



Potential Planting such as Banksia Marginata to be Planted to Retain Views



7/8. Potential Informal Seating within Central Node, All Abilities Node + along Promenade



7/8. Potential Sculptural Seating within Central +



7/8. Potential Sculptural Seating/Bollards within Central + All Abilities Node



5. Potential Exposed Aggregate Concrete Pavement



5. Potential Pavement Pattern Example



6. Potential New Terraced Lawn with Bluestone seating and Bluestone terraces



7/8. Potential Sculpture Bollards

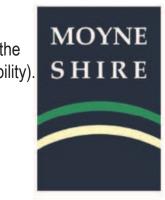


- 1. The reconfiguration of the Beach Street/Hughes Avenues intersection will create a broad Plaza at the entry to the Port Fairy Surf Life Saving Club. This Plaza will connect with the Promenade to create a public space suitable for marquees, food vans, cafe tables and informal performances, while allowing for required vehicle access.
- 2. A new car park will be constructed on the existing vacant council land to the west of the Surf Club. This car park will replace the existing car park removed to create a new lawn to the north of East Beach. The car park will provide disabled parking with direct access to all abilities beach access and amenities. Refer note 10 for total parking numbers.
- 3. A DDA compliant access path will be provided from the new public car park to the existing beach access ramp (which is current not accessible for those with limited ability).
- 4. Utilise existing Surf Club toilets as public toilets accessible by all abilities
- 5. A broad pedestrian space will link the Central Node with the Surf Club Plaza. The Promenade will be paved with a patterned textured pavement incorporating seating and sculptural bollards. The pavement will be broad enough to support food vans occasional market stalls and so on.
- 6. A new terraced lawn area will be created through the removal of the existing crushed rock path angled across the existing lawn. This will allow the existing steep gradient to be modified to provide gently sloping lawns separated by bluestone seating terraces. Together the gentle lawns and terraces will provide seating opportunities which are currently not available. Including a DDA compliant access path will be provided from the new public car park to the existing beach access ramp (which is currently not accessible for those with limited ability).
- 7. Central Node This will be a space for socialising and quietly appreciating the coastal landscape. The space will have an environmental expression with elements such as local vegetation, a sculpture garden and informal seating and gathering opportunities. It will also have formal shelter, picnic tables and barbecue, located to take advantage of views to the north and the south. This will contribute to East Beach as an environmental focus to compliment Gardens Reserve as a recreation focus and the wharf as a maritime history focus.

- **8.** All Abilities Node This space has been located to take advantage of the proposed all-abilities beach access. It will provide seating, dining areas and amenities suited to all abilities. The area will be supported by nominated disabled parking.
- 9. New lawn A new flat open lawn will be provided by relocating existing car parking to new parking on Hughes Avenue. Refer to note 10 for total parking numbers.
- **10.** Roads and Parking Beach Street and Hughes Avenue will be formalised and slightly re-aligned to provide additional parking and pedestrian areas. The roads will be re-grade to drain away from residential properties.

 Existing Parking in Precinct: 67 formal spaces, 48 (approx) informal spaces = Total 115 spaces

 Proposed Parking in Precinct: 116 formal spaces, 10 (approx) informal spaces = Total 126 spaces
- 11. Lookout locations will be established at each of the key spaces along the East Beach foreshore. These lookouts will be oriented towards key features of the Port Fairy coast with signage to tell the story of its environment and history. This signage will be coordinated with other key locations around Port Fairy.



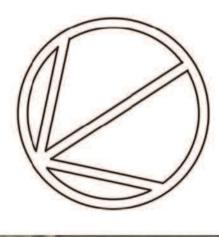


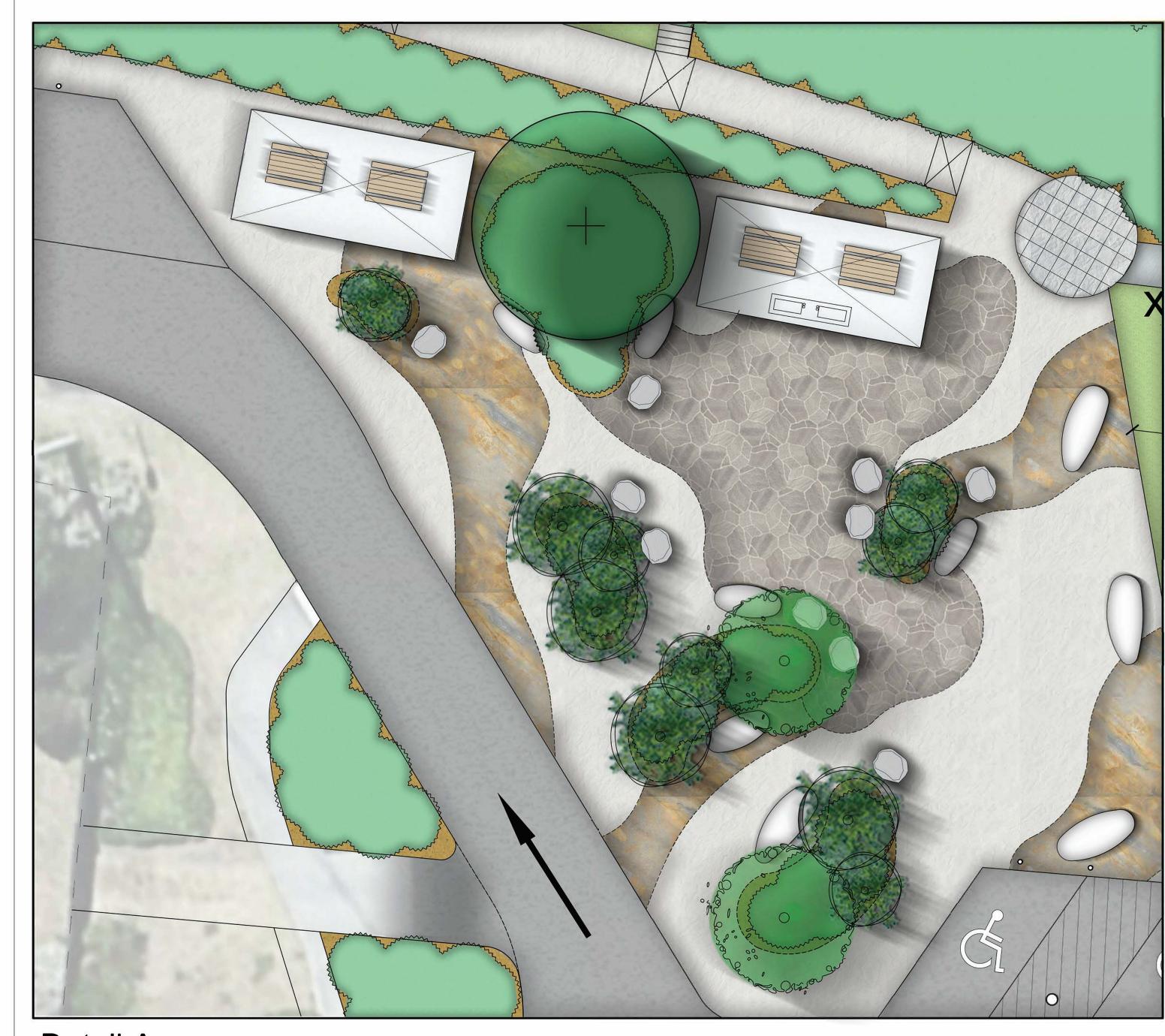


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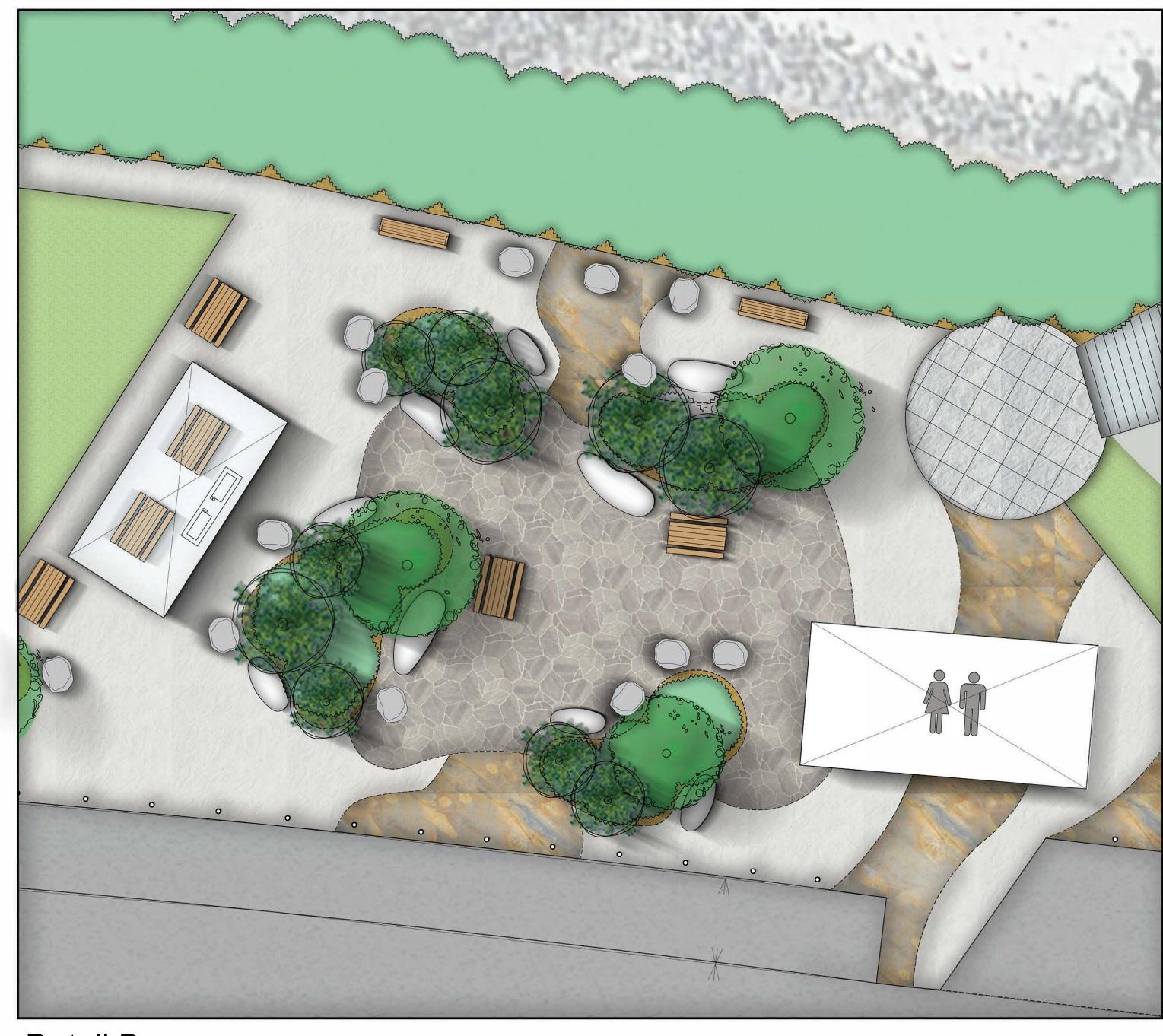
1:500 @ A1, 1:250 @ A3

Drawing 2 of 4





Detail A
All Abilities Node
1:100 @ A1, 1:200 @ A3

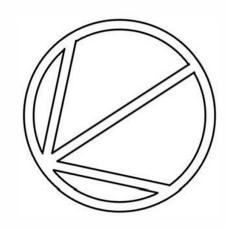


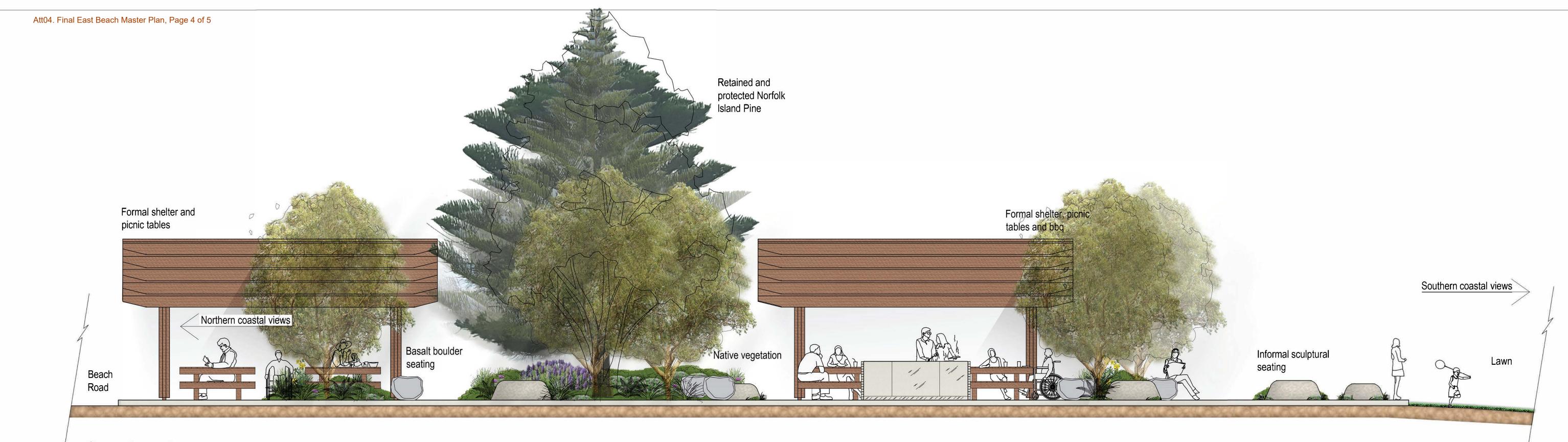
Detail B
Central Node
1:100 @ A1, 1:200 @ A3



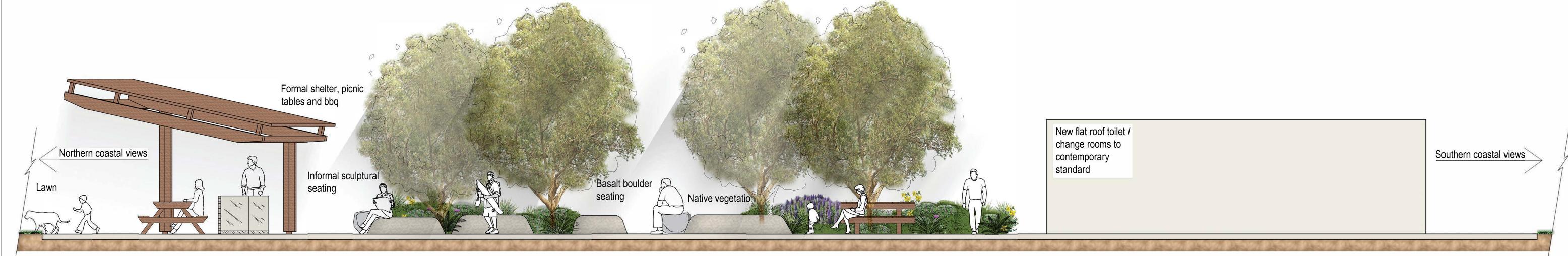


1:100 @ A1, 1:50 @ A3



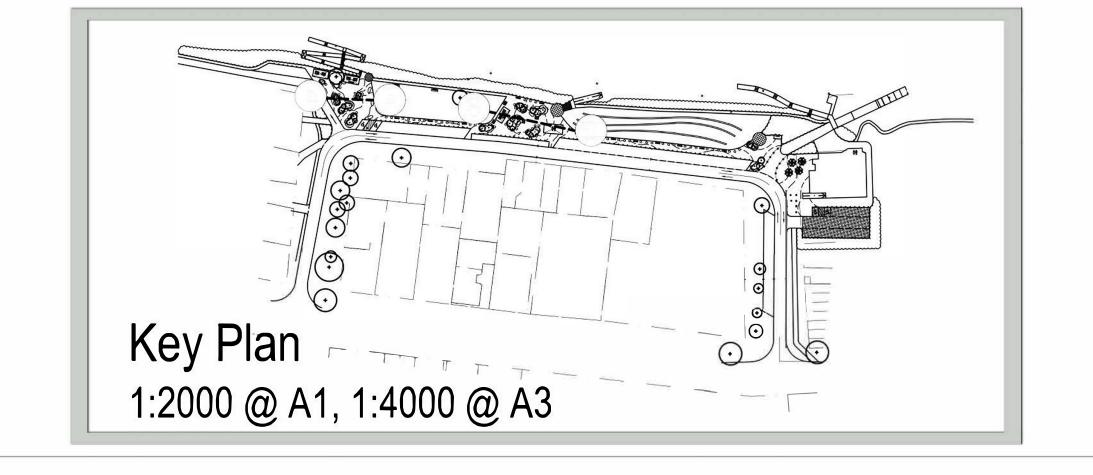


Section A All Abilites Node 1:50 @ A1, 1:100 @ A3



Section B Central Node 1:50 @ A1, 1:100 @ A3

*Note: All dimensions and levels are indicative only







1:50 @ A1, 1:100 @ A3 Drawing 3 of 4

