

LOCK MASTER PLAN

Adopted by Council 16 February 2021





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INTRODUCTION

PURPOSE OF REPORT

Birdseye Studios has been commissioned by the District Council of Elliston to develop a Master Plan for Lock. This report provides the draft Master Plan for the project, and collates the site analysis, opportunities and constraints, and the initial community consultation phases.

PROJECT BACKGROUND

Lock is a township approximately 550km north-west of Adelaide, in the central Eyre Peninsula, South Australia. Lock is the central point within the Eyre Peninsula, with the Tod Highway running north / south along the eastern edge of the town, and the Birdseye Highway straddling the southern boundary. With a local population of 275 servicing a large area of surrounding agricultural land. Lock acts as a central hub, providing services and facilities in the town include grain silos, area school (R-10), sporting and community facilities and hotel.

Viterra ended use of the Eyre Peninsula Rail Network, parallel with the Tod Highway was in 2019 and all grain transport is now via road.

Strategic Context

The District Council of Elliston Strategic Plan emphasizes the vision of ‘Continuing to foster our community in a financially sustainable manner’. The Strategic Plan further highlights the importance of improving and promoting growth across economic, infrastructure and environmental sectors, which all reiterate the importance this plays in harnessing the future development of the community. The Lock Master Plan project will provide a guiding document for the development of the Town into an area capable of fulfilling the Council vision. Other goals to be addressed by the Master Plan include:

- Community
 - Review existing youth facilities and recognise future development needs
 - Recognition of cultural and historic heritage assets
 - Acknowledgment of climate change and the ability to include the community in this development
- Economy
 - Explore opportunity to develop and supplement the caravan park
 - Develop Council's undeveloped land holdings providing benefits to the community and visitors
- Infrastructure
 - Review existing pedestrian access and identify opportunity to improve
 - Review further existing sporting & recreation facilities; and highlight opportunity of inclusion of new facilities
 - Identify and explore the opportunity to develop tourism facilities and promotion for visitors

Central Eyre Iron Project

The Strategic Plan highlights the development of the nearby, Central Eyre Iron Project (CEIP) which is located approximately 45km north, adjacent Warramboo. The mine has an anticipated life expectancy of 25+ years. The mine village is to be located at Wudinna, and ore transported via a new rail network centrally east. Council have anticipated this will have the opportunity for the improvement and development of existing community infrastructure to support the growing population. Further investigations should be undertaken by Council into the impacts it anticipates for adjacent communities such as Lock, and the benefits it can provide.



Lock is central to a number of surrounding Wilderness Protection Areas and Conservation Parks

Other mining projects have been highlighted in the surrounding Lock area, and include the Wilgerup mine, located approximately 30km south-east of Lock.

Conservation Parks & Wilderness Protection Areas

Situated centrally, Lock provides the perfect opportunity to serve as the entry gateway to numerous surrounding Wilderness Protection Areas and Conservation Parks.

- Hambidge Wilderness Protection Area
- Barwell Conservation Park
- Bascombe Well Conservation Park
- Hincks Conservation Park & Wilderness Protection Area

These parks are home to a variety of flora, fauna and areas to explore. Currently no infrastructure is provided within the parks, and they vastly untouched.

These parks are home to a variety of wildflowers, including rare orchids as well as large number of bird species including Mallefowl, Chestnut Quail Thrush, Shining Bronze Cuckoo and Grey Bellied Dunnart. Scattered ruins, Prominent Hill Lookout and the Nicholls Track also complement these parks.

Nature based tourism plays a huge role in the State and National Economy and will be a key to exploring the benefits it can play in developing the local economy at Lock. Within South Australia, there are limited opportunities to explore multiple inland Wilderness Protection Areas, have a town located centrally, and still be an hours drive to the coastline.

SITE - EXISTING

CURRENT SITE PRECINCTS

Facilities & infrastructure within the town were identified as 3 key areas:

TOD + BIRDSEYE HIGHWAYS

The Tod and Birdseye Highways acts as the central crossroads on the Eyre Peninsula, acting as a major north-south and east-west heavy vehicle route, with Lock being the central node.

The Tod Highway provides frontage of the town and is where majority of the towns businesses are located. Grain storage facilities border the eastern side of the highway, with additional bunkers to the south-east and new facilities constructed to the north of the township. Many of the shop fronts are empty including the supermarket. The deli, hotel and caravan park are still operational at the time of this report.

The Birdseye Highway provides access to Viterra's facilities, and provide a connection from Cleve to Elliston.

RECREATION

The main hub at the northern end of the town is home to an oval, netball courts, seasonally opening outdoor pool, and a park with a farming themed sculpture. The bowling club is situated at the other end of town with only one green currently being maintained.

SCHOOL

The school provides education for students from R-10, and provides education for approximately 55 students (2019 enrolments). Many of the students are from the large agricultural areas surrounding the town. The school is also home to the community library.





Current Pool



Current school junior playspace



Farming sculpture & handwatered lawn



Existing seating area is tired & hot during summer



Silos impose over the eastern side of Tod Highway



Tod Highway is wide, open and lacks an inviting nature



Tod Highway is wide with extensive parking



Caravan park interfaces directly with the bowling club access

CURRENT SITE CONDITIONS

TOPOGRAPHY

The town is overall very flat, making it easy for walk-ability throughout. Due to site location the town has generally a predictable seasons of dry summers, and rainy winter months.

Surface topography sees the town fall gently from the western side of town across towards the eastern boundary / Tod Highway.

Surface drainage along the Tod Highway then falls into swales adjacent the bowling club, and into SEP's along the shop fronts.

PEDESTRIAN ACCESS & CIRCULATION

The majority of the western side of the Tod Highway has a footpath in generally good condition, however it is inconsistent in materiality. Other streets do not have any footpaths or are of poor condition.

Kerb ramps that have been installed along the Tod Highway are inconsistent, narrow & often do not align making it hard for use by prams, wheelchairs, gophers, etc. Other streets generally do not have any kerb ramps.

VEHICULAR ACCESS

The grid layout of the town, provides large wide, open streets with easy access throughout the town.

The Tod Highway provides long stretches of parallel parking on the eastern side. This provides easy parking access for caravans, however it's notably used by trucks especially during the peak of harvest. The western side provides more parallel parking, however is consistently broken up by driveways access.

It should be noted the rail line is no longer in use, and therefore the anticipated use of trucks for an extended period post harvest to transport grain to port.

TREES, VEGETATION & IRRIGATION

Trees throughout the town are generally scattered, and unmaintained. There are several areas within the town where consistent tree planting has been used to great effect. This is noted along the silos, the school frontage and along the park. Many streets have limited or no street tree planting. This makes the wide streets feel barren and hot over the summer months.

Amenity planting is basically non-existent. Several large pots have been scattered throughout the town, although the planting is non descript and appears unmaintained.

Ability to irrigate is a key point to address in generating any future planting. The lawn at the town park is currently manually irrigated and is a time consuming process. The town has access to mains water with the SA Water pipeline running into town off the Palkagee Road from Kimba, running adjacent the silos (eastern side), and out along the Birdseye Highway towards Elliston.

TOURIST FACILITIES

The current caravan park sits on the Tod Highway, and has trees mainly around the outer edge, making the majority of the park, open and dusty. Overall the area appears run down, lacks tourist information and a place for tourists to spend an extended period of time.

Rest facilities within the main town park, are under shelters with multiple picnic settings located closely together. The existing toilet block is closed, with access provided into the rear of the Institute. Access is hidden off the main road, so they are not easily found.

A central information board sits centrally along the Tod Highway, and provides information regarding the town. The board also speaks fondly of the founding of Lock and the rich agricultural history of the town and surrounding district.

Lock doesn't appear to actively pursue captivating and keeping tourists staying in the town. Empty shop fronts throughout the main street make the town appear it is in decline.

HISTORY, ART & / CULTURE

The town of Lock as a strong associated history as a rail siding, and agricultural town. A history trail is available around the town, although information is not exposed easily to visitors. There is a Heritage Museum located within the original Police Station however opening hours are unknown.

Various murals are painted on buildings around the town, including the deli, supermarket and caravan park. However some appear dull and don't add 'vibrancy' to the buildings.

A small informative board is sited centrally within the town, and speaks proudly of the rich agriculture land that surrounds the town, and the importance of the rail line played in the growth and development of the town. The rail line is currently not in use by Viterra.



Current caravan park



Toilet block at Institute is closed run down & hard for tourists to find



Current caravan park seating area



Current bowling green



Mural and footpath treatment along Ettridge Street



Narrow, broken footpath adjacent school



Footpath treatments are inconsistent and murals adorn several buildings



Banner flags adjacent town information boards

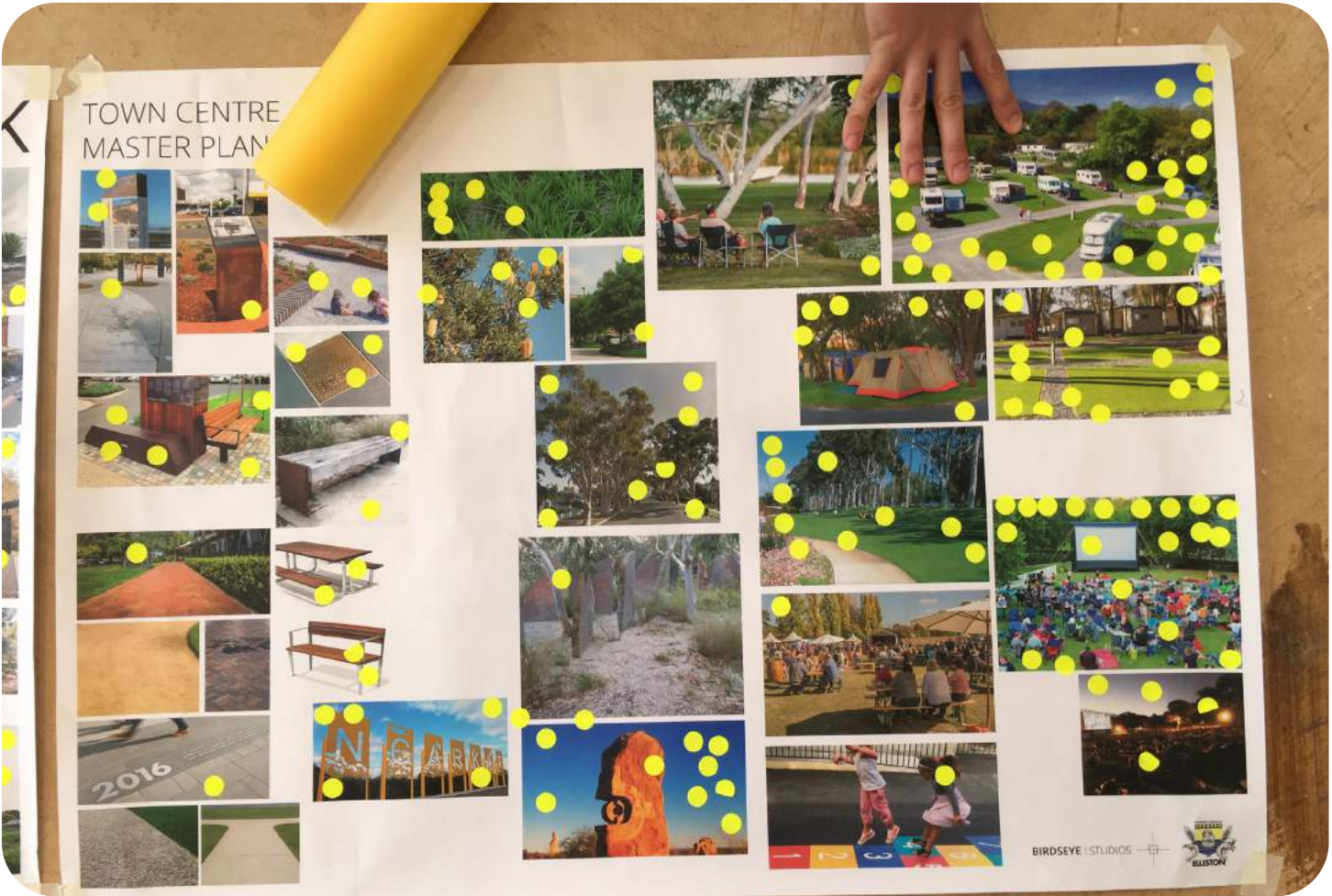
COMMUNITY CONSULTATION

CONSULTATION - GUIDING THE MASTER PLAN

In conjunction with District Council of Elliston, Birdseye Studios undertook preliminary consultation in December 2019. The purpose behind this was to gauge an initial understanding on the types of development the community would like to be undertaken. This would then be utilised to guide the draft master plan. Findings are shown to the right.

Key finding were as follows (in no particular order):

- Development of a play space / youth spaces within the town. A wide variety of elements suggested including bike trails, climbing elements & bouncy pillow to cater for a range of ages
- Silo artwork
- Inclusion of 'greenery' - turf, trees, etc.
- Redeveloped caravan park
- Upgraded / maintained streetscapes
- Branding, signage - 'town identification'



COMMUNITY CONSULTATION

BACKGROUND

Birdseye Studios worked with The District Council of Elliston and the Project Steering Committee to develop a Consultation Plan for the Lock Town Centre.

Preliminary consultation saw the Project Steering Committee with assistance from Birdseye Studios develop a project vision, scope, and undertake background analysis. Birdseye Studios then developed a series of ‘Opportunities & Constraints’ which was put forward to the community at an Open Day at the Council Offices. A short questionnaire was also included to gauge the types of activities and developments the community would like to see within the town centre. Birdseye Studios then collated these consultation findings and put a summary to the Council and Project Steering Committee.

RESPONSE

The following pages collate the findings from each of the thirteen questions.

A total of 74 responses were received.

LOCK MASTER PLAN

COMMUNITY FEEDBACK

TOWN DEVELOPMENT OPPORTUNITIES

Please rate the importance of these opportunities	Low					High				
	1	2	3	4	5	1	2	3	4	5
• Activate the ‘Main Street’ for a range of uses (e.g. alfresco dining or retail spaces)	1	2	3	4	5					
• Create a ‘green’ street	1	2	3	4	5					
• Create a ‘Town Square’ capable of supporting a range of activities and events for locals and visitors	1	2	3	4	5					
• Captivate travellers for a longer period of time, increasing activity and business viability	1	2	3	4	5					
• Create a ‘destination’ for multi-day stays in Lock (i.e. at Hotel or Caravan Park)	1	2	3	4	5					
• Encourage community involvement in greening of residential streets	1	2	3	4	5					
• Create a ‘gateway’ to the Hincks, Hambidge, Barwell and Bascombe Well Conservation Parks	1	2	3	4	5					
• Create more functional Caravan and Truck parking	1	2	3	4	5					
• Create a leisure / activity space focusing on youth (high school age)	1	2	3	4	5					
• Provide activities for people of all ages	1	2	3	4	5					
• Expand or upgrade existing sporting facilities	1	2	3	4	5					
• Upgraded entries to the township	1	2	3	4	5					
• Investigate opportunity for interactive interpretation	1	2	3	4	5					

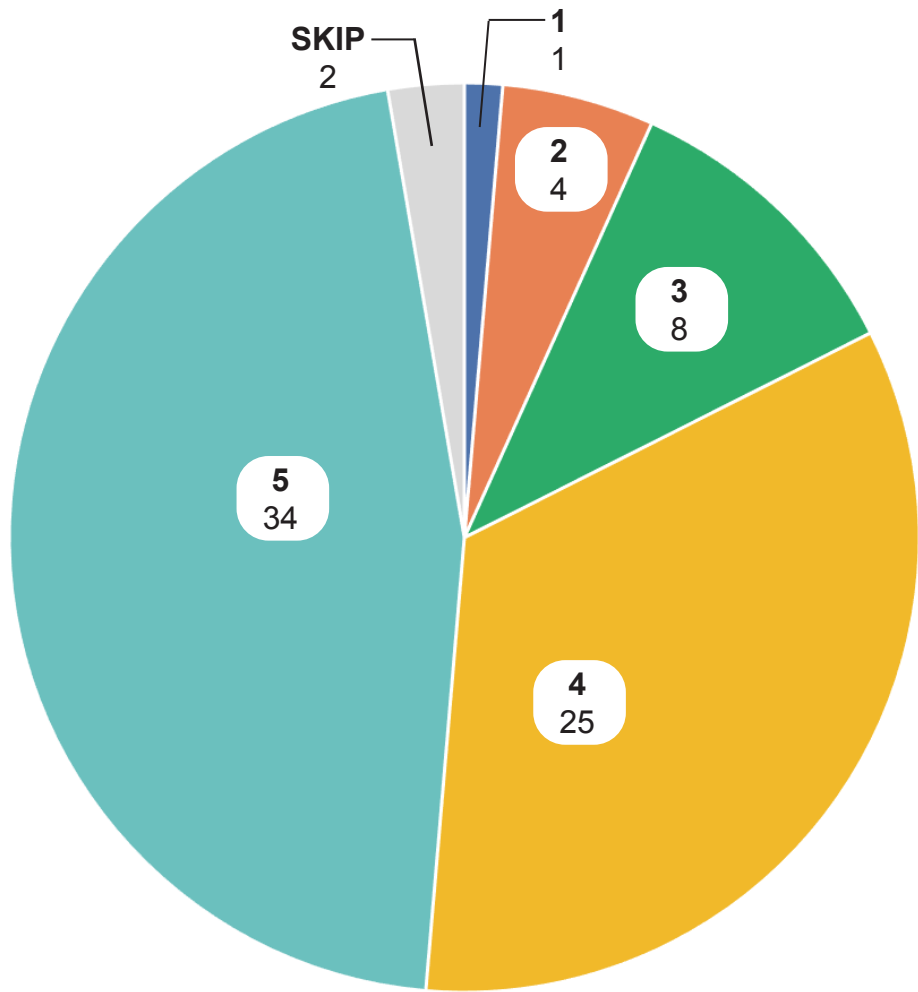
Any other key opportunities or features do you think should be investigated / explored for consideration into the development of the Master Plan?



FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

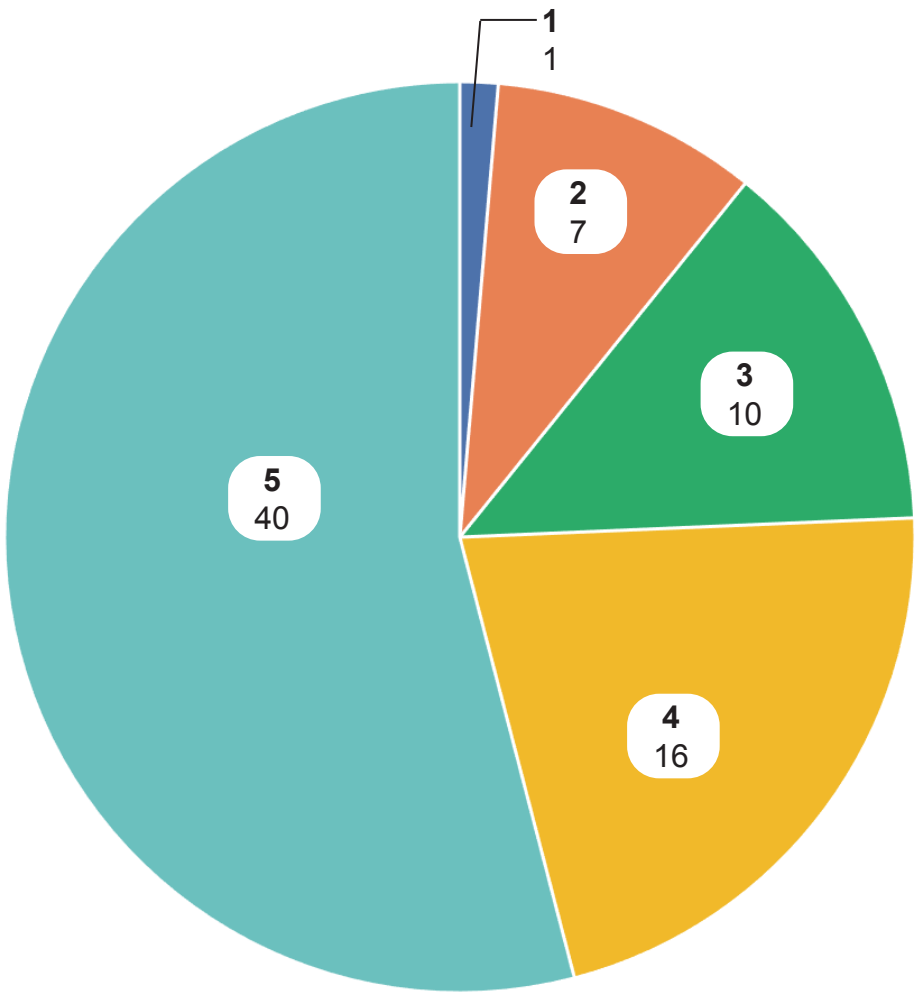
OPPORTUNITY 1: Activate the 'Main Street' for a range of uses (e.g. alfresco dining or retail spaces)



Responses:
72 Responses
2 Skips

Comment:
Results show that 80% of people believe it is of importance or high importance to activate the main street for a range of uses.

OPPORTUNITY 2: Create a 'green' street



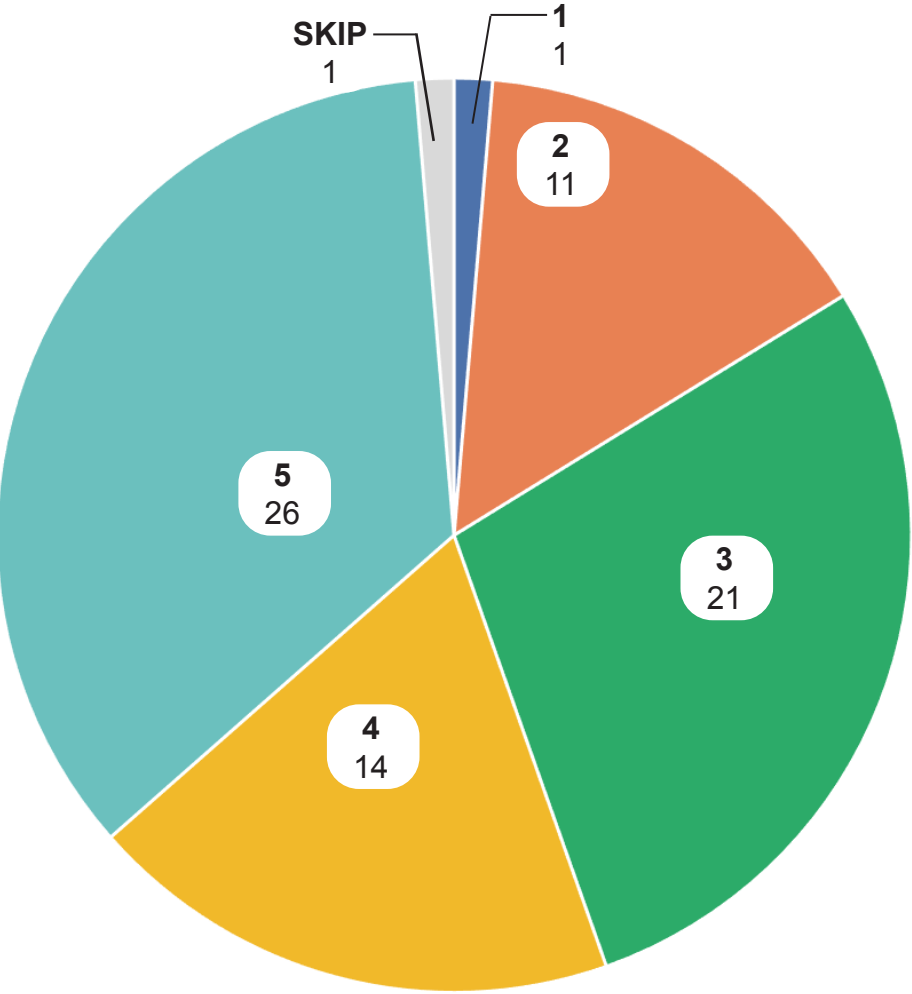
Responses:
74 Responses

Comment:
Results show that over 75% of the Community believe the creation of a 'green' street is of importance or high importance in the development of the master plan.

FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

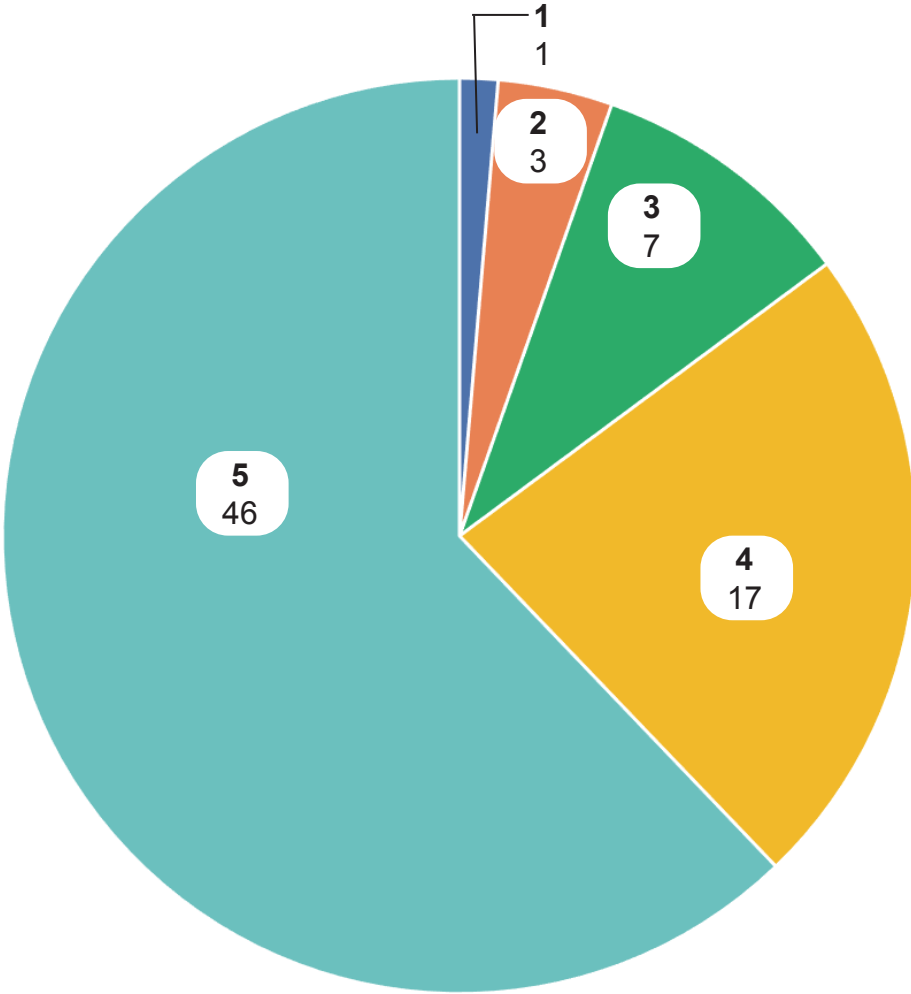
OPPORTUNITY 3: Create a ‘Town Square’ capable of supporting a range of activities and events for locals and visitors



Responses:
73 Responses
1 Skip

Comment:
Results show that over 50% of the Community feel the creation of a ‘Town Square’ is of importance or high importance.

OPPORTUNITY 4: Captivate travellers for a longer period of time, increasing activity and business viability



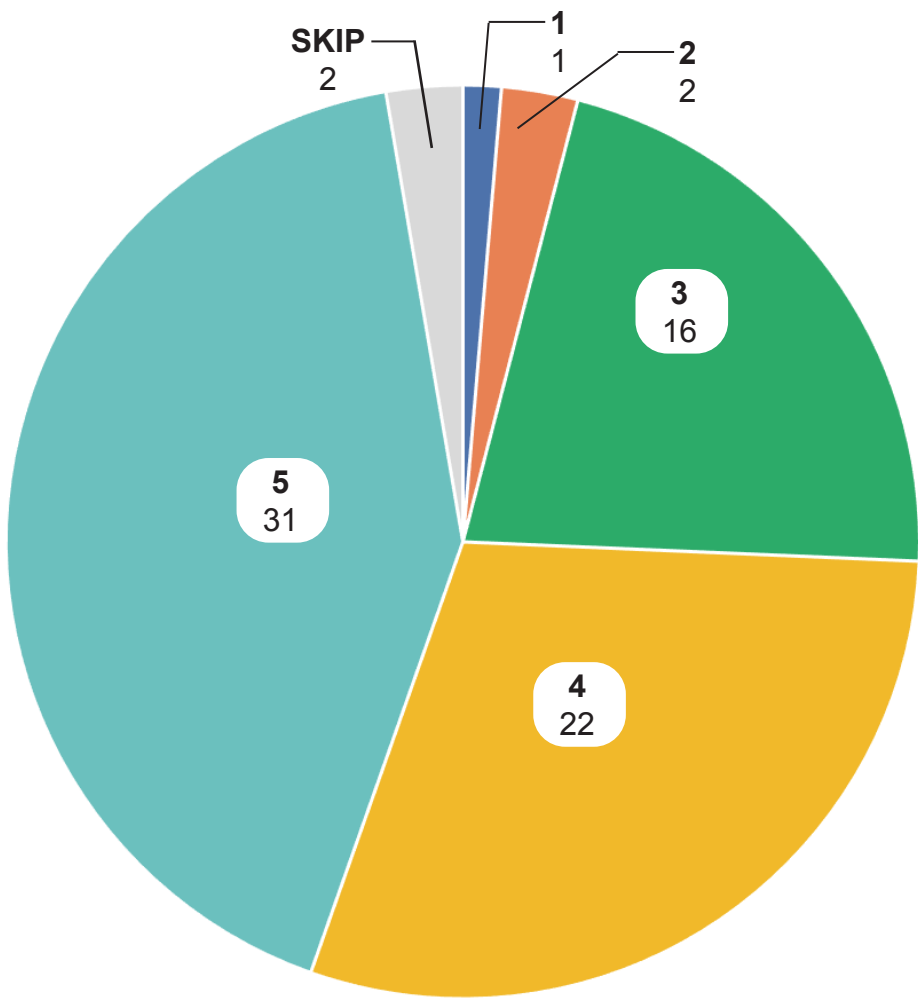
Responses:
74 Responses

Comment:
Results show that over 60% of the Community feel it is highly important to captivate travellers for longer periods of time, with a further 22% believing it is important.

FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

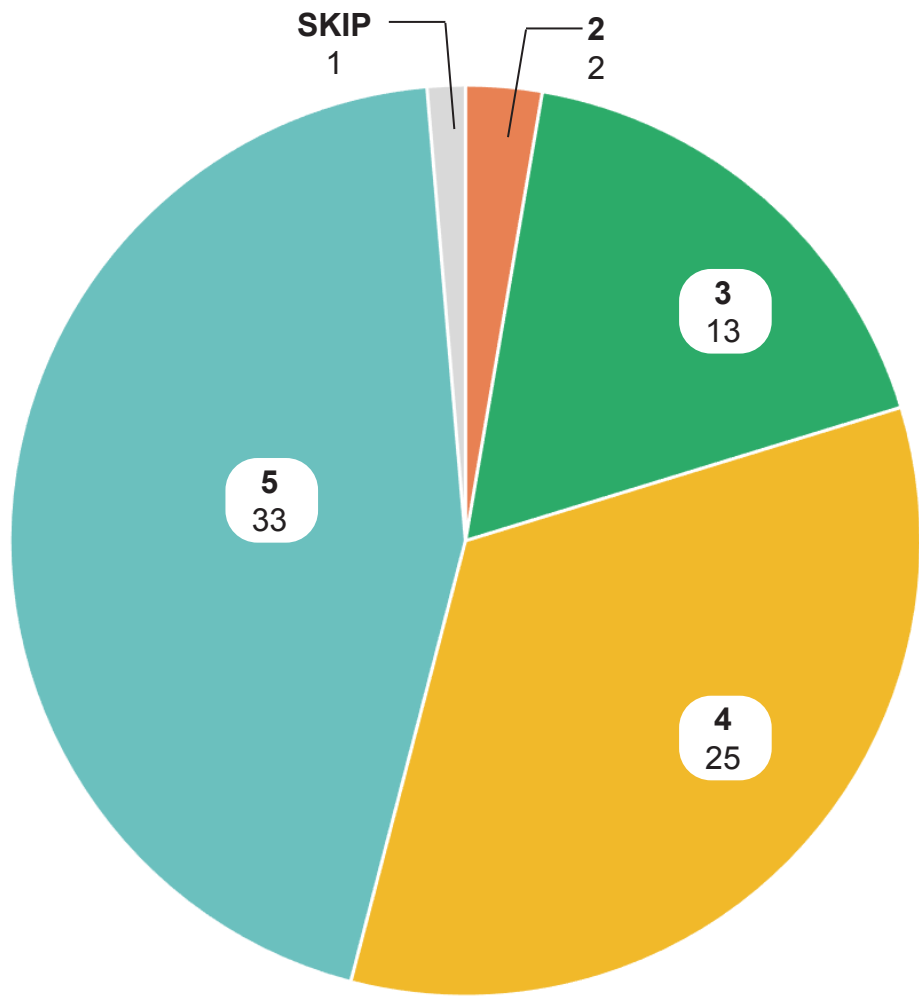
OPPORTUNITY 5: Create a ‘destination’ for multi-day stays in Lock (i.e. at Hotel or Caravan Park)



Responses:
72 Responses
2 Skips

Comment:
Results show that over 70% of the community feels that it is important or highly important to create a destination for multiday stays in Lock.

OPPORTUNITY 6: Encourage community invlvement in greening of residential streets



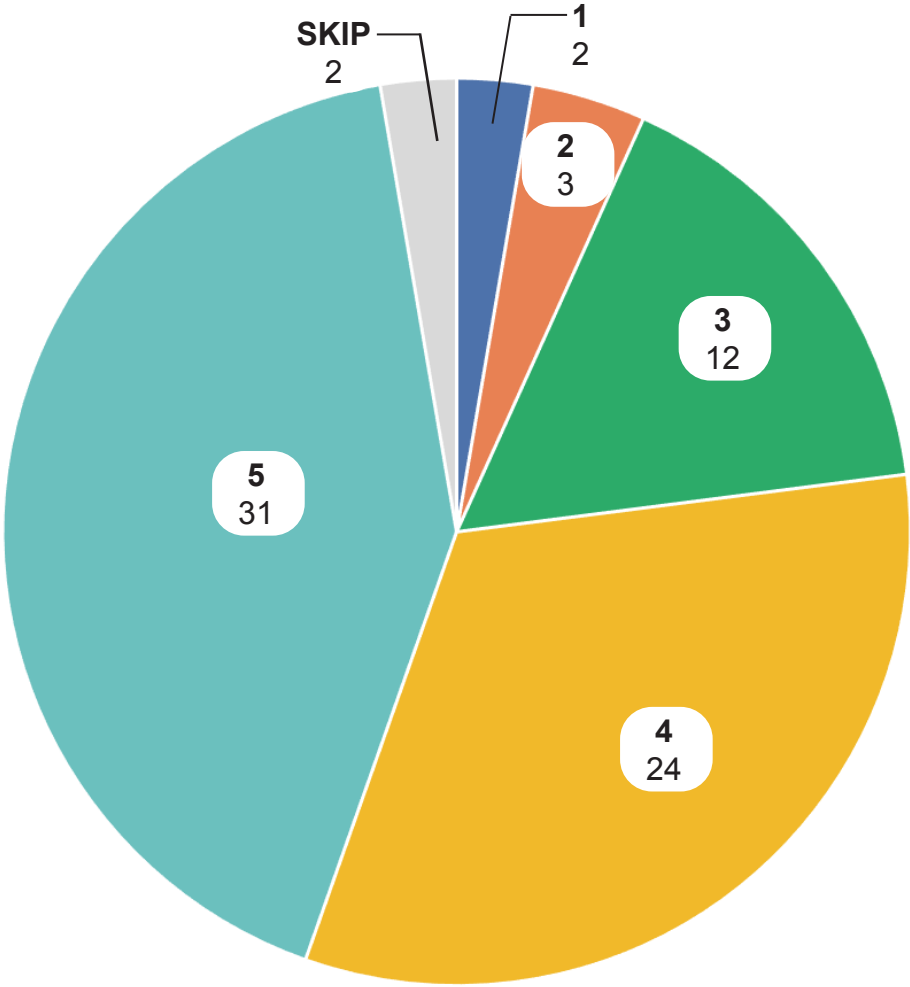
Responses:
73 Responses
1 Skip

Comment:
Results show that more than 75% of the community feels that it is important or highly important to encourage their involvement in the greening of residential streets.

FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

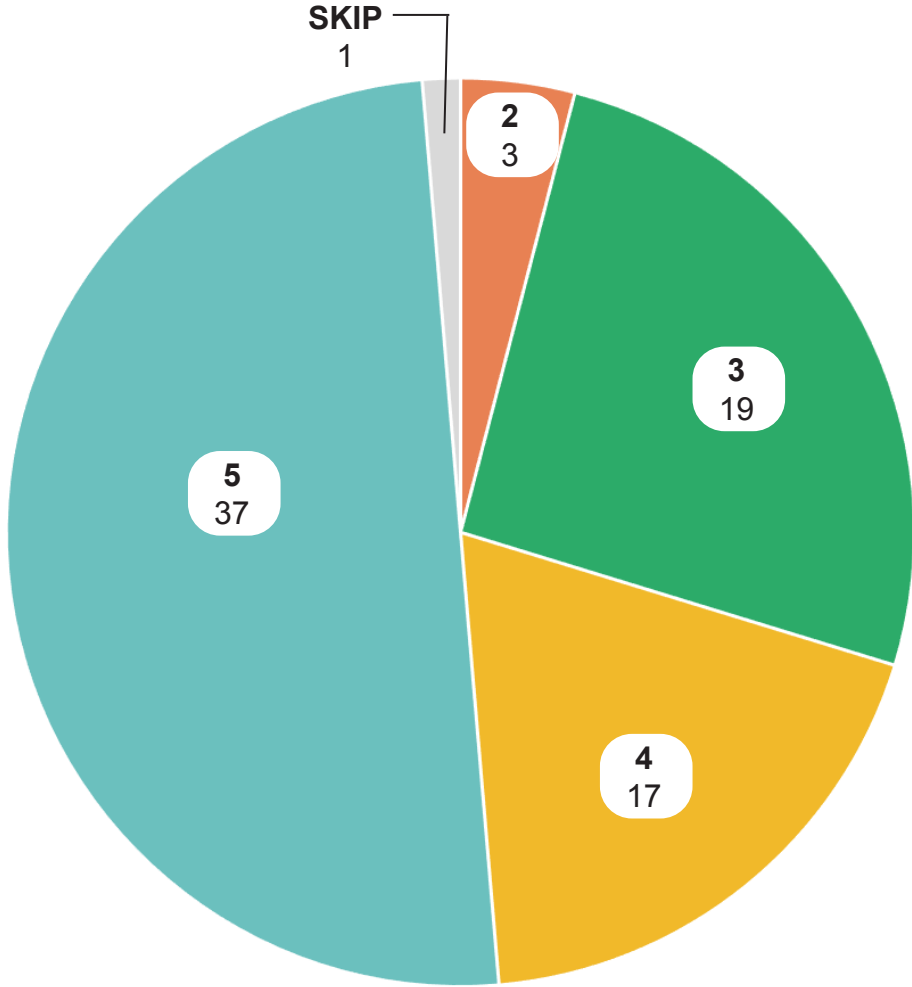
OPPORTUNITY 7: Create a gateway to the Hincks, Hambidge, Barwell and Bascombe Well Conservation Parks



Responses:
72 Responses
2 Skips

Comment:
Results show that over 70% of the Community feels that it is important or highly important to create a gateway to the various near by conservation parks.

OPPORTUNITY 8: Create more functional Caravan and Truck parking



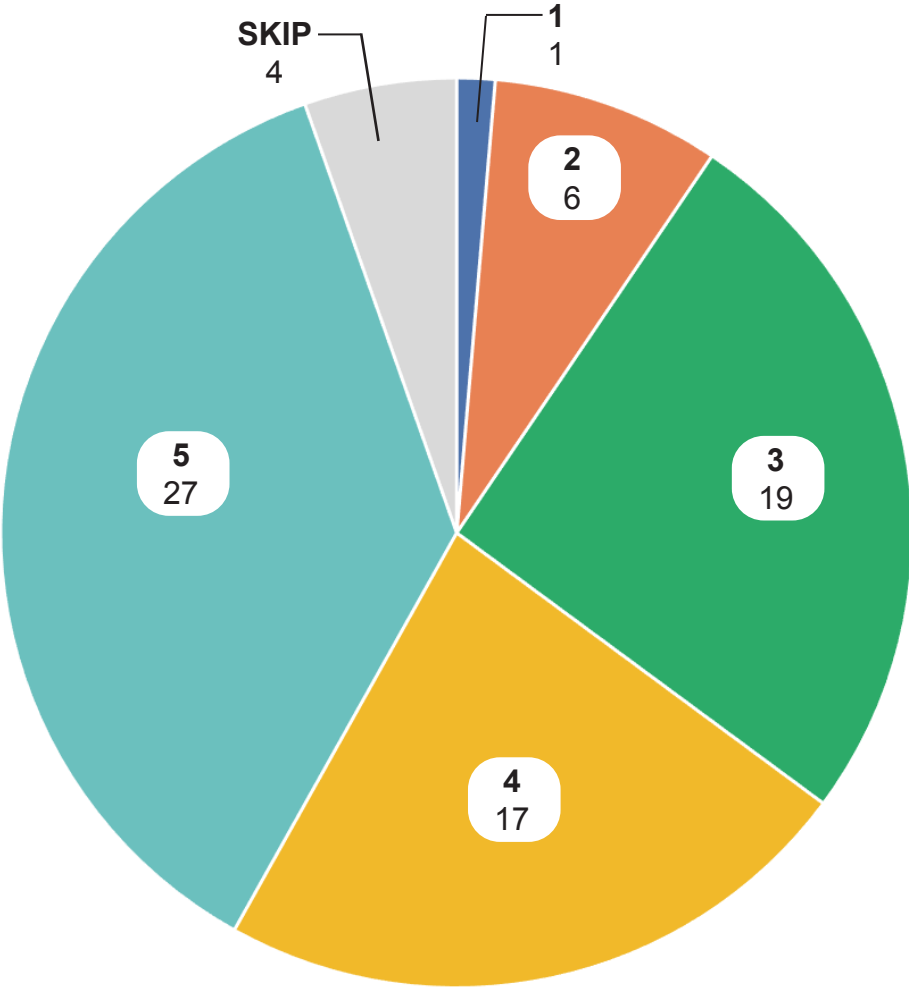
Responses:
73 Responses
1 Skip

Comment:
Results show that over 70% of the Community feels that it is important or highly important to create more functional caravan and truck parking.

FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

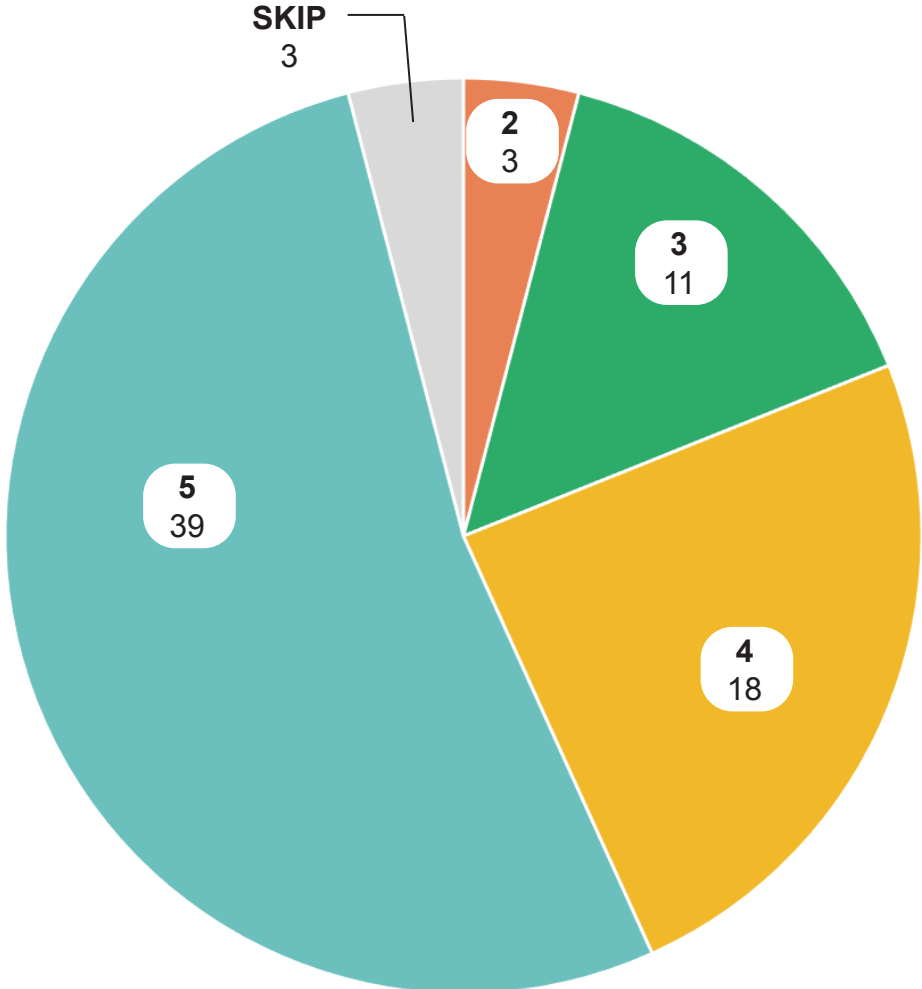
OPPORTUNITY 9: Create a leisure/activity space focusing on youth (high school age)



Responses:
70 Responses
4 Skips

Comment:
Results show that nearly 60% of the community feels that it is important or highly important to create a leisure/activity space for the youth.

OPPORTUNITY 10: Provide activities for people of all ages



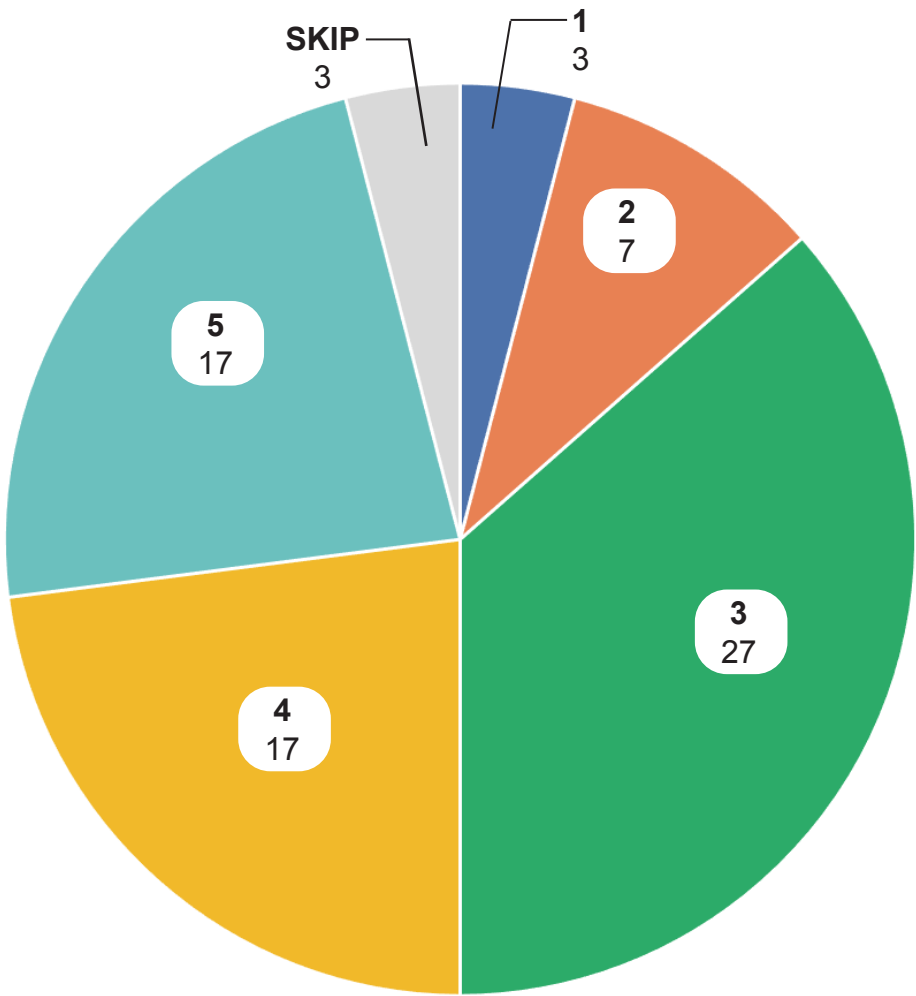
Responses:
71 Responses
3 Skips

Comment:
Results show that more than 75% of the Community feels that it is important or highly important to provide activities for people of all ages.

FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

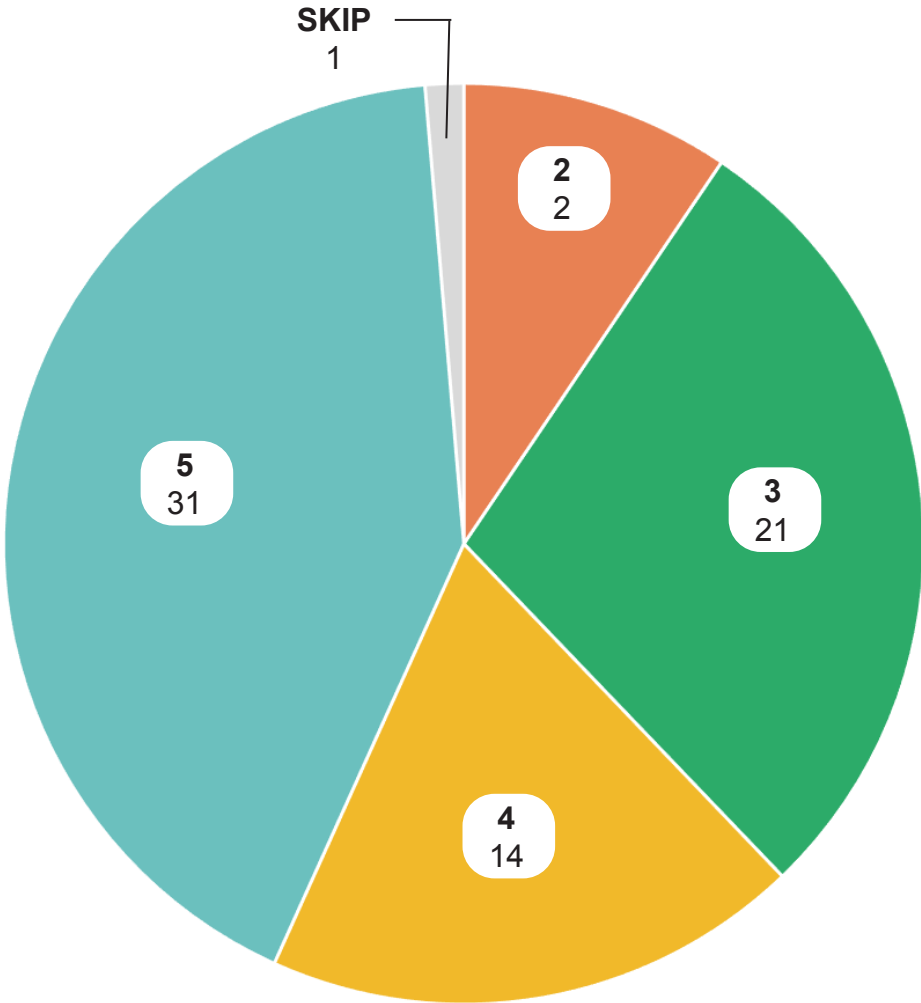
OPPORTUNITY 11: Expand or upgrade existing sporting facilities



Responses:
71 Responses
3 Skips

Comment:
Results show that 45% of the Community feels that it is important or highly important to expand or upgrade the existing sporting facilities, while more than 35% felt neutral about its importance.

OPPORTUNITY 12: Upgraded entries to the township



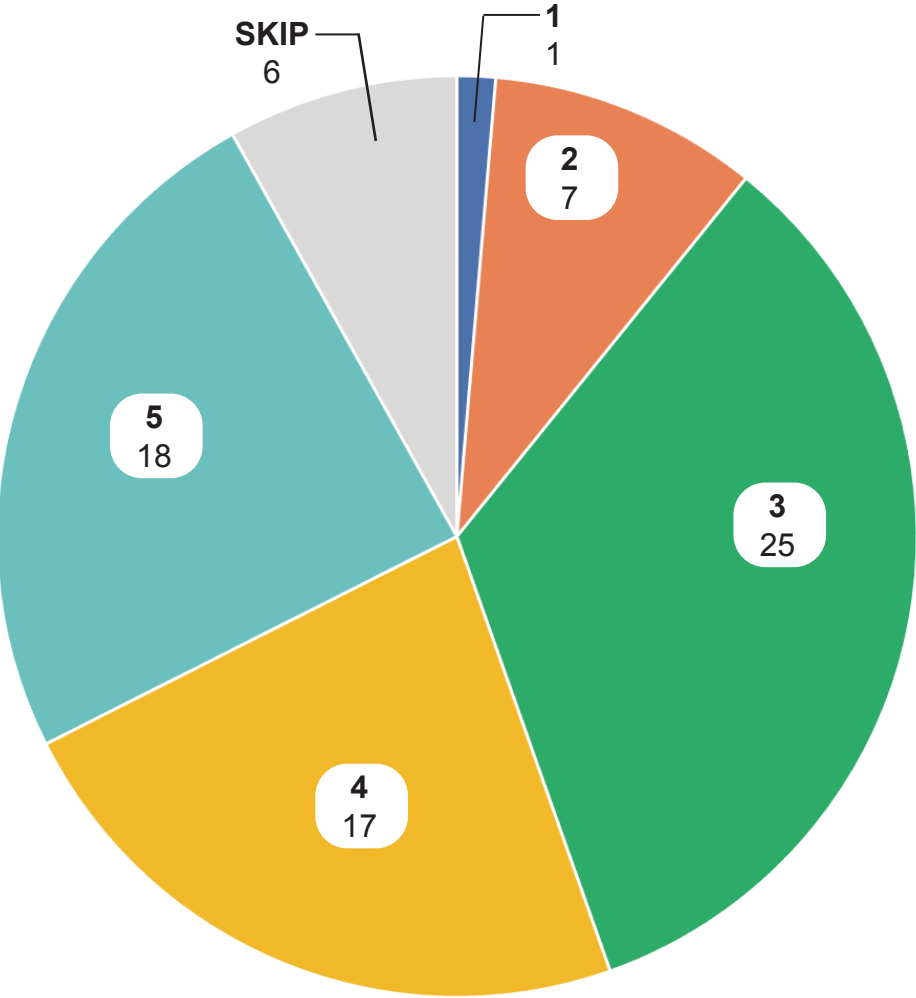
Responses:
73 Responses
1 Skip

Comment:
Results show that nearly 75% of the Community feels that it is important or highly important to upgrade the entries to the town ship.

FINDINGS

Participants were to rate the importance of the following opportunities from 1 to 5, with 5 being high importance.

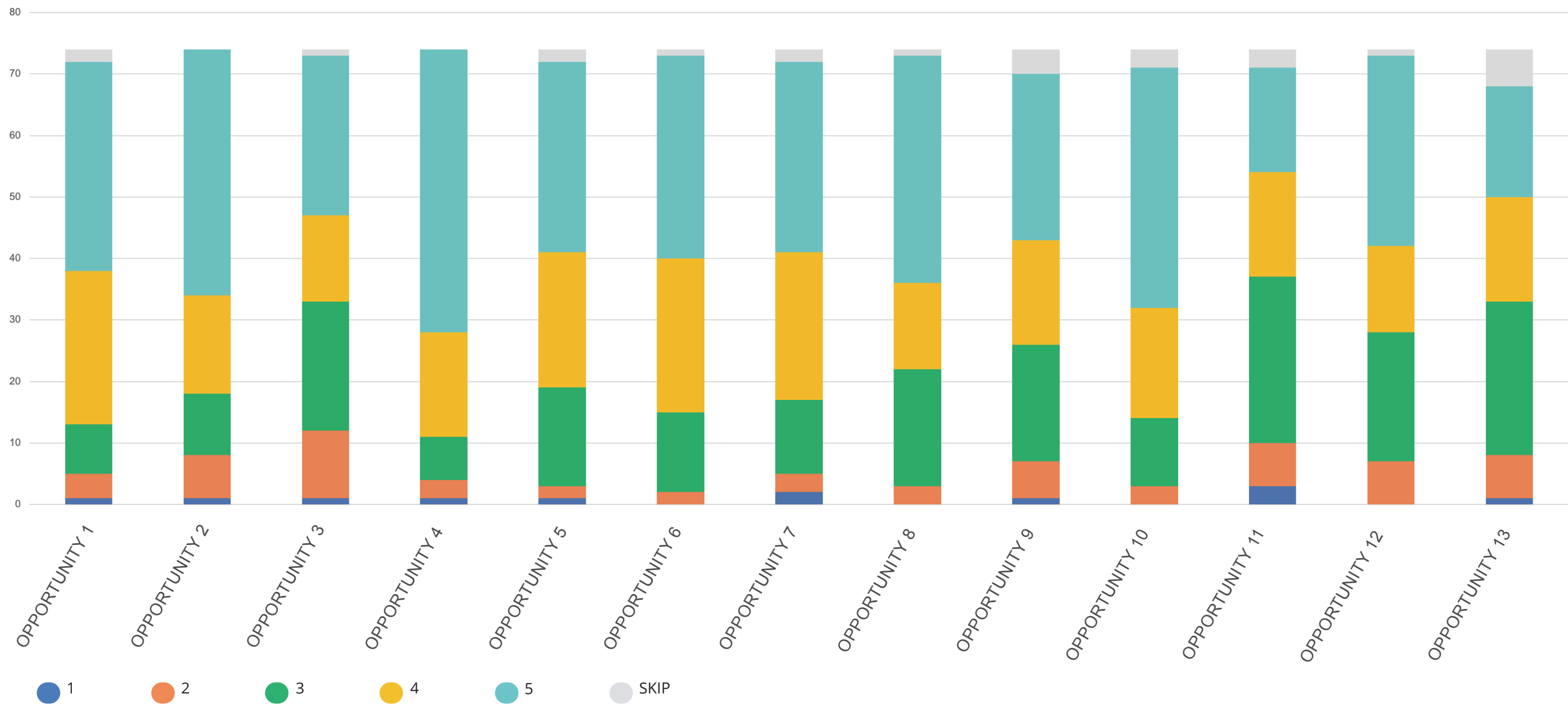
OPPORTUNITY 13: Investigate opportunity for interactive interpretation



Responses:
68 Responses
6 Skips

Comment:
Results show that over 45% of the Community feels that it is important or highly important to investigate the opportunity for interactive interpretation, while more than 30% feel neutral towards its importance.

SUMMARY



Comment:
The results show that the top four priorities for the community are:

- 1. Opportunity 4 - Captivate travellers for a longer period of time, increasing activity and business viability
- 2. Opportunity 2 - Create a ‘green’ street
- 3. Opportunity 10 - Provide activities for people of all ages
- 4. Opportunity 8 - Create more functional Caravan and Truck parking

FINDINGS

Additional Written Responses/ Community Comments

1. Get the main street presentable and welcoming - then move forward from there.
2. Enclosed park.
3. Make the museum more visible.
4. Have a gaming place.
5. Put more green into the town.
6. Street trees must be selected wisely regarding mess they leave in gutters. Use trees to attract bird life.
7. Development of Viterra bunker site and adjacent park providing a better entry into Lock from the East.
8. Green street should be something water tolerant and OK with minimum work. Not many youth (high school age) around hence less need for leisure space for them. Whatever we do we do for our future. We need to be mindful of how things will look in 5, 10 and 20 years. Let's work together for the benefit of our community to be a strong hold for our future.
9. Main street is so important for softening our town's look. More parking for the heavy trucks is a must do to congestion on main street and will slow traffic steed down.
10. Important to have a designated outdoor area that can be utilized by a large outdoor crowd with good toilets close by.
11. Make the town more attractive to encourage more people to stop. Also more facilities to bring local families into town to go to the park etc.
12. Bowling club surface needs upgrading. Use Lock's central location to encourage it as a destination as a base for travelers.
13. My reasons for traveling to other towns is doing things for my children eg: walking tracks, splash parks and bouncy pillows, etc. I really think options like this for Lock will benefit it greatly.
14.
 - Fencing for cemetery and caravan park.
 - Dog trails
 - Walking trails
 - Water park
 - Jumping pillow
 - Bike trails
 - Putt putt golf course
 - Cleaner streets and paths
15. As many of our visitors to the caravan park have dogs, they are always looking for somewhere safe and fenced to exercise their dogs - the Apex flora park would be ideal.
16. Amalgamate Caravan Park and one block of bowling green with larger BBQ facilities of projection onto screen on main building. Encourage EP people to vote so there isn't a safe seat that will encourage political interest.
17. Sporting facilities are already great. Entries to the township are good now.



DEVELOPING THE MASTER PLAN

PROJECT IDENTIFICATION

The project focuses on the commercial centre of Lock which provides community facilities, open space and a broad range of businesses to local residents and travellers. There is immense potential to revitalise this area and to increase its attraction as a commercial, social and recreational space for local residents and tourists. It was identified that Lock is an ideal *'destination for exploration'*.

Early development identified key precincts within the town which would be utilised to guide the project:

01. TOD & BIRDSEYE HIGHWAYS

The main highway frontages of the town provide opportunity at multiple entry points to capture tourists, and set the tone for the town.

02. VILLAGE CENTRE

The further development of the Village Centre to provide one hub for the local community, as well as visitors with opportunity to develop for play, tourism & community gatherings.

03. SPORT & RECREATION

Country towns often come together for sport, and the facilities provided need to be able to cater for the whole community. Sport and these facilities play an important role in social cohesion, allowing an opportunity for the community to gather, creating strong social networks and a sense of belonging for the community. Ensuring this community heart is updated and provides the required facilities is important to ensure the growth and prosperity for the town.

04. SCHOOL

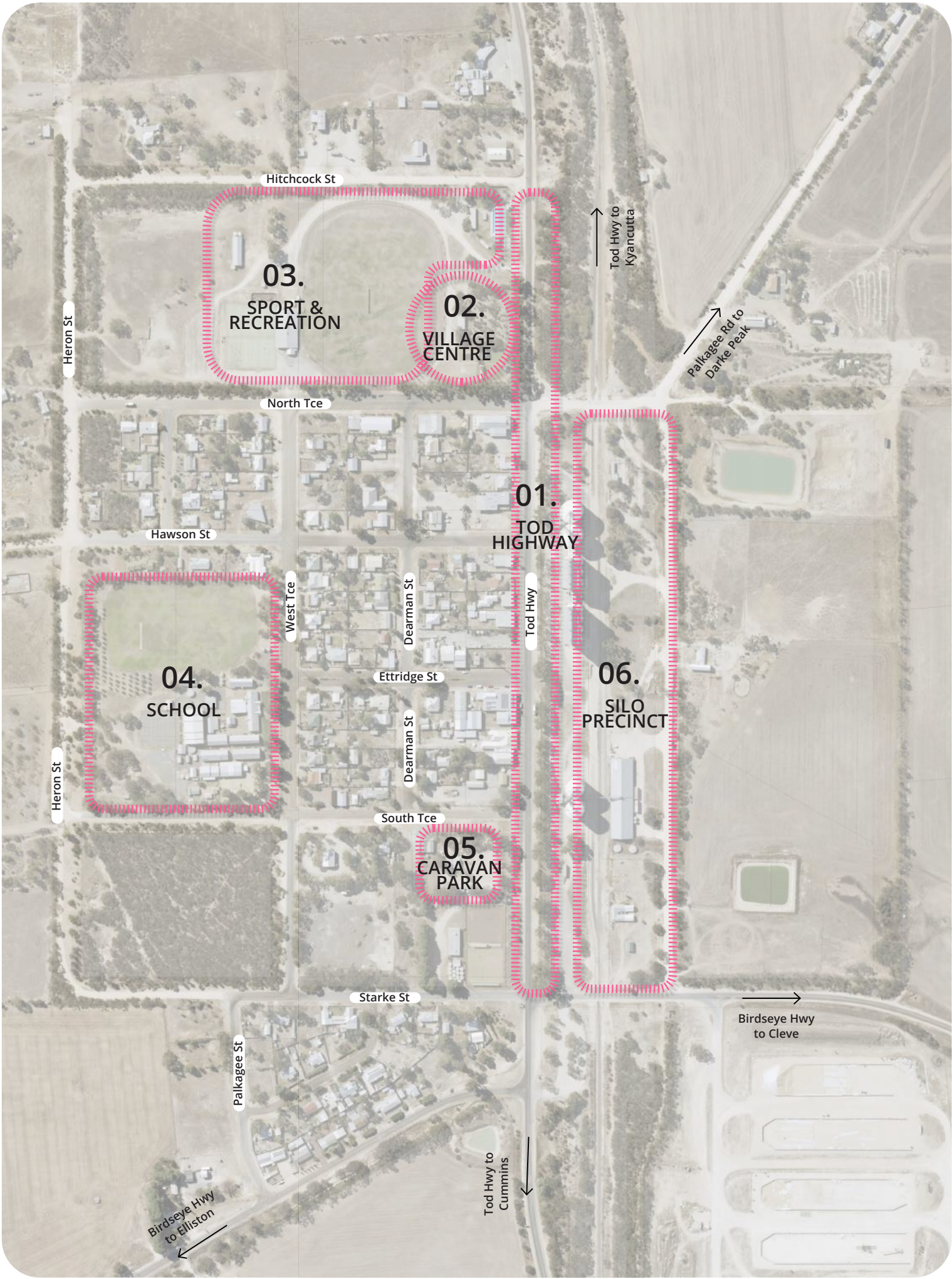
The school is home to many of the towns youth. Providing education up to Year 10, it is vital the master plan considers the facilities and requirements of the community youth. Ensuring the youth are included in the development of the master plan will ensure they are provided with facilities in which they see as important and will enhance their feeling of belonging and community, improving the chance to ensure they want to stay, belong and help the community grow for years to come.

05. CARAVAN PARK

The key frontage the site holds provides opportunity to develop an inviting space for tourists to stay, further developing economic growth within the town.

06. SILO PRECINCT

The Silo Precinct border the eastern side of the town. Ensuring this area is included in master plan is important with grain production being a major employment of the surrounding community. This site is a hub of activity over the harvest season with access off the Birdseye Highway, the Tod Highway / Birdseye Highway interface is a key point of congestion.



CONNECTIVITY

PEDESTRIAN

Early development identified the key precincts within the town are not connected with a pedestrian footpath network. Identifying the key precincts, lead to the identification of key connectivity needs.

The existing path network does not provide a linked pedestrian network throughout the town. Where there are paths currently incorporated they are narrow, contain a mix of materials and in some instances are of poor condition. Ensuring adequate, aligned kerb ramps are incorporated will be vital in ensuring the success of the pedestrian accessibility throughout the town. Detailed design should include further consideration for elderly (frames and gophers), youth on bikes, and prams to ensure surfaces, width and alignment are suitable for a variety of users.

The creation of this network will ensure ease of access for the communality, as well as providing key access throughout the town for tourism.

HEAVY VEHICLES

Heavy vehicles are noted to heavily utilise key routes over the harvest period. These are noted on the eastern side of the township. However it should be noted that heavy vehicles do continue to utilize these routes at a slightly lower number throughout the non-harvest period.

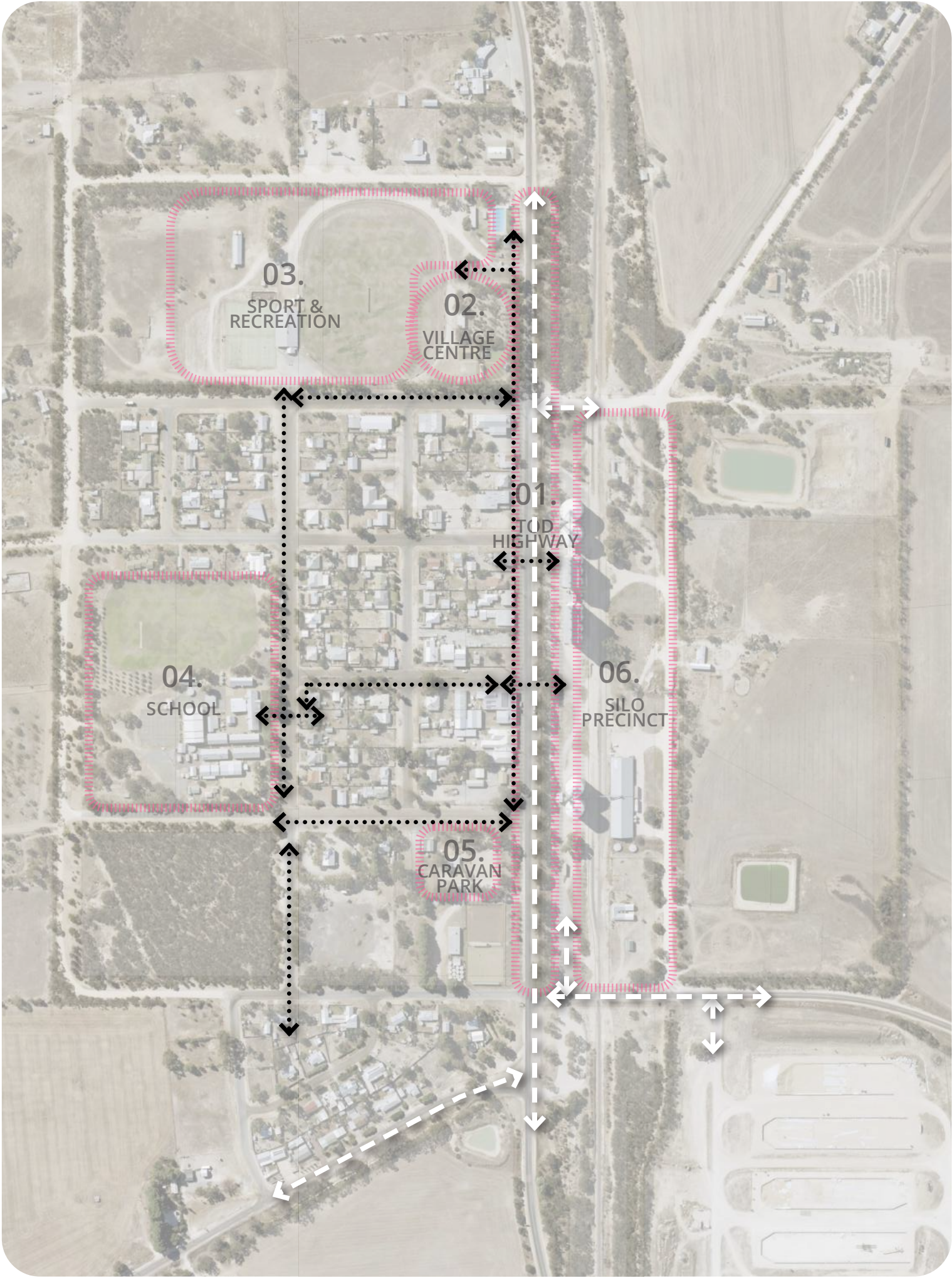
OTHER VEHICLES

Other vehicles are generally noted to utilise the key north / south Tod Highway route. This is the 'town main street'. The grid layout of the township makes for easy orientation for vehicles. Inclusion of wayfinding and signage is required for tourist to ensure ease of access around the town to key destination. ie - caravan park and visitor information.

Legend

Key Heavy Vehicle Movements

Key Pedestrian Links



EXPANDING EXISTING PRECINCTS

01. CARAVAN PARK

Upgrade and expansion of the caravan park will be vital and key in retaining tourists to the town. Set on the southern end of the Tod Highway it has a key frontage for visitors to the town. Expansion and development of the Caravan Park will encourage visitors to utilize the town as a base to explore the town and surrounding Wilderness Parks.

02. SPORT & RECREATION

Sport and recreation facilities are the heartbeat of rural communities. It is important the facilities here are upgraded, and developed to ensure the current and future needs of the community are met.

03. STREET PRESENCE

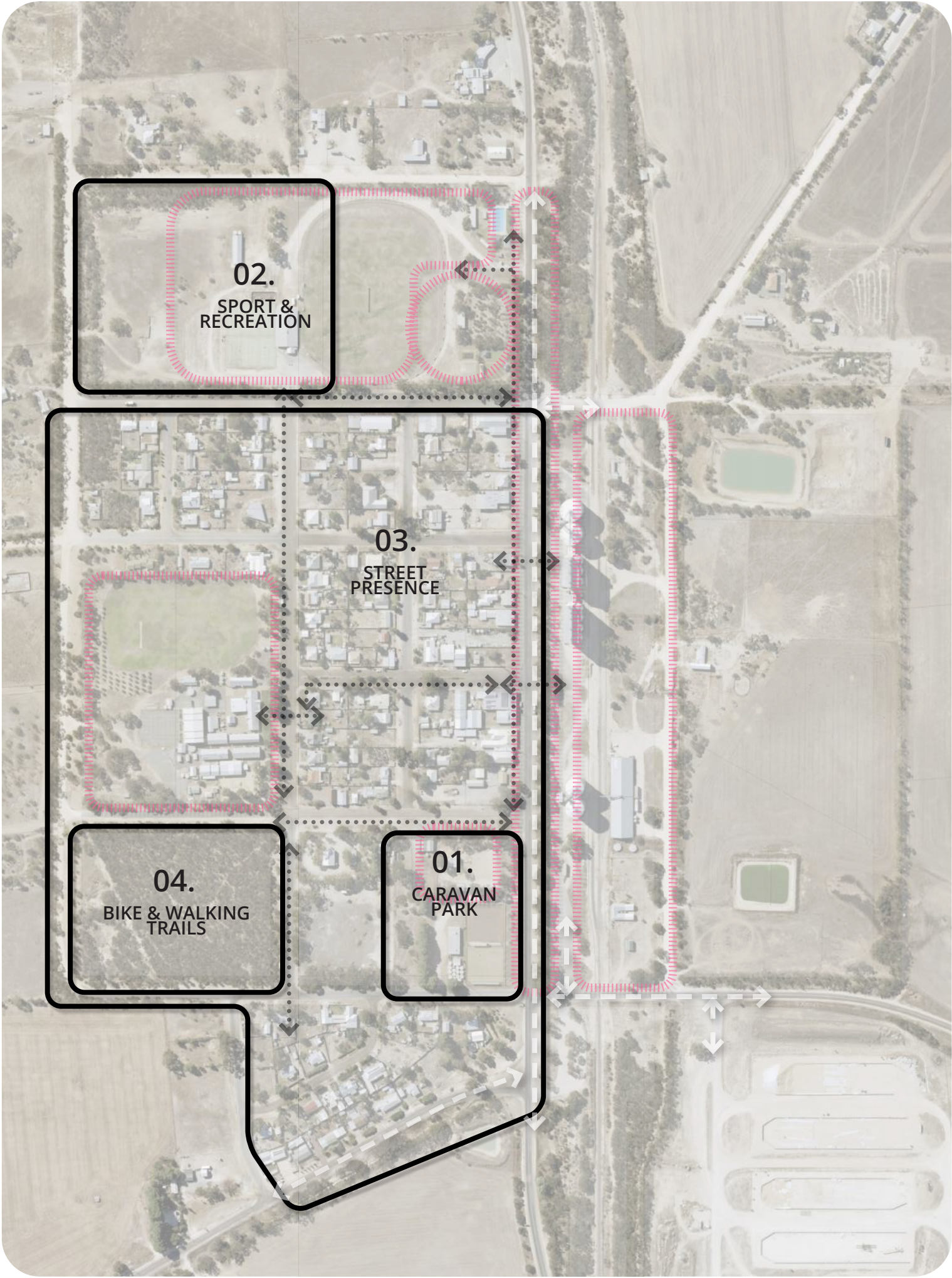
Upgrade and landscaping to the streets will ensure a ‘neat and tidy’ appearance of the town. The upgrade of the streets provides the key link between all the developed precincts. Measures to explore include street trees, amenity planting, footpaths and revitalization of the Main Street Precinct. Encouragement of new businesses to the town, should be strongly encouraged at any opportunity. A joint process between, Council, community and commercial building owners should be strongly encouraged.

The Main Street Precinct is currently cluttered with signage, mix of materials, hardscape, scattered furniture elements and powerlines. Opportunity to underground power along here should be investigated. This will strongly help to open up desire lines, and improve the overall street presence of the town.

04. OPPORTUNITY - BIKE & WALKING TRAILS

Inclusion of additional facilities for youth and visitors to the town is vital in the growth and livability of the town. The area of existing vegetation was identified during the community consultation process as an ideal location to explore. Located adjacent the school and close by to the caravan park it provides to perfect site location to develop new facilities for tourists and youth.

Furthermore, the opportunity exists for the town to explore the ability to expand the bike and walking trails into a wider network, and look to expand and develop opportunities at the nearby Conservation Parks. this will allow Lock to identify as a central hub and key location for avid bush-walkers, and bike riders to base themselves.



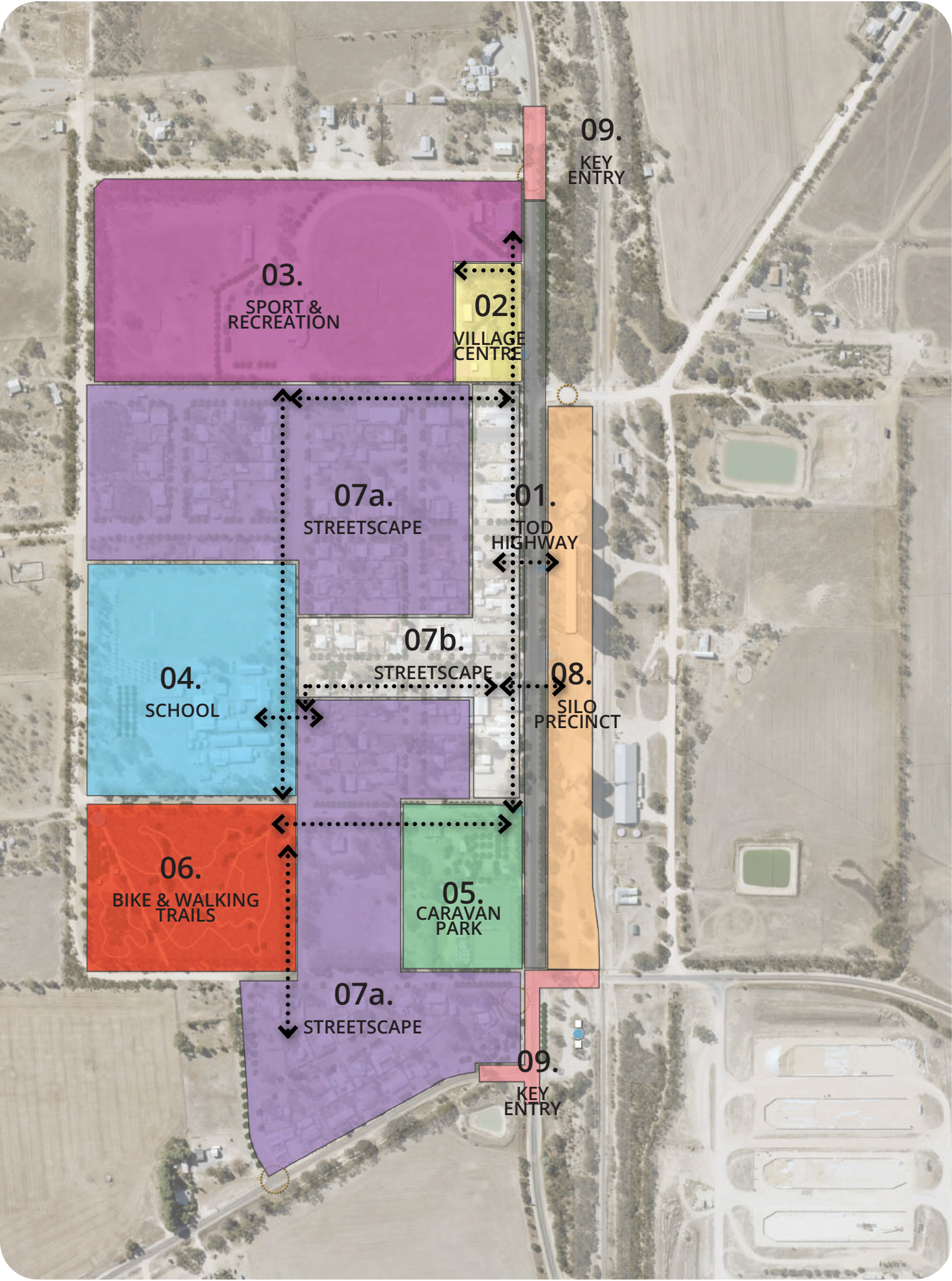


MASTER PLAN

FINAL PRECINCT LAYOUT

These precincts are used to guide in the types of facilities and activities to provide for each. The following pages provide a more detailed breakdown of the town.

- 01. TOD HIGHWAY
- 02. VILLAGE CENTRE
- 03. SPORT & RECREATION
- 04. SCHOOL
- 05. CARAVAN PARK
- 06. BIKE & WALKING TRAILS
- 07A. STREETScape (MINOR)
- 07B. STREETScape (MAJOR)
- 08. SILO PRECINCT
- 09. KEY ENTRY



MASTER PLAN

TOD HIGHWAY

- Tod Highway should be developed to include :
- A strong landscape presence with trees and amenity planting
 - Under-grounding of powerlines
 - ‘Set the Tone’ for the town
 - Clear & clean materials palette
 - Rejuvenated building facades
 - Provide linear link north - south of the town for pedestrians
 - North & South end of the street to ‘bookend’ the town with well developed entry statements

VILLAGE CENTRE

This will look to become a space that is well connected to the Tod Highway (Main Street) and the Sport and Recreation Precinct.

SPORT & RECREATION

- The heartbeat of the community social networks. The site should be developed to include:
- Upgrade of clubrooms, changerooms etc
 - Upgrade of pool facilities, to included shelters, picnic settings
 - Clear & clean materials palette
 - Rejuvenated building facades
 - Additional / new sporting facilities as determined by the community
 - Inclusion of new tree planting to soften, act as a wind break to the western side of current facilities.

SCHOOL

- Upgrade works to the school should look to include
- Upgraded footpath along West Terrace
 - Dedicated school crossing
 - Expansion / development of new facilities at the school for community benefit; including expanded orchard, and bee hive facilities

CARAVAN PARK

- Upgrade and redevelopment of the caravan park should look to include:
- Upgraded amenities
 - Entry signage
 - Facilities including, camp kitchen, picnic settings
 - Trees for shade & amenity

BIKE & WALKING TRAILS

The bike and walking trails will be pivotal in developing the town as a destination and base for bushwalkers, and cyclists. A variety of facilities should be included to cater for toddlers, youth, families and grey nomads.

STREETSCAPES

Streetscape will be developed to create linkages between all precincts. Clean & clear materials palettes will be developed to provide an overall cohesive design for the town.





SILO PRECINCT

Currently commercial use, the silo precinct is the eastern boundary to the township. Council should continue to monitor the site and ensure any future development to the site integrates with the future direction of the town.

Ensuring the importance of this site is included in developments across town should look to explore:







- Silo artwork - captivating
- Historical Trail
- Railway Heritage

KEY ENTRY POINTS

Development of the key entry points is set to capture tourists, and set the tone for town. Ensuring these are well development, eye-catching, will create interest and intrigue as people enter the town. Items to consider include

- Entry signage - captivating artistic elements should be explored
- Trees
- Landscaping
- Wayfinding & Signage

Legend

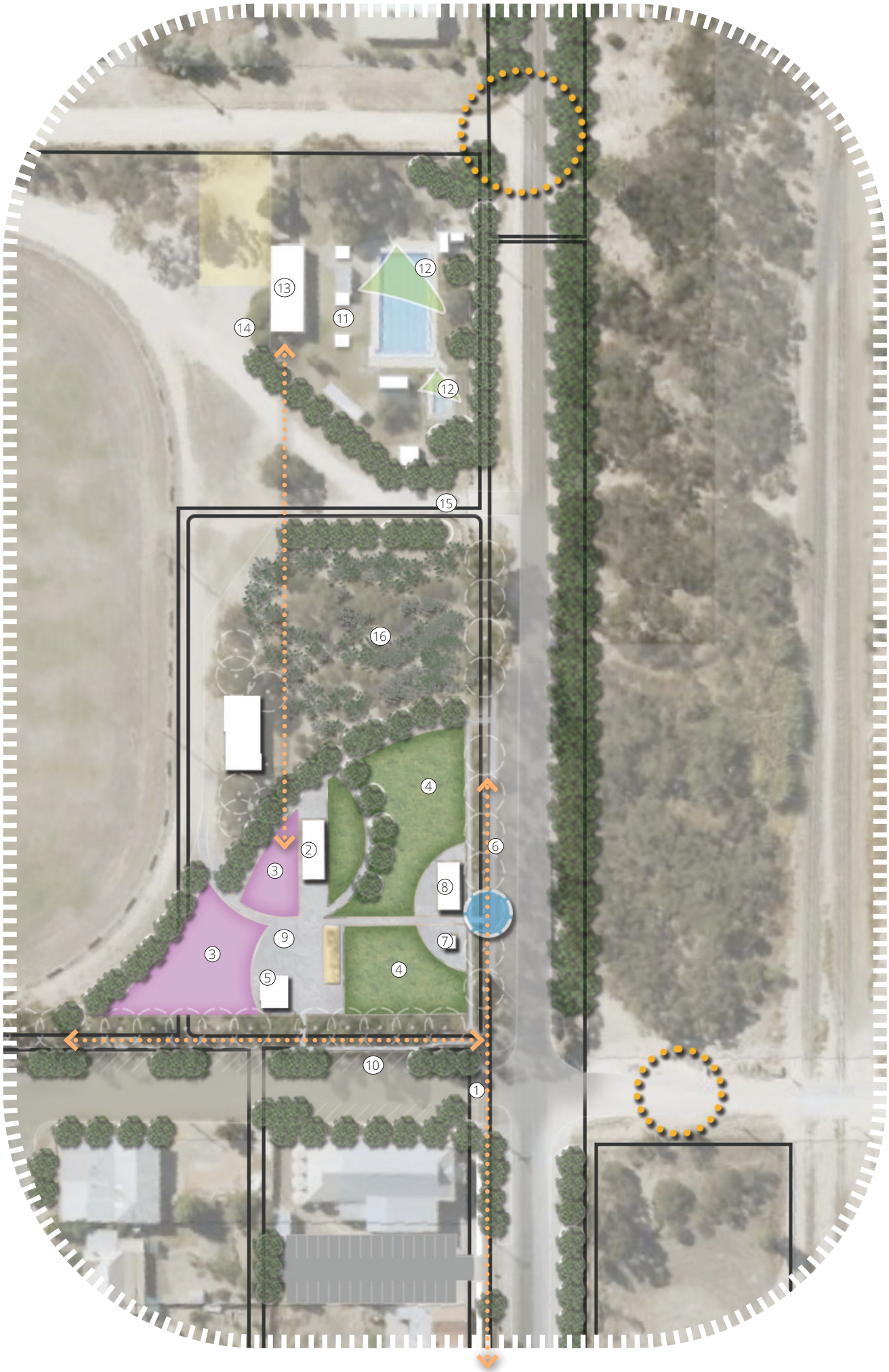
-  Develop captivating entry statements
-  Upgrade footpaths to priority routes and include aligned kerb ramps suitable for prams, gophers etc.
-  Create a large central tourist information point. This should be located within the 'Village Centre'. Smaller nodal areas of information should be provided at other locations such as the Caravan Park and at the Silo Artwork
-  New tree planting - look to develop 'Green Streets'
-  Create new safe school crossing
Ensure safe, easy accessibility for use of Community Library with wide footpaths, gopher parking etc.
-  Redefine Tod Highway - create 'Green Street'
Large parking areas for trucks and caravans to be complemented with trees, planting and facilities. A linear link for the town.
- ① DDA compliant road crossings with kerb ramps to crossings. Include protuberances where applicable to increase pedestrian safety
- ② New trees to soften and shade existing playspace
- ③ Silo artwork
- ④ Incorporate shelters / picnic settings adjacent silo artwork for viewing
- ⑤ DDA compliant road crossings with kerb ramps to key locations to allow safe crossing of Tod Highway to Silo Viewing Areas
- ⑥ Formalised carpark adjacent Institute. Provide power & water for market opportunities
- ⑦ Provide small amenities to southern end of town for east - west travellers. Inclusion of toilet amenities, shelter and picnic settings.
- ⑧ Create expansive school / community orchard and beehives.

VILLAGE CENTRE

The Village Centre will create a multi-use landscape which provides a ‘one hub, first stop’ site for the community and tourists.

The Village Centre takes into consideration:

- Increased pedestrian accessibility
- Increase of car parking opportunities adjacent the site and caters for caravans, trailers etc.
- Consider and take advantage of the large existing Eucalyptus that border the site.
- Provide a protected area for the implementation of an engaging and imaginative play space that caters for a range of ages and abilities, including toddlers and youth
- Encourage inclusion of artist elements throughout the space whether it be for play, functionality or aesthetic purposes.
- Incorporate sustainability initiatives throughout the design, wherever possible.
- Ensure built outcomes are multi-purpose.
 - Ie) Large irrigated turf has the ability to host events, community markets, movie nights, through the inclusion of power and water, however still acts as an informal kick-about space



LEGEND

- New trees
- Upgraded pedestrian connections - kerb ramps, footpaths
- Hardstand / Parking
- Tourist Information
Village Centre to be home as key information hub
- Develop captivating entry statements

- ① DDA compliant road crossings with kerb ramps
- ② New large Shelter structure with DDA compliant electric BBQ, table and chairs, and drinking fountain
- ③ Play area to include various levels and ages of activities, including - toddler, junior, senior activity spaces
- ④ Automatic irrigated turf areas to include dog park
- ⑤ Proposed toilet amenities (male, female & ambulant)
- ⑥ Caravan and trailer parking area
- ⑦ Visitor rest area with shelter
- ⑧ Visitor information area
- ⑨ Plaza / leisure area with seating adjacent existing sculpture
- ⑩ Additional on street carparking with new tree planting for shade and amenity
- ⑪ Upgraded facilities within pool site to include shelters, table & chairs, and electric BBQ
- ⑫ New shade structures to existing pools
- ⑬ Refurbished pool entry / changerooms
- ⑭ Additional tree planting to soften entrance
- ⑮ Upgraded 'Sports Facilities Entry' to consistent fencing, colours, and additional trees & amenity planting
- ⑯ Additional revegetation planting to be supplemented with nature / 'wild play' with hidden trails, dryland 'creeks' and areas of discovery for childrens imagination

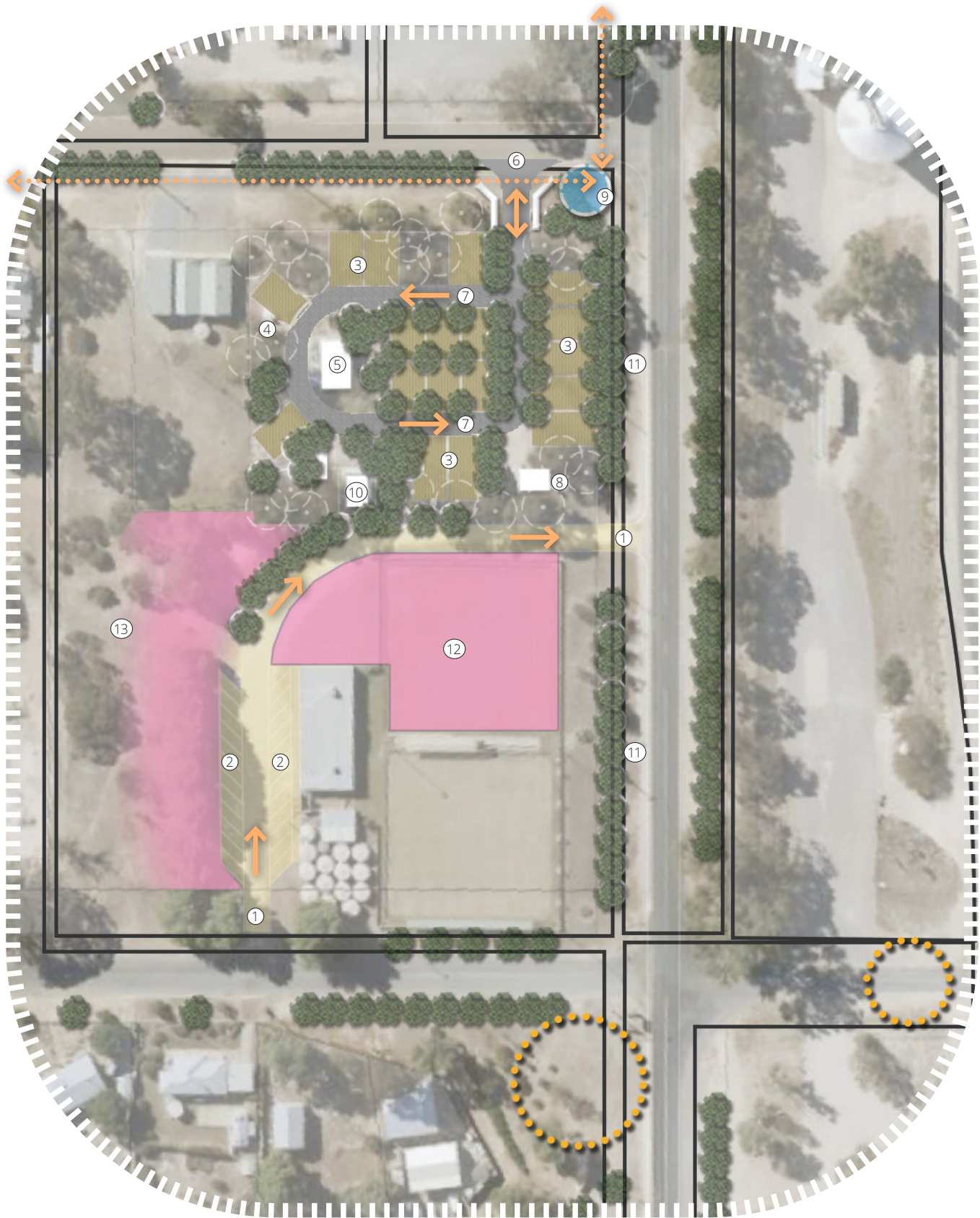


CARAVAN PARK

The Caravan Park will provide site with suitable facilities for a variety of tourists - caravaners, campers, for overnight or extended stays.

The Caravan Park takes into consideration:

- Interface with Bowling Club
- Take advantage of the existing trees on the site.
- Include opportunity for future expansion
- Incorporate sustainability initiatives throughout the design, wherever possible



LEGEND

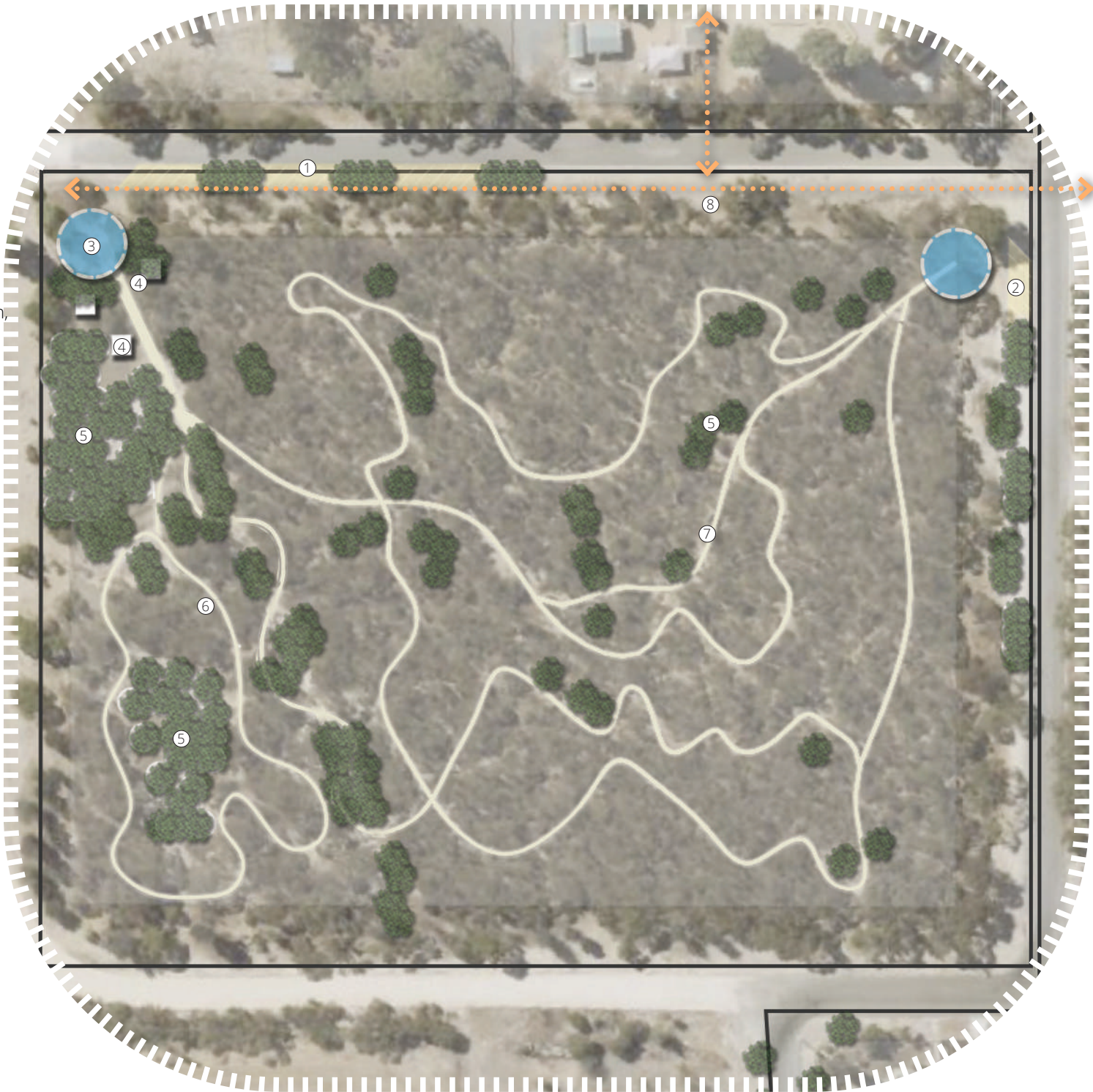
- New trees
 - Asphaltic concrete access
 - Upgraded pedestrian connections -kerb ramps, footpaths
 - Direction of vehicle travel
 - Bowling Club Access / Parking
 - Caravan Park access road
 - Caravan Park Site
 - Detail opportunity for future expansion
- ① Designated one way access road for Bowling Club (short term)
• Expand and reconfigure to dual access with turnaround (long term - to allow for caravan park expansion)
- ② Bowling Club parking
- ③ Upgraded sites to include power & water facilities. Site sizes to vary to cater for a variety of camp / caravan setups.
- ④ Sites to be set up to take advantage of existing shaded vegetation
- ⑤ Upgraded amenities block to include clotheslines, and small seating area
- ⑥ Upgraded access to 6m wide dual direction asphaltic concrete access road
- ⑦ One dedicated 5m wide loop road (short term)
• Reconfigure to allow expanded caravan park (long term)
- ⑧ Large shelter with camp kitchen facilities
- ⑨ Upgraded entry signage
- ⑩ Upgraded cabin. Option to include additional second cabin
- ⑪ Upgraded Tod Highway frontage with new tree planting
- ⑫ Optional future expansion to disused bowling green
- ⑬ Optional overflow informal camping at community discretion for larger events

BIKE & WALKING TRAILS





Bike & Walking Trails will provide a variety of facilities suitable for a variety of age groups and users, from school students through to beginner bike riders.

The Trails takes into consideration:

- Provides variety of trails and loop options
- Provides a skills track
- Take advantage of the existing trees on the site.
- Include opportunity for future expansion
- Incorporate sustainability initiatives throughout the design, wherever possible



LEGEND

-  New trees
-  Upgraded pedestrian connections - kerb ramps, footpaths
-  Hardstand / Parking
-  Tourist Information / Trailhead
Future secondary trailhead to be explored in expansion to east of site

- ① Provide parking area - with trees for shade / amenity
- ② Future expansion of car parking as required
- ③ Trailhead to include information regarding bike trails, facilities etc.
- ④ Inclusion of park facilities including shelter, table & chair settings, benches, drink fountain, bike repair station etc.
- ⑤ Inclusion of additional tree planting as required for shade and amenity
- ⑥ Skill track
- ⑦ Expansive bike trails, multiple routes, skills and trail treatments to be included
- ⑧ Provide safe crossing link between trails and school

STREETSCAPES

The streetscapes will provide the connection between each precinct, and be important in ensuring a cohesive overall master plan for the town.

The development of streetscapes take into consideration:

01. ACCESSIBILITY

Improved pedestrian accessibility through upgraded and new footpaths and connections. The implementation of safe pedestrian crossings at key locations is to also be included.

02. AMENITY

Inclusion of street trees to provide shade & amenity. Empty allotments to be cleared of rubbish. Residents to be encouraged to clear empty allotments of car bodies and debris. Encourage the community to be involved in the presentation of their town!

03. TRAILS

Heritage Trail: The town is home to a rich railway and agricultural history. The community should look to develop this as a fantastic way to encourage Tourism within the town. Look to capture the Grey Nomads!

Arts Trail: Explore the implementation of a variety of artistic elements, including but not limited to murals, silo artwork and sculptural elements. The town is already home to the large farming sculpture within the Village Green, and multiply murals. The community should look to enhance and develop a wider 'Arts Trail' throughout the town.

04. WAYFINDING & SIGNAGE

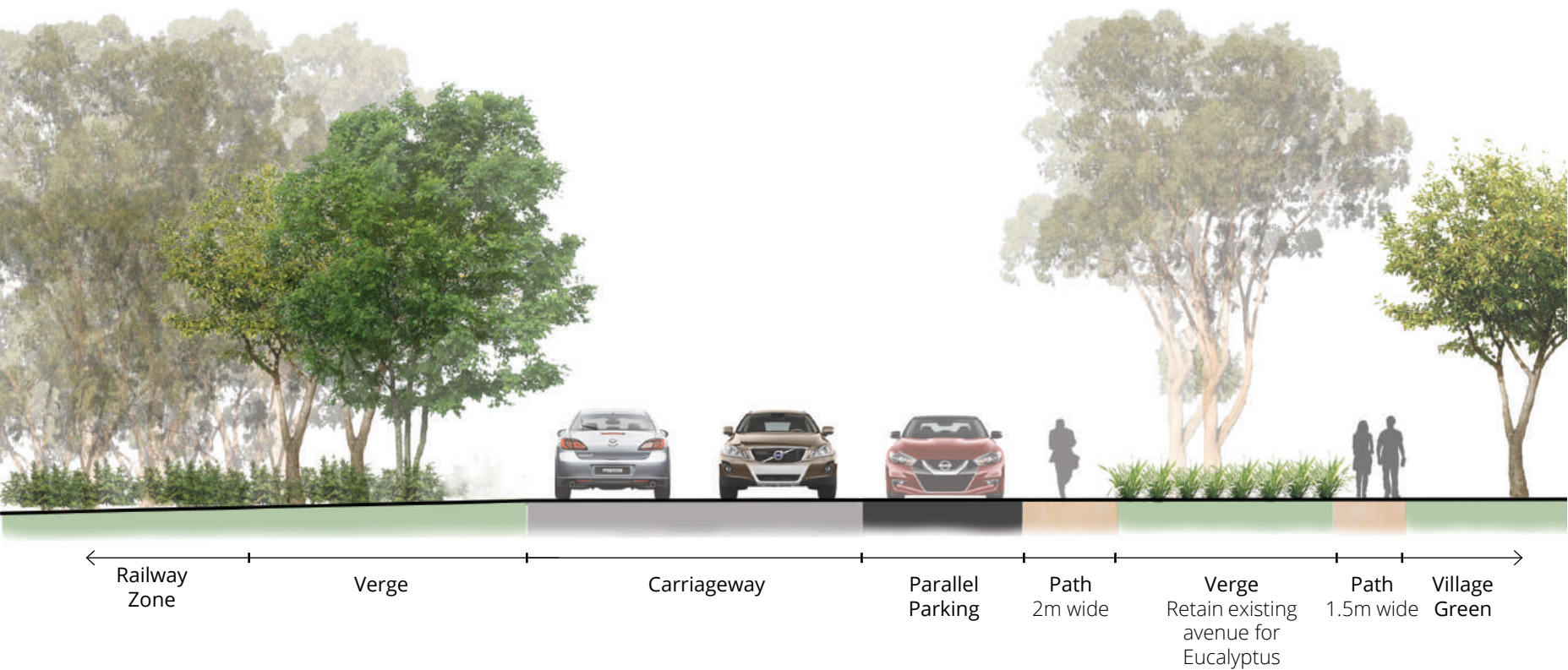
Upgrade of wayfinding and signage throughout the town should be implemented. A suite of elements should be developed, and implemented as a hierarchy.

Implementation to consider

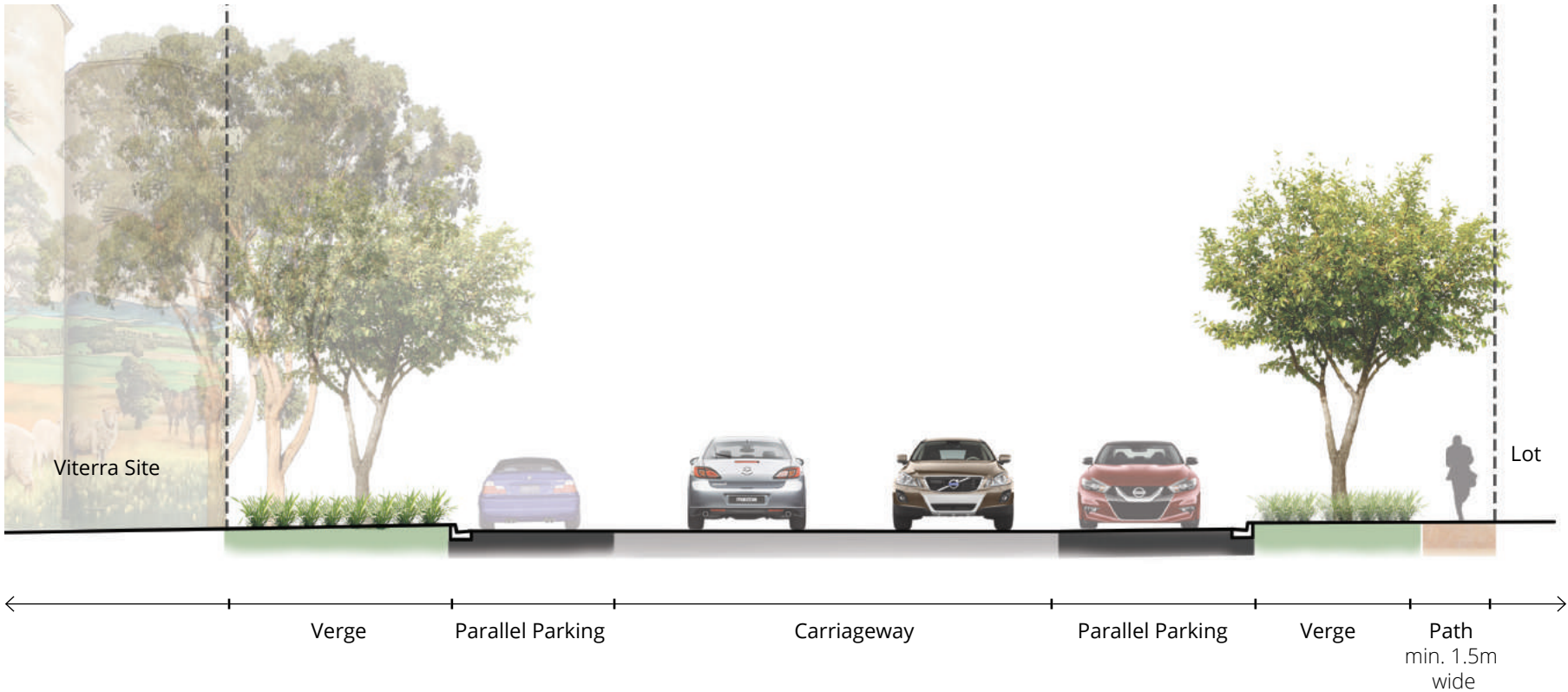
- Township Entry
- Tourism
- General Wayfinding
- General Information
- Heritage Trail
- Art Trail

The ways in which the wayfinding and signage is implemented should be explored, to include a variety of elements and incorporated into other elements such as footpaths and artistic elements as interpretive elements where appropriate.

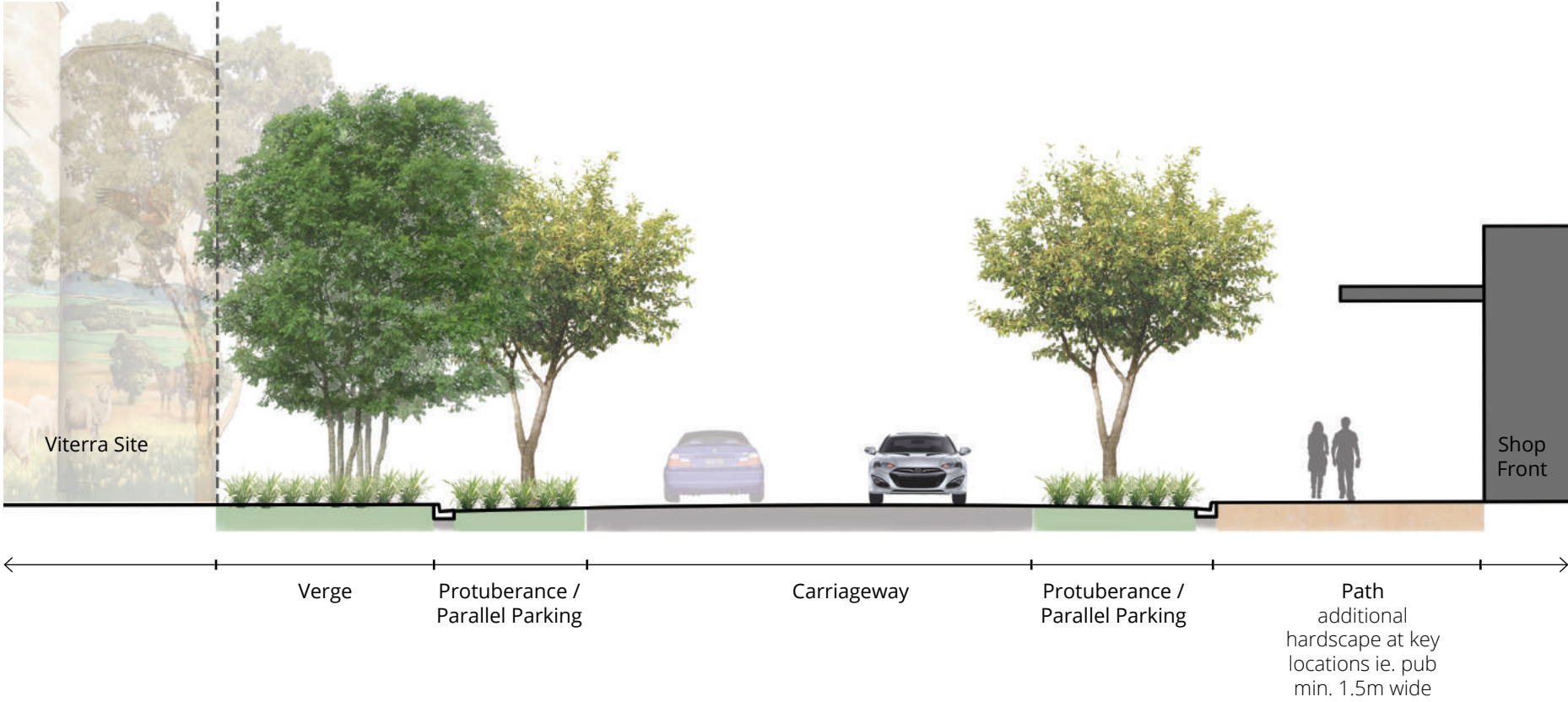
MAJOR STREETSCAPES - TYPICAL VILLAGE GREEN



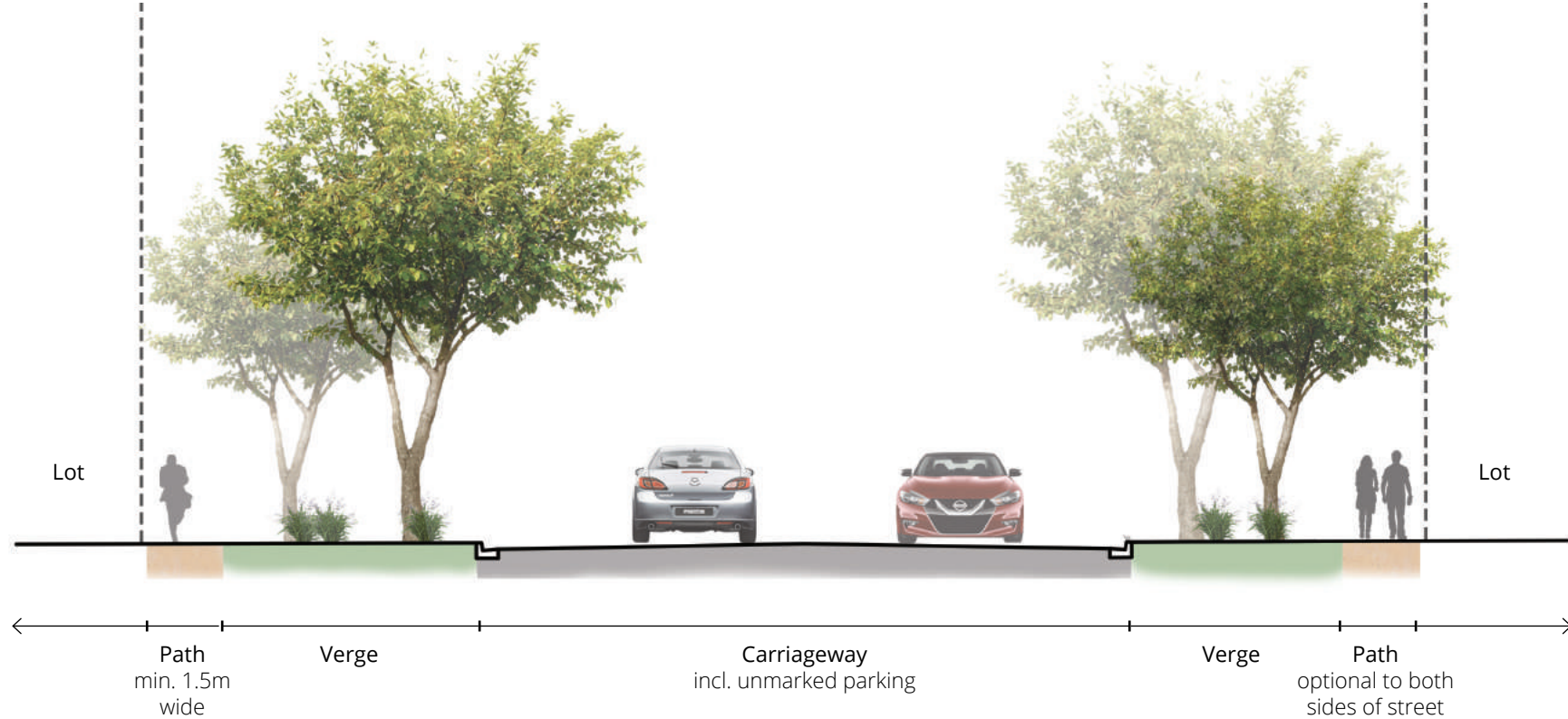
MAJOR STREETSCAPES - TYPICAL



MAJOR STREETSCAPES - TYPICAL CROSSING



MINOR STREETSCAPES - TYPICAL



STREETSCAPE TREES & VERGES

01. VERGES

The town should look to implement a variety of materials, trees, and planting to create a hierarchy streetscapes.

Major Streetscapes

Trees

- Consistent 'Avenue' planting where appropriate
- Large tree species to create grand 'Green Street' appeal
- Secondary layer of planting to be included to highlight key points, soften buildings and provide a lower, pedestrian level of green to the streets.

Verge materials:

- Hardscape (concrete / paving)
- Compacted gravel
- Planting
- Mulch

Minor Streetscapes

Trees

- Minimum of 1 x tree per front of allotment
- Minimum of 2 x trees per side of allotment

Variety of verge materials including:

- Compacted gravel
- Planting
- Mulch

Residents should be encouraged to develop the verge adjacent their allotment in line with a set of guiding principles.

02. FOOTPATHS

Consistent footpath materials should be utilised in a majority of streets.

Major Streetscapes

Width: Footpaths to be min. 1.5m wide however will be required to be wider at key locations such as adjacent the pub.

Location: To be included on at least one side of every street, however may be appropriate to include on both sides of streets, at key locations. ie. Tod Highway to have a footpath along western side, however additional footpath also required adjacent silo artwork on eastern side.

Material: Concrete or small format paving. Feature concrete or paving to be included at key locations to identify

Minor Streetscapes

Width: Footpaths to be a minimum of 1.5m wide

Location: To be included on at least one side of every street

Material: Concrete or small segmental paving (consistent materiality)



Section Location



Section Location



Artist Impression of revitalised Tod Highway Precinct



Artist Impression of revitalised minor streetscape



MATERIALITY + PLANTING

CONSIDERING THE DETAIL

When implementing the Master Plan guiding ideas should be implemented across all stages. This will ensure a cohesive final outcome is achieved. Four key ideas should be continually explored throughout the implementation of the Master Plan. These are as follows:

01. EXPERIENCE

Development of the town should look to consider:

- the experience, benefits it will bring to the immediate community of Lock, ensuring works that are implemented have a positive benefit to the community. This will reiterate the community ownership of the town. It is important to keep focus on the people who make use of the town everyday!
- works that are incorporated also need to consider tourists and visitors to the site and wider area. Introduction of facilities to ensure visitors have a comfortable place to rest, such as shelters for morning tea, or pull up their caravan will encourage current 'drive-through' visitors - to stop, rest and therefore look to provide input into the economy of the town.

02. NATURE AND GREEN

Development of elements within the town should look to the surrounding 'wild' natural environment, for the new to sit complementary with the surrounding area. Introduction of trees to be hardy, drought tolerant and provide a large amount of shade and amenity where possible.

03. MULTI-PURPOSE

Where new facilities are incorporated such as shelters they should look to be multi-purpose facilities. Things to consider include - lighting, WIFI / technology, speakers, interpretive elements and signage.

Signage / interpretive / artistic elements should be explored and incorporated in a variety of ways throughout the town. Ideas include incorporation in pavement, signs, sculpture, and murals. This will add a secondary layer to the 'destination for exploration'. Inclusion as an artistic element will further enhance community ownership and sense of place as well as providing improved interpretation of historical, cultural and environmental heritage.

04. MATERIALS

Materials utilised within structural elements such as shelters, toilet amenities, and way-finding to be complementary to each other. Natural materials such as timber and stone should be incorporated where possible, however strong consideration to hardy, low maintenance elements such as steel should be included where appropriate.

Hardscape materials should be consistent throughout the town. Alternative 'feature' pavements should be explored and included where appropriate - such as within the Village Centre.

A consistent shelter, furniture, and paving palette should be developed into a style guide for the town. This will allow for the gradual, but consistent implementation across the town.

Development and elements should be considered at 3 levels:

- Vehicular: What is the experience from the driving along street / past?
- Pedestrian: What is the experience / view for the pedestrian from a far?
- Amenity / aesthetic: What is the experience / view / use for the immediate user of the site?



PALETTE
PAVEMENT



BUILT FORM



SCULPTURAL



INTERPRETIVE



BIRDSEYE STUDIOS | Lock | Master Plan

PLAY



PLANTING



LOCK
Welcomes You



POWELL ROAD
Cleve
Cowell 891