

# Bayswater Town Centre Structure Plan Scenario Development Workshop

December 2016

# Welcome from The City of Bayswater

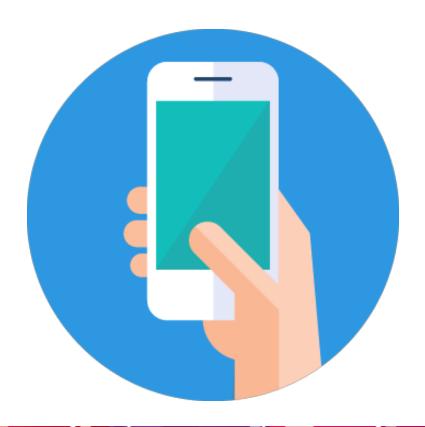
**Thank you** for giving up your Saturday morning to participate in this workshop!



- Focus on possibilities and positive futures rather than bring up the past
- Focus on what really matters
- Keep on topic today
- One speaker at a time
- Respecting each others views
- Be open and honest
- Above all, have fun!



- Mobiles off or on silent please
- Bathroom and exit locations
- Refreshments
- Photographs?





- Note questions that occur to you during the presentations on the TPG sticky notes;
- If time permits we will answer these;
- Otherwise if we can't answer them all, we will follow up with responses after the workshop.







## Project Personnel and Expertise

**Bayswater Town Centre Structure Plan** 

#### TPG + Place Match

**Andrew Howe** – Project Director

Oliver Penman – Lead Urban Designer

Alison Healey – Project Coordinator & Senior Town Planner

Cath Blake-Powell – Lead Community & Stakeholder Engagement

Jessica Black – Senior Community & Stakeholder Engagement

**Susannah Penman** – Senior heritage Planner

#### **AEC Group** – Economics

**FLYT** – Traffic & Transport

#### **Technical Advisory Group**

Department of Planning

Department of Transport

Public Transport Authority

Main Roads WA

**Housing Authority** 

Department of Water



## Community Advisory Group

Bayswater Town Centre Structure Plan

#### Scenarios Workshop



Leanne Page Flizabeth Cavalli Caleb Goods Wayne Zilko **Kevin Howard** Clare Chamberlain **Lindsay Dove** Colin Ward Richard Lyster Kathryn Jones **Tessa Hopkins** Greg Da Rui Tony Green **Greg Smith** Phil Slater Linda Bullow **Gary Warne** 

- Why Are We Here?
- Bayswater Town Centre in Context
- Where Are We Headed A Structure Plan?
- What did we hear at Workshop 1?
- General Design Principles & Opportunities
- Task 1: Opportunities for Bayswater Town Centre
- 7 Tea Break
- Explanatory Section
- Task 2: Where can/should we locate development potential?
- Next Steps

## Bayswater Town Centre in Context

**Bayswater Town Centre Structure Plan** 

Scenarios Workshop

- Higher order state level (WAPC) policy.
- Bayswater in context of surrounding shopping centres, town centres and main streets.
- Major future influences such as new airport rail link, Ellenbrook rapid bus transit to Bassendean station, changes in vehicular use through technology.

#### What is a Structure Plan?

A Structure Plan is a guiding document which provides a vision for a defined area.

- Sets out principles and strategies to achieve that vision.
- Guides the future zoning and overall development (built form) intended for the Town Centre.
- Recommends actions to help realise the vision:
  - e.g. scheme amendment, streetscape improvement plans, travel demand management, design guidelines, developer contributions, place-making strategies (all to be determined)



## Structure Plan Boundary

Bayswater Town Centre Structure Plan

Scenarios Workshop

#### Legend

- Bayswater Structure
  Plan Boundary
- Mertome Master Plan Boundary
- Bayswater Character Protection Area Boundary
- 400m Radius from Bayswater Station
  - Bayswater Station



# E

# Vision Workshop RECAP What we heard...

#### We asked:

- How do you currently relate to and interact with the town centre?
- And how would you like to...



Key themes that emerged from the last workshop were that people desired a Town Centre that:

- had increased activity and vibrancy
- was green and leafy
- celebrated and respected its heritage
- was pedestrian and bicycle friendly
- was less impacted by rail and roads
- encouraged good quality & site responsive design









## What we Heard...

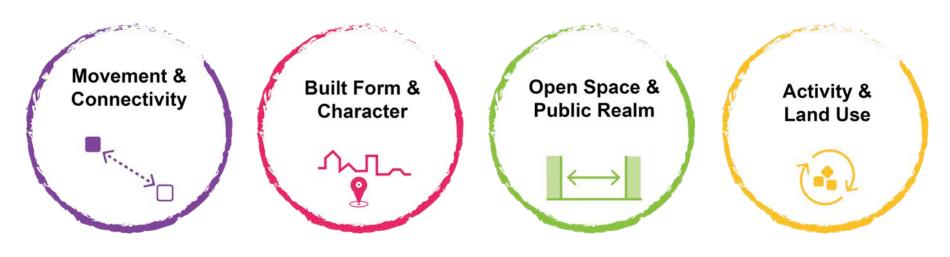


## What we Heard...



# General Design Principles & Opportunities

### Four broad areas of investigation...

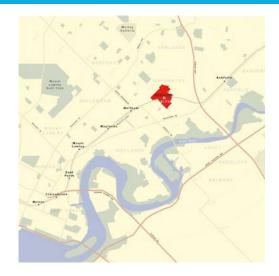




### RECAP - Centre Context

Bayswater Town Centre Structure Plan

#### Scenarios Workshop



#### **CITY CONTEXT**

- Rail radial & future spur line
- Road access to highway frame



#### **LOCAL CONTEXT**

- Good array of parks & schools.
- Nearby Guildford
  Rd, light industrial
  and Morley large
  format retail.



#### **LANDFORM**

- Town centre framed & punctuated by ridgelines.
- Unique setting.



## RECAP – Movement & Connectivity

Movement & Connectivity

Bayswater Town Centre Structure Plan

Scenarios Workshop

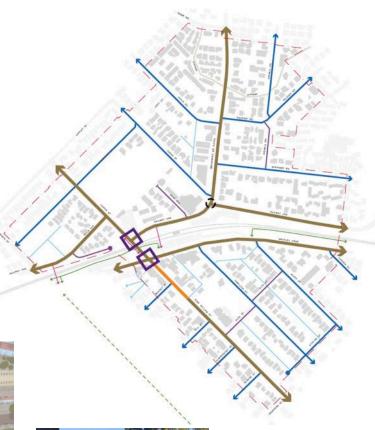
#### **EXISTING:**

- Street grids intersect around train station
   creating some acute corners.
- Rail creates physical and perceived barrier.

#### **OPPORTUNITIES:**

 North-south connectivity and sense of connection could be enhanced.









### RECAP - Pedestrian Movement

Movement & Connectivity

Bayswater Town Centre Structure Plan

**Scenarios Workshop** 

#### **EXISTING**:

- Perceived safety issue of pedestrian underpass and areas around train station.
- Poor amenity for walking in some areas.

- Improve safety
  - Widen underpass / footpaths.
- Formalise, shade and celebrate pedestrian desire lines.



### RECAP - Vehicle Movement

Movement & Connectivity

Bayswater Town Centre Structure Plan

**Scenarios Workshop** 

#### **EXISTING:**

- Rail underpass creates vehicle pinch-point.
- Higher speed through-traffic due to lack of broader network options.

- Explore ways to calm traffic in pedestrian priority areas.
- Blend of local measures and broader strategies (e.g. right hand turn to Garratt from Guildford Rd).





## RECAP – Parking

Bayswater Town Centre Structure Plan

#### **Scenarios Workshop**

#### **EXISTING:**

Surface parking around:

- Station
- Community uses
- Shops

- Improve parking functionality
- Improve parking presentation









### RECAP – Other Modes

Movement & Connectivity

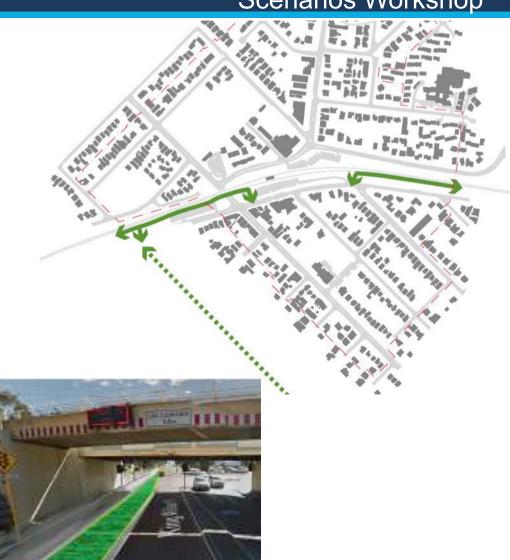
Bayswater Town Centre Structure Plan

Scenarios Workshop

#### **EXISTING:**

- Train line bike path well used, but ends strangely (temp.).
- Future Leake St bike Boulevarde.

- Additional bike lanes on busier roads.
- A good retail street for people should be bike friendly without specific lanes.



## RECAP – Heritage

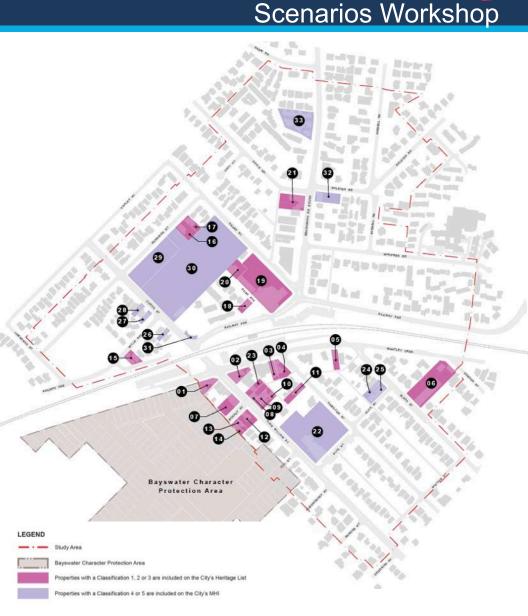
Bayswater Town Centre Structure Plan

#### Study area:

- Contains a number of Heritage Listed places
- Adjacent to Bayswater Character
   Protection Area

#### These heritage places:

- are valued by the community
- provide a window into the past
- deliver a pedestrian ambience that is hard to replicate
- helps to distinguish Bayswater from other places



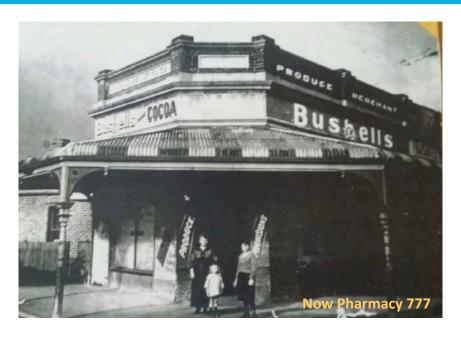


## RECAP - Heritage Window into the Pasty

Bayswater Town Centre Structure Plan

Scenarios Workshop

**Built Form &** 











Images courtesy of the Bayswater Historical Society

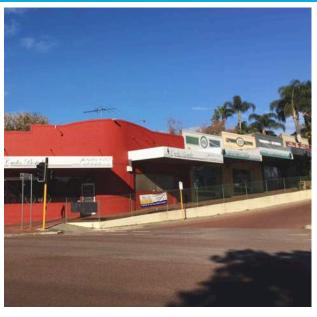


## RECAP – Built Form & Character



Bayswater Town Centre Structure Plan

**Scenarios Workshop** 







#### **LANDFORM**

 Topography is a strong influencing factor.

#### **CHARACTER**

 Climate-responsive elements (verandahs and awnings).

#### **LOT SIZES**

 Vary between areas & within streets.



## RECAP – Character Shopfronts



Bayswater Town Centre Structure Plan

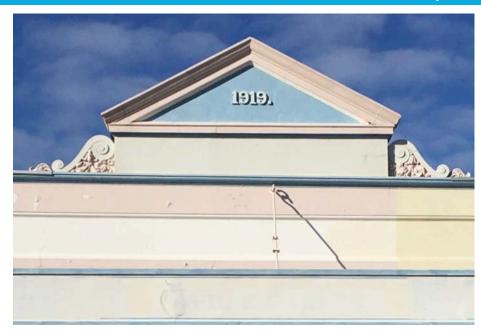
**Scenarios Workshop** 

Common 'traditional elements' for shopfronts include:

- built to the street
- large display windows
- generous awnings (replacing original verandahs)
- decorative parapets
- pilasters
- recessed entries

These give a consistency, interest and rhythm to the streetscape

Can be interpreted in modern ways









## RECAP – Open Space Bayswater Town Centre Structure Plan



Open Space 8 Public Realm







#### **LANDFORM**

- Parks (& retail uses) typically located in low land.
- Open drainage lines connect through to river.

#### **TYPES**

- Lots of well-loved parks.
- Lack of urban plaza spaces?
- More tree plantings celebrate 'Garden City' moniker?
- **Better Streets?**

#### **SAFETY**

- Possible safety issues w/ underpasses, parks, rail.
- Opportunities to improve activation / overlooking?



## RECAP - 'Garden City'

Bayswater Town Centre Structure Plan

#### **Scenarios Workshop**



#### **EXISTING:**

- Established tree communities in parks.
- Retail streets have less canopy than residential areas.



- Look for opportunities to increase urban tree canopy.
- Align priority tree planting boulevards to pedestrian 'desire lines'.

## RECAP - 'Garden City'

Open Space & Public Realm

Bayswater Town Centre Structure Plan

- Increase tree canopy in retail areas.
- Connect Bert Wright Park & Halliday with avenues of shade.







## RECAP – Activity & Land Use



Bayswater Town Centre Structure Plan

Scenarios Workshop

#### **EXISTING:**

- Predominantly residential, single dwellings
- Grouped dwellings north of railway
- Two retail clusters

- Look to encourage different residential forms such as:
  - **Terraces**
  - **Apartments**
  - Mixed use buildings





## RECAP – Activity & Land Use



Bayswater Town Centre Structure Plan

Scenarios Workshop

#### **EXISTING:**

- A centre that 'has it all'.
- A centre that 'has it small'.
- Morley caters for larger bulky goods requirements.

#### **OPPORTUNITIES:**

 Encourage and support the small ('finegrained') retail character.









## RECAP – Activity & Land Use



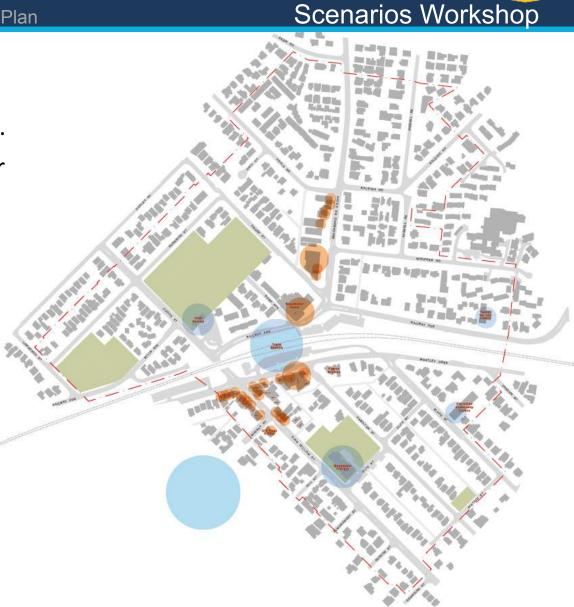
Bayswater Town Centre Structure Plan

#### **EXISTING:**

- Two separated retail clusters.
- Civic elements spread further afield.

#### **OPPORTUNITIES:**

 Look to better connect between destinations, both retail and civic.





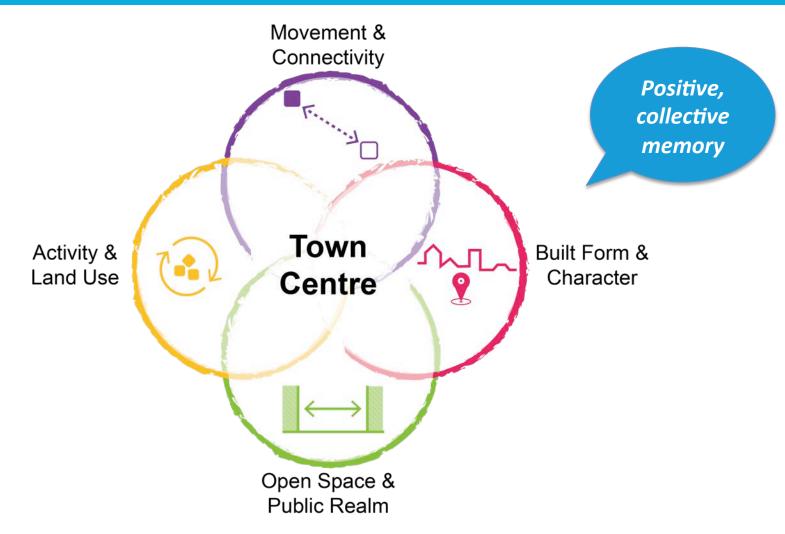
- Approx 3Ha of reclaimed land.
- Possible new at-grade linkages pedestrian & vehicle.
- Building challenges particularly over tunnel.
- Cost implications versus value-capture.





# What makes a great Town Centre?

Bayswater Town Centre Structure Plan





# Task 1:

# Partner Activity: Exploring Opportunities for the Town Centre



# Task 1:

On your table, divide into pairs.

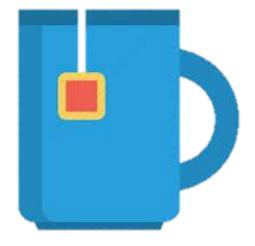
Each pair will receive 4 worksheets with the 4 Key Themes and their associated Opportunities.

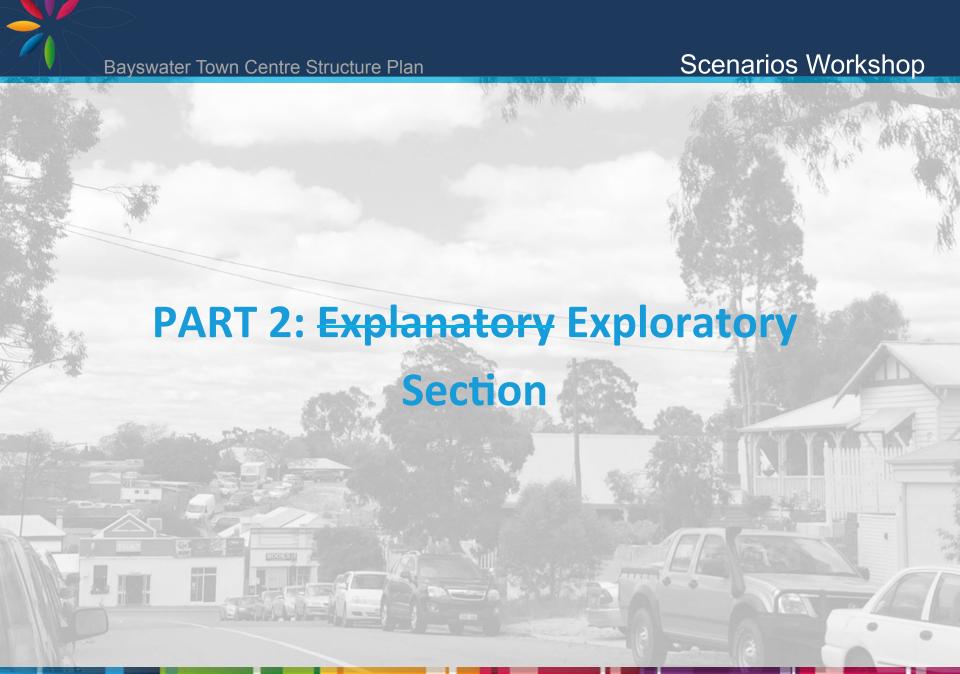
Rank in order of Priority for each Key Theme (1 is highest, 6 is Lowest) and then tell us your ideas to ACHIEVE or IMPROVE these Opportunities.

You can complete all 4 worksheets or concentrate on the Opportunities you feel you can best contribute.



# Tea Break!





# **Character Precincts**

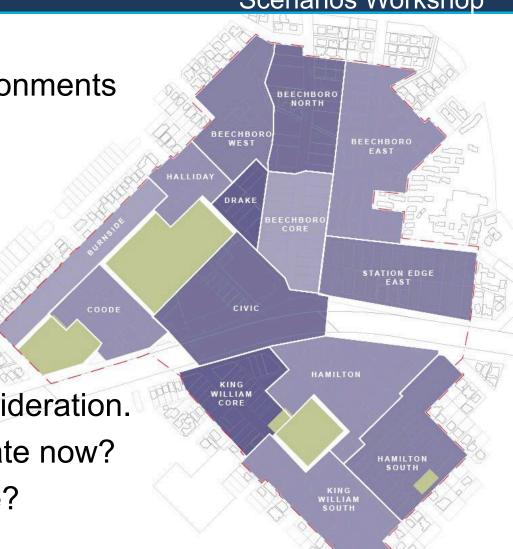
**Bayswater Town Centre Structure Plan** 

Scenarios Workshop

A TAPESTRY of urban environments with different:

- **Activity levels**
- Topography
- Lot sizes
- Building age

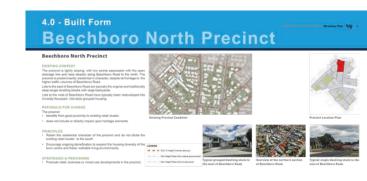
Each warrant their own consideration. How they work and inter-relate now? And how might they in future?

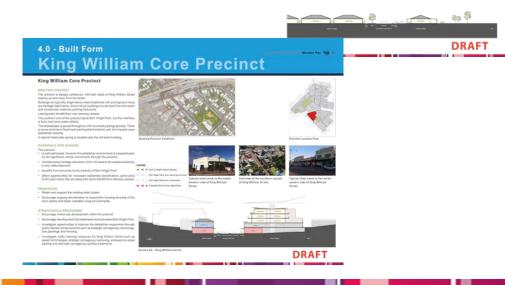


### Each Precinct is considered in terms of:

- Existing Condition
- Rationale for Change
- PRINCIPLES
- Strategies & Provisions

Principles are paramount







Just changing the height control does not guarantee change.

- Small lots are hard to redevelop / amalgamate.
- There needs to be market demand.
- Other requirements such as parking rates have an impact.

Supporting streetscape / placemaking strategies can help.

Bayswater Town Centre Structure Plan

# Based on typical 3:1 town centre lots, without topography.

As development height increases, so do parking requirements, setbacks and construction costs.



### 2 Storey

- terrace or walk-up apartment
- garage parking
- · suits narrow lot

### 3 Storey

- · walk-up apartment
- · open surface parking
- · single-loaded corridor
- can adapt to suit smaller lots

### 4 Storey

- · walk-up apartment
- possible lift
- undercroft surface parking
- amalgamation typically required

### 5 Storey

- · lifted apartment
- possible lift
- · podium parking
- larger lot or multiple lot amalgamation typically required

### 6 Storev

- · lifted apartment
- · podium parking
- larger lot or multiple amalgamation required

### 8 Storev

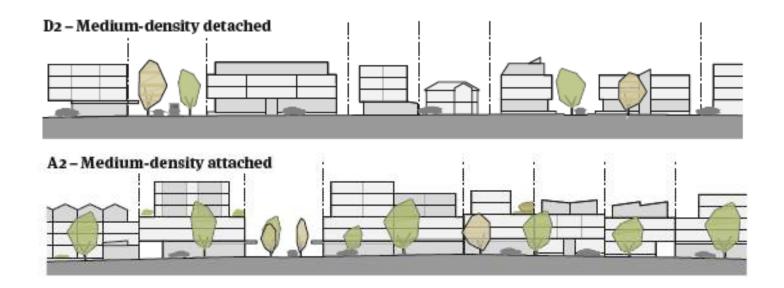
- lifted apartment
- multiple podium / semibasement
- larger lot or multiple amalgamation required

### 9+ Storey

- lifted apartment
- higher construction costs (over 25m requires pressurised fire stairs and increased sprinkler systems)
- podium & basement
- larger lot or multiple amalgamation required

Recently released Draft State Planning Policy that seeks to help establish a common minimum standard for multi-unit dwellings.

 Requires streetscapes to be nominated as attached or detached – so where might we nominate attached?





# Where do we want to encourage change?

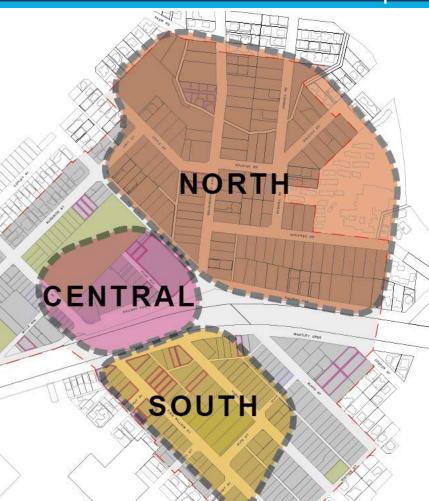
Bayswater Town Centre Structure Plan

Scenarios Workshop

To avoid diluting the effects of change, focus on broad areas with:

- Higher activity
- Larger lots
- Nearby amenity (parks & shops)

 There are corresponding areas where we may want no change.





# Heritage Responses

Bayswater Town Centre Structure Plan











Bayswater Town Centre Structure Plan

**Scenarios Workshop** 

...and occasionally larger or special sites can provide additional public benefits such as:

- Pedestrian links
- Plazas & Forecourts
- Landscape enhancements (Trees)
- Public parking

# **Indicative Exploratory Site-Specific Concepts**



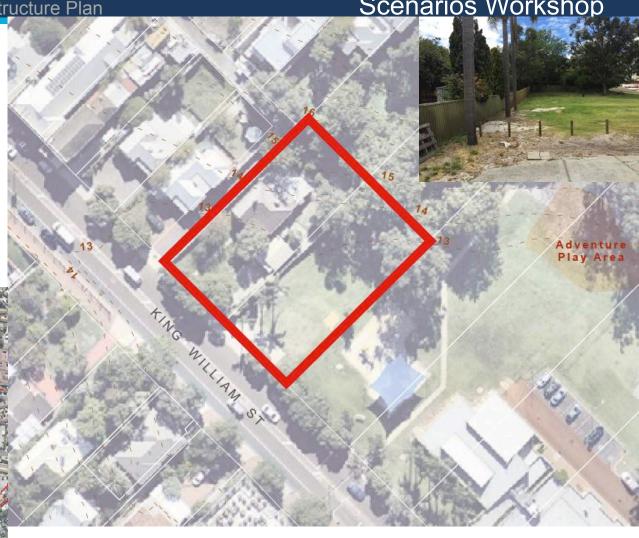
# Indicative (Imaginary) Concepts

Scenarios Workshop Bayswater Town Centre Structure Plan

### **EXISTING:**

Park edge a bit underwhelming.

Poor surveillance of dark corner.





# **IMAGINED - Bert's Corner**

Bayswater Town Centre Structure Plan

### Scenarios Workshop

# POSSIBLE:

- New active plaza – café & shaded transitional space.
- Ped link down to park from lane.
- Better surveillance of park.





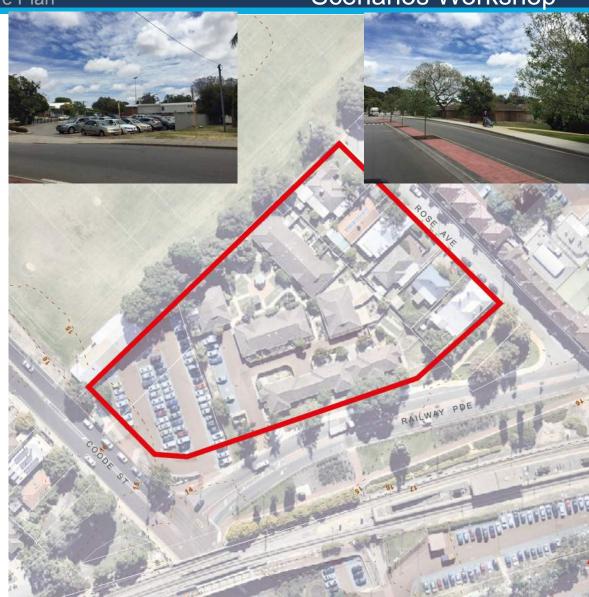
Bayswater Town Centre Structure Plan

### **Scenarios Workshop**

# **EXISTING**:

Pedestrian
 underpass leads to
 residential, parking
 and park arrival.







# IMAGINED - Halliday Park Link

Bayswater Town Centre Structure Plan

Scenarios Workshop

# POSSIBLE:

- New pedestrian link.
- New retail corner.
- Better surveillance of park.





Bayswater Town Centre Structure Plan





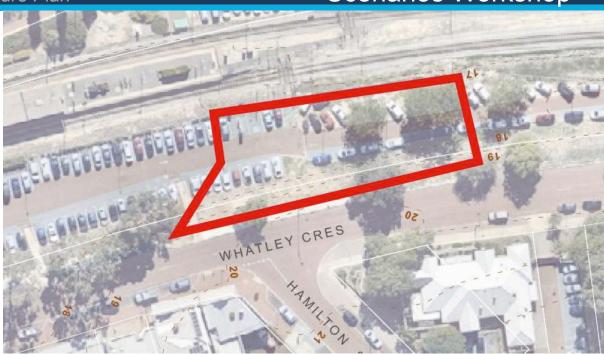
Bayswater Town Centre Structure Plan

# Scenarios Workshop

# **EXISTING**:

- Single sided retail.
- Commuter parking below street level.









# IMAGINED - Whatley Plaza

Bayswater Town Centre Structure Plan

**Scenarios Workshop** 

### **POSSIBLE:**

- Public plaza at crest in road. Framed with retail.
- Pedestrian link over rail to station and north side.
- Decked parking structure.
- Residential / commercial uses above.





# IMAGINED - Whatley Plaza

Bayswater Town Centre Structure Plan

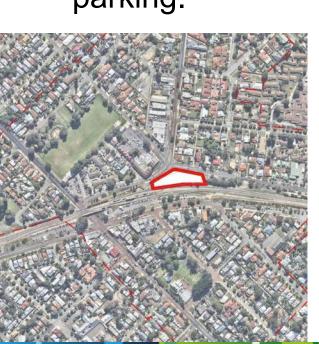




Bayswater Town Centre Structure Plan

# **EXISTING**:

 At-grade pedestrian crossing accessed through commuter parking.







# **IMAGINED - Bayswater Junction**

Bayswater Town Centre Structure Plan

Scenarios Workshop

### **POSSIBLE:**

- New plaza arrival to at-grade pedestrian crossing.
- Decked parking structure.
- Residential / commercial uses above.





# **IMAGINED - Bayswater Junction**

Bayswater Town Centre Structure Plan





# King William Streetscape Opportunities

Bayswater Town Centre Structure Plan

Scenarios Workshop

# POSSIBLE:

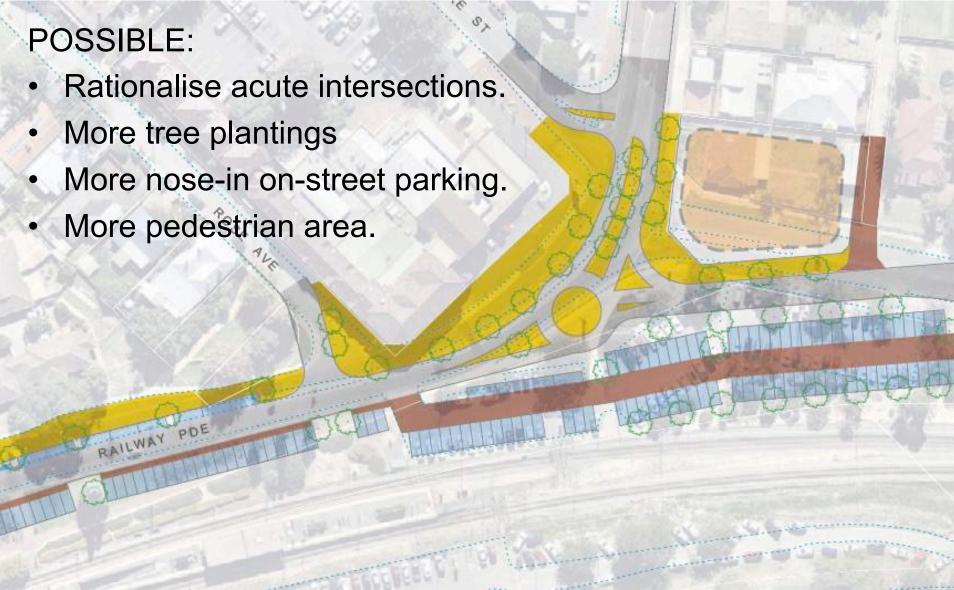
- More tree plantings
- More embayed on-street parking.
- Encourage laneway access.
- Special road treatments.

MURRA



# Railway Pde Streetscape Opportunities

Bayswater Town Centre Structure Plan



# **Structure Plan Options**

Structure Plan Opportunities



### Structure Plan needs to:

- Use development potential to help achieve broader common goals for the area.
- Explore options for each precinct & rationale for change.
- Consider how each precinct interacts with others.
- Needs to consider likelihood of change.

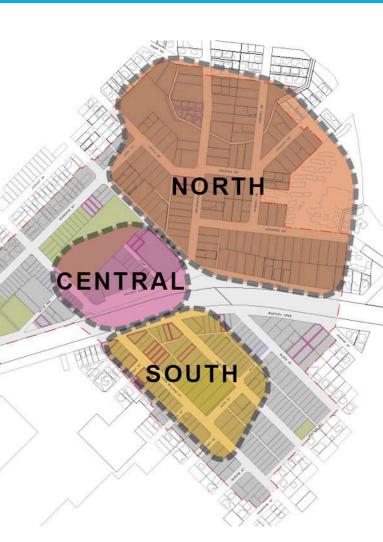




Bayswater Town Centre Structure Plan

Both options seek to locate additional development opportunity so as to:

- Support local retail activity.
- Focus change where it is wanted.
- Transition appropriately to single houses.
- Enhance safety of parks.
- Retain consistent and established residential areas.





# Option 01 – Core & Corridors

Bayswater Town Centre Structure Plan

### Scenarios Workshop



Structure Plan Boundary

2 storey

3 storey

4 storey

5 storey

6 storey

8 storey



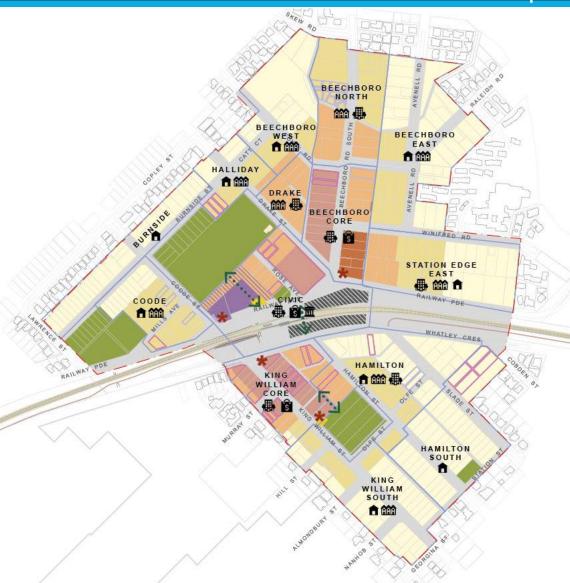
Landmark corner site



Pedestrian linkage opportur



Public Open Space





# Option 02 – Core & Frame

Bayswater Town Centre Structure Plan

### Scenarios Workshop

BEECHBORO

TATION EDGE

WHATLEY CRES

HAMILTON

KING WILLIAM

SOUTH

BEECHBORO NORTH

BEECHBORO

BEECHBORO

**角 000** 

DRAKE

KING WILLIAM

CORE

HALLIDAY

COODE



Structure Plan Boundary

2 storey

3 storey

o storey

4 storey

5 storey

6 storey

8 storey

Landmark corner site

Pedestrian linkage opportun

Public Open Space



# Where do you see the centre of town as being?

- A square?
- A building?
- A landmark?
- The train station?
- A street?

Do we need to define it, or can it evolve naturally?





# Task 2:

# Table Activity: Where Can / Should we Locate Development Potential?



# Task 2:

For this task you will work as a table group.

Each table will receive a copy of Scenario One and Scenario Two.

Decide what aspects of each scenario you LIKE and what you would IMPROVE. Give a star rating.

Table Facilitators will record your answers.





# **Next Steps**





# Thank you!

http://engage.bayswater.wa.gov.au/