

Wade Park Masterplan

The Masterplan has been developed following community consultation and in consideration of the detailed analysis.

01 - New car parking with approximately 42 spaces incorporating accessible parking. Entry from Military Road and Exit on Ann Street. Additional car parking with approximately 10 spaces along Military Road. Car park design to minimise impact to trees

02 - Passive area with accessible furniture including picnic settings, water bubblers, BBQ and native trees and planting

03 - Multi sports court and informal sports play (table tennis)

04 - New toilet and amenities building providing 2 x unisex, 2 x disabled accessible

05 - Transport themed inclusive play space (fenced) with new play equipment and experiences for ages 12 and under, supported by accessible surfacing, shade structures and seating

06 - Upgraded (sealed) entry road for service/maintenance vehicles only

07 - New footpath connections to Gail Place

08 - New fenced dog park with separation of large and small dogs. Dog agility equipment, seating and drinking fountain with dog bowl

09 - New 'Learn to Ride' area (bitumen sealed track with linemarking, signage and transport features offering imaginative play opportunities)

10 - Upgraded existing pathways to improve shared cycling and walking experience.

Consideration of pedestrian and cyclist separation, additional passing bays, seating and planting for wayfinding

11 - Social hub with new shelters and picnic settings for gathering. Existing out-dated equipment to be removed

12 - Open space for flexible recreation. Outdoor gym equipment around open space pathway loop.

13 - Park perimeter planting (planted edges) with endemic trees and vegetation to increase ecological value, biodiversity and create additional screening for residents

14 - New footpath and bridge connection to East Lismore Community Preschool

15 - Stabilise existing creek bank through regrading and revegetating

16 - Formalised entries at northern and southern edges with paths, signage and planting to create a welcome feature to the park

17 - New adventure play area with climbing equipment and sliding suitable for older children.

18 - Assisted regeneration infill area (a) & Assisted regeneration area (b)


19 - Nature walking path through existing forested area

20 - Seniors exercise station


21 - Gravel carpark. Closer parking and connectivity for dog park access


LEGEND

SCALE 1:1000 @A3

NORTH 

 WADE PARK BOUNDARY

 1:20 YEAR FLOOD LEVEL

 EXISTING TREES

 PROPOSED TREES

 EXISTING PLANTING

 PROPOSED PLANTING

CONTEXT

WADE PARK MASTERPLAN /
LISMORE LEGACY PROJECT / MARCH 2024



09 Detailed Masterplan Areas

Improved Park Resilience through Environmental Design



KEY PLAN

Stormwater and Flooding Management Initiatives including:

1. Improve stormwater drainage system throughout the park by implementing a comprehensive pit and pipe network that discharges to the southwest corner of site
2. Create new playful park infrastructure (small bridges/stepping stones etc) to be used as crossing points during periods of inundation
3. Other water management recommendations include top dressing, aerating, irrigating and fertilising open lawn areas.
4. Ensure all water management initiatives allow for water to flow/move and return to the existing creek and prevent long term pooling and potential stagnation.

NOTE: All works and improvements to the open stormwater channel will be designed and delivered as part of Council's Urban Stormwater Management Plan (USMP).



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2



3

Improved and Inclusive Play



KEY PLAN



1. Centrally located transport-themed accessible play structure with climbing and sliding elements
2. Diverse swinging with accessible seats
3. Wheelchair accessible carousel
4. Nature play area
5. In ground (accessible) trampolines
6. Accessible loop path to play pods
7. Native sensory planting
8. Picnic settings
9. Shade structures
10. Signage and wayfinding
11. 'Welcome' entry structure
12. 1200mm high secure fence
13. Water pump and swale feature



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3



4



10



11



13

High Quality Amenities and Recreation Spaces



KEY PLAN



1. Multi use sports court with diverse line marking for sports and informal games (may include lighting for night time usage)
2. Table tennis table
3. Furniture including accessible picnic settings, bins and drinking fountains
4. Native tree and grasses/groundcover planting
5. Accessible Toilet/Amenities
6. New connecting pathways
7. Open passive area



1



1



2



3



3



3



5

Car Park and Entry Upgrades



KEY PLAN

- 1. Northern car park (42 spaces) with accessible parking
- 2. Eastern carpark (12 spaces)
- 3. Buffer planting/WSUD
- 4. Entry signage

NOTE: Car park design to minimise impact to trees



1 & 2



1 & 2



3



4



4

Improved Cycling (Learn to Ride)



KEY PLAN

- 1. Signage
- 2. Bitumen surface with linemarking
- 3. Roundabout (planted)
- 4. Bicycle parking
- 5. Pedestrian crossing linemarking



1



2



3



4

Spaces for Dogs



KEY PLAN

- 1. Small dog area (1350m²)
- 2. Big dog area (2625m²)
- 3. Fenced separation
- 4. Dog agility equipment
- 5. Drinking station
- 6. Seating
- 7. Signage
- 8. Planted buffer between fence and path (1500mm)

NOTE: Total space for dog park = 3975m²

No Koala Trees to be within fenced dog areas



3



4



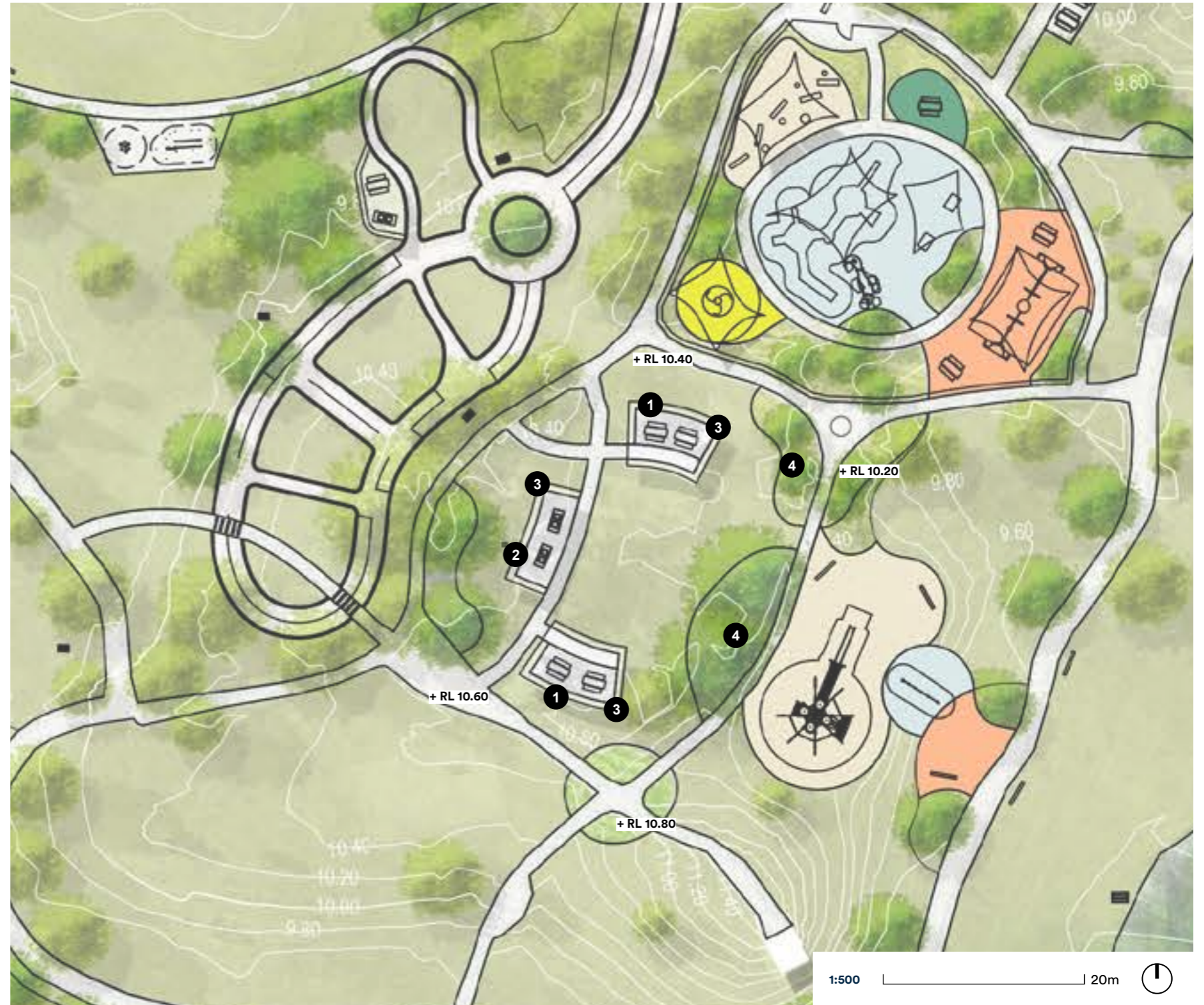
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Central Social Hub



KEY PLAN

- 1. Accessible picnic settings
- 2. Accessible BBQs
- 3. Shelter structures
- 4. Feature planting including trees, shrubs and groundcover planting



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2



3



3

Flexible Open Space



KEY PLAN

- 1. Seating
- 2. Flexible open space
- 3. Senior exercise space
- 4. Outdoor gym equipment around open space loop path



Adventure Play



KEY PLAN

1. Tall climbing structure with slide
2. Embankment/slope inclined ropes
3. Viewing hut (existing retained)



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2



3