



LEGEND

- | | |
|--|---|
| NATURAL BUSHLAND:
To be retained & protected. | EXISTING SHARED PATH:
Refer actions. |
| RESERVE AREA. | PROPOSED SIGNAGE |
| PICNIC & PLAYGROUND AREA:
Refer actions. | BRIDGES:
Refer notes. |
| SOUTH CREEK:
Refer actions. | SHADE TREES & PLANTING:
Refer notes. |
| PROPOSED SECONDARY PATH:
Refer actions. | |

ACTIONS

A. SIGNAGE

Signage is to provide corridor / reserve names & directional, compliance & interpretive information as required (Refer Action 31). Directional signage may include points of interest such as the playground, crossings & declare the reserve as a Wildlife Protection Area if considered. (Refer Action 6).

B. BUSH RESTORATION & HABITAT PROTECTION

Expand the weed eradication & prevention program along Dee Why Creek & with the reserve (Refer Action 5).

Undertake an assessment of the reserve to identify potential new areas for bush & habitat restoration. Develop restoration plans for these new areas & any identified endangered communities & remnant habitat areas within the reserve. (Refer Action 2 & 3).

C. CREEK LINE

Improve & stabilise the creek as outlined in the *Floodplain Risk Management Studies & Plans* & the *Warringah Creek Management Study*. (Refer Action 7).

Reestablish the banks of Dee Why Creek & consider replacing the concrete base (half pipe) with a more natural creek line in conjunction with the Local Habitat Strategy & Floodplain Risk Management Plan and Study. (Refer Action 5).

D. TRACKS & ACCESS

As part of the shared track network upgrade the existing pathway in Dee Why Park. Path to run through extent of reserve at current alignment & comply with equitable access codes. (Refer Action 23).

E. JUNIOR FIELDS:

Investigate the requirements to bring area up to playing standard for junior sport. This is to consider drainage, ground configuration and environmental impacts. (Refer action 47)

F. BUFFER:

Investigate the most appropriate method to form a barrier for balls entering the creek at Dee Why Park. This should be considered as part of the landscape plan for the park. (Refer Action 43). Native grasses could be considered to form a barrier.

G. SHADE TREES:

Increase the planting of shade trees. Species to be in accordance with Local Habitat Strategy (Refer Action 22).

H. NOISE:

Investigate and install measures to decrease noise along western side of the Field 1. (Refer action 50). Work with relevant groups to develop strategies to reduce negative impact of sports use on local residents. (Refer Action 48 and 49).

I. NEW BRIDGE CROSSING:

Develop creek crossings consistent to existing bridge character. Undertake a parking study to identify best location in relation to car parking opportunities. (Refer Action 32).

J. PICNIC & PLAYGROUND AREA

Upgrade equipment to meet Australian Standards & create a unique play experience (Refer Action 56).

Develop picnic areas associated with playground considering the provision of furniture etc that will create a sense of character, improve safety, access & usability of the area (Refer Action 22).

K. AMENITY BUILDING:

Upgrade & extend building. (Refer Action 39). Where appropriate use the Crime Prevention through Environmental Design Principles to increase safety & deter vandalism (Refer Action 51). Consider enclosing the amenity building & other security measures to discourage antisocial behavior at night in that area. (Refer Action 52).

L. LIGHTING

Install lights of a suitable standard. (Refer Action 38).

M. HABITAT DEVELOPMENT:

Additional habitat areas are to be developed as proposed in the 'Local Habitat Strategy' & supporting 'Restoration Plan' for Dee Why Park (Refer Action 4).

N. ROAD CROSSING

Develop appropriate road crossings on Campbell Ave and Pittwater Road to link proposed pathways (Refer Action 25).

O. CAR PARKING:

Undertake a parking study to identify additional parking opportunities. Onsite parking is to be considered. (Refer Action 32).



Warringah Council

Dee Why Valley & South Creek Open Space Corridor

AD0701-18

ayling drury landscape architecture

1:1500 @ A3

AD0701

May 2008

