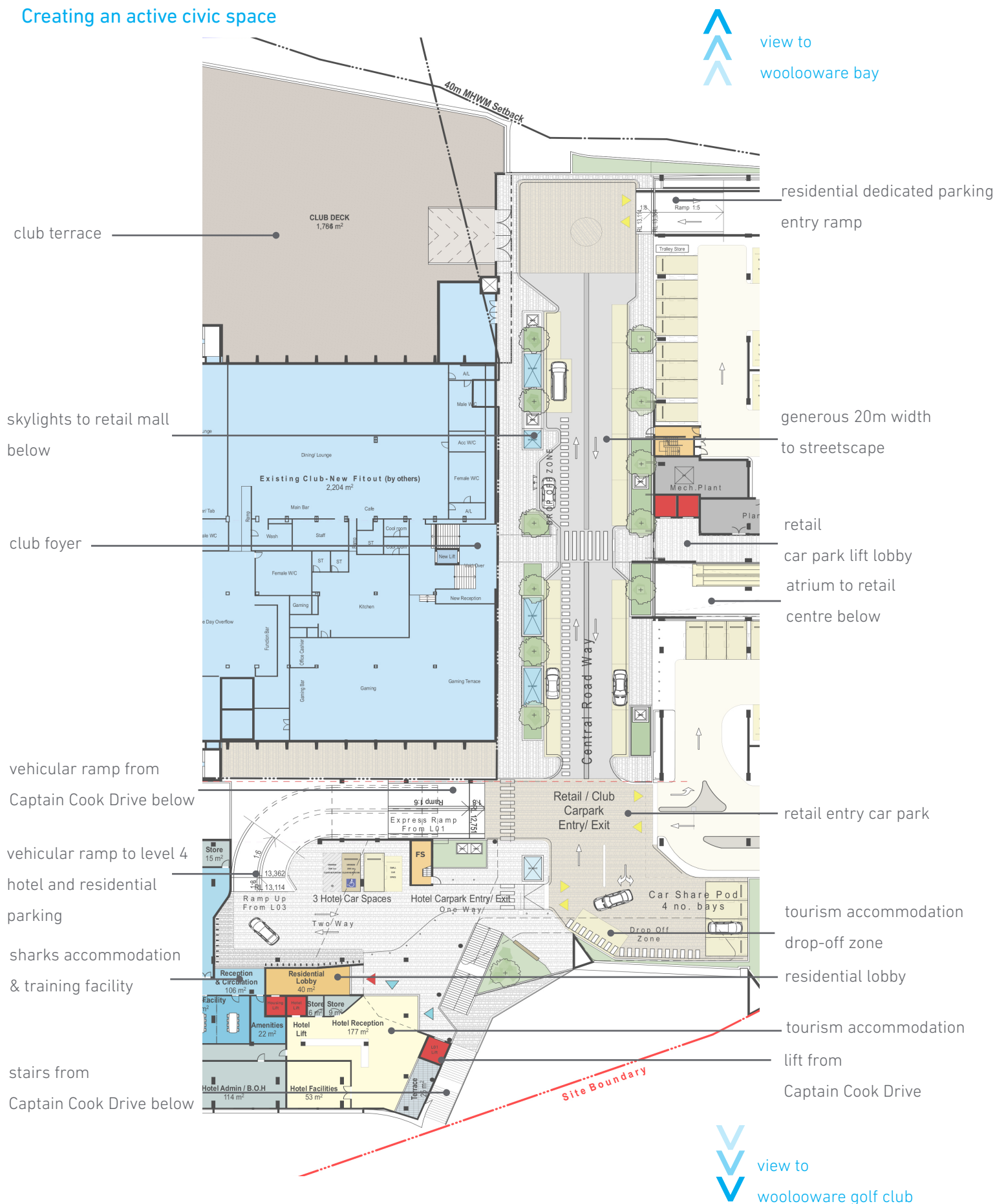


## Creating an active civic space



Indicative plan diagram of new north - south axis illustrating proposed mix of uses

View of the Level 03 streetscape looking south from the Foreshore Parklands



View of the Level 03 streetscape looking north from Captain Cook Drive



## Wayfinding and the Legibility of Uses

The evolution of the design proposal involves the introduction of additional uses to the site. How these varied uses are placed on the site is paramount to the overall success of the development. The following section outlines where each of the uses are located within the precinct and how the wayfinding for pedestrian and vehicular movement has been considered.

### Retail

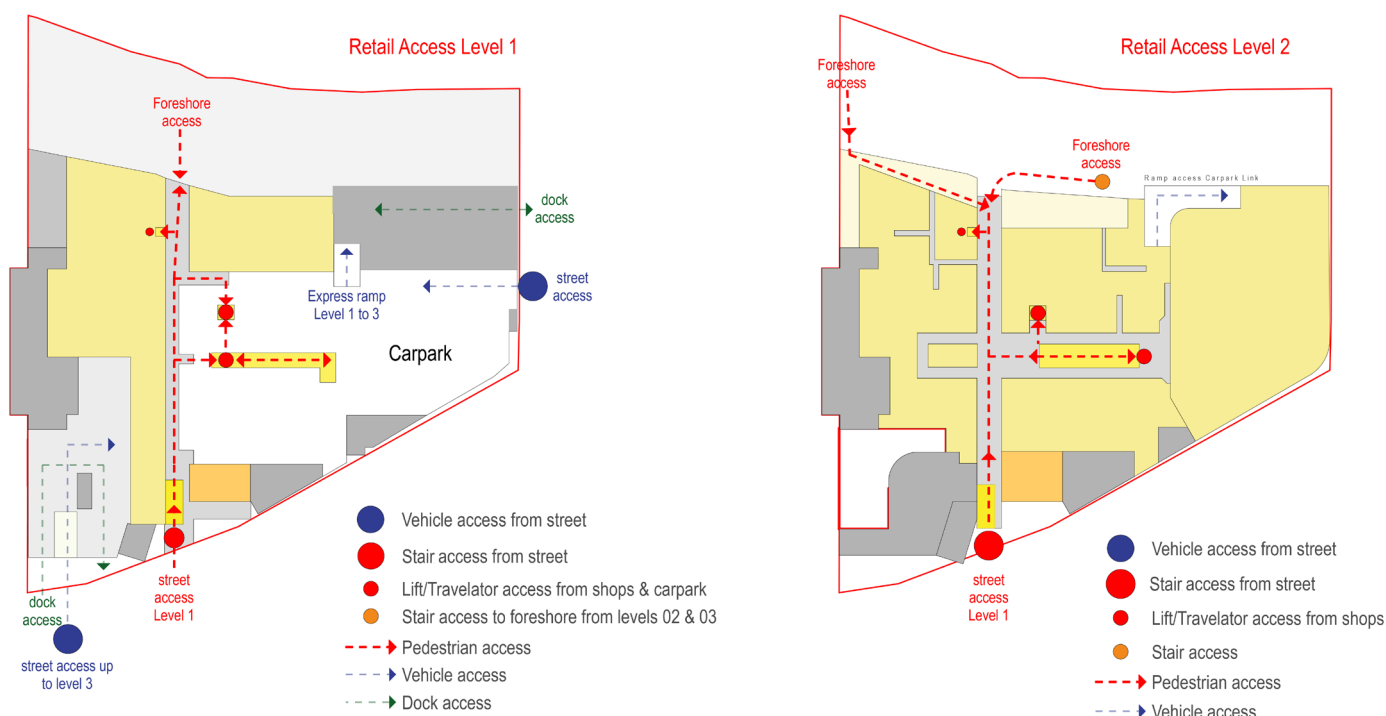
The current approval contains retail on levels 1 & 2, with associated parking on Levels 1, 3 & 4 with 770 non-residential spaces. This remains unchanged in the new proposal (with the addition of a Level 5 for retail parking). The external entry points, internal mall configuration and tenancy layouts are generally as per the approved application.

Retail pedestrian movement:

The main external entry to the retail centre is from the retail forecourt on Captain Cook Drive. This landscaped public plaza will have a bus stop for public transport links to local train stations and Cronulla beach, and will also contain a taxi pick-up and drop off area. A through site link at Level 01 gives access to the retail areas on that level and connects the retail forecourt on Captain Cook Drive with the Foreshore Parklands to the north of the site. Pedestrians who wish to access the retail areas on Level 02 can do so directly from Captain Cook Drive via stairs whose configuration allows for a direct line of sight into the main retail area.

Pedestrians can move between the retail levels and associated parking via travelators and lifts located in the central atrium. This atrium is intended as the heart of the scheme, assisting wayfinding and providing a quick connection between all levels. The atrium also links to the newly proposed shared way on level 03 and to the club and tourism accommodation located along this new street. The atrium brings natural daylight into the centre of the retail area.

The northern elevation of the retail centre consists of a series of outdoor dining terraces. The terraces avail of the views over the mangroves and Woolloomare Bay and pedestrians can connect directly from the Foreshore Parklands to the Level 02 foodcourt area via an external ramp, stairs and dedicated lift.



Circulation Diagrams: Retail pedestrian and vehicular movement

#### Retail car parking:

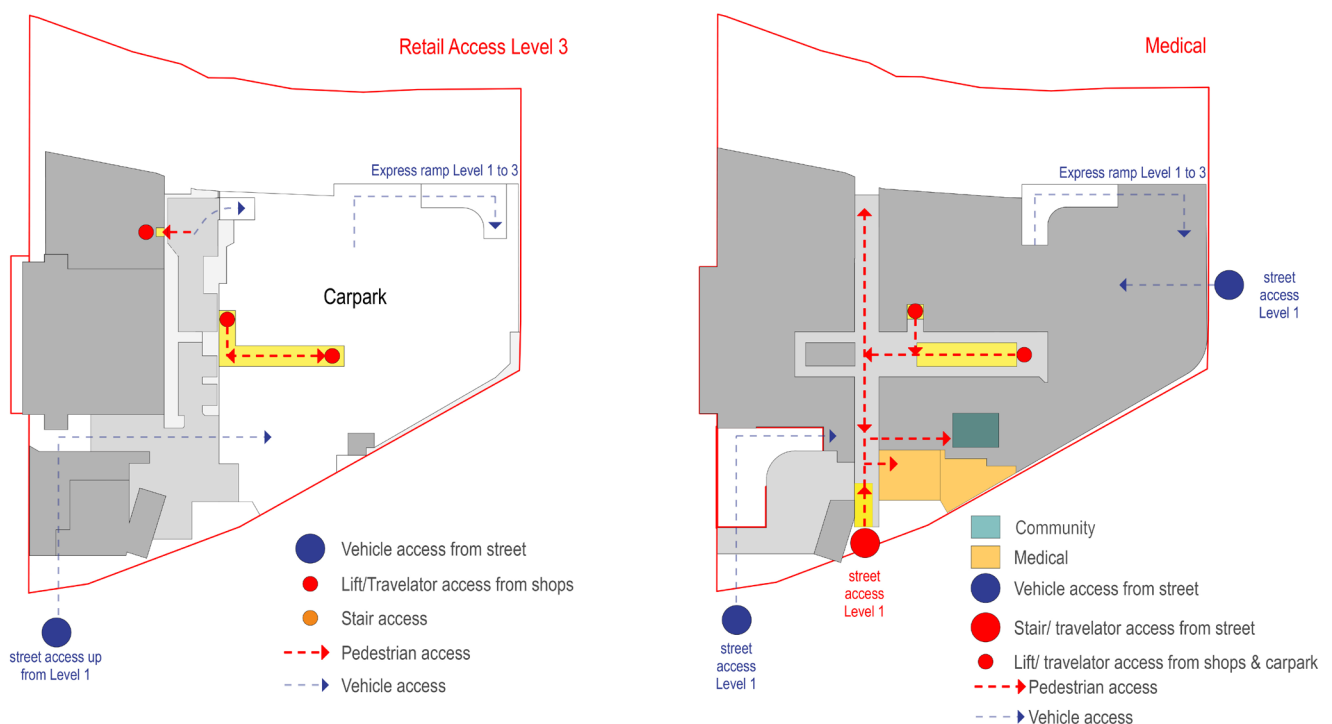
The retail car park entry points remain the same as the approved retail scheme with entry to Level 01 from Woollooware Road North to the east of the site. Access to parking on levels 03 and above will be from Captain Cook Drive at the south-west corner of the site. For cars unable to find parking at Level 01, an express car ramp will link to Level 03.

A total of 836 car spaces are proposed for non-residential uses at the Bay Central precinct. Refer to the traffic report as prepared by McLaren Traffic consultants which describes the breakdown of this parking between the various uses, and the proposed management of the car parks on game day, etc. An additional 50 car spaces are located to the west of the ET stand for club use only as per the previous approval. There is a car share pod with 4 bays located off the roadway on Level 03.

The location of the two retail loading docks remains the same as the approved retail scheme, with one located at the north east corner of the site off Woollooware Road North, and the other located off Captain Cook Drive in the south east corner. Retail staff parking will be located on Level 05.

#### Medical Centre:

The medical centre is located along Captain Cook Drive. The facility links directly into the main retail area where it benefits from the proximity to linked retail uses such as the pharmacy, optometrist, etc. The tenancies within the medical centre are configured around a central reception and waiting area. Parking for users of the medical centre will be located within the retail and club parking levels on level 01, 03 & 04. Staff parking will be located on level 05.



Circulation Diagrams: Retail pedestrian and vehicular movement



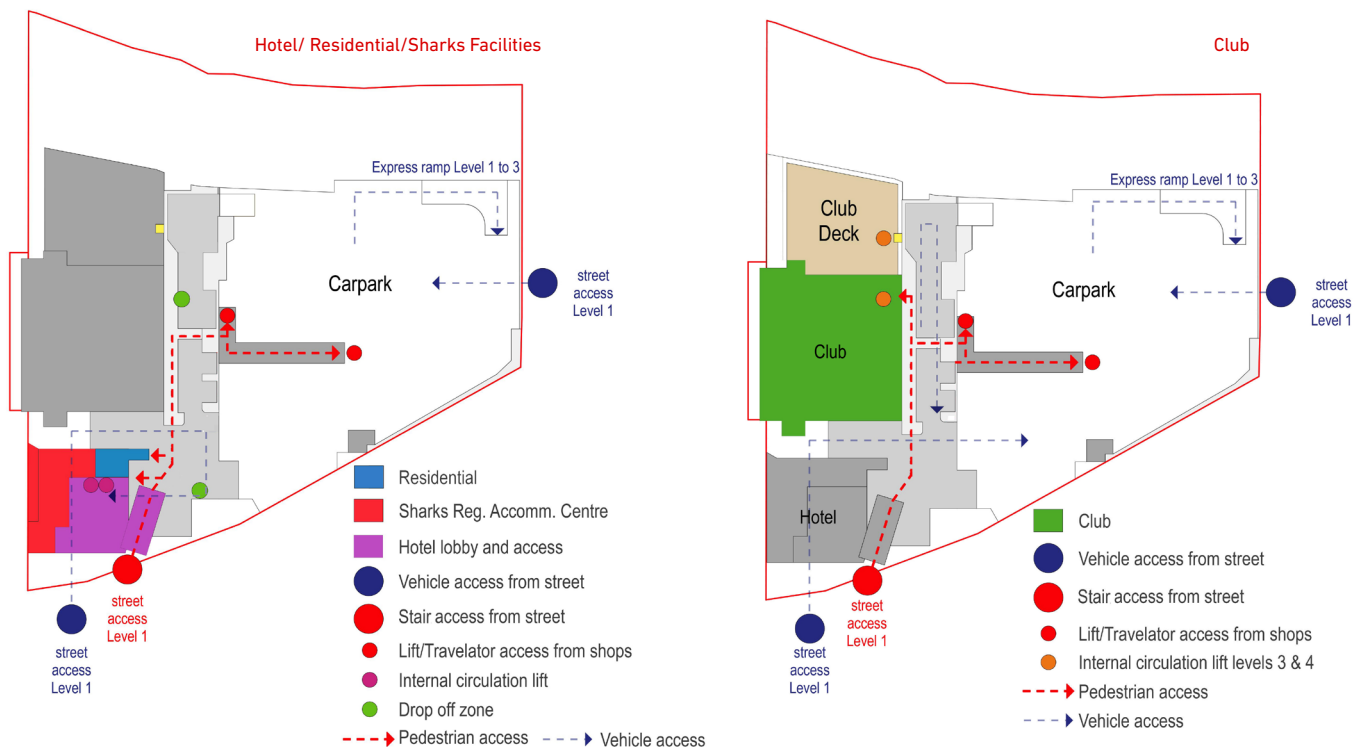
## Wayfinding and the Legibility of Use

### Sharks Club Facilities:

The proposed Sharks Leagues Club facilities remain unchanged from the approved retail scheme, with the club facilities being consolidated into levels 03 & 04 and the existing levels 01 & 02 being reconfigured for retail uses. A large external club terrace will be provided on the northern side of the existing club facility at level 03, with views over the Foreshore Parklands and Woollooware Bay.

A key design element in the approved scheme is the new north-south axis at Level 03. The landscaped public street will give a legible connection from Captain Cook Drive to the club, which helps activate level 03 shared way. The connection to the new street will be marked by a large matured signature tree on Captain Cook Drive with stairs and lift access and the provision for club and hotel signage. The new connection will give the club a meaningful public identity within the grouping of proposed buildings in the Bay Central precinct.

Parking for the club will be located with the retail carpark levels off the level 03 roadway. Pedestrians can move quickly from the car park levels to the club via the hotel lift, which will connect with the proposed street on Level 03. The new north-south axis will allow taxi and patron drop-off and pick up directly outside the club foyer entry. The primary loading bay remains unchanged and will be located in the south west corner of level 01 adjacent to the car park entry off Captain Cook Drive, whilst additional club deliveries will be accommodated via a designated loading bay located on the level 03 street.



Circulation Diagrams: Sharks Club pedestrian and vehicular movement

## Legibility of entry points along Captain Cook Drive



Tourism, Residential and  
Sharks Accommodation  
Lobby Entry

Main entry to  
Level 02 retail

Main entry to  
Level 01 retail

Medical Centre addressing  
the new retail forecourt

Residential Lobby

Access to new Level 03 'Green  
Street', Sharkies Club, Tourism  
Accommodation

Sketch View illustrating the hierarchy of entry locations along Captain Cook Drive

## Wayfinding and the Legibility of Use

### Tourism Accommodation, Residential & Sharks Accommodation & Training Facility : Building E

One of the modifications to the approved project application is the proposed tourism accommodation including a sharks accommodation and training facility. The tourism accommodation will provide much needed short stay accommodation in the Sutherland Shire area. An additional mix of 22 residential apartments located across 2 levels ( 09 & 10 ) will sit proud above the hotel levels 03- 08.

The residential lobby will be located alongside the tourism accommodation area directly off Level 03, with a dedicated lift taking residents to apartments on levels 09 & 10. Residential parking will be located within the newly designated car park above the hotel lobby on level 05.

The tourism accommodation will provide short stay serviced apartment style accommodation. A total of 75 keys are proposed over 3 storeys on levels 06 -08 in the south-west corner of the precinct. The position of the tourism accommodation will provide it with a prominent location along Captain Cook Drive. The room types will be a mix of studio and one bedroom type rooms with many being paired to allow for a dual key type configuration. Rooms will be configured to maximise direct views to the south east over the Woollooware Golf Club. The reception lobby will be located on Level 03 off the proposed new roadway, where a large port cochere will provide a covered pick-up and drop-off area. Patrons will access their accommodation via the dedicated lift off the hotel lobby.

Deliveries to the tourism accommodation will be via the north east loading dock and a dedicated services lift. A kitchen facility will be located in the back of house area behind the hotel lobby reception and will service and cater for in house hotel room service requests. Parking will be located in the separate hotel car park above the lobby on levels 04 & 05. Staff will park on Level 05.

#### Sharks Accommodation & Training Facility

This facility will be located on Level 03, between the proposed tourism accommodation, residential lobby & existing Sharks Leagues club building. The facility will be owned and managed by the club and consist of a multi-purpose suite of training rooms plus accommodation and facilities for approximately seven players.



Providing top quality business & tourism accommodation for Sutherland Shire

## Wayfinding and the Legibility of Use

### Residential

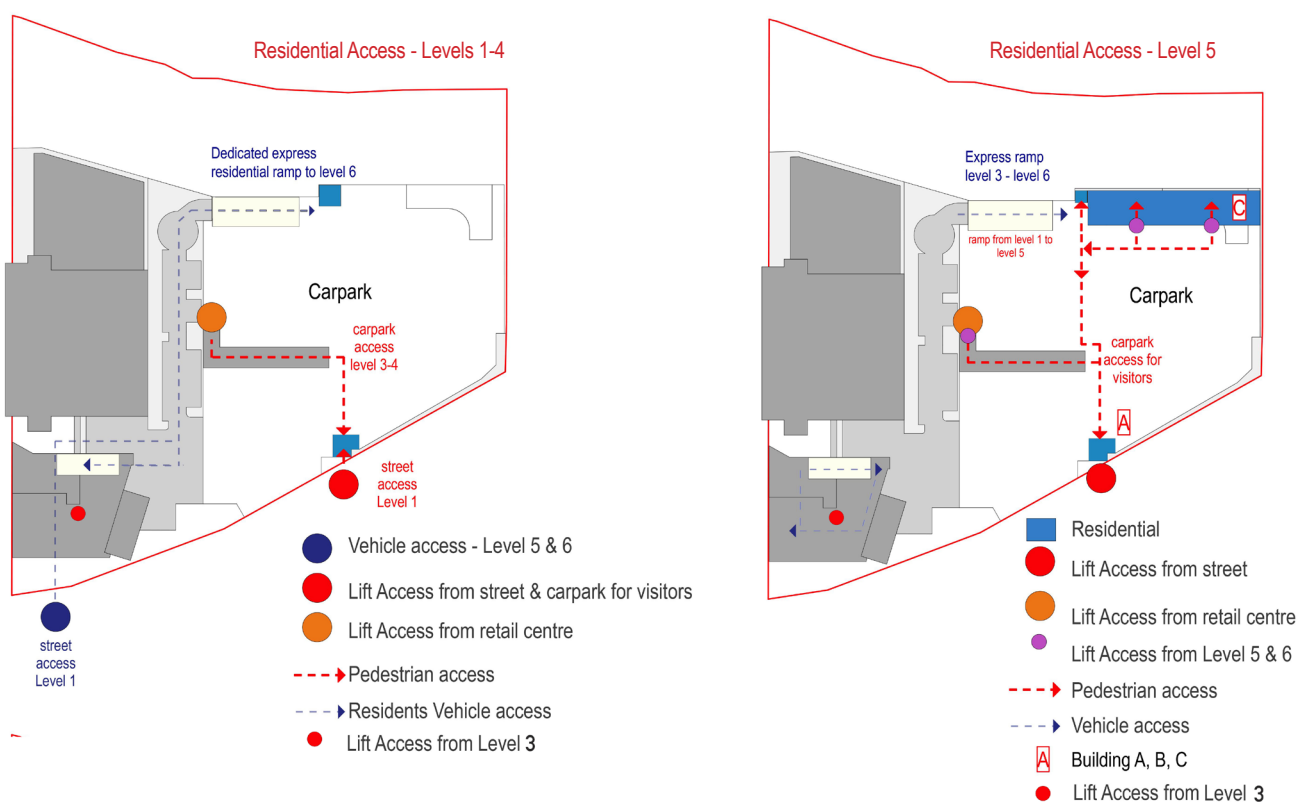
#### Building Form

As part of the evolution of the proposed Bay Central precinct design, approximately 244 residential units are proposed across 5 buildings. These will be a mix of 1, 2 & 3 bedroom apartments, with a higher than expected percentage of 30% adaptable units. The proposed amenities and facilities required for these units will be independent of the initial Stages 1 to 3 of the Woollooware Bay Town Centre to the west of the Southern Cross Stadium.

The five buildings are located along the southern and northern edges of the site where they reinforce the street alignments, key corners and assist with dressing the car park elevations with accommodation. The buildings' configuration gives an animated elevation to Captain Cook Drive. All buildings have a strong identity within the streetscape.

Buildings A and B are stepped along the south of the site. Their building form provides a tall slender elevation when approaching from the junction of Captain Cook Drive and Woollooware Road. Buildings C & D anchor the northern edge of the podium. Their lower height and positioning minimises the effect of overshadowing to Level 07 podium courtyard. Their position allows for maximum building separation to ensure the best amenity for all units. Building E will be a mixed use building - encompassing tourism, sharks accommodation and residential elements - adjacent to the the Sharks Club and addressing Woollooware Road. The form of the building wraps around the South Western corner of the site, tying the various uses coherently together and forming a corner anchor to the development. The separate residential component will be atop the hotel on Levels 09 & 10.

The residential communal facilities are located along the western edge of the Level 07 podium, where they help activate the Level 03 streetscape and club forecourt by providing surveillance and security in the centre of the site. The location of the apartments has been deliberately concentrated in a greater density to the east and south of the precinct to ensure maximum separation from the existing club facility.





## Wayfinding and the Legibility of Use

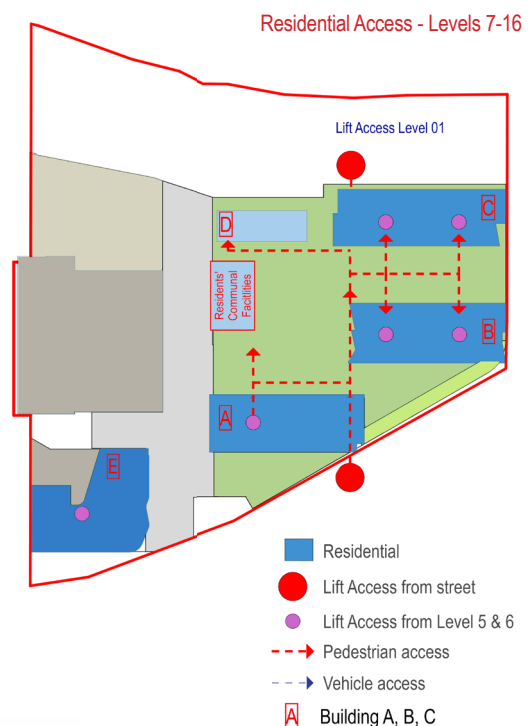
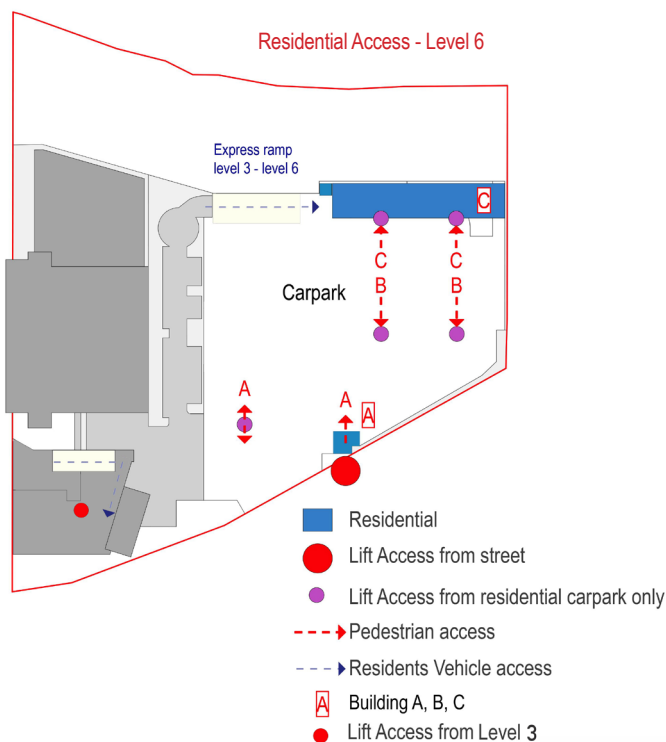
### Residential Pedestrian Movement & Parking:

Residential visitors who arrive by foot or by public transport will access the residential buildings via either the main residential foyer located along Captain Cook Drive on street level in Building A or via the stairs and club/ hotel lift lobby also on street level off Captain Cook Drive in Building E. These lobbies will have dedicated lifts that will connect from the street level to the Level 03 & Level 07 residential podium.

Residents arriving from the foreshore will access all the residential buildings via a lift lobby below Building C. This lift link connects to each of the other building lobbies via Level 07 podium. Residential visitors car parking will be separate to the retail parking and be contained with residential parking on levels 05 & 06. Once parked, the residential visitors will be directed via signage to the residential lift lobby located in the south west corner of each parking level, which then connects up to the level 07 residential podium. Once the visitor arrives at level 07, they can then connect to each of the individual building lobbies by an external walkways.

The majority of the resident's dedicated parking is located in a secure parking area on level 06, with some additional parking for Building A units located on Level 05 and Building E residents parking on level 05 within the Building E envelope. Residents arriving by car access the car park from the Captain Cook Drive south west ramp entry. They then drive to the northern end of the level 03 roadway outside the club where they access a dedicated residential express ramp that brings residents up to level 06 quickly, bypassing the retail and club parking levels. Residents parking on level 05 will access this level via the retail car parks on Levels 03 & 04. Residents within Building E, will enter via a separate entrance ramp off Level 03, taking them up to secure parking on Level 05. Access to apartments from Level 05 in will be via a dedicated lift.

Each of the lift cores within the residential buildings extend down to level 06 (with the exception of Building E extends to Level 05) so that residents can move from the car park straight to the level where their apartment is located. The Building A core extends down to Level 05 to allow residents parking on this level have direct access straight to the floor where their unit is located. Residents who wish to use the retail and other uses within the precinct will use the dedicated express lift under Building A back down to Level 03 to the new roadway outside the club or to Level 01 to Captain Cook Drive. The Building E core extends down to the Residents lobby on Level 03 & then to the level 01 main pedestrian plaza.



## Wayfinding and the Legibility of Use

### Community Rooms

The engagement and inclusion of the local community is key to the overall success of the proposed Bay Central precinct. As part of the community inclusion, a large dedicated space is to be provided accessible off the retail plaza at Level 2. This community space will be managed by the adjacent centre management and will be for the use of community groups in the Woollooware and Sutherland Shire area. The community room totals approximately 223sqm in area and can be subdivided into smaller spaces as required. The planning and layout will maximise the flexibility of uses, whether it is for art groups, sporting groups, teenage focused activity, etc. The choice of materials and finishes will be low maintenance and durable, while providing an inviting and friendly atmosphere.

Pedestrians can access the community rooms from inside Level 02 of the retail centre - this is to ensure adequate security and overview by management. Cars will arrive via Woollooware Road North entry in the north east corner of the site and then park within the retail parking on level 01. Users of the community rooms can share the pick-up and drop-off zone located outside the Retail Centre on Level 01. e.g. parents waiting to pick up children after a group activity, etc.

