

Waimakariri District Council Play Space Strategy



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Executive Summary

A play space strategy is important in helping Council provide well-designed and well-maintained play spaces that are exciting, attractive, and highly valued by the community. It helps provide a deeper understanding of play's importance and its value to participants of all ages and levels of ability.

Planning and management principles advocated in the strategy will help ensure the desired community benefits are achieved. These standards will then become the benchmark for ongoing provision.

Scope

The scope of the Play Space Strategy is defined in terms of physical play spaces owned and managed by Waimakariri District Council and freely accessed by the public. These settings offer specific play facilities over and above the free play opportunities generally available in most public parks and reserves.

Aims and Objectives

The primary aim of the play space strategy is to guide the planning, development and ongoing management of the Waimakariri District's growing play space network. This will ensure good quality play opportunities are available to all those who wish to participate.

Council will meet a diverse range of identified community play needs in a creative and cost-effective way that ensures the benefits and financial implications of play space provision are clearly understood and evaluated.

Play Space Allocation

Most play spaces are provided at neighbourhood parks, which are primary destinations for community recreation. Some sport and recreation parks and other high profile reserves also have designated play areas.

Access guidelines based on the travel distance to a play space, and the number of residents a site is expected to cater for, ensure an equitable distribution of play space throughout the District.

Play areas are classified according to the catchment area they serve. The scale and range of facilities varies between sites catering for a small local area, and those serving a wider community or attracting visitors on a district-wide or regional scale. Each level of provision should meet the quality and play value standards required for the user groups targeted.

Play Space Quality

A focus on play quality helps maximise the benefits of future investment in play, without the need for greatly increased expenditure. Provision is targeted in a more efficient and effective manner.

Play Value

Play value is a key element in the creation of high quality play environments. A table included in the Strategy (Appendix B: *WDC Play Values Checklist*) identifies a range of important play values and highlights their significance at the various stages of child development.

A 2017 assessment of play value in Council play spaces found that 30 out of 67 (45%) do not meet contemporary play value standards. Priority improvements identified in the assessment form part of a ten-year play space upgrade and replacement programme (Appendix D: Priority WDC Play Space Renewals (2018-19 to 2027-28)).

Contextual Play Value

The setting and support facilities associated with a play space have a significant impact on visitor experience. An inviting and well-designed site plays an important role in attracting visitors and maximising the value and status of a play space.

Universal Design and Inclusive Play

Universal Design focuses on the diverse range of needs that are common to everyone. Its aim is to incorporate features that enable as many people as possible to independently use an environment or product.

The concept of Inclusive Play encourages people of any age and ability to independently access and enjoy a play space and its facilities. It acknowledges the physical, social, emotional, sensory and cognitive learning aspects of play and their importance to child development and well-being.

If inclusive design principles are followed, the provision of specialised or separate facilities for children with disabilities is largely unnecessary and undesirable.

Play Choice and Diversity

Council prescribes no particular play space design or combination of elements. This allows greater flexibility when looking to provide inviting contemporary play spaces.

In response to changing community needs, preferences and expectations, there is scope to expand some types of play not well represented in Council's current play space network.

- Natural Play
- Sensory Play
- Water Play
- Themed Play
- Digitally-Assisted Play
- Adventure Play
- Outdoor Fitness & Exercise
- Young Adult Zones
- Older Adult Zones

Play Space Safety and Maintenance

All play spaces comply with the current New Zealand Standard (NZS 5828:2004 Playground Equipment & Surfacing). Programmed inspection and maintenance is a requirement of Council's District Parks and Reserves Maintenance Contract.

Crime Prevention Through Environmental Design (CPTED) assessments are undertaken prior to the installation of all new and redeveloped play spaces.

Play Spaces in New Residential Subdivisions

Developer involvement in the layout and installation of a new play space and its support facilities can benefit all parties:

- Established park and play facilities are available when most residents first move into a new development.
- Council save on administration and development costs through use of developer and contractor services already involved with on-site consent works.

Community Engagement

New and upgraded play spaces are designed and developed with input from the community. Consultation methods may differ, ranging from informal to formal, while the scope of input can vary from local to district-wide depending on catchment status. Particular emphasis is placed on children likely to be using a new play space.

The appropriate Council Community Board is involved in the consultation process and gives final approval to development plans.

Play spaces developed within a new subdivision prior to the establishment of a residential community must meet Council's established site design and level of service standards. These standards reflect community input to the relevant administrative documents.

Financial Implications

Current capital replacement funding levels are adequate to finance priority play space renewals and upgrades scheduled over the next ten years. This includes provision for improvements required to bring targeted facilities up to a play value standard of average or higher.

Additional capital works funding is required to develop three play spaces - and one community skate park - on council reserves in areas where existing coverage does not meet level of service requirements.

Key Level of Service Components

Provision standards:

- Most urban and suburban residential properties to be within 500 metres radial distance of a local play space and 1,000 meters of a community play space. One play space per 1,000 people to serve as an overall minimum standard.
- Local catchment play spaces to prioritise play provision for pre-school and young primary age children.
- Increased emphasis on 'play value' as a key performance indicator in play space provision.
- The application of universal design and inclusive play principles to enable as wide a range of people as possible to access and enjoy play facilities.
- Recognition of play space as a community focal point within a park. The setting and support infrastructure to be included when evaluating overall play space design, quality and level of service requirements.

Asset related:

- Use of diverse and appealing play elements that maximise play value for targeted users.
- Engineered wood fibre to be Council's preferred standard safety surface for play areas. It is a cost-effective 'accessible' surface.
- Shade cover to be available at high-use longer stay play sites. Junior play spaces with no natural shade to receive priority.
- Park play spaces will not be lit at night. The use of play facilities during hours of darkness is not recommended.
- Fencing of playgrounds is undesirable, except where an identified hazard cannot otherwise be managed.

Financial implications:

- Current capital funding levels are adequate (as a minimum) to finance priority play space upgrades and replacements scheduled over the next ten years (2018-2028). Annual budget funding for this work is currently \$190,000.
- New capital works funding of \$265,000 is required over the next ten years for development of three new play spaces in established residential areas. This will eliminate existing level of service shortfalls where current provision does not meet community access (travel distance) guidelines.
- New capital works funding of \$150,000 is required for a community skate park in the Woodend-Pegasus area. This key activity centre currently lacks a skate park of a size and quality appropriate to its population catchment.
- Efficiency gains will be generated through a more prescriptive and coordinated approach to Council's investment in play space.

1. Introduction

1.1 Why is a play strategy needed?

A play space strategy is important in helping Council provide well-designed and well-maintained play spaces that are exciting, attractive, and highly valued by the community. It helps provide a deeper understanding of play's importance and value to participants of all ages and levels of ability. This extends to those supporting and sharing in the play experience and the positive social and wider community benefits a good quality play space can deliver.

Planning and management principles advocated in the strategy will help ensure the desired community benefits are achieved. These standards will then become the benchmark for ongoing provision.

1.2 Community context

The Waimakariri District covers approximately 2,250 square kilometres (225,000 hectares) of North Canterbury. It extends across the Canterbury plains from Pegasus Bay in the east to the Canterbury foothills in the west. The Waimakariri River's journey from the hills to the sea defines the southern boundary. The Hurunui District lies to the north. The main urban areas are Rangiora and Kaiapoi, with smaller towns at Woodend, Pegasus and Oxford. Beach settlements punctuate the coastline at Waikuku, Woodend, The Pines and Kairaki. Waimakariri still retains a strong rural character, with a third of ratepayers living in rural areas and villages such as Cust, Ohoka, Sefton and Tuahiwi.

There are currently 67 Council owned play spaces in the Waimakariri District. 27 of these are found in *local* parks where most visitors live close by. 25 are *community* play areas that have a greater range of play facilities and provide a focal point for residents from a wider residential area. 12 have *district* significance, being located at important destinations for sport or general recreation. These play spaces still meet the needs of the surrounding community. The remaining 3 play spaces are located at *regional* parks. These destinations have attractive recreational settings and attract visitors from the wider Canterbury region and beyond.

The distribution of play spaces is relatively even relative to the population and geographical spread of the District's towns and suburban areas. In addition, all significant rural and coastal settlements have play spaces. These are primarily located at a community focal point such as the local Domain.

1.3 Population and social trends

The District's population has grown rapidly over the past 15 years and is expected to continue increasing until 2048. The Council has adopted a medium population growth scenario for its 2018-2048 infrastructure planning. This assumes a projected population of 97,000, which is an increase of 39,000 from 2016.

The population in the District has a higher median age than New Zealand as a whole and this is expected to rise further through to 2048. Despite this, there are a significant number of young people aged under 15 years (19.5% of the population). This is close to the national median of 19.6%.

It is important that Waimakariri District Council continues to recognise the value and importance of play space provision. Play opportunities encourage physical activity and promote community health and well-being. This is particularly important given decreasing levels of physical activity in children and young adults. High-quality play spaces also acknowledge the importance of social, emotional and psychological aspects of child development and all-round health.

Given current population trends in the District, it is important that young children and older adults have good access to high quality play spaces that accommodate both participation and support roles. In an ageing population, older adults also have a need for increased social and physical activity space as they look to maintain good health into later years.

Older children and young adults form a smaller proportion of the district population, but they also have important social and activity space needs that are not well recognised. This was evident in young people's responses to the Waimakariri Youth Development Strategy, 2010.

2. The Concept of Play

Play is freely chosen activity through which people express themselves and have fun. Children are the primary focus of play space provision, but people of any age and ability can enjoy play. It is engaged in for its own sake, and the rewards are inherent in the activity

Play is so important to optimal child development it has been recognized by the United Nations High Commission for Human Rights as a right of every child. (Convention on the Rights of the Child. Resolution 44/25, 20/11/1989).

Key Benefits:

Play is important to quality of life. It has a positive influence on health and well-being, developmental learning, and emotional and social development.

Inviting and well-designed play spaces are important community settings. They generate social interactions and shared experiences that contribute to the development of a vibrant and resilient community.

3. Scope and Content

The scope of the Play Space Strategy is defined in terms of physical play spaces owned and managed by Waimakariri District Council and freely accessed by the public. These settings offer specific play facilities over and above the free play opportunities generally available in most public parks and reserves.

Play space provision focusses on children up to 16 years of age, but also accounts for adults; including those supporting, and participating in, children's play.

A public play space is often referred to as a playground. This can lead to an assumption that play is undertaken within a defined area on a specific range of purpose-built equipment. Opportunities exist to broaden the concept of play and what constitutes a quality play experience. A number of connected play spaces can be provided to meet the needs of different age groups and abilities, and improve their integration within a park setting. This can extend to complementary play facilities such as half courts and skate parks. Play opportunities can also be created through the thoughtful design and layout of other built elements and landscape features.

4. Aims of the Strategy

Guide the planning, development and ongoing management of the Waimakariri District's growing play space network.

Promote best practice principles in play space planning and design.

Ensure quality play opportunities are available to children of all ages and abilities.

Provide a guiding document for subdivision developers involved in the design and development of new play spaces.

5. Key Objectives

- Provide a diverse range of play spaces that meet identified play needs and values.
- Ensure an equitable distribution of local and wider-community play spaces based on measurable provision guidelines.
- Produce well designed, constructed and maintained play spaces supported by sound administration.
- Enable the financial implications of strategic play space provision to be clearly understood and evaluated.

An accompanying checklist, '*Play Space Strategy – Key Principles*' is included in the appendices; Appendix A.

6. Where a Play Space is provided

Council community green space comprises nine park and reserve categories. Each of these has a different primary purpose.

6.1 WDC Park Categories

Neighbourhood

Sport & Recreation

Natural

Cultural Heritage

Public Gardens

Civic Space

Recreational & Ecological Linkage

Streetscape

Outdoor Adventure

6.2 Parks and reserves with a play space

Most purpose-built play spaces are located within *Neighbourhood Parks* in an urban or suburban area. Others are located in *Sport and Recreation Parks* that serve a wider neighbourhood park function. Although not provided at every neighbourhood park, a play space is normally readily accessible to most residents within a built-up residential area (see *Play Space Distribution*).

6.2.1 Neighbourhood Parks

Neighbourhood Parks provide the opportunity for recreation, play and social activity in a pleasant and relaxing environment. The key focus is on local residents, with larger high-profile parks also attracting visitors from further afield.

6.2.2 Sport & Recreation Parks

Sports play is the primary purpose of these parks. Toilets, changing rooms and car parks are usually available and some have resident club facilities. A number have play spaces that cater for both park visitors and local residents.

6.2.3 Rural settlement reserves

Rural play spaces are typically located in a Domain or comparable reserve that serves as a focal point for the surrounding community. These sites are included in the category *Neighbourhood Parks with a Community Catchment*.

6.2.4 Destination sites

Popular visitor destinations such as Public Gardens and Natural Parks may incorporate play spaces.

6.2.5 Other sites

A play space may be located at an alternative reserve or other suitable public space where a traditional neighbourhood park or sport & recreation park is not available.

7. How play space is allocated to meet community needs

7.1 Play Space Distribution

The distribution of play space aims to comply with the following community access guidelines. These guidelines ensure that residents in urban areas, including residential townships, are close to a park with a play space suitable for young children, and within manageable distance of a park with play facilities designed for a wide range of ages and abilities.

Most residential properties in an urban or suburban area will be within reasonable walking distance of a play space. Ideally within a 500 metre radius or under 10 minute walk.

Most residential properties in an urban or suburban area will be within a longer walk or reasonable cycling distance of a medium to large community play space. Ideally within a 1,000 metre (1km) radius or 15 minute walk.

The following supplementary guideline ensures play spaces have the capacity to meet community demand, particularly in high-density areas.

A minimum of one play space per 1,000 residents in urban and suburban areas.

The spread of parks and play spaces across the District's residential zones is not always uniform. A number of factors influence the precise pattern of distribution and scale of provision.

- Parks and play spaces are normally located within, or very close to, high-density living areas. This enables a large number of local residents to easily access and use a play space. High-density living is becoming more common in the Waimakariri District, due to a fast-growing population and constraints on the availability of new residential land.
- Where the preferred or existing location of a play space means a significant number of surrounding residential properties do not meet access standards, an additional park and play space is normally required. This is accounted for when new residential development is planned, and programmed for existing areas if suitable open space is available.
- Where an increasing population, and the lack of a suitable alternative site, make it difficult to cater for play needs at a park, an expansion of existing on-site play facilities is normally undertaken. This is subject to suitable space being available.
- In extensive new residential areas, increased capacity and value is best achieved through provision of a large well-located community park and play space. Subject to meeting access guidelines, this is preferable to one or two smaller parks that are unable to provide adequate space and play facilities to accommodate all age levels and abilities.
- Physical barriers can have a significant impact on the accessibility and safe use of a play space. A busy road or significant waterway can make a play site inaccessible to many potential users. In these circumstances, an alternative site with low-risk access needs to be available. Safe and inviting pedestrian connections are an important consideration when designing parks and their surroundings.
- Rural settlements and recently developed rural-residential communities will normally have a play space within walking, cycling, or short driving distance of residents. This is due to their lower-density populations, which are often spread over a wide geographical area.

7.2 Play Space Catchments and Levels of Service

Catchment size is used to organise parks and play spaces into categories that best meet community needs and visitor demand. Local play spaces cater for nearby residents while Community, District and Regional play spaces increasingly attract visitors from further afield.

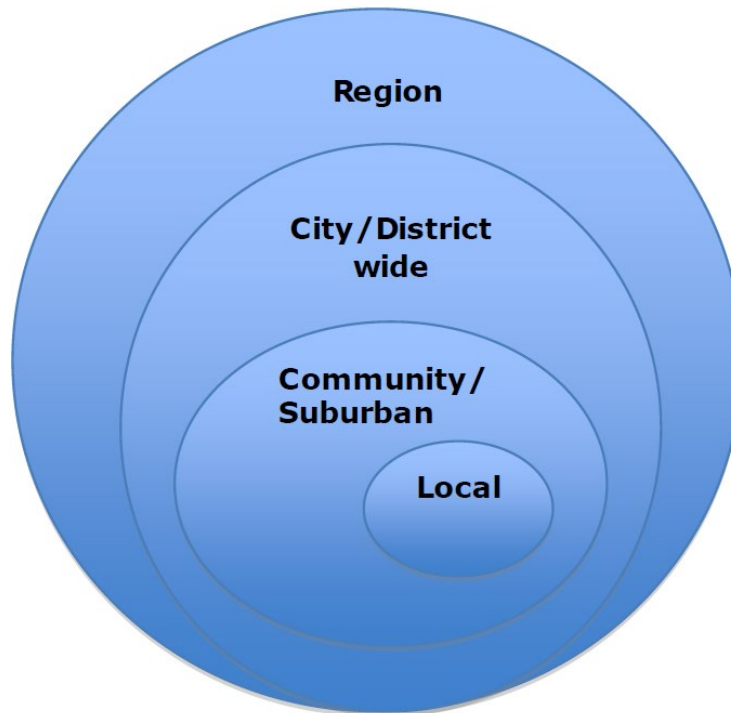
Catchment levels and associated play space levels of service described in this document are consistent with Council's *Parks Categories and Levels of Service, 2011*.

Table 1: Visitor Catchments

Catchment Level	Name	Description
1	Local	Serves the immediate local area. Readily accessed by walking
2	Community/Suburban	Serves the surrounding community, suburb or small town. Access by walking, other non-motorised means or motor vehicle

Catchment Level	Name	Description
3	City/District wide	Serves the wider Waimakariri District. Significant level of access by motor vehicle or public transport
4	Regional	Serves the entire region, including several major centres or districts. Access primarily by motor vehicle or public transport

Figure 1: Catchment Zones



Parks with a larger catchment area usually have a larger play space with a wider range of play elements. Many sites have additional recreation facilities, or feature natural elements that improve overall play value, particularly for older children. These range from casual game play assets such as multi-sport goalposts and basketball half-courts, through to cycle tracks and skate parks at select larger sites. In some cases, play opportunities extend to natural elements such as a beach, lake, river or forest. Levels of service may vary depending on a park's primary purpose, site characteristics, and visitor demand.

Provision of premium supplementary play assets, such as skate parks, is necessarily limited. The aim for these assets is balanced distribution across the District's main centres. This also provides reasonable accessibility from outlying areas. A secondary site for a premium asset may be a popular visitor destination park that also caters for a significant residential community. All premium assets are located in parks with a community, district or regional catchment.

Not all play spaces fully meet the catchment level of service guidelines outlined in the following tables. Prioritised improvements will be made in line with available funding.

Table 2: Play space levels of service by catchment type

Characteristic	Local Play Space
Size	Small to Medium
Catchment Area	Local neighbourhood. Within walking distance of most residential households.
Access	Primary focus on walking, cycling and other non-motorised travel. Roadside vehicle parking along one or more park boundaries.
Usage	Primarily local residents using the play space on a regular basis for short to moderate periods.
Target Groups	Priority focus on pre-school (under 5) and young primary age (5-8). A play space catering for a relatively large or high-density catchment should include elements for older children.
Play Value	The play environment incorporates... All core play values for the age levels targeted. Primary play values at the highest level achievable within the scope of 'local catchment' provision. (See Appendix B: <i>Play Values Checklist</i>)
Supporting Infrastructure	Open grass space, shade trees, low-maintenance landscaping and seating. Toilet facilities not normally provided unless the site attracts long-stay visits and/or significant visitor numbers from outside the local area.
Other Possible Infrastructure	Paths, shade facilities, picnic table, drinking fountain, litter bin. Supplementary recreation/play facilities compatible with park size and characteristics e.g. basketball half court

Characteristic	Community Play Space
Size	Medium to large
Catchment Area	Urban or suburban area. Small town or rural settlement.
Access	Access via non-motorised means, a short drive, or public transport. Roadside vehicle parking along one or more park boundaries. Additional off street parking may be provided.
Usage	Community residents using the play space on a regular basis for short or long periods. Occasional visitors from further afield.
Target Groups	All age levels.
Play Value	A play environment that incorporates... All core play values for the age levels targeted. Primary play values at the highest level achievable within the scope of 'community catchment' provision. Additional play value contributed by other on-site recreation facilities. (See Appendix B: <i>Play Values Checklist</i>)

Characteristic	Community Play Space
Supporting Infrastructure	Open grass space, shade trees, landscaping, paths, seats and tables. Supplementary recreation/play facilities compatible with park size and characteristics e.g. basketball half court, sports goalposts, exercise/fitness equipment, skate/scooter/cycle facilities. Toilet facilities usually provided on site, or available and easily accessed nearby.
Other Possible Infrastructure	Shade facilities, drinking fountain, litter bin.

Characteristic	District Play Space
Size	Medium to Large
Catchment Area	Local community residents and visitors from across the Waimakariri District.
Access	Access via non-motorised means, a short to medium drive, or public transport. Roadside vehicle parking along one or more park boundaries and/or off street parking provided.
Usage	Waimakariri District residents using the play space on a regular or occasional basis for short or long periods. Occasional visitors from further afield - particularly at high-profile destinations.
Target Groups	All age levels.
Play Value	A play environment that incorporates... All core play values for the age levels targeted. Primary play values at the highest level achievable within the scope of 'district catchment' provision. Additional play value contributed by other on-site recreation facilities. (See Appendix B: <i>Play Values Checklist</i>)
Supporting Infrastructure	Open grass space, shade trees, landscaping, paths, seats and tables. Supplementary recreation/play facilities if compatible with the park's primary purpose, size and characteristics e.g. basketball half court, sports goalposts, exercise/fitness equipment, skate/scooter/cycle facilities. Natural attractions add to recreation and play value at some destination sites e.g. beach, river, lake, forest. Toilet facilities provided on site, or available and easily accessed nearby.
Other Possible Infrastructure	Shade facilities, drinking fountain, litter bin.

Characteristic	Regional Play Space
Size	Medium to Large
Catchment Area	Residents within the Waimakariri District plus visitors from the wider Canterbury area and beyond.
Access	Access via non-motorised means and large numbers using a motor vehicle or public transport. Roadside vehicle parking along one or more park boundaries and/or off street parking provided.
Usage	Waimakariri District residents using the play space on a regular or occasional basis for short or long periods. Significant visitor numbers from further afield - particularly at popular visitor destinations.
Target Groups	All age levels
Play Value	A play environment that incorporates... All core play values for the age levels targeted. Primary play values at the highest level achievable within the scope of 'regional catchment' provision. Additional play value contributed by other on-site recreation facilities. (See Appendix B: <i>Play Values Checklist</i>)
Supporting Infrastructure	Open grass space, shade trees, landscaping, paths, seats and tables. Supplementary recreation/play facilities if compatible with the park's primary purpose, size and characteristics e.g. basketball half court, sports goalposts, exercise/fitness equipment, skate/scooter/cycle facilities. Natural attractions add to recreation and play value e.g. beach, river, lake, forest. Toilet facilities provided on site, or available and easily accessed nearby.
Other Possible Infrastructure	Shade facilities, drinking fountain, litter bins.

8. Play Space Quality

In addition to the benefits of physical coordination and exercise, ideal play environments enable children to escape the everyday, relieve stress, feel joy, fire the imagination, share experiences and engage in game play.

By identifying and responding to different play needs, a comprehensive targeted range of outdoor play opportunities is created. This encourages participation and is likely to increase overall levels of satisfaction.

A focus on play quality helps maximise the benefits of future investment in play without the need for greatly increased expenditure. Provision is targeted in an efficient and effective manner.

8.1 Play Value

An emphasis on play value can help providers meet the developmental needs and preferences of target groups. It is an important element in the creation of high quality play environments.

The following table identifies and prioritises key play values. It also serves as a checklist. See Appendix B: *WDC Play Values Checklist*

Table 3: Play Values

Play Values	Development Level (Age)			
	1-3	3-6	6-12	12+
Solitary Play	•			
Parallel Play	•			
Associative Play		•		
Cooperative Play			•	
Participating	•	•	•	
Gathering			•	•
Sensing	•			
Pretending		•		
Experimenting				
Crawling	•			
Rocking				
Sliding				
Swinging				
Balancing				
Climbing				
Spinning				
Chasing				
Challenging				•
Training				
Key:				
Core Values	•			
Primary Values				
Secondary Values				

As children grow, they progressively develop capabilities in each of the four types of play listed in the table. Each is particularly important at a specific stage of child development. Progression is made from solitary play, where a child plays alone and is focussed on its own activity, through to cooperative play, where a child takes an interest in others as well as the activity. Cooperative play sees an increase in shared experiences and social play activities, such as improvised game play.

The spectrum of experiential play values listed in the table are the key elements that encourage and support play activity at the various levels.

8.1.1 Play Value Assessment of Council Play Spaces

A 2017 assessment of play value in Council play spaces found that 30 out of 67 (45%) do not meet contemporary play value standards. These standards are noted in *Table 2: Play space levels of service by catchment type*. When applied across individual sites, an acceptable standard equates to a play value rating of between one and three out of five (very good to average). See Appendix C: *Play Value and Condition Assessment for WDC Play Spaces (2017)*.

Some shortfall in play value is to be expected, particularly at older sites, as knowledge and expectations of play have changed significantly over recent years. Improvements are planned through Council's reserve enhancement and asset replacement programmes. Scheduling of work is based on priority and subject to available funds. See *Section 13: Financial Implications – Replacements*

Listed below are key areas of improvement identified during the assessment. They will play an important role in lifting the overall quality of Waimakariri District play spaces.

- Improved provision of elements that promote the core play values of *participating* and *gathering*. This focus will increase opportunities for group play and social interaction. It is achievable by providing a greater range of interconnected and multi-user play elements. This in turn will increase overall play value and capacity, allowing more users to be actively engaged in play at the same time.
- Improved provision of play facilities for 1-5 year olds; including elements that enable young children to access activities independently. This is particularly important at local catchment play spaces, where overall provision is constrained, and pre-schoolers are a priority user-group.
- Greater provision of play elements for 12-15 year olds and over. This age range is relatively independent and able to travel alone, or with friends or family, to community level and other large parks. Correspondingly large play areas have the scope to provide spaces and challenging elements that appeal to older children and motivated adults who wish to participate.
- Increased opportunities for activity-focused play and informal game play. This encourages children into deeper and more prolonged play. Activity-based play is particularly important for young children, as pretending and experimenting are core play values for this age group. Sound, touch and movement are important sensory elements. Sand and water are traditional materials used in this type of activity.
- Improved accessibility in and around play spaces. This is particularly important where continuous high-sided playground edging presents a significant physical and psychological obstacle for young children, older adults and others who are wheelchair dependent, or have limited mobility or co-ordination.
- Increased provision of support facilities in and around play zones, with the play space being the focal point. A landscaped setting, seats, tables and pathways are key components.
- A specific focus on shade provision for play space users and spectators.

8.2 Contextual Play Value

The setting and support facilities associated with a play space have a significant impact on visitor experience. The level of support facilities may vary due to a park's catchment status, but an inviting and well-designed site plays an important role in attracting visitors and maximising the value and status of a play space.

8.2.1 Setting

Play spaces should be well integrated with attractive and suitably landscaped surroundings. Where possible these surroundings should add play value. Good environmental design makes a site accessible, safe and welcoming for everyone.

8.2.2 Support Facilities

A play space is an important focal point for park activity. An inviting and relaxed social environment with an appropriate range of facilities should support this:

<i>Public toilets</i>	Toilet facilities are provided at high-use sites characterised by long stays and a significant number of visitors travelling a long way from home. These parks and play spaces usually have a community level catchment or higher.
<i>Seating and tables</i>	Well-placed seating is important at all play sites. Tables are important for accommodating groups and longer-stay visitors. Picnic and barbecue facilities may be provided at a high-use long stay destination site, such as a coastal park, or a park that is an important venue for community gatherings and events.
<i>Pathways and surfacing</i>	Paths guide visitors and improve accessibility. Larger high-use parks may feature additional paved areas as gathering points. Artificial turf mounds and other improvised surfaces can add variety and play value.
Shade and shelter	Shade cover is important to site amenity. This is normally provided through the establishment of suitable trees. At long stay sites where adequate tree cover alongside a play area is difficult to achieve, shade sails or shelters may be installed.
Artistic elements	Artistic elements add interest and novelty to a play setting. Purposefully designed components and structures have the potential to raise curiosity, stimulate the imagination and enhance play value.
On-site parking	On-site parking improves the capacity and accessibility of large high-use parks, especially where roadside parking is limited. Parking facilities for cycles and scooters may also be provided. Local parks do not warrant on-site parking, due to the need to protect limited recreation space. Most regular users are able to access a local park and play space without the use of a motor vehicle.

Play area fencing is generally undesirable; except where an identified safety hazard cannot otherwise be managed. Fencing can impede free movement and accessibility, and discourage or control participation. It can also lead to a false sense of security for parents and caregivers. In some circumstances, semi-permeable barriers or obstacles can assist in guiding the movements of children with autism or similar behavioural traits. Where possible, these should be integrated landscape elements, and should not isolate the play area.

Lighting is not provided at park play spaces, as the use of play areas during the hours of darkness is not encouraged. Targeted lighting can attract people to an otherwise poorly lit and potentially unsafe area. Any site deemed appropriate for evening use must have fully lit surroundings and meet important environmental safety requirements. This includes high levels of surrounding community activity and oversight.

8.2.3 Complementary Recreation Facilities

The following recreation/play facilities can add substantial play value, particularly for older children and adults. The list is indicative, based on current trends and existing provision at suitable parks with a compatible level of service. See 7.2: *Play Space Catchments and Levels of Service*. Natural assets such as a beach, river, lake or forest also contribute significant play value at a number of sites.

- Basketball half court
- Sports goalposts
- Exercise stations
- Fitness trail
- Skate park
- Community BMX track or pump track
- Tennis courts
- Rebound wall
- Petanque court

8.3 Universal Design and Inclusive Play

8.3.1 Universal Design

Play for all is a realistic goal. Some level of participation in a shared play experience is possible for everyone. Not all play spaces can meet everyone’s needs and preferences, but individually and collectively, they should provide opportunities for all who wish to participate.

The concept of Accessible Design emphasises the importance of access for people with impairments or disabilities. The primary focus of facility providers is often physical disability. Health and education statistics in the United States show that physical disabilities (excluding chronic health issues) account for less than two percent of all disabilities identified in children and young adults.

Viewed in a wider context, anyone who wishes to participate in play, but is unable to do so, is effectively disabled. A Universal Design approach acknowledges the importance of accessibility, and addresses it from this wider perspective. Universal Design focuses on the diverse range of needs that are common to everyone. Its aim is to incorporate features that enable as many people as possible to independently use an environment or product. To minimise exclusions or barriers to participation, this is an appropriate starting point for any design. When applied to play settings, the outcome is park environments and integrated play spaces that are more accessible, inviting, convenient and safer for everyone, regardless of age and ability.

“Universal design is the design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design.”

(Ron Mace, 1985, founder of the Centre for Universal Design, North Carolina State University)

8.3.2 Inclusive Play

The concept of Inclusive Play encourages people of any age and ability to independently access and enjoy a play space and its facilities. It reinforces the concept of universal design. Truly inclusive play incorporates many features important to child development and well-being. It also reduces the need for caregivers to control or directly assist with play activity.

Key aspects of Inclusive Play:

Cognitive learning, judgement, concentration, confidence, problem solving and overcoming challenges

Social interaction, association, relationships, friendship

<i>Emotional</i>	feelings, self-expression, release, imagination (play-acting), well-being and sense of belonging
<i>Communicative</i>	language, expression, understanding, negotiation (important aspects of cognitive, social, and emotional development)
<i>Sensory</i>	perception, awareness, exploration and discovery
<i>Physical</i>	movement, motor skills, coordination and fitness
<i>Moral</i>	conscience, fairness, sharing, concepts of right and wrong

Disabilities feature in all areas of child development, particularly cognitive, social and emotional development. The concept of 'play for all' needs to acknowledge the importance of these components alongside the more recognised physical and sensory aspects of play. Viewed holistically, play has significant restorative and rehabilitative potential.

If Inclusive Play design principles are followed, the provision of specialised or separate facilities for children with disabilities is largely unnecessary and undesirable.

8.4 Play Choice & Diversity

The principle that play space should be readily accessible, meet community needs, and accommodate key play values, is fundamental. Beyond this, Council prescribes no particular play space design or combination of elements. This allows greater flexibility when looking to provide inviting contemporary play spaces.

Community play expectations and preferences are constantly evolving. While some traditional types of provision do not change dramatically, others are strongly influenced by population, lifestyle and technology change. Research and community consultation are used to assess the District's need and demand for new and evolving forms of play. This is already influencing some aspects of provision, including a move to provide more exercise and fitness related equipment.

The following types of play are either very limited or not specifically provided for within the current play space network. Given the transient nature of some play trends, future investment in these or other evolving play styles, is subject to ongoing assessment.

<i>Natural Play</i>	The use of natural surfaces, materials and structural elements to add play value and help create an inviting and attractive play environment.
<i>Sensory Play</i>	Play that engages and stimulates the senses. It is particularly beneficial for young children who are exploring and experimenting in order to learn and make sense of the world around them. Suitably integrated sensory elements also provide therapeutic and developmental opportunities for autistic children to participate on their own terms.
<i>Water Play</i>	Water utilised as an element of sensory and creative play, or in a universal application such as a splash pad at a beach park
<i>Themed Play</i>	An overarching theme and context for a play space or particular aspects of play. This can stimulate imagination and game-play, and provide a point of difference with other play areas. Themes that reference their setting or an aspect of local interest are fitting examples.

<i>Digital Play</i>	Physical play supported by a digital component designed to enhance the play experience at a given site. Concepts include app-supported play and augmented reality play (outdoor gaming), which can be accessed using personal devices such as smartphones.
<i>Adventure Play</i>	Challenging play using elements designed to build confidence and a sense of achievement.
<i>Outdoor Fitness</i>	Exercise, training and rehabilitation facilities with a particular emphasis on older children and adults. These facilities can be stand-alone or located adjacent to another play space. Being in close proximity enables inclusive use of an area by families and different age groups.
<i>Young Adult Zones</i>	Spaces with a range of facilities designed to meet the needs of young adults.
<i>Older Adult Zones</i>	Spaces with a range of facilities designed to meet the needs of older adults.

Sites catering for a wide age range and diverse play needs benefit from a degree of spatial distinction between areas. This encourages use while minimising potential conflict. The degree of separation should not undermine overall site integration, connectivity and visibility.

8.5 Play Elements and Safety Surfaces

Play elements come in various forms. All contribute to overall play value, and collectively create a diverse range of play opportunities to meet community needs and preferences.

- Standards approved supplier elements in a wide range of materials and design styles
- Improvised and custom-made elements
- Natural elements integral to the site or added as features

Safety surfaces can strongly influence the design style and character of play spaces. They can also aid or impede site access. Some surfaces, such as sand and graphic-imprinted matting, add play value. All Council play spaces have safety surfaces that comply with the current New Zealand Standard (NZS 5828:2004 Playground Equipment & Surfacing)

Re-harvested or engineered wood fibre mulch is Council's current preference as a standards approved safety surface. It has accessibility, durability and impact protection qualities that exceed those of bark and non-compliant landscape mulches. Existing sites that currently lack an accessible safety surface will be upgraded at the time of renewal. Notable exceptions are small niche sites, such as a sand play area with high play value. Good site design can still ensure sand play is accessible to all.

The approved surfaces listed below are currently used in Council play spaces.

- Re-harvested or engineered wood fibre mulch *
- Bark mulch
- Synthetic/rubber matting *
- Poured synthetic/rubber surface* (coloured graphics option for added play value)
- Sand
- Turf or artificial turf * (for fall height <1m only)

* Wheelchair and pushchair accessible

Other factors to consider when selecting play elements and safety surfacing:

- Play value
- Play 'flow'
- Compatibility with the setting
- Versatility and adaptability – ability to customise & retro-fit
- Appropriate style and colour combinations
- Durability and life span
- Value for money

9. Play Space Safety and Maintenance

9.1 Safety

The following factors are important when it comes to safety in and around Council play spaces:

- Compliance with the current New Zealand Standard (NZS 5828:2004 Playground Equipment & Surfacing)
- Safety compliance and risk assessment for non-standard or improvised play elements
- Programmed inspections and maintenance carried out under Council's District Parks and Reserves Maintenance Contract.
- Appropriate siting of play spaces that are away from significant hazards, afford good visibility and minimise the need for protective barriers.
- The application of Crime Prevention Through Environmental Design (CPTED) principles for all new and redeveloped play spaces. These principles highlight desirable site characteristics that help create an attractive, comfortable and non-threatening environment. A site-specific CPTED analysis is implemented at the design and construction phases of a development.

9.2 Risk

Risk is an inherent component of play and the creation of play value. It is managed through a combination of appropriately designed and maintained play elements, and the judgement, confidence and skill level of participants. It is important that a challenging activity be transparent and unlikely to mislead the user. Variety is important in allowing users with differing needs and abilities to find their own level.

9.3 Shade Provision and UV Protection

During summer months, the Waimakariri District experiences hot sunny days and relatively high levels of ultra-violet radiation (UV). Park visitors are responsible for their own sun protection, but Council also manages play environments to help minimise risk. The aim is to provide a degree of sun relief, while still acknowledging the important role sunlight provides in creating an attractive and inviting setting for most of the year.

Shade cover is generally provided through the establishment of suitable shade trees. Where necessary, larger grade trees will be installed to reduce the time required to establish effective cover. Trees may be transplanted from other Council sites if they are surplus to requirements.

Shade sails or structures may be installed at high-use long stay sites to provide additional or short-term cover.

Council maintains a record of shade cover in and around all Council play spaces. Necessary improvements are scheduled based on their priority. (See Appendix E: *Play Space Shade (2017)*).

9.4 Maintenance

A structured programme of inspection and maintenance is essential to ensure play spaces perform effectively, comply with safety standards and meet community expectations. Play elements, safety surfaces and their surroundings are all important components of a safe, inviting and well-performing play space.

Play Space inspection and maintenance is a scheduled requirement of the *WDC District Parks and Reserves Maintenance Contract*. A qualified Council staff member also audits contract performance. Council play spaces need to comply with NZS 5828:2004.

A further Council initiated audit is carried out every three years to update condition ratings for play spaces and their equipment. Registered Playground Inspectors (RPII Level 3 or recognised equivalent) carry out this work.

All play elements are maintained to a serviceable 'safe-use' standard. If this standard cannot be met, equipment is temporarily closed or removed. Elements permanently removed are replaced. When a large number of elements reach the end of their useful life, a play space is fully redeveloped. Any play elements with significant remaining life are relocated to a site where they can improve play value. Play space redevelopment is often aligned with wider park improvements for increased efficiency and community benefit.

Audit and maintenance reports are used by Council's Green Space Operations Team to prioritise, programme and budget play space repairs and replacements.

Council's 'request for service' system encourages park users and residents to report maintenance issues.

10. Planning & Design

Plans will be developed and approved for all new play spaces and existing play spaces that are subject to substantial upgrade or renewal. This process will take account of all principles and good practice guidelines covered by this document, along with any other relevant Council policy and level of service requirements.

11. Play Spaces in New Residential Subdivisions

Once a suitable park location is approved for a new residential subdivision, the developer is further consulted regarding potential involvement with new play space design and development. Any involvement must comply with Council's level of service and construction standards for new community play space.

Developer involvement in the layout and installation of a new play space and its support facilities can benefit all parties:

- The community benefits from having established park and play facilities available when most residents first move into a new development.
- Council save on administration and development costs through use of developer and contractor services already involved with on-site consent works.
- The subdivider/developer has approved plans or established community facilities in place when marketing open space and lifestyle components of a new development.

Play space assets installed on a new Council reserve by a private developer must comply with specified agreements and resource consent conditions. Council's Green Space Team must approve the design, suppliers, play elements and all associated costs.

Upon issue of a Practical Completion Certificate covering play space construction, the inspection and maintenance responsibilities for installed play equipment transfer to Council. Landscape elements associated with the play space remain part of the developer maintenance period specified in the applicable resource consent.

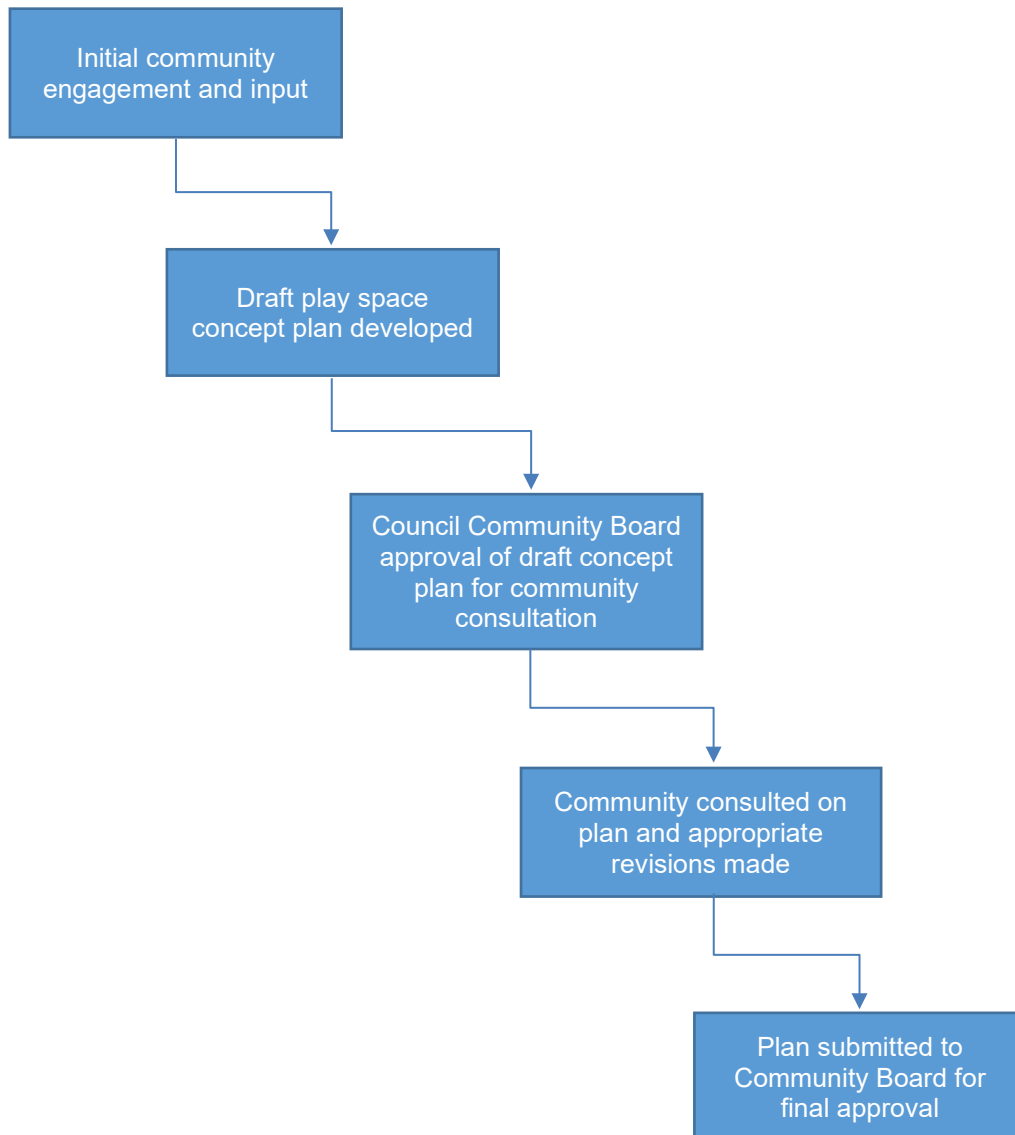
12. Community Engagement - New Play Spaces and Replacements

New and replacement play spaces are designed and developed with input from the community. Consultation methods may differ, ranging from informal to formal, while the scope of input can vary from local to district-wide depending on catchment status.

Wide-ranging community input is desirable, with particular emphasis on children likely to be using a new play space.

A specialised high value asset such as a community skate park requires specific consultation with key user groups.

Figure 2: Community Engagement Process



Play spaces developed within a new subdivision prior to the establishment of a residential community must meet Council's established site design and level of service standards. These standards reflect community input to key administrative documents, including the Green Space Unit Activity Management Plan, Neighbourhood Parks Management Plan, and the WDC Parks Levels of Service.

13. Financial Implications

13.1 Principles

- Investment in play spaces is prioritised, realistic and achievable while acknowledging the District's residential growth and the need to refine standards of provision.
- Priority improvements are funded through existing asset renewal budgets and capital funding applications to Council's Annual and Long Term Plans. Scheduling of work is subject to available funds.
- Major upgrades are aligned with life-cycle renewal funding, with less critical works prioritised over time.

13.2 Analysis

The main change in level of service emphasis for play space is the greater consideration given to play value. This approach ensures high quality play opportunities are available to children of all ages and levels of ability. A change in emphasis is evident in the standard of recently installed new and replacement play spaces in Council parks.

The general need for play quality improvement is acknowledged in current levels of funding. As a result, the financial implications are relatively minor. This is helped by a greater awareness and understanding of play value, which is leading to better design and increased choice and play diversity for a similar level of expenditure.

When scheduling and funding the renewal of play space, physical condition and expected life is still the key determinant. In terms of community value, the need to maintain and improve play quality is also very important.

Thirty (or 45%) of the 67 existing Council play spaces do not meet a play value standard of 'average' or higher for targeted users. They rate poor to very poor. To bring these play areas up to a minimum 'average' standard requires investment. Many of the poorest play value sites are approaching the end of their useful life, and cost-effective improvements can be made at the time of a scheduled full renewal. Those in better condition can have play value improved by the addition of appropriate new elements. This work can be scheduled over time based on site priority. See Appendix C: *Play Value and Condition Assessment for WDC Play Spaces (2017)*.

The operational life of a play space is based on the expected useful life of most of its play elements. Allowing for variables, 25-30 years is judged to be the average life span of a Waimakariri District Council play space. Useful life assessments across comparable public play space providers range between 15 and 30+ years. This may reflect the variable durability of different components, but also varying interpretations of what determines 'useful life'. Low demand, obsolescence, and perceptions of an unacceptably low level of service may trigger the decision to renew a play space, even if components are still safe and otherwise functional. End of life predictions are always subject to re-evaluation, as individual circumstances can considerably shorten or extend useful life.

13.3 Replacements

Council's current \$190,000 annual replacement budget for play-related assets is sufficient to meet the current projected annual cost of renewals for the long-term plan period 2018-19 to 2027-28 (see Appendix D: *Priority WDC Play Space Renewals (2018-19 to 2027-28)*). In addition to play elements and safety surfacing, this budget funds associated park facilities such as paths, seating and shade provision. Separate budget funding is available for other significant assets, including toilets, park landscaping, and hard court recreation facilities. Current funding for reserve enhancement (new works) can be used for newly introduced assets such as shade structures.

The budget required for subsequent ten-year periods will need to increase significantly to maintain level of service standards. An increasing number of parks will reach end of life because of increasing population growth in the District. Newer parks and play spaces also have a significantly higher level of service and replacement cost in comparison to the District's oldest sites, which have a basic level of service and limited play value. These older sites will receive a significantly improved level of service over the next ten years, but not necessarily to the level or cost now required for larger parks in urban growth areas with higher-density visitor catchments.

A well-managed replacement programme can make investment in play space more efficient and effective.

- Play space redevelopment can often be aligned with wider park improvements.
- Not all play areas require full replacement. The replacement of degraded and obsolete elements can significantly extend the useful life of a play space while at the same time improving play value.
- Viable elements removed from a play space to accommodate a comprehensive renewal can be reinstalled at a suitable site where they will improve play value.

13.4 Gaps in Level of Service Provision

Three key areas within existing urban residential zones have a significant number of residents living outside the travel distance considered acceptable under play space access guidelines (distance to a play area). In each of these areas, Council has an existing reserve suitable for the development of a play space. New capital funding is required if these level of service gaps are to be addressed during the 2018-19 to 2027-28 long-term plan period.

Site	Area	Estimated Cost (\$)	Priority
Hurunui Reserve	Pegasus	75,000	1
Millton Memorial Reserve	North Rangiora	120,000	2
Kippenberger / Elm Green Linkage	East Rangiora	70,000	3

(NB: Members of the Eyreton community wish to re-establish the Eyreton Domain as a neighbourhood recreation reserve. Local demand for the use of sport and recreation facilities at the Domain seriously declined when extensive facilities were established at Mandeville. The disused Eyreton Domain pavilion was removed from the site in 2008. Relative to rural settlement levels of service, this site is currently a low priority for development).

The proposed level of service for premium play assets such as skate parks, aims to ensure their equitable distribution across the District's key activity centres. The north-east area of the District currently lacks a high standard skate park of a size and scale appropriate to the population catchment of the Woodend-Pegasus area. The selection of an appropriate site will need to be investigated and approved through a community consultation process.

The estimated capital funding required for a skate park in the Woodend-Pegasus area is \$150,000

Facility	Area	Estimated Cost (\$)	Priority
Community Skate Park	Woodend-Pegasus	150,000	1

13.5 New Development

The population of Waimakariri District is predicted to grow by 11,500 over the next ten years (2018 – 2027). In response, around one hectare of public park and reserve space per year will be needed to maintain the parks level of service minimum guideline of one hectare per 1000 residents. While some existing parks have capacity to absorb a portion of this growth, up to ten new parks with play spaces catering for a local or community catchment will still be required.

Under current growth scenarios, it is anticipated that existing funding levels for neighbourhood land development will be sufficient to ensure all new play space reserves are developed to the appropriate park category and catchment level standard.

Currently undeveloped Council-owned reserves in Rangiora and Woodend are also available to help meet future neighbourhood park needs. Development of two or more of these reserves is likely if anticipated urban-residential growth scenarios for both centres are realised.

Site	Area
Townsend-Pentecost Road	South-West Rangiora
Eders Road	East Woodend
Lehmans Road	West Rangiora

13.6 Partnerships:

Council will consider the potential and merit of partnership agreements in helping to provide and allocate public play space. This could include sponsorship and shared-use agreements with schools or private landowners.

Appendix A:

Play Space Strategy - Key Principles

Equitable distribution - appropriate distribution of play spaces in accordance with a hierarchy of provision to ensure that residents have reasonable access to a variety of play opportunities and experiences.

Access and connectivity – a coordinated network of well-located and easily accessible play spaces which meet community needs.

Inclusion – a network of well-designed play spaces that can be enjoyed by people of all ages and abilities.

Diversity and choice – varied play spaces offering a range of play opportunities and experiences.

Maximising use and benefits - play spaces that encourage a wide range of people to access and enjoy a diverse range of play experiences and interactions.

Quality facilities and experiences – well functioning play spaces and support facilities that are attractive and well maintained.

Safety – play facilities that manage the balance between risk and safety, and are developed and maintained to a high standard and in accordance with relevant standards and guidelines; underpinned by informed environmental design that promotes site safety and security.

Community participation – play spaces that involve residents in their design, promote social interaction and foster a sense of community ownership and pride.

Sustainability – a manageable level of play space provision that can be supported by Council resources.

(Adapted from the Cardinia Shire Council Play Space Strategy 2014)

Appendix B:

Play Values Checklist

Play space size and content will vary depending on catchment hierarchy.

Play spaces incorporate diverse play values appropriate to the age and ability levels catered for (see table below).

Consultation with children likely to be using a new or redeveloped play space is always desirable.

Development level guide:

- 1 – 3 years Toddler
- 3 – 6 years Preschool
- 6 - 12 years Primary
- 12+ Teenage to adult

Play Values	Development Level (Age)			
	1-3	3-6	6-12	12+
Solitary Play	•			
Parallel Play	•			
Associative Play		•		
Cooperative Play			•	
Participating	•	•	•	•
Gathering			•	•
Sensing	•			
Pretending		•		
Experimenting				
Crawling	•			
Rocking				
Sliding				
Swinging				
Balancing				
Climbing				
Spinning				
Chasing				
Challenging				•
Training				
Key:				
Core Values	•			
Primary Values				
Secondary Values				

Appendix C:

Play Value and Condition Assessment for WDC Play Spaces (2017)

Maximising play value is a key consideration when assessing the need to replace or upgrade existing play spaces. It is also important to assess the maintenance condition of existing play elements and review estimates of their useful life. An evaluation of both factors is important in helping prioritise necessary improvements in a cost-effective manner.

The following tables rank Council play spaces from highest to lowest according to combined play value and condition ratings. Each category can be considered separately to identify the main driver for improvement at each site. Ratings given are relative to a play area's catchment status and expected levels of service.

A poor condition rating of 4-5 for a play area is an indication that total replacement might be a cost-effective or necessary option. A very good to average condition rating of 1-3 will only require improvements if inadequate play value needs addressing.

New, replacement and upgraded play spaces should achieve an overall play value rating of 1-3 (Very Good to Average) for the age levels targeted.

Any viable elements removed from a play space to accommodate a comprehensive upgrade will be relocated to an alternative site where they can improve play value.

NB: Play value may be lower than expected at some locations due to site constraints, lower demand, and/or the availability of an alternative well-appointed play space nearby. These play spaces* are considered supplementary to the primary play site serving an area.

Play Value and Condition Assessment				
Location		Rating		
		1. Very Good 2. Good 3. Average 4. Poor 5. Very Poor		
Site	Area	Play Value	Condition	Overall
Local Catchment				
Koura Stream Reserve	Rangiora	1-2	1	1.25
Torlesse Park	Rangiora	1-2	1	1.25
Tuhoe Avenue Reserve	Kaiapoi	1-2	1-2	1.5
Elephant Park	Rangiora	1-2	1-3	1.75
Bayliss Drive Park	Kaiapoi	2	2	2
Wanaka Reserve	Pegasus	2-3	2	2.25
Regent Park	Rangiora	2-3	3	2.75
Silverstream Estates Esplanade Reserve No1*	Kaiapoi	4-5*	1	2.75
Te Tai o Mahaanui Reserve	Pegasus	4	2	3
Parkhouse Reserve	Rangiora	3-4	2-3	3
Audley Street Reserve	Kaiapoi	3-4	1-4	3
Church Street Reserve*	Oxford	4*	2	3
Kiln Place Reserve*	Kaiapoi	3-4*	3	3.25
Barnard Street Reserve*	Kaiapoi	4-5*	2	3.25
Matai Place Reserve*	Oxford	4-5*	2	3.25
Fuller Street Reserve	Kaiapoi	3-4	3	3.25
Kowhai Avenue Reserve	Rangiora	3-4	3-4	3.5
Skevington Park	Woodend	4	3	3.5
Jim Bryden Reserve	Kaiapoi	4	3-4	3.75
Gray Crescent Reserve	Kaiapoi	4	3-4	3.75
Panckhurst Reserve	Woodend	4-5	3	3.75
Bush Street Reserve	Rangiora	4.5	3	3.75
Pegasus View Park	Waikuku	4-5	3	3.75
Canterbury Street Reserve	Ashley	4-5	3	3.75
Allin Drive Reserve	Waikuku	4-5	3	3.75
Newnham Street Reserve*	Rangiora	4-5*	3	3.75
Currie Park	Kaiapoi	4-5	3-4	4

Play Value and Condition Assessment				
Location		Rating		
		1. Very Good 2. Good 3. Average 4. Poor 5. Very Poor		
Site	Area	Play Value	Condition	Overall
Community Catchment				
Kaiapoi Lakes (East) Reserve	Kaiapoi	1-2	1	1.25
Baker Park	Kaiapoi	1-2	1	1.25
Acacia Avenue Community Park	Rangiora	2	1	1.5
Oakwood Park	Rangiora	1-2	2	1.75
Ryder Park	Kaiapoi	2	1-2	1.75
Pines Oval	The Pines Beach	2	2	2
Tuahiwi Sport & Recreation Centre	Tuahiwi	2	2	2
Arlington Park	Rangiora	3	1	2
Tirikatene Park	Kaiapoi	3	1	2
Jack Graham Reserve	Cust	2	2-3	2.25
Grange View Reserve	Woodend	2	3	2.5
Moorcroft Reserve	Kaiapoi	3	2	2.5
Hinemoa Park	Kaiapoi	2-3	3	2.75
West Eyreton Domain	West Eyreton	3	3	3
Good Street Reserve	Rangiora	3	3	3
Cust Domain*	Cust	3-4*	3	3.25*
Darnley Square*	Kaiapoi	3-4*	3	3.25*
Warren Community Reserve	The Warren (Oxford)	3-4	2-4	3.25
Ohoka Domain	Ohoka	3-4	3	3.25
Lees Valley School Reserve	Lees Valley	3	3-5	3.5
View Hill Domain	View Hill	3-4	2-5	3.5
Swannanoa Domain	Swannanoa	4-5	3	3.75
Owen Stalker Park	Woodend	4	3-4	3.75
NCF Park	Kaiapoi	4-5	4	4.25
Kaiapoi Domain	Kaiapoi	4-5	4	4.25

Play Value and Condition Assessment				
Location		Rating 1. Very Good 2. Good 3. Average 4. Poor 5. Very Poor		
Site	Area	Play Value	Condition	Overall
District Catchment				
Pegasus Lake Waterfront	Pegasus	1	1	1
Trousselot Park	Kaiapoi	2-3	1	1.75
Mandeville Domain	Mandeville	2-3	1-2	2
Pearson Park Senior (Burnett St.)	Oxford	2-3	2-3	2.5
Pearson Park Junior (Main St.)	Oxford	2-3	2-3	2.5
Victoria Park	Rangiora	3	3	3
Waikuku Beach - Central Area	Waikuku	3	3-4	3.25
Loburn Domain	Loburn	3-4	3	3.25
Gladstone Park (2017-18yr)	Woodend	4	2-3	3.25
Southbrook Park	Rangiora	4	2-3	3.25
Sefton Domain	Sefton	4-5	2-3	3.5
Waikuku Beach North Oval*	Waikuku	4-5*	3-4	4
Regional Catchment				
Ashley Gorge Reserve	Ashley Gorge	4-5	2-3	3.5
Woodend Beach Domain	Woodend Beach	4	3-5	4
Kairaki Reserve*	Kairaki Beach	5*	3-4	4.25

Appendix D:

Priority WDC Play Space Renewals (2018-19 to 2027-28)

Maximising play value is a key consideration when assessing the need to replace or upgrade existing play spaces. It is also important to assess the maintenance condition of existing play elements and review estimates of their useful life. An evaluation of both factors is important in helping prioritise necessary improvements in a cost-effective manner.

The table below lists Council play spaces that have a current combined play value and condition rating of between 3 and 5 (below average to very poor). Each category can be considered separately to identify the main driver for improvement at each site. Ratings given are relative to a play area's catchment status and expected levels of service.

- A poor to very poor condition rating of 4-5 for a play area indicates that total replacement might be a cost-effective or necessary option.
- An average to poor condition rating of 3-4 indicates that some play elements are due for replacement.
- A below average to very poor play value rating of 3-4 or 4-5 indicates that inadequate play value needs addressing through an upgrade and an improved combination of play elements.

Following replacement or upgrade, all play spaces should achieve a play value rating of 1-3 (Very Good to Average) for the age levels targeted, and a corresponding condition rating of 1-3.

Any viable elements removed from a play space to accommodate a comprehensive upgrade will be relocated to an alternative site where they can improve play value.

Cost estimates are based on the assessed need for a full replacement, partial replacement, and/or a minor to major play value upgrade.

Costs reflect 2017 prices and will be adjusted to reflect financial values at the time work is programmed.

Other factors influencing levels of service and renewals scheduling:

Play value may be lower than expected at some locations due to site constraints, lower demand, and/or the availability of an alternative well-appointed play space nearby. These play spaces* are considered supplementary to the primary play site serving an area.

Priority Play Space Renewals and Upgrades – Cost estimates for next 10 years (2018-19 to 2027-28)

Location			Assessments					
Site	Area	Catchment Category	Play Value (1-5)	Condition (1-5)	Overall (1-5)	Urgency (1-5)	Timing (Year)	Cost Estimate
Kaiapoi Domain	Kaiapoi	Community	4-5	4	4.25	1	2022-23	145,000
NCF Park	Kaiapoi	Community	4-5	4	4.25	1	2021-22	125,000
Kairaki Reserve*	Kairaki Beach	Regional	5*	3-4	4.25	1*	2018-19	100,000
Currie Park	Kaiapoi	Local	4-5	3-4	4	2	2020-21	95,000
Woodend Beach Domain	Woodend Beach	Regional	4	3-5	4	2	2023-24	95,000
Waikuku Beach North Oval*	Waikuku	District	4-5*	3-4	4	2*		50,000
Swannanoa Domain	Swannanoa	Community	4-5	3	3.75	3	2024-25	90,000
Allin Drive Reserve	Waikuku	Local	4-5	3	3.75	3	2025-26	55,000
Canterbury Street Reserve	Ashley	Local	4-5	3	3.75	3	2024-25	55,000
Pegasus View Park	Waikuku	Local	4-5	3	3.75	3	2025-26	65,000
Bush Street Reserve	Rangiora	Local	4.5	3	3.75	3	2026-27	55,000
Panckhurst Reserve	Woodend	Local	4-5	3	3.75	3	2026-27	65,000
Owen Stalker Park	Woodend	Community	4	3-4	3.75	3	2019-20	145,000
Gray Crescent Reserve	Kaiapoi	Local	4	3-4	3.75	3	2027-28	110,000
Jim Bryden Reserve	Kaiapoi	Local	4	3-4	3.75	3	2027-28	60,000
Ashley Gorge Reserve	Ashley Gorge	Regional	4-5	2-3	3.5	4		60,000
Skevington Park	Woodend	Local	4	3	3.5	4		55,000
Kowhai Avenue Reserve	Rangiora	Local	3-4	3-4	3.5	4		55,000
Sefton Domain	Sefton	District	4-5	2-3	3.5	4		60,000
View Hill Domain	View Hill	Community	3-4	2-5	3.5	4		70,000
Lees Valley School Reserve	Lees Valley	Community	3	3-5	3.5	4		40,000
Southbrook Park	Rangiora	District	4	2-3	3.25	5		80,000
Fuller Street Reserve	Kaiapoi	Local	3-4	3	3.25	5		60,000
Ohoka Domain	Ohoka	Community	3-4	3	3.25	5	2018-19	95,000
Total: (scheduled 2018-19 to 2027-28)								\$1,355,000

Increased residential development, population density and visitor numbers in an area may result in a play space receiving a higher priority for upgrade or replacement.

NB: Ohoka Domain's upgrade has been prioritised due to population growth and increased visitor demand resulting from nearby rural-residential development.

Appendix E:

Shade Assessment for WDC Play Spaces (2017)

Play Space Shade Assessment			
Location		Shade Cover 1. Significant 2. Limited 3. Within five years (tree growth) 4. None	
Site	Area	Play Elements	Play Setting
Local Parks			
Newnham Street Reserve*	Rangiora	1	1
Bush Street Reserve	Rangiora	1	2
Elephant Park	Rangiora	2	1
Allin Drive Reserve	Waikuku	2	1
Pegasus View Park	Waikuku	2	1
Jim Bryden Reserve	Kaiapoi	2	1
Canterbury Street Reserve	Ashley	2	1
Gray Crescent Reserve	Kaiapoi	3	2
Church Street Reserve	Oxford	4	2
Matai Place Reserve	Oxford	4	2
Te Tai o Mahaanui Reserve	Pegasus	4	2
Wanaka Reserve	Pegasus	4	2
Regent Park	Rangiora	4	2
Kowhai Avenue Reserve	Rangiora	4	2
Currie Park	Kaiapoi	4	2
Fuller Street Reserve	Kaiapoi	4	2
Skevington Park	Woodend	4	2
Barnard Street Reserve	Kaiapoi	4	3
Bayliss Drive Park	Kaiapoi	4	3
Koura Stream Reserve	Rangiora	4	3
Torlesse Park	Rangiora	4	3
Silverstream Estates Esplanade Reserve No1	Kaiapoi	4	4
Parkhouse Reserve	Rangiora	4	4
Kiln Place Reserve	Kaiapoi	4	4
Tuhoe Avenue Reserve	Kaiapoi	4	4
Panckhurst Reserve	Woodend	4	4

Play Space Shade Assessment

Location		Shade Cover	
		1. Significant 2. Limited 3. Within five years (tree growth) 4. None	
Site	Area	Play Elements	Play Setting
Community Parks			
Ohoka Domain	Ohoka	1	1
Kaiapoi Domain	Kaiapoi	2	1
Owen Stalker Park	Woodend	2	1
Warren Community	The Warren	2	2
Baker Park	Kaiapoi	3	1
Tuahiwi Sport & Recreation	Tuahiwi	4	2
Lees Valley School Reserve	Lees Valley	4	2
View Hill Domain	View Hill	4	2
Swannanoa Domain	Swannanoa	4	2
Kaiapoi Lakes (East)	Kaiapoi	4	2
Darnley Square	Kaiapoi	4	2
Pines Oval	The Pines	4	2
West Eyreton Domain	West Eyreton	4	2
Jack Graham Reserve	Cust	4	2
Grange View Reserve	Woodend	4	2
Good Street Reserve	Rangiora	4	3
Acacia Avenue Community	Rangiora	4	3
Cust Domain	Cust	4	4
NCF Park	Kaiapoi	4	4
Oakwood Park	Rangiora	4	4
Ryder Park	Kaiapoi	4	4
Tirikatene Park	Kaiapoi	4	4
Arlington Park	Rangiora	4	4
Moorcroft Reserve	Kaiapoi	4	4
Hinemoa Park	Kaiapoi	4	4

Play Space Shade Assessment			
Location		Shade Cover	
		1. Significant 2. Limited 3. Within five years (tree growth) 4. None	
Site	Area	Play Elements	Play Setting
District Parks			
Pearson Park Junior (Main)	Oxford	2	1
Mandeville Domain	Mandeville	2	1
Victoria Park	Rangiora	2	1
Pegasus Lake Waterfront	Pegasus	2	2
Trousselot Park	Kaiapoi	4	1
Southbrook Park	Rangiora	3	2
Loburn Domain	Loburn	4	2
Waikuku Beach - Central	Waikuku	4	2
Waikuku Beach North Oval	Waikuku	4	2
Sefton Domain	Sefton	4	4
Gladstone Park	Woodend	4	4
Pearson Park Senior	Oxford	4	4
Dudley Park (skate park)	Rangiora	4	2

Play Space Shade Assessment			
Location		Shade Cover	
		1. Significant 2. Limited 3. Within five years (tree growth) 4. None	
Site	Area	Play Elements	Play Setting
Regional Parks			
Ashley Gorge Reserve	Ashley Gorge	1	1
Kairaki Reserve	Kairaki Beach	2	1
Woodend Beach Domain	Woodend	4	2

Note:

Sixteen play spaces have no shade protection in or around the playground.

Estimated cost of shade provision \$5,000 - \$15,000 per site. Accomplished using large grade or relocated shade trees, and/or supplementary shade sails/structures in high use areas with harsh site conditions).

