

Kerikeri Domain – Working Group - Meeting Minutes

26 July 2021 @ 10:30am - JBC Level 2 – Tane Mahuta

ATTENDEES

- CB Lane Ayr (Chair)
- Cllr. Rachel Smith (FNDC)
- Cllr. David Clendon (FNDC)
- CB Frank Owen
- Tanya Heath (minutes)
- Jed Whitaker (Stellar)
- Suzy McCall (FNDC)
- Briar Corbett (FNDC)
- Luke (PlayCo)

APOLOGIES

- CB Dave Hookway-Kopa
- Natalie Donzé (Stellar)
- Benji Potvin (Stellar)
- David Clamp (FNDC)
- Sheryl Gavin (FNDC)
- Jeanette England (FNDC)
- Christine Hawthorn (Landscape Architect)

ATTACHMENTS

Skatepark Images

- KerikericonceptLegend.jpg
- ViewCapturetake2grass6.jpg
- ViewCapturetake2grass13.jpg

MEETING MINUTES – 26 JULY 2021

1. Welcome & apologies

CHAIR: CB Lane Ayr

Motion 1 - that the apologies be accepted.

Moved: CB Frank Owen **Seconded:** All **Carried**

2. Previous Meeting Minutes

Motion 2 - that the previous minutes recorded 12 July 2021 be accepted as true and correct

Moved: Cllr. Smith **Seconded:** All **Carried**

AGENDA ITEMS:

3. Playground Discussion (PlayCo)

Playground

Jed introduced Luke Spratt from PlayCo. Per previous meeting, PlayCo have been awarded contract for the KKE Domain Playground.

Luke (Concept designer) reviewed the concepts (Kerikeri Domain Northland presentation dated 28 06 2021) in more detail. There was an opportunity for the WG to ask questions regarding equipment (maintenance, longevity etc), and for Luke to get an idea of what they should be including or excluding going forward.

The main difference between Concept 1 & 2 is the different central towers, and Concept 2 uses more natural wood material (*Ribinea*)

General design was based on brief, with particular focus on gardening, gathering and outdoor theme.

- Tower is the iconic (wow) piece
 - Based on buckets for gathering food
 - Enclosed for safety
 - Each platform has a Shock Impact Attenuation surface for a soft landing.
- Separate areas for movement play, toddler play, senior play areas, and inter-generational play
 - Flying Fox
 - Swings – green pathway to give accessibility for wheelchairs, crutches etc. Big basket swing for multiple people or someone who needs to be lifted into it
 - Musical flowers and tramps
 - Mound near the centre point. There is a tunnel under the slide
 - Toddler area – picket fence (not fully fenced in design), but good visibility
 - Garden fence is a suggestion (maintenance might be an option)
 - Shade Sails (optional), but good for toddler area
 - Informal seating (boulders – which double as a play element)
 - Pathway through the middle makes for easy access
 - Sand play area
- Traffic flow through and around area – includes a loop, path going through the play areas, a roundabout allowing people to move freely around a central shade tree and seating
 - Visibility from the central seating area for parents to supervise children in the different areas
 - Pathway from central roundabout to the existing toilet block
 - JW to brief Luke on the additional module (disabled access, parent) to the toilet block, and PlayCo to update the design accordingly.

Materials

- Natural (ish) colour palette
 - Galvanised steel posts are powder coated with a clear topcoat to mitigate graffiti.
 - HPL (High Pressure Laminate) which is very strong, and graffiti resistant
 - Polyester rope
 - Plastic slides (general approval that plastic is better than Steel), recyclable
 - Wood chip on ground surface.
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CB Frank Owen advised that the Working Group had previously unanimously decided that of the two options provided, Concept 1 was the preferred option.

General discussion points included:

2 Entry points to the tower to avoid congestion. Additionally, everything is designed to cope with an adult (in event of a stranded child needing assistance by a carer)

Mound over the 2-metre tunnel – to include rock-climbing wall options. Cllr. Clendon sought clarification that there was sufficient distance between it and the tree to allow for root spread. Luke confirmed that was the case.

Pushchair / wheelchair parking for the toddler area. **Action: JW / LS to incorporate into the design.**

Slackline – (low tightrope), **Action: JW / LS to incorporate into the design.**

Where possible, add extra climbing elements.

Sandpit area, concerns raised regarding the potential health and safety issues around animal fouling, and on-going maintenance. A general discussion took place regarding the level of risk of animal access and fouling. While it was acknowledged that there is some risk, the WG agreed that the play benefit is significant and worth revisiting mitigation at a future meeting.

WG agreed it would be a good idea to add a toddler swing in the main swing area. **Action: JW/LS to incorporate in design.**

LA – sought (and received) confirmation that we are not reusing anything from the existing playground. **Action: Community Board to take offline and discuss where it could be repurposed.**

As the equipment comes from Europe LS advised we need contract sign off, deposit (40%) **by early August. Stellar to take offline and progress.**

- DClamp asked for clarification about whether the lead times in the PlayCo programme were typical (and / or verified with the supplier in France). LS said they were confident they could meet the timelines.

Dependencies in other areas of the Domain - ND/BP advised the playground construction doesn't have any conflict or clashes with other areas in the programme.

LA recommended that the **Working Group formally accept the general layout and design of Concept 1** (taking into consideration points raised in today's meeting).

Moved: CB Frank Owen

Seconded: Cllr. Smith

Working Group gives authority to proceed. (No Objections)

4. Project & Programme Update

BP apologised for early release of information regarding the approval of Skatepark design to the Weekender.

Resource Consent

Application submitted. Received the Section 92 questions, responded, resubmitted. Still awaiting response from FNDC, expected next week.

Confirmed we have Building Exemption for the Skatepark, exception is the Skate Ramp (due the height). Stellar to submit a detailed plan of how the skate ramp will be constructed with PS1s / PS2s. Currently in work.

JW advised consent not required for the playground tower as it's been designed with enclosed 'baskets' to prevent falls.

Demolition

Project team need to take ownership prior to demolition.

- Fencing to go up in advance of demolition, and
- Decommissioning of the skate ramps (Dave Crabb to assist with decommission)

Demo is scheduled to begin mid-August, however we have yet to finalise procurement and award the contract (due next week) and *subject to Tender Panel Approval*.

Skatepark

JW confirmed the Skatepark is approximately 25% larger than the current one, and that some of the elements of the Skatepark are above ground level (as opposed to below).

ND confirmed this is the first time the WG has seen the Skatepark design.

Build estimated to **start mid-Sept**, 5 months (subject to weather).

Cllr. Smith expressed concern regarding incorporating a fixed shade sail or similar into the Skatepark design (transition point / entrance area). **Action: JW to incorporate shade elements into the design later along with seating.**

JW reviewed the Skatepark Concept (refer attachments) which was generally designed to include different levels of ability (beg, int, adv) and to be used as a training facility. Skate bowl, urban 'street' skating ideal for learners (+ ability for skaters to also use Basketball court when not in use). Material for Basketball court is Asphalt with Concrete underneath which is the highest spec which is suitable to skate on. Large ramp area at the bottom which is designed for lots of people using it at the same time. Vert ramp (similar to existing one).

Dave Crabb has submitted pricing, which is generally in line with the budget. Currently going through the procurement process. JW advised the benefit of Dave Crabb doing the build is that he is the designer, so it should be relatively accurate, and we should recognise if there is an issue early in the process.

Beautification of Skate ramp area transition with the rest of the domain. BP advised that he is not able to commit to funding for this. JW advised it will be timber clad and closed it. DClamp suggested WG discuss with Jeanette England at next meeting to see if there is money in the LTP for beautification. **Action: TH to add to next meeting agenda**

Community Board might have 'placemaking' money available. **Action: Community Board member/s to take offline and discuss at next CB meeting.**

Basketball Court

LA suggested we make provision for adding additional hoops in the future. BP advised it is easy to add later.

JW advised it would be Asphalt base. No artwork currently included (Hone and Akau have not submitted designs yet, but they have been asked to provide it as a potential future option).

Construction contract is subject to Tender Panel Approval.

Lighting Design

After reviewing earlier minutes, JW advised the decision had previously been made not to light Basketball court at night.

JW talked to S&T. Received drawings, awaiting pricing. Then would be seeking a Council directive regarding lighting times (including a cut-off time at night).

JW researched the solar panel kits for the basketball hoops (circa \$2K each). WG generally agreed the solar panel kits would be an acceptable solution.

DClamp reminded everyone that there is currently temporary lighting provided for League, where the wiring could potentially be repurposed.

Programme Update

Stellar will keep Dawn (Domain bookings) informed.

Procurement / Budget

Skatepark – Dave Crabb, awaiting approval from FNDC Tender Panel.

Demolition – out for pricing, due to close this week, decision next week.

Basketball Court – local (Māori) firm, still waiting for pricing from them (however, QS have given an approximate cost).

Playground – (\$400K equipment, \$150K installation + \$200K shade sails on a separate budget) finalising design with PlayCo, then will go out to market to find a contractor to install

Landscape Plan – finalising design (loop path, planting, lighting) construction drawing set is due this week, then will go out to market to find a contractor to install

Other items –

- Fitness / exercise equipment, PlayCo will provide a list of equipment which the WG can select from
- Shade Sails – have requested pricing from 3 suppliers (2 local, 1 Auckland) as part of wider procurement. Playco also provides shade sails which may be explored for time efficiencies.

5. Community and Stakeholder Engagement

Blessing (pre-demolition)

Likely we will have an event prior to demolition. **Action: ND to get a date in the diary and liaise with the WG directly.**

Communication and Engagement Update

Cllr. Smith sought clarification of when the Domain would be 'out of service' from mid-Aug through to Feb 2021, and reiterated WG requirement to keep it as much as is safe and practical (particularly the footpath) open as much as possible. If /when this is not possible, we need good communications to manage expectations.

Communications materials (including FAQs), press release, updated signage and website updates are in process, and focus on messaging of short term pain for long term gain. Letter drops to surrounding businesses (currently in draft, to be circulated to WG). Will also use other channels (like Dave Crabbs)

Email to key stakeholder group and those who elected to receive updates.

Confidentiality. BP advised we need to keep Tender information confidential until contract is signed. At this stage, Skatepark and Basketball court designs okay to discuss, but not the Playground. JW suggested we might be able to share the 'main tower' image as that is likely to change (PlayCo could provide additional imagery for use in communications materials).

6. Entrance 'Brief' Discussion

ND suggested we push this forward to another meeting (we have not progressed it yet). **Action: TH to add to next Stellar meeting.**

Cllr. Smith feedback regarding Entrance area is that the story-telling / identity is in important aspect (cultural narrative).

ND advised the Entrance area is part of the wider budget. **Action: ND to confirm how much of it would be allocated to it.**

7. Feasibility Study Update

Recommendation to engage Jane Johnston was accepted.

Dclamp to provide JJ with a SFA prior to next KDWG meeting.

Action: TH to Invite JJ to next meeting and focus on the scope of her works.

8. General Discussion

Centenary Plaque needs to be relocated from Riverview School. **Action: LA to provide the dimensions. ND to ensure it's incorporated into the design somewhere.**

RSA memorial wall is progressing well. **Action: ND will check in with the RSA and Christine Hawthorn.**

LA asked about sandblasting images or designs into the footpath, to be included as part of the landscape design budget.

Meetings – start going to monthly meetings (Stellar). Alternate fortnightly with JJ, Stellar to provide a written update for these meetings.

DClamp – expressed concern about Skaters continuing to use Skatepart during the decommission and construction. Fencing will not be sufficient to them out. JW advised first day of demo will put holes in bottom of the skatepark and make it unusable. **Action: JW to discuss further with Dave Crabb to see if there's a way to manage it during construction.**

Action: BP to consider if it's possible to temporarily install the skate ramp elsewhere and report back at next Stellar meeting. DClamp suggested Rugby club (unused carpark), and will follow up with discussion with rugby club.

DHK – reiterated that we really need to see an overall design incorporating all the different pieces (4 x drinking fountains with canine rehydration station), especially anything that falls in the transitional areas. **Action: ND to liaise with Hawthorn.**

WG discussed that since we don't separate or sort our recycling, the dual bin is probably the best option for general rubbish (the more aesthetically pleasing, the better) located near the toilets.

JW confirmed he had discussed the berry dropping tree with Dave Crabb – so there will be no deciduous trees in the Skatepark area.

One tree Gleditsia will be removed.

ACTIONS:

1.	Playground (JW and LS) – include following elements in design: <ul style="list-style-type: none">• Pushchair / stroller parking• Slackline• Climbing (more climbing opportunities generally, and specifically on the mound over the tunnel)• Toddler swing in main swing area	Stellar / PlayCo
2.	Landscape Plan to be updated to incorporate missing elements, remove those no longer needed, and incorporate other design aspects <ul style="list-style-type: none">• LA to provide Plaque details to ND• Check RSA wall progress• Drinking Fountains• Rubbish Bins	ND LA ND
3.	Skatepark <ul style="list-style-type: none">• Incorporate / update shade for spectators• JW / Dave Crabb to discuss options to prevent skaters using equipment while being decommissioned or under construction• BP to investigate potential to temporarily provide equipment elsewhere	JW BP
4.	Disability Toilets funding request submitted, awaiting response	LA
5.	Reuse Playground equipment – CB members to discuss at next CB Meeting	LA
6.	Future Meeting agenda items: <ul style="list-style-type: none">• Funding for beautification of Skate ramp – LTP or CB?• Entrance Areas – brief for Ngati Rehia and / or Ngapuhi	JE/CB ND
7.	Pre- demo blessing	ND
8.	Feasibility Study – invite JJ to next meeting to discuss brief	TH

Next meeting date: 9 August 2021 @ 10:30am

Meeting Venue: FNDC KKE, Lvl 2 – Tane Mahuta meeting room

Meeting closed: 12:24pm
