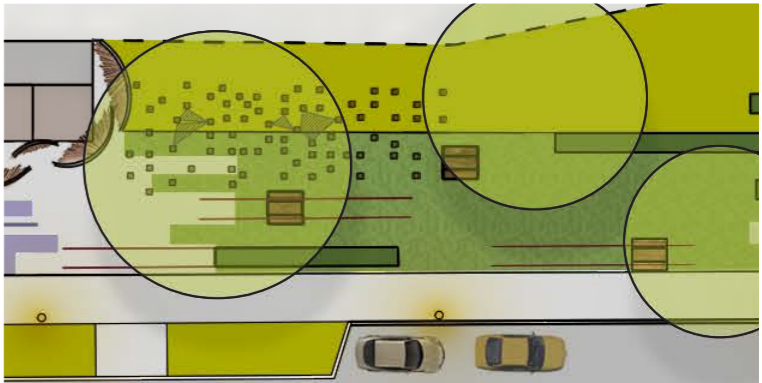
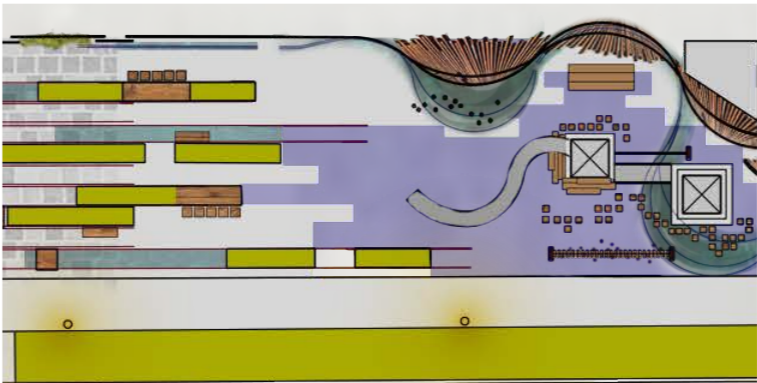
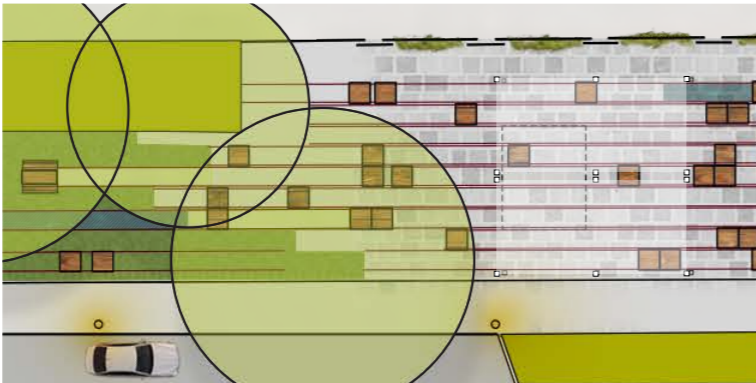


TAUMARUNUI TOWN CENTRE

HAKIAHA STREET, TAUMARUNUI



CONCEPT PROPOSALS

November 2016

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SECTION 01

KEY CONCEPT THEMES



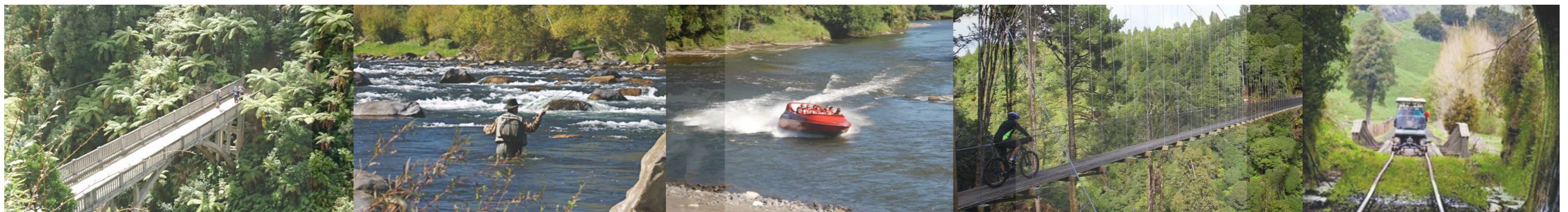
Rail



Timber Mill



River



Activities

HISTORY

CULTURE

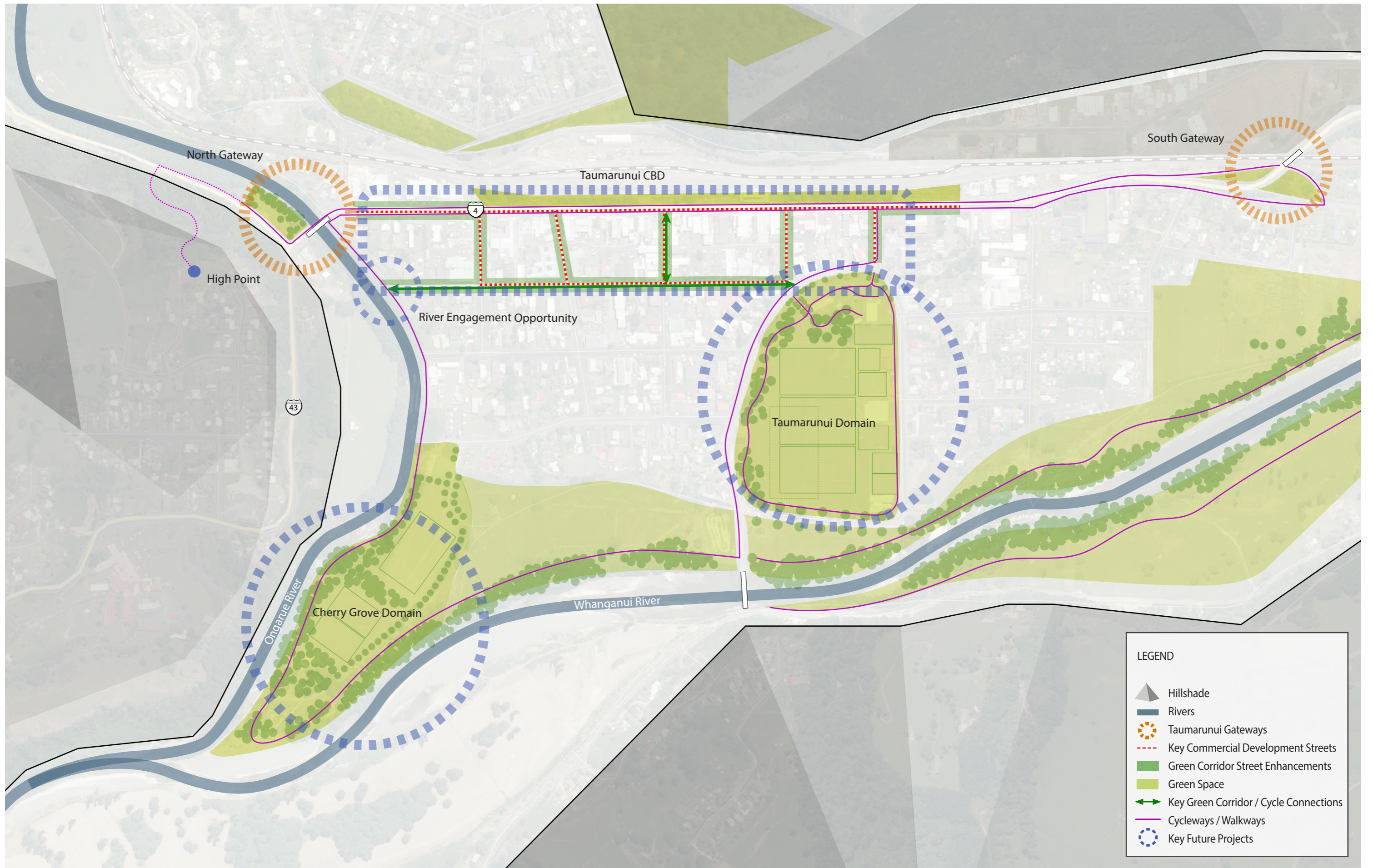
TOURISM

ENGAGEMENT



SECTION 02



TAUMARUNUI REGIONAL MASTER PLAN





LEGEND

1. Welcome to Taumarunui sign
2. Relevant information boards and signage
3. Formalized pull-off area / car park
4. Rest stop seating area and lookout reflective of GHD suggestions
5. Shaded seating and 'Explore Ruapehu' signage area, same park furniture as Town Centre
6. Upper terrace
7. Floodplain
8. Planting band along path and car park interface to establish a strong park threshold
9. Picnic opportunities using same park furniture as Town Centre
10. Strategic riparian edge thinning to capture strong river views
11. Pedestrian connection to park
12. Bridge form and character enhancements
13. Lighting upgrades and increased rhythm

-  Existing Trees
-  Proposed Trees

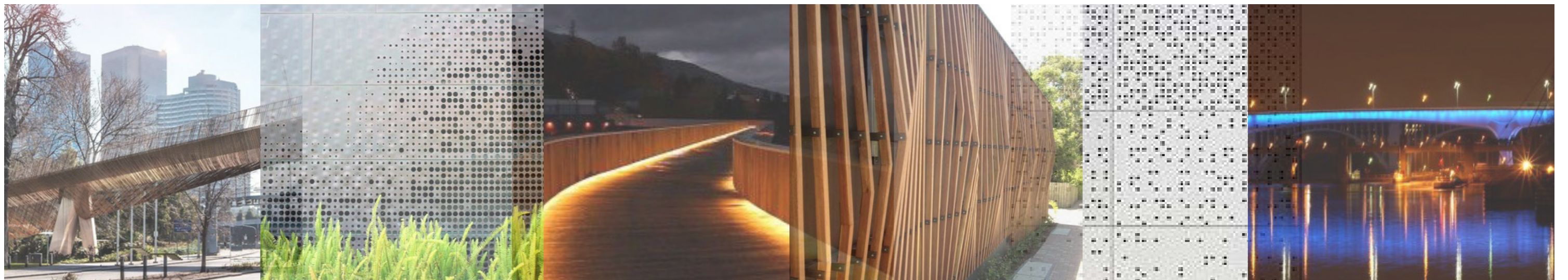




RIVER HAKIAHA BRIDGE - SECTION AA
1:300



RIVER HAKIAHA BRIDGE - SECTION BB
1:150





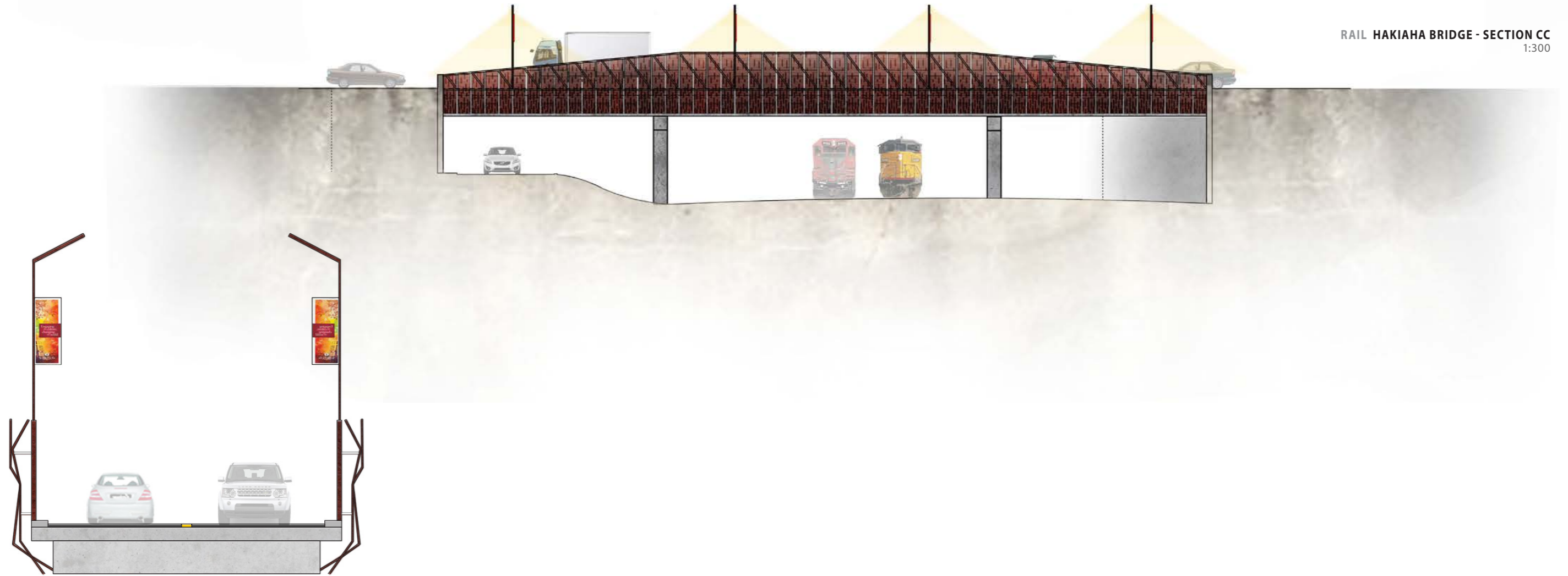
LEGEND

1. Establish usable park and recreation space adjacent to newly renovated bridge
2. Low planting enhancement
3. Resting and picnic opportunities using same park furniture as Town Centre
4. Bridge form and character enhancements
5. Lighting and signage upgrades

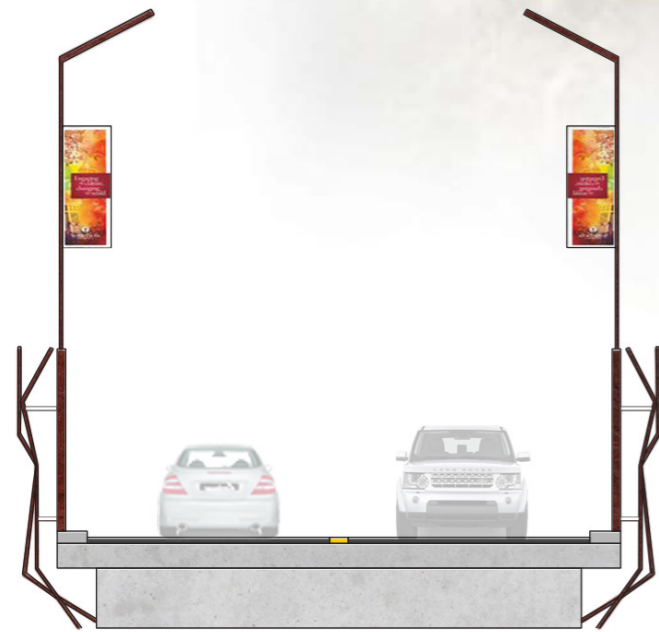
- Interpretation Opportunity
- Existing Trees
- Proposed Trees
- Cycle Loop Route



RAIL HAKIAHA BRIDGE - SECTION CC
1:300









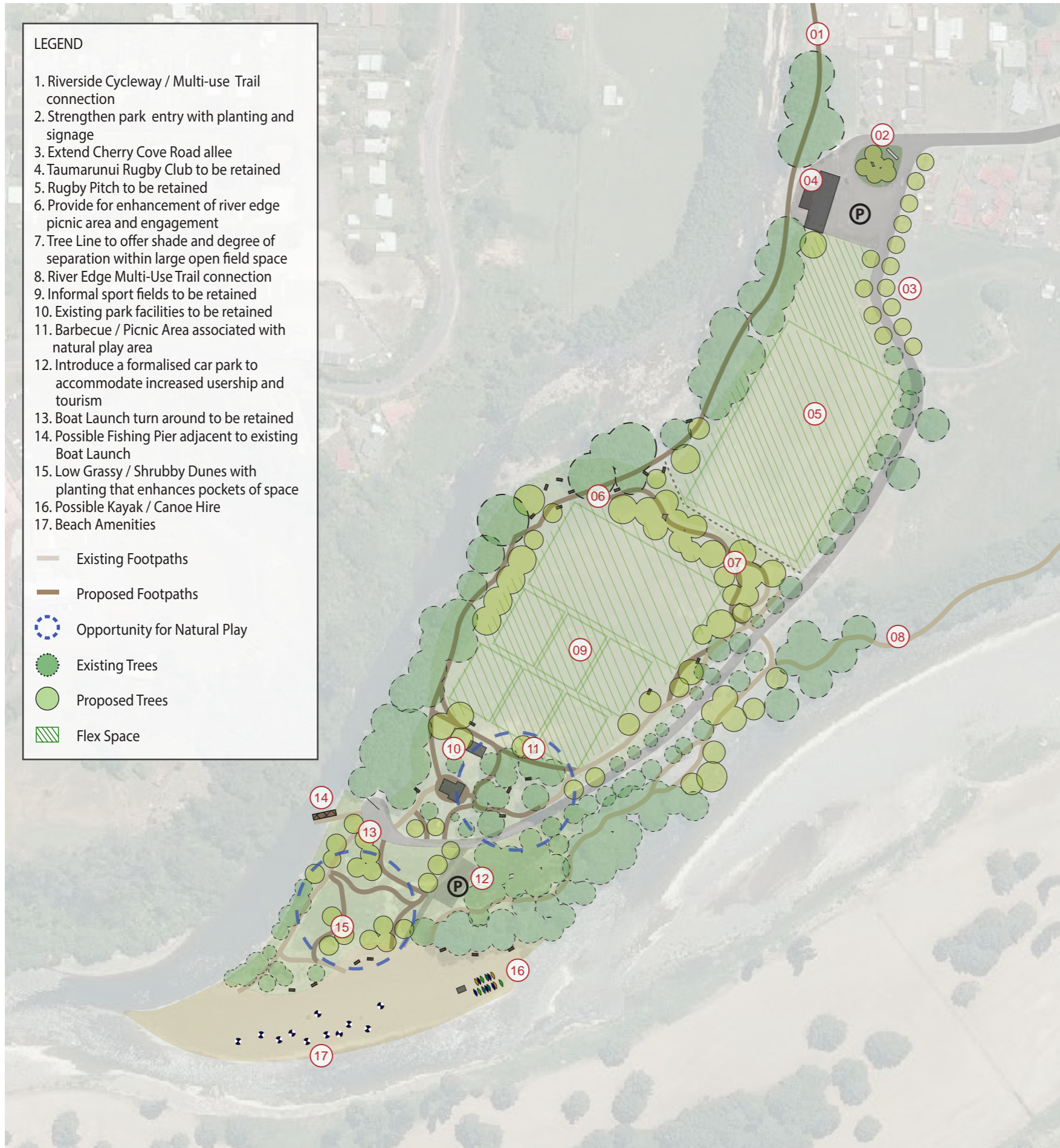
RAIL HAKIAHA BRIDGE - SECTION DD
1:150



LEGEND



1. Riverside Cycleway / Multi-use Trail connection
2. Strengthen park entry with planting and signage
3. Extend Cherry Cove Road allee
4. Taumarunui Rugby Club to be retained
5. Rugby Pitch to be retained
6. Provide for enhancement of river edge picnic area and engagement
7. Tree Line to offer shade and degree of separation within large open field space
8. River Edge Multi-Use Trail connection
9. Informal sport fields to be retained
10. Existing park facilities to be retained
11. Barbecue / Picnic Area associated with natural play area
12. Introduce a formalised car park to accommodate increased usership and tourism
13. Boat Launch turn around to be retained
14. Possible Fishing Pier adjacent to existing Boat Launch
15. Low Grassy / Shrubby Dunes with planting that enhances pockets of space
16. Possible Kayak / Canoe Hire
17. Beach Amenities

-  Existing Footpaths
-  Proposed Footpaths
-  Opportunity for Natural Play
-  Existing Trees
-  Proposed Trees
-  Flex Space



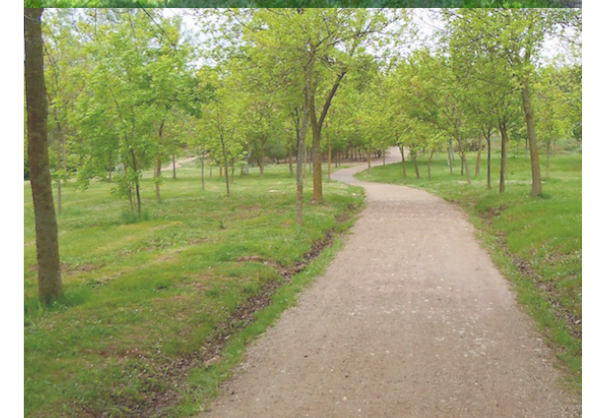
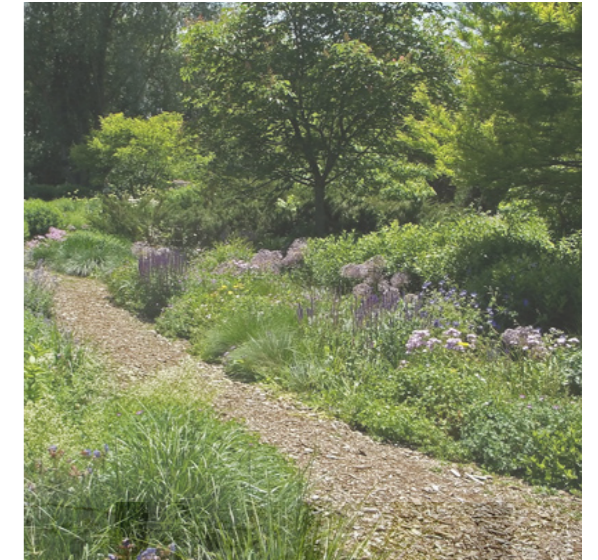
LEGEND

1. Improve main park entry by creating a strong sense of arrival with planting, signage and feature World War I Memorial Obelisk
2. Create Turaki Street entry with planting signage, and connection to Pool / Play Area
3. Allow for picnic opportunities in existing tree grove by improving amenities.
4. Taumarunui Sport Facilities to be retained, opportunity to combine club facilities long term
5. Existing Netball courts to be retained
6. Sport Fields to be retained
7. Create green band of planting along park edge to better define park extents, enhance restored stream, and support adjacent sport fields by providing shade
8. Multi-Use path through band of planting and canopy. Offers a connection to River Edge Trail through the park
9. Pockets of gathering opportunities along multi-use path
10. Grandstand to be retained and enhanced / renovated to better serve flexible / seasonal programming
11. Tree allee along Esplanade that connects back to sport facilities
12. Existing Skate Park
13. Existing Play Ground
14. Existing Community Pool Facilities
15. Potential Freedom Camping car park and facilities
16. Create a perimeter path around entire park area
17. Extension of River Edge Trail to create connections across Taumarunui to Residents / Freedom Campers / tourists

-  Existing Trees
-  Proposed Trees

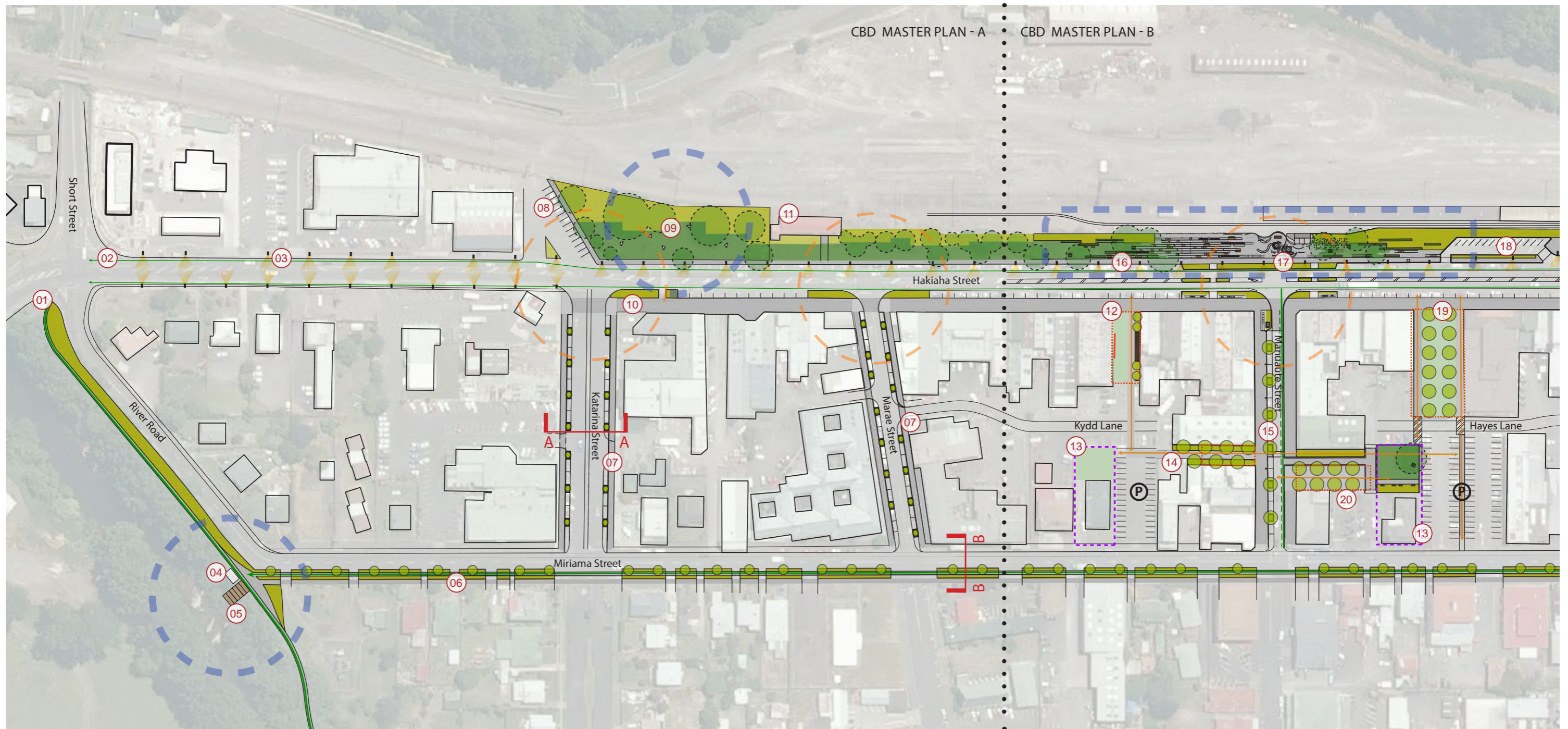


Connection to River Edge Trail and Cherry Grove Domain



SECTION 03

TAUMARUNUI CBD MASTER PLAN

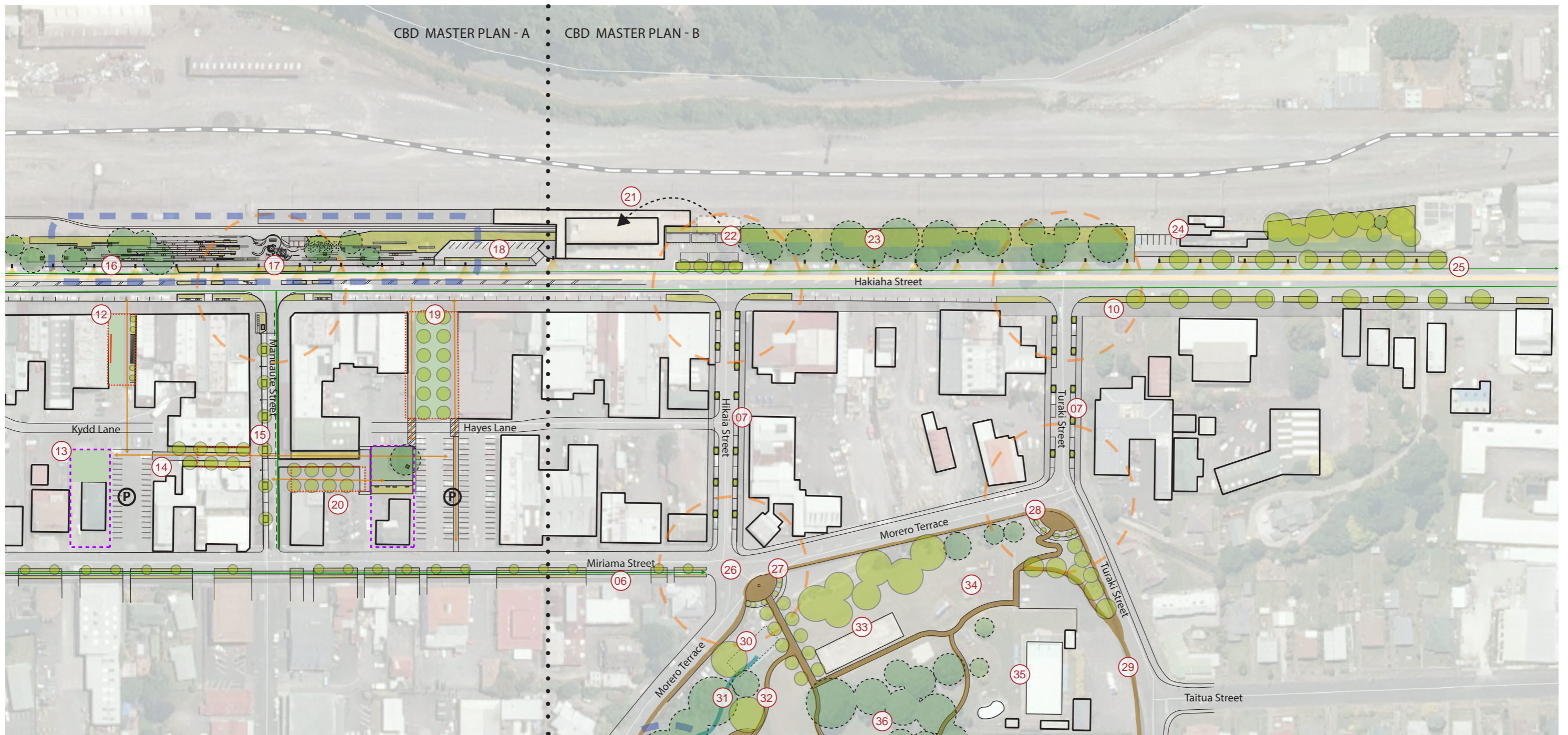


- 01 Connection to river edge multi-use trail
- 02 Cycleway connections
- 03 Entry to Taumarunui Lighting and Signage welcome sequence
- 04 Trail Crossing with Information Signage about Parks & Recreation opportunities in the area, opportunity for interpretation signage
- 05 River Engagement experience, opportunity for interpretation

- 06 Miriama Street Greenway to connect Taumarunui Domain and the Ongarue River Edge Trail
- 07 Support / feeder street greening with tree and planting enhancements
- 08 More formalized and organized car parking to support the linear park, sculpture garden, and Ruapehu Community Arts Centre
- 09 Bring together various pieces of existing art and sculpture to create an interpretive sculpture park about the history and culture of Taumarunui, opportunity to build upon collection and add new art from the community

- 10 Taumarunui CBD Street Corner enhancement begins
- 11 Ruapehu Community Arts Centre to be retained
- 12 Selective demolition to create a Movie Theatre link space, connecting adjacent parking to theatre entrance. Link to allow flex space and opportunity to screen movies outdoors against the newly exposed theatre building wall
- 13 Commercial development opportunity to engage back of house space – encourage restaurant or pub type business
- 14 Strategic building demolition to create link from car park to Manuauite Street

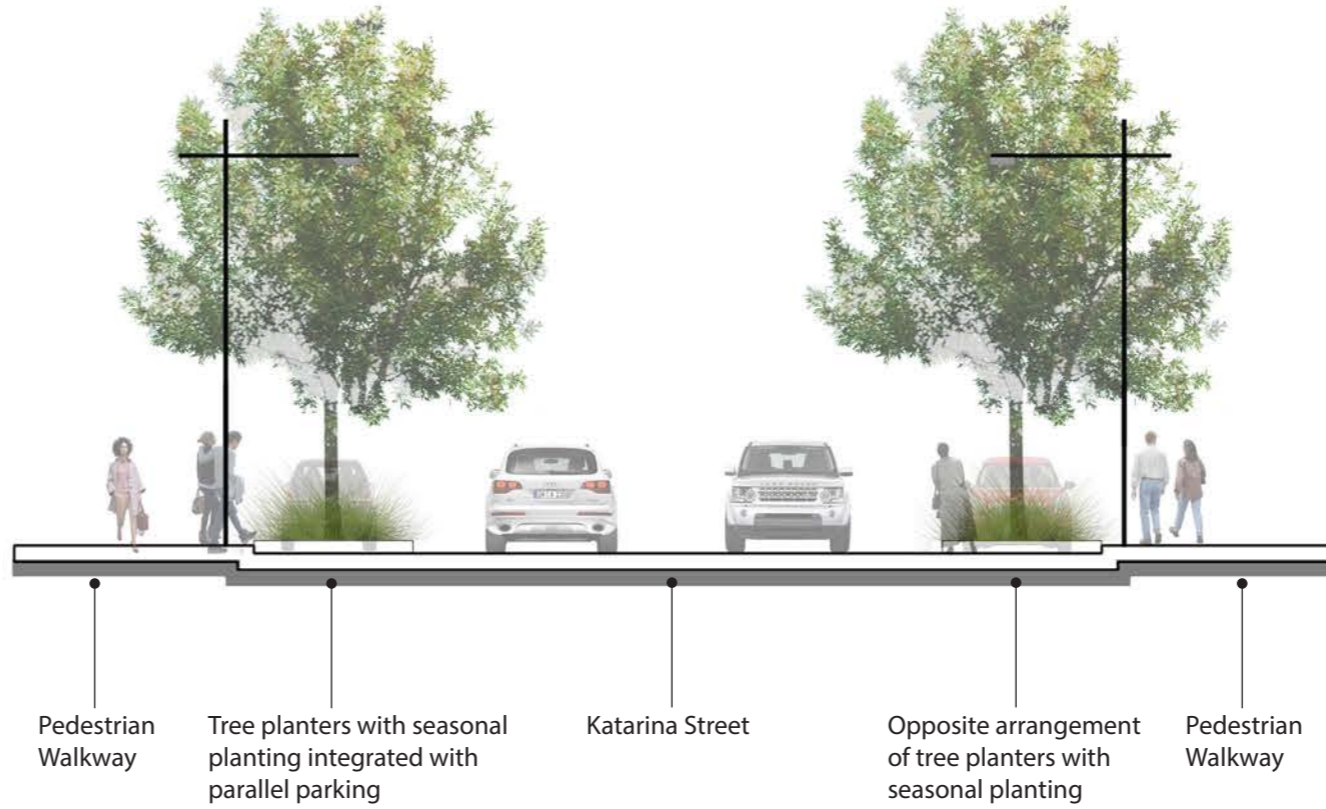
- 15 Manuauite Flexible Mode Street, Refer Stage I Detail Plans
- 16 Taumarunui Town Centre Hub, Refer Stage I Detail Plans
- 17 Taumarunui Town Centre Play Space, Refer Stage I Detail Plans
- 18 Stronger pedestrian connection to and from train station building and i-Site.
- 19 Strategic building demolition to create link to car park
- 20 Strategic building demolition to create link from overflow market / pop-up space to car park



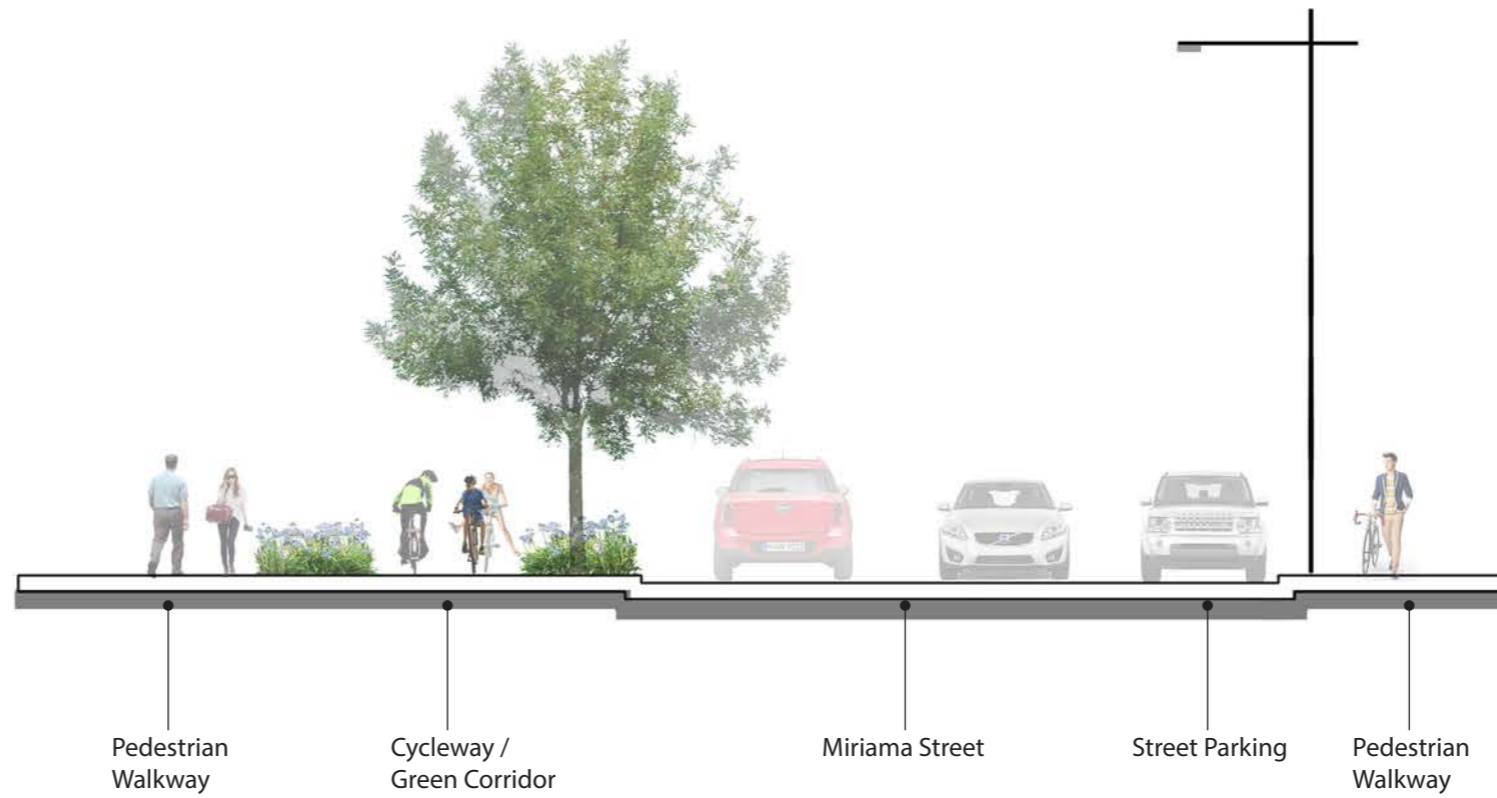
- ②1 Train Museum to move into Train Station / i-Site building long term
- ②2 Short Term Camper Van Parking
- ②3 Continuation of Linear Park, long term enhancements to align with Town Centre goals
- ②4 Organize restaurant property and adjacent car park to use space more efficiently and strengthen relationships to street and pedestrians using the Linear Park
- ②5 Entry to Taumarunui welcome sequence using Tree allee, planting and lighting
- ②6 Improved intersection through more formalised arrangement
- ②7 Grand park entry with memorial obelisk
- ②8 Create a strong secondary entrance to park with enhancement / framing planting
- ②9 Loop multi-use trail around the extents of Taumarunui Domain
- ③0 Senior Citizens home to be relocated
- ③1 Restored and enhanced stream channel
- ③2 Walking path with adjacent picnic / gathering space
- ③3 Existing skate park to be retained
- ③4 Existing play space to be enhanced, expanded, or improved as future funds become available. Consider integrating shade structures or engaging the adjacent pool area with a splash pad
- ③5 Existing pool facilities to be retained
- ③6 Grove of existing trees to be retained and enhanced with picnic opportunities



MARAE STREET
HIKAIKAI STREET
TURAKI STREET
KATARINA STREET - SECTION AA
1:100

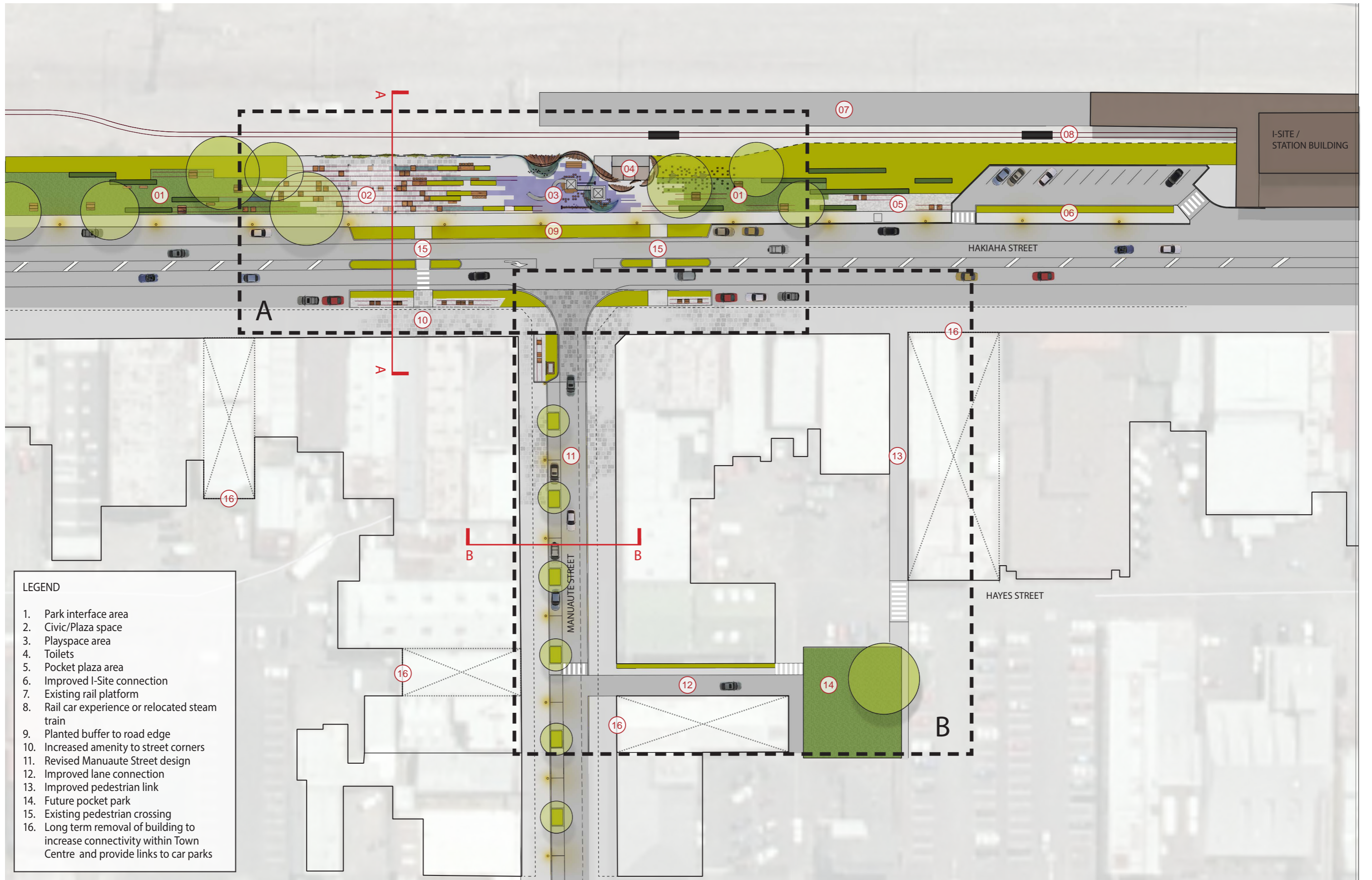


MIRIAMA STREET - SECTION BB
1:100



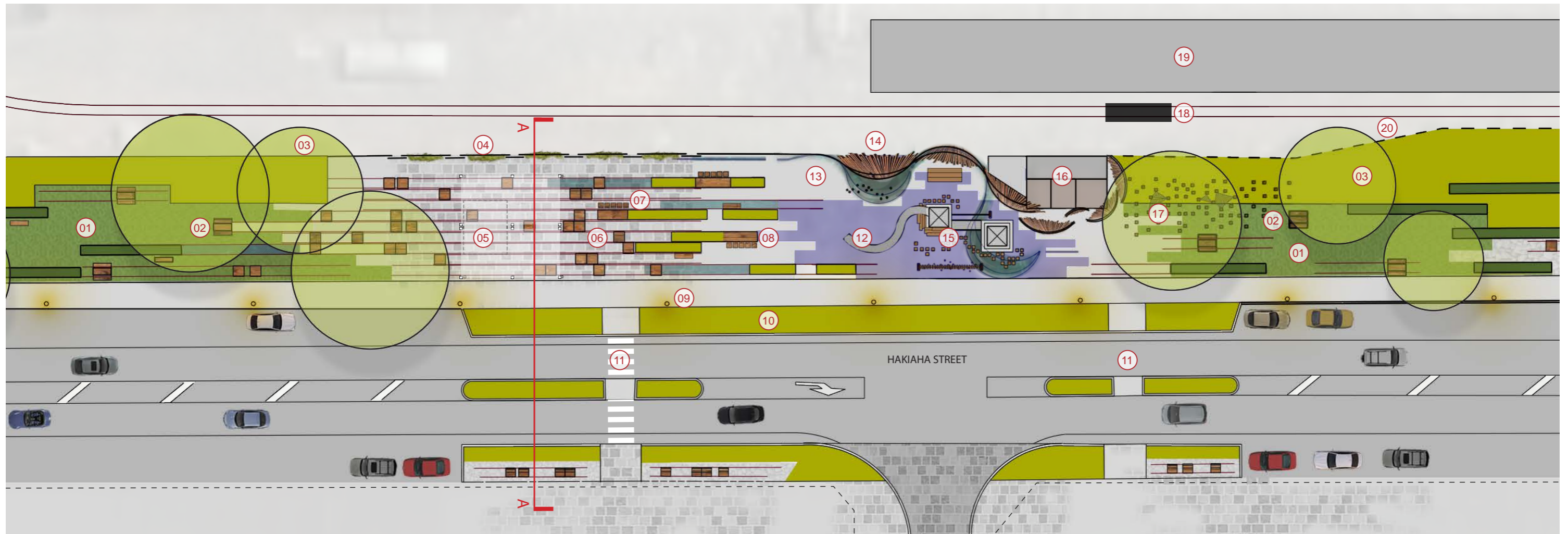
SECTION 04

TAUMARUNUI CBD MASTER PLAN - PROPOSED PHASE 01



- LEGEND**
- 1. Park interface area
 - 2. Civic/Plaza space
 - 3. Playspace area
 - 4. Toilets
 - 5. Pocket plaza area
 - 6. Improved I-Site connection
 - 7. Existing rail platform
 - 8. Rail car experience or relocated steam train
 - 9. Planted buffer to road edge
 - 10. Increased amenity to street corners
 - 11. Revised Manuauite Street design
 - 12. Improved lane connection
 - 13. Improved pedestrian link
 - 14. Future pocket park
 - 15. Existing pedestrian crossing
 - 16. Long term removal of building to increase connectivity within Town Centre and provide links to car parks

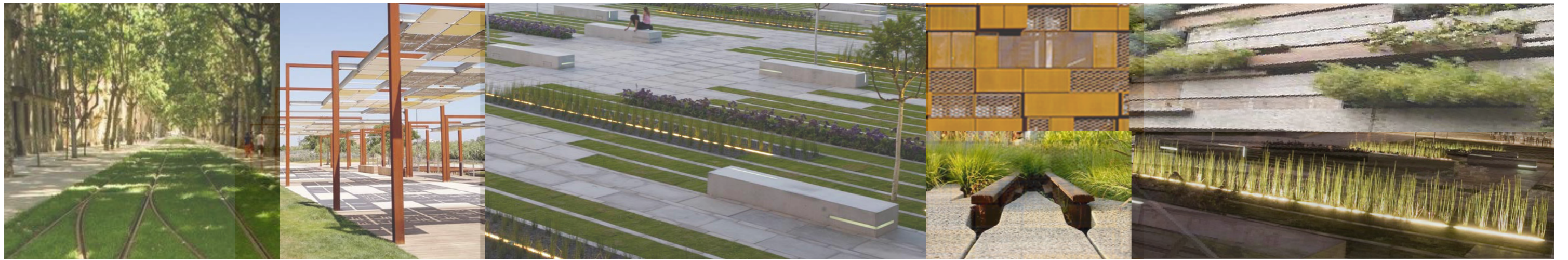
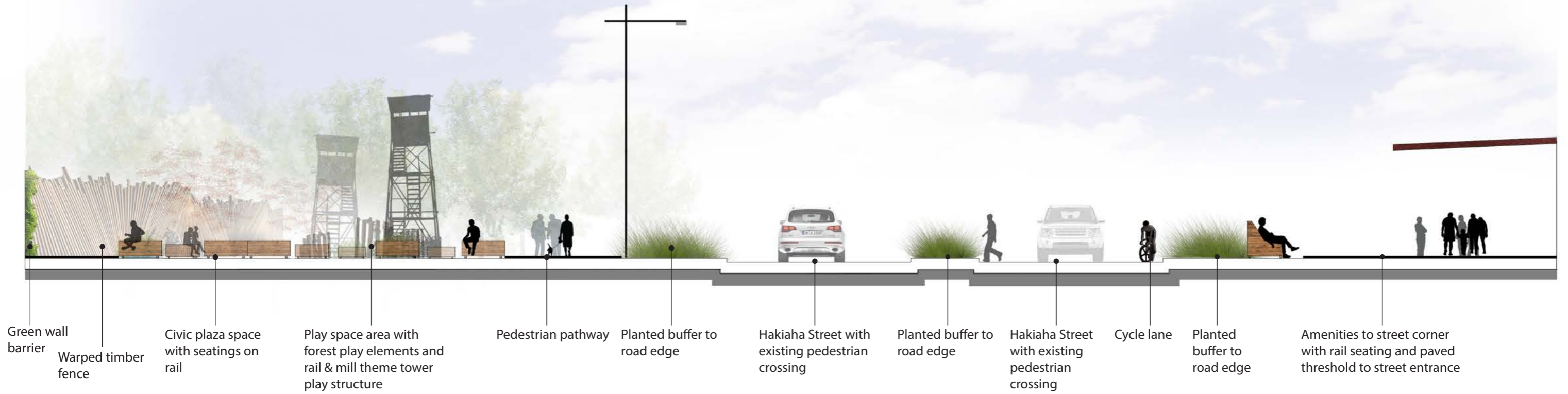


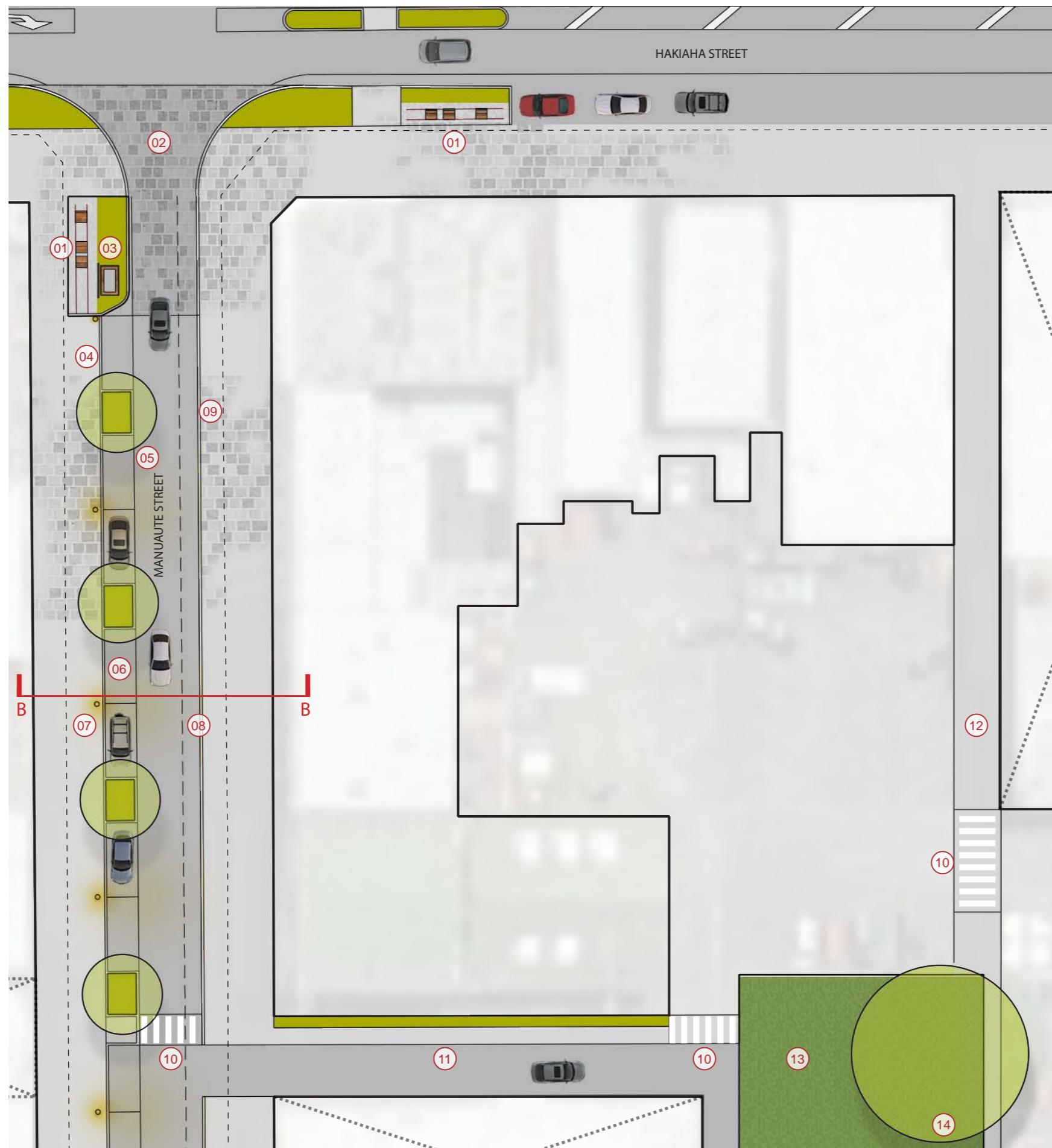


LEGEND

1. Park transition zone
2. Picnic table setting
3. Existing trees retained
4. Green wall barrier
5. Flexible canopy structure
6. Seating on rails
7. Planting and shallow water strips
8. Bar height seating
9. Strong vertical light pole rhythm
10. Planted buffer to road edge
11. Existing crossing points
12. Mill themed slide structure
13. Water play referencing rivers
14. Warped timber fence with limited views to rail
15. Rail and mill themed tower play structures
16. Toilets integrated into curving timber fence
17. Forest play elements
18. Rail car experience by local operator
19. Existing platform
20. Fence with degree of permeability

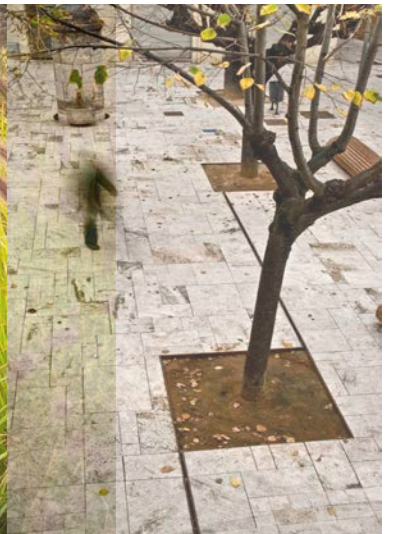
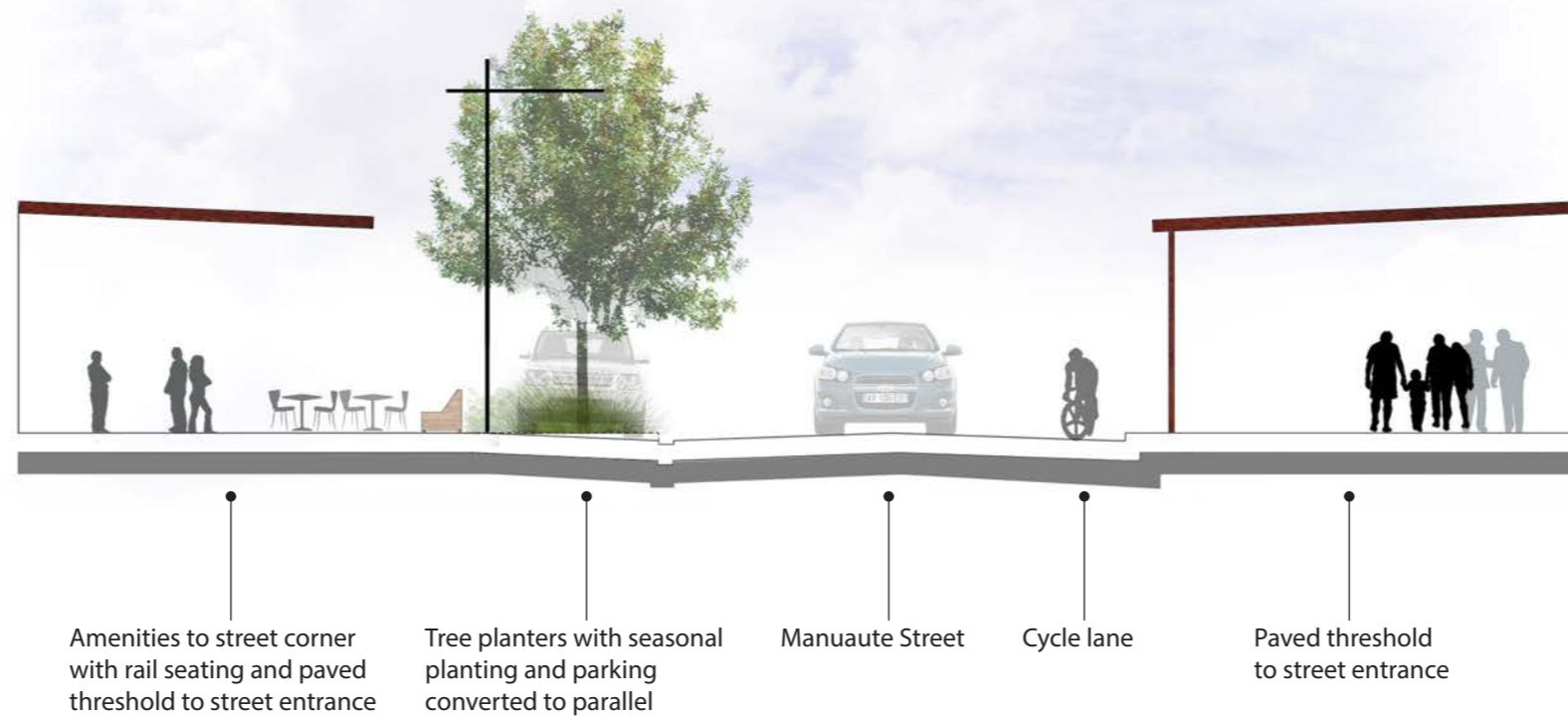






- LEGEND
1. Rail seating repeated from plaza
 2. Paved threshold to street entrance
 3. Screening to existing transformer
 4. Flush kerb interface
 5. Tree planters with seasonal planting beneath
 6. Parking converted to parallel
 7. Renewed lower scale lighting to one side
 8. Option for extension of cycle lane
 9. Existing kerb remains
 10. Improved pedestrian crossings
 11. Improved lane connection
 12. Improved connection from main street
 13. Future pocket park
 14. Existing Tree





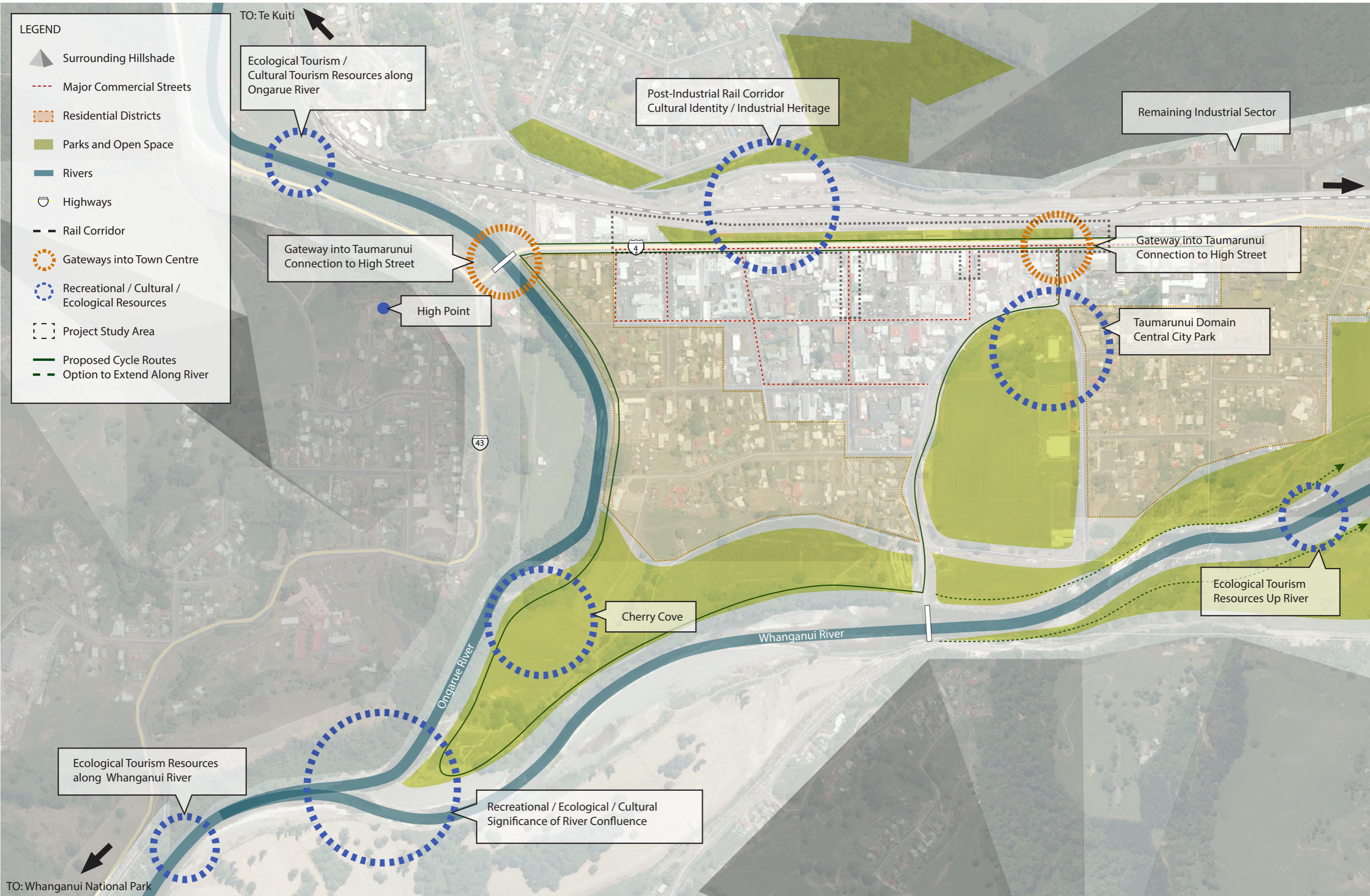






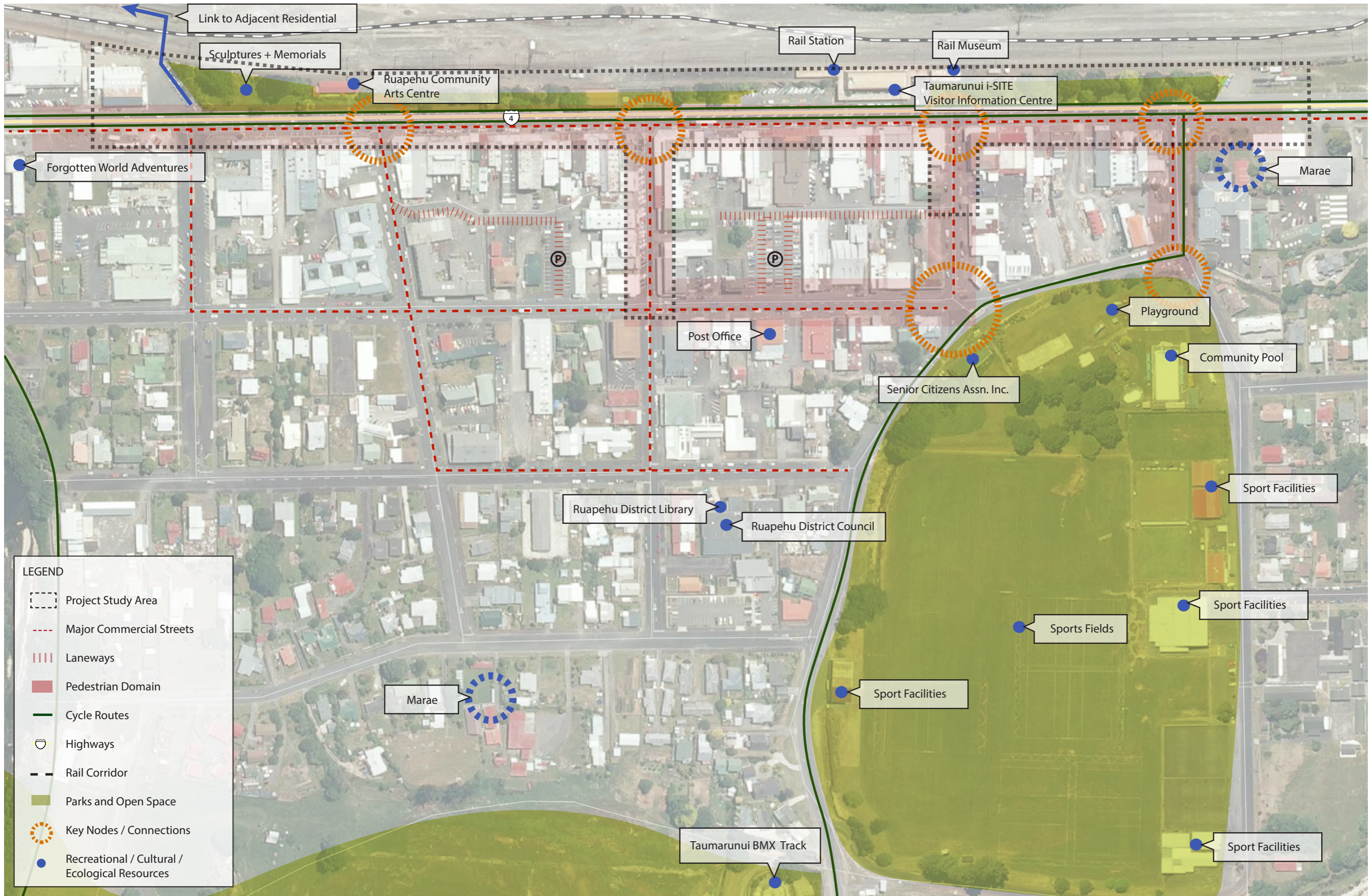
APPENDIX

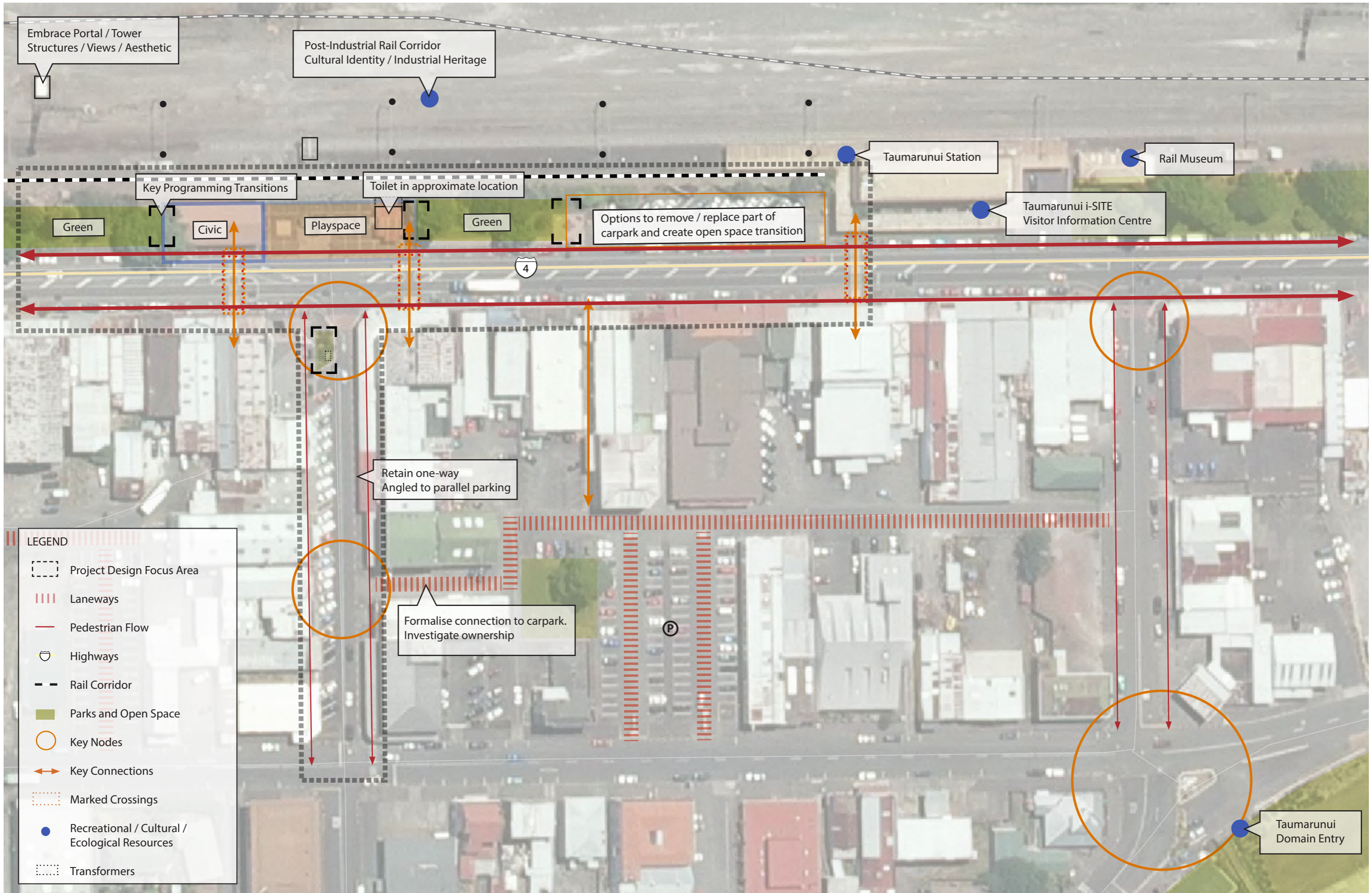
TAUMARUNUI INVENTORY AND ANALYSIS



LEGEND

- Surrounding Hillshade
- Major Commercial Streets
- Residential Districts
- Parks and Open Space
- Rivers
- Highways
- Rail Corridor
- Gateways into Town Centre
- Recreational / Cultural / Ecological Resources
- Project Study Area
- Proposed Cycle Routes
- Option to Extend Along River





Embrace Portal / Tower Structures / Views / Aesthetic

Post-Industrial Rail Corridor Cultural Identity / Industrial Heritage

Taumarunui Station

Rail Museum

Key Programming Transitions

Toilet in approximate location

Taumarunui i-SITE Visitor Information Centre

Green

Civic

Playspace

Green

Options to remove / replace part of carpark and create open space transition

4

Retain one-way Angled to parallel parking

Formalise connection to carpark. Investigate ownership

Taumarunui Domain Entry

LEGEND

- Project Design Focus Area
- Laneways
- Pedestrian Flow
- Highways
- Rail Corridor
- Parks and Open Space
- Key Nodes
- Key Connections
- Marked Crossings
- Recreational / Cultural / Ecological Resources
- Transformers