

Playground Classifications, Service Levels and Infrastructure Provision Standards

A playground hierarchy is used to provide a diversity of play experiences for the community and classify the scale and primary design focus for each playground (refer Table 1).

Table 1- Proposed Playground Classifications & Design Focus

Play space Classification	Primary Design Focus/Target Group	Indicative Catchment Area	Indicative Duration of Stay	Indicative no. of Play Pieces (+ Nature Play)	Recommended Safety Inspection/Maintenance Check Regime
Regional	Intergenerational	10km	2+ hours	15+ pieces	2 inspections per week
District	Intergenerational	2.5km	1+ hours	8-12 pieces	1 inspections per week
Neighbourhood	Pre-Schoolers – High School	1km	Up to 2 hours	8-12 pieces	1 inspection per week
Local	Pre-schoolers – Primary School	500m	Up to 1 hour	5-8 pieces	1-2 inspections per fortnight
Pocket	Toddlers – Pre-schoolers	400m	Up to 30 mins	3-5 pieces	1 inspections per fortnight

The design focus of the play space should reflect:

- the anticipated target group(s) who will primarily use the playground
- the extent of play elements and experiences to be provided
- indicative duration of stay and mode of travel to the playground
- any special or unique features and the broader theme of the park and/or reserve.

Playground Service Levels & Supporting Infrastructure

The classification of a playground should directly inform the level of service and supporting infrastructure to be provided at the playground (refer Table 2).

Table 2: Minimum Playground Services Levels & Infrastructure Provision Standards

<i>Play space Classification</i>	<i>Double BBQ (incl. paving and shelter)</i>	<i>Shade Sail (over play area)</i>	<i>Public Toilets</i>	<i>Accessible Picnic Table</i>	<i>Water Fountain</i>	<i>Rubbish Bins</i>	<i>Bike Rack</i>	<i>Accessible Features</i>	<i>Bench Seating</i>
Regional	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
District	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Neighbourhood				Yes	Yes	Yes	Yes	Yes	Yes
Local								Yes	Yes
Pocket								Yes	Yes