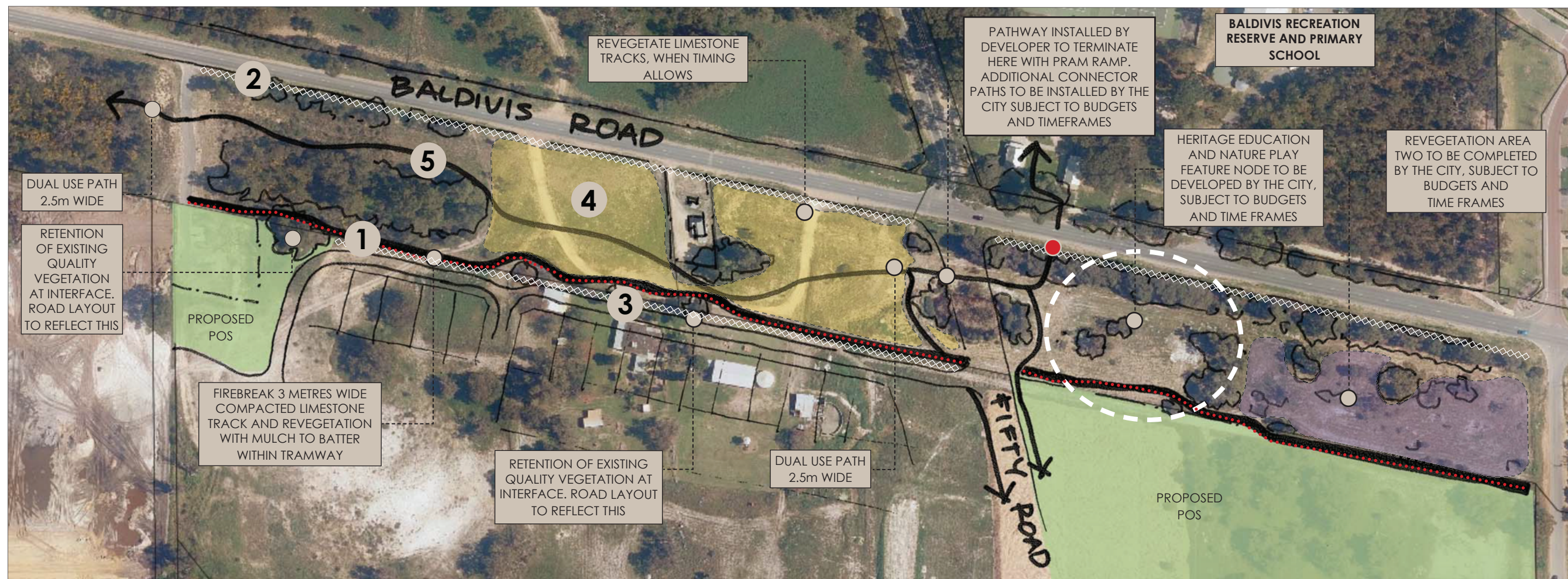


The background of the page is a solid blue color. In the upper right corner, there is a faint, stylized map of a tramway network. The map consists of a grid of lines and small squares, representing the layout of the tramway system. The lines are white and the squares are a lighter shade of blue.

# APPENDIX E TRAMWAY INTERFACE PLAN





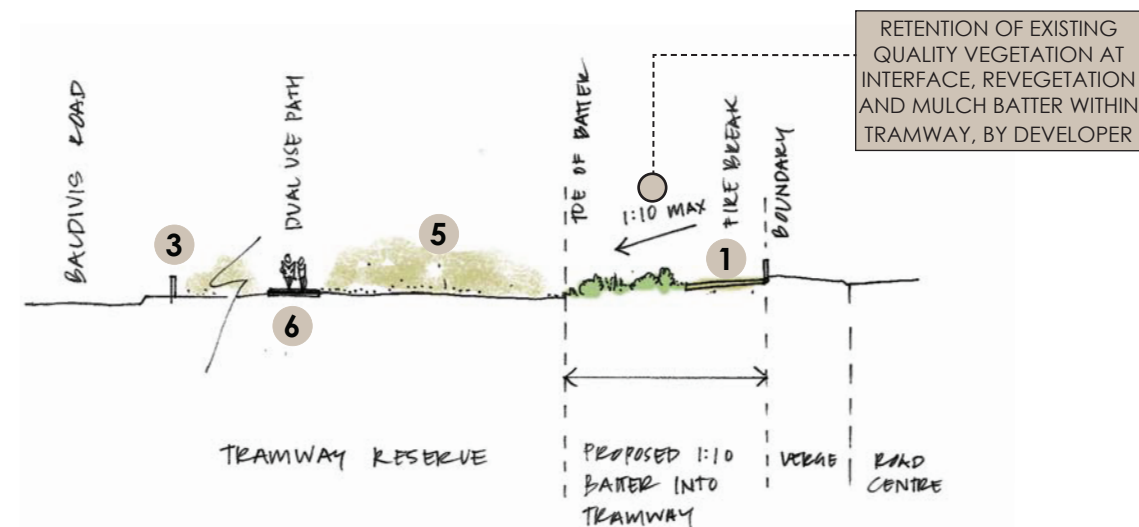
#### PRIORITY LANDSCAPE WORKS WITHIN THE TRAMWAY RESERVE

Suggested Landscape Works Proposed within Tramway Reserve to be undertaken by the Developer

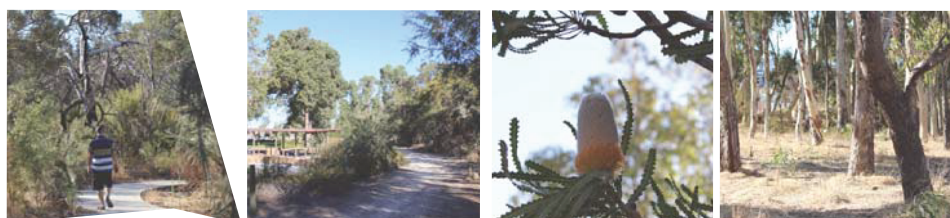
- 1 Firebreak [2% Bitumen stabilised compacted limestone 100mm thick, 3m wide] adjoining all interface to the Development and Tramway Reserve including the POS areas. Revegetate and mulch the remaining batter within the Tramway. Batter as indicated on Civil Group Dwg 7808-0-C510 Rev B
- 2 Rural Fencing to Baldy Road [Timber post and wire], for protection of revegetation and safe crossing connections to neighbouring Baldy POS and Primary School
- 3 Rural Fencing to the Development internal interface, south of Fifty Road
- 4 Area One - Revegetation Priority Zone One  
[refer to the City's revegetation specifications and recommended plant list]  
This area is currently denuded of vegetation. It is accessible and in a good state to undergo revegetation. This location will provide maximum impact both for the Development and the City
- 5 Dual Use Path 2.5m wide [100mm thick plain concrete]

#### NOTES FOR WORKS WITHIN PROXIMITY OF THE TRAMWAY RESERVE

- Final location of Dual Use Pathways and Firebreaks to be pegged by the Developer and confirmed on site by the City, prior to implementation.
- The Tramway Reserve is to be fenced prior to subdivision construction.
- Only the agreed access points through the Tramway Reserve shall be permitted to limit disruption and compaction to the Reserve.



SECTION ABSTRACTED FROM Civil Group Dwg 7808-0-C510 Rev B, INDICATING BATTERING AND REVEGETATION



## Tramway Reserve [Fifty Road] Revegetation

December 2014 | Rev 01 | Plan Not To Scale