



City Wide Attraction - Glenthorne National Park

Originating Officer	Open Space and Recreation Planner - Rebecca Deans
Corporate Manager	Manager City Activation - Greg Salmon
General Manager	General Manager City Development - Ilia Houridis
Report Reference	GC200609F02

Confidential



Confidential Motion

That pursuant to Section 90(2) and (3)(d) (i) and (ii) of the Local Government Act 1999, the Council orders that all persons present, with the exception of the following persons: Adrian Skull, Ilia Houridis, Tony Lines, Sorana Dinmore, Kate McKenzie, Jaimie Thwaites, Rebecca Deans, Greg Salmon, Renee Pitcher and Craig Clarke, be excluded from the meeting as the Council receives and considers information relating to the *City Wide Attraction - Glenthorne National Park*, upon the basis that the Council is satisfied that the requirement for the meeting to be conducted in a place open to the public has been outweighed by the need to keep consideration of the matter confidential given the information relates to commercial information of a confidential nature and the disclosure of which would be contrary to the public interest.

REPORT OBJECTIVE

The purpose of this report is to seek Council endorsement to work in partnership with the Department for Environment and Water (DEW) to construct a City Wide Attraction playground at Glenthorne National Park, in particular the Glenthorne Hub.

EXECUTIVE SUMMARY

A Playground Policy (Appendix 1) was endorsed in 2017, identifying a City Wide Attraction as part of the hierarchy of playgrounds that could be built within the City of Marion.

The policy defines a City Wide Attraction as a space that attracts city wide visitors and tourists. The space will offer a unique play and recreation opportunity that celebrates the City of Marion sense of place in addition to offering environmental benefits through the enhancement of natural landscapes. A City Wide Attraction will be aligned to a placemaking opportunity facilitating economic development, community capacity building and stewardship.

A feasibility study to determine potential sites within the City of Marion to construct a City Wide Attraction was discussed at an Elected Member Forum in November 2019.

Three sites were identified, including Glenthorne National Park, which enabled an opportunity to partner in the development of a City Wide Attraction. The other potential sites were Hessing Crescent Reserve and Majors Road.

DEW have undertaken extensive community consultation to enable Glenthorne Farm to be opened to the public and provide services for a City Wide Attraction. They are now ready to begin the design process for the playground, and correspondence from Minister Speirs indicates that they require formal clarification of the City of Marion involvement by June 30th.



In April 2020, Council endorsed the draft 2020/21 Annual Business Plan and draft Long Term Financial Plan for public consultation. The City Wide Attraction was identified as a new initiative within this report including a funding contribution of \$2m. The amount is to be funded through the Reserve Fund as a once off contribution. (GC200428R11).

A project brief had been drafted (Appendix 2) proposing roles and responsibilities within the project.

RECOMMENDATION

That Council:

1. **Endorse a partnership with State Government to construct a \$4.0 million City Wide Attraction playground at Glenthorne National Park.**
2. **Endorse investment via grant of \$2 million towards the construction of the City Wide Attraction, with a funding deed subject to:**
 - a. **Confirmation by the State Government of the project progressing and a matched \$2 million commitment;**
 - b. **Acceptance of the terms and conditions of the City of Marion funding deed.**
3. **Notes a matching commitment from the State Government towards the Nature Play Area (Glenthorne Hub) and immediate surrounding facilities.**
4. **In accordance with Section 91(7) and (9) of the Local Government Act 1999 the Council orders that this report, *City Wide Attraction - Glenthorne Park*, the minutes and any associated appendices arising from this report having been considered in confidence under Section 90(2) and (3)(d) of the Act, except when required to effect or comply with Council's resolution(s) regarding this matter, be kept confidential and not available for public inspection for a period of 12 months from the date of this meeting. This confidentiality order will be reviewed at the General Council Meeting in December 2020.**

Liveable:	Creating more opportunities for residents to enjoy recreation and social interaction
Valuing Nature:	Improving opportunities for people to play in open spaces and interact with nature
Engaged:	Improving a community lead initiative
Innovation:	Consideration will be given to using technology to better engage with our community and seek feedback
Prosperous:	Providing for increased visitation to the City of Marion
Connected:	Providing opportunity for social interaction
Opportunities:	Development of a partnership to progress a City Wide Attraction
Additional Resource	No additional resources are required

Impact

Proposed Future Budget Allocation: \$2m funded from the Reserve Fund as a once off contribution

Whole of Life Costs: Whole of life costs will be the responsibility of DEW

Other Funding Sources: Partnership with DEW

DISCUSSION

The attached draft Glenthorne National Park brief proposes what is expected from each partner from the project, should Glenthorne National Park be the preferred site for a City Wide Attraction.

Staff recommend that Council seek the following from the project:

- Being a active member of the project control group
- Be integral in the development of preferred materials selection and design palette for playground elements, including attendance of design or stakeholder meetings
- Consultation with Council (including Executive and Elected Members) and Community stakeholders on playground options
- Be integral in developing the design including equipment choice and landscape design
- Be integral in value management to achieve solution within budget constraints
- Council approval of final design prior to calling for tenders for construction
- Review of tender documentation prior to call for tender
- Evaluation panel member for call of public tender and selection of contractors
- Attend site meetings as a member of the Project Control Group.

The types of facilities required from a City Wide Attraction have been endorsed within the Playground Policy and include:

- Extensive play equipment ie swings, slide, combination system, climbing structures, nature play
- Opportunity for site specific play elements
- Soft fall including rubber
- Seats, multiple picnic facilities, BBQ, drink fountains
- Vegetation amenity plantings including adequate plantings for shade
- Pathways, including civil
- Shade and Shelter. Potential for artificial shade over play equipment
- Amenity landscaping and large turf area for a kick about pending on site constraints
- Multi-purpose courts
- Car parking / storm water works
- Integrated Public art
- Lighting
- Toilets

The suitability of each element will be considered against the goals and context of the Glenthorne site.

Staff recommend that DEW should be responsible for:

- Implementation and coordination of a Project Control Group to manage the design and construction of the playground. This group is to involve a member(s) of the City of Marion Project Management team.
- Overseeing the budget, expenditure and financial and Ministerial reporting
- Seeking all relevant approvals to facilitate the construction of the playground
- Community and stakeholder consultation
- Procurement, engagement and contract management of consultants and contractors
- Construction of the playground
- Consult with the City of Marion about any variations to the design of the playground during delivery
- Maintenance and upkeep of the playground throughout its life cycle

Furthermore a funding deed from the City of Marion will require :

- An acquittal process that DEW must report on,
- A City of Marion sign to be displayed during construction at the site, so people can see that Council are the co-investor,
- References as an equal funding partner in all media and that Council are part of sod turning and opening event with the City of Marion acknowledged on the site plaque.

The City of Marion has delivered an extensive network of playgrounds at a local, neighbourhood and regional level, investing \$1.2m to deliver 7 new playgrounds in 2019/20 and will deliver 9 new playgrounds at \$1.7m in 2020/21.

This City Wide Attraction will add to our significant network of community infrastructure. For this initiative, as a result of our strong financial position, we are able to invest via a grant to the State Government to provide the much needed capital this project needs. The playground will be delivered in the State Government's Glenthorne National Park. This partnership structure will provide a unique piece of infrastructure for the City of Marion and attract interest from across the State, but will provide no operating cost impact to the Council and its Long Term Financial Plan. It further contributes to much needed stimulus in the community in addition to the significant capital program currently being delivered by Council.

Like the BMX and Soccer projects on Majors Road, the Glenthorne Playground will build on the strong strategic and project partnership that has been developed between Council and the State Government.

Attachment

#	Attachment	Type
1	Appendix 1 - Playground Policy	PDF File
2	Appendix 2 - Draft Glethorne National Park Playground Brief	PDF File

Playground Framework Policy



1. POLICY STATEMENT

This policy sets out how the City of Marion provides for accessible and safe play environments that contribute to physical, mental, emotional and social development.

2. CONTEXT

Play is a fundamental and vital part of physical, mental, emotional and social development and a primary element through which life skills are learned. As a provider of public places dedicated to play, the City of Marion has an integral role in ensuring accessible and safe environments are provided to support developmental needs and community wellbeing.

In this context the City of Marion owns and maintains approximately 100 playgrounds that include elements for a range of play experiences (including play equipment, nature play, informal sporting facilities, fitness equipment) and associated amenities (including seating, shelters, barbecues, fencing, toilets, pathways).

The City of Marion considers that across the City one playground per 1,000 people is ample provision of playgrounds.

This policy will be supported by operational systems and processes to ensure efficient delivery and long term sustainability of playground provision and management across the City.

This Policy is a component of a Playground Framework comprising:

1. Policy (including hierarchy)
2. Service Levels
3. Prioritised Works List
4. Project Methodology

The Playground Framework program will be supported by operational systems and processes to ensure the efficient delivery for capital, renewal and maintenance works.

3. VISION

The City of Marion will be recognised for its equitable and sustainable provision and management of accessible, diverse, creative, innovative, safe, high quality and fun playgrounds that contribute to developmental needs and are places that encourage community interaction, understanding and wellbeing.

Playground Framework

Policy



4. PRINCIPLES

The following principles will guide the City of Marion's planning, development and management of playgrounds:

Accessible & Diverse

- Playgrounds and associated facilities and amenities will cater for a range of abilities and needs
- Playground designs will be stimulating and fun to enable play environments within each community
- Playgrounds will be provided within walking distance (approximately 500m or averaging provision of one playground per 1,000 residents), where possible, of every residence, taking pedestrian barriers into account.
- The location and design complexity of playgrounds that are located in the open space network will be guided by the Open Space Hierarchy for the City of Marion

Creative, Innovative & Fun

- Playgrounds will be designed to provide a high play value, incorporating:
 - Challenging and fun physical play
 - Stimulating cognitive play
 - Free and creative play
 - Opportunities for social and interactive play
 - Integrated associated facilities (such as seating, pathways, shelters)
- Playgrounds will be designed to encourage child development through the four types of play, which are:
 - Individual or quiet play
 - Social play
 - Active play
 - Cognitive and creative play

Safe & Sustainable

User safety will be a high priority in the location, design and management of playgrounds which is undertaken in line with the Australian Standards: but we accept that taking calculated and graduated risks at play is essential for good physical and mental development

Playground equipment will be renewed at the end of its useful life (approximately 20-25 years)

Community Engagement

- The community will have opportunities to comment on proposed playgrounds and their views will be considered.

Playground Framework

Policy



5. POLICY SCOPE

The scope of this policy pertains to all publicly accessible playgrounds on land owned and under the care, control and management of the City of Marion.

6. IMPLEMENTATION

A Standardised Palette approach will be utilised to guide the design of local and neighbourhood hierarchy playgrounds. Regional and City Wide Destination playgrounds will be designed as high quality destinations responsive to Council and resident needs and can utilise equipment outside of the palette as required.

7. SERVICE LEVELS

Council has set out appropriate service levels in the document Playground Framework: Service Levels which guide the implementation of this policy.

8. HIERARCHY

The Playground hierarchy describes the level of playgrounds and types of facilities that may exist within the playground and include definitions and user catchment distances for hierarchies. These are to be used as a **guide** in the provision of playground planning and may be subject to other considerations as they arise such as topography, major barriers including major roads, drains and rail lines.

As a guide, playgrounds will be provided within approximately 500m walking distance to dwellings and work places or will average provision of one playground per 1,000 residents.

Playground Framework

Policy



Local Level

Categories	Description
Purpose	Local Level playgrounds primarily cater for people living and working within walking distance. These spaces are less developed with limited play equipment. They provide environmental value through urban heat mitigation, contributing to biodiversity, and improving air quality.
User Catchment	Distributed within approximately 500m walking distance to dwellings and work places.
Types of facilities	May include: Minimal park furniture and amenities, including at least one seat, Pathways for accessibility, Minimal formal play equipment and/or nature play design with limited irrigated grass, provision of adequate shade through plantings, water sensitive urban design landscaping.

Neighbourhood Level

Categories	Description
Purpose	Neighbourhood Level playgrounds will be of a higher quality with a diversity of character in good locations that cater for one or more suburbs. Due to the broader scale of facilities people can use these playgrounds for extended periods of time. They provide similar environmental value as Local Level playgrounds.
User Catchment	Distributed within approximately 750m distance to dwellings and work places. Serves surrounding suburbs and is generally within walking or cycling distance, but some may drive.
Types of facilities	Sporting and recreation facilities for unstructured sport, park furniture and amenities including at least one seat, pathways for accessibility, diverse opportunities for play for a range of ages, shelter and natural shade with consideration of shade over playground equipment, water sensitive urban design landscaping, limited irrigated grass.

Regional Level

Categories	Description
Purpose	Regional Level playgrounds are large, high quality destinations that have broad appeal and attract visitors and local community members alike. They offer unique play and recreation opportunities and offer environmental benefits through the enhancement of natural landscapes.
User catchment	Distributed within approximately 1.5km distance to dwellings and work places. Large catchment serving residents citywide and regionally. These open spaces can be used for long periods of time.
Types of facilities	Sporting and recreation facilities for unstructured sport, diverse opportunities for play for a range of ages, playgrounds that are unique and complex for a range of ages and abilities, park furniture and amenities including public toilets and seating, Shade and shelter with consideration of shade over playground equipment, pathways for accessibility, water sensitive urban design landscaping, irrigated grass, public art, off-road car parking

Playground Framework

Policy



City Wide Attraction

Categories	Description
Purpose	A space that attracts city wide visitors and tourists. The space will offer a unique play and recreation opportunity that celebrates the City of Marion sense of place in addition to offering environmental benefits through the enhancement of natural landscapes. A City Wide Attraction will be aligned to a placemaking opportunity facilitating economic development, community capacity building and stewardship.
User catchment	Large catchment serving residents city wide and state wide tourists. A City Wide Attraction will cater for a diversity of users from passive recreation, family picnics, and community group gatherings to larger events.
Types of facilities	A City Wide Attraction is likely to include play equipment of various forms inclusive of custom iconic play pieces, nature play, experiential features, toilets, car parking, lighting and amenities such as picnic tables and shelters, shade structures with consideration of shade over playground equipment, BBQ's and public art. A City Wide Attraction would cater for all ages and abilities, providing amenities to enable long stays.

9. DEFINITIONS

Playground

'Playground' refers to a space that can be utilised for the purposes of formal, informal, active and passive play as well as the provision of any associated facilities and amenities.

Play Value

'Play Value' is the extent to which a child's physical, mental, emotional and social developmental needs are met through the provision of a 'playground'.

Nature Play

'Nature Play' provides opportunities for unstructured, open ended and self-directed play, allowing for freedom to roam seeking adventure and exploration which inspires creativity and imagination inspired by nature.

Open Space Hierarchy

The hierarchy categorises open spaces from local to state levels to indicate user catchments, guide equitable distribution, and standards for the provision of facilities such as playgrounds, picnic amenities, pathways, public toilets.

Playground Framework Policy



RELATED DOCUMENTS

This policy links with the following current documents:

South Australian Government

- Local Government Act 1999
- Development Act 1993
- South Australian Planning Strategy
- Development Regulations (e.g. fencing)
- South Australian Public Health Act 2011
- Crime Prevention Through Environmental Design, Attorney-General's Department

City of Marion

- Playground Service Levels
- Community Vision – Towards 2040
- Strategic Plan 2017-2027
- Business Plan 2016-2019
- Open Space Policy
- Walking and Cycling Strategy
- Tree Management Policy & Framework
- Irrigation Management Plan
- Asset Management Policy & Plans
- Risk Framework
- Community Engagement Policy

Other

- Australian Standard for Playground Equipment 4685:2014 Parts 1 - 6
- Australian Standard for Playground Surfacing 4422:2016
- Play Australia's "Getting the Balance Right: Risk Management for Play" 2016

Policy Name and version no.	City of Marion Playground Policy - V1.1
Last update	12 December 2017
Last Council review (report reference)	GC121217R01
Next review due	
Responsibility	Team Leader, Open Space and Recreation



PROJECT BRIEF

Project	City Wide Attraction – Glenthorne National Park playground
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PART B – PROJECT BRIEF

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DRAFT

City Wide Attraction – Glenthorne National Park Playground

Project Brief

May 2020

INTRODUCTION

The new Glenthorne National Park with Glenthorne property as its 'Hub' will become a world-class destination that will benefit the environment, protect our shared heritage and become a vitally important asset to surrounding communities.

Creating Glenthorne National Park is a once-in-a-lifetime opportunity to weave together a series of protected places and add the former Glenthorne Farm to the heart of the precinct. The outcome will be around 1,500 hectares of precious open space, planned and preserved for people and wildlife to thrive within. Glenthorne National Park will make a significant contribution to Adelaide's green open space and will provide opportunities for recreation, environmental and cultural protection, restoration and interpretation.

Located in the heart of the southern suburbs approximately 18km from Adelaide's CBD, Glenthorne National Park will incorporate existing well established parks managed by the Department for Environment and Water (DEW) including Marino Conservation Park, Hallett Cove Conservation Park, O'Halloran Hill Recreation Park as well as Happy Valley Reservoir (managed by SA Water), and the Glenthorne property.

The City of Marion proposes to partner with DEW to create a City Wide Attraction playground within the heart of Glenthorne National Park.

Background

At the Council meeting in June 2016, the following resolution was supported.

1. Refer the Destination Playspace project to be considered as part of the Open Space and Recreation Strategy review.
2. Endorse Option 1 with resource allocation costing up to an additional \$40,000 to deliver the Destination Playspace investigation 2019/20.

Since this meeting, a Playground Framework has been endorsed which identifies a destination playground as a City Wide Attraction (CWA)

This preliminary investigation into a City Wide attraction enabled due diligence on site assessment and feasibility.

Three sites were shortlisted that were feasible to construct a City wide attraction

- Hessing Crescent Reserve
- Glenthorne Farm
- Majors Road BMX

It was recommended that talks commence with DEW to partner in building a City Wide Attraction as part of their Glenthorne National Park project. These talks have indicated a strong desire from DEW to work together to deliver a nature play style playground, in line with the CoM City Wide Attraction.

PART B – PROJECT BRIEF

City Wide Attraction

Within the endorsed Playground Policy for City of Marion the Playground hierarchy describes the level of playgrounds and types of facilities that may exist within the playground and include definitions and user catchment distances for hierarchies. These are to be used as a **guide** in the provision of playground planning.

The City Wide Attraction is described below.

Categories	Description
Purpose	A space that attracts city wide visitors and tourists. The space will offer a unique play and recreation opportunity that celebrates the City of Marion sense of place in addition to offering environmental benefits through the enhancement of natural landscapes. A City Wide Attraction will be aligned to a placemaking opportunity facilitating economic development, community capacity building and stewardship.
User catchment	Large catchment serving residents city wide and state wide tourists. A City Wide Attraction will cater for a diversity of users from passive recreation, family picnics, and community group gatherings to larger events.
Types of facilities	A City Wide Attraction is likely to include play equipment of various forms inclusive of custom iconic play pieces, nature play, experiential features, toilets, car parking, lighting and amenities such as picnic tables and shelters, shade structures with consideration of shade over playground equipment, BBQ's and public art. A City Wide Attraction would cater for all ages and abilities, providing amenities to enable long stays.

Endorsed service levels guide the types of facilities that may be constructed within a City Wide Attraction:

- Extensive play equipment ie swings, slide, combination system, climbing structures, nature play
- Opportunity for site specific play elements
- Soft fall including rubber
- Seats, multiple picnic facilities, BBQ, drink fountains
- Vegetation amenity plantings including adequate plantings for shade
- Pathways, including civil
- Shade and Shelter. Potential for artificial shade over play equipment
- Amenity landscaping and large turf area for a kick about pending on site constraints
- Multipurpose courts
- Car parking / storm water works
- Integrated Public art
- Lighting
- *Toilets

Service levels are site dependent and should respond to site conditions.

DEW have expressed a desire that the playground be a nature play style playground and that there is no need for multipurpose courts or large kick about areas within the development.

Project Vision and Objectives

A City Wide Attraction at Glenthorn National Park will provide a high quality, unique play area at the heart of the national park that will attract residents and tourists.

The following aspects are visioned:

- Nature play style playground similar to Mukanthi playspace at Morialta Conservation Park
- A City Wide Attraction that attracts local residents and tourists
- A play area that reflects the site history

SCOPE OF WORK

The City of Marion requires the following from the **playground design**

- Palette of natural materials
- Iconic Elements with a WOW factor
- Accessible elements
- Transition to nature play areas from the picnic area
- Use of the hill and mature trees
- Interpretive, imaginative elements relating to the history of the site
- Design to include a transition from toddler play to more challenging destinations Signage reflecting the partnership with City of Marion

The City of Marion requires the following from the **project**

- Being a active member of the project control group
- Be integral in the development of preferred materials selection and design palette for playground elements, including attendance of design or stakeholder meetings
- Consultation with Council (including executive and Elected Members) and Community stakeholders on playground options
- Be integral in developing the design including equipment choice and landscape design
- Be integral in value management to achieve solution within budget constraints
- Council approval of final design prior to calling for tenders for construction
- Review of tender documentation prior to call for tender
- Evaluation panel member for call of public tender and selection of contractors
- Attend site meetings as a member of the Project Control Group.

DEW will be responsible for

- Implementation and coordination of a Project Control Group to manage the design and construction of the playground. This group is to involve a member(s) of the City of Marion Project Management team.
- Overseeing the budget, expenditure and financial and Ministerial reporting
- Seeking all relevant approvals to facilitate the construction of the playground
- Community and stakeholder consultation
- Procurement, engagement and contract management of consultants and contractors
- Construction of the playground
- Consult with the City of Marion about any variations to the design of the playground during delivery
- Maintenance and upkeep of the playground throughout its life cycle

SCOPE OF SERVICES

Project Managerment Team

PART B – PROJECT BRIEF

The City of Marion will - be key members of the Project Control Group and provide the following team members within the project management team:

- CoM Landscape Architect
- CoM Open Space Planner

This team will partner in the development of the design and ensuring that the overall design meets the Council's Project Requirements.

This team shall be the point of communication for any project requirements with Council. This will ensure a coordinated approach to design matters and prevent inappropriate communication.

City of Marion will expect

- Reporting of progress on a monthly basis during design and construction in a format to be agreed with the Project Control Group
- To assist with the design and documentation program within agreed milestones including the presentation of a detailed documentation program showing documents to be produced.

The Project Management team will participate if required, in a Risk and Value Management Workshop facilitated by a Cost Manager to be undertaken at appropriate phases during the Project (assumed at 90% design development and at contract documentation) to assist in the overall management of costs and also to provide assurance that the project is delivering optimum value for money.

Milestones

Proposed key milestones would include:

- Concept design and Council 'sign-off' (HOLD Point for Council approval)
- Design Development
- Development Plan (Planning) Consent if required
- Construction Tender
- Contractor lump sum submission (HOLD Point, to review submitted price)
- Contract Award
- Construction start, Practical Completion, Final Completion at end of DLP.

PROJECT DESIGN AND CONSTRUCTION

The following phases describe the project design and construction undertaken by contractor/s, under the management of the Project Control Group.

The council Project Management Team will provide assistance to the Project Control Group with the following phases.

Phase 1 Concept Design

The outputs of the concept design phase include:

- Final concept plans including equipment and landscape plan
- Indicative Elevations
- Indicative structural, civil layouts
- Final design brief.
- Project estimate
- Undertake the Council and DEW stakeholder group consultation process as outlined in project timeframe schedule.

PART B – PROJECT BRIEF

- Resolve any technical and design alternative issues.
- Obtain all relevant client approvals (unless specifically noted otherwise).

Phase 2 – Design Development

The outputs of the design development phase include:

Undertake the consultation process as outlined in project timeframe schedule.

- Confirm the playground placement, adjacent landscape and civil works
- Complete design drawings and technical reports necessary to confirm the proposed Design.
- Develop the design to the requirements of the selected Concept Design, Project Brief and site investigations.
- Materials palette and precedent imagery submission
- Ensure design meets Australian Standards with an independent design audit.

Period for processing of application by SCAP, responses to any representations or query from authorities. An 8- 12-week approval process, planning submission prepared in consultation with Council Planner.

- Complete a preliminary ESD assessment and prepare an ESD design initiatives list.
- Undertake a Safety in Design review.

Budget

Complete a Cost Estimate of the Developed Design including all allied costs, including consultant fees, statutory fees and contingencies. Funding of up to \$XXX has been secured for this project.

Phase 3 – Contract Documentation and Development Approval

The outputs of this phase include:

- Design documented to 100%
- Complete the detailed design documentation to the requirements of the approved developed design, Project Brief and site investigations.
- Attend up to 3 Stakeholder meetings to facilitate the completion of final documentation
- Cost estimate prepared 70% and 100% documentation
- Liaise with the Project Control Group to produce an overarching project programme.
- Documentation is to be to 100% complete overall, including:
 - 100% structural drawings and specifications.
 - 100% civil works drawings and specifications..
 - 100% landscape design.

Development Approval

Evidence of a Planning Consent, Development Approval.

Budget

Complete a Pre-Tender Cost Estimate of the Design Documentation including all allied costs, including consultant fees, statutory fees and contingencies. Brief PM on project detail.

Phase 4 – Construction Tender

- Respond to tenderer queries through DEW contracts team.
- Respond to tender assessment queries by Project Control Group.

PART B – PROJECT BRIEF

- Assist the Project Control Group in the selection of the short list of tenderers and in the evaluation of tenders, assume 2 evaluation meetings, including attendance at interviews of two tenderers teams.
- Building Rules Consent obtained concurrent with tender process. Full Development Approval obtained and Council 'sign-off' for award of Construction Contract.

Phase 5 – Construction

Quality

- Review the Contractor's shop drawings and samples submissions.
- Review Contractor's prototypes where appropriate.
- Review the Contractor's 'As Constructed' drawing submissions.
- Be notified of defects inspections and a PC Defects Inspection and Defects Report
- Attend a monthly Project Steering Group meeting.

Phase 6 – Defects Liability Period

Quality

- To be the responsibility of DEW as the asset owner.

PROCUREMENT MODEL AND PROJECT TIMEFRAMES

It is proposed to use a Traditional Method of project delivery, comprising the following key elements:

Description - The "Traditional" method of project delivery is taken to be where the design is completed to 100%, fully documented and tendered, and where tenderers provide a Fixed Lump Sum price for the scope of works, only to be varied during the course of construction by changes by the Principal, documentation errors or omissions.

Conditions of Contract – The Australian Standard General Conditions of Construction Contract, AS2124 will be used for the construction contracts.

PART B – PROJECT BRIEF

Program of Works

City of Marion involvement in the project is outlined below.

Task	Output	Date
Design tender process release and assessment	Tender documents	
Design team to be appointed	Letter of Award	
Phase 1	<p>Concept design options and cost estimate and Council Sign-off (hold point).</p> <p>Weekly meeting with PCG</p> <p>Allow External stakeholder consultation. This may include consultation with the Kurna and community groups</p> <p>(potentially 2/3 meetings at DEW, Council or onsite)</p>	
Phase 2	<p>Design Development, cost estimate. Allow to present at a CoM Elected Members Forum.</p> <p>Allow for external Stakeholder consultation (potentially 2/3 meetings at DEW, Council or onsite)</p> <p>Weekly meeting with PCG</p> <p>Planning Application and Preliminary Development approval and Council Sign-off (hold point)</p> <p>Attendance at Planning approval meeting</p>	
Phase 3	<p>Contract Documentation & Building Rules Approval Pre tender cost estimate</p> <p>Meetings as necessary with team and PCG</p> <p>Council Sign-off (hold point)</p>	
Phase 4	<p>Construction Tender Including Evaluation of Tenders and Award of Contract. Council Sign-off Attendance at evaluation meeting and potential interview of preferred contractors</p>	
Phase 5	<p>Construction, weekly site meetings and monthly Project Control meetings</p>	
Phase 6	<p>Defects Liability Period (DLP)</p>	

PART B – PROJECT BRIEF

Hold Points

The Principal reserves its rights under the contract to terminate this Contract in the event that the Project cannot be delivered within the project budget in accordance with clause D2 of Annexure Part D of the General Conditions of Contract.

A Mandatory Hold Point will apply at the end of Concept design for approval by PCG.

A Mandatory Hold Point will apply at the end of the Development Plan Consent (Planning) Application. The Hold Point will be released when the Application receives approval. Permission will be granted for documentation to proceed while awaiting Planning Approval.

A Mandatory Hold Point will apply at the pre-construction cost estimate. The Hold Point will be released when the overall project cost is within the project budget.

A Mandatory Hold Point will apply after the Construction tender assessment regarding the requirement for the tender recommendation to be approved by Council (i.e. the CEO). The Hold Point will be released if the CEO approves the recommendation subject to the construction tender being within the available budget and only if full Development Approval has been received by that time.

REPORTING & TECHNICAL REQUIREMENTS

The consultants will submit a project plan for undertaking the project with their proposal and identify key milestones within the project including;

- Project resource plan
- Return Engagement/consultation program
- Project Safety in Design Audit template to be completed in the design development and contract documentation phases
- It will be expected that the Consultant will report to the Project Control Group on the achievement of each key milestone.
- The Consultant must obtain approval from the Project Control Group for all project scope variations.
- Coordinate presentations to council and stakeholders on project details, reports, concepts and designs.
- The Consultant will appoint secondary consultants and identify the working relationship.
- The Consultant will be responsible for;
 - The integration, coordination and performance delivery of service of all consultants
 - The design of the project within budget
- The Consultant will obtain PCG approval at the completion of each milestone before commencing the next stage.
- The Consultants should obtain all approvals necessary for the project (except where specifically noted otherwise).

REGULATIONS & AUSTRALIAN STANDARDS

The contractor will comply with the requirements and regulations of all legally constituted authorities and obtain all necessary approvals. Unless otherwise specified all materials and workmanship shall comply with Australian Standards and the Building Code of Australia where applicable.

PART B – PROJECT BRIEF

FORMATS & DELIVERY

All documents shall be prepared in the following formats:

All Reports and drawings

Two hard copies, one electronic copy (PDF)

An electronic copy of any Adobe InDesign or desktop published files Drawings

One electronic copy (AutoCAD 2010)

Post construction document set.

BUDGET & INVOICING

Council has committed a level of funding of \$XXX million for this project and DEW has committed a level of funding of \$XXX million.

Consultant fees and all other costs, fees, levies, contingencies, public art, operational start up budgets etc. are to be accommodated within the total project budget. The subsequent budget for architectural fee services is in the order of \$XXX million.

The Contractor shall invoice DEW upon the satisfactory provision of accepted key milestones associated with the completion of the project.

INTELLECTUAL PROPERTY

All intellectual property developed in undertaking of the project shall become the property of DEW.