



HUME CITY COUNCIL
**SKATE, SCOOTER
AND BMX PLAN**

November 2013

Definitions

Term	Definition for the purpose of this plan
Young people	Participants in skate, scooter and BMX activities range in age from 6 – 30 years. This is a broader definition than traditionally used across youth services but acknowledges the popularity of scooter sports amongst children under 10 years and the growth in extreme sports such as BMX riding and skateboarding in the young adult age cohort.
Activity / sport	
BMX (competition)	Bicycle motocross or BMX is an extreme bicycle racing sport on a motocross style on track. It is sprint cycling over a specially prepared (dirt or concrete) race track. Tracks are usually around 350 metres long and include jumps, banked corners (berms) and other obstacles.
Scooting	Scooting, scootering, freestyle scootering, scooter riding or just riding is an action sport that involves riding a scooter (also known as kick scooters) to perform freestyle tricks in a manner similar to skateboarding and BMX.
Skateboarding (skating)	Skateboarding is an action sport that involves riding a skateboard and performing tricks. Skateboarding can also be considered a form of recreation, a form of transport, an art form or a job.
Informal skate, scooter and BMX	Many skate, scooter and BMX riders do so informally and there are no specific rules. Style/aesthetics, skills, creativity, socialising and casual participation are important. In the case of BMX, trail features (dirt tracks) can be designed for a variety of user skill and ability and are often changed and redesigned over time.
Cruising	Riding a skateboard from place to place or just skateboarding around the streets. It usually doesn't involve tricks.
Flatland skate, scooter and BMX	Skate, scooter and BMX on flat sealed surfaces such as car parks, driveways or outdoor sports courts. Smaller tricks are often linked into combinations (combos). BMX tricks are performed by spinning and balancing in a variety of body and bicycle positions.
Facility / component	
Skate park	Park or skate park for skateboarding, skating, scooting or BMX. Depending on the features the park might be a mix of elements and structures including bowl, street and vert ramps, rails and boxes. Parks designed with BMX use in mind will typically have steel coping.
Street skateboarding Skateable environments	Skating on streets, curbs, benches, handrails and other elements of urban and suburban landscapes. Also ramps, rails, boxes and other artificial obstacles especially in competition are now referred to as street because they simply emulate a skatable "street" environment.
Bowl	The curved walls of skate bowls allow skaters/riders to ride around and across the bowl in addition to the back and forth that you might see on a traditional half pipe. Users skate around the bowl without taking their feet off the board to push.
Half-pipe	A U-shaped ramp of any size, usually with a flat section between the opposing transitions.
Vert ramp	A transition ramp, usually at least 2.4 metres tall, with steep sides that are vertical near the top.
Coping	An overhanging edge or coping usually runs along the edge of a ramp or top of a bowl. Coping acts as a launch for various manoeuvres and enables the rider to perform tricks from the edge.
Grind rail	A metal pole constructed from a square bar with coping. Constructed at various heights for different skill levels. Riders approach the obstacle, then jump onto the top side and perform a "grind."
Dirt jumps	Rows or runs of various types and sizes of jumps made from dirt. Bike riders launch into the air and do various tricks. This type of riding is more about style than speed.
Pump track	A continuous loop track consisting of a series of small jumps (rollers) and banked corners (berms) that allow the bike rider to gain momentum and reasonable speeds by pumping through the track without pedalling.

About this document

The Draft Skate, Scooter and BMX Plan has been prepared for Hume City Council by Outside the Square Creative Consulting, a community, cultural and leisure planning firm.

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1. Introduction

1.1 Skate, scooter and BMX

Skate, scooter and BMX are popular activities for young people. They are unique in that they are not just sporting and recreational activities but are also strongly representative of a particular youth cultural niche that includes street fashion, equipment, music, language and 'style'.

Skate, scooter and BMX could be considered a play activity for young people but this term is rarely used. Like play, participants engage in physical activity which also provides opportunities for social interaction, decision making, risk taking, self-expression, skill development, cooperation and various types of participation.

Skate, scooter and BMX positively contribute to the health and wellbeing of young people through the provision of quality facilities, spaces and activities where young people can meet, connect, interact, socialise, learn, participate and just be. Participation contributes to physical health, mental health, community connectedness and general wellbeing.

The sports are growing in popularity and connect predominantly with young people. BMX has been included at the Olympic Games since 2008 and Skateboarding is vying for future inclusion in the Olympic program from 2020. The Australian Sports Commission has increased funding for development programs and it can be expected the sports will grow in participation.

1.2 Skate, scooter and BMX in Hume

Hume City Council is supportive of skate, scooter and BMX activities as Council currently provides six BMX tracks and eight skate/scooter parks across the municipality. It is anticipated that with the growth of the city additional facilities will be required.

Hume's skate, scooter and BMX facilities are of varying age, standard and popularity. Some are well used and supported as valuable facilities by the broader community. Others are not well patronised, are identified as providing poor amenity due to the age of the infrastructure and/or are in locations where anti-social behaviour occurs.

Council regularly receives requests for the provision of new or improved facilities for the various skate, scooter and BMX disciplines further supporting the need for a strategic planning approach responding to need.

In recent years the need for the development of a Skate, Scooter and BMX Plan and provision of programs has been identified as way of improving the future provision of facilities, management and promotion of these facilities and the relationship with facility users.

2. Purpose of the Skate, Scooter and BMX Plan

This Skate, Scooter and BMX Plan provides a framework to assist Council achieve its long term vision and provide for skate, scooter and BMX as a sport, recreational pursuit and youth centric social and cultural activity. It gives direction for current and future provision for skate, scooter and BMX.

The Plan also considers the importance of providing quality public spaces that allow for the safe congregation of young people and broader community, as reflected in the Open Space Strategy 2010-2015 and Community Safety Strategy 2009-2013. The Plan identifies the importance of proactive programming that assists and supports young people to participate safely and in harmony with the broader community.

The Plan makes recommendations about how to best provide for skate, scooter and BMX needs across the municipality through the development and management of facilities and delivery of sport and youth development programs.

The Plan recommends:

- Hierarchy of skate, scooter and BMX facilities
- Reaffirmed commitment to a safe, inclusive city for all through formal, built-for-purpose facilities.
- Informal and casual participation opportunities through designing:
 - Access to challenging, safe, accessible and well maintained skate, scooter and BMX specific facilities, and
 - Development and provision of inclusive, tolerant, intergenerational spaces within urban and community precincts through robust, creative urban design.
- Support for young people, skate, scooter and BMX culture, sport and recreation through collaboration on and provision of development programs and support services.
- Links to existing youth outreach and youth development programs.

The preparation of this Plan has been informed by past consultation with facility users, participants in various programs and the development of the Youth Strategy 2011-2014. Further engagement will be undertaken before the final Plan is presented to Council for adoption in mid-2013.

The outcomes of the Plan's implementation will be increased participation in skate, scooter and BMX, improved opportunities for engagement with young people through skate, scooter and BMX programs and enhanced facility provision and management.

3. Planning Context

3.1 Skate, scooter and BMX participation

The ABS Children's Participation in Cultural and Leisure Activities Survey 2012 examines the activities of Australian children aged 5-14 years outside of school hours. It identified that:

- Over 1.7 million children had been bike riding in the past 12 months.
- Almost 1.5 million had been skateboarding, rollerblading or riding a scooter in the past 12 months.

The survey found that children spent on average (outside of school hours) 4.7 hours riding skateboards, rollerblading or riding scooters and 5.5 hours riding bikes per fortnight.¹

Children's participation in these active recreational activities increased since 2009 with the proportion of children skateboarding, rollerblading or riding a scooter rising from 49% to 54% and the proportion of children bike riding increasing from 60% to 64%.

A higher proportion of males were involved in skateboarding, rollerblading or riding a scooter (60%) and bike riding (70%) than females (47% and 57% respectively).

In recent years there has been an increase in scooter riding and as a user group; scooters are now a large part of the mix of use at many skate parks.² Scooting typically engages an age range of between 3 and 14 years. Young girls also figure in this grouping more strongly than in skateboarding.

The different demographic that scootering brings changes the ways that skate parks are being used. There are increased spectators (parents/family with younger children), there are much younger people using the facilities and there are more girls.

Skating's history can be traced back to the 1950s and BMX originated in the early 1970s. Whilst there isn't any specific data to demonstrate adult (15+ years) participation levels, anecdotal evidence shows that many older young people (18+ years) and adults participate in these activities well beyond their teenage years.

3.2 Demographic projections for Hume City

Hume City's population has increased significantly over the last ten years. From 2001 to 2011 Hume experienced an annual growth rate of 2.5% making it one of the fastest growing municipalities in Melbourne.³

With a current population of 178,500, urban growth will continue to occur around the Sunbury, Craigieburn and Greenvale areas and see the establishment of 'new suburbs' such as Merrifield and Lockerbie. By 2021 Hume City is expected to reach a population of 219,000 and exceed 314,000 by 2036.

In comparison to metropolitan Melbourne, Hume City residents are relatively younger in age and have a higher proportion of 'family households'. Hume's youth population is expected to grow by 15.2% from 40,789 in 2012 to almost 47,000 in 2021. By 2036 the number of young people in Hume City aged between 10 and 24 is forecast to increase by an additional 41.3% to more than 66,000.

¹ Children's Participation in Cultural and Leisure Activities Survey, April 2012

² Sources: Vivienne Mole of Simply Skateboarding - Discussion and paper on issues and trends associated with scooters, Consultation with Dylan Connell – Geelong Skate Project Officer and Nick Buskens – Skate Officer YMCA.

³ Source: <http://profile.id.com.au/hume/population>

The projected growth in the number of young people in Hume City whilst significant is proportional to the overall population growth for the same time period.

In this context, it is anticipated there will be increasing demand for youth centric and youth friendly spaces and places, appropriate reflection and celebration of youth culture and youth relevant recreation and sports facilities and programs. Skate, scooter and BMX will be important in this regard.

3.3 Council Planning

Preparation of the Skate, Scooter and BMX Plan has been informed by and supports key Council planning documents:

- Hume City Plan 2030 – Vision for the City
- Hume City Plan 2040 – Hume Horizons (under development)
- Hume City Council Plan 2009 – 2013 (2012 Action Update)
- Hume City Social Justice Charter 2007
- Hume City Municipal Public Health Plan 2009-2013
- Hume City Youth Strategy 2011 – 2014
- Draft Hume City Leisure Strategy 2013-2018
- Hume City Open Space Strategy 2010-2015
- Hume Playspace Planning Framework and Reference Guide
- Hume Walking and Cycling Strategy 2010-2015
- Hume City Community Engagement Framework
- Hume City Development Principles for Recreation and Community Facilities
- Hume City Asset Management Policy 2004
- Hume City Community Safety Strategy 2009 – 2013
- Hume Integrated Land Use & Transport Strategy (HILATS) 2011- 2020
- Hume Integrated Growth Area Plan (HIGAP) – Sunbury
- Hume Integrated Growth Area Plan (HIGAP) – Hume corridor (under development)

Diagram 1 – Council Planning Framework



Implementing the Skate, Scooter and BMX Plan will contribute towards achieving the vision for Hume City and Council's strategic objectives as detailed in the Council Plan 2009 – 2013, including:

- Learning
- Social Inclusion
- Arts, Leisure and Recreation
- Health, Safety and Wellbeing
- Appearance of the City
- Asset Management

Skate, scooter and BMX considerations in Hume City:

- young people being actively involved and accepted as part of the community
- youth and youth culture
- sport and recreation development
- health and wellbeing
- facility (asset) planning and management
- transport
- role of pathways and streetscapes in place-making
- public safety
- use of parks and open space



Roxburgh Park Skate Park

4. Skate, scooter and BMX plan vision and principles

4.1 Vision

Hume City Council is committed to building an active and healthy community and making a significant contribution to community wellbeing. This is reflected in the vision for skate, scooter and BMX:

A range of quality skate, scooter and BMX facilities, infrastructure and programs that will be provided, promoted and supported in Hume City. Our skate, scooter and BMX facilities and services will provide participation and development opportunities and be a celebration of our young people's culture. Skate, scooter and BMX facilities and urban features will contribute to our strong community pride of place and connection.

4.2 Principles

The following principles will guide a consistent approach to the planning, development and management of skate, scooter and BMX facilities in Hume City:

Table 1 - Principles

Principle	Definition
Engagement of young people	<ul style="list-style-type: none"> Young people will be actively involved in the planning, development and ongoing use of skate, scooter and BMX facilities and programs.
Hierarchy - distribution/ catchment	<ul style="list-style-type: none"> A range of experiences, challenges and skill levels will be provided within a hierarchy of facilities and skateable features across the municipality. Facilities are classified according to their role in the overall skate, scooter and BMX network and this will assist Council to determine the level of facilities and features to be developed. Access to safe and inclusive skate, scooter and BMX facilities and activities across the municipality.
Location, accessibility and safety	<ul style="list-style-type: none"> Skate, scooter and BMX facilities will be safe and accessible to the community. Development priority will be given to locations close to public transport, road networks, and skate/bicycle/pedestrian links. Facilities will be in visible locations where they are part of broader community life and activity. An integrated approach to the planning and provision of vibrant, intergenerational civic and community spaces that are welcoming to all and may include skate, scooter and BMX facilities. Aspire to achieve a network whereby skate, scooter and BMX riders can commute via wheels (paths and trails) or public transport.
Quality planning and design	<ul style="list-style-type: none"> Skate, scooter and BMX facilities and features will be developed based on: <ul style="list-style-type: none"> Evidence driven needs assessment. Professionally designed and ideally developed as an integral part of a comprehensive master plan for the park or site. Include provision of other infrastructure such as connecting pathways, toilets, bins, shade, access to water, trees and appropriate landscaping, shelter and signage.

Principle	Definition
Skate, BMX and youth culture and program development	<ul style="list-style-type: none"> ▪ Recognition of the significance of the youth, social and cultural aspect to skate, scooter and BMX. ▪ Develop a range of programs and events to activate skate, scooter and BMX facilities around the City. ▪ Support young people, skate, scooter and BMX culture, sport and recreation as well as inform and engage the broader community. ▪ Open dialogue and provision of educational information about skate, scooter and BMX.
Provision of a range of experiences, skill levels and opportunities	<ul style="list-style-type: none"> ▪ A range of opportunities for skate, scooter and BMX activity as part of a cross city network offering differing challenges, experiences and provision for various skill levels.
Communication and community involvement	<ul style="list-style-type: none"> ▪ Community information and involvement in the planning, development, management and maintenance of skate, scooter and BMX facilities. ▪ Develop a strong partnership approach in the ongoing provision of these facilities.



Meadow Heights Skate Park

4.3 Key priority areas

The outcomes of the Plan's implementation will be

- Increased participation in skate, scooter and BMX activities
- Enhanced opportunities for engagement with young people through skate, scooter and BMX programs
- Improved facility provision and management

To achieve these outcomes, priorities have been identified in three key areas:

- Skate, scooter and BMX and youth development programs
- Planning and management
- Facility provision

These priorities form the basis for the action plan that follows in section 9.

Table 2 – Key Performance Indicators

Key performance indicator	Measure	Baseline	Target	Actions
KPI 1 – Increased levels of usage of Council's skate, scooter and BMX facilities	Annual percentage increase	To be established	To be established	9.1.1 9.2.2 9.2.7
KPI 2 – Increased levels of satisfaction with the quality of Council's skate, scooter and BMX facilities – as a result of survey/user feedback	Annual percentage increase	To be established	To be established	9.1.1 9.2.1 – 9.2.8 9.3.1 – 9.3.21
KPI 3 – Increased participation in skate, scooter and BMX programs – baseline to be determined in Year One of the proposed program and new position	Annual percentage increase	To be established	To be established	9.1.1 9.2.7
KPI 4 – Completion of facility management plans specific to each facility	Completed	n/a	Dec 2015	9.2.3
KPI 5 – Incorporate Skate, Scooter and BMX facilities into Parks and Open Space Asset Management Plan	Task completed	n/a	Dec 2014	9.2.4

5. Skate, scooter and BMX facilities planning

5.1 Hierarchy of facilities

This plan recommends a hierarchy of skate, scooter and BMX facilities and skateable features across Hume City that respond to prioritised community needs.

The hierarchy of facilities is largely based on the Hume City Open Space Strategy 2010-2015. A range of skill levels and challenges, reflecting the different standards and needs of users are addressed within the hierarchy.

In some cases a skate or BMX facility/features will provide for regional, district and local needs because of its location, scale or features. Regardless of their hierarchy, all facilities will be part of an integrated and inclusive park or urban landscape design which is accessible and attractive to all. This hierarchy will be applied to both existing and planned facilities. Some existing facilities may require upgrade to meet the criteria for each level of the hierarchy.

The following table provides a description of the hierarchy of facilities.

Table 3 – Hierarchy of facilities in open space

	Hierarchy	Target	Description
Skate, scooter and BMX facilities in open space	Neighbourhood	Beginner - intermediate	Neighbourhood open space is located within 500 metre walking distance of all residential properties in its catchment. Neighbourhood facilities would service the surrounding local neighbourhood and provide reasonable challenge for all user groups. They could include: <ul style="list-style-type: none"> ▪ Small or individual skateable and rideable elements integrated into the park or playspace design. ▪ Small scale dirt jumps/pump track
	Sub-district and District	Beginner - advanced	Sub-district open spaces have a catchment of three neighbourhoods and district a catchment of six neighbourhoods. Sub-district/district facilities will be of a high quality, size and in a location to service a sub-district and district catchment. They could include: <ul style="list-style-type: none"> ▪ A range of elements catering for all skill levels ▪ Facilities for both active and non-active users ▪ Features to challenge beginners through to advanced users
	Regional	Beginner - advanced skill &/or competition standard	Regional open space has the catchment formed by several districts that comprise the principal population centres of Broadmeadows, Craigieburn and Sunbury, and may attract visitors from neighbouring municipalities. Regional facilities could accommodate skate, scooter and BMX and would be a very high standard/quality. They could include: <ul style="list-style-type: none"> ▪ Capacity to attract regional participants and events and host major events ▪ Capacity for large crowds ▪ Be attractive to a diverse range of young people and broader community. ▪ Space/infrastructure for community events and public art. ▪ Suitable ancillary features such as shelter and access to toilets and water.

5.1.1 Urban landscapes

As part of joining up skate, scooter and BMX facilities and providing for informal street skating needs, skateable features will be incorporated into appropriate places adjacent to the walking and cycling network and in civic gathering places / youth precincts. They may also be included in smaller parks and playspaces.

A simple example of this is a concrete block with metal edging. It can serve as seating and something that can be skated. It would be integrated into the streetscape/landscape.

In civic spaces that are used for a range of community gatherings and events and may contain public art, the skateable elements might be larger and serve other functions such as a stage area.



Examples of skateable elements in urban settings

5.2 Site assessment criteria

To maximise community investment in skate, scooter and BMX facilities a set of criteria for selecting appropriate open space sites has been developed based on industry research, expert advice and community consultation outcomes. The site assessment criteria are outlined in Table 4. It is acknowledged that these criteria are established as the ‘ideal’ to which Council will aspire, but it will not always be possible to meet all criteria.

Table 4 - Site assessment criteria

Item	Explanation
1. Approved by and located near young people	The site should be located in or near an area where a high proportion of young people live or visit and ideally in a space that is also popular with young people.
2. Access and transport	The site should be: <ul style="list-style-type: none"> ▪ in close, easy and safe proximity to public transport ▪ located where young people can access the facility easily without the need for private vehicle use ▪ located on or with easy access to the walking and cycling network ▪ easily accessible from as many suburbs as possible if the proposed facility is to be district/regional
3. Safety, security and amenity	The site should: <ul style="list-style-type: none"> ▪ be visible to passing traffic and pedestrians ▪ be located at an adequate distance from adjacent land uses

Item	Explanation
	<ul style="list-style-type: none"> provide for minimal conflict with other users (eg. pedestrians, other sports) be able to absorb/buffer any noise that may disturb nearby residents be located at an adequate distance from residential dwellings
4. Recreation opportunities and amenity	<p>The site should:</p> <ul style="list-style-type: none"> provide a variety of recreational opportunities include spaces to gather and socialise be supported by amenities such as water, shade, seating, public toilets and bins be located in close proximity or where there are links to other forms of community infrastructure such as retail areas, schools, sport and recreation facilities or playgrounds
5. Topographical, geotechnical site features	<p>The site should:</p> <ul style="list-style-type: none"> be large enough to adequately accommodate the facility have suitable soil structure and drainage there should be no hazards from landfill or pollution not impact on flora and fauna integrate with the natural environment have easy maintenance access and capacity for regular cleaning and rubbish removal.

The research, consultation and assessment of Hume’s existing facilities highlight the importance of selecting ‘the right site’ for a successful facility.

Selection of the wrong site will contribute to poor levels of access and use as well as anti-social, behaviour that form the basis of most community ‘fear’ in relation to these facilities and activities.

5.3 Facility design features

As well as site selection criteria, there are also a number of facility features that are important success factors in the design provision of skate, scooter and BMX facilities.

The key features that should be considered for inclusion into skate, scooter and BMX facilities are:

- Seating
- Signage
- Handrails
- Pathway connections
- Surrounding landscaping, topsoil, turf and trees
- Spaces for gathering, socialising and spectating
- Provision for events (regional facilities only)



6. Facility provision

6.1 Current provision

Hume City currently has 14 skate, scooter and BMX facilities across the municipality; consisting of six BMX tracks and eight skate/scooter parks.

Name	Location	Land owner	Construction
Canadian Court BMX Track	Canadian Court Reserve, Meadow Heights	Council	unknown
Craigieburn BMX Track	Craigieburn Gardens, Craigieburn	Council	2012
Craigieburn Skate Bowl	DS Aitken Reserve, Craigieburn	Council	Late 1990s
Gladstone Park Skate Park	Elmhurst Park, Gladstone Park	Council	2004
Greenvale Skate Park	Barrymore Road Recreation Reserve, Greenvale	Council	2006
Jacana BMX Track	Johnstone Street Reserve (Broadmeadows Rotary Park) , Jacana	Council	unknown
Jacana Skate Park	Johnstone Street Reserve (Broadmeadows Rotary Park), Jacana	Council	2009
Meadow Heights Skate Park	Buchan Street Reserve, Meadow Heights	Council	2008
Progress Reserve BMX Track	Progress Reserve , Coolaroo	Council	unknown
Roxburgh Park Skate Park	Lakeside Drive Reserve, Roxburgh Park	Council	2008
Sunbury BMX Track	Sunbury Recreation Reserve, Sunbury	Crown land	unknown
Sunbury Skate Bowl	Sunbury Recreation Reserve, Sunbury	Crown land	unknown
Sunbury Skate Park	Sunbury Recreation Reserve, Sunbury	Crown land	2002
Tullamarine BMX Track	Derby Street Reserve, Tullamarine	Council	unknown

6.1.1 Skate, scooter and BMX facility condition assessment

Council has undertaken a comprehensive condition and functionality audit of its existing skate, scooter and BMX facilities.⁴

The audit report provided an assessment of maintenance and/or renewal works required, their priority and cost estimates.

The key maintenance and renewal issues identified in the audit were:

- The need for additional maintenance, cleaning and inspections
- Recurrent funding for the renewal of skate, scooter and BMX facilities
- Development of skate, scooter and BMX facilities that are driven by a strategic vision and principles
- Site selection criteria and site planning principles to guide and assist Council in future development of facilities
- Upgrading of facilities to meet community needs/expectations
- Best practice in facility design with significant community involvement
- Need for facility operational management plans

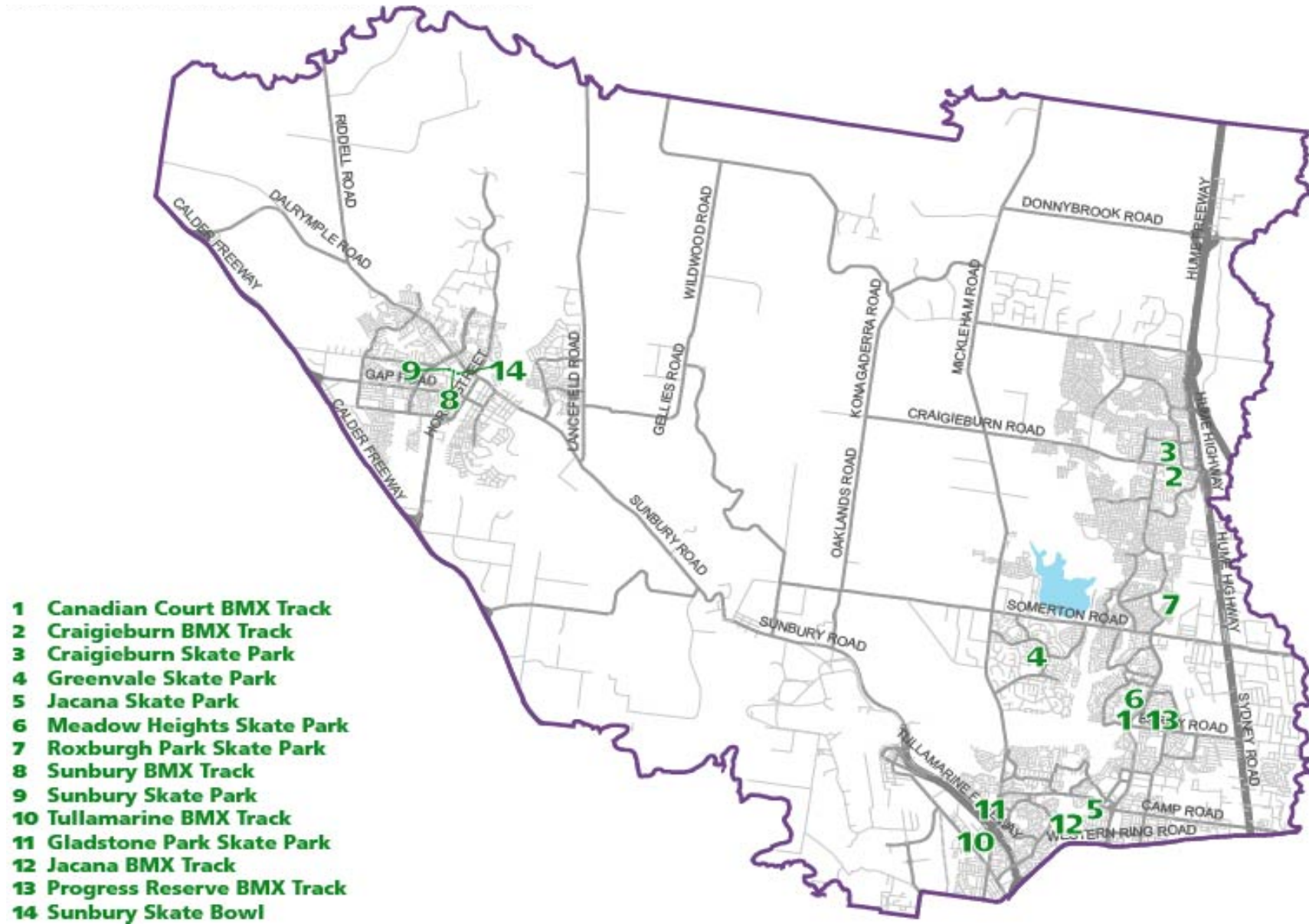
These issues will be addressed through the Action Plan.



Sunbury BMX Track (photo: Sunbury BMX Club)

⁴ 2MH Consulting prepared the BMX track and Skate Park audit on behalf of Council

Map 1: Current skate, scooter and BMX facilities



6.2 Future skate, scooter and BMX provision

As the Hume City population is forecast to experience steady growth for the next 20 years, an important function of this Plan is to identify where facilities are needed and what sport and users they provide for.

Future facility provision is influenced by:

- Population forecasts and projected demographic profile
- Growth area planning
- Findings from community surveys, internal and external consultation and industry research
- Review of existing facilities, their location, distribution and utilisation

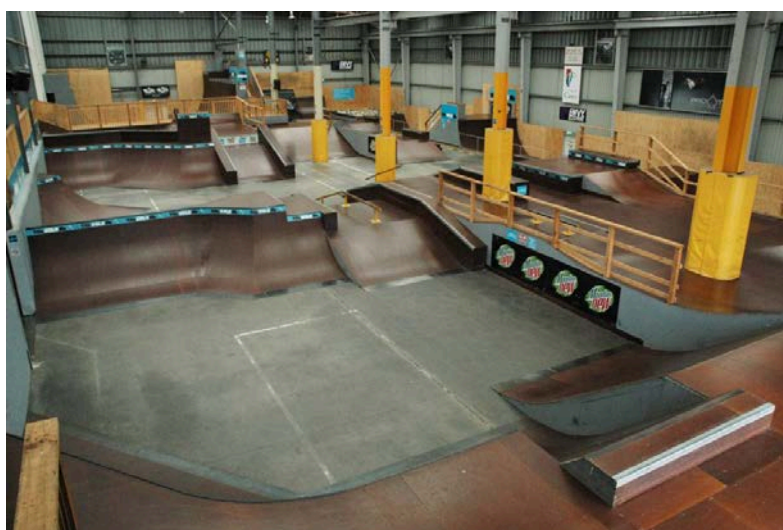
Further, more detailed investigations will be required as new communities are developed so that the developers and residents in these new areas can be engaged in the planning and development of facilities.

Changing trends will also need further consideration as facilities are developed. The recommendations made for future provision are broad to allow for further community engagement and planning closer to the time of their proposed development.

New facility provision and future planning is recommended by principal planning area (Broadmeadows, Craigieburn and Sunbury) catchments to meet the projected needs. Planning for and providing these facilities enable Council to deliver on its vision including:

- a network of facilities based on a hierarchy of scale, skill and challenge level, across the municipality;
- facilities that are part of an integrated and inclusive park and/or urban landscape design which is accessible and attractive to all, and;
- each principal planning area will have a regional standard skate/BMX facility and will have skateable features incorporated into the urban landscape where appropriate.

A recent trend that should also be considered is the feasibility of an indoor facility in Hume. Currently there are three indoor facilities for skate, scooter and BMX activities across metro Melbourne; Rampfest in Braybrook, The Shed in Cranbourne and Rampit in Mitcham. Ownership and management arrangements vary between the three venues. All are popular facilities that operate year round programs and events for the various disciplines of skate, scooter and BMX.



The Shed

It may be possible for Council to lease “warehouse” space, fit the facility out and for it to operate as a commercial venture. Such a venue could also accommodate other facilities such as a youth room / hangout space and a bouldering wall. A feasibility study is recommended as an action in 2014/15.

A hierarchy of facilities is proposed to provide for the appropriate mix of facilities and catchments served for each of the three principle planning areas.

Provision of new facilities in Council’s growth areas may attract developer contributions. Council’s submissions to the State Government’s preparation of Precinct Structures Plans will need to advocate for the provision and developer funding contribution to new facilities.

The following recommendations are made for facility planning, provision, upgrade and renewal of facilities, including proposed hierarchy:

6.2.1 Hume wide

- An indoor skate, scooter and/or BMX facility feasibility study
- Skateable elements in urban and civic spaces
- Develop design guidelines for skateable elements to be incorporated into the Design Guidelines for the Planning, Design and Construction of Open Space

6.2.2 Broadmeadows Planning Area

The Broadmeadows Planning Area is located in the south-east corner of Hume. It contains the suburbs of Broadmeadows, Meadow Heights, Coolaroo, Dallas, Campbellfield, Fawkner, Westmeadows, Jacana, Gladstone Park and Tullamarine.

New

- Develop a district level BMX / dirt jumps facility (location to be determined)

Upgrade

- Expand the Jacana Skate Park to create a regional facility by adding new elements that cater for different skill levels
- Establish the Meadows Heights Skate Park as a district facility by expanding opportunities to include street style skate elements and upgrade the bowl to improve access

Renewal

- Establish the Tullamarine BMX Track as neighbourhood facility by undertaking minor improvements
- Establish the Gladstone Park Skate Park as neighbourhood facility by undertaking minor improvements

Investigate

- Skate, scooter and/or BMX needs in the Coolaroo, Dallas and Campbellfield area
- Youth playspace in Broadmeadows Town Park incorporating skateable elements

Decommission

- Progress Reserve BMX Track – the facility has reached the end of its useful life and the only evidence of use is by motorbikes. Community consultation will be undertaken prior to its removal

- Jacana BMX Track – the facility is isolated, in poor condition and the only evidence of use is by motorbikes. Community consultation will be undertaken prior to its removal

No change

- Canadian Court BMX Track – retain as a neighbourhood facility

6.2.3 Craigieburn Planning Area

The Craigieburn Planning Area is located to the east of Sunbury and the north of Broadmeadows. It contains the suburbs of Kalkallo, Mickleham, Craigieburn, Yuroke, Oaklands Junction, Greenvale, Attwood, Melbourne Airport, Keilor and Roxburgh Park.

New

- Develop a district BMX / dirt jumps facility in Greenvale
- Develop a neighbourhood skate facility in the growth area of Greenvale
- Develop a regional skate, scooter and BMX facility

Upgrade and renewal

- Establish the Craigieburn Skate Bowl as a district facility expanding to include additional elements, improve landscaping and ancillary facilities such as seating
- Establish the Greenvale Skate Park as a district facility expanding to include additional elements, improve landscaping and ancillary facilities such as seating and shelter
- Establish the Roxburgh Park Skate Park as a district facility. Improve landscaping and ancillary facilities such as shelter

Investigate

- Skate, scooter and/or BMX needs in the Merrifield and Lockerbie areas
- Youth playspace Craigieburn Town Centre incorporating skateable elements

No change

- Craigieburn BMX Track – retain as a District facility

6.2.4 Sunbury Planning Area

Located in the west of Hume City, the Sunbury Planning area comprises of Sunbury, Clarkefield, Wildwood, Bulla and part of Diggers Rest.

New

- Develop a district BMX / dirt jumps facility in the east or south east growth area
- Develop a district skate facility in the east or south east growth area

Upgrade

- Expand Sunbury Skate Park to create a regional facility by adding new elements that cater for different skill levels

Renewal

- Establish the Sunbury BMX Track as a regional facility by undertaking minor improvements

Investigate

- Youth playspace incorporating skateable elements
- Amenities, storage, toilets and sheltered area at Sunbury BMX Track
- Investigate a neighbourhood skate park or youth space with skateable elements at Bulla Recreation Reserve

Decommission

- Sunbury Skate Bowl – the facility has reached the end of its useful life in terms of its asset condition. Community consultation will be undertaken prior to its removal



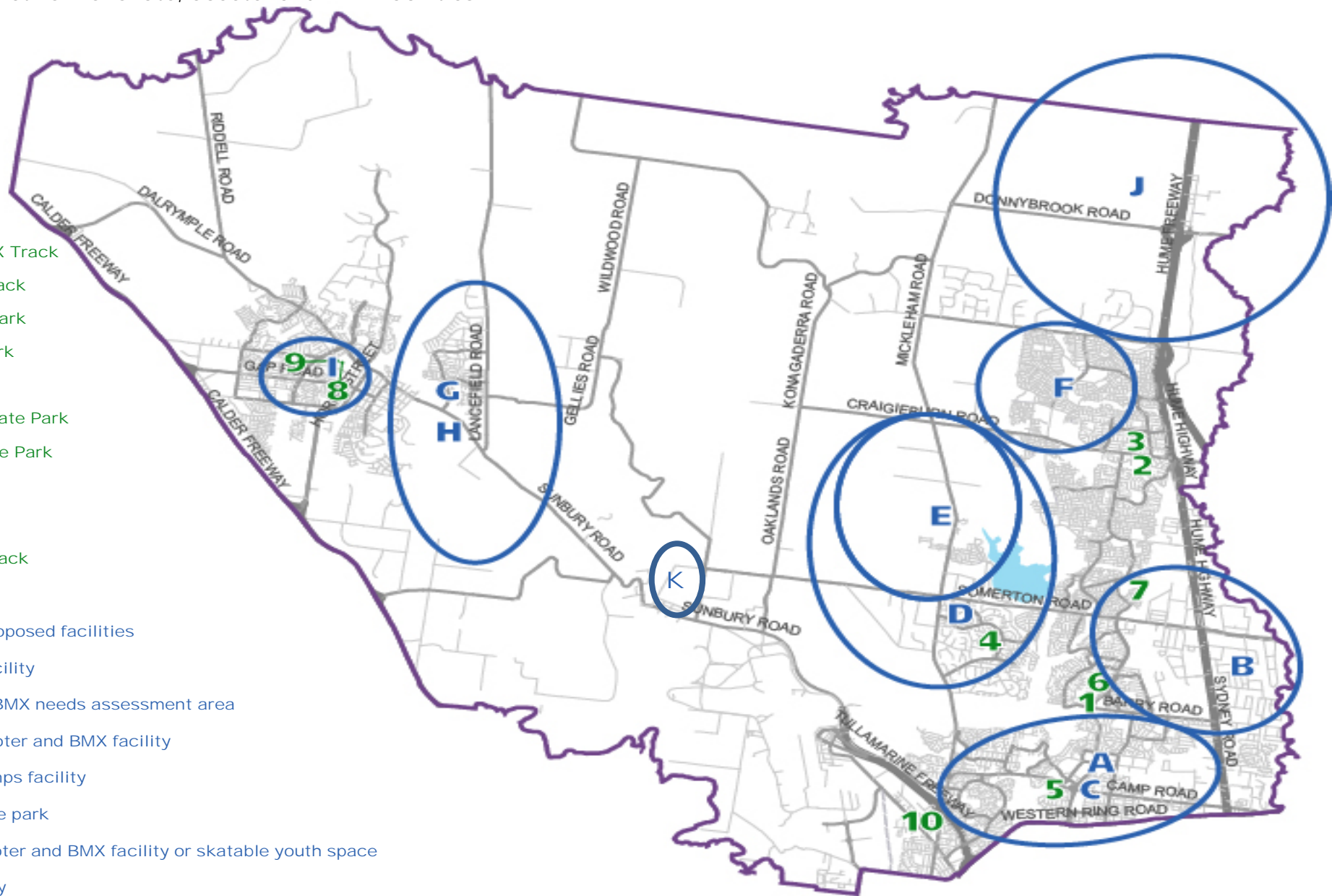
Map 2: Proposed Network of Skate, Scooter and BMX Facilities

Retained facilities

- 1 Canadian Court BMX Track
- 2 Craigieburn BMX Track
- 3 Craigieburn Skate Park
- 4 Greenvale Skate Park
- 5 Jacana Skate Park
- 6 Meadow Heights Skate Park
- 7 Roxburgh Park Skate Park
- 8 Sunbury BMX Track
- 9 Sunbury Skate Park
- 10 Tullamarine BMX Track

Investigation areas/ proposed facilities

- A BMX/ Dirt Jumps Facility
- B Skate, scooter and BMX needs assessment area
- C Regional skate, scooter and BMX facility
- D District BMX/dirt jumps facility
- E Neighbourhood skate park
- F Regional skate, scooter and BMX facility or skatable youth space
- G District skate facility
- H BMX/ dirt jumps facility
- I Regional skate, scooter and BMX facility
- J Future skate, scooter and BMX needs assessment area
- K Neighbourhood Skate Park or skatable youth space



7. Developing participation and young people

Skate, scooter and BMX facilities require coordinated and active management the same as other sports facilities. In a traditional sports club model a club is allocated use of a facility and delivers training programs to develop members' skills across different ages and abilities. With the exception of Sunbury BMX Club, this opportunity does not currently exist for any of Hume City's skate, scooter and BMX facilities. Skate, scooter and BMX facilities are subject to routine bi-monthly maintenance inspections or reactive maintenance following an issue being reported.

Industry consultation and research consistently identifies best practice in the active management and programming of skate, scooter and BMX facilities. As part of the preparation of this Plan community consultation also indicated strong support and enthusiasm for skate and BMX programs and activities.

Hume City's Youth Strategy 2011-2014 identified the following key elements as being successful in engaging and developing young people through skate programming:

- Celebrates skate culture
- Provides opportunities for young people to complete their Level 1 Skate Coaching and First Aid qualifications and develop leadership skills
- Celebrates young people's culture, and encouraged a community wide recognition of the skill and creativity expressed by young skaters
- Increases participation
- Addresses issues of unacceptable social behaviours at skate parks
- Provides new experiences at new or infrequently accessed destinations
- Enhances pride of place and community connection

The Youth Strategy 'Asset Building' approach to developing young people focuses on cultivating the relationships, opportunities, skills, values, and commitments young people need to grow up healthy, caring, and responsible. Engaging young people through recreation and unstructured activities such as skate, scooter and BMX is one way this can be undertaken.

Geelong City Council Skate Park Program, Knox Skate and BMX Park program and Riverside Skate Park, Melbourne are examples of skate park provision with active programming and youth support. Each is recognised 'best practice' in skate, scooter and BMX facility programming. Providers identified the programming as being critical to positive activation of the facilities leading to benefits such as:

- Safe and social outlets for skate, scooter and BMX sports and their associated youth culture
- Improved youth ownership of the facilities and programming
- Improved facility usage both in terms of 'etiquette' and respectful treatment of facilities
- Improved perception and profile of local young people by the broader community
- Greater involvement and engagement of the broader community in use of facilities as multi-age community facilities
- Appropriate use of facilities and fewer accidents
- Less maintenance and improved cleanliness of facilities

7.1 Proposed skate, scooter and BMX development programs

Skate, scooter and BMX development programs are proposed as a new and important element of the overall development and management of skate, scooter and BMX facilities in Hume. Currently there are no specific programs offered for these activities.

It is proposed that a permanent part-time (0.4EFT) youth worker position with a focus on skate, scooter and BMX be created to coordinate and develop a range of programs with young people for young people.

There are numerous programming models in place at other Councils and facilities. These should be further explored in the initial stages of the Hume program being developed. The development and ongoing operation of programs should be undertaken in consultation with young people and where possible managed by young people with Council's support.

The following activities have been identified and should be considered as part of the new role and programs:

- Regular informal liaison with facility users
- Engagement of young people in development and redevelopment of facilities
- Structured and supervised weekly programs with a mixture of BMX, Skate and Scooter workshops across the facilities
- Skate, BMX and scooter competitions
- Individual fun day competitions at the smaller facilities
- Art and music programs linked into skate, scooter and BMX facilities
- Excursions to indoor facilities
- Training workshops: first aid, coaching, event planning, sponsorship, leadership
- Programs that engage young people in neighbourhoods that don't have or are unlikely to have a skate, scooter or BMX facility – this could involve transport to facilities and programs in other neighbourhoods and the provision of one-off program days using portable equipment.

The range of programs should be developed over time to allow ongoing engagement of young people, the different and changing needs of users at the various facilities and ongoing evaluation. Programs should evolve as new facilities are developed and the needs of young people change.

The role will work in partnership with other youth services programs and services and draw on the existing programs of Youth Services such as FReeZA (drug and alcohol free events for young people) and the Teenage Holiday Program, as well as sharing resources and youth spaces/centres.

8. Facilities management

This section of the plan focuses on the ongoing management of Hume City's current and future network of skate, scooter and BMX facilities.

8.1 Proactive asset management

Hume City Council is committed to optimising its infrastructure and community assets and recognises their importance in achieving better amenity and services to meet the social, economic and environmental needs of the community now, while sustaining resources for future generations.

This is based on a number of key principles including:

- Timely consultation with all stakeholders
- Service levels and outcomes are defined and communicated
- Equitable and effective use is made of available resources
- Assets are managed in a sustainable way (environmental, financial and social)
- Life cycle costs are understood and provided for in Council's long term financial plan
- Environmental sensitivity
- Risks to users and risks associated with failure are minimised
- Best practice is pursued through a structured continuous improvement program
- Legislative obligations including financial reporting standards are followed

Skate, scooter and BMX facilities are parks and open space assets. Detailed life cycle costings of facilities will be incorporated into the Parks and Open Space Asset Management Plan. This service driven asset management plan documents the priority order of renewal and upgrade works to be undertaken for each existing facility and it will integrate with Council's long term financial plan. The plan will guide the timely maintenance, renewal and upgrade reflecting community need.

Over time, through a combination of renewal and upgrade works, each of the skate and BMX facilities will be developed to reflect the hierarchy established within the Skate, Scooter and BMX Plan.

8.2 Risk management

Risk and its management is a core component in the design and provision of services for skate, scooter and BMX. The best way to mitigate risk is to proactively plan for and around it.

There are no Australian Standards in relation to the design and maintenance of skate, scooter and BMX facilities, nor are there any formal industry standards for the design, provision and management of these facilities.⁵

A number of risk factors in the design and development of skate, scooter and BMX facilities have been identified. The risk factors and their method of management are identified in Table 4.

⁵ Best Practice Manual – Skate Park & BMX Facilities. Civic Mutual Plus - February 2010

Table 4 – Risk management

Risk Issue	Specific Issues	Management method within the skate, scooter and BMX plan
Design and/or construction	Poor placement or location of the facility	Site assessment criteria.
	Newly built facilities not meeting user requirements (i.e. proficiency of rider does not match facility, poor communication with stakeholders etc)	Facility development principles.
	Poor design	Facility development principles.
	Use of inappropriate and/or wrong materials	Facility development principles. Council's specification, tendering and construction supervision processes.
	Defective constructions	Facility development principles. Council's specification, tendering and construction supervision processes.
	Access issues for maintenance and/or emergency personnel (i.e. skate bowls, jumps, ramps)	Site assessment criteria. Development of service driven asset management plans (inclusive of adequate funding) for each skate, scooter and BMX facility. and risk management plans.
	Lack of / poor signage	Facility design features.
User/tenancy agreements and event bookings	Lack of or unclear user/tenancy agreements	Compliance with Council's tenancy processes and responsibilities.
	Lack of awareness by each party regarding their responsibilities for maintenance and/or inspection	Open and documented promotion of roles and responsibilities of key stakeholders in relation to maintenance and/or inspection. Development of maintenance and inspection standards and programs for skate, scooter and BMX facilities.
Facility condition	Poor maintenance or condition of facilities (i.e. damaged or dirty surface) - contributing to accidents	Development of maintenance and inspection standards and programs for skate, scooter and BMX facilities. Development of service driven asset management plans (inclusive of adequate funding) for each skate, scooter and BMX facility.
	Lack of documented proactive inspection systems	Development of maintenance and inspection standards and programs for skate, scooter and BMX facilities.
	No or insufficient staff training so potential risks are not recognised and therefore not managed	Development of maintenance and inspection standards and programs for skate, scooter and BMX facilities. Training programs for Council staff or strategic use of expert consultants to undertake qualified inspections.

Risk Issue	Specific Issues	Management method within the skate, scooter and BMX plan
	Skate, scooter and BMX facilities are modified by users i.e. user add ons / bringing their own equipment	<p>Facility design principles.</p> <p>Council provision of Skate, scooter and BMX support services and programs.</p> <p>Development and promotion of skate, scooter and BMX park usage etiquette.</p> <p>Open and documented promotion of roles and responsibilities of key stakeholders in relation to maintenance and/or inspection.</p> <p>Development of maintenance and inspection standards and programs for skate, scooter and BMX facilities.</p>
Use	<p>Younger /inexperienced users scooting in facilities that are:</p> <ul style="list-style-type: none"> ▪ not built for them, ▪ are too advanced for them and/or ▪ where they are likely to skate into the path of a more experienced /older user 	<p>Facility development principles.</p> <p>Council provision of skate, scooter and BMX support services and programs.</p> <p>Development and promotion of skate, scooter and BMX park usage etiquette.</p> <p>Open and documented promotion of roles and responsibilities of key stakeholders in relation to maintenance and/or inspection.</p>

8.3 Facility management plans

Management plans guide the day-to-day operational management and maintenance of a facility:

- so it remains a fun, exciting, challenging and safe place for young people, their friends and their families
- so it is valued and embraced by the local community
- to encourage users of the facility to consider the rights and needs of other park users and local residents
- to encourage users to respect the facility and other park users and reflect this in terms of etiquette, behaviour, and the care they take of the facilities.

Management plans will be developed for the existing skate, scooter and BMX facilities and as new facilities are developed and include:

- Management roles and responsibility (Council and community)
 - Programming and site activation
 - List of who does what, where and when
 - Key site issues such as neighbourhood concerns and how these are addressed
- Risk management
- Maintenance plan inclusive of:
 - Specific tasks and their frequency
 - Response time commitments
 - Checklists to aid task completion
- Asset renewal and upgrade program
 - Cost projection
 - Timing schedule

8.4 Budget for facility provision and maintenance

Skate, scooter and BMX facility provision must be based upon Council's long-term financial capacity to fund construction, maintenance and replace it at the end of its life.

There are two aspects to the funding of skate, scooter and BMX facilities:

- Operational costs: allocations are made each year in the operating budget to meet costs associated with maintaining playspace to minimum service standards.
- Capital costs: allocations are made for the renewal, replacement and upgrade of facilities and the development of new facilities, subject to the annual Capital Works budget.

Operating procedures exist to deal with specific issues such as graffiti and vandalism, inspections, record keeping, repairs and maintenance and injury reports are reviewed and updated on a regular basis.

Currently the maintenance and inspection of skate, scooter and BMX facilities is incorporated into Council's playspace maintenance budget. It is recommended that consideration be given to the establishment of a separate maintenance budget allocation for skate, scooter and BMX.

The frequency of inspections and programmed maintenance needs to be reviewed to reflect the hierarchy and type of facility. This will be undertaken as part of defining service levels in asset management planning. Additional recurrent funding for maintenance may be required.



Craigieburn BMX Track

9. Action Plan

9.1 Skate, scooter and BMX and youth development programs

Table 5 - Skate, scooter and BMX and youth development program actions

No.	Action	Proposed timeframe	Budget requirements
9.1.1	<p>Skate, Scooter and BMX and youth development programs</p> <p>Create a permanent part-time (0.4 EFT) skate, scooter and BMX youth worker position and provide associated programming funding. The position will:</p> <ul style="list-style-type: none"> ▪ regularly engage with young people and facility users ▪ be responsible for coordinating and developing a range of programs ▪ integrate with youth development initiatives 	To be confirmed	Refer to Council's recurrent budget for consideration

9.2 Planning and management

Table 6 – Planning and management actions

No.	Action	Proposed timeframe	Budget requirements
9.2.1	<p>Integrated planning for skate, scooter and BMX</p> <p>Establish a process that clearly identifies roles/responsibilities for the planning, development and management of skate, scooter and BMX facilities which will support a cross-Council working group governed by a terms of reference. Departments to be involved include:</p> <ul style="list-style-type: none"> ▪ Leisure and Youth Services ▪ Parks and Open Space ▪ Engineering and Assets ▪ Capital Works ▪ Subdivisions 	February 2014	Within existing resources

No.	Action	Proposed timeframe	Budget requirements
	<ul style="list-style-type: none"> ▪ Urban Places <p>The working group will determine annual funding priorities to renew, upgrade or develop new facilities, will have input into the development of management plans and the planning of new facilities.</p>		
9.2.2	<p>Management and maintenance</p> <p>Review maintenance regimes; review levels of service and cost.</p> <p>Consider the allocation of a dedicated maintenance budget for skate, scooter and BMX facilities that incorporates increased inspections and proactive maintenance for all existing facilities, reflecting the hierarchy and type of facility.</p>	Commence in November 2013	Subject to service level planning
9.2.3	<p>Facility management plans</p> <p>Develop management plans specific to each facility</p>	December 2015	Within existing resources
9.2.4	<p>Incorporate skate, scooter and BMX facilities into the Parks and Open Space Asset Management Plan</p> <p>Document asset information for all skate, scooter and BMX facilities for incorporation into the Parks and Open Space Asset Management Plan which will provide detailed asset management planning for each skate, scooter and BMX facility to ensure proactive, timely maintenance, upgrade and asset renewal.</p>	December 2014	Within existing resources
9.2.5	<p>Recreation planning</p> <ul style="list-style-type: none"> ▪ Review the Hume City Council <i>Guidelines for the Planning, Design and Construction of Open Space</i> in relation to skate, scooter and BMX provision. ▪ Investigate the skate, scooter and/or BMX needs in the Merrifield and Lockerbie areas. ▪ Investigate the skate, scooter and/or BMX needs in the Coolaroo, Dallas and Campbellfield area. 	2013/14 2014/15 2015/16	Within existing resources
9.2.6	<p>Indoor skate, scooter and BMX facility feasibility study</p> <p>Undertake a feasibility study that considers the need for an indoor skate, scooter and BMX facility in Hume, similar to The Shed in Cranbourne.</p>	Commence in July 2014	To be considered in Council's Budget process (potential grant opportunity)

No.	Action	Proposed timeframe	Budget requirements
9.2.7	<p>Promotion of skate, scooter and BMX Provide more detailed information about skate, scooter and BMX facilities and programs on Council's website and through social media. Promoting skate, scooter and BMX will facilitate greater usage by residents and may also encourage increased visitation to Hume City.</p>	July 2014	Within existing resources
9.2.8	<p>Growth area planning Advocate for new skate, scooter and BMX facilities in the preparation of growth area plans.</p>	Ongoing	Within existing resources

9.3 Facility provision

The Hume City Council Four Year Indicative Capital Works Program includes allocation for skate, scooter and BMX-related projects as follows:

- \$400,000 in 2013/14
- \$410,000 in 2014/15
- \$500,000 in 2015/16
- \$1,030,000 in 2016/17

The allocated funds are currently sufficient to achieve the short term actions, based on current cost estimates. Medium and long term actions will be referred to Council's long term capital works program for consideration.

Timeframes are defined as:

- Short: 2013/14 – 2015/16
- Medium: 2016/17 – 2017/18
- Long: 2018/19 +

Table 7 – Facility provision actions

No	Location	Proposed timeframe
9.3.1	Renewal – track improvements and provision of power at Sunbury BMX Track	2013/14
9.3.2	Decommission - Jacana BMX Track	2013/14
9.3.3	Decommission – Progress Reserve BMX Track	2013/14
9.3.4	Decommission - Sunbury Skate Bowl	2013/14
9.3.5	Upgrade and renewal – expand Sunbury Skate Park to include additional elements, improve landscaping and ancillary facilities	Commence 2013/14
9.3.6	Renewal and upgrade – expand Greenvale Skate Park to include additional elements, improve landscaping and ancillary facilities	Commence 2014/15
9.3.7	Renewal – improve landscaping and ancillary facilities at Roxburgh Park Skate Park	2015/16
9.3.8	Upgrade and renewal - expand Meadow Heights Skate Park to include street style skate elements and upgrade the bowl to improve access	2015/16
9.3.9	New – pavilion facilities, including public toilets at Sunbury BMX Track/Sunbury Skate Park. <i>* Development subject to further investigation/planning and Department of Sustainability and Environment approval.</i>	Medium 2016/17, 2017/18
9.3.10	New – develop district BMX / dirt jumps facility in Broadmeadows planning area	Medium 2016/17-2017/18
9.3.11	New – develop district BMX / dirt jumps facility in Greenvale	Medium 2016/17-2017/18

No	Location	Proposed timeframe
9.3.12	Renewal and upgrade – expand Craigieburn Skate Bowl to include additional elements, improve landscaping and ancillary facilities	Medium 2016/17- 2017/18
9.3.13	Renewal – minor improvements at Tullamarine BMX Track	Medium 2016/17- 2017/18
9.3.14	Renewal – minor improvements at Gladstone Park Skate Park	Medium 2016/17- 2017/18
9.3.15	New – develop regional skate, scooter and BMX facility in Craigieburn Planning Area	Medium 2016/17- 2017/18
9.3.16	New – develop a neighbourhood skate facility in growth area of Greenvale	Long
9.3.17	Upgrade - expand existing Jacana Skate Park by adding new elements that cater for different skill levels to create a regional facility	Long
9.3.18	New - District BMX / dirt jumps facility in the east or south east growth area of Sunbury	Long
9.3.19	New - District skate facility in the east or south east growth area of Sunbury	Long

Table 8 – Facility provision funding summary

Additional funds required by priority	Action plan cost estimate	Allocated budget	Additional funds required	Timing
Short term actions	\$1,310,000	\$1,310,000	-	2013/14 – 2015/16
Medium term actions	\$1,720,000	\$1,030,000	\$690,000	2016/17 - 2017/18
Long term actions	\$1,200,000	-	\$1,200,000	2018/19 +
Facility provision total	\$4,230,000	\$2,340,000	\$1,890,000	