and greater modifications of the landscape. This increased demand for land to accommodate new uses has seen a move away from the typical rural and landscape values associated with Mount Barker and the other townships in the District towards an urbanised context.

Traditionally, landscapes, street trees and remnant vegetation have been viewed a critical asset within the towns, providing shade, screening and acting as a counterpoint to development as well as a connection to the surrounding qualities of the natural landscape of the Adelaide Hills. More and more, this landscape is being removed, paved over or confined by the demands of development. The result is a change in the balance between urban and rural / natural characters which is beginning to appear within the public realms and open space of the District.

The purpose of the vision is re-evaluate the relationship between development and landscape and provide a balancing of values associated with the Public Realm. It is recommended that this vision is used as a way of evaluating future proposals and their appropriateness in relation to the public realm and landscape context of the District.

*“The public realm and urban character of Mount Barker and the wider District will deliver a balanced approach to landscape, development and infrastructure; where no single outcome dominates and built forms accommodate Public Realm treatments that enhance the well-landscape and tree lined character of the District.”*







# Assessment of Public Realm and Townships

A detailed site assessment of the District's public realm was undertaken to gain an understanding of the physical and visual character, as well as, the function of streets, public spaces and landscapes associated with Mount Barker and more widely the townships that exist within the District of Mount Barker.

The analysis of the public realm explores how landscapes, circulation, viewsapes and urban forms (buildings and infrastructure) impact on the character and quality of the public realm and how people experience these public spaces.

The findings assist in providing a framework for the urban design responses and future planning and design of the public realm.

## District Wide

- The townships across the District of Mount Barker each have their own character, heritage and public realm qualities. The characteristics of smaller townships create appealing destinations and places for the enjoyment of the local community and visitors alike. It will be important to maintain and reinforce the unique characteristics of each township through public realm and open space planning in order to maintain the diversity and distinctive value of the District's townships.
- The District is experiencing growth and some townships including Littlehampton, Nairne, Meadows and Mount Barker itself could be at risk of losing valued characteristics and heritage features as a result. Consideration needs to be given to the potential impact of future developments on townships and the need for appropriate public realm responses that will minimise future development impacts.



- The infrastructure associated with the rapid development within the District has the potential to impact on the public realm in relation to amenity, function, consistency and quality. Examples include the impact of facilities associated with certain utilities, different styles of fencing material, paving and surface quality issues or inconsistencies. The location of infrastructure can also create visual detractors in the streetscape that reduces the quality of the public realm. However, with careful planning future urban realm and infrastructure requirements can be integrated to create high quality public spaces.
- There is potential to enhance place making opportunities through and design innovation throughout open space and public places in the growth areas and new development areas. Public art, playspace design, unique landscape character and other design features can contribute to the uniqueness and appeal of a place.
- A number of the townships in the District have important historic and cultural heritage, such as historic buildings, culturally significant trees, memorial or indigenous heritage that should be preserved when planning for the public realm and open spaces. This includes the need to manage the design of infrastructure and development to minimise impacts on heritage and landscape characteristics.
- There is potential to strengthen the character and heritage value of townships through main street enhancements, including improvements to streetscapes, street furniture upgrades and increased connection to the built form and heritage character areas.
- Some townships are lacking a sense of arrival which could be created through defined entry statements and landscapes that complement and reinforce the character of the township as well as reflecting cultural heritage.





## Public Realm Photo Survey

The following images represent a photo survey of the positive and negative characteristics of the Mount Barker District.

The initial images on page 9 demonstrate the historic balance that has been achieved between landscape and development as the town has grown over the last century. The resulting Public Realm accommodates trees and buildings providing an integrate framework of landscape and urban character.

By contrast, the images on the following page represents recent public realm outcomes where the need to deliver of infrastructure dominates the physical character of townships within the District. The survey demonstrates the risks and potential opportunities for future public realms of the District.







# Township Findings

The following assessment highlights a number of specific findings for associated with the public realm of larger townships within the District. These findings assist in providing a framework for the public realm principles and detailed design guidelines contained within this document.

## Mount Barker

Mount Barker is the regional centre for the District providing a range of services and diverse development opportunities. The town is formed by a number of distinct urban and landscape character zones that combine to create the urban.

Mount Barker Creek and associated open spaces create a defined 'spine' through the township to the southern edge of the town centre. To the west, the township is disconnected by major road corridors that impact on the connectivity of the town east/west. The landscape character of the town is expressed by a mixture of vegetation types. Historic European trees reflect the development of the town from settlement, while pockets remnant vegetation and isolated trees reflects the pre-European landscape.

Mount Barker's town centre is formed by three distinct precincts. There are a number of different forms of retail and landuse within the town. Gawler Street creates an attractive blend of heritage, retail, and landscape amenity (cafés, outdoor

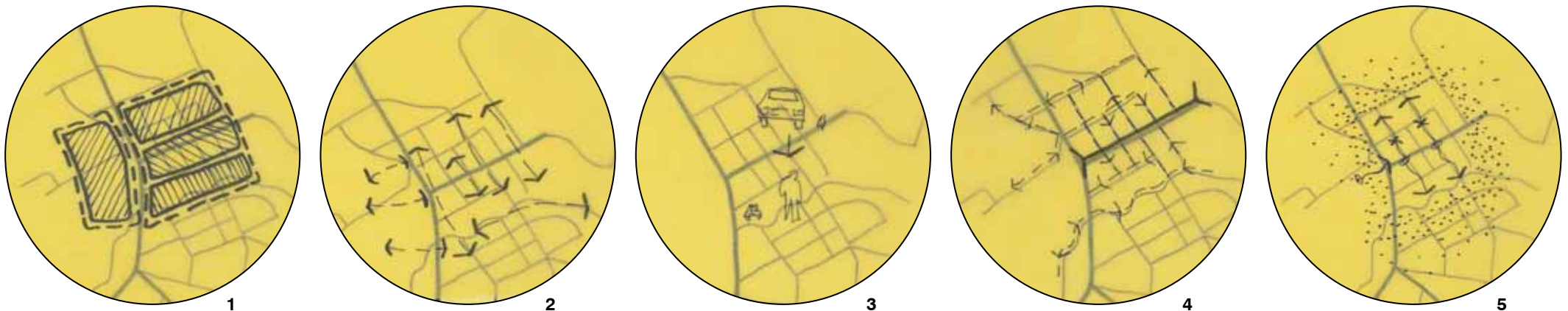
dining, window shopping) by contrast the retail precinct (north of Gawler Street) contains destination shopping and task-orientated commercial activities (drive and park). The third defined precinct is the civic area found between the river and south of Gawler street which contain numerous church and other community buildings (future location of Council Offices and Civic Centre). To the North is the historic, community and entertainment precinct associated with Auchendarroch. This area is a recognised destination within the precinct although the location of Adelaide Road separates the area from the town centre.

Gawler Street is a special place within the town and the District, providing an alternative to the retail park character of the town that has develop over the last 10 to 15 years. The public realm character of Gawler Street needs to be preserved providing a contrast to the 'local centre' and 'big box' retail development found to the north and east of the town. The tree lined streets and paved footpaths of Gawler Street create a pleasant public

space, however, vehicles dominate the street with on-street parking along both sides causing pedestrian/vehicle conflicts.

The retail areas of the town which are centred on Hutchinson Street and Morphett Street are dominated by numerous car parks and wide road corridors. An absence of bike lanes and lack of pedestrian friendly crossings and footpaths connections, reinforces the priority of vehicle within these streets. A lack of street trees or landscape treatments in this area ensures that service areas and infrastructure dominates aesthetically, reinforcing the disconnect between the retail precinct and Gawler Street. Pedestrian links between the retail park areas and Gawler Street are also uninviting and confusing.

There is a lack of consistency, in particular with fencing styles, street furniture and bridge crossings, throughout the civic and office precinct. Links to the creek need to be developed to reinforce the open pace potential of the area.





## Key Findings

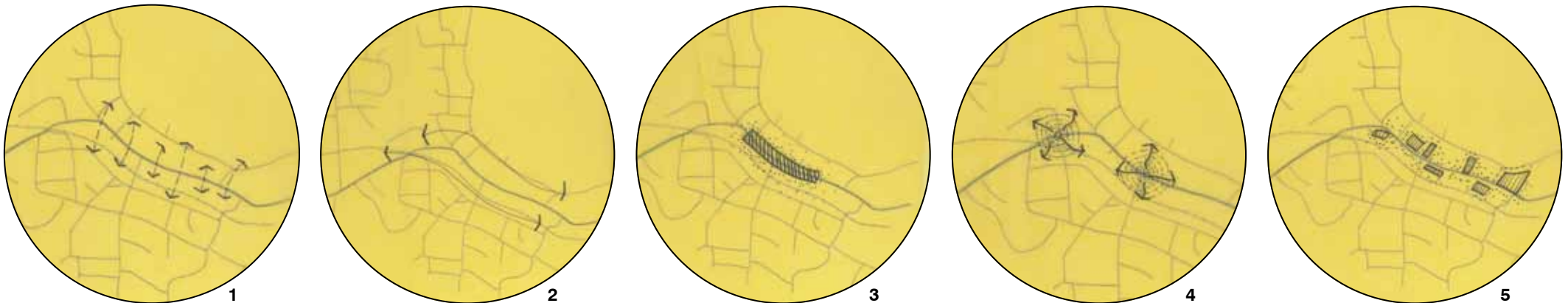
1. The town is defined by 4 urban precincts that impact on the overall Public Realm character of Mount Barker. These include the historic main street of Gawler Street; the retail and local centre character to the north and east of the town, the civic and community purpose of the town between Gawler Street and Mann Street and the public purpose and entertainment centre of Auchendarroch to the north.
2. Need to increase and reinforce connections between the urban precincts throughout the town to increase pedestrian activation of the public realm.
3. Need to increase the prominence of pedestrians within the town through improved access, streetscapes, road crossovers, seating and other public amenities
4. Need to create a coherent and legible public realm through paving, furniture and landscape treatments that enhance the underlying public realm.
5. Limit impact of visual detractors in the streetscape of the town (need for screens and frames)



## Nairne

The local service centre function of Nairne should be retained, as well as, promoting tourist opportunities in relation to the amenity offered by the main street, river and railway and the potential to build on its heritage and cultural history as visitor destinations. The progressive sense of arrival due to the road alignment creates distinct visual interest, creating a urban gateway to the town. Brick paving to only the southern side of the street creates an inconsistent public realm that does not capitalise on the town's character. Redundant street furniture (bins, tree guards, planters and bollards) create unnecessary clutter in the main street.

Nairne appears to lack a sense of connection and arrival, with the town being divided by road and rail corridors and different development characteristics. The original rural character is undergoing a degree of change (as development has occurred) which has the potential to impact on the public realm. The town has some good open spaces provision but these areas do not connect well with the town centre or provide a sense of destination.





## Key Findings

1. Need to reinforce local connections (rail and river crossings)
2. Need to strengthen East/West Corridor (river and road)
3. Reinforce activation and public realm value within the main street
4. Capitalise on visual context (curved main street reinforcing town centre and sense of arrival)
5. Impact of future develop (including Chaphams) on context of town and overall urban character



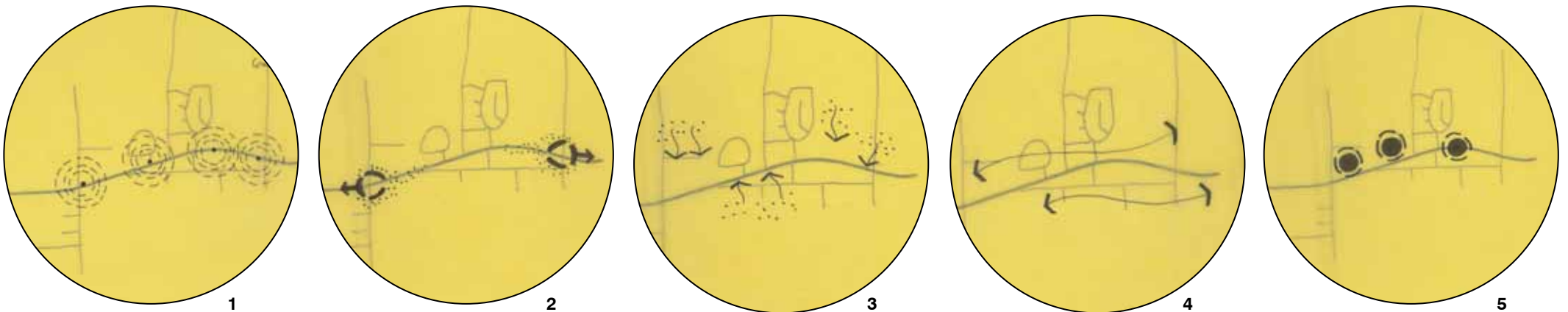


## Meadows

Meadows is a service town and working town with strong community purpose. Recent residential developments have begun to impact on the main street character and there is a risk that the town will lose its unique and defining characteristics. Battunga Park provides an important parcel of open space linked to the main road, but it is disconnected from other open spaces and surrounding development areas.

The urban fabric and public realm of Meadows is fragmented, resulting from a variety of land uses and building types which are extensively residential with occasional infill shops, reused

civic buildings and other community uses such as schools and memorial halls. This disjointed main street character limits pedestrian activation of the town as the public realm is not experienced as a contiguous public realm. The development of the Mawson Green development accentuates the fragmented land use character within the main street introducing another form of development. A country town context is created by the avenues of maturing ash (*Fraxinus ssp.*) trees along the main street. The mixed use/light industry character of the Mawson Road and Battunga Road intersection limits the town's sense of arrival, but offer opportunities for improvement.



## Key Findings

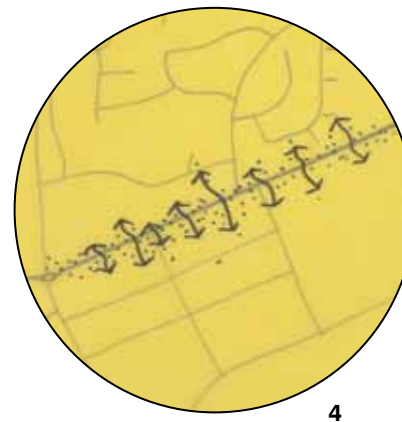
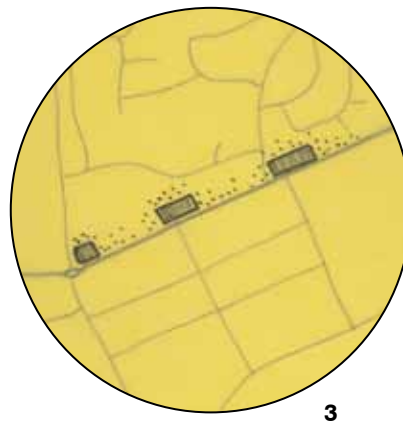
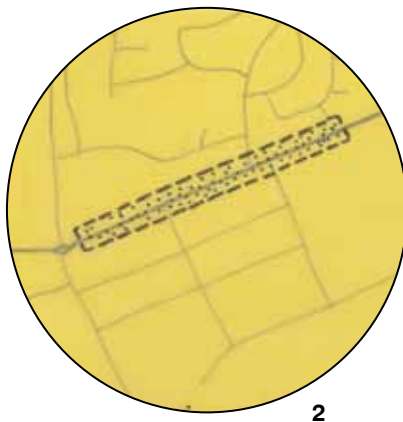
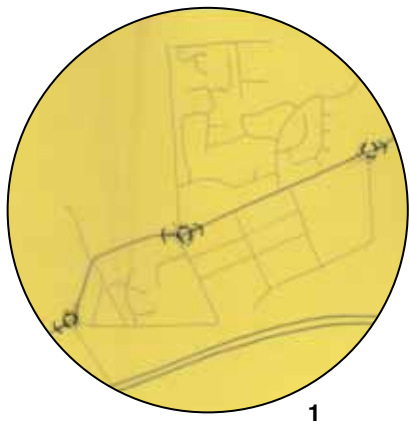
1. Need to manage impact of residential growth on main street character
2. Potential to increase sense of arrival
3. Lack of linkages between open spaces (connection of existing open space)
4. Maintain significance of recreational open space
5. Increase connections between key land use areas such as schools, open space and residential areas.



## Littlehampton

Littlehampton suffers from an absence of a 'central heart' and a confused sense of arrival although the Brickworks is a key feature when coming from the freeway. The town provides a compact service centre for the local community and surrounding rural areas. There is limited tourism value in spite of the rich heritage that is associated with a number of buildings sporadically distributed along the main street. A lack of significant street trees and few landscape treatments results in a vehicle dominate street profile with little provision for pedestrian.

Few heritage buildings remain along the north side of the main street and the development of a new local centre appears to draw the urban fabric of the town away from the main street, increasing the fragmentation of the town centre. A mix of bitumen and paved footpaths creates inconsistency across the public realm. Opportunities exist to improve street furniture (bus stops), increase shade and provide amenity through landscape treatment.





## Key Findings

1. Need to create and define entrance to the town
2. Redefine the presence of main street to reinforce town character (landscape treatments and street furniture)
3. Reduce impact of development on main street
4. Need to reinforce links to existing open space

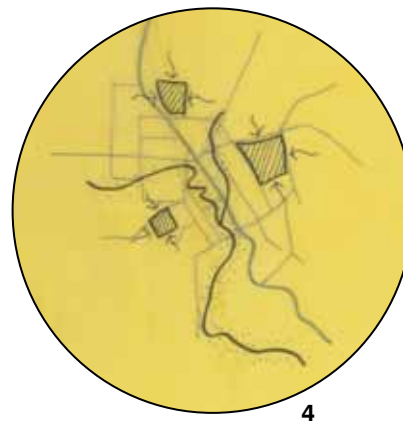
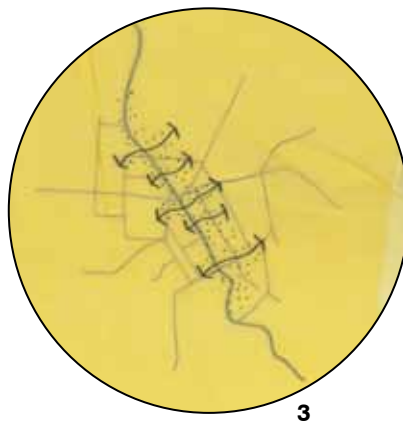


## Macclesfield

Macclesfield is an attractive town with well defined open space (Davenport Square) and a distinctive and appealing main street. The town has a high provision of open space including natural areas and this together with the surrounding landscape creates an attractive landscape context that has the potential to attract visitors. 'Best kept secret' comes to mind when describing this town and it will be important to ensure that future development does not impact on the landscape and heritage of the place.

Macclesfield provides both a community and tourist destination within the District, providing a local service centre for the surrounding region with a defined public realm that extends along Venables Street. The wide bitumised street has a distinct rural character with a mixture of commercial and residential

heritage buildings and facades that create an active edge to the main street. Avenues of plane trees (*Platanus* spp.) along either side of the street reinforce the rural feel of the town, however the extent of vegetation within the main street does provide a vegetation screen that effectively hides the character of the town. The picturesque character of the town is highlighted at either end of Venables Street by the river crossing to the south and Davenport Square to the north. These features create pronounced gateways to the town. The eastern side of the main street lacks a defined footpath giving dominance to vehicles within the public realm. Areas of hard standing dominate the ground surface treatments, detracting from the quality and heritage character of the main street.



## Key Findings

1. Need to reinforce sense of arrival through development of open space
2. Lack of definition within the Main Street (vegetation hiding the qualities of the town)
3. Need to capitalise on natural assets (river connections) and surrounding rural landscapes
4. Lack of links to surrounding open space
5. Avoid over emphasis on heritage vernacular or the creation of an artificial historic character

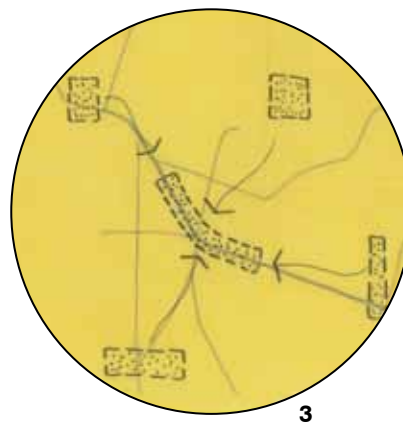
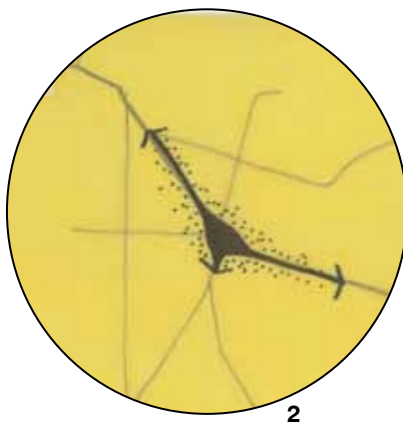
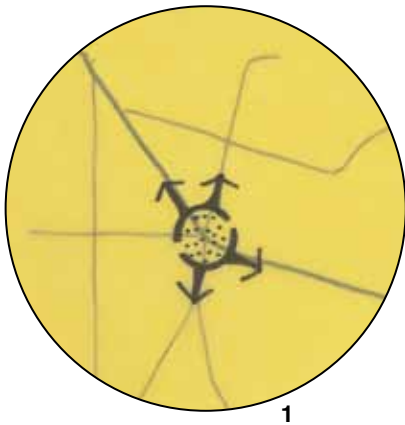




## Echunga

The character of Echunga is focused around the main intersection and the elevated presence of the pub as a key focal point within the town. The town retains an authentic architectural quality with numerous stone and brick buildings lining the street. These buildings create an attractive streetscape that will need to be preserved in relation to the future urban character of the town.

The town has a fragmented main street with buildings and various commercial land uses scattered in between residential dwellings. Detractors from the town's authentic quality include the many stobie poles that run along the main street and a number of landscape treatments that do not add to the character of the town.



## Key Findings

1. Need to reinforce town centre (road intersection)
2. Need to reinforce of main street character through the development of public realm and the consolidation of commercial opportunities
3. Need to develop amenity on both sides of the main street as part of public realm



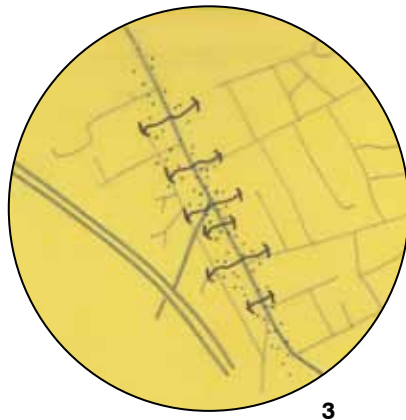
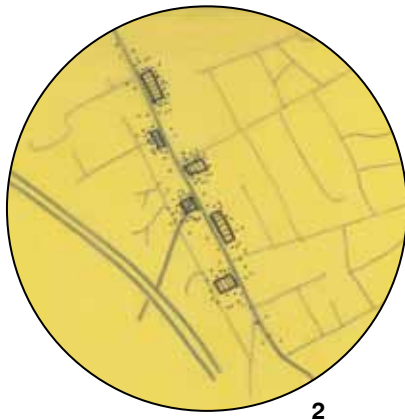
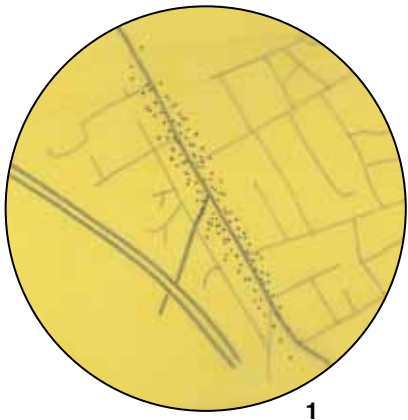


## Hahndorf

Hahndorf is an attractive town with a strong heritage and tourism focus. The main street represents a quality public realm. However, the residential areas and the open spaces within the town are less connected and there are opportunities to enhance the quality and function of these areas.

Hahndorf's tree lined main street and authentic heritage character reinforces its significance as a regional and national tourist destination.

The brick paved footpath responds to the qualities and characteristics of the town; however pockets of new infrastructure including street furniture, fencing and barriers detract from the overall urban character. The main street, in certain locations appears cluttered which limits the function of the public realm causing choke points for pedestrians in relation to superfluous signage, out of date infrastructure and other items of street furniture.



## Key Findings

1. Need to protect and support existing heritage character
2. Limit impact of new development and infrastructure (buildings and boundaries)
3. Potential to develop links to open space
4. Develop consistency of street furniture throughout the town
5. ww

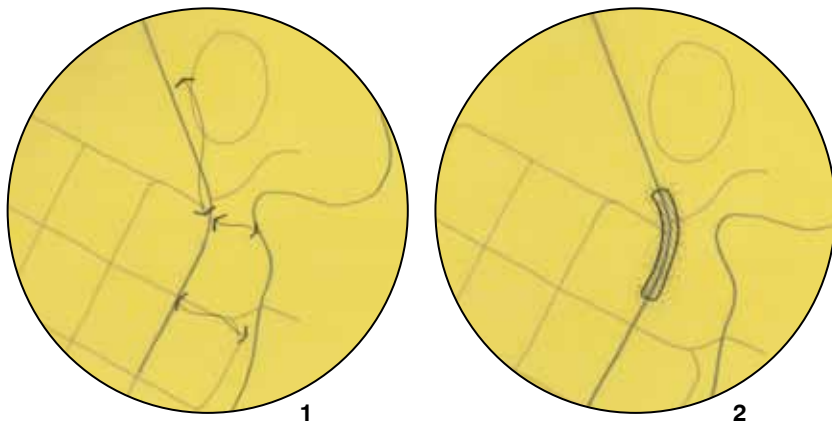




## Callington

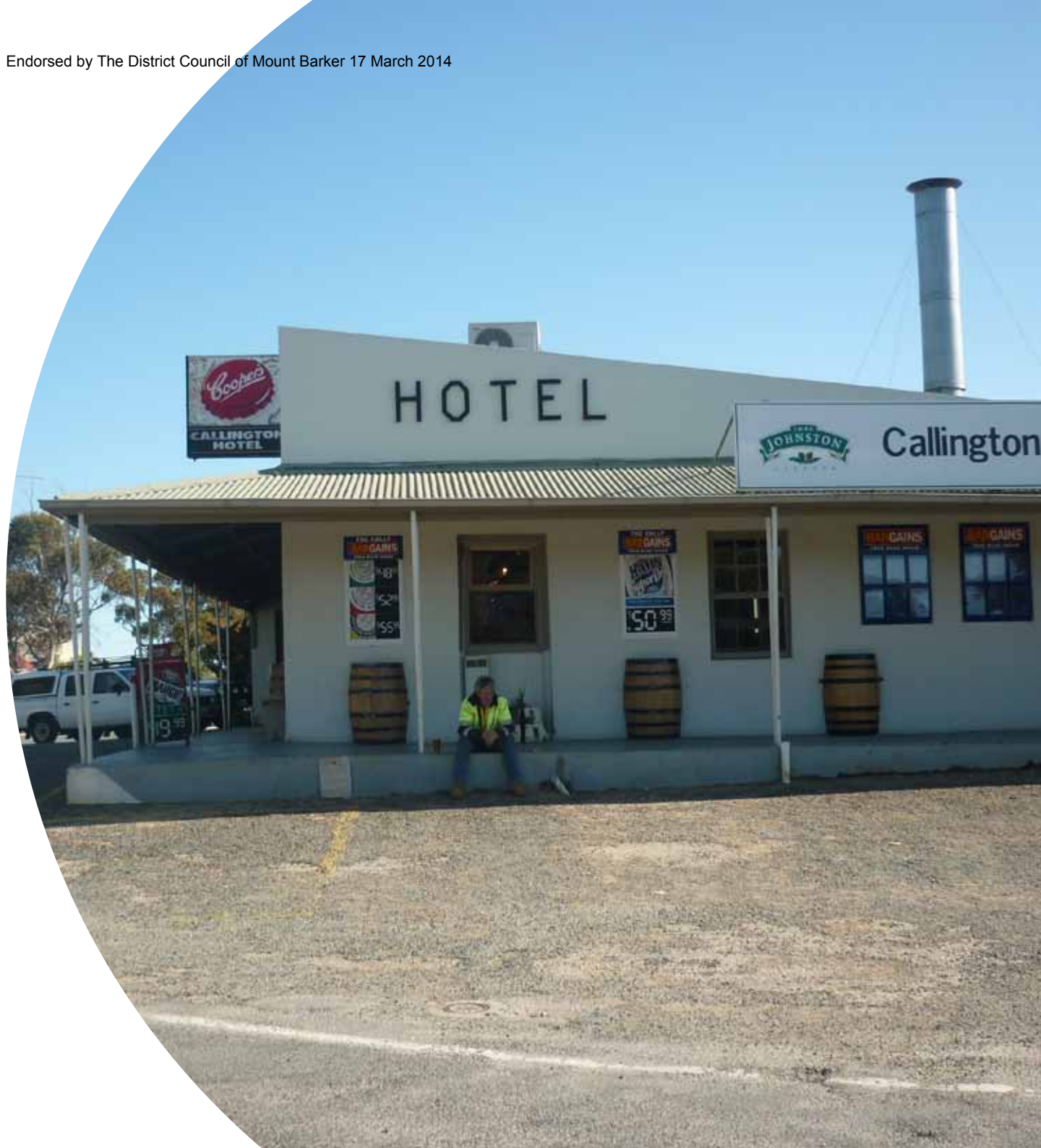
Whilst Callington is a small town there is a strong sense of community which is evident through the quality of the open space and sports ground. The reduced rainfall, flatter topography and distance from the growth area differentiate the town from other townships reinforcing its rural character.

The town contains many heritage building and combined with mining heritage and creek line provides a unique public realm context.



## Key Findings

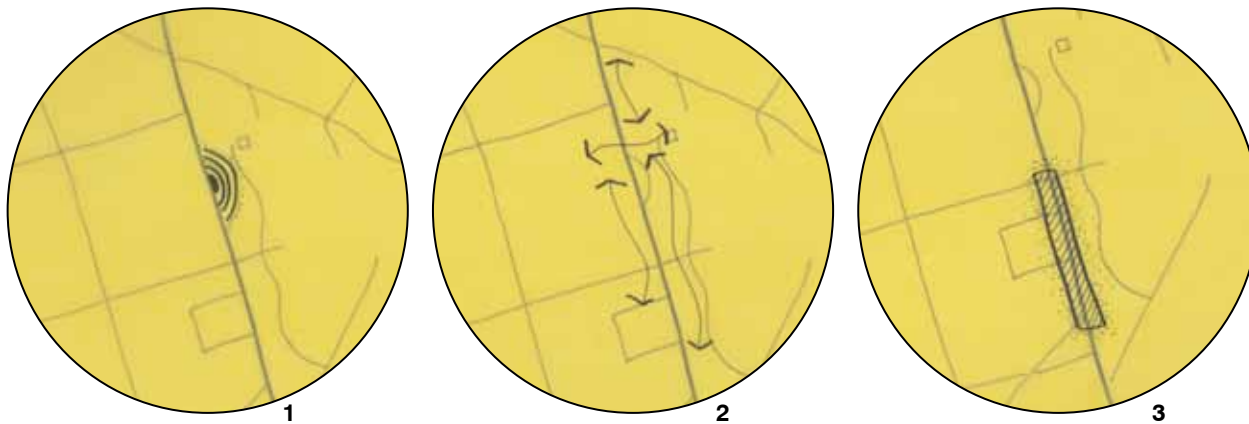
1. Need to establish links to Bremer River and Callington Oval as part of a main street/public realm corridor
2. Need to reinforce rural character of the town through streetscape and public realm upgrades
3. Potential increase amenity around Callington Hotel as town heart





## Kanmantoo

Kanmantoo is a small township with an appealing setting linked to open space and a treed streetscape along the main road. It appears to have a strong sense of community evident through the quality of the open space.



## Key Findings

1. Opportunities to increase amenity to the rest stop (opposite the restaurant) to add presence to the main street and general appeal of public realm
2. Establish links to heritage Hall and Hutton Reserve
3. Reinforce rural town character and continue to develop blue stone as a design detail
4. Establish Princes Highway drainage reserve Trail



## Other Townships

### Brukunga

- Brukunga is a small 'countrified' town that has a sense of independence and it is relatively separated from other townships and off the main road. It has limited usable open space and this makes the courts and hall in the main street an important activity and meeting place.



### Harrogate

- Harrogate is a tranquil village in a valley setting on the banks of the Bremer River. It is located in the north east and is relatively isolated from other towns in the District.

### Dawesley

- Dawesley is a small peaceful rural town located off the main road.

### Flaxley

- Flaxley is a rural location with rolling hills and a farming focus.



### Prospect Hill

- Prospect Hill is a small town with a strong sense of heritage and beauty linked to a historical museum and substantial treed areas and forests around the town. Prospect Hill has a large amount of open space for the size of the town.

### Wistow


- Wistow is an undulating rural location with a farming focus.





## Opportunities for the Public Realm

The analysis of the public realms of Mount Barker and its surrounding township has identified a number of factors that require attention if improvements in the quality and character of the public realm are to be made. The following represent the principle opportunities within Mount Barker, growth townships and recognised heritage areas



*“Community public space is important as it can serve as a useful, local, everyday resource; as a focus for community involvement and can assist in generating a localised sense of belonging”*

STUART MacDONALD, 'Big Society': Social Action and the Role of Public Space 2011



## Mount Barker (General)

- Maintain the existing character that is established by the urban precincts of Mount Barker and reinforce public realm qualities of Gawler Street
- Maintain visual connections to surrounding landscapes and hills faces to reinforce the character of Mount Barker and its context
- Reflect different land uses within the town, in relation to Gawler Street being a pedestrian experiential retail focus (cafés, outdoor dining, window shopping) as opposed to the retail precinct which involves destination and task-orientated commercial activities (drive, arrival, leave)
- Develop consistency in relation to fencing styles throughout the town based on the urban context.
- Consider opportunities to increase size of protuberances and use the resulting public space for art and other place making opportunities
- Develop opportunities for additional street furniture, particularly seating to proposed public realm and open space character.
- Consider opportunities street furniture in Stephen Terrace and Hutchinson to encourage people to walk between precincts and provide visual cues in relation to pedestrian dominated areas
- Retain significance of RSL as a cultural building within the fabric of Mt Barker
- Capitalise on viewlines and vantage points (prospect and refuge) that respond to the unique topography of Mount Barker
- Consider side boundary treatments to residential areas particularly within the growth boundary areas, to ensure that there is suitable landscape integration
- Review consistency of barrier treatments and location (explore rationale of fencing along the river)
- Improve and limit impact of infrastructure on the public realm, open space and river corridor
- Opportunity to provide bike connections and parking within the town to encourage sustainable transport access (greenways)
- Restore and protect culturally significant tree avenues (Druids, Walker, Gawler, Mann, Hack)
- Review all potential opportunities against objectives and recommendations of the Mount Barker Town Centre Strategy Masterplan (2012)

## Mount Barker, Gawler Street

- Increase width of protuberances to promote significance of pedestrian crossings and reduce vehicle prominence
- Review lighting and street furniture to present a better balance between contemporary and historic streetscape characters
- Improve paving to reinforce character and significance of Gawler Street
- Establish a gateway statement to reinforce entrance and signage into Gawler Street as a significant destination
- Increase legibility of the town when arriving along Adelaide Road so that specific town destinations are identified through signage, art works and landscape treatments
- Preserve relationship of trees as screens and frames within Gawler street as well as glimpsed that reinforce the cultural value of Mt Barker (restrict views to other areas and character zones that do not reflect the qualities of Gawler Street)
- Reinforce Gawler Street as a special place within the town - seek to provide visual screening from surrounding industrial or commercial areas, while at the same time encouraging footpath and cycleway links to promote pedestrian access
- Increase the significance of trees within the urban realm through the development of larger tree vaults and root zones to promote mature treescapes within Gawler Street
- Develop kerbing that matches the significance of Gawler Street (consider stone or slate as well as opportunities to reintroduce brick drainage details to add a finer grain detail to the public realm)
- Increase pedestrian activity through raised crossovers
- Review policy on outdoor dining to help increase street activation
- Encourage future development through scale, form, materials and finishes to reinforce historical significance of Gawler Street (DPA recommendations)

## Mount Barker Retail Centre

- Reinforce pedestrian links to internal streets/laneways between Gawler Street, Mount Barker Plaza and the future Big W
- Maintain prominence of footpaths crossovers rather than breaking paving surfaces to provide vehicular access
- Consider opportunities for shared use environments or roundabouts at intersections to rationalise and reduce vehicular dominance through junctions
- Review opportunities to mitigate impact of parking within the public realm of Mount Barker (consider impact of deck parking and undercroft parking as well as absence of landscape treatments)
- Maintain the tree lined character of the streets particularly trees within the public realm that reinforce the historic fabric of the town (Druids Avenue)
- Establish bike lanes connections into the town centre and promote off road trail links.
- Consider urban design and landscape treatments that improve service areas and back of house yards within the retail precinct
- Encourage low speed environments through tree planting, road narrowing and widening of footpaths
- Encourage footpath connection between Hutchison, Mann Street and Stephen Terrace in response to the development of the Hutchison Plaza
- Seek to encourage water sensitive urban design responses within the public realm to respond to drainage issues and opportunities
- Consider the relationship of retaining walls, fencing and the need to provide visual permeability and the role of landscape in mitigating these impacts on the public realm
- Opportunity to change the dominant scale of the town's built form by increasing the scale and prominence of trees within the urban environment- promote development of tree audit and street tree plan.
- Extend to Gawler Street character into adjacent streets including Stephens, Walker, Hutchinson and Mann.





## Mount Barker Civic Precinct/Creek Corridor

- Promote creek corridor as a significant connection for the town and surrounding residential areas
- Limit the potential for development to turn its back onto the creek (DPA recommendation)
- Consider the location of car parking near to the creek edge in order to provide opportunities for water sensitive urban design as well as visual connections and reinforcement of the significance of the creek
- Develop cycleway and footpath connections from the creek into the town
- Upgrade bridge connections across the creek to reinforce significance of creek walk and provide gateway opportunities into the town
- Avoid low cost/quality development outcomes in relation to drainage infrastructure and access paths that impact on the quality of the creek edge
- Establish opportunities for public art along the trail to provide markers and destinations, building on existing art work. Review distribution and positioning of seating to provide opportunities for rest and congregation that capitalise on the amenity of the creek, but are not impacted by roads, infrastructure and other detractors
- Encourage uniformity within the fencing styles for the civic and office precinct (potential to encourage removal of fences to develop an open public realm that builds on the character and community values of Gawler Street and other surrounding areas)









## Nairne

- Develop continuous footpath connections through the town to improve walking opportunities (brick and tarmac combinations focussing on brick paving around the main town centre)
- Consider introduction of stone kerb and guttering to increase the township quality of the streetscape
- Introduce isolated pieces of street furniture that provide seating and amenity and reflect character
- Redevelopment of Mick Murphy Park to reduce the impact of the railway and segmentation of the recreation facilities
- Consider integration of drainage and water sensitive urban design responses that add to the character of the town- taking account of existing land tenure.
- Explore the potential to establish a creek walk through Nairne and connecting into surrounding residential areas as a greenway connection for the town- taking account of existing land
- Enhance landscape treatments and tree installation to increase significance of landscape within the urban realm
- Remove redundant street furniture (bins, planters, tree guards and bollards) as part of de-cluttering exercise
- Enhance the urban form to create a sense of interest and transition along road alignment and develop landscape treatments and architectural responses that reinforce progressive urban character
- Establish landscape treatments that frame important buildings or provide screening of public realm detractors in relation to industrial areas and back of house operations
- Recommend undergrounding of power through Nairne particularly in relation to importance as local town as part of PLEC funding programme.
- Consider replacement of Gleditsias with longer lived species that can provide more significant amenity within the public realm as part of district wide street tree strategy plan.
- Develop consistent materiality and styling of fencing within the public realm (encourage private owners through council grants)
- Carefully consider urban design of the old Chapman's Industrial Estate
- Develop linear trail link between town centre and Bythorne Park along north side of railway corridor
- Encourage future development of builtform on the Nairne Main Street to reinforce its heritage character, scale and context (DPA recommendations)
- Establish an integrated network of trails (walkable communities) for cyclist and pedestrians connecting Council owned open space
- Linkages should be considered at local and regional scales to surround areas and towns
- Review all public realm opportunities against the Nairne Township Masterplan (2012)







## Littlehampton

- Increase potential for walking along the main street through public realm treatments
- Maintain prominence of footpaths ensure pedestrian access rather than breaking footpath to provide vehicular access
- Reduce set back of future development along main street to increase street activation
- Improve street furniture and bus stops to increase shade and amenity
- Potential to increase landscape treatments and provide pockets of tree planting that reinforces and frame the historic context of buildings along the main street
- Increase landscape significance of roundabout in order to develop town entry statement- responding to DPTI and Ausroads requirements.
- Reduce impact of urban infrastructure associated with pub and drive through cellar door
- Increase connectivity between carpark and open space with link through Benjamin Gray court.
- Improve landscape treatments to reinforce and re-establish the rural character of the town
- Improve and rationalise both pedestrian and vehicular access to the petrol station, pharmacy and Foodland and limit impact of driveways and infrastructure on the main street.



## Macclesfield

- Improve street furniture treatments, particularly in relation to lighting and limit over-emphasis of heritage characteristics (creation of fake character)
- Upgrade paving and provide continuous footpath links through the centre of the town.
- Encourage opportunities to transition to informal or less formalised paving to reinforce rural character of the town
- Consider stone detailing in relation to kerbing and within the town centre to reinforce the character and authenticity of the town
- Crown-lift trees to increase prominence of street facades while maintaining shade and amenity
- Review tree management and ongoing issues relating to footpath damage caused by tree roots
- Redevelop landscape protuberances to increase amenity while maintain visibility along the street
- Consider increasing landscape treatments to the intersection at the entrance of the town with Vernon Street and Todd Street (gateway)
- Establish riverside walks to increase recreational opportunities within the town
- Improve drainage design using water sensitive urban design treatments that capitalise on road verge widths
- Reduce the impact of paved surfaces particularly in relation to Davenport Square to retain country town character



## Hahndorf

- Retain and promote the urban design character of Hahndorf to ensure its significance as a regional and national tourist destination space
- Continue to develop paving treatments that reinforce the existing character of the town
- Develop opportunities to introduce authentic materials for kerb and guttering (potential for stone)
- Remove street furniture, barriers and fencing that create inconsistency character and quality within the streetscape (quality of public realm)
- Review lighting in terms of night-time activation and amenity within the streetscape
- Ensure that urban design responses match the qualities and characteristics of the town and ensure that new development does not detract from the historic urban fabric
- Increase significance of the RSL Memorial Garden as a cultural destination within the main street
- Upgrade landscape treatments in relation to shrub planting to reflect a more sustainable character
- Upgrade bus shelters to reinforce the character and qualities of Hahndorf
- De-cluttering of the streetscape and remove superfluous signage, out of date infrastructure and other pieces of under-utilised street furniture





## Public Realm Principles

The following represents a set of principles and themes that will guide the design and delivery of the urban realm and public spaces within the District. The principles are designed to act as aspirational targets, as well as, providing key performance indicators for future urban design projects.

The principles and themes have been developed in response to the District Council of Mount Barker's context and best practices urban design approaches. They focus on the following areas:

**Human Experience**

**Social Activation**

**Integration and Compatibility**

**Adaptability of Public realm**

**Natural Landscape and Environment**

**Urban Context and Built Form**

**Public Art**

**Play Value**

**Quality and Durability**

**Universal Principles and Guidelines**

**Management of the Public Realm**



	Principle	Guideline
<b>Human Experience</b>	<p>Public realm must, as a principle objective, respond to the needs of people in relation to comfort, amenity, beauty, pleasure and a sense of well being.</p> <p>The principle recognises that the more comfortable and significant the public realm experience for people and the greater the provision of amenity, the greater the opportunity public realm will meet the community's needs and demands.</p>	<ul style="list-style-type: none"><li>• Design public spaces to have a high level of amenity including shade, shelter and aesthetic character.</li><li>• Consider opportunities to express 'Prospect and Refuge' (create a feeling of security and/or seclusion) within the design and development of Public Realm.</li><li>• Seek to create high quality public realm and landscapes that deliver a sense of beauty and add to a general sense of well being.</li><li>• Ensure that the relationship of public realm and built form creates a legible urban environment without enclosed or hidden spaces or public realm dominated by built form (over shadowing).</li><li>• Create safe and secure places, connections and environments by embedding CPTED principles within the public realm. The public realm must be perceived as safe to encourage use, particularly for older aged people, women and children (unaccompanied).</li><li>• Provide opportunities for human interaction such as, congregation, meeting, seating and play in all public realms.</li></ul>
<b>Social Activation</b>	<p>Create urban design responses and public realms that encourage social interaction and responsible behaviour.</p>	<ul style="list-style-type: none"><li>• Provide opportunities and programmes that encourage social and cultural engagement and deliver new community events and memories.</li><li>• Consider the opportunities for public art to be used as an activation or regenerative urban design tool.</li><li>• Ensure that the public realm delivers a range of accidental, occasional and planned events.</li><li>• Explore opportunities to deliver commercial and retail activity to the edge of buildings and within public spaces.</li><li>• Seek to create opportunities for changing engagement and entertainment within the public realm.</li><li>• Ensure that edge activation is designed to respond to a human scale and pedestrian speeds and avoid the dominant impact of vehicles and large scale built form.</li></ul>

	Principle	Guideline
<b>Integration and Compatibility</b>	Provide a balanced approach to the delivery and interrelationship of infrastructure, services, landscape and public realm function.	<ul style="list-style-type: none"><li>• Consider the development of buildings and infrastructure that promote and enhance the demands and needs of public realm.</li><li>• Design roads, car parks and vehicular accessways that focus on shared use principles, in order to maximise the potential for usable public space (consider roads as shared social infrastructure not just vehicular transport assets).</li><li>• Deliver water sensitive urban design (WSUD) principles that enhance the function and amenity of public realm.</li><li>• Seek to maximise design responses and minimise the visual impact associated with dominant infrastructure such as roads, electrical cabinets, pumping mains and fire hydrants (reduce the utilitarian aspect of facilities)</li><li>• Seek to maximise landscape and biodiversity opportunities and encourage habitat creation within all aspects of the public realm.</li><li>• Ensure that the public realm is connected to open space, public transport and other social infrastructure.</li><li>• Design and select street furniture and facilities that contribute to a contemporary and sophisticated public realm through design, material selection and detailing.</li><li>• Furniture and facilities should be placed with care and in response to the context of the public realm, in order to enhance the character of the area and avoid excessive physical and visual clutter and potential conflicts with users.</li></ul>
<b>Adaptability of Public Realm</b>	Ensure that the public realm is adaptable and able to accommodate changes in the short, medium and longer term, whether social or environmental.	<ul style="list-style-type: none"><li>• Provide opportunities for public realm programming that allow for adaptive use and temporary transformation (road closures and street markets).</li><li>• Consider trees, plants and landscape treatments that can adapt to future changes in climate.</li><li>• Develop flexibility in the design of facilities within the public realm, particularly in relation to street furniture (opportunities for flexible seating, mobile lighting, planters and interactive public art and play).</li></ul>



## **Natural Landscape and Environment**

### **Principle**

Create landscapes and environments as part of the public realm that provide opportunities for people to connect to natural environments, as well as, providing a contrast to the urban life.

Seek to encourage a diversity of landscape types and uses, from those that provide visual amenity and beauty to those that are productive and functional (e.g. WSUD).

### **Guideline**

- Consider opportunities for increasing biodiversity and habitat value within the public realm - linked to biodiversity programme.
- Seek to establish and maintain large trees and shrubs that provide an immediate sense of maturity within the public realm.
- Provide landscapes that support food production through 'edible' landscapes and community gardens.
- Provide diversity within the design of landscapes to create different characters, aesthetics and various levels of amenity.
- Use landscape treatments to establish a vertical sense of scale that offsets frames and potentially screens the built form.
- Plant species should be carefully considered for drought tolerance, climate adaptation, provision of shade, amenity value, seasonal variation and species origin.
- Develop landscapes and moderate the urban environment (providing shade, reducing heat island effects and limiting dust pollution)

## **Urban Context and Built Form**

Encourage responsive building designs and explore how the public realm can interact, respond and integrate with its surroundings and building containment.

- Ensure significant activation of building facades with windows and balconies to allow passive surveillance of the public realm.
- Avoid concealed alcoves, dark areas, and hidden entrances which limit passive surveillance.
- Avoid the use of multiple fencing styles and materials in order to reinforce a consistent public realm design response.

	Principle	Guideline
<b>Public Art</b>	Public art should be designed to expand and develop culture and express Mount barker as a unique place with incorporated iconic, contextual and integrated public art pieces.	<ul style="list-style-type: none"> <li>• Use public art to create activation, animation and destinations within public realm.</li> <li>• Avoid commemorative or 'plonk' art responses that add little to the public realm and public realm value.</li> <li>• Public art should be an integral part of the public realm with art works designed to reflect the culture, history and community of the area, building on the existing works that have occurred within sites previously.</li> <li>• Explore public art works that commemorates and celebrate the history and sense of community within the towns and wider region, considering both aboriginal and European histories and narratives.</li> <li>• Local artist should be utilised to help create each towns individual detail.</li> </ul>
	Art works should create both temporary and permanent responses that reflect the sense of place and cultural context of the public realm.	
<b>Play Value</b>	Public spaces should maintain and enhance their attraction as play destinations through the provision of equipment, nature based play elements, public art and landscape area to create a range of play opportunities.	<ul style="list-style-type: none"> <li>• Maximise play opportunities and value, with a focus on natural play, that respond to land use and demographic demands.</li> <li>• Develop strong relationship between play spaces, equipment, open space function and landscape setting.</li> <li>• Passive surveillance from surrounding residential areas, night time lighting will help foster a safer play environment.</li> </ul>
	Play should respond to the need's of the child, promoting imagination, challenge and risk benefit within the public realm.	
<b>Quality and Durability</b>	Respond to the demand for public spaces within the District of Mount Barker and the frequency of use through the selection of quality materials.	<ul style="list-style-type: none"> <li>• Maintain continuity of design to ensure that quality is evident in all public realm.</li> <li>• Consider the durability of materials, furniture and landscaping and the requirement for maintenance and asset renewal.</li> <li>• Maintain consistency in the development and delivery of the public realm.</li> <li>• Deliver robust designs that meet the usage expectation of the community.</li> <li>• Develop and select materials, paving and furniture that are robust and durable; and which respond to the increased usage that is experienced in the public realm.</li> <li>• Develop and select materials and infrastructure that can respond to climate change during the life of the asset (consider whole of life properties)</li> </ul>

	<b>Principle</b>	<b>Guideline</b>
<b>Universal Principles and Guidelines</b>	Adopt and utilise universal principles such as sustainability, design innovation and crime prevention through environmental design (CPTED).	<ul style="list-style-type: none"> <li>• Ensure all design and management responses are socially and environmentally sustainable.</li> <li>• Ensure design and management responses attempt to meet and resolve issues and opportunities using innovative and best practice approaches.</li> <li>• Apply CPTED principles to all aspects public realm design and implementation.</li> <li>• Ensure the public realm, pathways, share use areas and playspaces are DDA compliant (accessible for all where appropriate).</li> </ul>
<b>Management of the Public Realm</b>	Manage landscapes and infrastructure to contribute to safe and appealing public realm that maintains a high degree of quality and amenity.	<ul style="list-style-type: none"> <li>• Develop and maintain the public realm to an agreed standard.</li> <li>• Undertake regular maintenance and address vandalism and graffiti.</li> <li>• Understand the lifecycle and replacement requirements of the public realm and its facilities as part of ongoing asset management.</li> <li>• Manage the provision and location of activity spaces (and particularly play and youth spaces) to minimise impacts on public realm whilst ensuring good passive surveillance.</li> <li>• Undertake tree management and garden maintenance on a regular basis to maintain landscape assets to a high standard.</li> <li>• Identify trees and landscape as assets - consider impact of depreciation and renewal.</li> <li>• Manage the provision and location of activity spaces (and particularly play and youth spaces) to minimise impacts on adjoining land uses whilst ensuring good passive surveillance.</li> <li>• Locate and design commercial areas to manage noise, car parking and other impacts.</li> <li>• Develop an asset renewal program that is consistent with the allocated hierarchy and level of use.</li> <li>• Underground powerlines to reduce the potential visual impact of infrastructure.</li> </ul>



*“If the public open space is the most visible indicator of the health and vitality of our cities and by the same token the health our communities, then the future planning and delivery of quality open space is critical”*





# Detailed Public Realm Guidelines

The following pages provide a broad set of guidelines for the urban realm and public spaces within the District Council of Mount Barker. The guidelines provide detailed urban design responses in relation to:

- **Street Furniture**
- **Human Comfort**
- **Landscape**
- **Access**
- **Urban Form**



## Street Furniture

- All outdoor furniture should be designed and maintained in compliance with Australian Standards, including Occupational Health and Safety Regulations, and the Disability Discrimination Act 1992.
- Compliment the heritage character within the public realm through the select of materials, finishes and colours.
- Select durable materials which will provide a significant public realm asset for the District and ensure that structures, equipment, street furniture and paving have a 20-30 year asset lifespan.
- The location of street furniture and facilities should assist in place making and define public realm within the urban realm, as well as guide pedestrian movement - ensure footpaths interface well with destinations and seating areas.
- Shelters should be design to capitalise on site aspect and should take in views and vista to the surrounding landscapes.
- Select materials, products and systems that have a low embodied energy, low transport miles or energy consumption and that are sustainable and locally sourced.
- Select timber from recycled or approved non-rainforest plantation sources.
- Street furniture, shelters and other objects within the public realm should be located within an area of hard standing to facilitate maintenance operations and all-weather access.
- Seating should be provided at regular intervals along footpaths, walking tracks and shared use paths, as rest stations for recuperation, contemplation and viewing.
- Seats and benches should be set back from paths on paved areas to avoid potential conflicts and hazards for bike riders, joggers or the visually impaired.
- Street furniture should be well designed, comfortable, resistant to vandalism, easy to maintain, and functional with fixings below final finished surfaces.
- Street furniture should be typically constructed using materials that require no or limited applied finishes, including aged timber, stainless steel, pre-aged mild steel stone and concrete.
- Avoid the use of multiple fencing styles and materials in order to reinforce and consistent public realm design response.
- All lighting should ensure optimal energy efficiency and seek to use renewable energy powered technologies were appropriate.
- Minimise light pollution where possible, whilst providing a degree of lighting to encourage evening activation and a general sense of security.
- Bike racks should be designed as part of a coordinated street furniture collection.



## Human Comfort

- Litter bins should be selected based on design aesthetic, resistance to vandalism, ease of maintenance, and functionality.
  - Litter bins should be located in areas where they are easily accessible such as next to trails and paths or near picnic areas – the location should also be readily accessible by the maintenance staff.
  - Consider identification of permanent sites for temporary bins to allow for higher use areas and seasonal events.
  - Balance structured play equipment with natural or interactive play opportunities to create diverse play opportunities (consider role of the public realm in providing opportunities for climbing, hiding and exploration).
- Provide shade to meet seasonal demands of the South Australian climate (consider a balance of natural and constructed shade and the provision of amenity).
  - Avoid visually dominant constructed shade and ensure that a suitable balance is reached in relation to visual enclosure (refuge) and the ability for passive surveillance (prospect).
  - Avoid locating facilities, seating or playspace in areas of prolonged shadowing (consider extent of over shadowing).
  - Provide adequate climate control and micro-climate mitigation through shading, and shelter screens (both natural and constructed) to increase the comfort and usage of public realm.
  - Provide quality landscaping or screens where there are undesired views, particularly along laneways, rear property fencelines to screen fences and frame reserves or where public realm terminates at car parking areas and other undesirable elements.
- Provide consistent lighting levels within public realms with a hierarchy of light levels that responds to:
    - Access, public spaces and pedestrian lighting
    - Landscape and tree lighting
    - Decorative and feature lighting
    - Compliance with the new Australian Standard AS/NZS 1158 3.1:1999 Pedestrian Area (Category P) Lighting
    - New technologies (LED)





## Landscape

- New trees should be selected for their longevity (40-50 years), amenity, climate adaptation abilities and habitat value.
- Trees within the public realm should not impinge on visibility and should be clear stemmed to a minimum of 2.5m above ground level (once mature).
- Incorporate porous surfaces to allow water to permeate and increase stormwater inundation.
- Amenity landscapes within the public realm should be low to medium height and not create visual barriers where surveillance is an issue.
- Develop a hierarchy of landscape treatments that respond to the location and function of the public realms, reserves and the public realm and which builds on the urban and rural context of the District.
- Landscape treatments should assist in creating a legible public realm with defined entrances, edges and spaces and with significant levels of shade and amenity.
- Planting selections for the public realms within townships should comprise of a mixture of native and exotic species to match town characters and provide shade or winter solar access.
- Plant selections for areas closer too, and adjacent to town edges should use native species to reinforce the indigenous landscape character of the District.
- Ensure that landscape areas provides adequate habitat for local native fauna such as small birds, butterflies, bats, lizards and frogs.
- Establish water efficient water use and irrigation systems including subsurface irrigation - IPOS standards (>85% efficiency)
- Ensure that the selection of trees and shrubs avoids impact on infrastructure and does not lead to potential public liability issues (reference should be made to State Government requirements, detailing recommendations and other requirements specified by service providers such as AGL, Origin, Telstra and SA Water).
- Ensure landscape areas are mulched in order to conserve water by decreasing evaporation and reducing soil temperature (consider both organic and inorganic mulches spread at a depth of the mulch is 75 mm to tree and shrub beds).
- Develop planting areas and tree vaults that will accommodate mature trees and shrubs (make provision for trees to reach maturity and provide soil volumes in excess of 7-10 m3).
- Negotiate with ETSA to modify infrastructure or maintenance schedule to reduce impact or damage to culturally significant trees.



## Access

- Establish a hierarchy of footpaths that provide access to and through the public realm.
  - Ensure that paths provide 'all-weather' access and use material that reflects the local context of the District such as stone, brick and in-situ exposed aggregate concrete.
  - Ensure that linking paths within public realms are at least 1.2 m wide or wider where appropriate - ensure all paths are consistent with trails strategy.
  - Footpaths and public access points should be of a sufficient width to allow equitable access by wheelchairs and push chairs, in accordance with the Disability Discrimination Act 1992.
  - Provide kerb ramp access points into reserves to ensure easy and safe crossing and entry, in accordance with AS1428.
  - Design car parking and access areas to ensure compatibility between all users – pedestrian, wheelchair, cyclist and vehicular (including service and emergency)
- Cycle paths to be a minimum width of 2.0 m with a preferred width of 2.5 m.
  - Shared use paths and trails (cycle/pedestrian) to be a minimum width of 3.0 m.
  - Provide adequate bicycle parking on share use paths and at identified recreation nodes
  - Develop signage strategies that provide a hierarchy of information that is consistent, legible, with pictograms, images and devices to assist the visual impaired - ensuring a clearly articulated intent and the correct delivery of information.
  - Avoid gated and obstructive segregation of public realm and ensure that amenity is maximised for all members of the community.
  - Provide consistent lighting and clear sightlines along laneways and streets and across parking areas, and ensure that safe pedestrian routes are provided.

## Urban Form

- Ensure that building edges and setbacks do not create a dominant sense of containment (response to a human scale).
- Avoid narrow (less than 10 metres wide) public space provision.
- Avoid boundary fencing and blank boundary enclosures that reduce the activation or surveillance of the public realm.
- Provide separation of not less than 6 metres width between buildings to ensure suitable visual and physical interconnection to the surrounding streets, public spaces and urban realm.
- Encourage building edge frontages to be typically 3-4 metres and not exceeding 7-8 metres in length to maintain a human scale to the public realm.

# Style Guide

The urban aesthetic for the District Council of Mount Barker should be honest and natural, contributing an identifiable and iconic character. A sense of durability needs to be reflected in the design quality of the public realm. The palette of materials should build on and enhance the existing material and urban elements. A weathered, rustic aesthetic should be combined with large format timbers and steel elements injecting a modern feel to the public realm. While the range and combinations of materials needs to provide a legible and user friendly urban environment, the colour palette should to be rich and inspiring with shades of clay red and brown and multiple tones and textures. For the ground plain, stone banding should be used as a highlight as well as a reference to architectural heritage of the rural townships.

## Mount Barker and Growth Areas

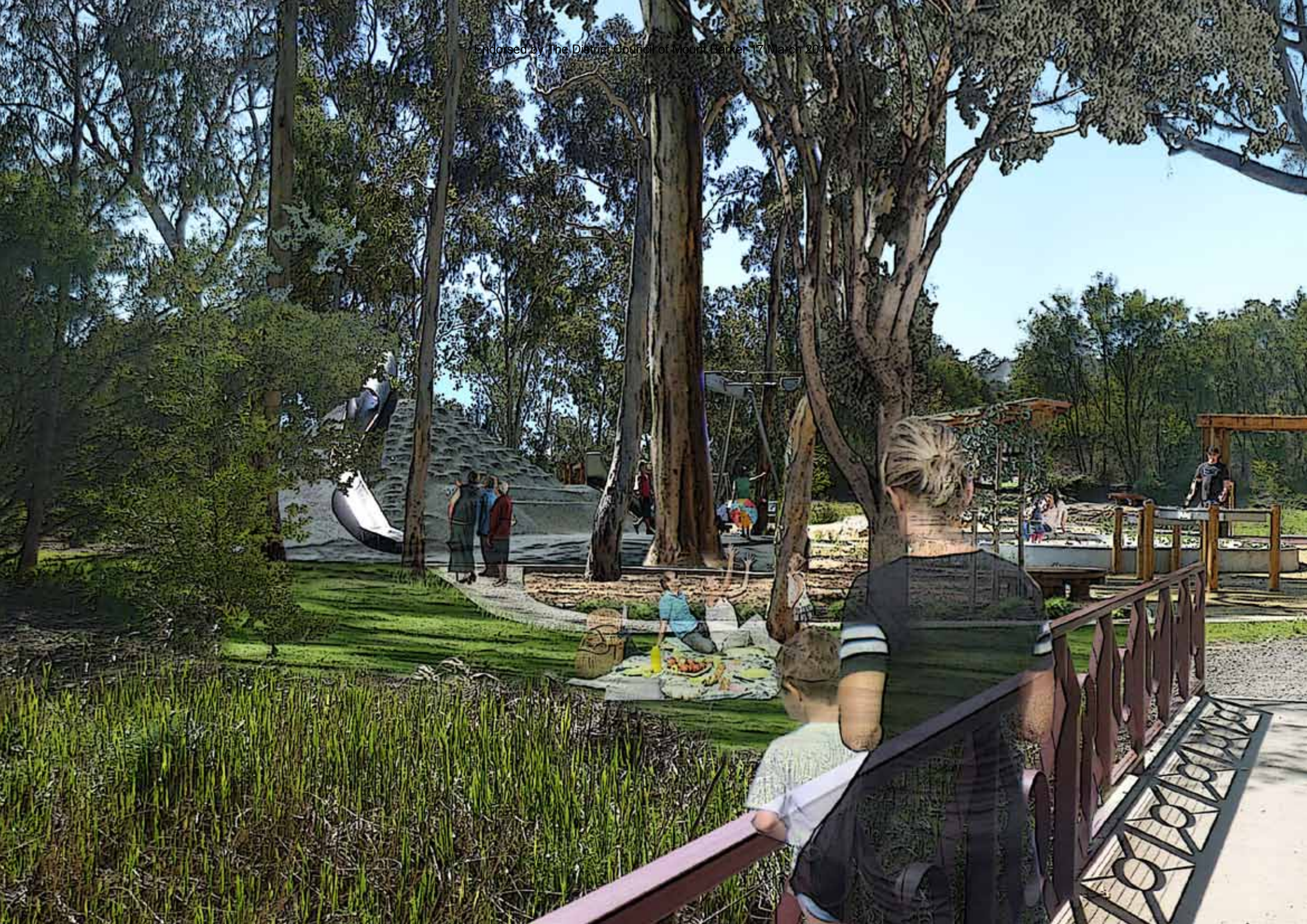
Mount Barker and the surrounding growth areas should maintain a rural aesthetic with combinations of natural materials and contemporary materials helping define a modern rural character. Materials should be selected for their longevity and low maintenance requirements

## Townships

While it is important that a uniform style is applied to the public realm across the District to help define its character with high quality modern rural aesthetics, it is also important that each town has its own character and unique sense of place reflected in its public spaces. Incorporating individual detailing for bollards and different lighting poles and paving designs for each township will create a subtle variation throughout the towns while still observing to the District's style













# Style Guide - Mount Barker and Growth Zones

## Surfaces

- Vary use of hard (paving, exposed aggregate concrete) and soft ground surfaces (turf, timber, compacted gravels) to achieve a range of textures, contributing towards a more diverse and visual experience.
- Paving elements should be robust and incorporate the use of two or three tones in paving choice in line with the surrounding character.
- Paving across Mount Barker should reflect the three different precincts (Retail, Civic or Gawler Street).
  - Gawler Street – High quality, small format pavers, stone banding, stone kerbing,
  - Retail – Large format, robust paver, exposed aggregate concrete or bitumen with paving detail
  - Civic – Large format sophisticated straight edge pavers lighter in colour with smaller format/stone banding to highlight significant locations or reflect heritage architecture.
- Select paving sizes that vary from small format 100 x 100mm up to 400mm paving units.
- Use large format paving as highlights, paving contrast and transitions.



## Materials

- Use materials that are aesthetically pleasing and respond to the surrounding urban rural character.
- The material choices should feature weathered textures including stone, corten steel and timber combined with stainless steel, concrete and glass to create a modern rural aesthetic.
- Use colour palette which consist of lighter shades of green, red and brown with punches of vibrant yellows, oranges and reds reflecting the surrounding landscape.





## Structures

- Proposed structures should be designed or selected around comfort and amenity while maintaining an appropriate scale in relation to built form.
- Use materials to draw on the palette of weathered, rustic, timber and steel elements combined with contemporary elements such as cast glass, concrete and gabion cages to create a unity across the public realm.
- The suite of furniture across all precincts should take into account the above while subtle changes in detailing or combination of materials can be applied to differentiate between the precincts.



## Furniture

- Incorporation of mixutre of materials in street furniture, including mild and stainless steel, timber and stone along with more contemporary elements such as cast glass, concrete and gabion cages.
- Use a colour palette that provides highlight and contrast to the inherent qualities of natural material such as timber, stone and metal.
- Artistic combinations of timber, stone (both natural and sawn) and concrete can serve as both functional and aesthetically pleasing art pieces in themselves.
- Bespoke and artistic furniture used to create a sense of place, particularly, along Gawler street.
- Use quality pieces of street furniture to provide highlights in the public realm.
- Focus the location of street furniture within pedestrian areas.



## Lighting

- Functional, efficient and elegant lighting to provide security and facilitate access.
- An appropriate selection of lighting that reflects the historic context of Gawler Street without reproduction or faux replication.
- Strip and focused beam lighting elements should be included on the ground plane for directional emphasis and in the illumination of congregation spaces.
- Use of lighting effects to enhance art pieces, prominent architecture and mature trees of architectural grandeur should be incorporated to coordinated effect.
- Light pollution should be minimised and sustainable lighting considered.





# Style Guide - Townships

## Surfaces

- Vary use of hard (paving, exposed aggregate concrete) and soft ground surfaces (turf, timber, compacted base) to achieve a range of textures, contributing towards a more diverse and visual experience.
- Incorporate stainless steel, corten steel, timber, stone, irrigated turf and paving elements that are robust.
- Paving elements should be robust and incorporate the use of two or three tones in paving choice in line with the surrounding character.
- Small format, high quality pavers should be used to reinforce main streets and highlight areas of importance.
- Bitumen with stone/paver banding can provide an inexpensive yet aesthetically pleasing option.
- Select paving sizes that vary from small format 100 x 100mm up to 400mm paving units.
- Use large format paving as highlights, paving contrast and transitions.



## Materials

- Use materials that are aesthetically pleasing and respond to the surrounding town character.
- Materials should be selected for their robust nature and natural value to add to the amenity for the rural environment.
- The material choices should feature weathered textures including stone, corten steel and timber.
- Opportunities to acquire and reuse materials will help maintain an authentic visual aesthetic.
- Use colour palette which consist of lighter shades of green, red and brown with punches of vibrant yellows, oranges, blues and reds reflecting the surrounding landscape.



## Structures

- Designs should be highly functional.
- Materials should be robust with combinations of timber, corten steel and stone allowing weathering to respond to the rural character.
- Materials including, glass, ceramics and stainless steel used to add colour and detailing and differentiate structures between towns.



## Furniture

- Functional and quality street furniture to be incorporated with hard wearing materials that have a significant lifespan and are easily maintainable.
- A palette of materials consistent throughout the District (such as stone, timber and metals) should reinforce the character of the area.
- Use a colour palette that provides highlight and contrast the inherent qualities of natural material such as timber, stone and metal.
- Artistic combinations of timber, stone (both natural and sawn) and concrete can serve as both functional and aesthetically pleasing art pieces in themselves.
- Use quality pieces of street furniture to provide highlights in the public realm.
- Focus the location of street furniture within pedestrian areas.





## Lighting

- Functional, efficient and elegant lighting to provide security and facilitate access.
- Use different lighting in each town with specific detailing to define their individual character.
- Lighting should be robust.
- Strip and focused beam lighting elements should be included on the ground plane for directional emphasis and in the illumination of congregation spaces.
- Use of lighting effects to enhance art pieces, prominent architecture and mature trees of architectural grandeur should be incorporated to coordinated effect.
- Light pollution should be minimised and sustainable lighting considered.



## Planting

- Provide shade and shelter through tree planting.
- Additional native tree planting should look to reinforce significant heritage areas.
- Establish maintenance plan to achieve longevity of the design intent.
- Vegetation selected for seasonal attributes, hardiness and should contribute to native species habitats.
- Hardy, drought tolerant native species incorporated through landscape treatments.

