



NARARA SKATE PARK REDEVELOPMENT

FINAL CONCEPT REPORT
CENTRAL COAST COUNCIL
MARCH 2020

CONVIC

PREPARED BY

CONVIC

QUALITY INFORMATION

PROJECT NAME NARARA SKATE PARK
PROJECT NO. 19088
PREPARED BY Matthew Popek
REVIEWED BY Bryce Hinton

FOR



ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the pre-design consultation of the Narara Skate Park, including the Central Coast Council staff and residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	20.12.2019	FINAL CONCEPT REPORT	BRYCE HINTON / DESIGN MANAGER	
B	16.03.2020	FINAL CONCEPT REPORT	BRYCE HINTON/ DESIGN MANAGER	
C	29.03.2020	FINAL CONCEPT REPORT	BRYCE HINTON/ DESIGN MANAGER	

© CONVIC Pty Ltd. All rights reserved.

CONVIC has prepared this document for the sole use of the Client and for a specific purpose, each as expressly stated in the document. No other party should rely on this document without the prior written consent of CONVIC. CONVIC undertakes no duty, nor accepts any responsibility, to any third party who may rely upon or use this document. This document has been prepared based on the Client's description of its requirements and CONVIC's experience, having regard to assumptions that CONVIC can reasonably be expected to make in accordance with sound professional principles. CONVIC may also have relied upon information provided by the Client and other third parties to prepare this document, some of which may not have been verified. Subject to the above conditions, this document may be transmitted, reproduced or disseminated only in its entirety.

CONTENTS

01 INTRODUCTION	04
02 SITE ANALYSIS	07
03 BACKGROUND	11
04 CONCEPTUAL DEVELOPMENT	13
05 DRAFT CONCEPT CONSULTATION FEEDBACK	16

06 CONCEPT DESIGN	20
07 PALETTES	27
08 NEXT STEPS	29

EXECUTIVE SUMMARY

This report outlines the development of the conceptual design for the redevelopment of the Narara Skate Park located within the Paddy Clifton Oval recreational complex. The report summarises the consultation and design process undertaken to create a community responsive design resolution for the Narara Skate Park.

Community engagement has included a number of workshops that were undertaken in Narara at pre-design and draft concept design phases. These workshops were held at local schools and with the broader community to ensure maximum reach into the community was attained and feedback from facility users was captured. A high number of the target demographic took part in these workshops and the online survey creating a well informed design brief that enabled the generation of a draft concept design for the Paddy Clifton Oval site.

The draft concept design celebrates the cultural heritage of Narara while capturing indigenous meanings (black snake) for its place name. Additionally, accommodating community requirements within the project parameters allowed for the retention and refurbishment of existing features into the proposed design that forms additional heritage connections to the existing skate park.

The following chapters within this report outline the process undertaken by Convic to develop the final concept design founded off feedback and comments provided by the community during draft concept consultation workshops. A summary of these events is included within this report.



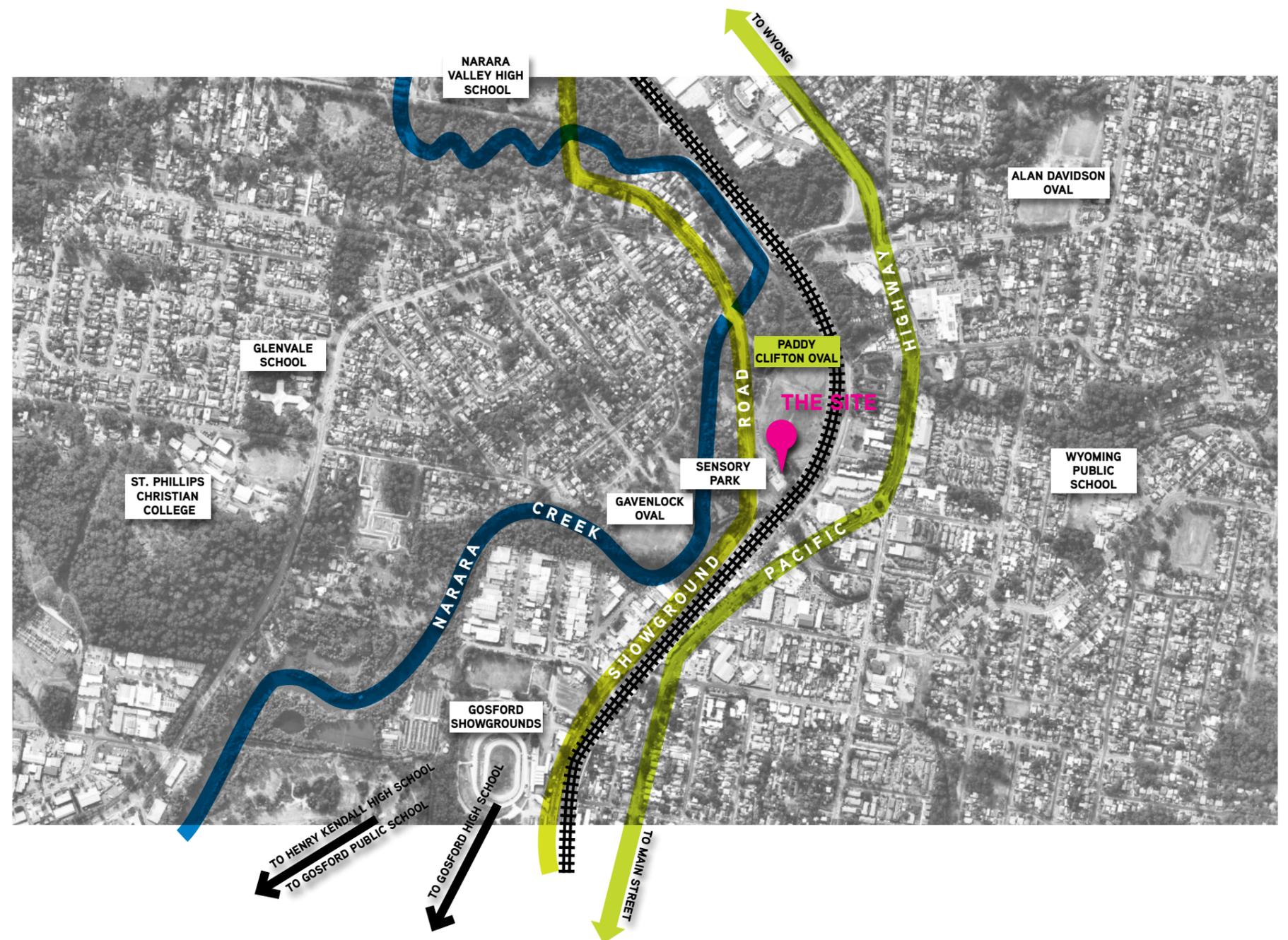
UNDERSTANDING SITE CONTEXT

Central Coast Council are proposing to redevelop the existing Skate Park within the Paddy Clifton Oval Recreational Complex. The redevelopment is set to revitalise the public urban realm and provide contemporary public spaces specifically tailored towards young people.

The site is bordered by Sensory Park which consists of significant mature tree species and forms a strong backdrop representative of the areas natural landscape character. The existing rail corridor forms a hard industrial boundary to the east while open views and connections from Showground Road provide natural surveillance into the site. The Northern boundary of the site provides opportunities for connections with the adjacent recreation complex and supporting infrastructure such as the sports club and carpark.

The redevelopment of the existing skate park presents an opportunity for the Central Coast Council to develop a youth and family space in a vestige of relatively under utilised space. Easily accessible by vehicle and public transport, the space is available to all demographics and provides the opportunity to lift the public profile of youth.

With the existing site features, the redeveloped facility will create a dynamic and activated central community hub to offer recreational and social experiences for all members of the community; from day to day usage to larger community events. As one of the foremost skate facilities within the area it will be a strategic public realm hub for Narara and the Central Coast area, becoming a destination for youth within the region.



INTRODUCTION

THE NARARA SKATE PARK REDEVELOPMENT WILL BE A UNIQUE, FAMILY FRIENDLY AND DISTRICT DESTINATION THAT PROVIDES A MULTI- DISCIPLINE STREET AND TRANSITION STYLE FACILITY CATERING TO ALL SKILL LEVELS.

THE NEW SKATE SPACE WILL CELEBRATE THE CULTURAL HERITAGE OF NARARA, PLAYING AN IMPORTANT ROLE WITHIN THE COMMUNITY'S PUBLIC REALM.

THE SUCCESS OF WHICH WILL BE EVIDENT THROUGH ACTIVATION PROGRAMS ENJOYED BY A MIXED DEMOGRAPHIC.

PRE-DESIGN CONSULTATION SUMMARY

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Narara Skate Park Redevelopment. The information collected from the design workshops, drop-in sessions and online survey has informed this brief. These are outlined thematically and will be used as the foundation for the development of the concept design.

TARGET USER GROUP

The community feedback has highlighted skateboarders as the majority of users. It will however, cater to all user groups including those participating in BMXing, scooter, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate and enjoy the public space.

SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation while beginner was the most common response, intermediate and advanced level users were also well represented. It is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for advanced users to continue to be challenged and remain interested.

SKATE TYPOLOGY

A clear preference for a mixed facility of street and transition style elements was indicated by the majority of participants. Research into surrounding local skate parks has shown most of the existing skate provision to be ageing. However, the design will look to work in conjunction with the features found at existing facilities to help form a complimentary skate park network throughout the Central Coast region.

SKATE VISION

The majority of riders favour a combination of bowl, transition and skate plaza style. The facility design will therefore respond to community desires, offering a variety of features that cater to all styles of skate. With flowing transition, street, an intermediate bowl and some advanced features being incorporated as a key design consideration.

Standout features highlighted by the community were a bowl, rails and stair sets. Furthermore, an interest in future competitions and learn to ride workshops was also highlighted as desirable. The space must consider connecting elements suitable for the provision of such events.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision for areas of refuge and shade throughout the day is to be considered, whether purpose built or looking to utilise natural shade. Many highlighted the need for breakout spaces to allow for social hangout zones and spectating areas. This will be considered when developing the concept design.

ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Narara and give the park its own identity the design should reflect the surrounding contextual character and environment. An example of this was the suggestion that investigated into how the black snake can be included within the design of the facility. This will form a cultural identity for the space and provide local riders with a sense of ownership and reflect the local context of Narara.

02

SITE ANALYSIS

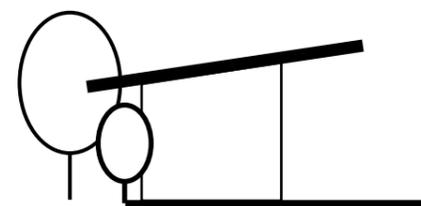
SITE FEATURES

The site is located at the Paddy Clifton Oval where the existing Narara Skate Park is situated. The site is bordered to the south by Showground Road and to the west Sensory Park. A bus stop is located on Showground Road that provides public transport connections. To the north is the Paddy Clifton Oval that is home to traditional sport recreation such as cricket. These two areas are separated by a large drainage swale that currently collects surface run off and overflow from the sports oval. An existing carpark sits north west of the existing skate park and provides connections between the sports amenities and skate park. Large existing trees are located to the west and north which provide natural shade opportunities. On the eastern boundary of the site is the existing rail corridor connecting the Central Coast to Sydney with the Gosford Rail station located 2km south of the site.



SITE FEATURES

-  EXISTING HARDSTAND
-  EXISTING VEGETATION
-  0.1m CONTOURS



SITE ANALYSIS

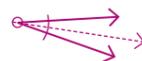
VISUAL CONNECTIONS + CPTED PRINCIPLES

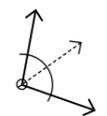
It is essential for the design of any youth facility to allow for and encourage clear views into, across, from and through the site.

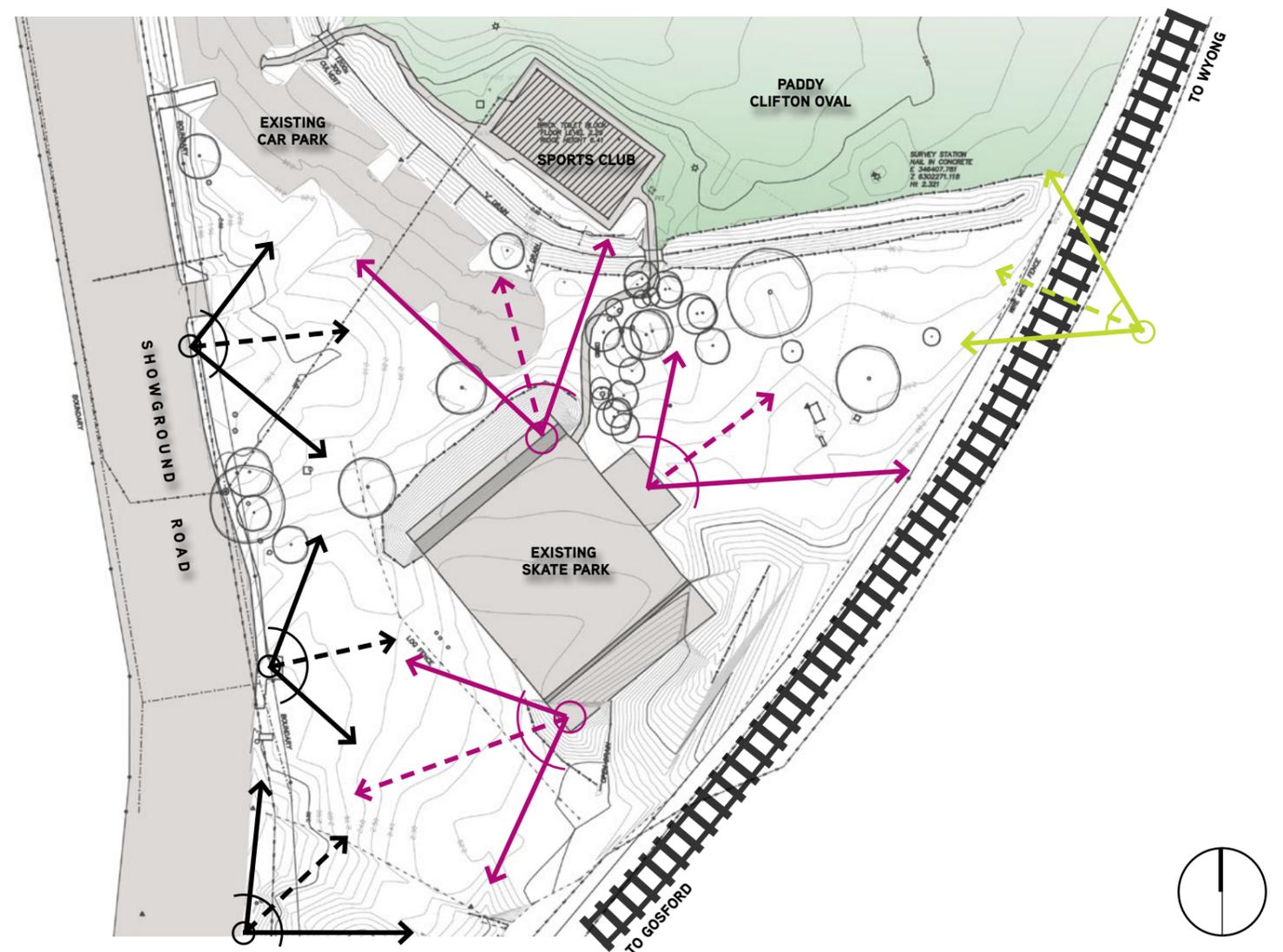
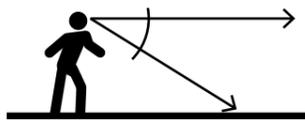
This promotes passive and natural surveillance for the space and discourages anti-social behaviour. There are a number of vantage points into and out of the site that allow these effects to take place, particularly along Showground Road looking into the site and from key points within the existing skate park looking into the surrounding precinct. Existing mature tree species within the site provide controlled views to supporting infrastructure and connections creating opportunities for physical connections to be supported with visual avenues. Views from within the site out towards Showground road are to be maintained and enhanced or added to throughout the conceptual development phase.

VISUAL CONNECTIONS

 VIEW FROM RESIDENTIAL

 INTERNAL VIEWS

 EXTERNAL VIEWS



TOPOGRAPHY, HYDROLOGY + ASPECT

Currently the grading of the site moves away from key areas in different directions. The large concrete drainage channel dividing the skate park site and the Paddy Clifton Oval controls much of the surface run off from the oval and the car park. The northern portion of the skate park site drains towards this channel as well.

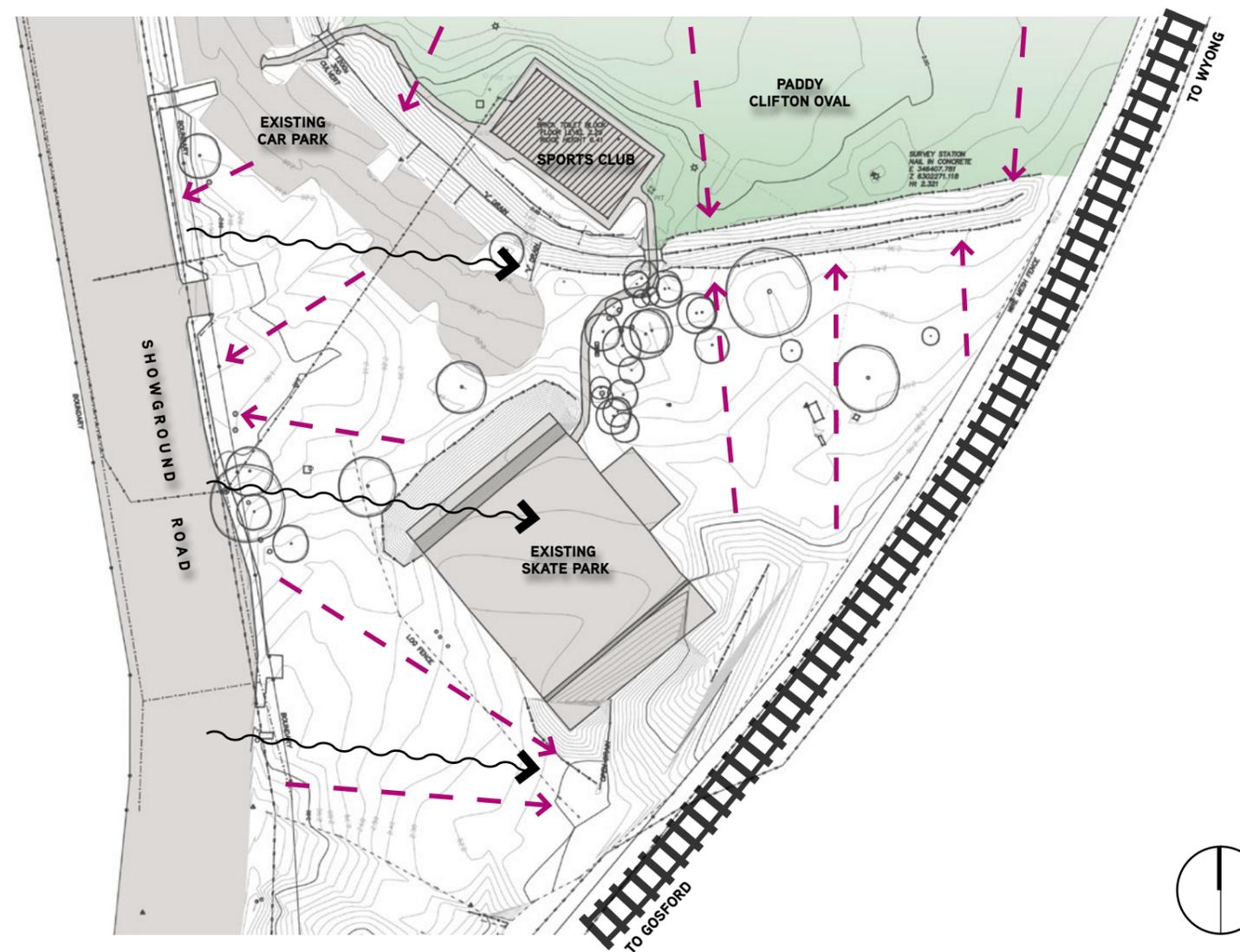
The western portion of the site drains towards Showground Road with surface run off connecting into the drainage infrastructure along the road's kerb edge. South of the existing skate park surface run off is directed towards an existing pipe with a head wall. The site provides a number of different drainage outlets to be utilised to ensure sufficient run off of the proposed design occurs.

The direction of the afternoon sun is from the West, therefore shade / shelter design will aim to reduce solar impact and allow airflow to release and ventilate the space.

TREE IDENTIFICATION



-  0.1M CONTOURS
-  GRADE DIRECTION
-  AFTERNOON SUN



SITE ANALYSIS

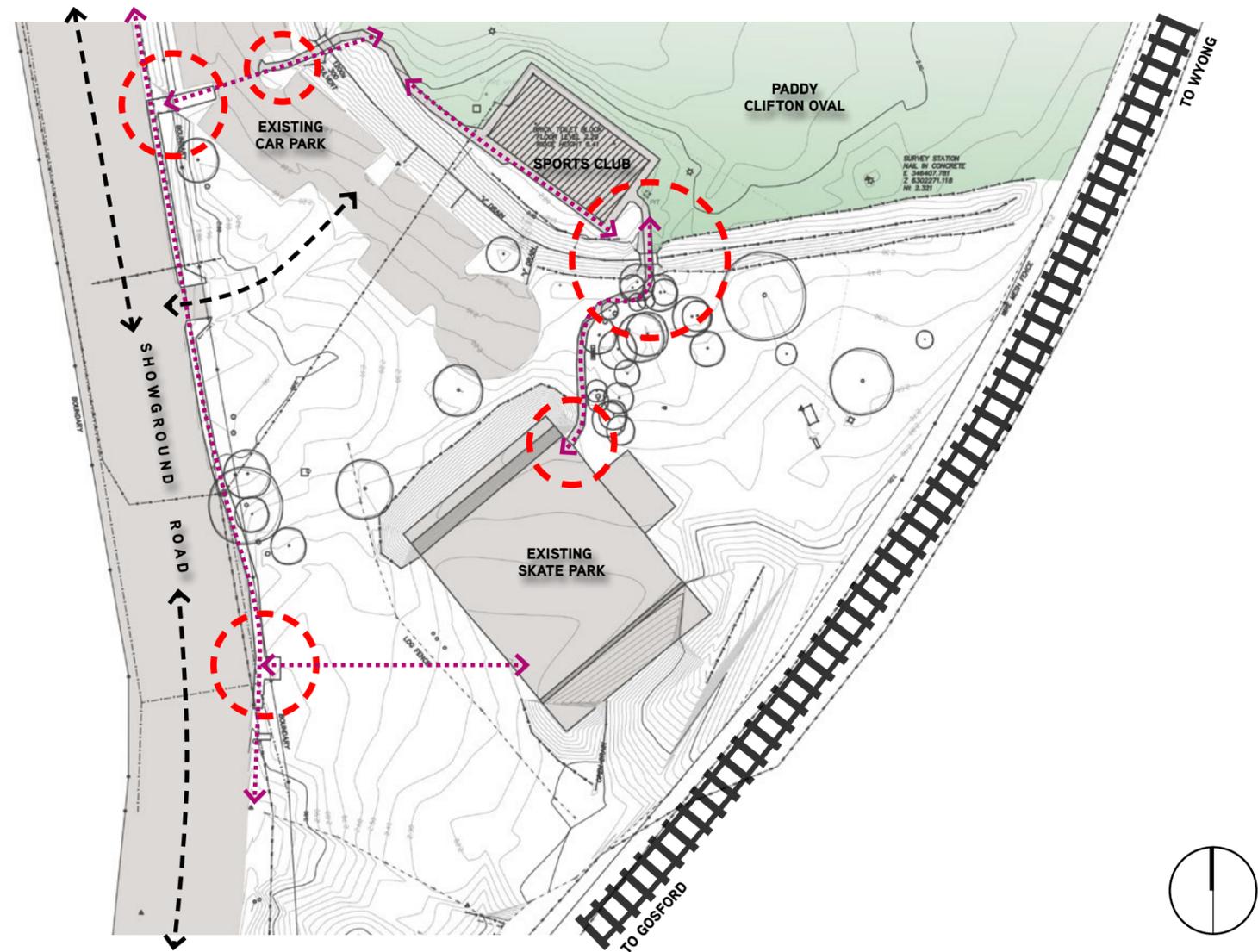
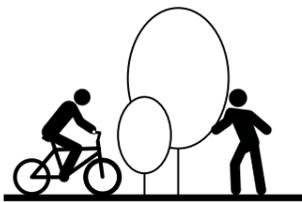
CIRCULATION + ACCESS

The site is highly accessible for pedestrians from Showground Road as a result of the clear visual connections to the existing skate park. The primary access comes off the Showground Road from the existing bus stop across the grass into the facility. There is currently no DDA compliant paths/access directly into the space. The channel drain restricts free flowing connections from Paddy Clifton Oval and directs pedestrian movement through the narrow culvert bridges on the eastern and western sides of the sports club. The rail corridor cuts the site off from accessing the Narara town centre.

Current vehicle access is primarily from the existing carpark that is accessed from Showground Road. This car park offers opportunities for users who are travelling to the site an area to park in close proximity to the existing skate park and future redeveloped site.

MOVEMENT + CIRCULATION

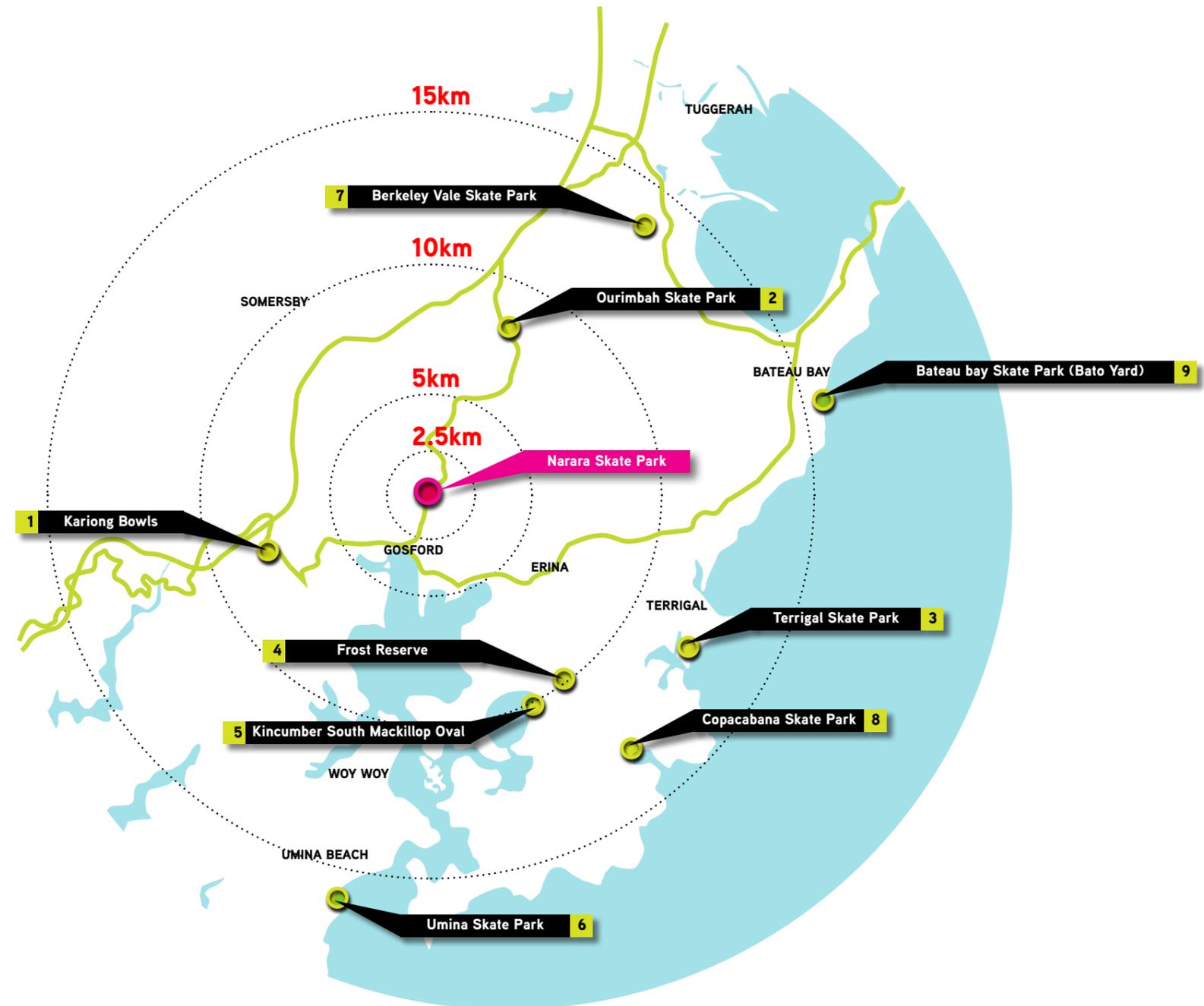
-  PEDESTRIAN
-  VEHICLE
-  ENTRY NODES



REGIONAL SKATE CONTEXT

While many skate facilities have a number of similar features, due to their diversity of use it is important to undertake a study of parks within a close proximity of the proposed facility. This helps develop the typology of the proposed facility while identifying possible gaps in provision within the local skate park network.

This study has identified that the region consists of a mixture of all style parks including transition and street. Refer to diagram for the different parks and their locations.



BACKGROUND

LOCAL SKATE CONTEXT

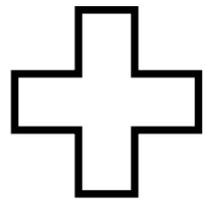
The existing skate park analysis showed that there are a variety of new and old parks within a 30 minute drive of the existing facility. The Central Coast Council has seen the recent success of a number of new and redeveloped parks within the local government area and as a result many of the older parks that are at the end of their life cycles are being refurbished to provide contemporary public spaces for the youth community.

The skate context within Central Coast provides a number of parks that are both large and small facilities with transition and street style features or layouts. With this in mind the proposed Narara Skate Park redevelopment will need to look for a point of difference within its skate style and aesthetic to add to the existing skate provision within the region and become a destination facility for the area.



04

CONCEPTUAL DEVELOPMENT



VISION | The redevelopment of the Narara Skate Space will **celebrate the cultural Heritage** of the region while providing a new contemporary **Youth Activation Space** to appeal to the **whole community**.

CONCEPTUAL DEVELOPMENT

NARARA - "BLACK SNAKE"

In the Darkinjung language, 'Narara' was the name of a small black snake or worm native to the region. The word itself is believed to mean 'rib bones' and refers to the smallness and liveliness of the snake.

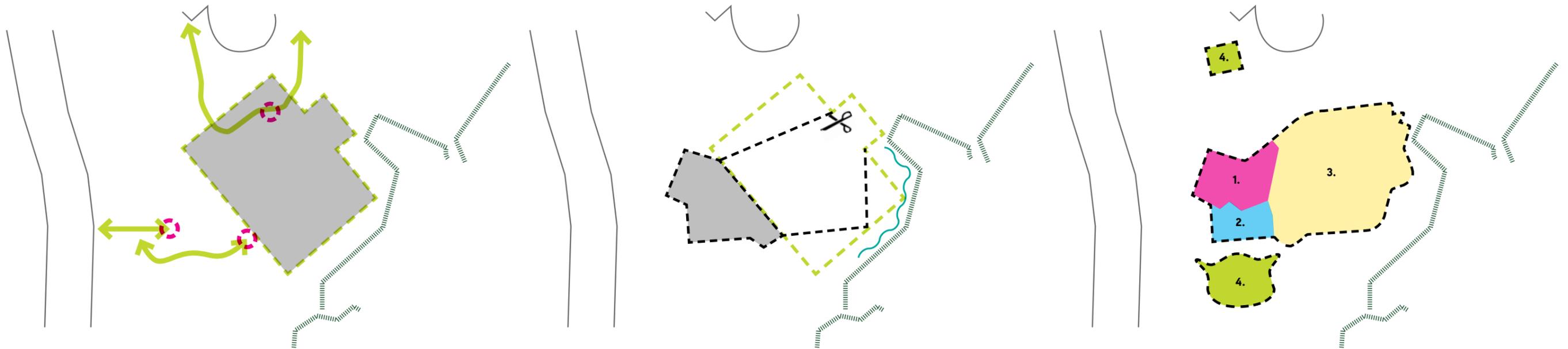
During consultation workshops the use of the black snake as inspiration for generating facility theming and design ideation was discussed and later adopted by Convic. This imagery is heavily used throughout the town by local schools and sports teams within their logos.

The design process explores the unique shapes and forms that a snake's body produces in its different states. These forms have been reinterpreted into controlling the pedestrian circulation around the extent of the skate park. The inclusion of a folding and twisting snake-like graphic within the skate park terminates at a 'snake head' skate feature that will be iconic to Narara and create a unique and recognisable identity for the whole facility.

The adjacent imagery shows different features within a snake's form and texture that has influenced the creation of design principles for the Narara Skate Park.



CONCEPTUAL DEVELOPMENT



ACCESS & CONNECTIVITY

The design of the Narara Skate Park Redevelopment provides additional pedestrian connections at key access points into the facility and enhances circulation around and through the site in a safe and logical system.

In addition to this the design provides enhanced connections to supporting infrastructure such as the existing carpark, bus stop, sports amenities and the neighbouring Paddy Clifton Oval and Sensory Park.

UTILISING EXISTING SKATE INFRASTRUCTURE

During pre-design consultation the community expressed their desire to keep some of the popular existing skate features, namely the large central pyramid driveway. To maximise the size of the skate park redevelopment and meet the community requirements these popular features and the existing slab has been proposed to be re-skinned and incorporated into the design proposal.

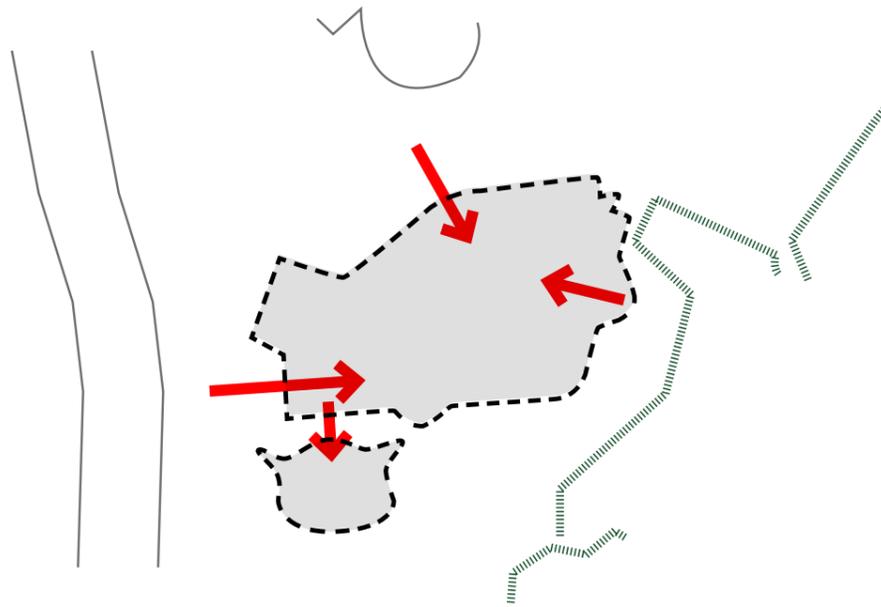
Utilising and incorporating existing mature tree species into the design provides natural shade opportunities for users and provides natural landscape character amenity.

SKATE ZONES

The community identified the need to have a number of different typologies within the park to provide a multipurpose and multifunctional facility that catered to a number of different users. As a result of this a number of skate zones were included within the design. These include:

1. Transition/Mini Ramp
2. Street style level change and stair set
3. Open DIY style Plaza area
4. Future supporting active recreational opportunities

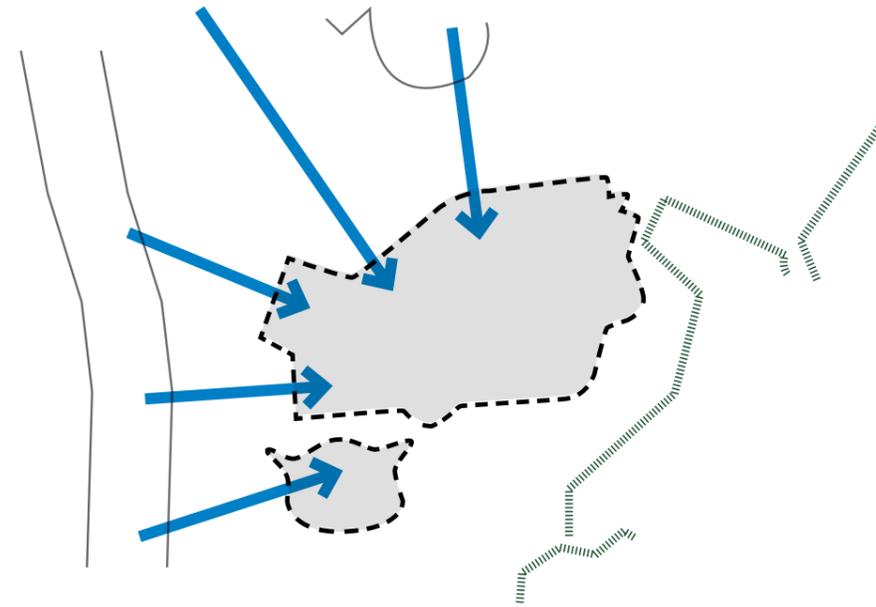
CONCEPTUAL DEVELOPMENT



INTERNAL VIEWS

Internal views within the park create safe and memorable spaces. They encourage passive users to be a part of the facility which in turn creates a more unified community within the park and encourages users to take ownership of this key community asset.

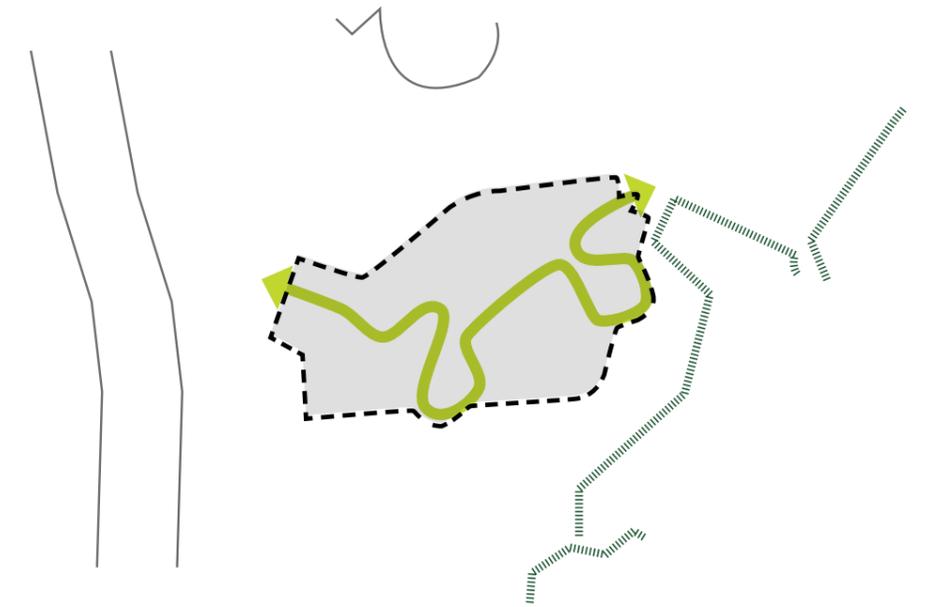
Clear views between zones are identified and enhanced with seating and social spaces located in key areas that encourage these internal views.



EXTERNAL VIEWS

The current facility is subject to anti-social behaviour as a result of poor external views into the site. This can create a sense of being hidden away from the community and result in undesirable behaviour occurring.

Due to large clumps of mature tree species views into the facility are limited to the western side from the carpark and the adjacent Showground Road. Skate features within this zone are designed to be low and open to allow for the views into the site to be maintained and encourage natural surveillance. The supporting amenity and seating areas have been purposely positioned to the western side of the skate park as to not inhibit any clear external lines of sight and encourage people to hang out in these open areas.



NARARA (BLACK SNAKE) THEMING

The Black Snake theming was highlighted by community members during consultation events of which created a collaborative community design vision for the facility.

The inclusion of this theming within the design proposal for the park creates a bold and unique design response that is site specific to Narara and forms an identity for the facility. Additionally once the project has been delivered, users can see that their ideas were used to inform the design and this enhances a sense of stewardship of the skate park.

05

DRAFT CONCEPT: CONSULTATION FEEDBACK

DRAFT CONCEPT DESIGN CONSULTATION

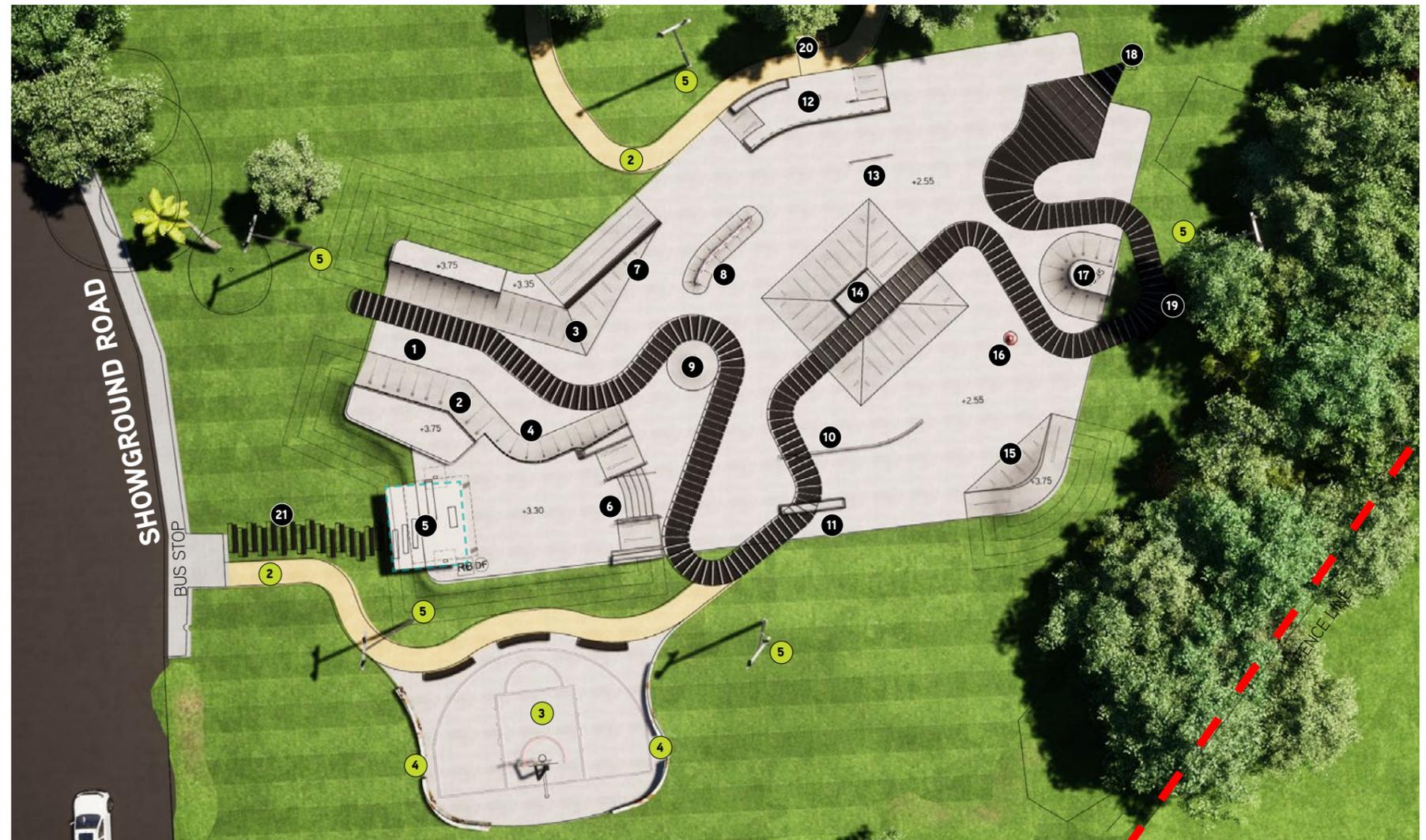
The draft concept design consultation comprised of one community drop in session held at Niagara Park Stadium and two design workshops, held at Gosford Public School and Narara Valley High School.

These events aimed to capture a range of different age groups and interests. The workshops took place during school hours and the drop in session was held during the evening after average school and working times.

The first workshop was well attended by pupils of all genders, most of whom had attended the first round of consultation. The second was attended by a core group of frequent skate park users, the majority of which also attended the previous pre design consultation workshop. The evening drop in session attracted community members with a vested interest in the project; including future users, families, stakeholders and local residents.

Following a presentation of the initial consultation findings, the design process to date, design theming and the draft concept design, attendees completed questionnaires and took part in a design workshop session where all ideas and comments were recorded in various forms, including sketches, modelling and group discussions. To further capture as many interested parties as possible, the design was displayed online and participants were encouraged to complete an online survey and provide feedback on the draft concept design displayed.

The following pages outline key responses received during group discussions and a summary of the feedback from the consultation questionnaire available at the community workshops.



COMMUNITY FEEDBACK

DRAFT CONCEPT CONSULTATION SUMMARY

The draft-design consultation outcomes have been summarised to inform a community driven design brief for the Narara Skate Park Redevelopment. The information collected from the draft design workshops has informed this brief. These are outlined thematically and will be used as the foundation for the development of the draft design to a final concept design.

TARGET USER GROUP

The community workshop feedback has highlighted skateboarders as the majority of users. It will however, cater to all wheeled sports disciplines including those participating in BMX riding, scooter riding, roller skating and other active wheeled sport disciplines. It will also provide infrastructure to other active and non-active participants looking to use the space such as basketball enthusiasts, spectators and those wanting to socialise with friends.

SKILL LEVEL PROVISION

Most participants felt as though the draft concept design considers a wide range of obstacles well, providing for all skill levels and especially for those at a beginner to intermediate level. Whilst there is provision to allow for opportunities of skill progression, some felt this could be increased especially to those looking to progress on to an advanced level of riding.

SKATE TYPOLOGY

A mixed inclusion of transition and street style elements was indicated by the majority of participants at the draft design workshop. Research into surrounding local skate parks has shown some of the existing skate provision to be outdated and obsolete and some to be quite advanced in it's provision. The final concept design will look to work in conjunction with the features found at the existing facilities in the surrounding area to help form a complimentary skate park network throughout the Gosford area and greater Central Coast region.

SKATE VISION

The community was largely pleased with the diverse range of skate elements included within the draft concept. However, many requested there be some additional higher-level transition and although the concept of a *'snake head'* feature was popular, there were several conversations around developing it to provide something that would be more functional, allowing more speed and providing more platform space.

The removal of the half volcano and rainbow style rails and the repositioning of some of the flat ground features around the pyramid/driveway was highly favoured by participants also. Many participants proposed an extension within the mini ramp area to give a more advanced transition style feature and also suggested the idea of closing off the mini ramp with a bowled end - however this would impede some of the external sight lines from Showground road.

The introduction of a kicker or wedge style feature was also a popular request from community.

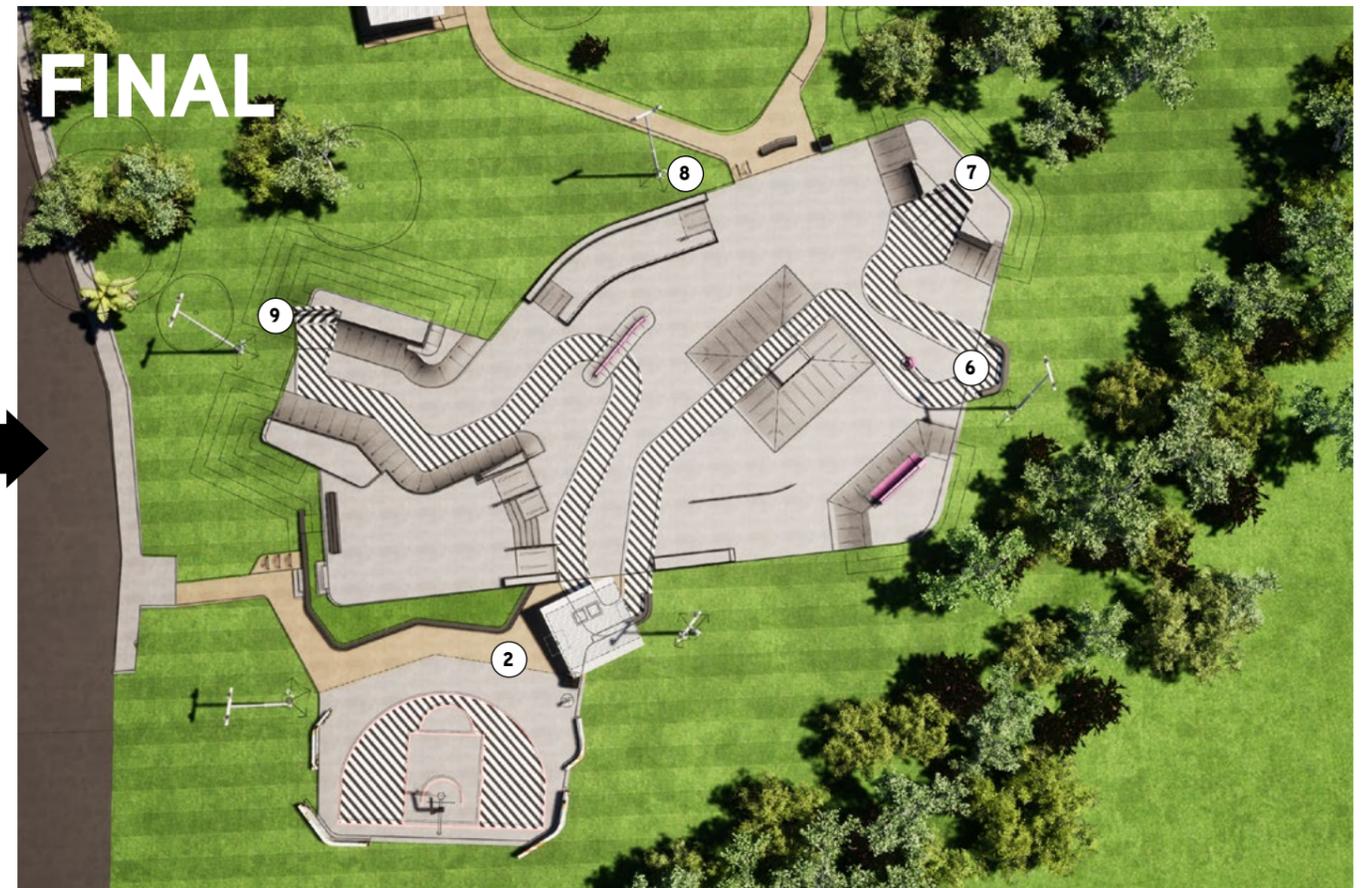
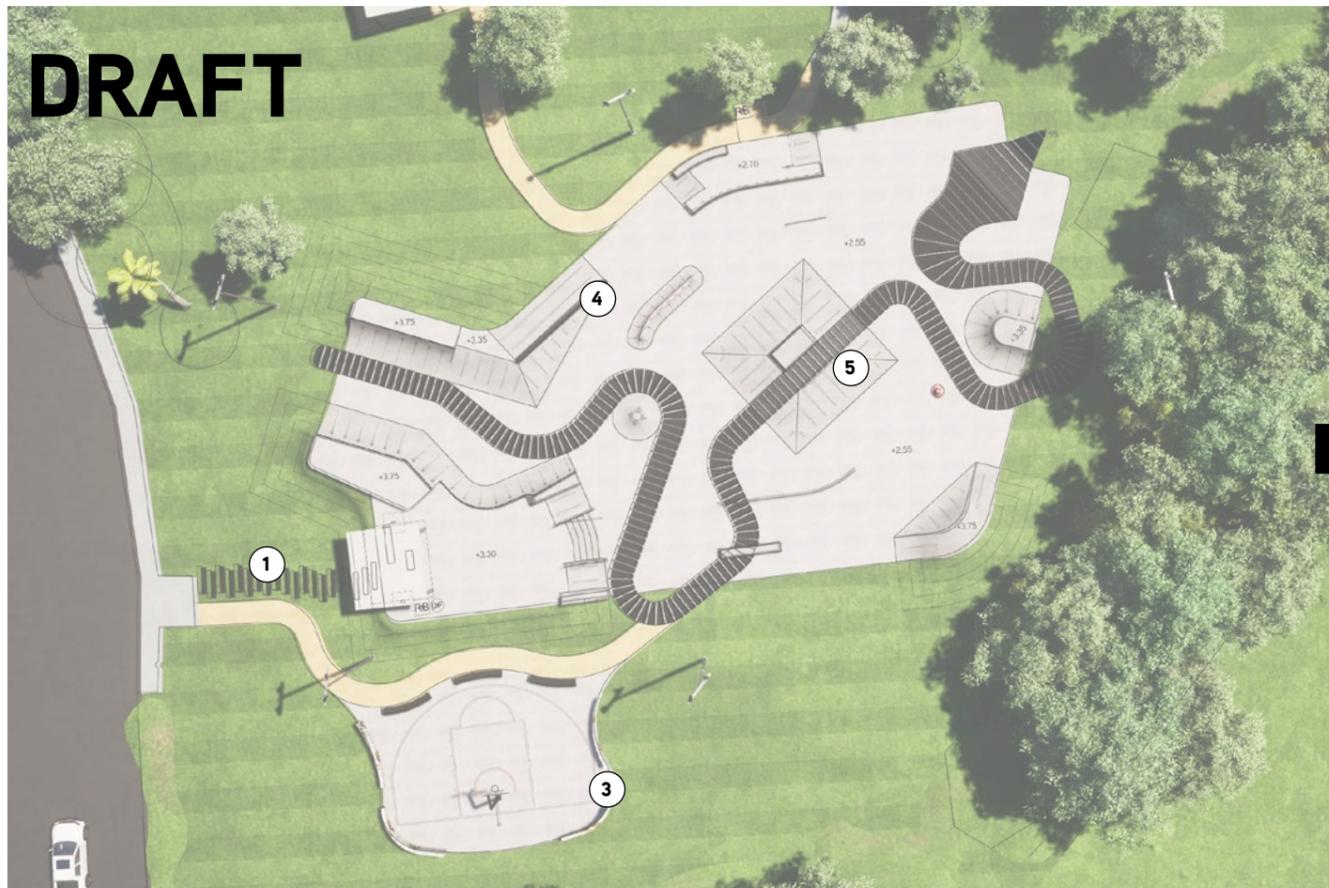
ICONIC ELEMENTS

The inclusion of a bold *'black snake'* graphic flowing through the skate park was very well received by community at the draft concept consultation events. However, participants suggested this could be built on to wrap around more features, direct more lines and create a larger feature at the snake head end. Further suggestions included the integration of standalone quarter pipe in memory of a local skater who passed away called Julio's.

USER + SPECTATOR AMENITIES

The community were pleased with the several inclusions of seating areas and shade shelters in the draft concept design. However, there were many requests for more seating and shade amenity in the final concept design and to also consider the inclusion of a BBQ, bike racks and a picnic area. The proposed basketball half court and toilet block were popular with community, as were the art/graffiti walls. The replacement of the concrete steppers with a smooth entry path was a frequent request.

DRAFT TO FINAL: KEY CHANGES

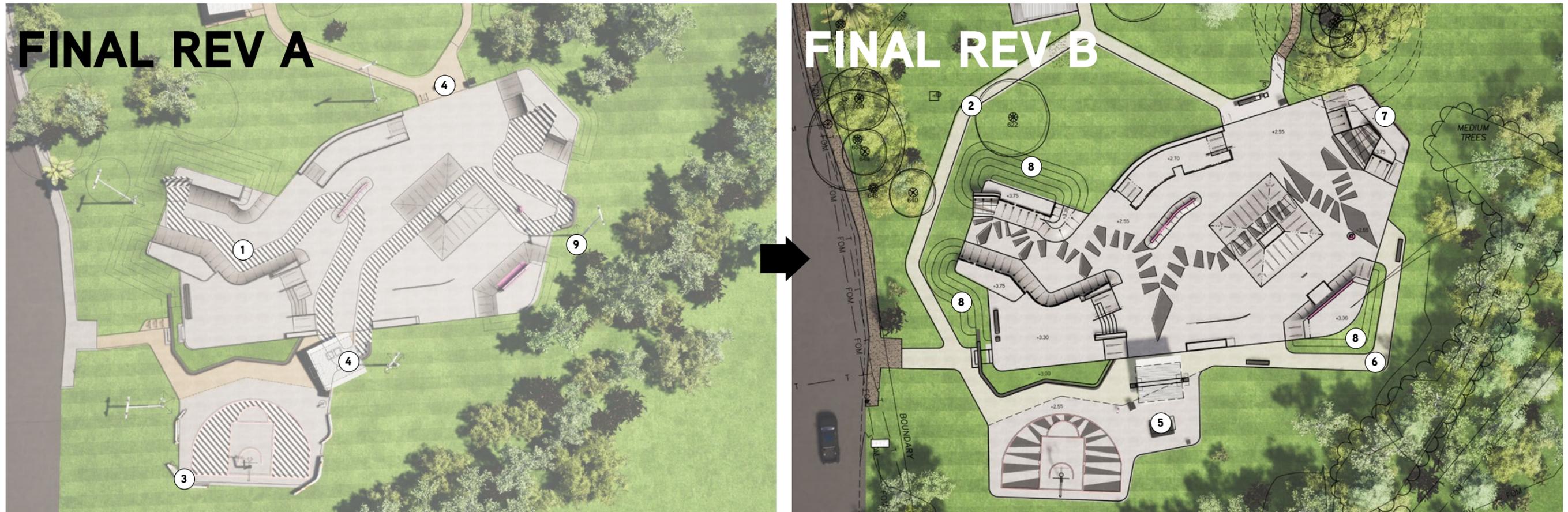


- ① Stepping stone access path into skate park has been removed due to maintenance issues caused by grass growing between each stepper.
- ② The basketball half court area design has been amended to allow for more social interactions and become more of a hangout zone for users of the facility and invite families into the space.
- ③ The basketball half court area has increased in size to allow for sufficient run off space to edges of court and behind 3 point line as per Basketball Australia standards.

- ④ The banked hip skate feature design has been amended to suit structural requirements of differential settlement of existing and proposed concrete slabs.
- ⑤ The rainbow rail has been removed from the top of the pyramid at the request of the community to increase the skate functionality of the feature.
- ⑥ The large snake feature has been joined to the main skate area to create a continuous flow through the site and ensure there are no hard to maintain grassed zones.

- ⑦ The feature snake head design has been amended to make it more functional for users while maintaining community driven theming and allowing sufficient room for the surrounding TPZ's.
- ⑧ Small lawn areas and spaces with acute angles have been removed from the design to allow for a facility that is more easily maintained.
- ⑨ Due to project parameters not allowing for the inclusion of a bowled corner to the mini ramp and at the request of the community, an extension has been added to the mini ramp to provide more variety to the skate feature.

FINAL CONCEPT REVISIONS: KEY CHANGES



- ① 'Snake Design' revised to be applied as concrete sealant, removing the need for paint works or coloured concrete applications.
- ② Increased path network to provide direct access from carpark to skate park, social and recreation areas and allow for circulation between proposed toilet block and areas of activation.
- ③ Removal of purpose built graffiti walls. Possibility to explore the use of other vertical faces within the design to be utilised as graffiti spaces in future developments.
- ④ Reduced and rationalised furniture inclusions to better align design with budget expectations.
- ⑤ Addition of ping pong table and surrounding area, with inclusion of circulation spaces and spectator seating.
- ⑥ Additional path network further activates the SE edge of the youth space, encouraging full circulation of the site, providing seating under natural shade and reducing any current CPTED concerns.
- ⑦ Balustrade introduced to avoid batters and earth mounding and providing leaning rail for spectating around platform.
- ⑧ Batters to be retained and finished in softfall material as per Council guidelines.
- ⑨ Lighting to be removed and considered as a future inclusion if funds become available.

06

FINAL CONCEPT REV B

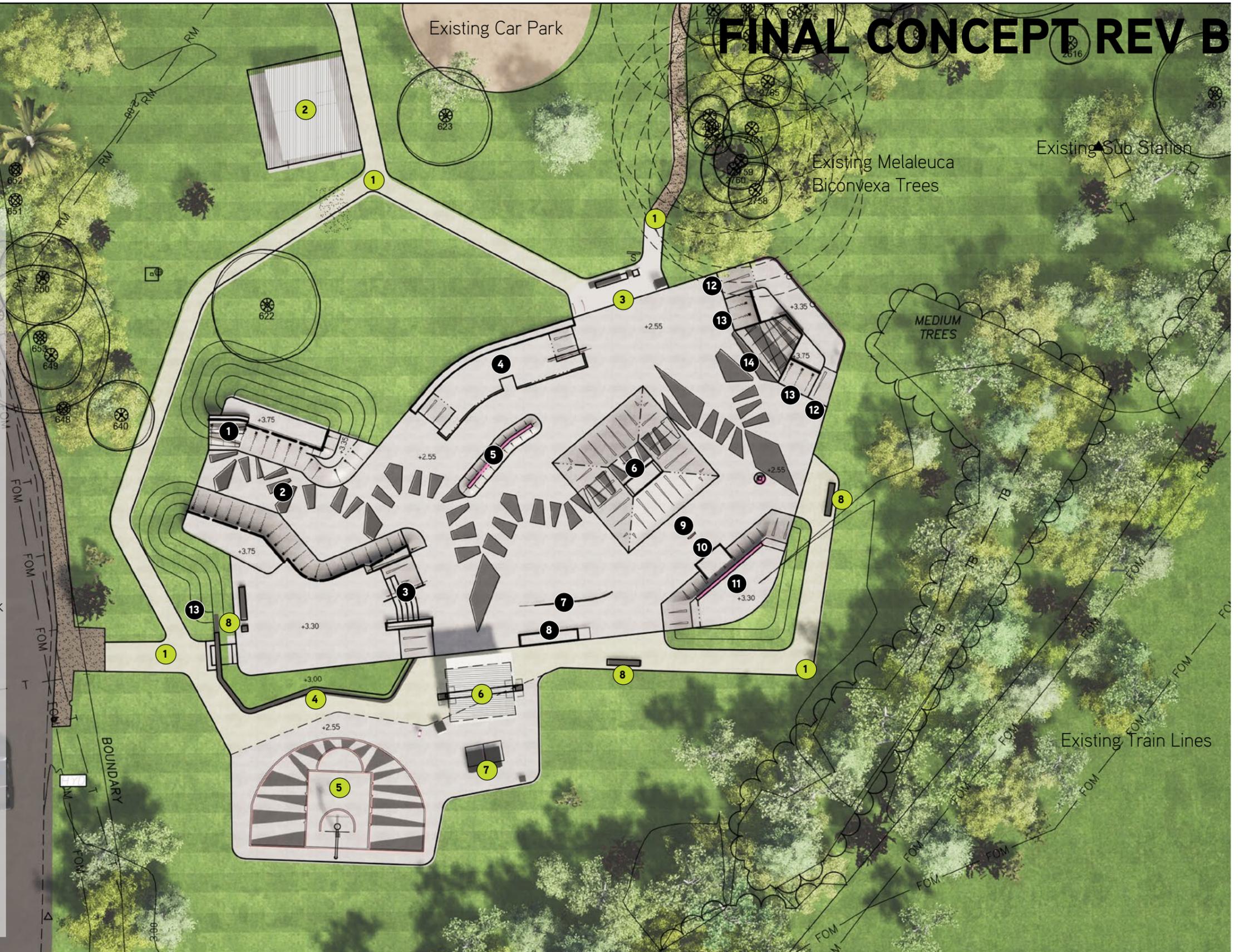
LEGEND

SKATE WORKS

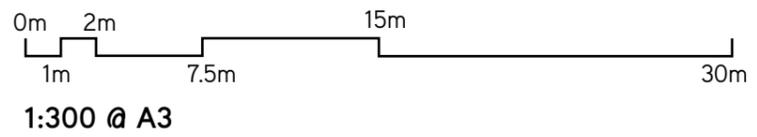
- 1 1800H Quarter Pipe Extension
- 2 1200H Mini Ramp Area
- 3 750H Stairs, Rails + Hubbas
- 4 Kerb Pad with Ledges + Down Rail
- 5 450H Spine Slider
- 6 Re skinned Pyramid with Ledge
- 7 400H Curved Flat Bar
- 8 350H Flat Ledge
- 9 Pole Jam
- 10 Flat Ledge
- 11 750H Step Up Bank with Kerb
- 12 900H Flat Banks
- 13 1200H Quarter Pipes
- 14 2400H Cantilever Snake Head Bank

LANDSCAPE WORKS

- 1 Footpath Connections
- 2 Proposed Toilet Block
- 3 Primary Entrance Area with concrete seating, bins, signage and bike racks
- 4 Seating Terrace with artificial turf
- 5 Basketball Half Court
- 6 Mixed Use shelter space with concrete seating, bins and drinks fountain
- 7 Ping Pong Area
- 8 Seating + Spectator Spaces



CLIENT



Unit 13, 46-50 Regent Street
 Richmond VIC 3121
 T (03) 9486 9899
 Convic.com

PROJECT
 NARARA SKATE PARK
 REDEVELOPMENT

TITLE
 FINAL CONCEPT PLAN

DATE
 16.03.2020

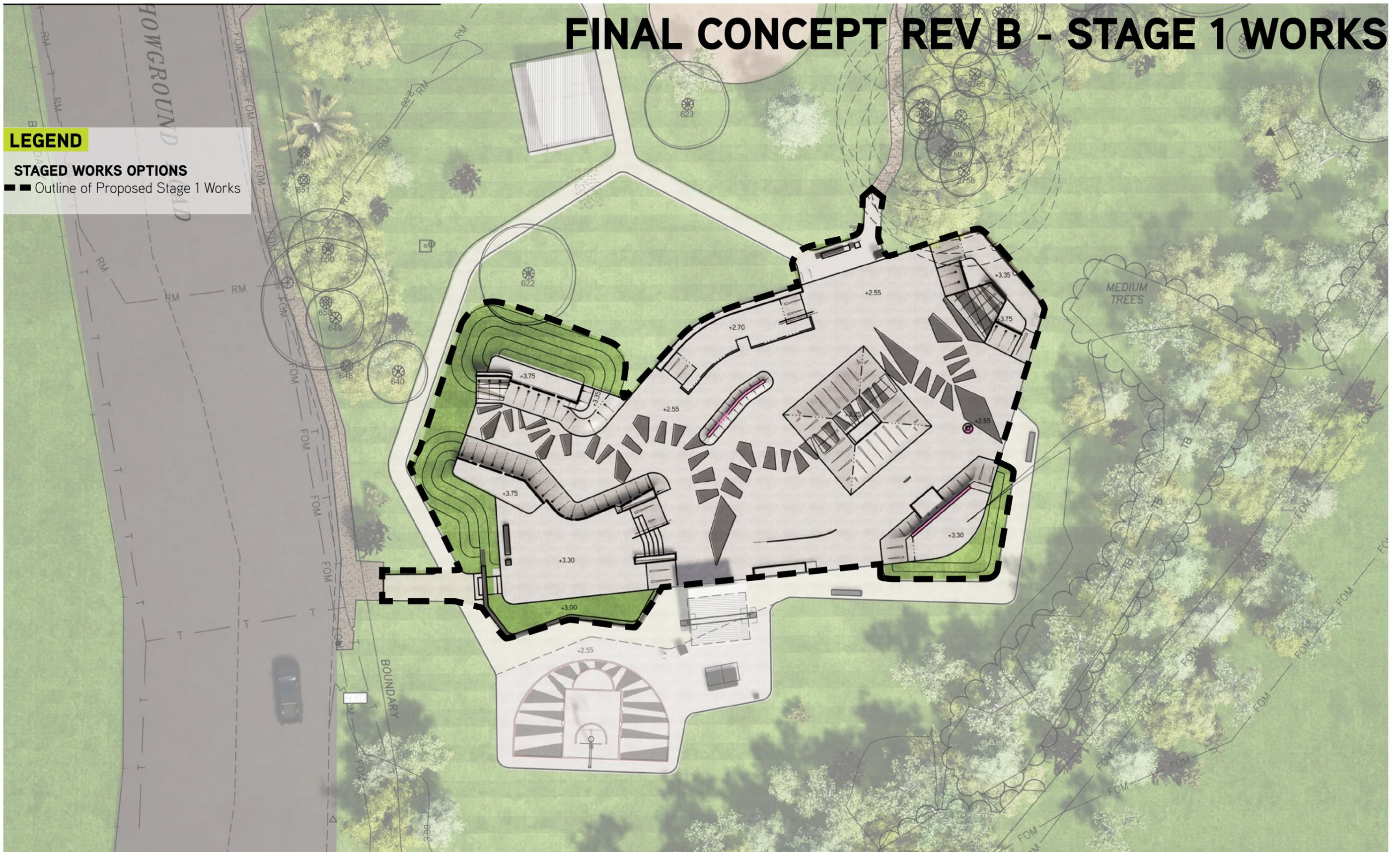
REVISION
 B

FINAL CONCEPT REV B - STAGE 1 WORKS

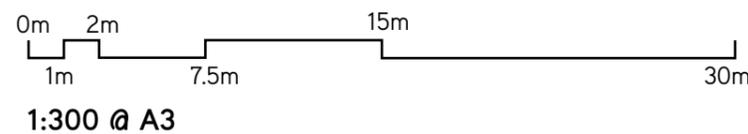
LEGEND

STAGED WORKS OPTIONS

■ Outline of Proposed Stage 1 Works



CLIENT



CONVIC



Unit 13, 46-50 Regent Street
 Richmond VIC 3121
 T (03) 9486 9899
 Convic.com

PROJECT
 NARARA SKATE PARK
 REDEVELOPMENT

TITLE
 FINAL CONCEPT PLAN

DATE
 20.12.2019

REVISION
 A

3D OVERVIEW



3D OVERVIEW



3D OVERVIEW | STREET AREA



3D OVERVIEW | MINI RAMP AREA



07

PALETTES - SKATE

SKATE REFERENCE IMAGES

Skate obstacles have been designed to create a unique rider experience with features that are multifunctional and can be used a variety of ways.

1. Kerb Pad with Pole Jam
2. Mini Ramp with Extension
3. Feature Colour Patterns
4. Cantilever Flat Bank
5. Stair Set with Rails + Hubbas



PALETTES - LANDSCAPE



LANDSCAPE REFERENCE IMAGES

Landscape materials and supporting amenity are used to enhance the overall user experience and attract a wider demographic into the space. Surfaces and zoning can be used to create gathering spaces or control movement in and around the space.

1. Snaking path networks
2. Basket ball half court with seating
3. Spectator viewing areas
4. Social space with supporting amenity



08

NEXT STEPS

MOVING FORWARD

Upon Council endorsement of the final concept design, the concept will be presented on the Central Coast Council website for online viewing to ensure the community involvement within the design process is maintained. This will outline how the concept has evolved to incorporate key community input. This continued involvement connects the community with the project design process and ultimately creates a vested interest in the final outcome. At this stage it is not recommended to provide opportunity for further comment.

It is recommended that the project be released as a design and construction tender as this will afford Council the ability to save time and money in delivering the community a high quality and successful built outcome to be enjoyed by generations to come.

CONVIC

CREATE COMMUNITY

AUSTRALIA

UNIT 13, 46-50 REGENT STREET
RICHMOND VIC 3121 AUSTRALIA
T +61 3 9486 9899 F +61 3 9486 9088

MELBOURNE | SINGAPORE | DUBAI

CONVIC.COM