

# Wyndham City Council

## Landscape Subdivisions



## Information Sheet: Pocket and Node Parks

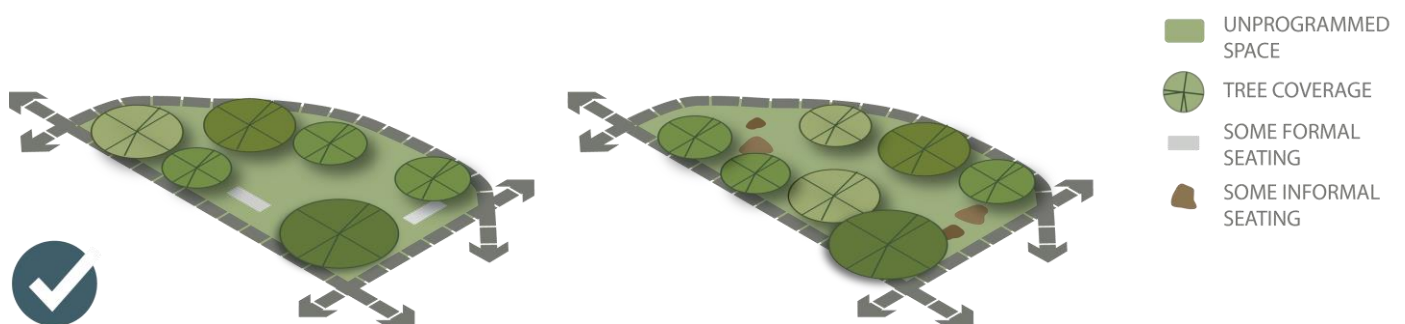
### Purpose:

Pocket and Node Parks are the smallest form of open space and generally have an area of less than 500 m<sup>2</sup>. Pocket and Node Parks play an important role in the urban environment by providing moments of greenery and respite. Predominantly Pocket and Node Parks are rarely programmed and consist mostly of shade trees, seating and grassing. The unstructured qualities allow for user flexibility and provide opportunities for passive recreation, play, and relaxation.

### Objectives

- Ensure Pocket and Node Parks provide greenery and moments of respite.
- To avoid over design and embellishment of Pocket and Node Parks.

### Diagrams



### Guidelines

- Programmed elements and hardscape are not supported within Pocket and Node Parks.
- Play and exercise equipment are not supported within Pocket and Node Parks.
- Shade must be provided by canopy trees.
- Turfed area must be provided.
- Pathways should be limited and should be provided to the periphery, as to avoid dividing open space.
- Minimal seating, informal or formal can be provided.

# General Requirements

REQUIRED	NOT PERMITTED
Location signage Shade trees Some seating Turfed area	Waterplay Shelters/ structures Barbeques Lighting Play or exercise equipment