



# CASINO DRILL HALL PRECINCT MASTER PLAN

July 2017







# Richmond Valley Council Casino Drill Hall Precinct Master Plan

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## CHRIS PRITCHETT - ARCHITECT

This Casino Drill Hall Precinct Master Plan has been prepared by:

Chris Pritchett—Architect  
PO Box 4349 Gumdale Qld 4154  
Ph: (07) 3348 9491  
Mob: 0401 472 020  
[chris@cp-architect.com.au](mailto:chris@cp-architect.com.au)  
in association with:



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## Section 1: Purpose and Outcomes



### Purpose of a Master Plan

Following a tender process Richmond Valley Council engaged Chris Pritchett—Architect and team to prepare a master plan for the Casino Drill Hall Precinct, including Coronation Park<sup>1</sup>, in Casino, NSW.

A master plan provides a long term vision for a park or reserve, identifying what it should look like and how it should function into the future. It establishes a strong and consistent direction, providing a framework for ongoing improvement.

It considers the interrelationship between:

- the current character and functionality of the landscape
- public expectations and needs
- emerging issues and trends
- the realities of the economic, social, environmental and legislative context of the time.

The result is a plan that balances needs across a range of often conflicting interests.

The Casino Drill Hall Precinct Master Plan is intended to provide Richmond Valley Council with a conceptual design framework for the future enhancement of the area. The master plan is a high level

plan and must be used in conjunction with further site investigation and detailed design work to achieve the best outcomes.

The Casino Drill Hall Precinct Master Plan:

- Provides a strategic framework for the future enhancement and/or development of the site that recognises the resources available to the Council and the community.
- Identifies issues involved with the site and presents plans to resolve or mitigate these issues.
- Introduces new activities and makes best use of the land available through maximising use of the site.
- Enhances the visitor and users' experience.

<sup>1</sup> This park is also known as Apex Park.



## Outcomes and Deliverables

Richmond Valley Council proposed that the Casino Drill Hall master plan:

*“will be (a) strategic document for future planning for this site and precinct. The master plan will consider community consultation outcomes as well as Council priorities in the creation of this plan. The master plan will form the basis for funding applications and future detailed tender documentation”.*

Council identified the deliverables as:

1. Consultation and meetings with Council (2) and stakeholders (1):
  - A draft concept plan presented to Council and community stakeholders.
  - A refined concept plan presented to and approved by Council.
2. A detailed colour plan view of the area proposed in PDF format illustrating proposed works.
3. An associated document detailing all proposed structures, playground, and civil works in plan including:
  - Detailed Building concept drawings, including floor plan and elevations.
  - Detailed playground documents/specifications
  - Documentation demonstrating methodology and stakeholder input.
4. Fully costed estimate of works.
5. Detailed concepts of traffic management associated with the precinct.
6. Documents should be in such detail that they can form the basis of a construction tender process.
7. A proposed project plan<sup>2</sup> documenting timing of the delivery of the above.
8. Delivery of documentation in PDF format.

## Recommendations

The following recommendations are made for the Casino Drill Hall Precinct Master Plan:

- Adopt the master plan as set out in this report and the accompanying plans to provide a broad direction for the Casino Drill Hall Precinct.
- Undertake detailed design which will be necessary for tender documentation and will also allow a more accurate costing of elements of the master plan.
- Apply to close that section of Bridge Street (an unformed road) through Coronation Park and combine the land into the Park.
- Apply for government grants to supplement Council’s resources so that the master plan can be implemented in full, and as quickly as possible. Work with user groups to obtain smaller grants to achieve some of the outcomes of the master plan.
- Establish an asset maintenance program for the buildings and improvements on the Casino Drill Hall Precinct site and build delivery of the program into operational budgets.
- Actively encourage community events to the site or the relocation of events held outside the local government area, particularly focussing on activating the amphitheatre and the “Parade Ground Green”.
- Establish a Committee of Management or similar, with Councillor representation, to provide strategic and quality input; communicate and agree issues among the tenants/user groups and back to Council.

<sup>2</sup> The “Project Plan” has been interpreted as a Staging Plan as the delivery of the project is dependent upon external funding that has not been obtained yet.



## Section 2: Site Context

### The Site

#### Richmond Valley Region<sup>1</sup>

The Richmond Valley Council area extends from the coastline at Evans Head to the foothills of the Great Dividing Range to the west, interspersed with State forests, national parks and nature reserves (Figure 1).

The largest town is Casino, including North Casino, with a population of 11,533 with the remainder of the total population of 22,037 being in the other communities of Broadwater (436), Coraki (1,478), Evans Head (2,730), New Italy (295), Woodburn (775) and Rappville (309), with the balance made up in the rural areas.

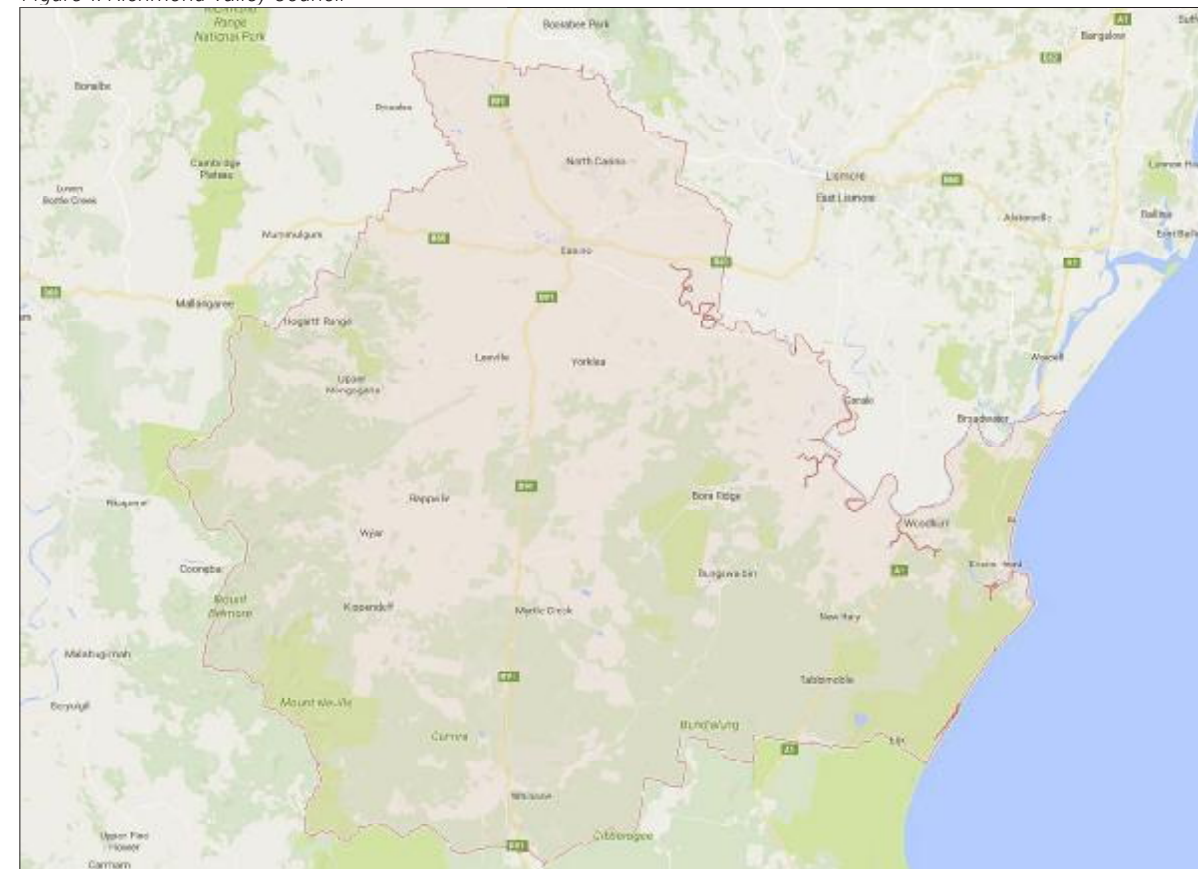
The area's demographics are changing, reflecting a growth in the younger, higher socio-economic group.

This is reflected in the high demand level for residential land.

Future forecasts suggest continuing population growth, particularly in Casino, with an estimated 9,900 residences required by 2031 to cope with demand.

<sup>1</sup> Information taken from Richmond Valley: Towards 2025 Community Strategic Plan

Figure 1: Richmond Valley Council



#### Casino Drill Hall and Coronation Park

The area for this master plan project covers the site of the Casino Drill Hall (73-81 Lennox Street, Casino) and a section of Coronation Park as shown in Figure 2.

The Drill Hall site is approximately 1.28ha. The total site, as shown in Figure 2 and including the section of Lennox Street that is recommended for closure and the service road to the east of the site, is approximately 2.11ha.

#### Site Constraints

The following site constraints have influenced the development of the master plan. The site constraints have meant that particular design solutions have been adopted to eliminate or ameliorate the impact of the site constraint:

##### Steep slope to river and flooding

At the northern end of the master plan area Coronation Park drops quite steeply down to the Richmond River. This space is also subject to flooding at times.

No access to the River at this point is proposed as the design solutions are too expensive and only replicate other access points nearby. Viewing of the River, via a platform, has been achieved and the only infrastructure in this section of the site is the pylons that are supporting the viewing platform.

##### Bruxner Highway

Site access and egress is impacted by the adjacent Bruxner Highway. Vehicles heading south are most affected. Vehicles heading north are well catered for including those towing a large caravan.

No right turn is possible into the site at Lennox Street and while it is possible to turn right into Stapleton Avenue (and possibly the site) this is likely only to be acceptable to NSW Roads and Maritime Services/Transport for New South Wales while the traffic volumes are low.

##### Noise

The Bruxner Highway is a generator of considerable noise, particularly from trucks heading up the rise (heading south) from the Richmond River Bridge and trucks using exhaust braking to slow their vehicles as



they head north and down to the Richmond River Bridge. In both cases the noise will impact events on the Casino Drill Hall Grounds but also within the Drill Hall building as it is a single skin walled building (no lining at all for the ceiling) with little noise cancelling effect.

Figure 2: Master plan site



Key to Figure 2

- ① Casino Drill Hall
- ② Workshop
- ③ Hardstand (with fence and light)
- ④ Site entrance
- ⑤ Service Road
- ⑥ Public Restroom
- ⑦ Various items of play equipment and picnic shelters
- ⑧ Carved "Platypus" sculpture





## Section 2: Site Context

### Planning Context

The Richmond Valley Council Local Environmental Plan (LEP) has a number of overlays that affect planning on the Casino Drill Hall site.

#### Zoning

There are three zones across the master plan site as shown in Figure 3.

The Casino Drill Hall site is zoned R1: General Residential. The Objectives of the zone are:

- To provide for the housing needs of the community.
- To provide for a variety of housing types and densities.
- To enable other land uses that provide facilities or services to meet the day to day needs of residents.
- To ensure that housing densities are generally concentrated in locations accessible to public transport, employment, services and facilities.
- To minimise conflict between land uses within the zone and land uses within adjoining zones.

While the Objectives principally concern residential uses they do recognise other land uses that support the needs of residents (dot point 3). Permitted uses with consent include, among others: car parks; community facilities; function centres; information and education facilities; office premises; recreation areas; recreation facilities (indoor); and recreation facilities (outdoor). The master plan's proposals would appear to be encompassed by these permitted uses.

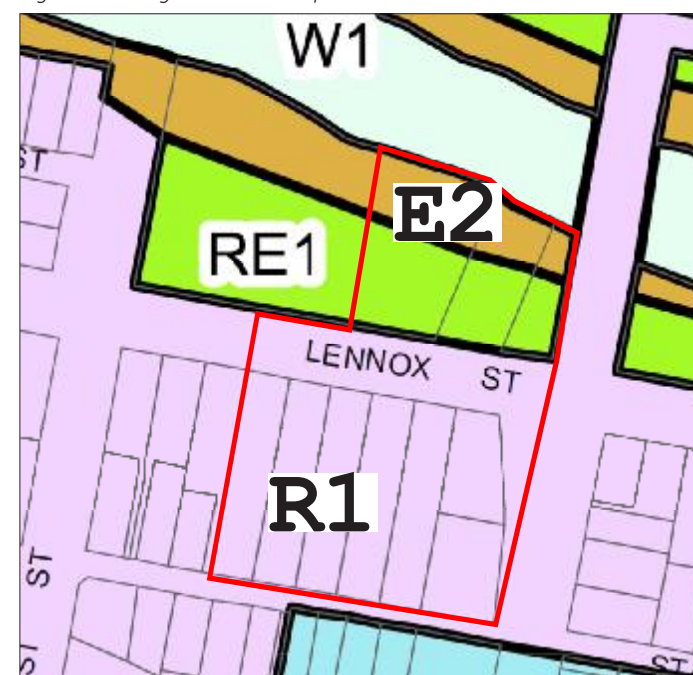
The parkland (Coronation Park) to the north of Lennox Street and south of the Richmond River is zoned *RE1: Public Recreation*. The Objectives of zone are:

- To enable land to be used for public open space or recreational purposes.
- To provide a range of recreational settings and activities and compatible land uses.
- To protect and enhance the natural environment for recreational purposes.

The Richmond River banks are zoned E2. The Objectives of this zone are:

- To protect, manage and restore areas of high ecological, scientific, cultural or aesthetic values.
- To prevent development that could destroy, damage or otherwise have an adverse effect on those values.

Figure 3: Zoning on the master plan site



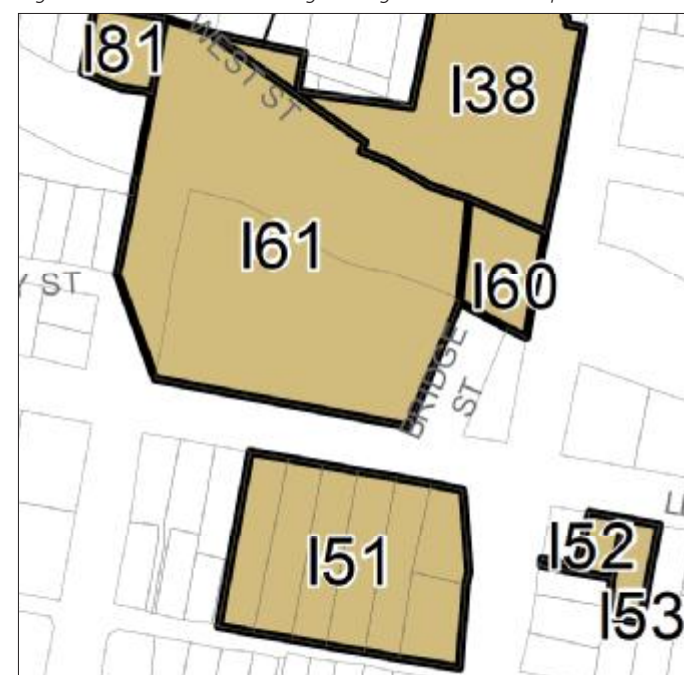
Uses that are permitted, with consent, are: environmental facilities; environmental protection works; information and education facilities; jetties and roads.

It would appear that the master plan proposals are in alignment with the Objectives of the zones and could be expected to receive planning approval as required.

#### Flood Planning

The northern section of Coronation Park is affected by the Flood Planning clause. This is likely to relate to the pylons of the viewing platform and the engineering and design of this structure will need to address requirements under this clause.

Figure 4: Environmental Heritage listing over the master plan site



#### Environmental Heritage

There are two Environmental Heritage listings that impact the site (Figure 4).

1. Environmental Heritage listing I51 covers all the land of the Casino Drill Hall, not just the building itself.
2. Environmental Heritage listing I61 covers the Richmond River, adjacent to Memorial Park and Coronation Park, and inclusive of part of West Street.

The listings will require certain planning matters to be addressed. These have been considered in developing the master plan.

Environmental Heritage listing I60 relates to the "Platypus sculptures/ carvings, bed of Richmond River". While not part of the site, the master plan does provide an improved viewing platform for this piece of important local heritage.

Figure 5: Terrestrial Biodiversity over master plan site



#### Terrestrial Biodiversity

Terrestrial Biodiversity is mapped over Coronation Park and a significant portion of the Casino Drill Hall site.

The Objective of the Terrestrial Biodiversity layer is to maintain terrestrial biodiversity by:

- (a) protecting native fauna and flora, and
- (b) protecting the ecological processes necessary for their continued existence, and
- (c) encouraging the conservation and recovery of native fauna and flora and their habitats.

The master plan, as proposed, will have some impact on the vegetation on site. However, the master plan attempts to minimise this impact and, as compensation, proposes significantly more vegetation in the final design than present beforehand.



## Key Buildings and Site Characteristics



### Casino Drill Hall

The Casino Drill Hall is the key building on the site and is the anchor around which the master plan has been developed. The building has heritage recognition under the Richmond Valley Council Local Environment Plan so there are planning restrictions affecting its redevelopment.

The building measures 251m<sup>2</sup> internally with a further 28m<sup>2</sup> under the front veranda.

The building is sound and has pleasing internal architecture with its exposed trusses and open roof cavity.

There are large windows on the north and south sides that let in lots of light and, from internally, allow for framed views of the site.

The building is generally unlined and there is no insulation so any air-conditioning is difficult.

Fortunately the building entry is almost level with the ground which makes providing access for persons with a disability relatively easy.



### Storage Shed

This building is of a galvanised steel construction with a concrete floor. There are frosted glass louvre windows for light and ventilation over steel blade louvres at lower levels, also for ventilation.

The building has an internal area of 146m<sup>2</sup> with a further 25m<sup>2</sup> under the covered area at the front<sup>1</sup>.

The building has large swinging doors at either end.

The building is sound but does have some rust issues that need to be addressed. The roof needs to be repaired or replaced as there is quite significant rust pin-holing. The walls also have rust in patches that needs to be removed and treated. Some purlins also need rust treatment or replacement, particularly in the soffit area.

There is some evidence that water has leaked into the building during storm events.

The concrete floor appears to be in good condition.

<sup>1</sup> This area is compromised as it needs to be kept relatively free of objects as the building has two large doors that swing through this area to open.



### Drill Hall Amenities Block

The Drill Hall Amenities Block consists of male and female toilets.

The building is raised off the ground and steps are required to access the unit.

Entrances and spaces within the building and cubicles are very tight.

The Amenities Block does not meet contemporary standards and Australian Standards on many dimensions, particularly those relating to disability and ambulant access.

It is necessary that compliant restrooms are provided in the redevelopment and these are shown as part of the Visitor Information Centre Hall in the master plan. It is proposed that these existing amenities are retained until they reach the end of their asset life and are then demolished.



### Entrance and Car Parking

The Casino Drill Hall entrance is off the Bruxner Highway Service Road.

The double swinging gates are normally locked. With the gates being locked, and positioned on the boundary, it is necessary to position your vehicle so that it is out of traffic's way while the gates are unlocked—which can be somewhat difficult.

Car parking at the Casino Drill Hall is not formalised. Vehicles are usually parked on the grass verges beside the roadway.

At Coronation Park an area is defined by bollards for car parking but it is not formalised and cars park randomly.



## Section 2: Site Context



### Compound

The Compound is a small (631m<sup>2</sup>) hardstand, fenced area that was, presumably, used by the army for safely storing vehicles and equipment.

The hardstand area does not occupy the entire fenced area. The pavement area is actually only 380m<sup>2</sup> of the fenced area with the rest being grass.

Within the fenced area there are no improvements beyond partial paving.

The fence is a 1.8m security fence topped with barbed wire<sup>1</sup>. There are dual 3m gates (6m opening) and a single light, near the gate, for lighting the area at night.



### Drill Hall Grounds

The Drill Hall grounds slope to the north-east. This slope is most pronounced in the north east corner where it drops down considerably. All stormwater drains in this direction. A number of stormwater pipes dump in this area, some would be draining the roof of the Casino Drill Hall.

Approximately 25% of the site is covered in mature trees (mainly eucalyptus sp.).

On the grounds are several elements from past occupations such as a low retaining wall, concrete slab, kerbing and these should be removed to clean the site up.

The grounds are fenced on all sides.

There are two fire-fighting standpipes—one to the north of the Casino Drill Hall and one in the grassed area to the north-west of the Hall.



### Playground (Coronation Park)

The playground in Coronation Park is basic and aimed at younger children—probably two to nine year olds. Bark chips are used for softfall.

There is a play unit and a separate set of double swings. The playground is a typical local level playground but is not considered to be of the expected standard for a tourist attraction/signature community facility.

There is no shade over the playgrounds though at certain times of the day the nearby trees do provide some natural shade.



### Amenities (Coronation Park)

The Amenities in Coronation Park are housed in a brick building that is structurally sound but basic in its design. There have been recent efforts to improve its accessibility but it does not meet current Australian Standards for Accessibility (e.g. AS 1428.1 Design for Access and Mobility).

There are two pans in the ladies' side and one pan/one urinal in the men's side.

From observation it appears that the restrooms are well used. Regular use was observed by park users and non-users (people that pulled up to use the toilets only) over two visits to the site.

<sup>1</sup> The barbed wire needs re-tensioning.





## Camp Victory

The Camp Victory Hut is a remnant from the Japanese invasion of Dutch controlled Indonesia and subsequent events after the War's (WWII) end.

The Hut is located on private land at Reynolds Road, Casino. It is not on the Casino Drill Hall site.

There were suggestions in the community consultation to consider the building's relocation to the Casino Drill Hall site as the building is the only significant site legacy of the Indonesians' internment in Casino during and after World War II.

The Hut appears to be in a serious state of disrepair and its relocation and refurbishment is considered to be very expensive. It is thought that the outcome would not reflect the large amount of money that would be needed to carefully dismantle, move, re-erect and refurbish the building.

However, there may be significant community support for the building's relocation, despite the expense. However, at this point of the planning, its relocation and inclusion in the master plan has not been considered.

## Other Site Features

### Signage

There is very little signage external to the site such as along major roads that direct people to the site or at the site to announce that you have reached your destination.

Within the Casino Drill Hall site, apart from regulatory signs, there is only the name of the building, quite prominently displayed over the entrance.

### Lighting

The site, outside of buildings, is generally unlit:

- The Casino Drill Hall has external lighting on all sides to light the areas closest to the building.
- There is a single lightpole with three fittings to light the compound<sup>1</sup>.
- The Amenities Block in Coronation Park is lit.

Otherwise the site relies on street lighting for illumination.

### Site Slope

The site in the south and encompassing the Casino Drill Hall is relatively flat. However, the site does slope down towards the Richmond River in the north and north-east with storm water following this path to the River.

### Linkages and Connectivity

Being adjacent to the Bruxner Highway means that the site is well connected into the walking and cycling pathways of Casino.

There is a footpath along the Irving Bridge over the Richmond River providing good access to the Casino CBD and beyond.

There is also a road/path along the southern side of the Richmond River heading west to the footbridge across the Richmond River and again, back to the CBD and residential areas on the north side of the River.

### Shade

The Casino Drill Hall site has a good coverage of eucalyptus sp. with some other varieties e.g. Silky Oaks over about a quarter of the Casino Drill Site.

Coronation Park is well treed (almost completely) with native and exotic species.

### Services

Electricity, water and sewerage are connected to the Casino Drill Hall site and to Coronation Park.

<sup>1</sup> The lights work though one globe needs replacing.



## Section 3: Consultation

### Richmond Valley Council

As part of the tender submission process, Chris Pritchett—Architect submitted quite detailed concept plans to show how the site could, potentially, be developed. These plans provided the basis for initial discussions with Council staff that have led to the development of a suite of plans to be presented to Councillors for comment.

At the Inception Meeting held in mid December 2016 staff from across Council were invited and included staff from Executive Management, Parks, Assets, Events, Infrastructure and Planning. The meeting essentially concerned reviewing and commenting upon the draft plans developed during the tender process. The comments detailed below reflect the majority opinion of the people at the meeting and have been carried forward into the draft master plan where possible. Comments made include:

- There was strong support for the concept of a formal spine linking the two sites (now developed in the master plan and referred to as the 'The Walk'). It was appreciated that The Walk needed to be structured and straight reflecting "military precision". There was some discussion about softening the edges (plants -outs), seats as rests stops and planters to "soften" the design.
- Car parking was discussed in some detail. Matters covered included the number of car parks, entry and exit points, caravan parking, location and width of the car park. It was determined that car parking would be on the east side so that tourists could easily drop in (and out) of the site. Access for those travelling south on the Bruxner Highway will need to be via the roundabout at the corner of Hare Street and Bruxner Highway. A large sign near the site will alert tourists to the need to do a U-turn at the next intersection (which is a roundabout) if they want to access the site. Access needs to allow for large vehicles towing caravans.
- It was agreed that car parking can never be enough for events and that the level of car parking needs to reflect that required for a regular day rather than an event day.
- The design theme for the site was discussed and it was decided that the Casino Drill Hall Precinct should have a focus on cultural, entertainment, history (military), tourism and community activities. It is not to be the location for significant active pursuits—for example, large scale playgrounds, sport or fitness activities that are better located elsewhere in Casino.
- The possible relocation of the Casino War Memorial or Anzac Day and Remembrance Day activities to the site was discussed but the feeling was that the community were attached to the present arrangements and were not looking to relocate the activities at this point.

- The Visitor Information Centre should be relocated to the site.
- There needs to be a space for a military museum (internal and external displays).
- Keep large grassed areas that could be used for activities such as Show and Shine events, markets, outdoor displays (e.g. a mini-expo). The trees on the site are also to be protected where possible and there may be opportunities for a botanical garden or an arboretum<sup>1</sup>. Pathways should meander through the trees.
- The "shed" needs roof repairs (there are pinholes from rust in the existing roof). Its future in the master plan needs to be considered given the roof repairs that are required.
- The Casino Drill Hall is heritage listed which will impact the way that it is developed. Any structure that is connected to the Drill Hall will need to be assessed against the relevant planning criteria.
- Consider an entry/exit in the north-west of the (main) site for event setup and emergency access.
- There was general agreement with closing Lennox Street between the two sites. However, it was suggested that there should be some car parking on the western boundary and allow (possibly) an internal through-road.
- Several comments were made in relation to the viewing platform at the Richmond River end of the Drill Hall Walk:
  - The viewing platform could be constructed from large/solid pieces of timber that reflect the local timber industry in the design. Other people recognised the beauty of timber but mentioned that the cost of maintenance needs to be considered as well as any issues of public safety.
  - To keep costs reasonable the viewing platform will need to be narrower than the Drill Hall Walk. A narrower viewing platform will also be less impacted by floods.
  - There could be a pop-up coffee shop at or near the end of the viewing platform.
  - There will be a need to beautify the northern side of the Richmond River as viewed from the viewing platform.
  - The viewing platform should highlight the platypus carvings in the River (some light vegetation may need to be removed).
  - There is no need for steps to the River itself.
- Various suggestions concerning the military history of the site:
  - Interpretive signs along the Drill Hall Walk could detail site history and/or Australian conflict history.
  - History may be represented through hats or helmets that were representative of each conflict.
  - It was mentioned that some of the people associated with the museum had mentioned developing history boards and locating them in a Rosemary hedge.
  - The site could mention the history of Indigenous Australians enlisting to support Australia's war efforts.
- Various comments concerning plantings across the site:
  - Rosemary hedges (mentioned above).
  - Consider a Bush Tucker garden.
  - Consider a Botanic Gardens or an Arboretum.
  - Trees may be symbolic of war or symbols of particular wars e.g. The Turkish Pine (*Pinus brutia*) referred to as the Lone Pine on the Gallipoli Peninsular and a strong symbol of the ANZAC campaign.
- Use the amphitheatre design that was developed for Queen Elizabeth Park.
- Do not have a large playground element in the design. The consensus was to have a small playground but with something "cool". The playground's location was to be closer to the car park and the Drill Hall Walk.
- Lighting will be important across the site. Up-light significant trees.
- Do not put a basketball court or fitness equipment in the design.
- Consider the possibility of a large undercover display space on the site. In the grassed area (Parade Ground Green) do not use the grass pavers—just use natural turf.

#### Feedback on Draft Master Plan

The draft Casino Drill Hall Master Plan went to public consultation in early 2017. Council has consolidated the feedback and has given direction that has informed this final version of the Casino Drill Hall Master Plan.

Key among these has been the decision to make the Drill Hall an exclusive area for the Military Museum. Others have been to retain any existing trees that are within the alignment of The Walk and to refurbish the existing public toilets in Coronation Park.

<sup>1</sup> There appears to be some confusion in the community between the terms 'botanical garden' and 'arboretum'. The difference between the terms is that an arboretum only contains trees whereas a botanical gardens can contain all types of plants.



## Community Consultation

The following community consultation information has been supplied by Richmond Valley Council. The material was collected across a number of forums and other consultation mechanisms run by Council. The following is a summary of the supplied material.

- On 11 August 2015, Council held a public community meeting for residents to submit ideas for the usage of Casino Drill Hall buildings, land and management.
- On 8 October 2015, additional feedback was received at the Celebrate South Side Open Night hosted by Richmond Valley Council at Casino Drill Hall.
- Approximately 100 people attended the August community meeting
- Approximately 200 people attended the Celebrate Southside Open Night
- Approximately 100 people viewed posters outlining feedback at the Open Night
- Approximately 40 took away handouts detailing feedback to read
- At the Open Night, the most common comment expressed was ‘I’m so pleased to see this hall being used by the community’ (around 10 people).

### General Principles for Casino Drill Hall

A number of suggestions have been made which reflect general principles for usage of the land and buildings.

- Iconic entry to town
- Make Casino a destination – e.g. for tours and day-trippers
- Focal point for community—including Indigenous heritage
- Should be multifunctional
- Include history of Casino:
  - meat, timber and dairy industries
  - Indigenous community
  - sporting profiles
  - Indonesian community—Indonesian camp, World War II
  - town tours
- Opportunity with through traffic e.g. caravans, RVs
- Have good signposting, keep traffic management simple
- Use technology. Make it interactive for children as well as adults
- Accessibility for all.

### Options for Casino Drill Hall Land

Following are suggestions that were made for usage of the land:

- Botanical gardens including:
  - local trees of significance
  - pond with small bridge
  - possum boxes and bird boxes
  - a ‘children’s party area’ or ‘fairy garden’ for children (e.g. similar to Brunswick Heads)
  - covered, accessible picnic tables
  - good access for travellers with parking spaces for adjacent shops and RVs and good toilet facilities
  - replace the fence with a rosemary hedge, allowing good access points
- Access to River—connect botanical gardens over road and down to Coronation Park and the bridge. More gum trees at Drill Hall site and more tropical-type trees near river
- Conflict memorials
  - rose gardens to commemorate Red Cross women’s war work
  - memorial walk with plaques (a sponsorship opportunity)
  - external items from the Military Museum
  - preserving Indonesian camp hut from near cemetery – either in original form or rebuilding as ‘site-specific’ outdoor museum feature, with historical information
- Public performance space—busking or performance space
- Public Art
  - artworks from local artists e.g. interactive/moving sculpture
  - large art boards for people to paint on (example Sheffield, Tasmania)

A summary of the feedback indicated that support for a botanical garden was strong, followed by an amphitheatre and the ability for the public to use the space. A combination of these would allow for such events as:

- outdoor cinema screenings
- Opera in the Paddock (similar to Bingara or Opera in The Channon)
- Carols by Candlelight
- outdoor markets

- a national sculpture competition

Additionally, general principles for usage of the land include:

- have regular activities
- use land to welcome people to Casino
- keep traffic movement simple
- good grounds maintenance.

### Options for Casino Drill Hall Building

Feedback for usage of the Casino Drill Hall building has focused on whether the main building and five office spaces should be used permanently by one group, or whether the main hall area should be left open for use by any group.

Options for a permanent use of the main hall and five offices include:

- Artists’ gallery—volunteer run for community artists
- Aboriginal cultural centre—could combine with art gallery
- Military museum:
  - Light Horse / Gallipoli history
  - include Indigenous community history who have served, and frontier wars
  - connection to Ballina Naval Museum
  - donation of memorabilia
  - town history
  - Sister city connection
  - Indonesian connection – World War II camp
  - exhibition of local service people – similar to Evans Head Living Museum ANZAC Centenary exhibition
  - move current museum (Casino and District Historical Society) to Casino Drill Hall
  - Visitor Information Centre
  - Scout Hall.

However, a number of suggestions from community members focused on leaving the main hall as an open space, suitable to be used by any individual or group.

If left open, the main hall space could be used for the following suggestions:

- function or event centre
- Special Casino Show exhibition – run in conjunction with Casino Show
- Community Ball or Dance e.g. 1900s Turn of the Century Ball
- Children’s Party e.g. Harry Potter Party
- markets – indoor
- Murder Mystery Evening
- weddings and family events

There is also a shed at the rear of the main building. Suggestions for this have included:

- Museum storage shed
- Casino Men’s Shed workshop space
- general event and workshop space

A suggestion has been made to offer the two larger offices to the museum group, allowing the larger back room as a temporary exhibition space that may be used by other groups.



## Section 4: Casino Drill Hall Master Plan

### Vision

The Vision for the Casino Drill Hall Precinct is suggested as:

*The Casino Drill Hall and surrounding open spaces and parkland will be a local-scale contemporary event and exhibition space with a particular focus on supporting cultural and community events for Casino and the Northern Rivers as well as having a key role in supporting the region's tourist industry and as a repository for the military history of Casino and region.*

### Design Principles

A number of design principles have influenced the development of the master plan:

#### Landscape

- Producing a strong and well defined built and landscape framework to ensure that the site is integrated with its space.
- Creating a sense of place through a space with its own identity and dynamic social opportunities.
- A clear delineation of spaces but with connections throughout.
- A landscape that links the Casino Drill Hall to the Richmond River and with views beyond.
- Open views through an uncluttered landscape.
- Ensuring that users are safe and feel safe.

#### Facilities

- The Casino Drill Hall is to be a safe and secure place to house the Military Museum.
- There is a new building, with similar architecture to the Drill Hall, attached to the south-eastern corner of the Drill Hall. This is to house the relocated Visitor Information Centre. The use of similar styles and materials will address the heritage nature of the building and make it more compliant with heritage planning laws and more acceptable to the local community.
- The military character and history of the site is carried through in the design, principally through the use of colours, paints (including camouflage paint) and the use of camouflage netting.
- Buildings and materials have been reused where possible.
- Being realistic about the facilities to be provided—while aiming high recognising the likely level of use they will receive.
- Recognising that maintenance is the biggest long term cost so all new facilities are to use low maintenance materials to support many generations of use.

### Master Plan

The Casino Drill Hall Precinct Master Plan is presented over the following pages. Figure 6 shows the overall site master plan. Several perspective views are shown later.

As much as possible the master plan has responded to the results of the consultation, the site analysis and the realities of Council's and the community's resources. Additionally, it has integrated existing features with new facility requirements.

Outcomes from the master plan are:

- A design that emphasises the Casino Drill Hall as the anchor of the site.
- A new Visitor Information Centre that complements the existing Casino Drill Hall in terms of external architecture. Modern public toilets that meet Australian Standards are included.
- Dedicated precincts that define spaces and use.
- Indoor and outdoor event spaces for a range of community and cultural events.
- A flexible/ multi-purpose design that encourages sharing of resources.
- A supportive environment to involve the community and foster new associations.

The elements in Figure 6 are described in more detail on the following pages.



Figure 6: Casino Drill Hall Master Plan



### Legend

1. Casino Drill Hall
2. Visitor Information Centre and public toilets
3. The Shed
4. The Compound
5. Parade Ground Green
6. Amphitheatre
7. The Walk
8. World War 1 Memorial incorporating water feature
9. The Trenches
10. Entrance Circle
11. Vehicle entrance
12. Car park
13. Lennox Street and car parking
14. Playground
15. Public toilets
16. Arboretum
17. Viewing Platform
18. Coronation Park
19. Acoustic fence and screening
20. Vehicle access under the bridge



## Section 4: Casino Drill Hall Master Plan

### Master Plan Description

The following descriptions relate to the numbers on Figure 4.

#### 1, 2 and 3—Casino Drill Hall, Visitor Information Centre and The Shed

The discussion of the redevelopment of the Casino Drill Hall, the new Visitor Information Centre and The Shed, as well as plans, can be found starting on Page 20.

#### 4. The Compound

The Compound is retained in its present form. Some maintenance of the fence (re-tensioning) should be undertaken and the lighting checked for safety and functionality but otherwise there are no plans to modify the area.

The Compound may serve as a lockable area for large military hardware (e.g. heavy weapons, vehicles, tanks) that may be collected by the Museum in the future. Until it is required by the Museum for this purpose the area can be an adjunct display space expanding upon the area of the Parade Ground Green (e.g. For Show and Shine events, market stalls).

The site is also a potential location for the Casino Folk Museum if it is ever relocated.

#### 5. Parade Ground Green

The Parade Ground Green is a large irrigated grass area of approximately 2,600m<sup>2</sup>. It is well connected to the other functional spaces on the site such as the Drill Hall, Shed, Compound, Walk and amphitheatre so it is a connecting as well as a functional space in its own right.

The area will likely be used for events such as expos, show and shines, markets, games and school activities.

The grass will be irrigated so that it will always present as an inviting lawn area and will be attractive for sitting and relaxing as well as for events.

There are four water/electricity pedestals around the Green that can support the events within the space. Acoustic fencing will screen neighbours to the west and a dense planting in front will hide the wall and provide a lush green backdrop to events in this space.

#### 6. Amphitheatre

The amphitheatre is a formalised community events space suited to activities such as school concerts and performances, movie nights, Australia Day events, dance, theatre productions and various forms of music (e.g. bands, solos, choirs).

The amphitheatre is located to the west of The Walk. In this position it is central to the site, away from the noise of the Bruxner Highway and it takes advantage of the steep drop-off of the site down to the existing Lennox Street verge, making construction less expensive. The stage area would be at the existing street level with the seating set into the levels above (to the south). Seats are a mixture of concrete (the lower seats and those likely to be used most often) and lawn at the higher level.

The Amphitheatre will have the necessary services to hold performances (e.g. three phase power, lights and water) but the services will be vandal proof i.e. locked behind strong cupboards.

Access for persons with a disability is on grade from the upper section of The Walk, adjacent to the World War 1 Memorial.

#### 7. The Walk

The Walk is a rigid central spine that unifies the two sites. It has military overtones with its straight and formal design.

The Walk is the most prominent feature of the site with links to all the major activity points.

The initial designs presented at the start of this master plan project showed a continuous path that dropped with the land from the Casino Drill Hall to the Viewing Platform at the Richmond River. However, to achieve disability grades of no more than 1:20 with landings no more than 15m apart, it was necessary to step the Walk in the middle, where the World War 1 Memorial is now proposed. It is worth noting that as grades of no more than 1:20 are achieved that The Walk is now considered a walkway under AS1428.1-2009 Design for Access & Mobility. If the grades had not been achieved then The Walk would have been considered as a "ramp" which would then have required expensive improvements such as handrails, kerb rails, walls etc.

The end result is considered an improvement on the original proposal as it adds another focal point in the design without compromising the purpose of The Walk. The Memorial and steps

are located centrally along the spine and use the natural fall of the ground. With the monument in a central position, and by placing it at the top of the steps, it has made it prominent and central to the site.

The alignment of The Walk has been chosen to minimise the impact to the existing trees on the site. However, it has not been possible to avoid all trees and where they are within the alignment they have been retained and made a feature. All trees will be protected by a low wall with seating atop. All trees will have up-lighting and this will provide a strong delineation of The Walk after dark.

The Walk will use two tones of local concrete—one tone for the landings and another for the fall sections.

#### 8. World War 1 Memorial and Water Feature

Towards the centre of The Walk, above the steps, it is proposed that a memorial to World War 1 be erected (see Figures 7 and 8).

On 11 November 2018 it will be 100 years since the armistice between the Allies and Germany was signed that ceased the hostilities of World War 1. Given the military connections of this site it is an appropriate place to remember this important event.

The location of the memorial is central to the site with good visibility from most points (an important aspect of wayfinding). It will also be near the waterfall and reflection pool, an obvious focal point for visitors to the Casino Drill Hall Precinct. Being central, but visible from the Drill Hall, it will pull visitors towards it to begin their exploration of the site, hopefully walking the length of The Walk and out on to the Viewing Platform.

Figure 7: View of World War 1 Memorial from below the steps





Figure 8: View from the northeast highlighting The Walk, War Memorial and fountain and the Trenches



While the final design of the memorial will no doubt be subject to a lot of community interest it is suggested that a contemporary approach is adopted with a design etched in a rock, perhaps a black granite, as depicted in Figure 14. The stone that is used should be continued in the waterfall and the reflection pool below.

The change in level at this point of The Walk has also allowed for the creation of a waterfall and reflection pool<sup>1</sup> which will look stunning and be a very popular part of the park.

It is envisaged that water would cascade down over a smooth stone surface (e.g. black granite) to a top pool in the middle of the steps and then down to a reflection pool at the lower level of The Walk. The pool will reflect the clouds, trees and landscape depending upon where it is viewed from. People, given its location, may also take the time to reflect on past wars or other matters in their lives in a place of peace.

## 9. The Trenches

There is a functional as well as an educational aspect to the design of the Trenches (see Figure 8).

The functional aspect of the Trenches is to provide access for persons with a disability between the upper and lower levels of The Walk that meets Australian Standards in relation to grades. The Trenches are formally structured and are sunk into the ground to maintain the required grades. The depth of the Trench is no more than one metre so no safety railings are required. However, at that depth, children and people in wheelchairs will have a sense of what it was like to be fighting from the trenches of World War 1 (and other conflicts). Interpretative signs can provide relevant history.

The Trenches are open and are clearly visible from the upper section of The Walk so there are no CPTED issues of concern. Rosemary can be planted in the sweeps of the trenches as a symbol of conflict but also adding to the perception of depth.

## 10. Entrance Circle

The Entrance Circle accommodates the needs of Persons with Disabilities (PWDs)—accessible car parks and an at-grade entrance to the Casino Drill Hall. It can also be used for deliveries to the Hall, linking to the Shed and the Compound/Parade Ground Green.

The roadway is 5.8m wide to allow turning space for parking.

<sup>1</sup> A reflection pool is a water feature found in gardens, parks, and at memorial sites. It usually consists of a shallow pool of water, undisturbed by fountain jets, for a reflective surface (Source: Wikipedia)



## Section 4: Casino Drill Hall Master Plan

Figure 9: View from the north-west highlighting The Walk, Amphitheatre, Viewing Platform and Arboretum



At the centre of this road circle a large tree (or tree that will grow large) will be planted so that at maturity its branches reach out to the road in each direction.

### 11. Vehicle Entrance

A new entrance is planned off the Bruxner Highway utilising the existing Service Road and part of the Casino Drill Hall site (see Figure 13).

Entrance will be from the south so vehicles travelling from the north will need to proceed past the site to do a U-turn at the roundabout at Hare Street and then enter the car park on the return. Fencing may be required between the car park and the Bruxner Highway and reusing the existing ARC fencing is suggested.

Existing landscaping and kerbing between the Service Road and the Bruxner Highway is retained, and widened, though the plantings may need enhancing.

### 12. Car Parking

The main car park has been designed so that visitors with large rigs (e.g. vehicle and caravan) can pull straight into a parking space and pull out of the space when they want to leave. No reversing is required. The central car park bays will be marked as individual car spaces and as groups of four for bigger rigs. The car park can be closed when required, for example, when a large event is being held that requires all of the site.

The car park is in the east of the site which is the noisiest part of the site and the least desirable for other functions.

The car park is not big enough for a major event. Its size is to be suitable for typical day-to-day needs or a small event. To build a car park suitable for all events would have consumed too much of the site and have been a large, unnecessary maintenance expense for Council.

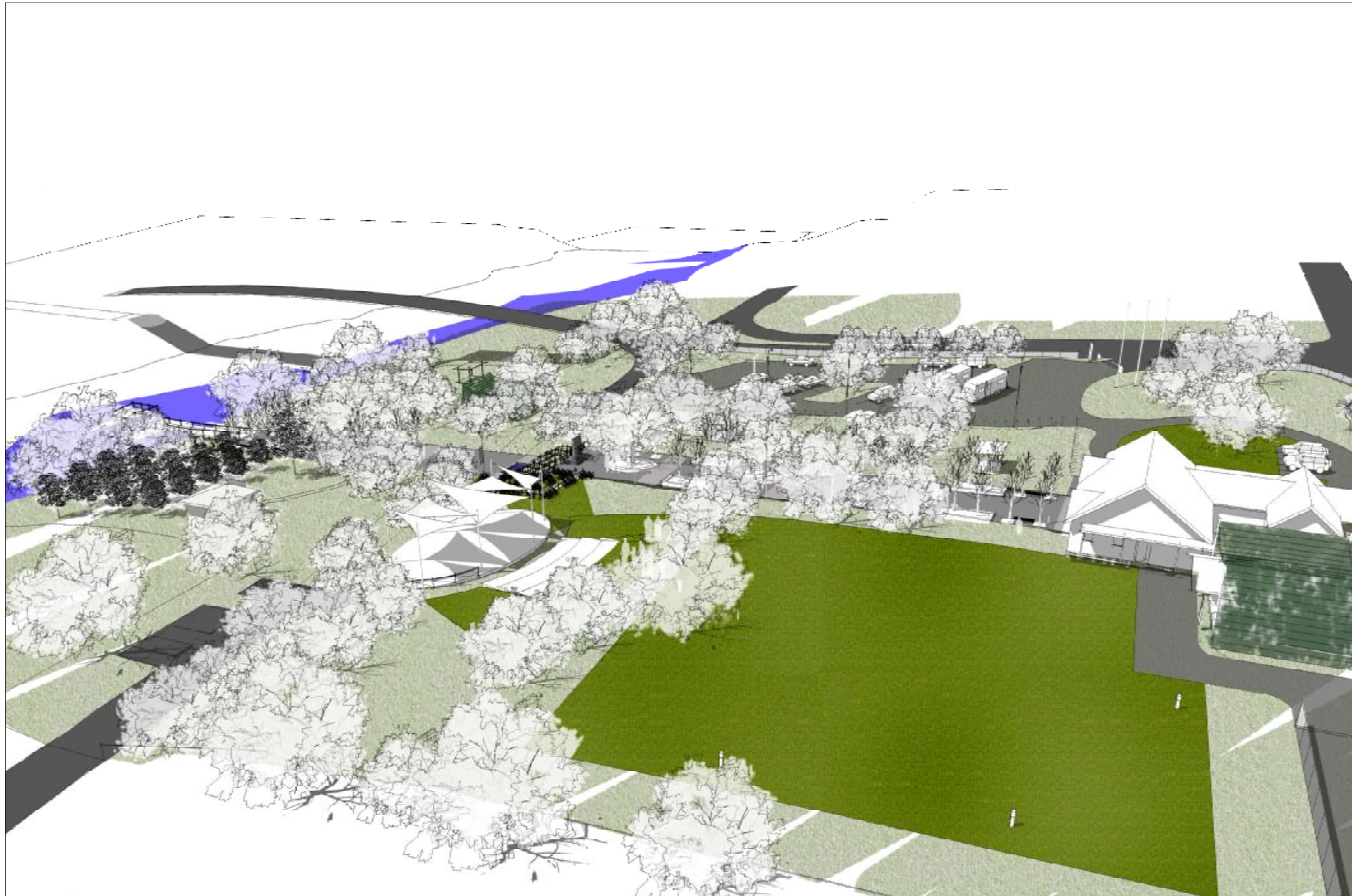
There are some accessible and regular car parks on the Entrance Circle as described above.

There are also accessible and regular car parks along the old Lennox Street (north-west side). These will most likely be used by people utilising the Amphitheatre so that they can park near it, or potentially by a coffee van<sup>2</sup> or similar that may attend when events are being held in one of the spaces.

<sup>2</sup> A coffee van may work on a concession basis paying a fee to Council for sole rights for a period of time.



Figure 10: View over the Parade Ground Green and the amphitheatre



While not required by legislation it is suggested, for environmental reasons, that an oil interceptor (Gross Pollutant Trap) is used to clean water running off the car park surface as it will be drained to the Richmond River.

### 13. Lennox Street and Car Parking

Lennox Street will be blocked to through-traffic but a connection through will still be possible for events or emergencies. Removable bollards that utilise an in-ground sleeve are recommended.

As mentioned earlier one of the car parks may be an ideal place for a coffee van concession when an event is being held e.g. markets on the upper level.

A turning space is provided for vehicles approaching from the west.

### 14. Playground

The suggested playground is to be focused on a single, but exciting, piece of playground equipment. An example is provided at Figure 11. This playground serves a wide range of ages (the Manufacturer says 4 to 14 years) which should accommodate most travelling children that stop off at the park (and be exciting enough so that they ask their parents to stop there on every trip through Casino).

The playground would be set in sand softfall which is a playground in itself for younger children. To add shade and continue the military theme camouflage style shade cloth or netting could be pulled up near the top of the playground.

### 15. Public Toilets

Public toilets are an essential item for the travelling public and also to support events on the site.

Existing toilets in Coronation Park and to be refurbished and a unisex all abilities toilet will be added (with baby changing table).

Lighting will be required as the toilets will probably be open 24hrs a day to service the travelling public.



## Section 4: Casino Drill Hall Master Plan

Figure 11: Example Playground



**Manufacturer's Description:** This huge play unit has it all: varied climbing and sliding from more levels. The Mega Deck Tower can be accessed on the inside as well as the outside. Inside the tower, challenging climbing rope rungs for the advanced climbers lead to the next platform. From the outside a tall, curved climbing net offers an easier and a more challenging climb to the top, depending on whether the child chooses the big or the small mesh size side of the net. From the platforms, three different variants and heights of slides takes the child back to ground level. From the highest platform, the super challenging bannister bars for dare devils leads the way to the ground.

**Manufacturer:** Kompan

**Catalogue Description:** PCM111003 - Mega Deck Tower with Upper Deck, Physical, Plastic Slides

### 16. Arboretum

An arboretum is proposed in the space to the north-west near the Richmond River. Trees would be representative of theatres of war but suited to the Casino climate. Interpretative signs at each tree could provide further history of that particular conflict and what each tree represents.

### 17. Viewing Platform

The Viewing Platform completes The Walk. It is narrower than The Walk as to continue at the same width would be quite expensive.

The Viewing Platform would use timber in its design to reflect the local timber industry. Timber would generally be large and formidable.

Views will be to the Richmond River and in particular, the Platypus carvings in the River. The Platform needs to be above the flood level if possible though obviously the piers will need to be strong enough to withstand the occasional flood in the Richmond River.

The design is triangular with the narrowest end in the west—towards the water flow that will assist in deflecting floating debris. Again, there will be opportunities for interpretative information.

### 18. Coronation Park

Coronation Park will be cleared of all existing built structures (except the public toilets) and will present as a green area amongst beautiful mature trees that already exist in the park.

It will be an inviting place to sit on a rug and picnic or just go for a casual stroll—particularly for travellers who have stopped off at the Visitor Information Centre and are extending their break.

There may be opportunities for coloured up-lights in this space as well as on The Walk and across the Drill Hall site. These need to be assessed in the detailed design. Where the lit trees can be seen from the Bruxner Highway it will be a particularly attractive landscape as vehicles move past it in the night.

### 19. Acoustic Fence

An acoustic fence with screen planting is proposed along the western boundary.

### 20. Access under Bridge

Access under the bridge is retained for vehicles.

## Other Improvements

### Fencing

The master plan proposes removing most of the fencing to open the site up and present it as parkland—open space for all residents and visitors to enjoy. However, some fencing is required for safety purposes.

The fence along Stapleton Avenue will be retained predominantly to separate the roadway from the park—keeping cars and children apart.

NSW Roads and Maritime Services will probably require a fence to separate the Bruxner Highway from the car park—a length of approximately 75m. In any case it is a good barrier between people (and children) in the car park and the busy Bruxner Highway. It should be possible to reuse some of the ARC Fencing that is currently along the eastern and northern side of the site for this purpose.

There is an existing fence with the residential neighbours to the west. This will be upgraded to acoustic fencing with screen planting in front to help ameliorate event noise for the neighbours.

The fence around the Compound will be retained. Otherwise bollards are to be used to separate vehicles from the parkland.

### Wayfinding

Wayfinding (e.g. signage, maps, symbols, brochures) needs to be considered in the detailed design stage but it should reflect the themes that have been developed in the master plan.

Figure 12: The Walk viewed from the Drill Hall





Figure 13: The entrance and car park viewed from the south-east



## Interpretative Panels

There will be opportunities for interpretative panels around the site (e.g. along The Walk, The Trenches, Viewing Platform and Arboretum). As an example the panels in the Arboretum could expand upon the conflicts that each tree represents. Near the Trenches there could be more information on the role that trenches played in World War 1.

## Flagpoles and Banners

Three flagpoles are placed near the entrance. They can be used for flying the Australian Flag, Aboriginal Flag and Torres Strait Islands Flag on special days such as Australia Day.

On other days, and for other celebrations, a different mix of flags can be flown.

Banners can be attached to the light poles along The Walk. The banners can be used to promote events in the town/district or in the Drill Hall.

## Security

Security, particularly CCTV, needs to be considered in the detailed design. The site is not (and cannot be) fenced and could be a magnet for late night activity. CCTV may deter vandalism or assist in catching any perpetrators.



## Section 4: Casino Drill Hall Master Plan

### Casino Drill Hall, Casino Visitor Information Centre and Shed Redevelopment

It is proposed that the Casino Drill Hall is redeveloped to accommodate the Visitor Information Centre as well as provide Military Museum functions. The floor-plan of the proposed redevelopment is shown at Figure 15.

The Casino Drill Hall is fortunate to currently have level access to the east, which forms the main entry to the building. This allows equity for persons with a disability (PWD). Additionally, there is a level area of land to the east of the Casino Drill Hall building which will allow for accessible parking close to the front entrance of the building. A one-way circular road will be formed with a number of PWD car parks along with a small number of general car parking spaces. However, the general public will be 'discouraged' from using the car-park immediately adjacent to the Casino Drill Hall by making the access narrow (obviously not for RVs), limiting the number of general car parks on the one-way road and by appropriate signage.

Due to the Casino Drill Hall being an assembly building it will be classed as a 9b building under the Building Act. As more than 50 people may use the building at any one time, a minimum of two emergency exits will be required. Fortunately, the Casino Drill Hall has two exits and will be compliant. It is unlikely the Visitor Information Centre will accommodate more than 50 people at one time, so only one emergency exit will be required from this area. Additionally, a minimum of 50% of all entrances have to be accessible to meet the requirements of the Premises Act. However, the two entrances to the east side will be accessible so the building meets this criterion. Also, by limiting the number of entrances to three, security is improved and there is less chance of theft from the building.

As the combined area of the Drill Hall and Visitor Information Centre is less than 500m<sup>2</sup> there is no requirement to provide fire hydrant or fire hose reel coverage to the building. Further, because the building is less than 300m<sup>2</sup> in area there is no requirement to provide emergency exit lighting to those areas frequented by the public, although it will be wise to do so and the cost to do this will not be excessive due to the small size of the building and limited number of emergency exits.

The Casino Drill Hall connects to The Walk by a path from the front entrance leading to the north. This will be at a grade no greater than 1 in 20. At this grade the path is deemed to be a walkway under AS1428.1-2009 (Design for Access & Mobility) and therefore no handrails or side kerbs are required. This ties in with the design concept for the central walkway (The Walk) where the design target was to create a walkway that falls at no greater than 1:20.

In this way, the central walkway is accessible for all and will not be encumbered along its length with handrails and kerb up-stands, therefore keeping the cost down. However, the site generally falls at 1:16 towards the river so it was found that steps and an accessible ramp would be required at some point in the walkway and this has been discussed earlier.

Due to the strong military connection with the Casino Drill Hall it was felt that the majority of the existing building should house the military collection on a permanent basis, including the retention of the two rooms forming the old Armoury to the south of the building. With the main Drill Hall allocated to the Military Museum this will allow the museum curator to create more of a structured history which will be an improvement on the current configuration where the collection is dispersed throughout the building, almost in a random fashion. However, we would encourage the curator, (or the specialist museum designer) to consider that, halfway through the 'adventure' it would be fitting to try and stop visitors to make them look northwards through one of the windows facing the central walkway. At this point the new war memorial will be clearly seen. With the correct handling of this view, this scene could be framed perfectly, and could form a main feature of the museum experience.

We would encourage the management team of the military museum to allocate a certain amount of space inside the main hall for a rolling exhibition space. This would be a more flexible space housing touring regional or state-wide exhibits or showcasing local talent, schools or clubs. The exhibits in this area would not be permanent and the length of time they would be allowed to stay would be determined by the managers of the Casino Drill Hall.

Access to the Museum from the Visitor Information Centre is made by walking through (under) the extended front portico so visitors will not get wet on rainy days.

The relocation of the Visitor Information Centre from its current position to the Casino Drill Hall would make an important contribution to the vibrancy of the site. Due to the central nature of the Casino Drill Hall in relation to the site the building acts as a stopping off point (and a stimulus) before further visitor activities can occur. Where tourists would normally just stop to gather information and to use the toilet facilities, with the correct encouragement these visitors will be tempted to stay longer and use more of the site's facilities. For example, a leisurely walk to the Richmond River Viewing Platform to see the Casino platypus carvings would be a nice relief and a chance to stretch tired legs after a long drive.

Adjacent to the Reception Desk will be a small shop area which could promote the sale of locally produced items and art and any other tourist type items.

An accessible toilet along with baby-changing facilities will be available in the Drill Hall building, accessed from the visitor information centre. Also provided would be male and female toilets. WC cubicles would also be designed for ambulant use to satisfy AS1428.1 (Design for Access & Mobility). Placing the toilet facilities on the south side of the building allows easy connections to the existing sewer system located on this side of the building. Access to the toilets would also be possible from outside with an external door and would be opened in this way during festivals and special events when the Visitor Information Centre is closed.

There are existing toilets installed in demountable type buildings at the rear of the Casino Drill Hall, near the Shed/Workshop. It is proposed they are left until they have reached the end of their asset life because they are useful during busy periods during festivals and shows. While the toilets have shortfalls concerning accessibility this will be offset by the new amenities built in the Casino Drill Hall (and elsewhere on site). So, while the toilets are functional they should be retained until such time when the building housing the toilets reaches the end of its asset life, where it should then be removed.

There will be a small staffroom provided for Museum & visitor information staff, satisfying Workplace Health & Safety rules.

Additionally, there would be a medium sized storage facility for museum storage and for storing excess stock for the shop.

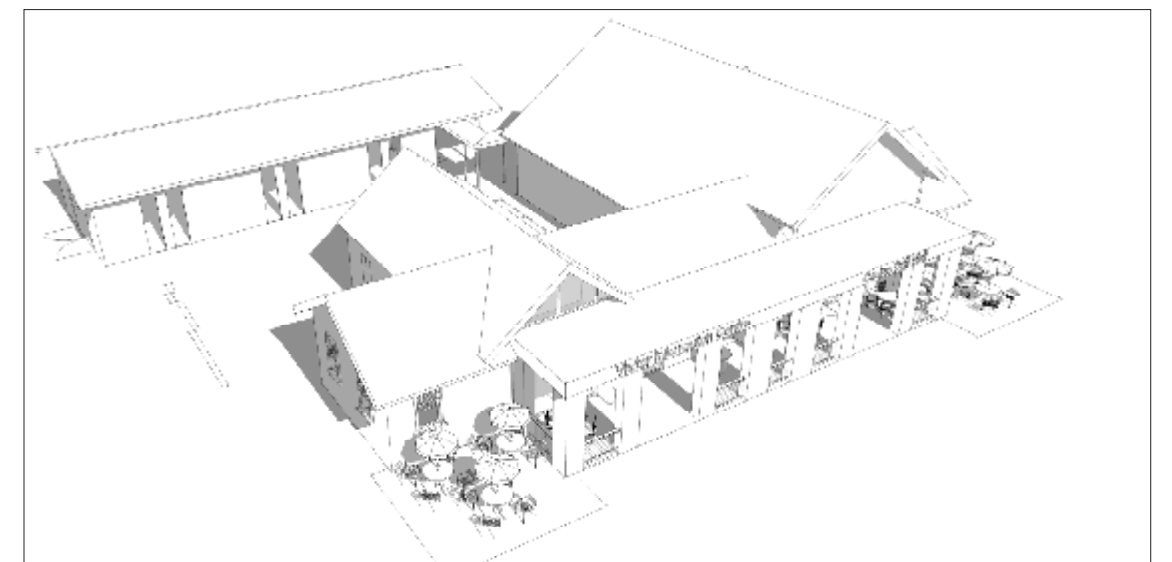
The front veranda is a major feature of the Drill Hall. It may not have been part of the original building but is now seen as being an integral part of the building and will be recognised as such by people in Casino, particularly because it faces the main road. We intend to use this familiar feature and extend it along the main eastern façade to signify the entrance to the Visitor Information Centre and to visually 'tie' the two parts of the building together. Behind the veranda and to the Visitor Information Centre it is proposed to provide a fully glazed wall which will provide maximum transparency to visitors and give a sense of welcoming. Although modern in nature, if set back behind the front veranda it will not be as imposing. As the veranda is covered, it would make an ideal location for a coffee cart, out of the elements. There is also an area for seating under part of the covered veranda and additional seating could be provided in an area to the south and north of the veranda on the grassed areas. It is not the intention to compete

Figure 14: Possible inspiration for a contemporary World War 1 Memorial





Figure 15: Casino Drill Hall redevelopment





## Section 4: Casino Drill Hall Master Plan

with the shops on Centre Street, so the retail aspect of the Casino Drill Hall would be limited to the small shop associated with the Visitor Information Centre and a small mobile coffee cart. However, having the coffee cart and seating at the front of the Casino Drill Hall serves to activate the front of the building and makes it more appealing to visitors.

Architecturally the exposed trusses in the Drill Hall are a nice feature and it is intended to retain these. The metal clad roof of the main hall will require insulation to be installed to increase performance and energy efficiency. This can be achieved unobtrusively by carefully installing insulation and a lining of corrugated iron between the existing trusses at a high level, so it will not be prominent. Using an internal grade perforated corrugated ceiling will also provide some acoustic control. For the individual rooms to the north and south side, bulk insulation can be installed just above the ceiling levels to reduce energy consumption.

With regard to air-conditioning, if a decision is made to keep specific important or fragile artefacts in a closely monitored, air-conditioned space, the individual rooms to the north side of the building could be provided with controlled conditions, such as temperature and humidity control. This would be more economical to do than (say) conditioning the whole of the main hall if the Military Museum was just housed there. Due to the Main Hall being poorly insulated and also being so lofty, heating and cooling costs would be significant in this area if specific climate control conditions are required.

The existing adjacent storage shed (see Figure 16) will offer support to the museum for maintenance purposes. An area would also be designated for storage to assist the museum with their longer term archiving of items. The fabric of the workshop is in poor condition currently and needs roof repairs and painting to stop further deterioration. The structure and cladding appears to be structurally sound generally but is showing evident signs of rusting which has to be addressed if the economic life of the building is to be extended. The design proposes that the building is painted

in camouflage colours. The building is quite nondescript so, by painting it in this fashion, it will help reduce its visual impact further and make it even less visible. There is also a proposal to put a camouflage net over the top of the workshop building, draping it down the sides on the long elevations. This would have the effect of cooling the building slightly, providing more shaded areas for use by museum users and would help protect any military artefact placed outside in these areas from the effects of the sun.

Figure 16: Redevelopment of the Shed





## Site Relationships

Figure 17 shows how the master plan has put the Casino Drill Hall and the Visitor Information Centre at the heart of the design.

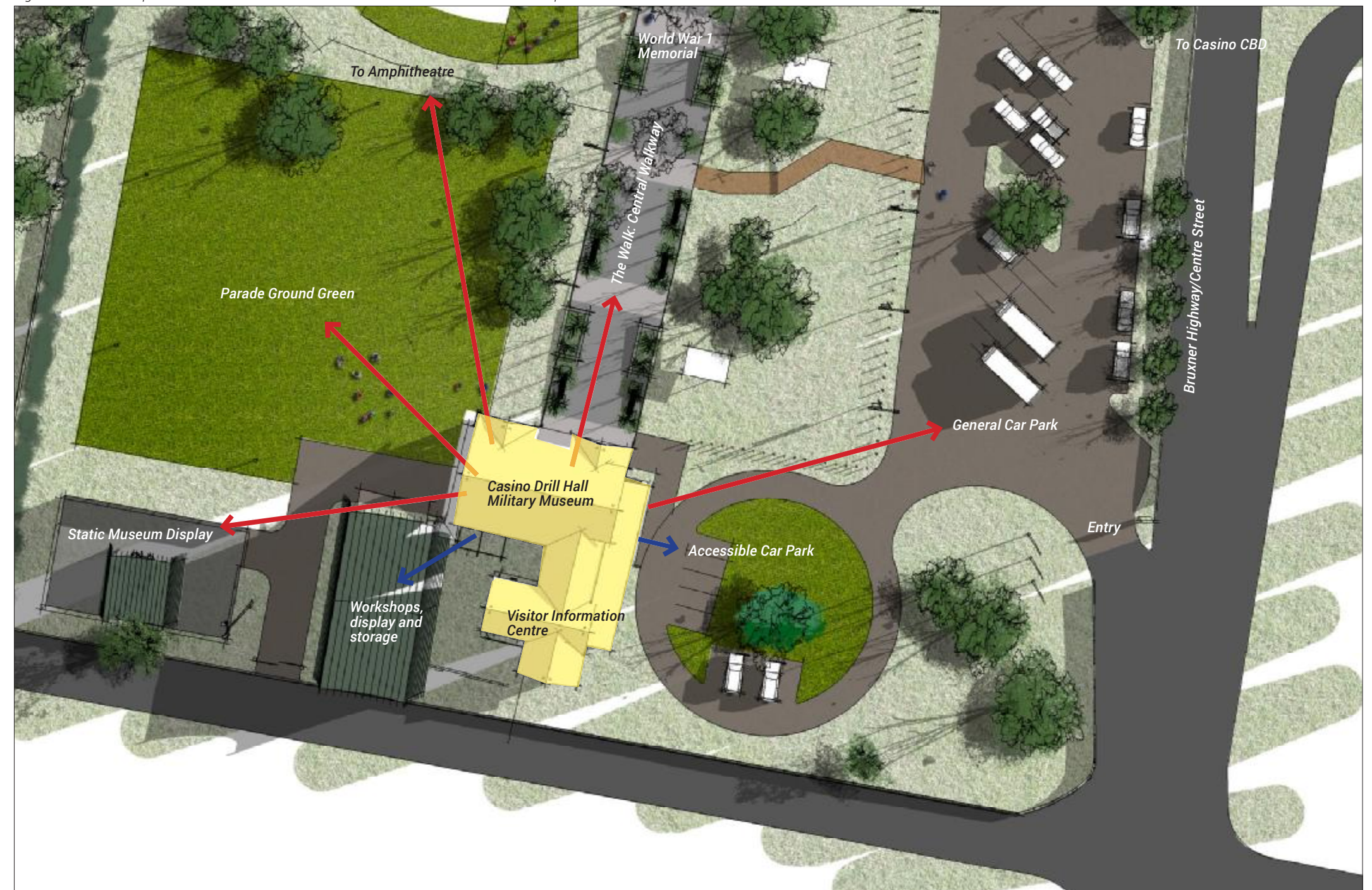
Visitors are attracted to stop as the site will be highly visible and there is adequate free car parking (and pull through van parks for those people with long vehicles).

For the visitor there is all that they would want—information, clean restrooms, attractive places for lunch or a snack, places to roam to stretch their legs (and possibly their dog's legs) with interesting history stories to absorb. For visitors with children there is the added attraction of an exciting play structure that will keep them amused for some time.

The Casino Drill Hall is a great starting point to explore the site. Views from within the museum encourage exploration outside—a framed view of the World War 1 Memorial through the north side window from the Military Museum section for example.

Being slightly elevated the landscape/vista is also easy to read and the Richmond River viewing platform in the distance (about 150m) will be easy to see. Most people, that have the time, will not be able to resist exploring the site.

Figure 17: Relationships between the Casino Drill Hall/Visitor Information Centre and other points of interest





## Section 4: Casino Drill Hall Master Plan

### Site Studies

#### Precincts

For legibility the master plan clearly defines the precincts across the site (see Figure 18).

What is clear is that The Walk is the common link between all the precincts and gives the site its legibility (and makes wayfinding intuitive).

Figure 18: Precincts across the Casino Drill Hall master plan site



#### Vehicle Access

The site is off the busy Bruxner Highway which does not offer, safely, the option to turn right into the site (as vehicles travelling south would need to do).

For safety, vehicles heading south will need to proceed to the Hare Street roundabout and complete a U-turn and enter the site heading north. A sign on the eastern side of the Bruxner Highway, soon after exiting the Richmond River Bridge will advise motorists on this approach to entering the site.

Hare Street is about 125m south of the site entrance (see Figure 19).

For vehicles leaving the site that want to head south they will need to head north, over the bridge and complete a U-turn at the Barker Street roundabout before heading on their journey.

#### Lennox Street Closure

Lennox Street will be closed on a day-to-day basis though removable bollards will allow emergency access and access for events.

Residents in this part of Casino who may have used Lennox Street to the Bruxner Highway and then north to the CBD or elsewhere will now most likely travel south to the Bruxner Highway (Hare Street) along Diary Street or West Street. Access along Stapleton Street is not encouraged as the street is too narrow. Consideration should be given to making it a one-way street with vehicles travelling from east to west if there is an unsatisfactory increase in traffic.

Vehicles travelling south (e.g. returning from the CBD) will not be affected as it is not possible to turn right at Lennox Street in any case.

It is currently possible to access under the bridge from Lennox Street through Coronation Park to parkland on the eastern side. This access will be retained though vehicles will need to come through the car park to access the shared road/cycleway.

Figure 19: Vehicular entry and egress from the site





## Circulation

Pedestrian and bicycle access within the site and connections to external points are shown in Figure 20.

Vehicles have been kept to delineated areas for safety (nearly all on the eastern side). From car parks it is a relatively short distance to safe areas behind bollards. Once there, it is easy to move around the whole site without crossing a road.

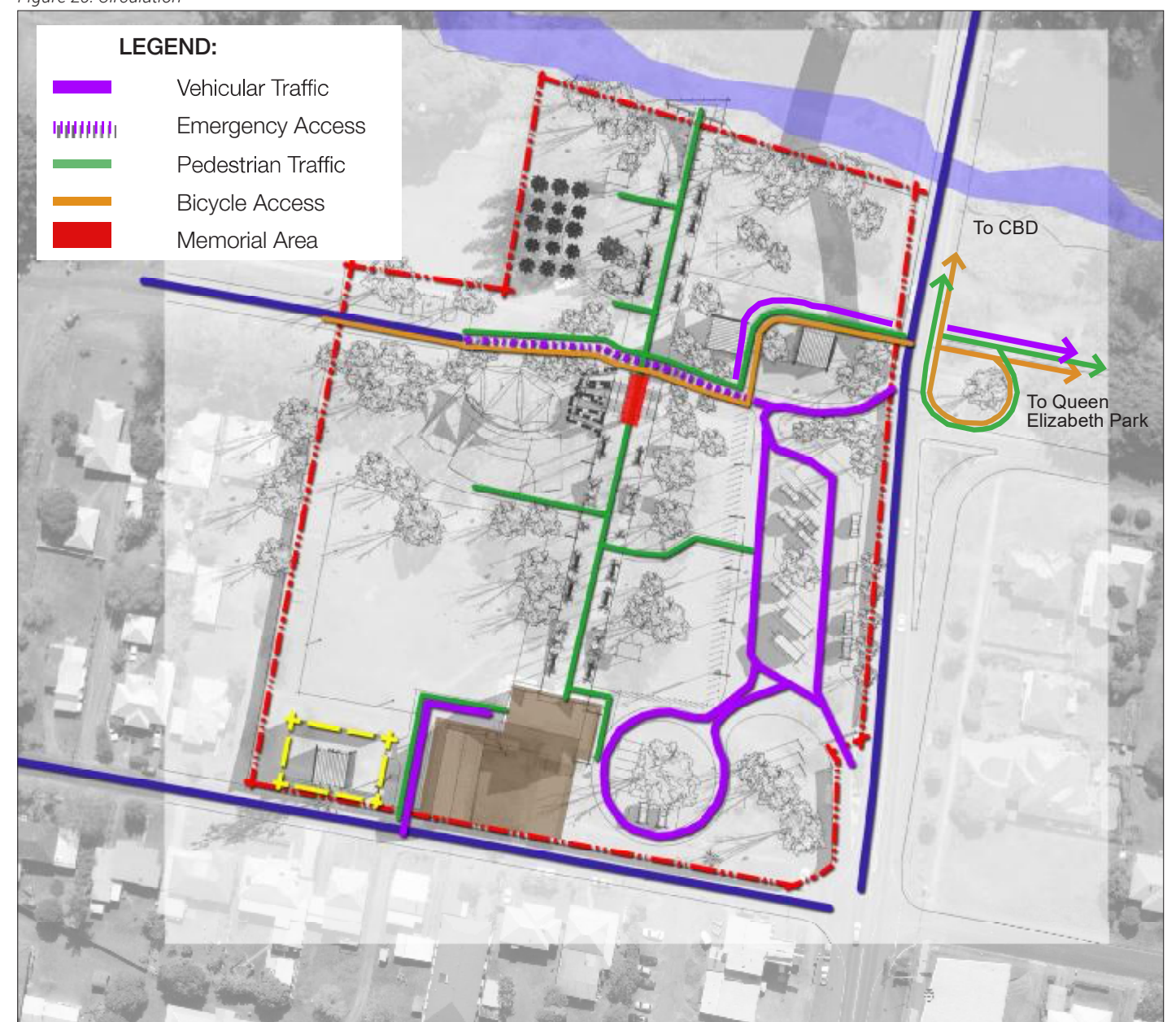
Closing Lennox Street to regular traffic is key to achieving this outcome. If Lennox Street is not closed then essentially there are two sites with attractions in both and the need then to cross a street with traffic.

It is recognised that some residents would likely use Lennox Street as a short-cut to the CBD and this will no longer be possible. In that case they will need to proceed up to Hare Street, 235m south of Lennox Street, and proceed that way. The return journey is not affected as there is a no right turn into Lennox Street from the Bruxner Highway.

The site will be connected into the walking and cycle paths along the south side of the Richmond River (i.e. to Queen Elizabeth Park) and across the Richmond River Bridge to the CBD and residential areas on the north side of the River. For most people the site will be easily accessed either on or off-road. Part of this path will be shared with vehicle traffic to allow people access to the picnic areas just to the east of the bridge.

Within the site The Walk is the key to accessing all the precincts as they “hang” off it in a logical and clearly delineated way. The Walk is the spine and as it is straight there is no confusion as to where you are and where you need to go, making for good wayfinding outcomes across the site.

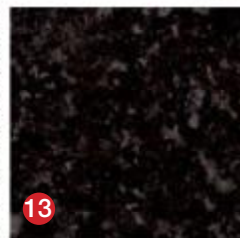
Figure 20: Circulation





## Section 4: Casino Drill Hall Master Plan

### Materials Palette



### Furniture and Finishes Palette

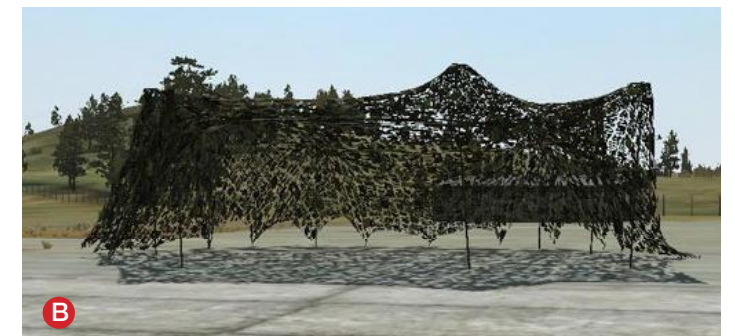
- 1-2: LED pole-mounted lighting fixtures
- 3-4: Litter bin (two options)
- 5: Bollards at parking area
- 6-9: Bench seating (four options)
- 10-11: The Walk concrete finish (two colours)
- 12: Bitumen for selected areas
- 13: Black granite for Memorial and Reflection Pool
- 14-15: 'Story-telling' steel tree grates at The Walk



A

### Drains, Shade, and Equipment

- A: Decorative drain cover at edge of The Walk
- B: Military camouflage net over exhibits, play area, etc.
- C: Multi-age play structure



B



C



## Planting Palette

A basic planting palette is shown here. The main theme is “simple and low maintenance”.

The trees are intended to be just infill planting where appropriate, except for the red *Brachychiton* trees along The Walk which will be a highlight. The colour red of the *Brachychiton acerfolius*, while being attractive in its own right, also has military connotations symbolising blood and courage. Rosemary, a strong symbol of Australian military campaigns, can be used to infill, or as borders, beside paths and buildings but in particular in the Trenches so as to provide a greater sense of depth as people move through them.



### Tree Planting - Additional to trees existing on site

- A** *Brachychiton acerfolius* (Illawara flame tree) feature tree planting along The Walk
- B** *Xanthostemon chrysanthus* (golden penda 'trail blazer') all additional tree planting in the Drill Hall/VIC, amphitheatre, and exhibit precincts
- C** *Melaleuca linariifolia* (snow-in-summer) additional tree planting in all other areas

### Shrub Planting (All Precincts)

- 1** *Anigozanthos flavidus* (kangaroo paw - bush endeavour)
- 2** *Dianella ensiformis* (silver streak)
- 3** *Dianella caerulea* (little jess)
- 4** *Gardenia jasminoides* 'Magnifica' (gardenia)
- 5** *Lomandra longifolia* 'tropic belle' (tropic belle)
- 6** *Rosmarinus officinalis* (rosemary)



## Section 4: Casino Drill Hall Master Plan

### Project Costs

A detailed Quantity Surveyor's report for the Casino Drill Hall Master Plan was prepared by AECOM Davis Langdon Quantity Surveyors for the draft report. The detailed report has been provided to Council separately. There were some changes between the draft and the final Casino Drill Hall Precinct Master Plan and the amendments have been made by the consultant team.

A summary of the project costing is provided below. The overall total is estimated at \$3.316 million. The next step is to move to detailed design of some of the elements so that a detailed budget cost can be established.

#### Drill Hall, Visitor Information Centre and Shed

Item	Cost (ex GST)
Drill Hall (renovation of existing)	126,000
Visitor Information Centre (new works)	193,500
Public toilets attached to Visitor Information Centre (new works)	101,150
Outside (Drill Hall and VIC) seating areas	16,100
Shed (refurbishment and internal works)	27,250
Compound	3,530
<b>Total</b>	<b>\$467,530</b>

#### Landscape Areas

Item	Cost (ex GST)
Parade Ground Green (incl. irrigation and power/water totems)	108,770
Amphitheatre	150,272
The Walk	215,440
WWI Memorial, Steps and Trenches	97,896
Roads and Car Parks	476,320
Playground	81,771
Refurbish Existing Public Toilets	94,500
Demolition of existing structures including toilets	10,000
Arboretum	57,200
Viewing Platform	81,750
Coronation Park (turf and lighting)	139,400
Landscaping generally	314,673
Improvements	127,404
Interpretative panels	25,000
Lighting	112,500
Wayfinding	7,500
Camouflage area	25,000
Acoustic fencing and screening	65,246
<b>Total</b>	<b>\$2,190,642</b>

#### Allowances

Item	Cost (ex GST)
Preliminaries (10%)	\$265,817
Contingency (5%)	\$146,199
Professional Fees (8%)	\$245,615
<b>Total</b>	<b>\$657,631</b>



## Staging

It is unlikely that the Richmond Valley Council will have sufficient funds to undertake this project in full but will rely on grants from State and Federal governments. Any grant received may well not be sufficient for the whole project so it is necessary to consider staging of the project.

Given this fact it is worth considering some priority developments from the master plan:

High priority developments include:

- The Amphitheatre as Council is in possession of a grant for this and it has a date by which it needs to be spent.
- The entrance road and car park as it is vital to support any and all other developments.
- The Walk as it is the centrepiece of the project and its completion will show a commitment to the Vision by Council. (Note: the Viewing Platform can be a later project).
- The World War 1 Memorial would ideally be opened, in place, on 11 November 2018 but if that is not possible there are alternative approaches that could see it opened temporarily in some other place and be moved to the site when it is ready.

Other developments can proceed as funds are secured. Many grant funds will be project specific so Council will not necessarily have a say over which project is next to be funded.

Funding from State and Federal governments can appear at different times with one-off funding criteria. Should a grant scheme become available for anything in the master plan, whether it is a high or a low priority, then it should be pursued. Master plans are typically put in place over ten or more years and rarely proceed in a logical order. Opportunities and circumstances should be taken when they arise to put another piece of the master plan puzzle in place.