



Pelican Park, Woy Woy
Landscape Concept Design

Pelican Park

Landscape Concept Design Report

Located on Brick Wharf Road / The Boulevard, Woy Woy

Prepared for
Central Coast Council

Issue
REV B

Date
29.03.23



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Acknowledgement of Country

Moir Landscape Architecture would like to acknowledge the traditional custodians of the lands and waters of Australia, most notably the Darkinjung Nation, the traditional owners of the lands on which this project resides. We acknowledge their contribution to our community and their deep connection to the land. We pay our respects to Elders, past and present.



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Issue 01

Revision	Date	Author	Checked	Comment
01	14.03.23	AD	TB	For review
02	24.03.23	AD	TB	For review
03	29.03.23	AD	TB	For submission



01

Project Background

Project Overview

Central Coast Council have engaged Moir LA to prepare a Landscape Concept Design for Pelican Park located at the corner of Brick Wharf Road and The Boulevard, Woy Woy, NSW.

The purpose of the Landscape Design is to:

- Provide design explorations to investigate appropriate ways of improving both the public realm and play opportunities
- Provide Concept Design options for the park to assist Central Coast Council in discussions with the local community

In the design process, Moir LA will seek to:

- Optimise play opportunities and promote access for all abilities
- Apply environmentally sustainable design principles
- Organise space effectively to maximise the benefit and usability of the outdoor spaces for both play and public enjoyment
- Be conscious of the surrounding setting and the issues of risk presented by the site location



02

Site Overview

Site overview

Pelican Park is located in the centre of Woy Woy CBD on Brisbane Waters at the intersection of Brick Wharf Road and The Boulevard. The site is surrounded by roads and can be accessed via public transport or by the main road where parallel parking is available on either side of the road. Cyclists and pedestrians can access the park via the cyclepath/footpath which runs along the main road.

The site is facilitated by a themed traditional playground, a large shelter with picnic tables, multiple rubbish bins, and benches along the edge of the playground. Amenities are available a little further to the east of the site. The park is primarily utilised by people having lunch and children playing on the playground.

The site offers waterfront vistas in the town centre. Its central location in proximity to the Woy Woy baths, the Memorial Park, and the Woy Woy Wharf presents a great opportunity to become an accessible and vibrant central meeting place for the community.



- Pelican Park
- Existing cyclepath/footpath

N.T.S. ⌚

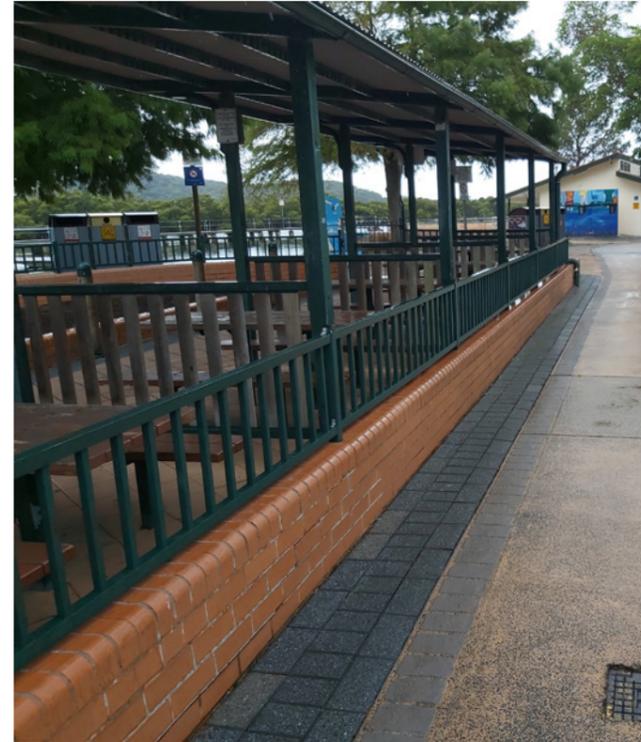
Site Photos



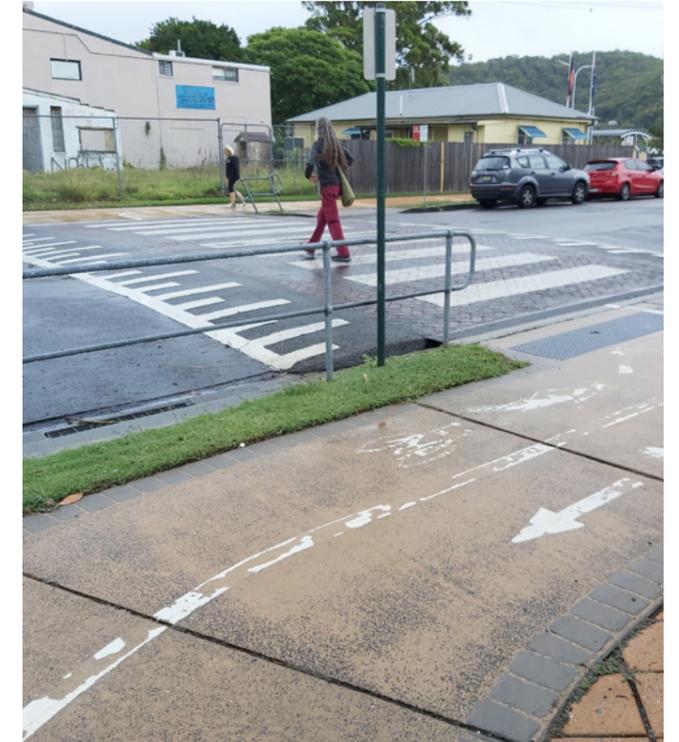
Large camphor laurel tree



Large swamp cypress tree with seating



Sheltered picnic tables



Shared path along the edge of the park



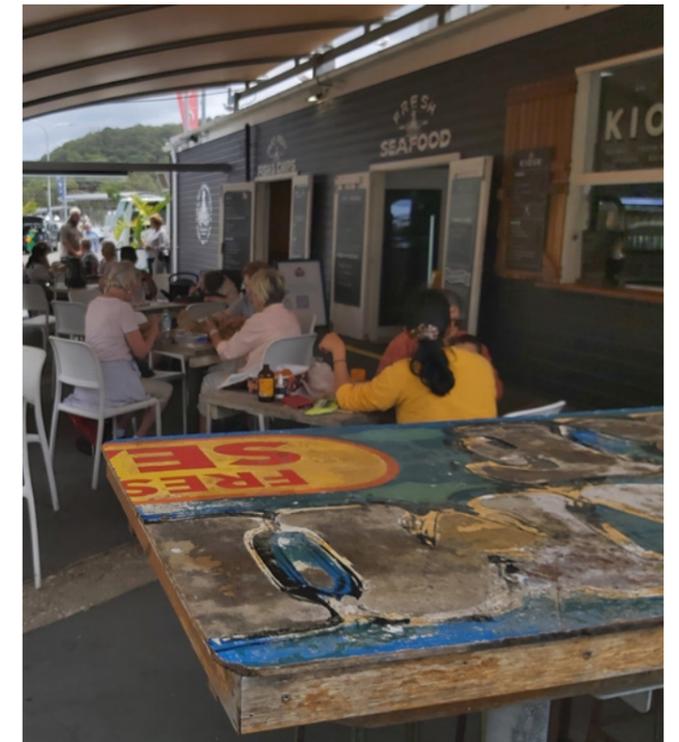
Nearby amenities



Pirate-themed playground



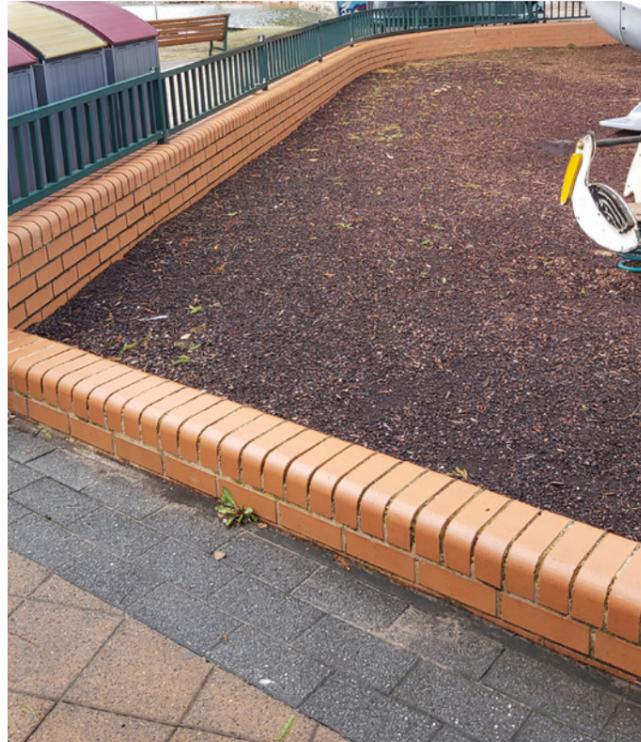
Waterfront access



Woy Woy Fishermen's Wharf

Key issues

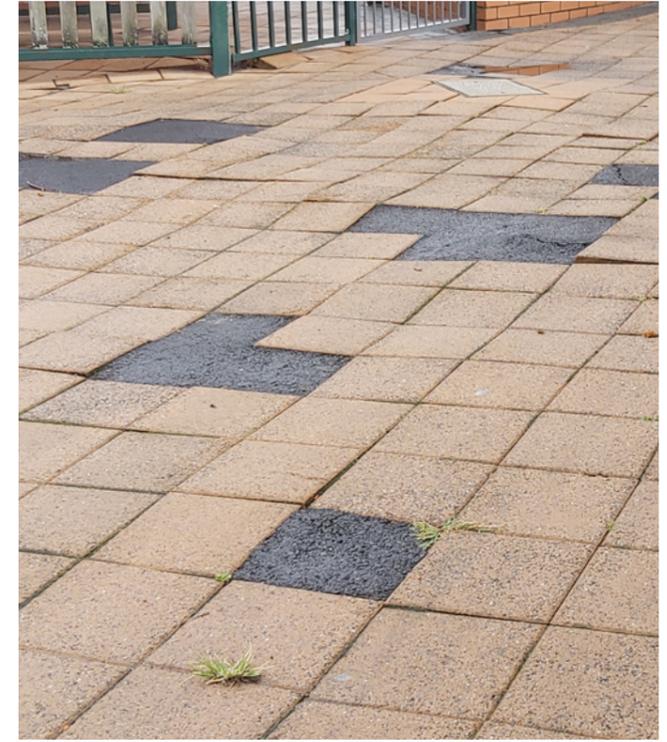
- 01 Poor accessibility
- 02 Equipment approaching end of life
- 03 Trees constrain the site
- 04 Visual Appeal (Multitude of bins)
- 05 Problematic paving
- 06 Failing retaining walls
- 07 Closed edges to Woy Woy town centre
- 08 Playground provides minimal play opportunities for children of all ages and abilities
- 09 Multiple fencing makes the space feel cluttered and uninviting
- 10 Existing Swamp Cypress tree creates multiple trip hazards with paving upheaval



Poor accessibility to playground



Problematic paving and drainage issues



Paving upheaval due to tree roots



Failing retaining walls



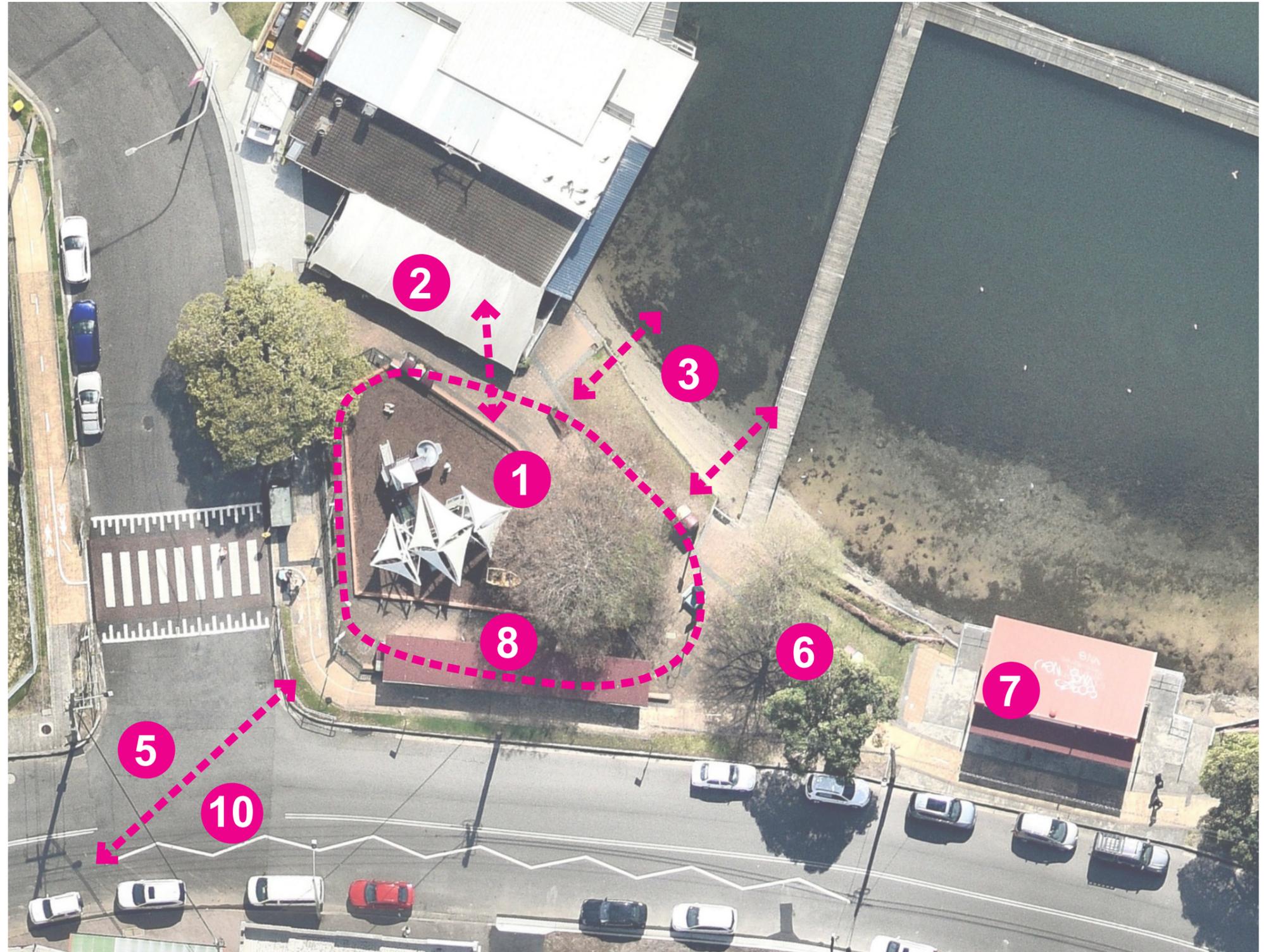
Multiple fencing and accessibility issues



Multitude of bins

Opportunities

- 01** Create a central space with active edge and fluid movements across the whole area
- 02** Create a flexible & adaptive space with good connections to local attractions
- 03** Connect park to the waters' edge
- 04** Create a safe, inclusive and welcoming space for all the community
- 05** Connect to the Woy Woy Town Centre
- 06** Additional green space softens the spatial experience
- 07** Provide new or renovated and accessible amenities that feel safe
- 08** Create a flexible space that can cater to different activities and encourages community gathering for both play and public enjoyment
- 09** Create a space that caters for all abilities including parents and carers that follow the 'Everyone can Play' principles
- 10** Reinforce the relationship with all nearby businesses in the town centre and on the waterfront



03

Design
Principles

Design Principles



Public Realm and Play

Create a dynamic and flexible space that activates this important corner in Woy Woy and creates a sense of destination. Prioritise connections to other local attractions and provide ample shade seating and appropriate services and facilities that encourage the whole community to spend time for socialisation and play.



Ecological Sensitivity

Using local durable materials in the project will help to reinforce and strengthen the Woy Woy unique local character and help reduce costs and embodied energy. Providing additional planting will increase shaded canopy coverage and help lower the ambient temperature.



Safety and Operation.

Create a functional space with accessible walkways and amenities that connect to its surrounding. Deliver a space that allows for easy cleaning, maintenance and operations.



Access For All

Promoting the importance of accessibility for all abilities and ages to ensure a safe and enjoyable user experience. Address the edges of the site and provide access that promotes safe entry to the park facilities.

04

Landscape Design Concepts

Concept Plan 1

No Fall Play - Retain existing playspace footprint



- 1 Existing water edge
- 2 Woy Woy Fishermen's Wharf
- 3 Existing Camphor Laurel tree
- 4 Sculptural nature play (refer to images)
- 5 Seating
- 6 Existing swamp cypress x2
- 7 Turf area
- 8 Existing cycle/footpath
- 9 Existing amenities
- 10 Existing shade shelter with picnic tables



Concept Plan 1 - Precedents



Concept Plan 2

Pirate themed play - a smaller footprint than existing to exclude tree roots



- 1 Existing water edge
- 2 Woy Woy Fishermen's Wharf
- 3 Existing Camphor Laurel tree
- 4 Pirate themed play structure (fenced)
- 5 Seating
- 6 Existing swamp cypress x2
- 7 Turf area
- 8 Existing cycle/footpath
- 9 Existing amenities
- 10 Existing shade shelter with picnic tables
- 11 Hammock swings



Concept Plan 2 - Precedents



Concept Plan 3

Traditional play - Larger than usual playspace due to removal of Swamp Cypress tree



- 1 Existing water edge
- 2 Woy Woy Fishermen's Wharf
- 3 Existing Camphor Laurel tree
- 4 Wave themed play structure
- 5 Seating
- 6 Existing swamp cypress
- 7 Turf area
- 8 Existing cycle/footpath
- 9 Existing amenities
- 10 Existing shade shelter with picnic tables
- 11 Slide
- 12 Stepping stones
- 13 Inclusive saucer/spinner
- 14 Mounds/Sculptural play elements
- 15 Proposed shade trees
- 16 Removal of Swamp Cypress



Concept Plan 3 - Precedents

