

Cootamundra Gundagai Regional Council
Sherwood Forest Masterplan
Community Consultation Summary Report



SALA4D

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Thanks to all the community members and local schools who generously gave their time to participate in the community consultation events; we look forward to receiving ongoing input into the design process.

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1.0 Masterplan Purpose

The Sherwood Forest Masterplan will be the guiding document for investment by Cootamundra Gundagai Regional Council in the park and its environs over the next 10 years, to cater for the existing and future needs of the community.

The Masterplan development process will deliver a design report, including an itemised cost estimate, that can be used for planning and scheduling works. The design report also provides Council and the community with a tool for applying for grants to deliver the Masterplan proposals.

This Community Consultation Summary report details the process undertaken in developing the masterplan and list of projects, providing clarity to residents, businesses and Council staff in their joint participation in planning and delivery.

The first step is to identify the Values of the community and, from that, determine what the Guiding Principles for Design will be.

2.0 Design Foundation

2.1 Community Consultation Process

Community consultation is the first step in the design process, used to elicit the needs and aspirations of the people that live in Gundagai; the values described by the community become the guiding principles for the design.

Council is particularly aware of the importance of community consultation in ensuring a project responds effectively to community needs and will therefore have enduring acceptance and value for the region.

The sala4D team conducted two community workshops: the first on Wednesday 23 February at 7pm; and the second an in-town pop-up event on Thursday 31 March at the entrance of the IGA from 10am to 2pm.

To ensure a wider demographic was captured, the community consultation image value exercises, as discussed further in section 2.2.2, was issued to the local schools for students to participate.

Notes from all elements of the consultation are detailed in the following section, including a range of exercises that are designed to understand the community at a deeper level. The information gathered through this process is critical in the development of the design elements for Sherwood Forest, as it gives the sala4D team a sound background on which to build a design that works for the community that will use it most.



Community consultation workshop.

2.2 Community Design Values

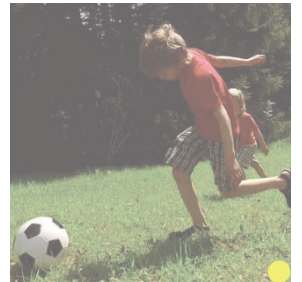
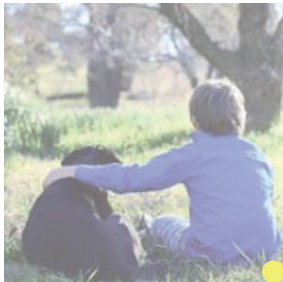
2.2.1 Image Values

sala4D carried out a series of image page exercises designed to uncover subconscious preferences, free from the burden of vocabulary. The image page exercise results are shown on the next few pages and revealed the following ideals from participants. (The yellow dots represent adult participants and the orange represent school children.)

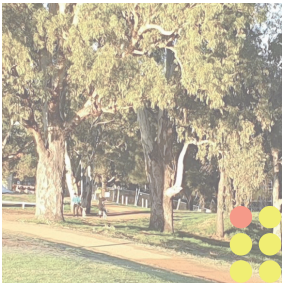
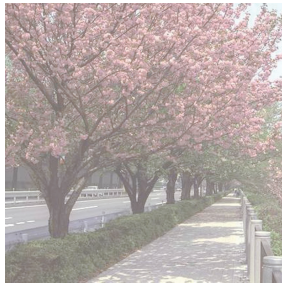
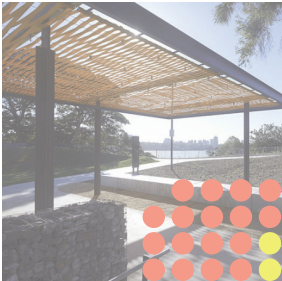
- Activity (what you can do): a desire for
 - Walking through colourful planting
 - Playing in nature (nature play-based activities)
 - Picnicking and sitting
- Activity: no desire for
 - Structured open space activities
- Design and Aesthetic (what it looks like): a desire for
 - Pathway through a tree parkland
 - Modern structures (mostly selected by school children)
 - Exotic forest
 - Colourful planting (mostly selected by adults)
- Design & Aesthetic: no desire for
 - Highly sculptural landscape or furniture

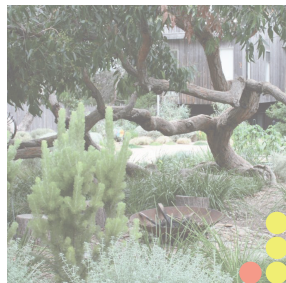
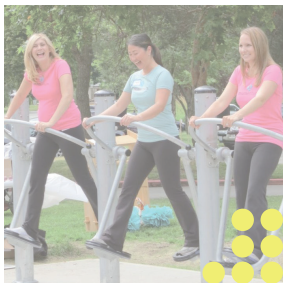
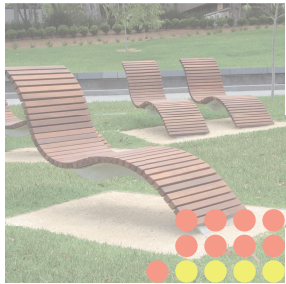
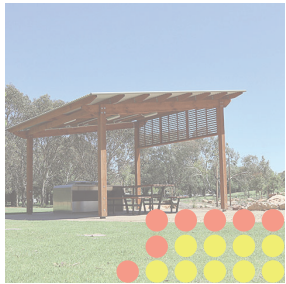
- Amenity (what it provides): a desire for
 - Picnic facilities
 - Well lit pathways
 - Pathways through shady trees
 - Youth equipment (mostly selected by school children)
- Design & Aesthetic: no desire for
 - Large native shrubs, but trees

These results reinforce the importance of the forest to the community, with a desire to replace it and to be able to spend time in it.



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2.2.3 SWOT Analysis

An important part of consultation is a site SWOT analysis, identifying strengths, weaknesses, opportunities and threats for the park. The comments taken during these conversations are provided on the SWOT Analysis plan on the following page. Not many people had many comments to make other than how much they like the forest and how they hold fond memories of it from their youth.

The main results from the consultation SWOT analysis, combined with on-site analysis and comments from various stakeholders are:

- The park is highly valued for its close proximity to the town centre
- The shade is one of the parks greatest assets
- The park provides a space for the youth to 'hand-out'
- Keep the park simple
- The community love the forest
- Morleys Creek should be rehabilitated and enhanced
- The site provides important cultural history to the local area, former cattle yards, and there is a desire for this history to be interpreted through signage



3.0 Principles for Design

3.1 Guiding Principles for Design

Based on the findings from the community consultation, the following guiding principles have been developed for use in the design of the Sherwood Forest Masterplan. They form a useful rationale that grounds the project in the values of the community and provides a basis for future design stages.

Guiding principles:

- **WALKING:** Provide colourful planting for walking through
- **PLAYING:** Provide opportunities for nature play
- **PICNICKING:** Provide picnic facilities for picnics and sitting
- **PATHWAY:** Create a pathway through a forest
- **MODERN:** Use modern structures
- **EXOTIC PLANTING:** Plant an exotic forest and colourful planting
- **PICNIC FACILITIES:** Provide picnic amenity and furniture
- **PATHS:** Provide shade covered and well lit pathways
- **EQUIPMENT:** Provide youth equipment

4.0 The Landscape Masterplan

The draft Masterplan will be developed by sala4D using the Guiding Principles for Design, other design requirements and best practice urban design methods. The Masterplan will then be presented to Council for review by council staff and Councillors.

The draft Masterplan will then be left with the community for comments to be received over the course of a month through the public exhibition period, then compiled and incorporated into a final Masterplan.

5.0 Project List

A list of projects will be developed as part of the Masterplan. These will be included in the final design report and finalised Masterplan.



WALKING

Provide colourful planting for walking through



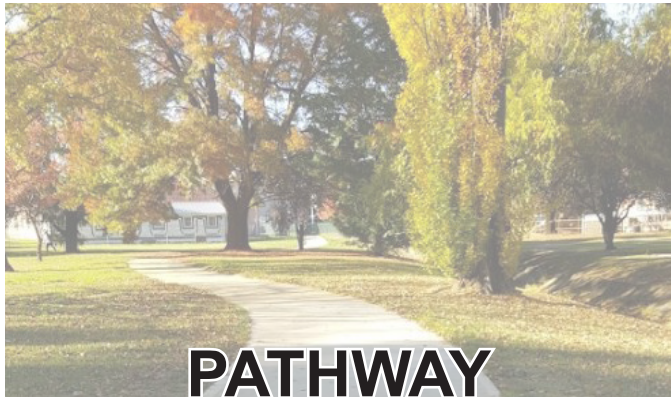
PLAYING

Provide opportunities for nature play



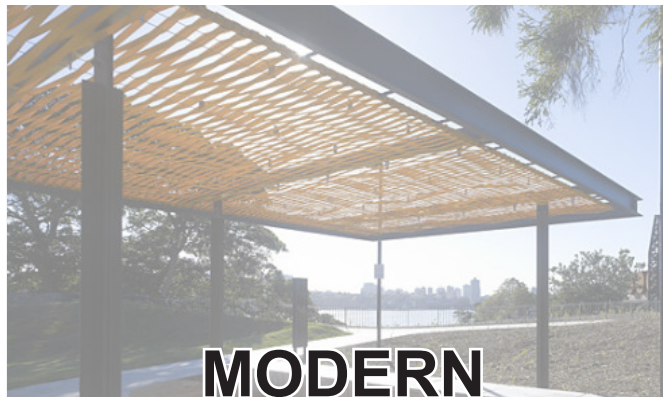
PICNICKING

Provide picnic facilities for picnics and sitting



PATHWAY

Create a pathway through a forest



MODERN

Use modern structures



EXOTIC PLANTING

Plant an exotic forest and colourful planting



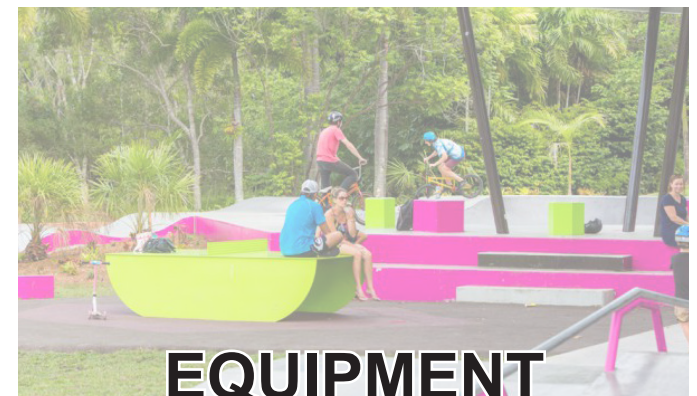
PICNIC FACILITIES

Provide picnic amenity and furniture



PATHS

Provide shade covered and well lit pathways



EQUIPMENT

Provide youth equipment