



*Kibble
Park :*
CONCEPT PLAN



Central
Coast
Council



moir
landscape architecture

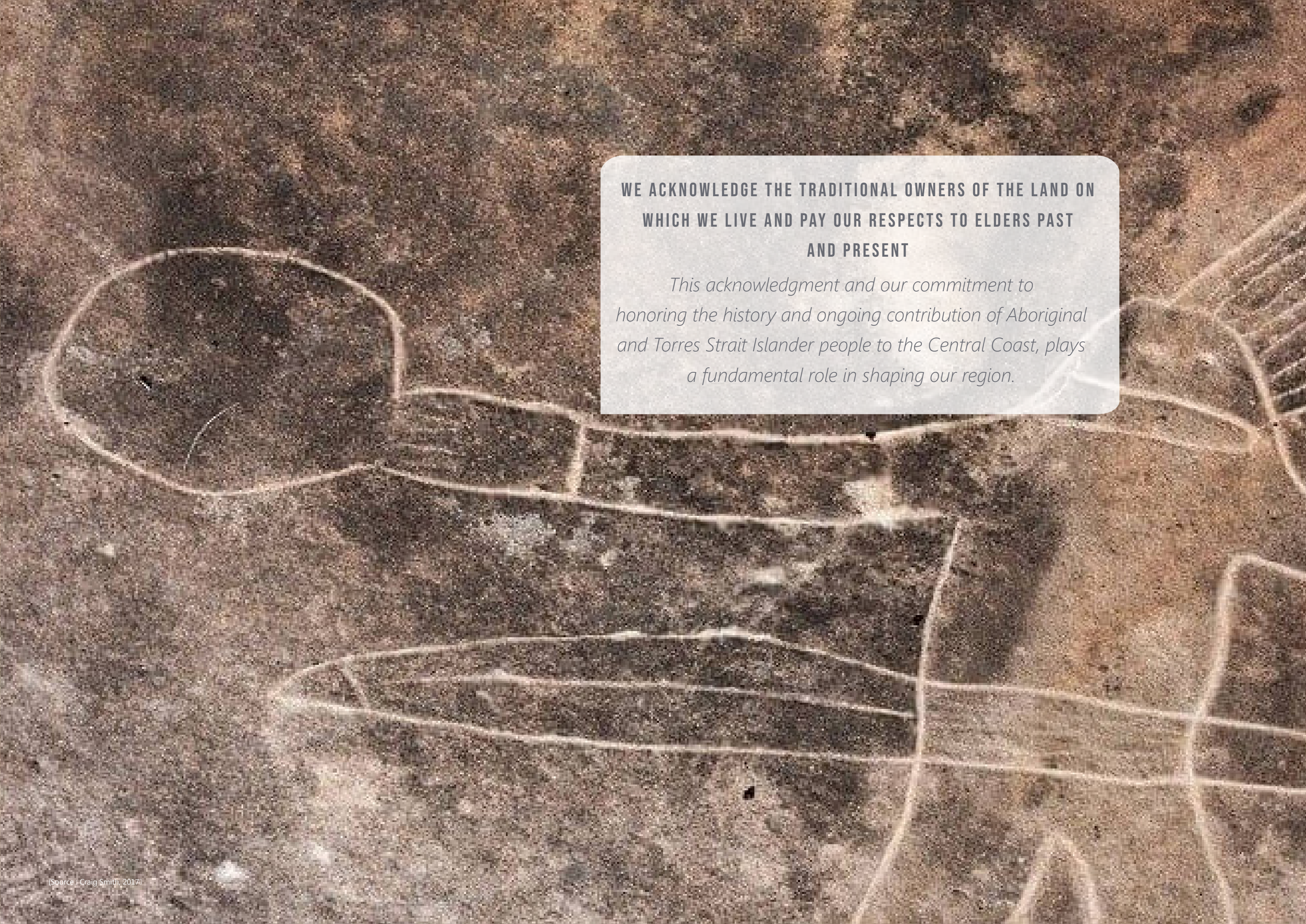
JOC CONSULTING
creative urban planners

Contact Details

Authored by
Moir Landscape Architecture

in collaboration with JOC Consulting

In collaboration with Central Coast Council



**WE ACKNOWLEDGE THE TRADITIONAL OWNERS OF THE LAND ON
WHICH WE LIVE AND PAY OUR RESPECTS TO ELDERS PAST
AND PRESENT**

This acknowledgment and our commitment to honoring the history and ongoing contribution of Aboriginal and Torres Strait Islander people to the Central Coast, plays a fundamental role in shaping our region.

PRINCIPLES

We understand that the Environmental, Social and Economic outcomes of the project are of equal significance and are to be considered in a way that positively contributes to the site and the wider Gosford community.

The Moir LA team has thoroughly examined the site conditions, worked with JOC to understand the outcomes of the community consultation and direct engagement sessions with key stakeholders.

Using this information, our team has established five core principles, which directly respond to the overarching vision for the new park.

Our design process will cross reference these components at each stage of the concept to ensure that all items within these components are being considered, examined and achieved. By following this progression, it ensures that all objectives, desires and opportunities are explored.

**01//
GREENSPACE** 

**02//
PUBLIC
REALM** 

**03//
ACCESSIBILITY** 

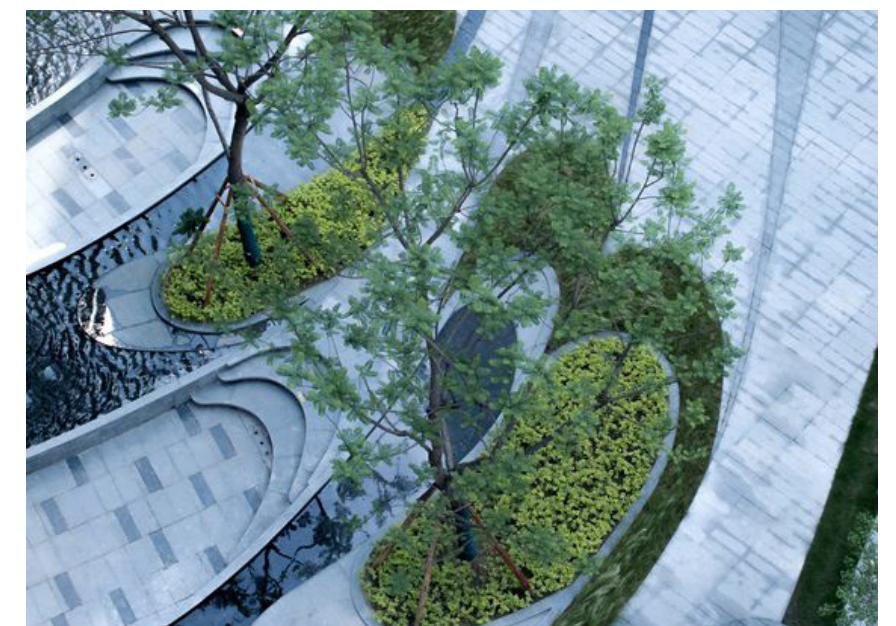
**04//
CULTURAL
HERITAGE** 

**05//
SAFETY AND
OPERATIONS** 

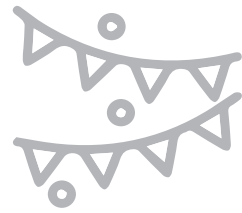
01// GREENSPACE



- Create a 'green heart' in Gosford that offers flexible spaces with a variety of formal and informal areas that both emphasis engagement with the environment, strengthen the sense of community through social interaction and create a calm respite in the heart of the city.
- Explore options to better showcase and integrate the existing natural assets of the site such as the creekline and existing trees and that of the surrounding unique landscape.
- Develop an overarching tree planting strategy that is underpinned by boosting shade amenity, increase carbon sequestration and lowering ambient temperature.
- Investigate opportunities to integrate water into the site to provide a cool respite in the city



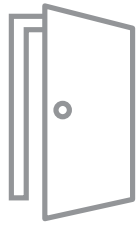
02// PUBLIC REALM



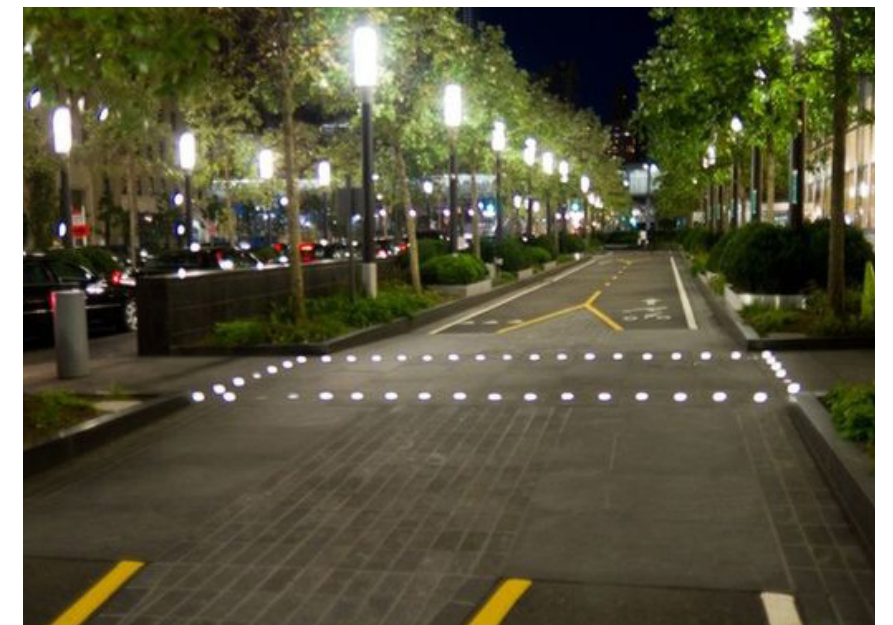
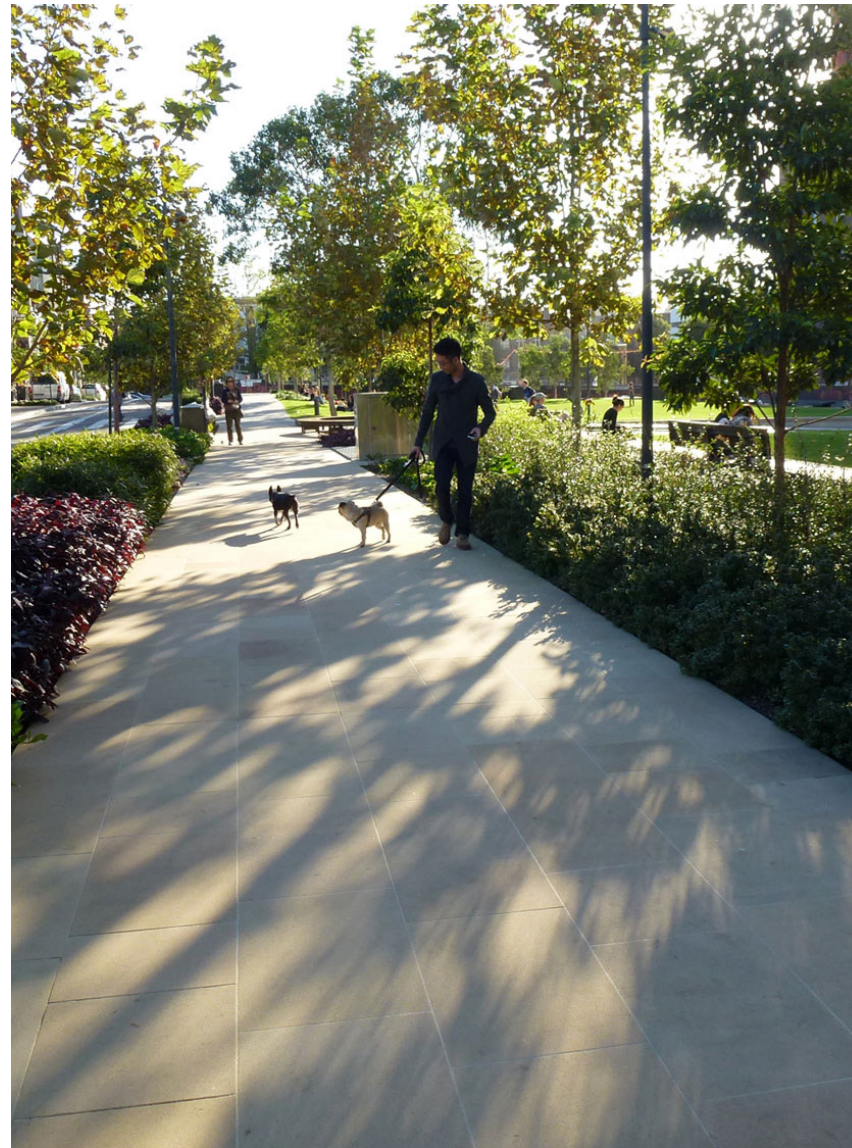
- Develop a variety of scaleable spaces and associated amenities that allow for both day and night time activation
- Create dynamic and flexible spaces that encourage community gathering
- Create a dedicated events space with appropriate services and facilities to host a range of events
- Enable and encourage outdoor dining by providing ample and varied seating opportunities that activate the edges of the park throughout the day and night
- Develop an iconic play space that is challenging, encourages adventure, and fosters interaction through play.



03// ACCESSIBILITY



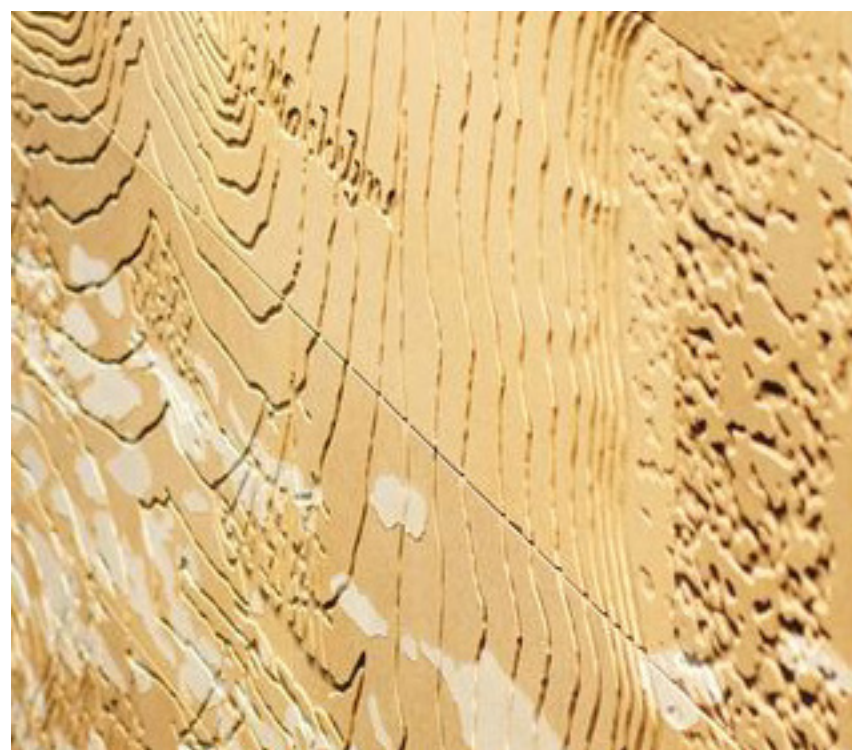
- Ensure all access is underpinned by safety through increased visibility and clear site lines, clear and concise wayfinding, and appropriate ambient lighting.
- Ensure all movement corridors promote equitable access where possible.
- Provide accessible, adaptable and versatile furniture and amenities throughout the park.
- Explore how access into the site from surrounding public transport hubs and new developments can be achieved in a fluid and safe manner.
- Provide new accessible toilet facilities that feel safe and cater for all abilities and ages.
- Create a safe pedestrian focused environment that balances the existing vehicular and pedestrian requirements and connects seamlessly throughout the Park.
- Ensure the design of play area is grounded in the 'Everyone Can Play' principles that promotes equitable access and enjoyment for all.
- Ensure the play space caters for people of all ages and abilities, including that of the parents and carers.



04// CULTURAL HERITAGE



- Celebrate the rich and unique cultural heritage through all aspects of the built form and landscape embellishments within the new park.
- Collaborate with Darkinjung Aboriginal Land Council and Historical Societies to investigate ways to acknowledge the shared history, of indigenous and non-indigenous
- Explore opportunities to incorporate educational opportunities and cultural layering into the design of play areas.



05 // SAFETY AND OPERATIONS



- Ensure all pedestrian pathways, outdoor spaces and amenities are underpinned by CEPTED principles to create a safe and connected public domain.
- Apply water sensitive urban design to manage runoff and recycle water collection.
- Where safe and appropriate, use natural, local and durable materials such as timber and Gosford Sandstone for installations such as furniture, railings, shade structures and play equipment.
- Ensure all designs decisions are cognisant of maintenance, ease of construction and longevity to ensure the on-going costs are kept to a minimum.
- Incorporate smart technologies that support self sustainability within the park that develops resilience and lowers on-going operational costs such as smart outdoor street furniture, power, Wi-Fi , solar lighting, smart recycling bins and smart poles.
- Ensure design allows for functionality during peak times and for events.

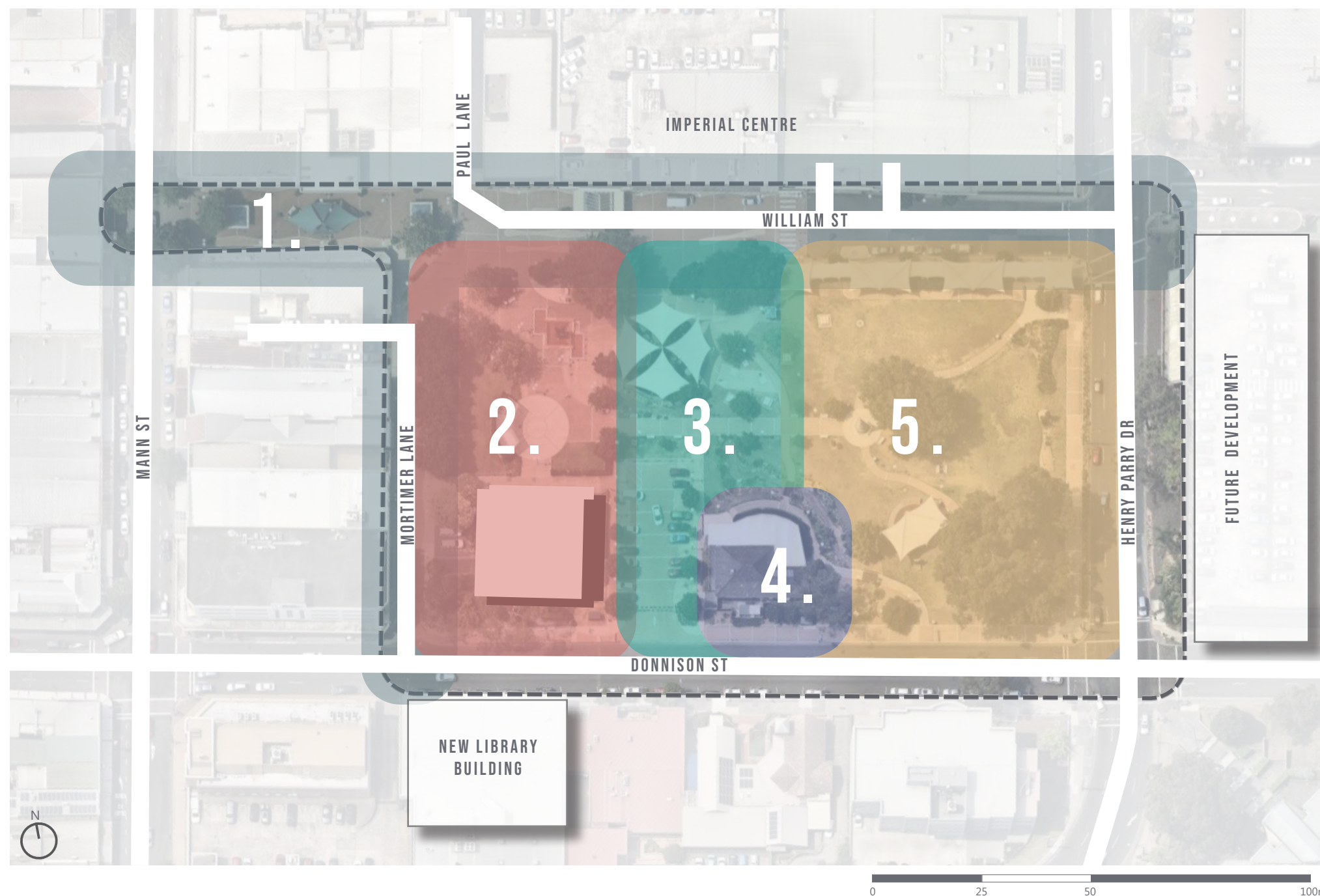


DIRECTION FOR CONCEPT PLAN

The principles come to life in four co-ordinated zones to create the 'green heart of a growing Gosford'.

The principles for the Concept will roll out across five distinct, yet integrated zones:

1. Park Edge
2. Events and Gathering
3. Play and Adventure
4. Community Space
5. Green Relaxation



1. PARK EDGE

A pedestrian focused edge to the park and an extension to the events and play zones. A vibrant space that could become an 'eat street' that spills out to the Park.

2. EVENTS AND GATHERING

A multi-functional and adaptable space for big and small activations.

3. PLAY AND ADVENTURE

A creative and active space for daily use. Perfect for families and youth.

4. COMMUNITY SPACE

A flexible Community Space nestled in the park surrounds that will draw locals and visitors into the park for a range of events.

5. GREEN RELAXATION




A green retreat for city dwellers and workers wanting to relax in nature.

SPATIAL CONCEPT PLAN

The four co-ordinated zones create a formal framework for a series of smaller spaces that transition between active and passive. Each of the are underpinned by the principles identified during the community engagement process.

- 1. Main Event Lawn
- 2. Stage
- 3. Amphitheater
- 4. Outdoor Flexible Seating Edge
- 5. Outdoor Study Area
- 6. Iconic Central Playground
- 7. Central Water Element
- 8. Green Passive Relaxation Space
- 9. Creekline
- 10. Raised Shared Threshold

Legend

-  Main pedestrian entries/exits
-  Main pedestrian movement
-  Minor pedestrian movement



THEMING OVERVIEW

LINKING TO THE NEW LEAGUES CLUB PARK DEVELOPMENT

NEW LEAGUES CLUB PARK DEVELOPMENT - WHALE

The Park is themed around the Whale or Gyian. The whale plays a significant role in traditional Darkinjung life. The whale is a traveler, moving along the east coast of Australia each year on its annual migration. Its prominence in local traditional life is reflected in story, song and local rock art.

“Before the Earth was born the Mirrabooka (the milkyway) flowed across the night skyworld. Yarra the sunman was still asleep along with Gilli the moonwoman. Baiyami lived in the far corner of the Mirrabooka along with Yhi, our Mother. The Earth was yet to be born. It lay still and silent in darkness, a lifeless ball. Baiyami’s world existed as a pure state of spirituality where all the creatures and plants were born in the Morning Star, the star of life and soul. Amongst all the creatures of creation was Gyian the whale, Baiyami’s favourite. Baiyami spoke of his new creation. A promise of a new world in the Mirrabooka where Gyian could live along with all creatures in harmony. Gyian would spread the kinship system among all creatures. It was a new Dreaming.”

As told by Kevin Duncan.



Artwork by Kevin Duncan



Image: HCCDC & Turf Design

THEMING OVERVIEW

LINKING TO NEW LEAGUES CLUB PARK

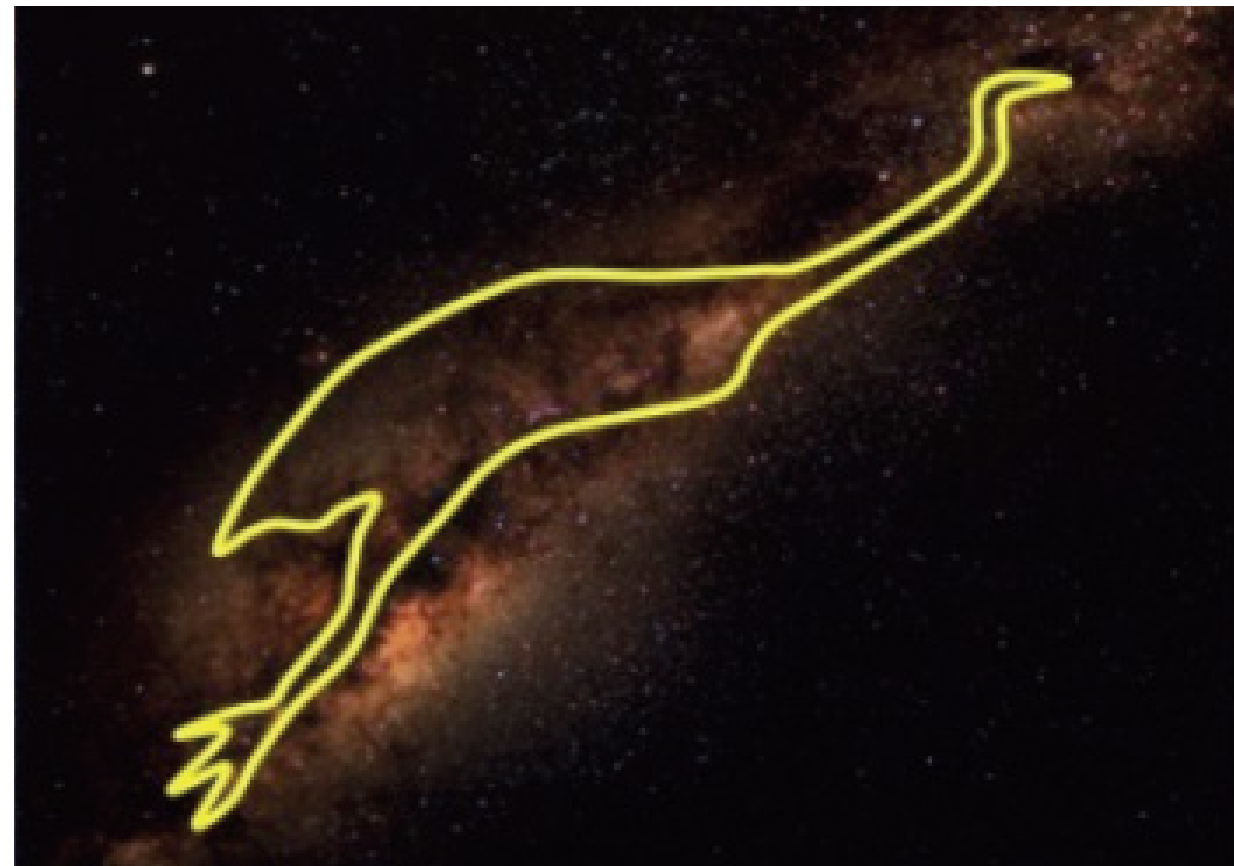
KIBBLE PARK - EMU IN THE NIGHT SKY

The theming around Kibble Park will reference the Emu in the Night sky. The story of the Celestial Emu is also a story about the Father Creator Baiyami . The story of creation is a story for all and will be in the 'heart' of the design of the park.

There is a rock engraving at the Ku-ring-gai Chase National Park of an emu that features its legs are in an unnatural position which is mimicked in the Emu in the Sky. At the time the real-life emus are laying their eggs the Emu the Sky stands in the correct orientation above her engraving. The positioning above the engraving of the Emu also heralds the northern migration of the Whales. It is this reference that connects the two parks metaphorically and sets up a number of conceptual opportunities for the park to reference the Darkinjung Culture.

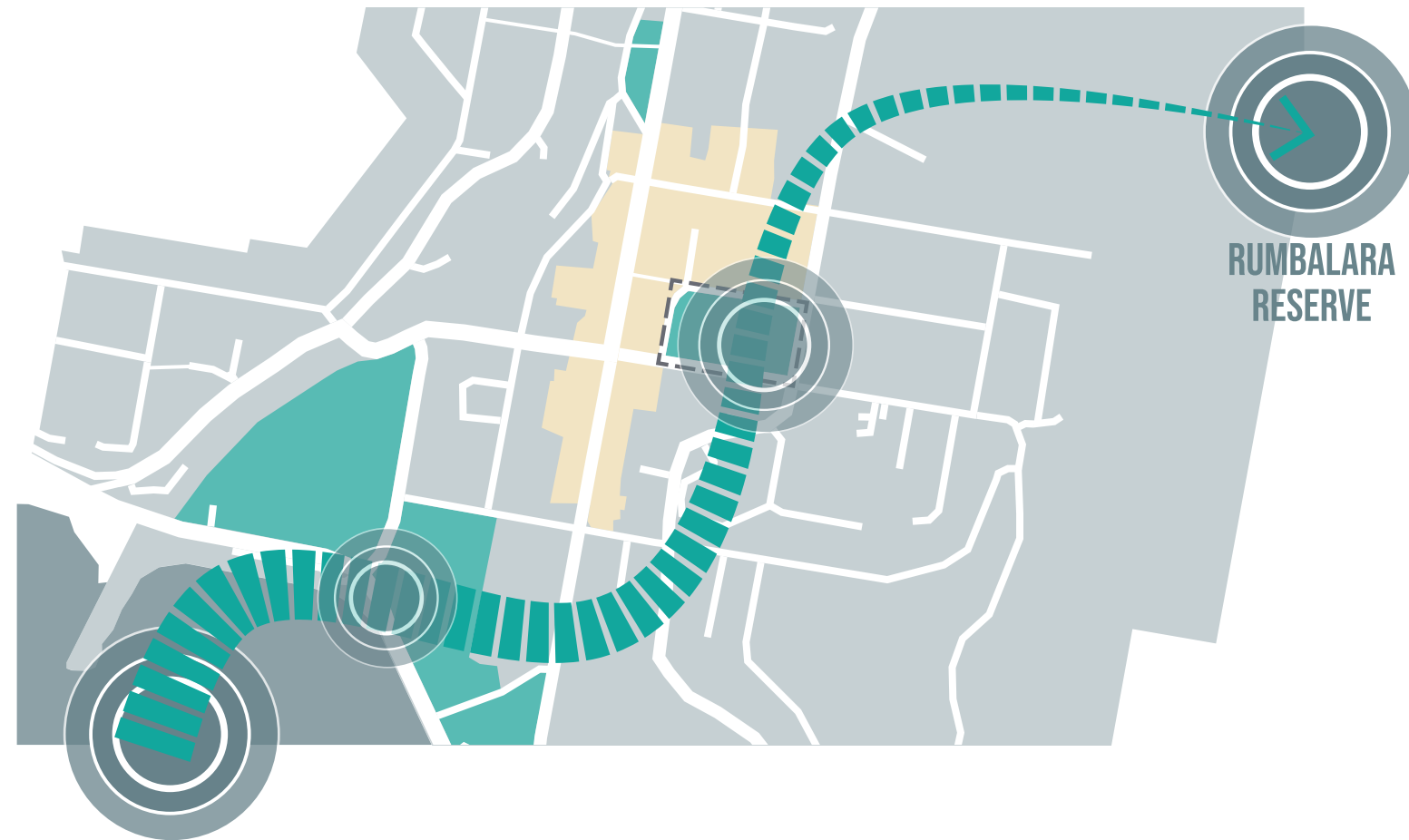
The Celestial Emu is found in the dark dust lanes of the Milky Way (Mirabooka) meaning river of stars or river of life itself, where the Father Creator Baiyami and Mother Creator Yhi had come from.

These sky spirits are part of the Dreaming spiritual belief system shared by a number of Indigenous Tribes including the Darkinjung.



THEMING OVERVIEW

LINKING SURROUNDING LANDSCAPES



ESTUARY
(BRISBANE WATERS)



WATERFRONT
(LEAGUES CLUB PARK)



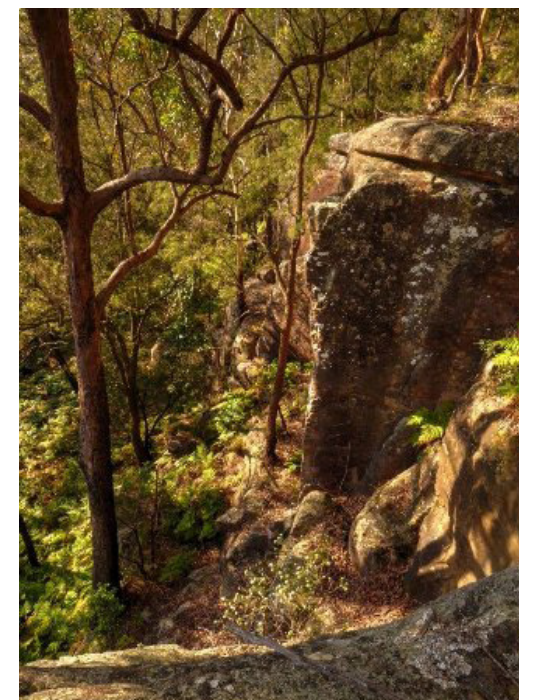
CREEKLINES
(NARARA CREEK)



BILLABONGS & TRIBUTARIES
(KIBBLE PARK)



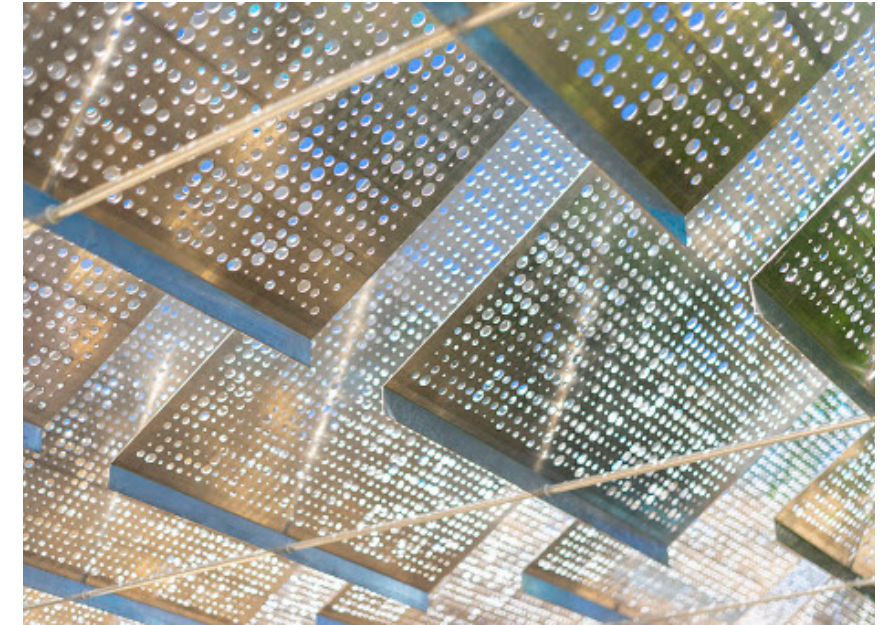
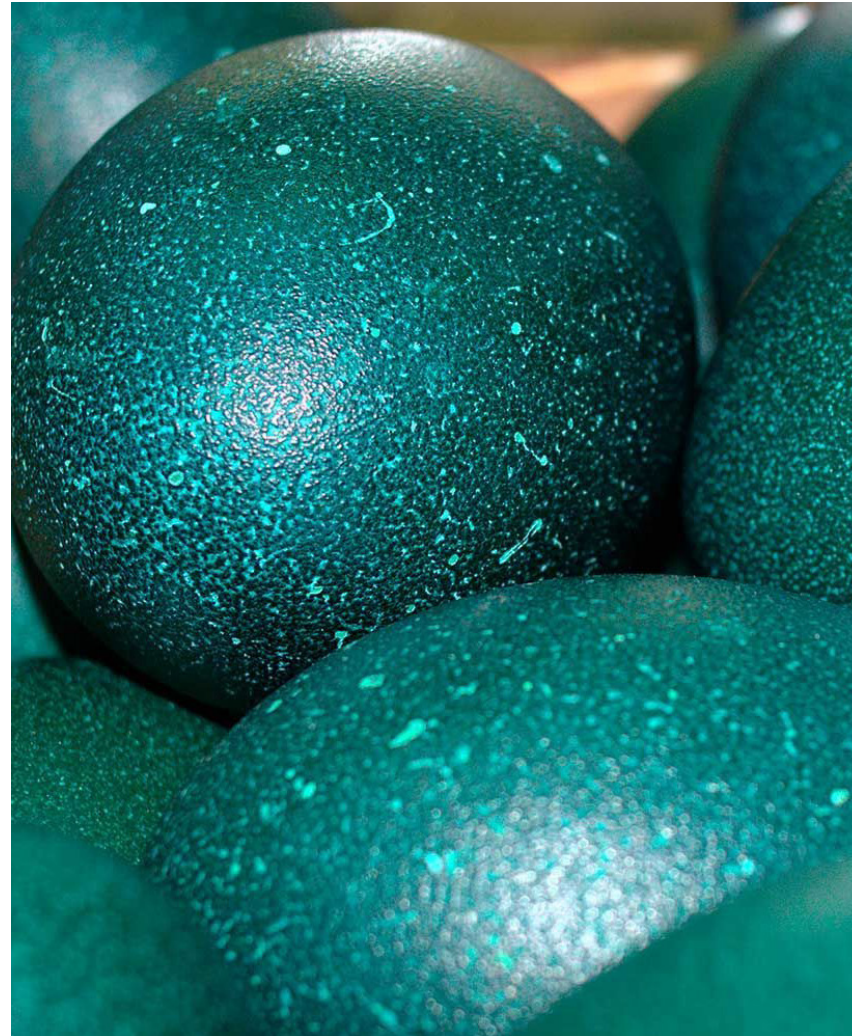
RIDGELINES AND CLIFFS
(RUMBALARA RESERVE & PRESIDENTS HILLS)



THEMING MATERIALITY

The Concept Design for the park will be drawing inspiration from the story of the Emu in the night sky, the Emu eggs and the Milkyway (River of Life). This will be evident in the following aspects of the design:

- Shade structure
- Lighting design (allowing both day and night time activation)
- Playground structure
- Paving Inlays
- Signage and Wayfinding

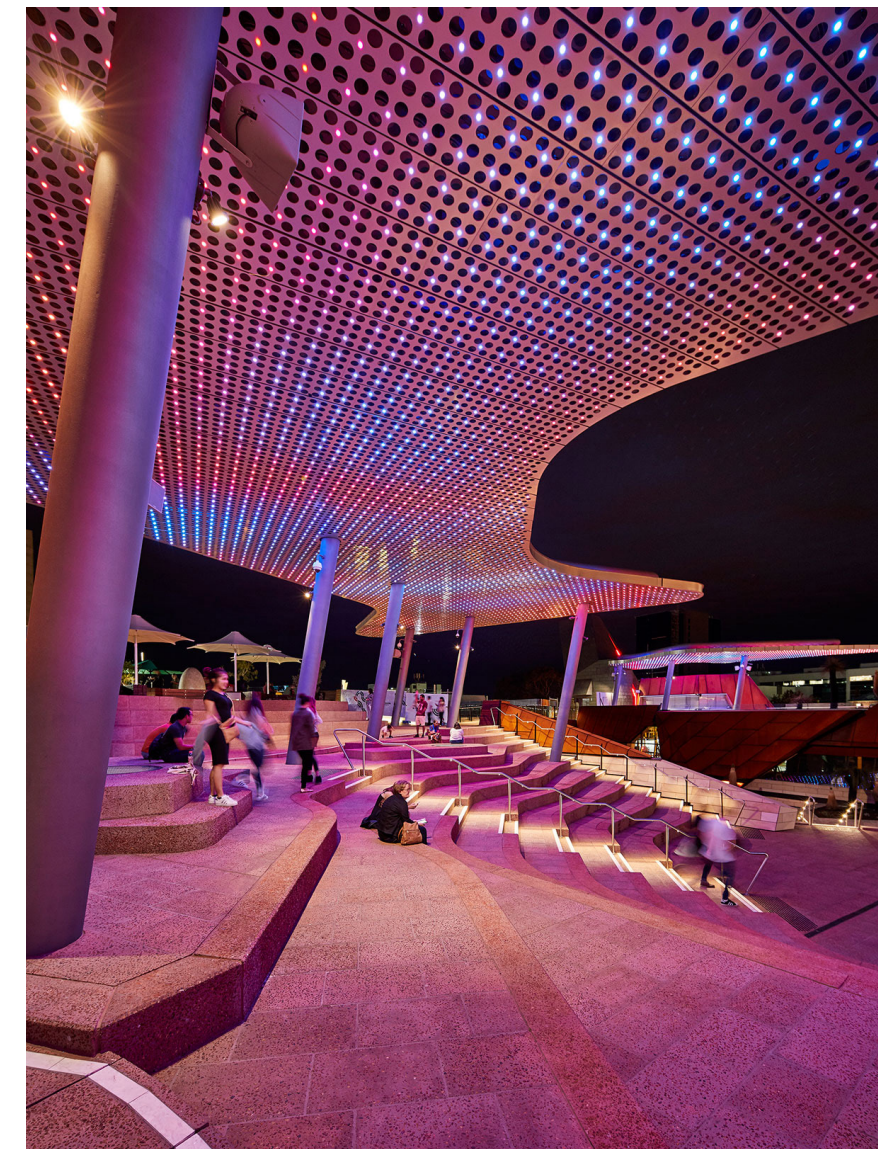
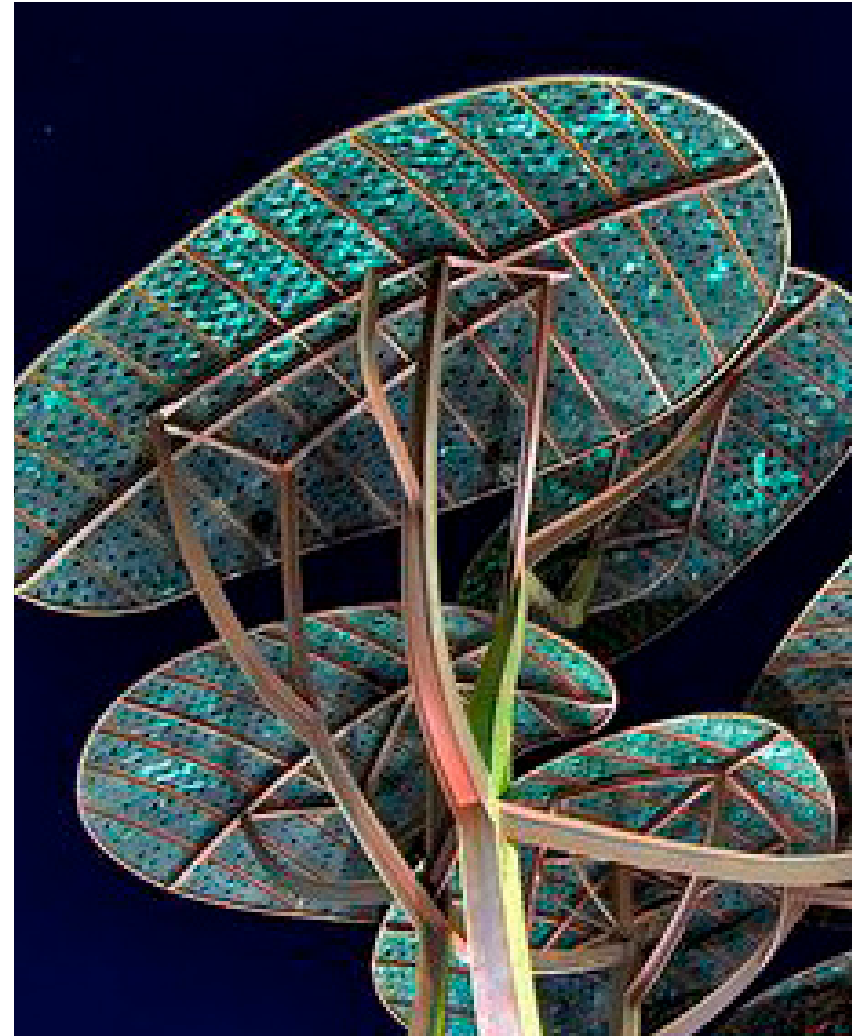


THEMING

PLAYGROUND & SHADE STRUCTURE

It is envisioned that the playground structure will mimic the shape of the Emu egg and will be an iconic and challenging adventure structure. It will be a unique play space that will be a wayfinding element both day and night. It will have integrated cultural education information and lighting.

The shade and all weather structure will be a perforated structure that will have integrated stories and lighting.



THEMING

WATER IN THE LANDSCAPE

The park will have a 'River of Life' that will run through the centre of the park. It will change form throughout the journey however the water story will be a vehicle in telling the story of creation, the story of Baiyami. The story of creation is a story for all. Water is experienced by all in the same way irrespective of race, religion or gender. It is also at the centre for all living beings.

The water story of the park will move from natural to urban as it goes through the spaces, offering different experiences with water along the way. This will include:

- Urban billabong
- Meandering creeklines
- Natural cascade
- Pop jets
- Misters

These elements can be utilised by a variety of users and ages. They will be programmable and used for day and night time activation and events.



INTERPRETATION OPPORTUNITIES PLAN

Legend

— Main storylines

Key storylines:

- 1.** Aboriginal and European stories: Key persons, historical figures and stories (both good and bad). See next page for key stories
- 2.** Aboriginal stories: Creation Story
- 3.** Creation 'Story for All'
- 4.** Milkyway / River of Life: Emu in the night sky.
Option for flow of wind and water kinetic sculpture and signage to be integrated into shelter and/or play area.

○ Possible location for interpretive signage.

○ Possible location for lighting projections.



INTERPRETATION OPPORTUNITIES

The Gosford Heritage Interpretation Strategy (2019) outlines a number of recommendations and elements for Kibble Park. However, it is noted that the Strategy was undertaken considering the existing spatial design and, as such, a number of the suggestions will require slight amendments to integrate into the proposed concept.

It is noted that the overwhelming response from the community engagement was that the space felt cluttered. Therefore, it is important not to propose any unnecessary structures or signage.

The elements suggested include the following:
 - 3 x interpretive signs - interactive
 Designed to be installed as a small cluster in Kibble Park, these signs are interactive panels. The front element will have an engaging statement or question to encourage the user to physically pull out the internal panel to reveal the information inside, and interpretive content will feature interesting and important people associated with Gosford. These elements are best suited to the area highlighted in the previous plan.

The key stories recommended in the document for this element include:

- Boongaree: entertainer and sailor
- Eleanor Spence: children's author
- Eric Worrell: the snake and spider man

- 1 x bespoke interpretation: public art and accompanying signage

A kinetic wire sculpture was suggested to be installed and lit at night. It may be possible to integrate the main idea of the flow of wind and water into the new shelter structure that sits over

the play and billabong.

The key stories recommended in the document for this element include:

- Milkyway / River of Life: Emu in the night sky
- The bush supermarket
- A staple vegetable: the long yam
- Understanding land management: fire-stick farming
- Hunting and fishing
- How the Guringai was named
- Past living customs
- Middens

- 2 x interpretive lighting installations
 A lighting program was also suggested to highlight the old sculptures in Kibble Park, however it may work better to have them projected onto existing trees to provide depth and movement, and to highlight the features of the existing trees.

- 1 x activation spot for heritage mobile website
 Additional digital content may be installed at key locations to include audio files of stories told by Darkinjung and Guringai people.

- 1 x bespoke interpretation - audio post
 An audio post that is integrated into the new playground and seating. This will include hotspots that activate mobile podcasts. The audio will include stories narrated by local Storytelling Ambassadors.

The key stories recommended include:

- Tiddalick the Frog
- The Olympic year
- Fossils

-Gosfordia truncata fossil - lungfish

The details of the interpretation elements is to be confirmed during detail design phase and in collaboration with Council, Local Heritage Groups and Local Aboriginal Land Council.

Alternative ideas have also been explored to interpret these key stories. These are illustrated in the following pages.



[Image: Proposed Signage Elements as shown in the Gosford Interpretation Strategy 2019]



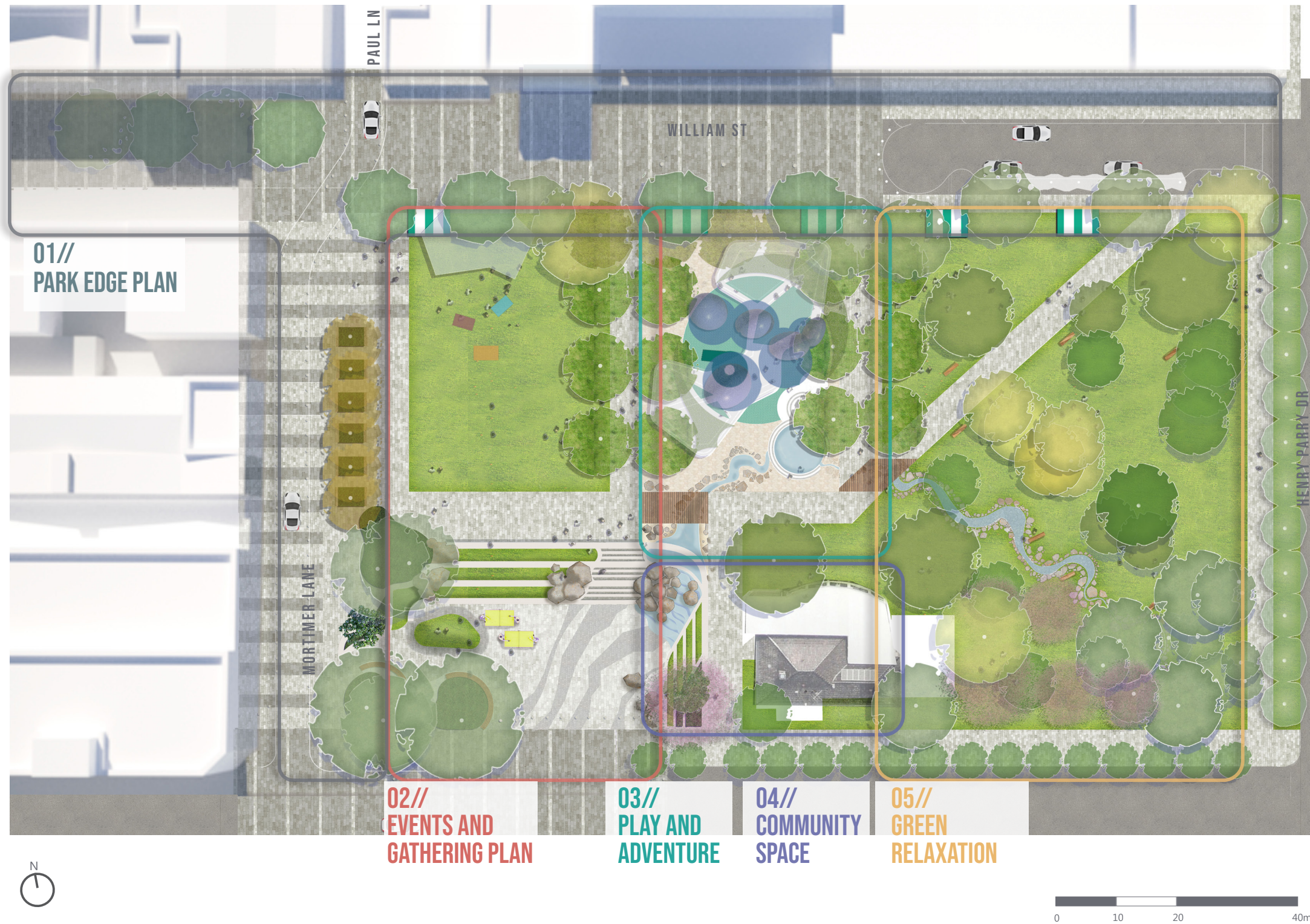
[Image: Proposed Tree Illumination]

THE PLAN

KIBBLE PARK - THE HEART OF GROWING GOSFORD





“ The park will have a ‘River of Life’ that will run through the centre of the park, telling the story of creation, the story of Baiyami.”

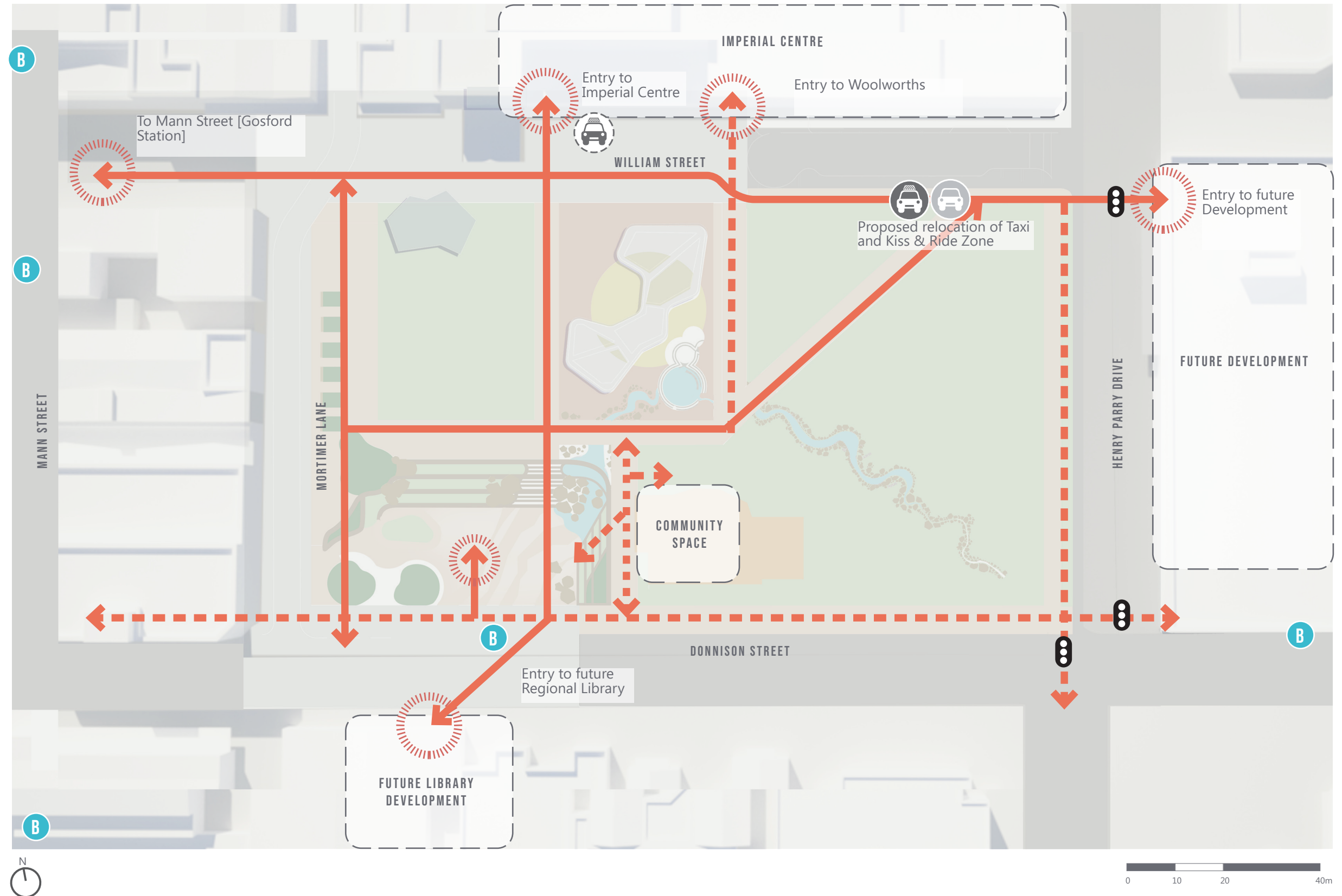
THE CONCEPT PLAN



PEDESTRIAN MOVEMENT










Legend

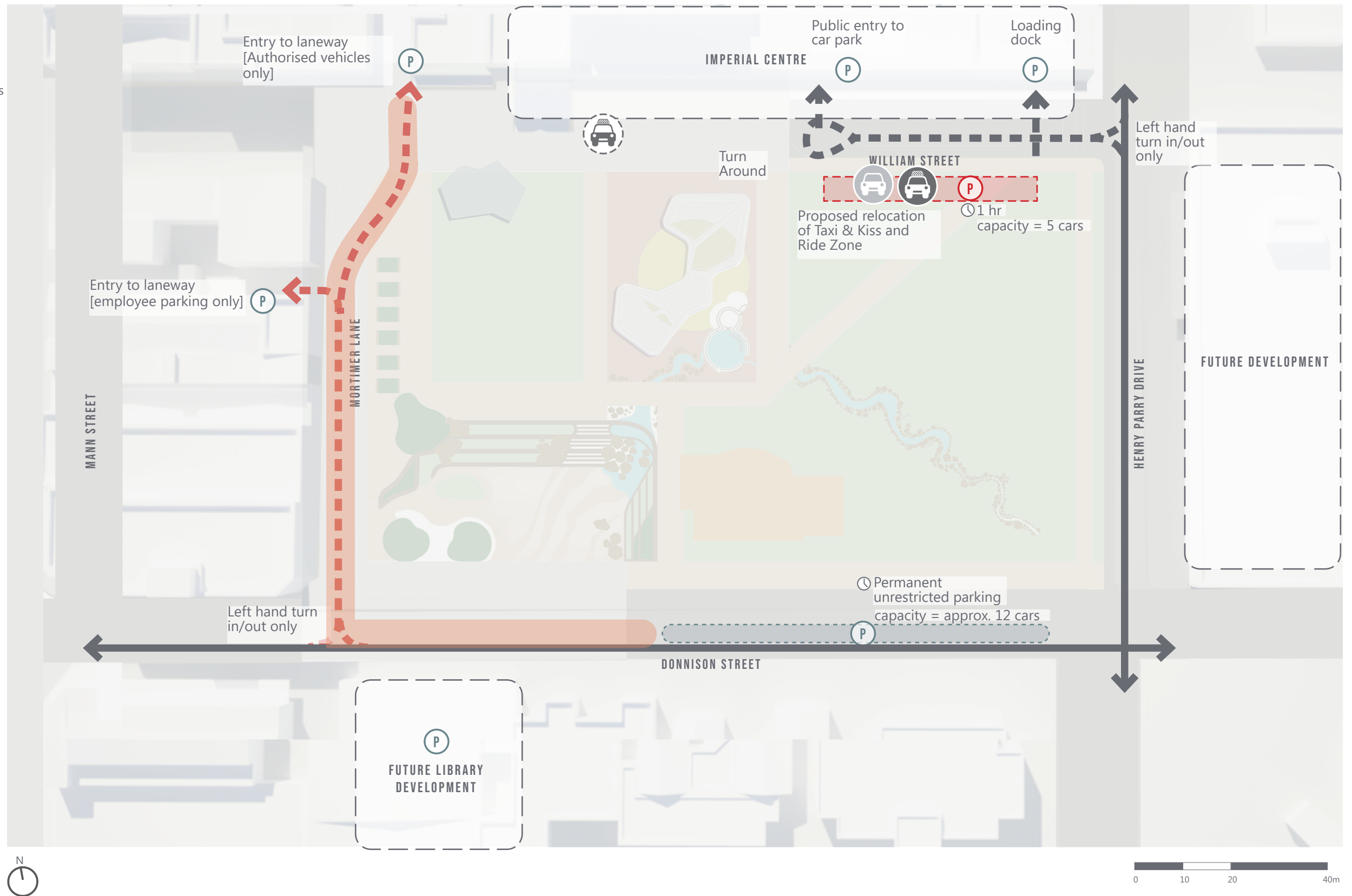
- Major pedestrian movement
- - - Minor pedestrian movement
- ||||| Main anchor entries
-  Signalised intersection
-  Existing taxi zone - to be relocated
-  Proposed taxi zone
-  Proposed kiss and ride



VEHICULAR MOVEMENT

Legend

-  Major vehicular movement
-  Minor vehicular movement
-  Shared zone - restricted vehicular access
-  Existing parking - to be removed
-  Proposed on-street parking
-  Parking
-  Existing taxi zone - to be relocated
-  Proposed taxi zone
-  Proposed kiss and ride zone





01// PARK EDGE PLAN

1. Improve pedestrian safety by reconfiguring Mortimer Lane and William Street. Close right hand turn from Mortimer lane onto William Street and allow for a raised shared zone along Mortimer Lane. This will allow a 2-way authorised vehicle access to Paul Lane and Mortimer Lane. This will enable William Street Mall and Imperial Centre frontages to better address Kibble park, providing more outdoor dining, market stalls and pop-up activation opportunities.

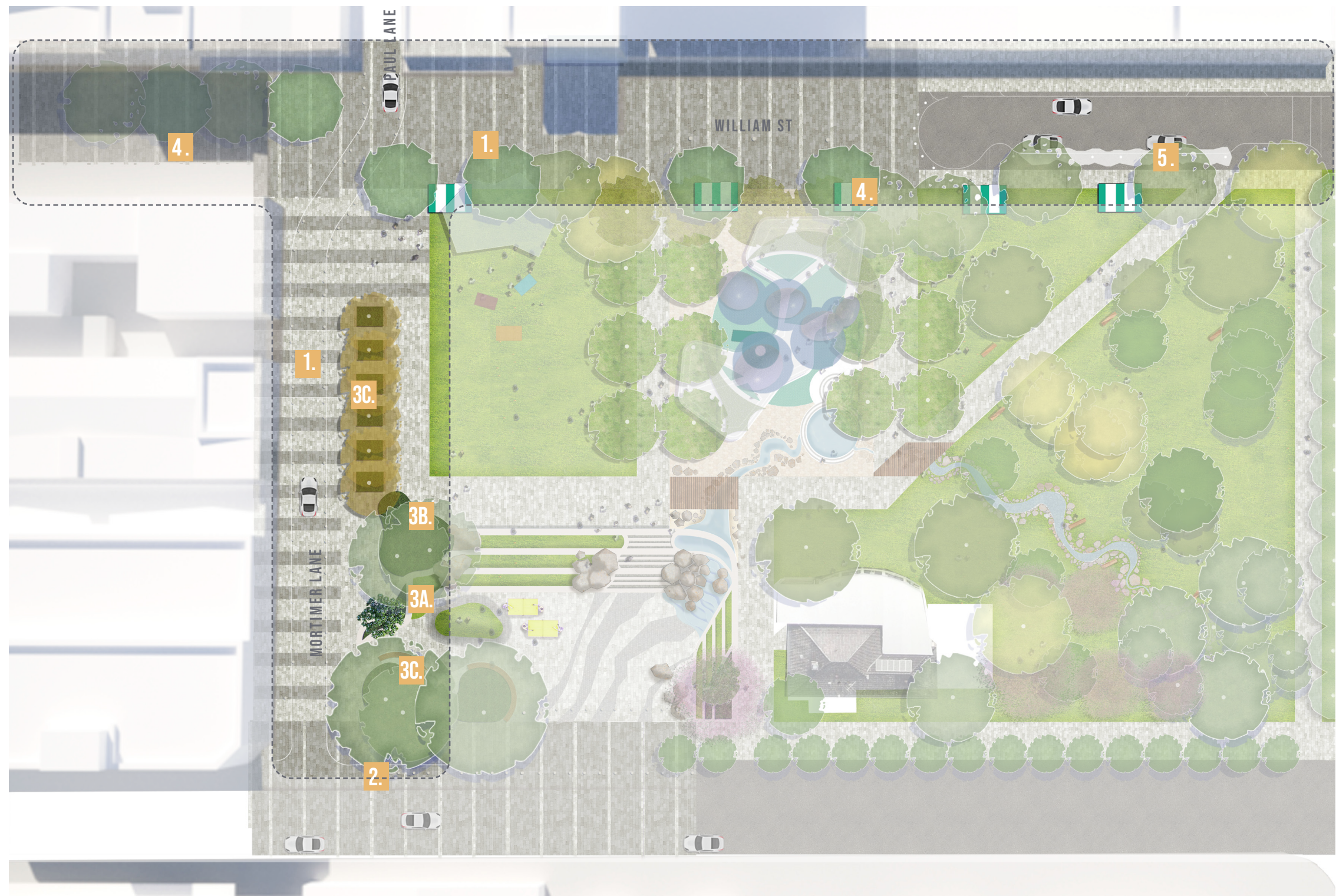
2. Better connect Kibble Park to the new Library development through the provision of a shared raised threshold and a more welcoming interface across Donnison Street.

Enable and encourage outdoor dining through the provision of a variety of seating options and spaces to activate the edges of the park throughout the day and night these are to include:

- 3A.** a) amphitheater
- 3B.** b) outdoor study area and
- 3C.** c) flexible spill out seating

4. Enhance the main pedestrian linkages into the Park from William St by decluttering the space and provision of ample sized walkways to provide appropriate access for market stalls, pop up events and outdoor dining to contribute to ongoing laneway activation and boosting nighttime economy for surrounding businesses.

5. Reconfigure the Imperial Centre Carpark/ Pedestrian Entry to include a shaded taxi rank, bollards, turning area and seating to improve safety and pedestrian comfort.





02// EVENTS AND GATHERING PLAN

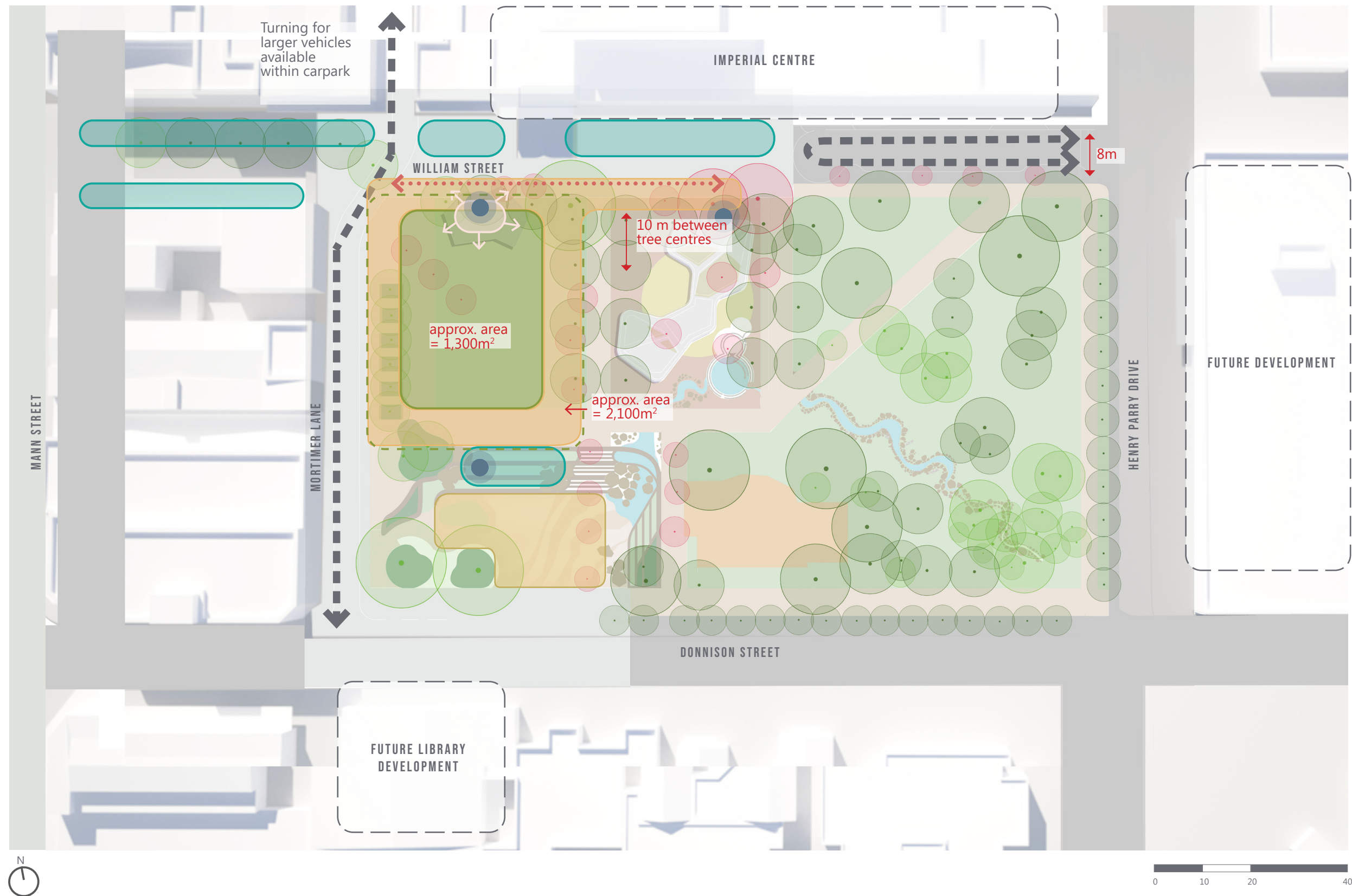
1. Provide a large dedicated turf events space with appropriate services and facilities to host a range of events. It is envisioned the turf space will be a scaleable event space and will be flexible for usage by workers and event attendees alike.
2. Provide a dedicated stage space with shelter, storage and hookups. Allow appropriate vehicular access for loading and unloading. The location of the stage allows for events to also front the William Street Mall Space.
3. Create a safe and legible connection from the new library development to the park through clear lines of travel and increased pedestrian amenity.
4. Create a flexible amphitheater with a water cascade to provide visual appeal, a place to gather and the wide seating provides a raised view of the park and space to view the concerts
5. Allow for pop up events and stalls along the northern edge of the amphitheater.



EVENTS PLAN

Legend

- Vehicular access for market stalls and new stage
- Temporary vehicular access for market setup
- Outdoor dining
- Primary market stall area
- Secondary market stall area [requires road closure for part of the area]
- Event space
- Overflow event space
- New Stage area
- Power / water access





03// COMMUNITY SPACE

- 1A.** Provide a Community Space that is nestled in the leafy park environment. Accessibility and flexibility are key to the Community Space to provide a space for all.
- 1B.** Public toilet facilities are adjoining the Community Space to amalgamate the buildings in the one place for ease of services, maintenance and visibility.
- 2.** Wide accessible pathways link the Community Space with the sounds of cascading water welcoming you to the building.
- 3.** Shade trees assist in keeping the Community Space cooler to help reduce the need for air conditioning and also creates a canopy and softens the building within the grounds.
- 4.** From the Community Space deck three viewpoints can be appreciated from the deck; the cascading water feature, the sculptural features of the playground and the open green space with the winding creek and clusters of trees.





04// PLAY AND ADVENTURE

1. Provide an iconic and unique playground area that references the cultural history of Gosford and the surrounding area. The play space will be challenging, encourage adventure, and foster interaction through play and will be themed around the Celestial Emu.

2. Provide an opportunity for nature play that will encourage adventure and discovery.

3. Create an iconic shelter with integrated lighting to provide appropriate shade and weather protection for the play area for children and their carers. The shelter will be a sculptural and unique element that will feature integrated lighting and local stories.

Cool the urban environment through the creation of a series of water experiences to cater to a variety of age groups and abilities. This will include:

4A An urban Billabong which will provide a shaded seating area with shallow water to meet and relax for all ages

4B Programmable pop jets for spontaneous play

4C Sculptural water misters and lighting to cool down the area throughout the day and night

5. Provide appropriate tree planting to the active spaces to allow for appropriate shade amenity and ensure to maintain ample surveillance between the spaces.





05// GREEN RELAXATION

1. Create a substantial 'green heart' that offers shaded and flexible spaces for relaxation, gathering, and picnics.
2. Enhance the existing creekline by allowing for increased visibility and access to the creek edge.
3. Boost shade amenity through the inclusion of large native tree species and to lower ambient temperature.
4. Create an appropriate entry sequence to better address the entry to Kibble Park from the Future Development.
5. Retain and enhance the existing character of the space by showcasing the existing trees on the site.
6. Provide a range of seating options that allow for a variety of uses.
7. Provide additional street trees along Donnison Street and Henry Parry Drive to connect streets to the forests and provide additional separation from the roads.



LIGHTING PLAN

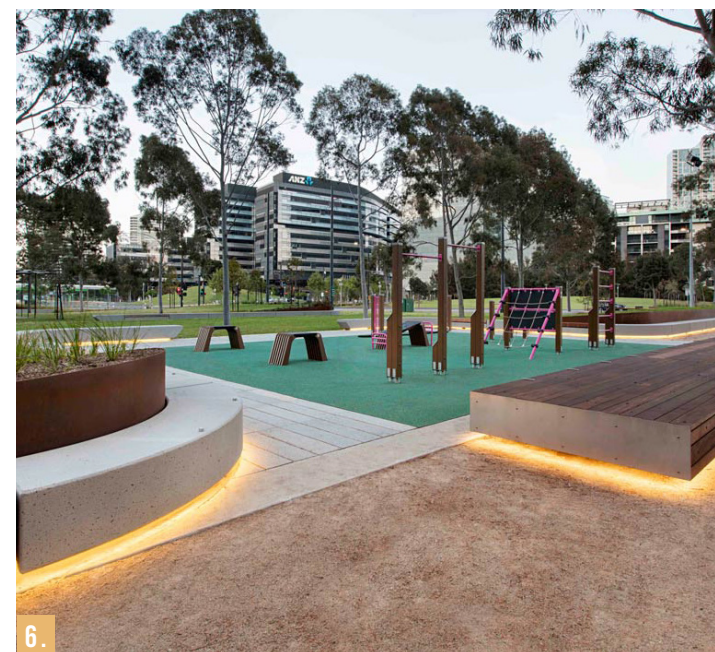
Legend

- Pedestrian - sensor lighting
- Art - festoon lighting
- Entry - signage lighting
- Directional - bollard lighting
- Feature lighting

- 1. Overhead sensor lighting
- 2. Festoon lighting
- 3. Entry signage and lighting
- 4. Bollard lighting
- 5. Feature lighting - shelter
- 6. Feature lighting - seating
- 7. Feature lighting - trees



LIGHTING PRECEDENTS



TREE RETENTION / REMOVAL PLAN

Legend

- Existing tree - removed
- Existing tree - retained
- Proposed tree



SEASONAL TREE PLAN

Legend

- Deciduous tree
- Evergreen tree



PROPOSED REMOVAL PLAN

Legend

 Existing item to be removed

-  1. Kiosk facilities
-  2. Taxi zone (relocated)
-  3. Overhead shade structures and adjacent parking
-  4. Playground
-  5. Library & Toilet
-  6. Car park
-  7. Old Stage



PROPOSED SHELTER PLAN

Legend

Proposed shelter

1. New Stage

2. Playground and water feature

3. Taxi Stand Shelter





Central Coast Council