Appendix A

Statement of Professional Opinion



STATEMENT OF PROFESSIONAL OPINION as to SUITABILITY OF LAND FOR BUILDING DEVELOPMENT

Subd	ivisior	۰۱		
Owne	er			
Locat	ion			
I,		(full	name)	
		firm th	(Name and address of firm)	
Herei	by cor	niirrn tr	nal.	
1.	I am and v subdi	a Cha vas re ivision	rtered Professional Engineer experienced in the finite tained by the subdividing owner as the Geotechnic .	eld of geotechnical engineering cal Engineer on the above
2.	The e	extent ribed i	of my inspections during construction, and the res n my report dated	sults of all tests carried out are
3.	In my	v profe	essional opinion, not to be construed as a guarante	ee, I consider that:
	(a)	The e compl the Ap	earth fills shown on the attached Plan No liance with NZS 4431 and in accord with sound and accord proved Engineering Drawings and Specifications.	have been placed in compliance with
	(b)	The c	ompleted works give due regard to land slope and foun	dation stability considerations.
	(c)	The fil desigr	lled ground is suitable for the erection thereon of reside n in terms of NZS 3604 and related documents providin	ential buildings not requiring specific ng that:
		(i)		
		(ii) (iii)		
	(d)	The c buildir that:	priginal ground not affected by filling is suitable for ngs not requiring specific design in terms of NZS 360	the erection thereon of residential 4 and related documents providing
		(i)		
		(ii) (:::)		
4	Thio 1	(III) orofood	nianal opinion is furnished to the Council and the ou	hdividing owner for their purpases
4.	alone the ne	on the ecessity	express condition that it will not be relied upon by any y for the normal inspection of foundation conditions at t	other person and does not remove he time of erection of any dwelling.
	Si	gned:		Date:
	(N	lembe	r ID)	

Appendix B

Certificate of Construction



CERTIFICATE OF CONSTRUCTION

With respect to Works constructed at

-		
Address	 	
Resource/Subdivision Consent	 	
1		

- Being experienced in the field of Design and Construction of Public Drainage, Water Supply and Roading;
- Being a Chartered Professional Engineer / Licensed Cadastral Surveyor / NZCE (REA) and currently holding an Annual Practicing Certificate;
- Being an independent professional covered by a current policy of Professional Indemnity to a minimum value of \$200,000;

Have personally or through personnel under my control carried out periodic reviews of the following works, and based upon these reviews and information supplied by the Contractor during the course of those works hereby certify that all works including:

- Stormwater Drainage
- Wastewater Drainage
- Water Supply Reticulation
- Roading and associated works
- Stormwater pond and structures
- Other

Shown on

Prepared by

For the above development, have been constructed in accordance with the sound and accepted engineering principles, the manufacturers recommendations and comply with all provisions of the District Plan, the Papakura District Council Development Code (2009), other applicable standards and the specific requirements of the Resource Consent(s) and Engineering Plan Approval, including completions and other tests.

Signed	 Date
Address	 Prof Qual
	 Member ACENZ / IPENZ / NZIS
	 Reg number

Appendix C

Soakage Pit Design

Refer Section 4.7 Stormwater Soakage

Note: Soakage Pit Design is to be carried out in accordance with the methodology used in the below example

Soakage Test Result at BH 1						
Time	Depth to Water	Total depth of water drop				
0:00	0					
0:15	0.7	0.7				
0:30	0.6	1.3				
0:45	0.53	1.83				
1:00	0.35	2.18				
1:15	0.25	2.43				
1:30	0.25	2.68				
1:45	0.3	2.98				
2:00	0.3	3.28				
2:15	0.25	3.53				
2:30	0.25	3.78				
2:45	0.2	3.98				
3:00	0.2	4.18				
3:15	0.1	4.28				
3:30	0.15	4.43				
3:45	0.1	4.53				
4:00	0.05	4.58				
Borehole details						

Diameter of Hole (D)	m	0.1
Depth of Hole (H)	m	1.5
Average depth of water	m	0.928
Average Soakage Rate	mm/min	19.08
Area of Hole	m ²	0.299
Volume of Hole	m ³	0.15

Soakage Pit Design Parameters - Existing House Site

Roof Area	m ²	100
Run off coefficient	С	0.95
Paved Area	m²	50
Run off coefficient	С	0.9
Pervious Area	m²	180
Run off coefficient	С	0.3
Total CA	m²	194
Percolation Rate (Pa)	L/m ² /min	0.50
Pit Depth	m	1.5
Pit Width	m	3
Pit Length	m	6
Void Ratio		60%
Pit Volume	m ³	16.2
Pit Surface Area (As)	m²	24.75

Existing House Soakage Pit - Onehunga Type

STORAGE (10 year)				
time	depth	inflow	outflow	storage
(min)	(mm)	(I)	(I)	(I)
10	14.0	2716	124	2592
15	18.0	3492	186	3306
20	24.0	4656	248	4408
30	33.0	6402	372	6030
60	48.0	9312	743	8569
120	67.0	12998	1486	11512
180	75.0	14550	2229	12321
240	85.0	16490	2972	13518
300	95.0	18430	3715	14715
360	109.0	21146	4458	16688
420	112.0	21728	5201	16527
480	117.0	22698	5944	16754
540	121.0	23474	6687	16787
600	125.0	24250	7430	16820
660	130.0	25220	8173	17047
720	133.0	25802	8917	16885
1440	161.0	31234	17833	13401
2880	216.0	41900	35666	6234
4320	256.0	49664	53499	0

Emptying Time =

23 hrs



EXAMPLE

inflow=`CA'dev*depth outflow=As*Pa*time storage=inflow-outflow



Appendix D

Assets to Vest Sheets



Water Addendum

Pipes:				
Diameter & type	Length	Rate	Cost	
50mm MDPE			\$	_
100mm uPVC			\$	-
150mm uPVC			\$	-
200mm uPVC			\$	-
		Sub Total	\$	_
Sluice Valve				
Diameter	Number	Rate	Cost	
50mm			\$	-
100mm			\$	-
150mm			\$	-
		Sub Total	\$	-
Fire Hydrant				
Diameter	Number	Rate	Cost	
100mm			\$	_
150mm			\$	-
		Sub Total	\$	_
Peet Valve				
Diameter	Number	Rate	Cost	
50mm			\$	-
Total Water Supply Assets to Ve	est		\$	-



Stormwater Addendum				
Pipes:				
Diameter & type	Length	Rate	Cost	
225mm RCRRJ (incl CP leads)			\$	-
300mm RCRRJ			\$	-
375mm RCRRJ			\$	-
450mm RCRRJ			\$	-
525mm RCRRJ			\$	-
600mm RCRRJ			\$	-
675mm RCRRJ			\$	-
750mm RCRRJ			\$	-
900mm RCRRJ			\$	-
1800mm RCRRJ			\$	-
Manholes:				
Diameter	Number	Rate	Cost	
1050mm			\$	-
1200mm			\$ ¢	-
1900mm			¢	-
2300mm			⊅ ¢	-
3000mm			Ф \$	-
Down Stream Defender			₽ \$	_
Inlet / outlet structures			Ŷ	
Туре	Number	Rate	Cost	
1050mm wingwall	- Control - Cont	nato	\$	-
1800mm wingwall			\$	-
5		Sub Total	\$	-
Cessnits			+	
	Number	Rate	Cost	
Single			\$	-
Double			\$	-
		Sub Total	\$	_
Stormwater Quality Pond Structures		300 10101	Ψ	
	Number	Data	Cost	
Type Outlot/spillway	Number	Rale	¢	
Inlet			₽ \$	-
Lighting Supply			.↓ \$	-
Lighting Install			\$	_
Pond Furniture etc			\$	-
		Sub Total	\$	-
Total Stormwater Assets to Vest			\$	-
			Ŧ	



Sanitary Sewer Addendum

Pipes:				
Diameter & Type	Length/number	Rate	Cost	
150mm uPVC (Lot connectio	ons/fittinas)		\$	_
150mm uPVC			\$	_
150mm Blank Caps			\$	-
225mm uPVC			\$	-
		Sub Total	\$	-
Manholes:				
Diameter	Number	Rate	Cost	
1050mm			\$	-
1200mm			\$	-
1500mm			\$	-
1800mm			\$	-
2300mm			\$	-
3000mm			\$	-
Blank Caps			\$	-
		Sub Total	\$	_
Other:			·	
Туре	Number	Rate	Cost	
Hardfill (m³)			\$	_
Internal MH drops			\$	-
		Sub Total	\$	_
Total Sanitary Sewer Ass	sets to Vest		\$	-



DISTRICT COUNCIL					
Developer's Name and Ac	ldress:				
			Notice for Assets Veste	d from a Develo	pment at:
			Site Address:		
			Suburb: Subdiv/Land Llas Cana	t-	
la Davialan ar OOT Daviata			Subdiv/Land Use Conse	ent:	
IS Developer GST Registe			Eng Plan Consent:		
IT Yes, Developer's GST R	leg No.		Completion Date:		
All Values are to be excl	usive of G	ST			
Land Use	Area (m²)		Unit Cost	Cost	
Roading				\$	-
Reserves (recreation)				\$	-
Reserves (drainage)				\$	-
Reserves (local purpose)				\$	-
Land Total				\$	-
Assets to Vest					
Category		Measure	Unit Cost	Cost	
Buildings	ltem			\$	-
Lighting	Refer to atta	ached lighting adder	ndum for details	\$	-
Reserve Amenities	Refer to atta	ached lighting adder	ndum for details	\$	-
Bollards	Refer to atta	ached lighting adder	ndum for details	\$	-
Roading	Refer to atta	ached road addendu	Im for details	\$	-
Footpath	Refer to atta	Refer to attached Footpath addendum for details			-
Catchpits	Refer to atta	ached stormwater ad	ddendum for details	\$	-
Kerb & Channel	Length			\$	-
Fences (reserves)	Length			\$	-
Fence (road boundary)	Length			\$	-
Playgrounds	No.			\$	-
Footbridges	No.			\$	-
Trees, Shrubs	Refer to atta	Refer to attached planting addendum for details		\$	-
Sanitary Sewer Pipes	Refer to atta	ached sanitary sewe	r addendum for details	\$	-
Sanitary Sewer Manholes	"				
Watermain	Refer to atta	ached water supply	addendum for details	\$	-
Sluice Valve	"				
Fire Hydrant	"				
Stormwater Pipes	Refer to atta	ached stormwater ad	ddendum for details	\$	-
StormwaterManholes	"				
Stormwater quality pond stru	"				
Pumpstations - Sewer	No.			\$	-
Pumpstations - Other	No.			\$	-
Total Assets				\$	-
Total Land and Assets				\$	-
This information is certified a	s being true	and correct			
Name:	is being true				
Company Name					
Position of Signatory in relati	on to Develo	oper:			
	2.1.10 20000				
Signed By:					
Dated:					

PAPAKURA DISTRICT COUNCIL	Schedule of Land and Assets to Vest in the Papakura District Council			
Road addendum				
Road				
Road widths	Length	Rate	Cost	
(6m wide) (7.5m wide) (8.0m wide)			\$ \$ \$	- -
		Sub Total	\$	-
Road Markings & Signs				
	Number	Rate	Cost	
R2-2 R2-3 R4-11 W11-1 R3-13 W20-1.1 Road Name signs Pavement Markings	Length	Sub Total Rate	\$ \$ \$ \$ \$ \$ \$ \$ Cost	
Slip Form Pre Cast Mountable Kerb & Nib			\$ \$ \$	- - -
		Sub Total	\$	-
Total Roading Assets to Ve	est		\$	-

BOTANICAL NAME	COMMON NAME	Grade	No.	Rate		Cost
STREET TREES:						
					\$	-
					⊅ ¢	-
					↓ \$	_
					\$	-
					\$	-
				Sub Total	\$	-
ESERVE					\$	-
					\$	-
					\$	-
					\$	-
					\$	-
				Sub Total	\$	-
TORMWATER QUALITY	POND:					
100.					\$	-
					\$	-
					\$	-
					\$	-
					⊅ ¢	-
hrub:					Ψ	_
					\$	-
					\$	-
					\$	-
					\$ ¢	-
					\$	-
Ground covers:						
					\$	-
					\$	-
					\$	-
					Ф \$	-
					\$	-
				Sub Total	\$	-
Total Planting Assets	to Vest				¢	



Amenities Adde	endum		
No.	Rate		Cos
		\$	-
		⊅ \$	-
		\$	-
	Sub Total	\$	-
No.	Rate		Cost
		\$ \$	-
	Sub Total	\$	-
	Sub Total	\$	_
erve Amenities	Assets to Vest	\$	_
	Amenities Adde	Amenities Addendum No. Rate Sub Total No. Rate Sub Total Sub Total Sub Total	Amenities Addendum No. Rate No. Rate Sub Total \$ No. Rate Sub Total \$ Sub Total \$



Footpaths/Pram Crossings/V	ehicle Crossings			
Footpaths				
Туре	Area (sqm)	Rate	Cost	
Street Footpath (1.50m wide) Street Footpath (3.0m wide) Reserve Footpath Exposed Aggregate			\$ \$ \$	- - -
		Sub Total	\$	-
Crossings				
Туре	Area (sqm)	Rate	Cost	
Pram Crossing Vehicle Crossing			\$ \$	-
		Sub Total	\$	-
Other				
Туре	Area (sqm)	Rate	Cost	
Parking bays			\$	-
Total Footpaths & Crossing /	Assets to Vest		\$	-

Appendix E

Electronic As-Built Requirements



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1 <u>PURPOSE</u>

1.1 BACKGROUND

This document is derived from Version 0.1 of the Papakura District Council Digital Data Supply, Technical Specification 16/02/2007. This document and appendices describe in detail the requirements for the supply of digital spatial data to the Papakura District Council (PDC), from external sources and relates to all As-Built data for storm water, water and waste water, lot boundaries, building edits, kerblines, traffic islands, parks and reserves. Such data that is to be integrated into the Council's Geographic Information System (GIS) requires that data supplied from external sources to be of a defined standard.

In addition, attributes (data pertaining to a particular feature) should be required to be supplied according to Council's standards, where possible.

The standards will be updated on a regular basis, as more information is required by Council, and Council's customers. Furthermore Council standards may change due to Auckland Regional and national requirements and changes to technology.

Advancements and developments in technology may facilitate changes to this methodology in the near future. Such changes will include a more seamless approach to the supply of data, whereby Council can provide digital definitions and specifications of data via the functions of the software. It is envisaged that such a process would increase turn-around time of subdivision approval and integrate GIS more closely with the subdivision process. Consequently this document could change significantly.

1.2 OBJECTIVES

To achieve a workable and standardised specification for the integration of digital spatial data into PDC systems

2 <u>TECHNICAL SPECIFICATION</u>

Currently PDC maintains data that could be described as being categorised in three fundamental groups. These are

- Cadastral
- Asset based
- Topographic.

Cadastral data is normally updated via a regular update where data is provided by intermediary data suppliers which is sourced from Land Information New Zealand (LINZ). LINZ data is continually updated, primarily due to sub-division development and re-surveying. However, for 223 purposes, Council also receives data that has not yet been approved. These data are captured in the GIS for operational purposes.

Asset based data includes under-ground water based services (storm water, waste water and water), and parks and reserves.



Topographic data includes building footprints, kerb outlines and traffic islands. Other topographic data such as contour, land-use, soil-types, Lidar and aerial photography are sourced by other third party agencies.

2.1 SPATIAL SPECIFICATION – DATA FORMAT

The PDC operates modern GIS software supplied from the ESRI suite of products. ESRI is able to read a number of spatial data formats. These include Shapefile, Personal Geodatabase, SDE Geodatabase, file-based Geodatabase, DXF, DWG, geo-referenced image files (e.g. TIFF, JPEG, ECW et al), and others if the ESRI extensions are available. At present, the PDC operates their GIS in the File Geodatabase format.

Shapefile is a common data export format between GIS software, including MapInfo, Geomedia, Autodesk and others. Most large engineering and planning consultancies operate GIS. Consequently, the preferred data format for supply is Shapefile. Smaller suppliers will often have CAD based systems and are unable to supply data as Shapefile. Therefore DXF or DWG is the lowest common denominator for supply. However, DXF or DWG data has low functionality for providing attribute values in GIS. If data is to be supplied in DXF or DWG, then features within this format should be numbered accordingly, where that number can be correspondingly matched to an attached MS Excel spreadsheet or MS Access database table.

TABLE 1.0

Preferred Data Format	Attribute Storage
Shapefile	Associated .dbf file
DXF	Attached spreadsheet or
	database table

2.2 SPATIAL SPECIFICATION – DATA PROJECTION / COORDINATE SYSTEM

PDC is fully operational in the NZGD 2000 geodetic datum projected in the New Transverse Mercator projection (NZTM). This datum and projection is the national standard – not the local circuit standard (Mt Eden local circuit). NZGD 2000 is the 2000 variance of WGS 1984.

Previously PDC operated in the New Zealand Map Grid coordinate system (geodetic datum 1949). Below is the preferred projection and/or coordinate systems for supply of spatial data to PDC.

All spatial data is supplied as points, lines or polygons.

TABLE 2.

Preferred Projection / Coordinate System	Alternate
1. NZTM (NZGD 2000)	NZTM (NZGD 2000) – Mt Eden Local Circuit
2. NZMG	NZMG – Mt Eden Local Circuit

PDC's GIS can read all of the above systems but all spatial data supplies must be accompanied with documentation stating which system is being used. This saves a significant amount of time in trying to ascertain what projection is being used. If no statement



of projection or coordinate system is supplied to the GIS department, the data will not be accepted.

2.3 LAYER TYPE

Layer types relate to the differing levels of data supplied as layers required by the PDC. Layers relevant to this specification are only included in this document. These layers can conveniently be categorised into asset groups where appropriate.

All data should be supplied in their distinctive layers as defined below.

TABLE 3.

Layers	
Stormwater Pipes	Water Feature Points
Stormwater Feature Points	Water Connections
Stormwater Connections	Kerb Lines
Stormwater Ponds	Building Footprints
Wastewater Pipes	Lot Boundaries
Wastewater Feature	Traffic Islands
Points	
Wastewater Connections	Parks and Reserves Data
Water Pipes	

2.4 ATTRIBUTE SPECIFICATION

These are defined in the appendices below. The asset types within each of the layers, the attribute types and the values for the attribute types are defined in the appendices below. Only the asset attribute data for stormwater are documented at this stage. Attributes for kerbs, traffic islands, building footprints and parks are not yet required. The table below illustrates the hierarchy.





3 APPENDICES

3.1 APPENDIX 1 – STORM WATER FEATURE CODES

		Asset Type	GIS Feature
Asset Group	Asset Type	Code	Туре
Stormwater Feature Point	BLANK CAP	SBBC	POINT
Stormwater Feature Point	CESSPIT	SCC	POINT
Stormwater Pipe	CESSPIT LEAD	SIIO	LINE
Stormwater Feature Point	CHAMBER	SMFC	POINT
Stormwater Pipe	CONNECTION	SPCX	LINE
Stormwater Feature Point	DOUBLE CESSPIT	SCDC	POINT
Stormwater Pond	DRY DETENTION POND	SPDD	POLYGON
Stormwater Feature Point	INLET/OUTLET	SIIO	POINT
Stormwater Feature Point	JOIN	SBJN	POINT
Stormwater Feature Point	LAMPHOLE	SMFL	POINT
Stormwater Pipe	MAIN	SPM	LINE
Stormwater Pipe	MAIN - PRIVATE	SPMP	LINE
Stormwater Feature Point	MANHOLE - FORMED IN-SITU	SMFF	POINT
Stormwater Feature Point	MANHOLE - PRECAST	SMHP	POINT
Stormwater Pipe	OPEN DRAIN	SOOD	LINE
Stormwater Feature Point	RECHARGE PIT	SCRP	POINT
Stormwater Feature Point	SOAKHOLE	SMSH	POINT
Stormwater Pipe	WATERCOURSE	SOW	LINE
Stormwater Pond	WET DETENTION POND	SPWD	POLYGON
Stormwater Pond	WET TREATMENT POND	SPWT	POLYGON
	WETLANDS TREATMENT		
Stormwater Pond	AREA	SPWA	POLYGON
	et he eventied as discrete "levere"	o a Storm wate	r Dingo Storm

Each **asset group** type **must** be supplied as discrete "layers" e.g. Storm water Pipes, Storm water points (manholes etc)



3.2 APPENDIX 2 – STORM WATER ATTRIBUTE TYPES

Storm water attribute information is stored and maintained in the Confirm Asset Management System. Consequently, the attributes in storm water are more comprehensive.

Asset Type Code	Asset Type	Attribute Field Name Description	Associated Attribute Field Names
SCC	CESSPIT		
0000			
SCDC	DOUBLE CESSPII		
SPCI			
SFUL	CESSFIT LEAD		
SCRP	RECHARGE PIT		11
00111		WIDTH	WDTH
		DEPTH	DPTH
		LENGTH	LGTH
			20111
SBBC	BLANK CAP	INVERT LEVEL	IL
0000	DEMARCON		
SBJN	JOIN	INVERT LEVEL	IL
SMFC	CHAMBER	INLET DEPTH 1	IL1
		INLET DEPTH 2	IL2
		INLET DEPTH 3	IL3
		INLET DEPTH 4	IL4
		INLET DEPTH 5	IL5
		INLET DEPTH 6	IL6
		INVERT LEVEL	IL
		LID LEVEL	LL
		MANHOLE	
		DIAMETER	MDIA
SMFL	LAMPHOLE	INLET DEPTH 1	IL1
		INLET DEPTH 2	IL2
		INLET DEPTH 3	IL3
		INLET DEPTH 4	IL4
		INLET DEPTH 5	IL5
			IL6
			ΜΠΙΔ
SMSH	SOAKHOLE	INLET DEPTH 1	1
		INLET DEPTH 2	2
		INLET DEPTH 3	IL3
L	1		1 7



		INLET DEPTH 4	IL4
		INLET DEPTH 5	IL5
		INLET DEPTH 6	IL6
		INVERT LEVEL	IL
		LID LEVEL	LL
		MANHOLE	
		DIAMETER	MDIA
SIIO	INLET/OUTLET	INLET DEPTH 1	IL1
		INLET DEPTH 2	IL2
		INLET DEPTH 3	IL3
		INLET DEPTH 4	IL4
		INLET DEPTH 5	IL5
		INLET DEPTH 6	IL6
		LID LEVEL	LL
SMHP	MANHOLE - PRECAST	INLET DEPTH 1	IL1
		INLET DEPTH 2	IL2
		INLET DEPTH 3	IL3
		INLET DEPTH 4	IL4
		INLET DEPTH 5	IL5
		INLET DEPTH 6	IL6
		INVERT LEVEL	IL
		LID LEVEL	LL
		MANHOLE	
		DIAMETER	MDIA
	MANHOLE - FORMED IN-	MANHOLE	
SMFF	SITU	DIAMETER	MDIA
SPM	MAIN	PIPE DIAMETER	PDIA
		PIPE MATERIAL	PMAT
		OPEN DRAIN	
SOOD	OPEN DRAIN	MATERIAL	ODM
		WIDTH	WDTH
SOW	WATERCOURSE		ODM
50W	WATERCOURSE		
		חוטוא	WDIH
SPCY			ртин
	CONNECTION	WANNUCLE	



3.3 APPENDIX 3 - STORMWATER ATTRIBUTE CODES

Attribute	Attribute		Attributes Value
Name	Field Code	Attribute Description	Codes
			DATE TEXT INPUT
DATE		DATE INSTALLED	(DD/MM/YYYY)
			FREE NUMERIC
COVER			INPUT - METRES
DIAMETER	CDIA		(0.00)
MANHOLE			
DIAMETER	MDIA	0	1
		1050	1050
		1200	1200
		1350	1350
		1500	1500
		1800	1800
			FREE NUMERIC
			INPUT - METRES
INVERT LEVEL	IL		(0.00)
			FREE NUMERIC
OUTLET			INPUT - METRES
DEPTH	ODPT		(0.00)
			FREE NUMERIC
OUTLET			INPUT - (LITRES PER
CAPACITY	OLCP		SEC)
			(0.00)
			INPUT - METRES
INLET DEPTH 2	ILD2		(0.00)
			FREÉ NUMERIC
			INPUT - METRES
INLET DEPTH 3	ILD3		(0.00)
			FREE NUMERIC
			INPUT - METRES
INLET DEPTH 4	ILD4		
INLET DEPTH 5	ILD5		(0.00)
	1200		FREE NUMERIC
			INPUT - METRES
INLET DEPTH 6	ILD6		(0.00)
			FREE NUMERIC
NUMBER OF			INPUT - (NUMBER
INLETS	NOII		OF)
DIOTANOS TO			
			(0.00)
MATERIAI	PMAT	ASBESTOS CEMENT	AC
		BRICK	BRCK
		BRIOR	BROR



		CAST IRON	CI
		CONCRETE	CONC
		CORRUGATED	
		ALUMINIUM	CA
		CORRUGATED STEEL	CS
		CORRUGATED	
		UNPLASTICISED PVC	CPVC
		GALVANISED IRON	GI
		GALVANISED STEEL	GS
		GLAZED EARTHENWARE	GEW
		HIGH DENSITY	
		POLYETHELENE	HDPE
		POLYETHELENE	MDPE
		NOVA	NOVA
			PCPI
		CONCRETE	RC
		REINFORCED	
		CONCRETE FLUSH JOIN	RCFJ
		UNGLAZED	
		EARTHENWARE	UGEW
		UNPLASTICISED PVC	UPVC
PIPE			
DIAMETER*	PDIA	0	0
		100	100
		110	440
		110	110
		150	110
		150 175	110 150 175
		150 175 200	110 150 175 200
		110 150 175 200 225	110 150 175 200 225
		110 150 175 200 225 250	110 150 175 200 225 250
		110 150 175 200 225 250 275	110 150 175 200 225 250 275
		110 150 175 200 225 250 275 300	110 150 175 200 225 250 275 300
		110 150 175 200 225 250 275 300 315	110 150 175 200 225 250 275 300 315
		110 150 175 200 225 250 275 300 315 350	110 150 175 200 225 250 275 300 315 350
		110 150 175 200 225 250 275 300 315 350 375	110 150 175 200 225 250 275 300 315 350 375
		110 150 175 200 225 250 275 300 315 350 375 400	110 150 175 200 225 250 275 300 315 350 375 400
		110 150 175 200 225 250 275 300 315 350 375 400 425	110 150 175 200 225 250 275 300 315 350 375 400 425
		110 150 175 200 225 250 275 300 315 350 375 400 425 450	110 150 175 200 225 250 275 300 315 350 375 400 425 450
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475	110 150 175 200 225 250 275 300 315 350 375 400 425 450
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650	110 150 175 200 225 250 275 300 315 350 375 400 425 450 500 525 575 600 650
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675 700	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675 700
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675 700 750	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675 700 750
		110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675 700 750 800	110 150 175 200 225 250 275 300 315 350 375 400 425 450 475 500 525 575 600 650 675 700 750 800



		850	850
		900	900
		1000	1000
		1050	1050
		1200	1200
		1350	1350
		1375	1375
		1500	1500
		1650	1650
		1800	1800
		2100	2100
		2200	2200
			FREE NUMERIC
			INPUT - METRES
LENGTH	LGTH		(0.00)
			FREE NUMERIC
			INPUT - METRES
WIDTH	WDTH		(0.00)
			FREE NUMERIC
			INPUT - METRES
DIAMETER	DIAM		(0.00)
			FREE NUMERIC
			INPUT - CUBIC
VOLUME (m3)	VOL		METRES (0.00)

3.4 APPENDIX 4 – STORM WATER PONDS

Storm water data will be required for volumes, levels, etc. Apply to the Storm Water Planning Engineer for data requirement.

3.5 <u>APPENDIX 5 – WASTE WATER FEATURE CODES</u>

		GIS Feature		
Asset Type	Asset Code	Туре	Asset Group	
AIR VALVE	SS_AV	POINT	Sewer Feature Point	
BLANKCAP	SS_BC	POINT	Sewer Feature Point	
CHAMBER	SS_CH	POINT	Sewer Feature Point	
JOIN	SS_J	POINT	Sewer Feature Point	
LAMPHOLE	SS_LH	POINT	Sewer Feature Point	
MANHOLE	SS_MH	POINT	Sewer Feature Point	
PUMPSTATION	SS_PS	POINT	Sewer Feature Point	
VENT	SS_VH	POINT	Sewer Feature Point	
SEWER MAIN	SS_PIPE	LINE	Sewer Pipe	
RISING MAIN	SS_RISING	LINE	Sewer Pipe	
CONNECTION	SS_CON	LINE	Sewer Pipe	
Each asset group type should be supplied as discrete "layers".				
Length will be calculated spatially based on coordinates supplied for each feature or vertex				
on a line. Area will also be spatially calculated. e.g. cesspits, manholes, chambers can be				
supplied as a single layer as long as they are identified as such				



3.6 APPENDIX 6 - WASTE WATER ATTRIBUTE CODES

	Attribute	Attribute	Attribute Values	
Attribute Name	Field Name	Description	Codes	Applies to:
			FREE NUMERIC	All Sewer
MANHOLE			INPUT - METRES	Feature
DEPTH	MH_DEPTH		(0.00)	Points
				All Sewer
			(0.00)	Points
				All Sewer
			INPUT - METRES	Feature
INVERT LEVEL	INV_LEV		(0.00)	Points
				All Sewer
				Feature
				Points and
				Pipes
				(excluding
DATE	DATE_LAD			All Sewer
PIPE DIAMETER	DIAMETER	20mm	20	Pipes
		25mm	25	
		32mm	32	
		38mm	38	
		40mm	40	
		50mm	50	
		63mm	63	
		65mm	65	
		75mm	75	
		80mm	80	-
		85mm	85	-
		100mm	100	-
		110mm	110	-
		150mm	150	
		160mm	160	
		200mm	200	
		200mm	200	
		220mm	220	
		250mm	250	
		300mm	300	
		380mm	380	
		600mm	600	
		1050mm	1050	-
		1200mm	1200	
		1800mm	1800	1
		ASBESTOS		All Sewer
PIPE MATERIAL	MATERIAL	CONCRETE	AC	Pipes
		CONCRETE	-	1
		LINED MILD		
		STEEL	CLMS	
		CONCRETE	CONC	
		FIBRE LIGHT	FBRLT	ļ
		GLAZED	GEW	



		EARTHENWARE		
		HIGH DENSITY		
		POLYETHELENE	HDPE	
		MEDIUM		
		DENSITY		
		POLYETHELENE	MDPE	
		POLYVINYL		
		CHLORIDE	PVC	
		UNPLASTICISED		
		POLYVINYL		
		CHLORIDE	UPVC	
			FREE NUMERIC	
DISTANCE TO			INPUT - METRES	
MANHOLE	DIST_TO_MA		(0.00)	Connections



3.7 APPENDIX 7 - WATER FEATURE CODES

Asset Type	Asset Code	GIS Feature Type	Asset Group	
AIR VALVE	WM_AV	POINT	Water Feature Point	
BLANKCAP	WM_BC	POINT	Water Feature Point	
BUILK METER	WM_BM	POINT	Water Feature Point	
CHAMBER	WM_CH	POINT	Water Feature Point	
FIRE SERVICE				
VALVE	WM_FSV	POINT	Water Feature Point	
HYDRANT	WM_HYD	POINT	Water Feature Point	
JOIN	WM_J	POINT	Water Feature Point	
PUMPSTATION	WM_PS	POINT	Water Feature Point	
PEET VALVE	WM_PV	POINT	Water Feature Point	
REDUCER	WM_RED	POINT	Water Feature Point	
SCOUR VALVE	WM_SCV	POINT	Water Feature Point	
SHUT VALVE	WM_SHV	POINT	Water Feature Point	
SLUICE VALVE	WM_SV	POINT	Water Feature Point	
T-JUNCTION	WM_TJ	POINT	Water Feature Point	
VALVE	WM_V	POINT	Water Feature Point	
WHEEL VALVE	WM_WV	POINT	Water Feature Point	
MAIN	WM_PIPE	LINE	Water Pipe	
CONNECTION	WM_CON	LINE	Water Pipe	
Each asset group type should be supplied as discrete "layers" e.g. cesspits, manholes,				
chambers can be supplied as a single layer as long as they are identified as such. Length will				
be calculated spatia	Ily based on coordinate	es supplied for each featu	re or vertex on a line. Area	
will also be spatially calculated.				



3.8 APPENDIX 8 - WATER ATTRIBUTE CODES

	Attribute			
Attribute	Field	Attribute	Attribute Values	
Name	Names	Description	Codes	Applies to:
			FREE NUMERIC	
			INPUT - METRES	All Water
	LID_LEV		(0.00)	Feature Points
				All Water
				and Pipes
				(excl
DATE	DATE LAID		DD/MM/YYYY	Connections)
PIPE				All Water
DIAMETER	DIAMETER	20mm	20	Pipes
		25mm	25	
		32mm	32	
		38mm	38	
		40mm	40	
		50mm	50	
		63mm	63	
		65mm	65	
		75mm	75	
		80mm	80	
		85mm	85	
		100mm	100	
		110mm	110	
		150mm	150	
		160mm	160	
		200mm	200	
		225mm	225	
		230mm	230	
		250mm	250	
		300mm	300	
		380mm	380	
		600mm	600	
		1050mm	1050	
		1200mm	1200	
		1800mm	1800	
PIPE		ASBESTOS		All Water
MATERIAL	MATERIAL	CONCRETE	AC	Pipes
		ALKATHENE	ALKTHN	
		CAST IRON	CI	
		CONCRETE LINED		
		MILD STEEL	CLMS	
		CONCRETE	CONC	
		DUCTILE IRON	DI	
		GALVINISED IRON	GI	
		MEDIUM DENSITY		
			MDPE	
			MPVC	
L				



		POLYETHELENE	PE	
		POLYVINYL		
		CHLORIDE	PVC	
		UNPLASTICISED		
		POLYVINYL		
		CHLORIDE	UPVC	
		FIBRE LITE	FBRLT	
		COPPER	COPP	
DISTANCE			FREE NUMERIC	
ТО			INPUT - METRES	
MANHOLE	DIST_TO_MA		(0.00)	Connections

3.9 APPENDIX 9 – ATTRIBUTE TABLE STRUCTURES

Below are examples of how an attribute table should be structured for a water pipe and water point feature respectively.

Asset Type	ID	Material	Diameter
WM_PIPE	001	PVC	150
WM_PIPE	002	FBRLT	100

Asset Type	ID	Lid_Level
WM_HYD	001	1.23
WM_RED	002	1.24

3.10 APPENDIX 10 - KERBLINES

No attributes needed for kerblines at this point in time.

Asset Group	Asset Code	GIS Feature Type
KERBLINES	KERB	POLYLINE

3.11 APPENDIX 11 – BUILDING FOOTPRINTS

Asset Group	Asset Code	GIS Feature Type
BUILDING FOOTPRINTS	BUILDING	POLYGON



3.12 APPENDIX 12 – LOT BOUNDARIES

Asset Group	Asset Code	GIS Feature Type
LOT BOUNDARIES	PARCELS	POLYGON

3.13 APPENDIX 13 - TRAFFIC ISLANDS

No attributes needed for traffic islands at this point in time.

Asset Group	Asset Code	GIS Feature Type
TRAFFIC ISLANDS	TRAFFIC ISLANDS	POLYLINE

3.14 APPENDIX 14 – PARKS AND RESERVES FEATURE TYPES

		Feature Type
Asset Feature Group	Asset Feature Type	Code
P-Play Surfaces	P-Artificial Cricket Wicket	PS11
P-Play Surfaces	P-Artificial Hockey Field	PS12
P-Sportsfields - Summer	P-Athletics Track	SP21
P-Bed	P-Bed - Floral	GD11
P-Bed	P-Bed - Floral Planter	GD12
P-Bed	P-Bed - Groundcover	GD13
P-Bed	P-Bed - Rose	GD14
P-Bed	P-Bed - Shrubs (General)	GD15
P-Bins	P-Bin - Dog	BN11
P-Bins	P-Bin - Litter	BN12
P-Play Surfaces	P-BMX Track	PS13
P-Boardwalks	P-Boardwalk - Aquatic	BW11
P-Boardwalks	P-Boardwalk - Land	BW12
P-Boardwalks	P-Boardwalk - Stairs	BW13
P-Aquatic Structures	P-Boat Ramp	AQ21
P-Bollards	P-Bollards	BL11
P-Play Surfaces	P-Bowling Green	PS14
P-Building	P-Building - Amenity Block	BU12
P-Building	P-Building - Civic	BU13
P-Building	P-Building - Club/Association	BU14
P-Building	P-Building - Community	BU15
P-Building	P-Building - Council House	BU11
P-Building	P-Building - Grandstand	BU16
P-Building	P-Building - Information Kiosk	BU17
P-Building	P-Building - Park House	BU18
P-Building	P-Building - Pavilion	BU19
P-Building	P-Building - Pavilion Toilet	BU1A
P-Building	P-Building - Private	BU1B



P-Building	P-Building - Pump Shed	BU1C
P-Building	P-Building - Shed	BU1D
P-Building	P-Building - Ticket Booth	BU1F
P-Building	P-Building - Toilets	BU1E
P-Carpark/Drive	P-Car Park (Asphalt)	HS21
P-Carpark/Drive	P-Car Park (Chip Seal)	HS22
P-Carpark/Drive	P-Car Park (Cobble Block)	HS23
P-Carpark/Drive	P-Car Park (Concrete)	HS24
P-Carpark/Drive	P-Car Park (Gravel)	HS25
P-Carpark/Drive	P-Car Park (Miscellaneous)	HS26
P-Artwork/Monument	P-Cenotaph	AW11
P-Sports Feature	P-Cricket Nets	SF11
P-Sports Feature	P-Cricket Wicket Blocks	SF12
P-Sportsfields - Summer	P-CricketOutfield	SP22
P-Play Surfaces	P-Croquet	PS15
P-Fountains	P-Drinking Fountain	PF11
P-Fence	P-Fence - Boundary Private	FN22
P-Fence	P-Fence - Boundary Public	FN21
P-Fence	P-Fence - Security	FN27
P-Lighting	P-Floodlight	LT11
P-Bridges	P-Footbridge	BD11
P-Furniture	P-Furniture - BBQ Electric	FU11
P-Furniture	P-Furniture - BBQ Gas	FU12
P-Furniture	P-Furniture - BBQ Open Fire	FU13
P-Furniture	P-Furniture - Bench	FU14
P-Furniture	P-Furniture - Clock	FU15
P-Furniture	P-Furniture - Cycle Barrier	FU20
P-Furniture	P-Furniture - Cycle Stand	FU16
P-Furniture	P-Furniture - Flagpole	FU17
P-Furniture	P-Furniture - Picnic Table	FU18
P-Furniture	P-Furniture - Seat	FU19
P-Furniture	P-Furniture - Tap	FU21
P-Furniture	P-Furniture - Tree Cages	FU1A
P-Furniture	P-Furniture - Walkers Stile	FU1B
P-Gates	P-Gates - Barrier Arm	FN11
P-Gates	P-Gates - Pedestrian	FN12
P-Gates	P-Gates - Stock	FN13
P-Gates	P-Gates - Vehicular	FN14
P-Sports Feature	P-Goal Posts	SF13
P-Grass	P-Grass (Type A)	TF11
P-Grass	P-Grass (Type B)	TF12
P-Grass	P-Grass (Type C)	TF13
P-Grass	P-Grass (Type D)	TF14
P-Graves	P-Grave Area	GR11



P-Graves	P-Graves Concrete Beams	GR12
P-Graves	P-Graves Mown Area	GR13
P-Graves	P-Graves Planted Areas	GR14
P-Graves	P-Graves Unplanted/Un- mown	GR15
P-Play Surfaces	P-Half Court	PS16
P-Hedges	P-Hedge - 0 to 1m	HB11
P-Hedges	P-Hedge - 1m to 2.5m	HB12
P-Sportsfields - Winter	P-Hockey	SP11
P-Sports Feature	P-Hoop	SF14
P-Aquatic Structures	P-Jetty	AQ22
P-Lake	P-Lake	WF31
P-Memorial	P-Memorial Garden	MW11
P-Memorial	P-Memorial Tree	MW12
P-Memorial	P-Memorial Wall	MW13
P-Play Surfaces	P-Miscellaneous	PS17
P-Artwork/Monument	P-Monument	AW12
P-Artwork/Monument	P-Mural	AW13
P-Play Surfaces	P-Netball Court	PS18
P-Fountains	P-Ornamental Fountain (Large)	PF12
P-Fountains	P-Ornamental Fountain (Small)	PF13
P-Lighting	P-Park Light	LT12
P-Path	P-Path (Asphalt)	HS36
P-Path	P-Path (Brick)	HS31
P-Path	P-Path (Chip Seal)	HS37
P-Path	P-Path (Cobble)	HS38
P-Path	P-Path (Concrete)	HS32
P-Path	P-Path (Gravel)	HS33
P-Path	P-Path (Misc)	HS34
P-Path	P-Path (Steps)	HS35
P-Open Structures	P-Pegola	OS15
P-Plaque	P-Plaque	PP11
P-Play Equipment (Climbing)	P-Play - Balance Beam	PE21
P-Play Equipment (Moving)	P-Play - Cantilever Tyre Swing	PE31
P-Play Equipment (Climbing)	P-Play - Chains	PE22
P-Play Equipment (Climbing)	P-Play - Climbing Structure	PE29
P-Play Equipment (Climbing)	P-Play - Climbing Wall	PE23
P-Play Equipment-Modular Unit	P-Play - Comp Structure	PE51
P-Play Equipment (Moving)	P-Play - Horse	PE32
P-Play Equipment (Climbing)	P-Play - Logs	PE24
P-Play Equipment (Climbing)	P-Play - Monkey Bars	PE25
P-Play Equipment (Climbing)	P-Play - Rings on Chains	PE26



P-Play Equipment (Climbing)	P-Play - Rope	PE27
P-Play Equipment (Moving)	P-Play - Roundabout	PE33
P-Play Equipment (Moving)	P-Play - See - Saw	PE34
P-Play Equipment (General)	P-Play - Slides (Stand Alone)	PE11
P-Play Equipment (Moving)	P-Play - Solo Spinner	PE35
P-Play Equipment (Swings)	P-Play - Swing	PE41
P-Play Equipment (Swings)	P-Play - Swing (Modular)	PE42
P-Play Equipment (Moving)	P-Play - Swing Bridge	PE36
P-Play Equipment (Climbing)	P-Play - Tyres	PE28
P-Playground Site	P-Playground	WS21
P-Play Equipment (General)	P-Playground Equipment	PE12
P-Aquatic Features	P-Pool (Ornamental)	AQ11
P-Aquatic Features	P-Pool (Paddling)	AQ12
P-Ramp	P-Ramp	HS41
P-Wetland Plantings	P-Riparian Planting	GD21
P-Carpark/Drive	P-Road	HS27
P-Sportsfields - Winter	P-Rugby	SP12
P-Sportsfields - Winter	P-Rugby League	SP13
P-Sports Feature	P-Scoreboard	SF15
P-Artwork/Monument	P-Sculpture	AW14
P-Open Structures	P-Shelter	OS11
P-Signs	P-Sign - Bylaw	SN11
P-Signs	P-Sign - Community Noticeboard	SN12
P-Signs	P-Sign - Information Board	SN13
P-Signs	P-Sign - Miscellaneous	SN14
P-Signs	P-Sign - Park Name	SN16
P-Signs	P-Sign - Route	SN15
P-Sports Feature	P-Skate Park	SF16
P-Play Surfaces	P-Skateboard Area	PS19
P-Sports Feature	P-Skateboard Ramp	SF17
P-Sportsfields - Winter	P-Soccer	SP14
P-Sports Feature	P-Softball Nets	SF18
P-Sportsfields - Summer	P-SoftballDiamond	SP23
P-Open Structures	P-Soundshell	OS12
P-Lighting	P-Special Lighting	LT13
P-Artwork/Monument	P-Statue	AW15
P-Ponds	P-Stormwater Detention	WF41
P-Rivers and Streams (m)	P-Streams	WF21
P-Structures	P-Structure	ST11
P-Structures	P-Structures (Platform)	ST12
P-Open Structures	P-Sunshade	OS13
P-Play Surfaces	P-Tennis Court	PS1A
P-Sportsfields - Summer	P-Touch	SP24



P-Tracks	HS11
P-Tree	TR11
P-Tree & Bush Grouping	
Various	WD11
P-Trees (Native Bush)	WD12
P-Trees (Speciman)	WD15
P-Trees (Woodlots Forestry)	WD13
P-Trees (Woodlots Mixed)	WD14
P-Undersurface (Bark)	PU11
P-Undersurface (Hard	
Surface)	PU12
,	
P-Undersurface (Misc)	PU13
P-Viewing Platform	OS14
P-Wall - 100% Owned	FN31
P-Wall - 50% Owned	FN32
P-Wall - Boundary Retaining	FN33
P-Wetland	WF11
P-Wharf	AQ23
P-Whole Site	WS11
	P-TracksP-TreeP-Tree & Bush Grouping VariousP-Trees (Native Bush)P-Trees (Speciman)P-Trees (Woodlots Forestry)P-Trees (Woodlots Mixed)P-Trees (Woodlots Mixed)P-Undersurface (Bark)P-Undersurface (Hard Surface)P-Undersurface (Misc)P-Viewing PlatformP-Wall - 100% OwnedP-Wall - 50% OwnedP-Wall - Boundary RetainingP-WharfP-Whole Site

3.15 PARKS AND RESERVES ATTRIBUTE VALUES

These are only supplied where they are known.

Attribute	Asset Type	Attribute Type Code	Attribute Description
AB8	Abatement Type	TBC	TBC
PAW1	Art Work - Size	3	Large
PAW1	Art Work - Size	2	Medium
PAW1	Art Work - Size	NA	Not Applicable
PAW1	Art Work - Size	1	Small
P014	Base Material	5	Asphalt
P014	Base Material	4	Bark
P014	Base Material	1	Concrete
P014	Base Material	3	Grass
P014	Base Material	NA	Not Applicable
P014	Base Material	2	Stamped Concrete
PG05	Bed Maturity	2	Immature
PG05	Bed Maturity	1	Mature
PG05	Bed Maturity	NA	Not Applicable
PG05	Bed Maturity	NK	Not Known
PG05	Bed Maturity	4	Over Mature
PG05	Bed Maturity	3	Ready for Replacement



1		1	1
PBQ2	Coin Operated	2	No
PBQ2	Coin Operated	NA	Not Applicable
PBQ2	Coin Operated	1	Yes
CMNT	Comment	UNKN	Unknown
PWD1	Development Status	1	Fully Developed
PWD1	Development Status	NA	Not Applicable
PWD1	Development Status	NK	Not Known
PWD1	Development Status	2	Partially Developed
PWD1	Development Status	4	Under Developer Maintenance
PWD1	Development Status	3	Undeveloped
PF02	Fence Style	3	Chain
PF02	Fence Style	11	Close Boarded
PF02	Fence Style	4	Mesh
PF02	Fence Style	9	Multi Strand Wire
PF02	Fence Style	NA	Not Applicable
PF02	Fence Style	NK	Not Known
PF02	Fence Style	6	Paling
PF02	Fence Style	7	Picket
PF02	Fence Style	2	Post & Rail
PF02	Fence Style	5	Solid
PF02	Fence Style	12	Swimming Pool
PF02	Fence Style	10	Trellis
PF02	Fence Style	8	Waratah
PF02	Fence Style	1	Wire Rope
GCAT	Grass Category	NA	Not Applicable
GCAT	Grass Category	1	25mm to 40mm
GCAT	Grass Category	2	25mm to 60mm
GCAT	Grass Category	3	40mm to 75mm
GCAT	Grass Category	4	50mm to 300mm
PG04	Groundcover Type of Plants	2	Conifers
PG04	Groundcover Type of Plants	1	Grasses
PG04	Groundcover Type of Plants	5	Hypericum
1004	Groundcover Type of	0	
PG04	Plants	3	lvy
PG04	Groundcover Type of Plants	4	Mixed
PG04	Groundcover Type of Plants	NA	Not Applicable
PG04	Plants	NK	Not Known
LB04	Litter Bin - Liner	2	No
LB04	Litter Bin - Liner	NA	Not Applicable
LB04	Litter Bin - Liner	1	Yes
LB02	Litter Bin - Style	2	Cage



LB02Litter Bin - Style3DLB02Litter Bin - StyleNANot ApplicableLB02Litter Bin - Style1SolidLB02Litter Bin - Style1SolidPWM1Management Plan3NoPWM1Management Plan1YesPWM1Management Plan1YesManufacture - PlayPEM1Equip2AusplayPEM1Equip3Little TykesPEM1Equip3Little TykesPEM1Equip7Not ApplicablePEM1Equip7Not ApplicablePEM1Equip1PlayCoManufacture - Play-PlayCoPEM1Equip1Playground CentreManufacture - PlayPEM1Equip9Playground CentreManufacture - PlayPEM1Equip8PlayworldManufacture - PlayPEM1Equip6Wooden Pole - Old StyleMVMargins VegetationTRUETRUEMVMargins VegetationTRUE-POM1Mechanism3ManualOperatingPOM1Mechanism1Mechanism1MechanismQoperatingPOM1Mechanism1Mechanism1MechanismQoperatingPO				
LB02Litter Bin - Style4DrumLB02Litter Bin - StyleNANot ApplicableLB02Litter Bin - Style1SolidPWM1Management Plan3NoPWM1Management Plan1YesPEM1Equip2AusplayPEM1Equip3Little TykesManufacture - PlayPEM1Equip7Not ApplicablePEM1Equip7Not ApplicablePEM1Equip7Not KnownPEM1Equip5PlayCoManufacture - PlayPEM1Equip5PlayCoManufacture - PlayPEM1Equip1Playground CentreManufacture - PlayPEM1Equip9Playground PeopleManufacture - PlayPEM1Equip4Steel Pole - Old StyleManufacture - PlayManufacture - Play-PEM1Equip6Wooden Pole - Old StyleManufacture - PlayPEM1Equip6Wooden Pole - Old StyleManufacture - PlayPEM1Equip6Wooden Pole - Old StyleManufacture - PlayPEM1Equip6Wooden Pole - Old StyleMonufacture - PlayPEM1Equip6Wooden Pole - Old Style<	LB02	Litter Bin - Style	3	D
LB02Litter Bin - StyleNANot ApplicableLB02Litter Bin - Style5SlattedLB02Litter Bin - Style1SolidPWM1Management PlanNANot ApplicablePWM1Management Plan1YesManufacture - PlayPEM1Equip2AusplayPEM1Equip3Little TykesManufacture - PlayPEM1Equip7Not KnownPEM1Equip5PlayCoManufacture - PlayPEM1Equip5PlayCoManufacture - PlayPEM1Equip5PlayCoManufacture - PlayPEM1Equip9Playground CentreManufacture - PlayPEM1Equip8Playground PeopleManufacture - PlayPEM1Equip6Wooden Pole - Old StylePEM1Equip6Wooden Pole - Old StylePEM1Equip1TRUEPEM1Equip6Wooden Pole - Old StylePEM1Equip1Not Known	LB02	Litter Bin - Style	4	Drum
LB02 Litter Bin - Style 5 Slatted LB02 Litter Bin - Style 1 Solid PWM1 Management Plan 3 No PWM1 Management Plan 1 Yes PWM1 Manufacture - Play 2 Ausplay PEM1 Equip 2 Ausplay PEM1 Equip 3 Little Tykes Manufacture - Play PEM1 Equip Not Applicable PEM1 Equip NA Not Applicable PEM1 Equip 7 Not Known Manufacture - Play PlayCo PlayCo Manufacture - Play Playground Centre Manufacture - Play Playground People Manufacture - Play Playworld Manufacture - Play Playworld PEM1 Equip 8 Playworld Manufacture - Play Playmond Manufacture PEM1 Equip 6 Wooden Pole - Old Style MV Margins Vegetation FLSE	LB02	Litter Bin - Style	NA	Not Applicable
LB02 Litter Bin - Style 1 Solid PWM1 Management Plan 3 No PWM1 Management Plan 1 Yes Manufacture - Play 2 Ausplay PEM1 Equip 2 Ausplay PEM1 Equip 3 Little Tykes Manufacture - Play 2 Ausplay PEM1 Equip 3 Little Tykes Manufacture - Play 7 Not Known Manufacture - Play 7 Not Known Manufacture - Play PEM1 Equip 1 PEM1 Equip 1 Playground Centre Manufacture - Play 9 Playground Centre Manufacture - Play 9 Playground People Manufacture - Play 8 Playworld Manufacture - Play 8 Playworld Manufacture - Play 4 Steel Pole - Old Style PEM1 Equip 6 Wooden Pole - Old Style MV Margins Vegetation	LB02	Litter Bin - Style	5	Slatted
PWM1 Management Plan 3 No PWM1 Management Plan NA Not Applicable PWM1 Manufacture - Play 2 Ausplay PEM1 Equip 2 Ausplay Manufacture - Play 2 Ausplay PEM1 Equip 3 Little Tykes Manufacture - Play NA Not Applicable PEM1 Equip 7 Not Known PEM1 Equip 5 PlayCo Manufacture - Play Playground Centre Manufacture - Play PEM1 Equip 9 Playground People Manufacture - Play 9 Playground People Manufacture - Play 9 Playworld PEM1 Equip 8 Playworld PEM1 Equip 4 Steel Pole - Old Style Manufacture - Play Equip 4 Steel Pole - Old Style PEM1 Equip 6 Wooden Pole - Old Style MV Margins Vegetation FLSE	LB02	Litter Bin - Style	1	Solid
PWM1 Management Plan NA Not Applicable PWM1 Management Plan 1 Yes Manufacture - Play 2 Ausplay PEM1 Equip 2 Ausplay PEM1 Equip 3 Little Tykes Manufacture - Play PEM1 Equip NA PEM1 Equip 7 Not Known Manufacture - Play PEM1 Equip 7 PEM1 Equip 1 PlayGo Manufacture - Play PEM1 Equip 9 PEM1 Equip 1 Playground Centre Manufacture - Play 9 Playground People Manufacture - Play 9 Playground People Manufacture - Play 8 Playworld Manufacture - Play 6 Wooden Pole - Old Style PEM1 Equip 6 Wooden Pole - Old Style Murafisture - Play 6 Wooden Pole - Old Style PEM1 Equip 1 Relauin	PWM1	Management Plan	3	No
DWM1 Management Plan 1 Yes Manufacture - Play 2 Ausplay PEM1 Equip 2 Ausplay PEM1 Equip 3 Little Tykes PEM1 Equip NA Not Applicable PEM1 Equip NA Not Applicable Manufacture - Play 7 Not Known PEM1 Equip 7 Not Known Manufacture - Play PlayGo Manufacture - Play PEM1 Equip 1 Playground Centre Manufacture - Play 9 Playground People Manufacture - Play 9 Playground People Manufacture - Play 8 Playworld PEM1 Equip 4 Steel Pole - Old Style Margins Vegetation FLSE FALSE MV Margins Vegetation TRUE MV Margins Vegetation TRUE MV Margins Vegetation TRUE MV Margins Vegetation TRUE	PWM1	Management Plan	NA	Not Applicable
Manufacture - Play EquipAusplayPEM1Equip2AusplayPEM1Equip3Little TykesPEM1Equip3Little TykesPEM1Equip7Not ApplicableManufacture - Play Equip7Not KnownPEM1Equip5PlayCoManufacture - Play Equip9Playground CentreManufacture - Play Equip9Playground CentreManufacture - Play PEM19Playground PeopleManufacture - Play Equip8PlayworldPEM1Equip4Steel Pole - Old StyleManufacture - Play PEM1Equip6Wooden Pole - Old StylePEM1Equip6Wooden Pole - Old StyleManufacture - Play PEM1EquipFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownOperating POM1Operating0POM1Mechanism3ManualOperating POM1OperatingNANot ApplicableOperating POM1Mechanism1MechanicalOperating POM1OperatingNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPDCPapakura District CouncilLOOwnership Type150% OwnedOT01Ownership Type150% Owned <td>PWM1</td> <td>Management Plan</td> <td>1</td> <td>Yes</td>	PWM1	Management Plan	1	Yes
PEM1 Equip 2 Ausplay Manufacture - Play Ititle Tykes Ititle Tykes PEM1 Equip 3 Ititle Tykes PEM1 Equip NA Not Applicable Manufacture - Play PEM1 Equip 7 Not Known PEM1 Equip 5 PlayCo PlayGound Centre Manufacture - Play PEM1 Equip 9 Playground Centre Manufacture - Play PEM1 Equip 8 Playground People Manufacture - Play PEM1 Equip 4 Steel Pole - Old Style PEM1 Equip 4 Steel Pole - Old Style Manufacture - Play PEM1 Equip 4 V Margins Vegetation FLSE FALSE MV Margins Vegetation TRUE TRUE MV Margins Vegetation UNKN Unknown Operating Operating POM1 Mechanism 3 Manual Operating Operating		Manufacture - Play		
Manufacture - Play J PEM1 Equip 3 Little Tykes Manufacture - Play NA Not Applicable PEM1 Equip 7 Not Known PEM1 Equip 7 Not Known PEM1 Equip 5 PlayCo Manufacture - Play Playground Centre Manufacture - Play PEM1 Equip 9 Playground People Manufacture - Play 9 Playground People Manufacture - Play 9 Playworld PEM1 Equip 8 Playworld Manufacture - Play 9 Playworld Marufacture - Play PEM1 Equip 4 Steel Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style MV Margins Vegetation TRUE TRUE MV Margins Vegetation UNKN Unknown Operating 0 Perating 1 POM1 Mechanism 1 Mechanical <	PEM1	Equip	2	Ausplay
TEM1 Equip S Entire Types Manufacture - Play NA Not Applicable PEM1 Equip 7 Not Known PEM1 Equip 7 Not Known PEM1 Equip 5 PlayCo Manufacture - Play 9 Playground Centre Manufacture - Play 9 Playground People Manufacture - Play 9 Playground People Manufacture - Play 8 Playworld PEM1 Equip 4 Steel Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style PEM1 Equip 6 Wooden Pole - Old Style MV Margins Vegetation TRUE TRUE MV Margins Vegetation UNKN Unknown Operating 0 Electrical 0 POM1 Mechanism 1 Mechanical Operating 1 Mechanical 0 POM1 Mechanism 1 Mechanical Operating NK Not Known 0 POM1		Manufacture - Play	3	Little Tykes
PEM1 Equip NA Not Applicable Manufacture - Play 7 Not Known PEM1 Equip 5 PlayCo Manufacture - Play Playground Centre Playground Centre PEM1 Equip 1 Playground People Manufacture - Play 9 Playground People PEM1 Equip 8 Playground People PEM1 Equip 4 Steel Pole - Old Style PEM1 Equip 6 Wooden Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style MV Margins Vegetation FLSE FALSE MV Margins Vegetation UNKN Unknown Operating 0 Potrating POM1 POM1 Mechanism 1 Mechanical Operating 0 Potrating POM1 POM1 Mechanism NA Not Applicable Operating NK		Manufacture - Plav	5	
Manufacture - Play 7 Not Known Manufacture - Play 5 PlayCo Manufacture - Play 5 Playground Centre PEM1 Equip 1 Playground Centre Manufacture - Play 9 Playground Centre PEM1 Equip 9 Playground People Manufacture - Play 9 Playground People PEM1 Equip 8 Playground People PEM1 Equip 4 Steel Pole - Old Style PEM1 Equip 6 Wooden Pole - Old Style MV Margins Vegetation FLSE FALSE MV Margins Vegetation TRUE TRUE MV Margins Vegetation UNKN Unknown Operating 2 Electrical POM1 Mechanism 1 Mechanical Operating 7 Mechanism 1 POM1 Mechanism NA Not Known LO Ownership PDC Papakura District Council	PEM1	Equip	NA	Not Applicable
PEM1 Equip 7 Not Known PEM1 Equip 5 PlayCo Manufacture - Play 1 Playground Centre Manufacture - Play 9 Playground People Manufacture - Play 9 Playground People Manufacture - Play 8 Playworld PEM1 Equip 4 Steel Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style MV Margins Vegetation TRUE TRUE MV Margins Vegetation TRUE TRUE MV Margins Vegetation UNKN Unknown Operating 0 1 Mechanism POM1 Mechanism 3 Manual Operating 0 0 0 POM1 Mechanism 1 Mechanical Operating 0 0 0 POM1 Mechanism NA Not Applicable O	DEMA	Manufacture - Play	-	
PEM1 Equip 5 PlayCo Manufacture - Play 1 Playground Centre Manufacture - Play 9 Playground Centre PEM1 Equip 9 Playground People Manufacture - Play 8 Playworld PEM1 Equip 4 Steel Pole - Old Style Manufacture - Play 6 Wooden Pole - Old Style MV Margins Vegetation FLSE FALSE MV Margins Vegetation TRUE TRUE MV Margins Vegetation UNKN Unknown Operating 0 Electrical POM1 Mechanism 2 Electrical Operating 0 Annual Operating POM1 Mechanism 1 Mechanical Operating NA Not Applicable Operating Operating Operating POM1 Mechanism NK Not Known LO Ownership PDC Papakura District Council <t< td=""><td>PEM1</td><td>Equip Manufacture - Play</td><td>1</td><td>Not Known</td></t<>	PEM1	Equip Manufacture - Play	1	Not Known
PEM1Manufacture - Play Equip1Playground CentreManufacture - Play Equip9Playground PeopleManufacture - Play Equip8PlayworldPEM1Equip4Steel Pole - Old StyleManufacture - Play 	PEM1	Equip	5	PlayCo
PEM1Equip1Playground CentreManufacture - Play9Playground PeopleManufacture - Play8PlayworldPEM1Equip8PlayworldManufacture - Play4Steel Pole - Old StylePEM1Equip6Wooden Pole - Old StyleManufacture - Play6Wooden Pole - Old StylePEM1Equip6Wooden Pole - Old StyleMVMargins VegetationFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownOperating2ElectricalPOM1Mechanism3ManualOperating00POM1Mechanism1Mechanism1MechanicalOperating00POM1MechanismNANot ApplicableOperatingPOM1MechanismNKNot ApplicableOperatingPOM1MechanismNKLOOwnershipPDCPapakura District CouncilLOLOOwnershipPVTLOOwnership Type1OT01Ownership Type1MS01Path Type3CyclewayHS01Path TypeHS01Path Type1Pedstrian OnlyHS01HS01Path Type2Pedstrian/Cycleway		Manufacture - Play		
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PEM1DescriptionManufacture - Play Equip8PEM1EquipEquip4Steel Pole - Old StyleManufacture - Play Equip6Wooden Pole - Old StyleMVMargins VegetationFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationMVMargins VegetationVMargins VegetationPOM1Mechanism1MechanismNANot ApplicableOperating POM1PDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipPVTPrivateLOOwnership Type150% OwnedOT01Ownership Type150% OwnedOT01Ownership Type1Pedstrian OnlyHS01 <td< td=""><td>PFM1</td><td>Fouip</td><td>9</td><td>Playground People</td></td<>	PFM1	Fouip	9	Playground People
PEM1Equip8PlayworldManufacture - Play Equip4Steel Pole - Old StyleManufacture - Play Equip6Wooden Pole - Old StylePEM1Equip6Wooden Pole - Old StyleMVMargins VegetationFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownOperating POM1Mechanism2ElectricalPOM1Mechanism3ManualOperating POM1Mechanism1MechanicalOperating POM1MechanismNANot ApplicablePOM1MechanismNKNot ApplicableOperating POM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian Only		Manufacture - Play	0	
Manufacture - Play Equip4Steel Pole - Old StyleManufacture - Play Equip6Wooden Pole - Old StyleMVMargins VegetationFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownOperating POM12ElectricalOperating POM1Mechanism3ManualPOM1Mechanism1MechanicalOperating POM1Operating Mechanism1MechanicalPOM1Mechanism1MechanicalOperating POM1Operating MechanismNANot ApplicableOperating POM1Operating MechanismNANot ApplicableOperating POM1Operating MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian Only	PEM1	Equip	8	Playworld
PEM1Equip4Steer Pole * Old StyleManufacture - Play6Wooden Pole - Old StyleMVMargins VegetationFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownOperating01POM1Mechanism2ElectricalOperating011POM1Mechanism3ManualOperating011POM1Mechanism1MechanicalOperating011POM1Mechanism1MechanicalOperating011POM1MechanismNANot ApplicableOperating011POM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipPVTPrivateLOOwnership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian Only		Manufacture - Play	4	Staal Pala Old Style
PEM1Equip6Wooden Pole - Old StyleMVMargins VegetationFLSEFALSEMVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownMVMargins VegetationUNKNUnknownMVMechanism2ElectricalPOM1Mechanism3ManualOperatingMechanism1MechanicalPOM1Mechanism1MechanicalOperatingMechanismNANot ApplicableOperatingMechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian Only		Manufacture - Plav	4	
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MVMargins VegetationTRUETRUEMVMargins VegetationUNKNUnknownOperating2ElectricalPOM1Mechanism2ElectricalOperating3ManualPOM1Mechanism3ManualPOM1Mechanism1MechanicalPOM1Mechanism1MechanicalPOM1MechanismNANot ApplicablePOM1MechanismNKNot KnownPOM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Path Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian OnlyHS01Path Type2Pedstrian Only	MV	Margins Vegetation	FLSE	FALSE
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POM1Operating Mechanism2ElectricalPOM1Mechanism3ManualPOM1Mechanism3ManualPOM1Mechanism1MechanicalPOM1Mechanism1MechanicalPOM1MechanismNANot ApplicablePOM1MechanismNKNot KnownPOM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	MV	Margins Vegetation	UNKN	Unknown
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POM1Mechanism3ManualOperating00POM1Mechanism1MechanicalOperating00POM1MechanismNANot ApplicableOperating00POM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian OnlyHS01Path Type2Pedstrian Only	POM1	Mechanism Operating	2	Electrical
POM1Operating Mechanism1MechanicalPOM1Operating MechanismNANot ApplicablePOM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type150% OwnedOT01Path Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	POM1	Mechanism	3	Manual
POM1Mechanism1MechanicalOperating POM1MechanismNANot ApplicablePOM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway		Operating		
POM1MechanismNANot ApplicableOperatingOperatingPOM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	POM1	Mechanism	1	Mechanical
POM1Not MechanismNKNet KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership Type150% OwnedOT01Ownership TypeNANot ApplicableHS01Path Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	POM1	Operating Mechanism	NA	Not Applicable
POM1MechanismNKNot KnownLOOwnershipPDCPapakura District CouncilLOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership TypeNANot ApplicableHS01Path Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian OnlyHS01Path Type2Pedstrian Only		Operating		
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LOOwnershipPVTPrivateLOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership TypeNANot ApplicableHS01Path Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	LO	Ownership	PDC	Papakura District Council
LOOwnershipUNKNUnknownOT01Ownership Type2100% OwnedOT01Ownership Type150% OwnedOT01Ownership TypeNANot ApplicableHS01Path Type3CyclewayHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	LO	Ownership	PVT	Private
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OT01Ownership Type150% OwnedOT01Ownership TypeNANot ApplicableHS01Path Type3CyclewayHS01Path TypeNANot ApplicableHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	OT01	Ownership Type	2	100% Owned
OT01Ownership TypeNANot ApplicableHS01Path Type3CyclewayHS01Path TypeNANot ApplicableHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	OT01	Ownership Type	1	50% Owned
HS01Path Type3CyclewayHS01Path TypeNANot ApplicableHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	OT01	Ownership Type	NA	Not Applicable
HS01Path TypeNANot ApplicableHS01Path Type1Pedstrian OnlyHS01Path Type2Pedstrian/Cycleway	HS01	Path Type	3	Cycleway
HS01 Path Type 1 Pedstrian Only HS01 Path Type 2 Pedstrian/Cycleway	HS01	Path Type	NA	Not Applicable
HS01 Path Type 2 Pedstrian/Cycleway	HS01	Path Type	1	Pedstrian Only
	HS01	Path Type	2	Pedstrian/Cycleway



P002	Plaque	2	No
P002	Plaque	NA	Not Applicable
P002	Plaque	1	Yes
1 002	Play Equip -		100
PEU1	Undersurface Type	1	Bark
	Play Equip -		
PEU1	Undersurface Type	3	Grass
	Play Equip -		
PEU1	Undersurface Type	6	None
	Play Equip -		
PEU1	Undersurface Type	NA	Not Applicable
DEL 11	Play Equip -	1	Safety Matting
	Play Equip -	4	
PEU1	Undersurface Type	2	Sand
. 20.	Play Equip -	-	Cana
PEU1	Undersurface Type	5	Shingle
	Primary Construction		
PCM1	Material	25	Aluminium
	Primary Construction		
PCM1	Material	26	Asphalt
5014	Primary Construction		
PCM1	Material	19	Brick
DCM4	Primary Construction	4	Bronzo
PCIVIT	Primary Construction		Bronze
PCM1	Material	22	Chain
	Primary Construction		
PCM1	Material	14	Combination
	Primary Construction		
PCM1	Material	3	Concrete
	Primary Construction		
PCM1	Material	4	Concrete Block
5014	Primary Construction		
PCM1	Material	20	Drum
PCM1	Primary Construction	0	Forth
FCIVIT	Primary Construction	9	
PCM1	Material	8	Fibreglass
	Primary Construction	Ŭ	
PCM1	Material	18	Galvanised
	Primary Construction		
PCM1	Material	15	Granite
	Primary Construction		
PCM1	Material	7	Iron
5014	Primary Construction		
PCM1	Material	11	Metal
DOMA	Primary Construction	10	Matal 8 Maad
PCIVIT	Drimony Construction	12	
PCM1	Material	ΝΔ	Not Applicable
	Primary Construction		
PCM1	Material	NK	Not Known
	Primary Construction	1	
PCM1	Material	10	Plastic
	Primary Construction		
PCM1	Material	27	Plastic & Metal



PCM1	Primary Construction	24	Polycarbonate
5014	Primary Construction		
PCM1	Material Primary Construction	1/	Powder Coated
PCM1	Material	21	Rope
DONA	Primary Construction	_	
PCM1	Naterial Primary Construction	5	Sand Stone
PCM1	Material	16	Stainless Steel
PCM1	Primary Construction Material	6	Steel
PCM1	Primary Construction Material	2	Stone
PCM1	Primary Construction Material	23	Tyres
	Primary Construction		
PCM1	Material	13	Wood
PRPK	Purpose - Parks	1	Amenity Aesthetic
PRPK	Purpose - Parks	2	Crowd Control
PRPK	Purpose - Parks	NA	Not Applicable
PRPK	Purpose - Parks	6	Retaining Wall
PRPK	Purpose - Parks	5	Safety
PRPK	Purpose - Parks	3	Stock Protection
PRPK	Purpose - Parks	4	Vehicle Restraint
PG03	Rose Type	5	Bush
PG03	Rose Type	1	Climber
PG03	Rose Type	3	Groundcover
PG03	Rose Type	4	Mixed
PG03	Rose Type	NA	Not Applicable
PG03	Rose Type	NK	Not Known
PG03	Rose Type	2	Standard
PS04	Seat - Style Type	1	Fixed - ground
PS04	Seat - Style Type	3	Fixed - within wall
PS04	Seat - Style Type	2	Movable
PS04	Seat - Style Type	NA	Not Applicable
SDTS	Shade Tree Species	ТВС	TBC
PSN2	Sign - Size	3	Large >2.5m2
PSN2	Sign - Size	2	Medium - Btwn 500mm2 & 2m2
PSN2	Sign - Size	NA	Not Applicable
PSN2	Sign - Size	1	Small - <500mm2
PSN4	Sign - Type	2	Informational
PSN4	Sign - Type	NA	Not Applicable
PSN4	Sign - Type	1	Regulatory
PSN4	Sign - Type	3	Warning
HS02	Surface Material - Parks	6	Asphaltic Concrete - AC 10
HS02	Surface Material - Parks	7	Asphaltic Concrete - AC 16



4502	Surface Material -	5	Asphaltic Concrete - AC 5
11302	Surface Material -	5	Aspitalite Concrete - AC 5
HS02	Parks	1	Grade 4
	Surface Material -		
HS02	Parks	3	Grade 4/6
11000	Surface Material -		Orada 5
H502	Parks Surface Material	2	Grade 5
HS02	Parks	4	Grade 6
	Surface Material -		
HS02	Parks	8	Grit
	Surface Material -		
HS02	Parks	NA	Not Applicable
HS04	Track - Usage	5	All use
HS04	Track - Usage	4	MTB & Horse
HS04	Track - Usage	NA	Not Applicable
HS04	Track - Usage	2	Pedestrian & MTB
HS04	Track - Usage	1	Pedestrian only
HS04	Track - Usage	3	Pedestrian, MTB & Horse
HS04	Track - Usage	UN	Unknown
HS04	Track - Usage	6	Vehicle only
TS01	Track Surface Type	3	Grass
TS01	Track Surface Type	2	Gravel
TS01	Track Surface Type	1	Natural
TS01	Track Surface Type	NA	Not Applicable
	Vandalism		Net Anglischie
VAND	Susceptibility	NA	
VAND	Susceptibility	AR	Average Risk
	Vandalism		
VAND	Susceptibility	HR	High Risk
	Vandalism		
VAND	Susceptibility	LR	Low Risk

Appendix F

Road Asset Data Standard Specification



SPECIFICATION FOR RAMM UPDATING OF ROADS

1. <u>SCOPE</u>

This specification sets out the general requirements for consultants specialising in, and being fully conversant with Road Assessment and Maintenance Management (RAMM) procedures and requirements.

The coverage being:

- (a) the existing dedicated roads (either in whole, part thereof, or specified) under the control of the Papakura District Council
- or (b) developers roads awaiting dedication through the Council's planning procedures
- or (c) following physical works by Contractors on Council's roads.

2. <u>RAMM REQUIREMENTS</u>

The tasks indicated below shall be carried out in compliance with the latest edition of the Transfund New Zealand "RAMM : Road Condition Rating & Roughness Manual. The RAMM Consultant shall prepare new inventory data as hard copy in a form suitable for inputting into the RAMM database. The RAMM Consultant shall supply documentary evidence that the collection of the inventory data has been carried out satisfactorily by experienced RAMM Certified persons and in accordance with the quality plan. This person at a minimum shall hold a current RAMM Condition Rating Certificate or similar, and be familiar with the RAMM Inventory Collection process. The Contractor, on the consultant's behalf, shall submit supporting documentation showing the RAMM person is suitably qualified. The inventory data required is that to complete all fields in the following tables: -

- carriageway
- shoulders and surface water channels
- drainage
- berms and footpaths
- pavement structure and surfacing
- traffic facilities
- features

3. QUALITY ASSURANCE

The consultant shall have a quality plan to ensure proper internal procedures and control checks are used by the staff throughout the project. The consultant shall be responsible for checking the quality assurance requirements of the Contractor and ensuring that all matters of quality assurance and quality control for all aspects of the contract are observed.

4. <u>HEALTH AND SAFETY ACT</u>

When working on roads all reasonable care must be taken by staff for their own safety by use of high visibility coloured clothing and other suitable equipment as may be necessary. For the safety of the general public as well as staff, appropriate Transit approved signs are required to cover the area of work. All vehicles shall be equipped with amber flashing lights.



5. <u>HEALTH AND SAFETY PLAN</u>

Consultants are required to complete the Consultant Safety Pre-Qualification Form at the time of tender.

6. <u>GENERAL INFORMATION</u>

Any available current information required by the Consultant will be supplied by Opus International Consultants on behalf of the Client. This will be applicable to Consultants acting for developers or contractors.

7. <u>NEW WORKS INFORMATION</u>

RAMMS information following completion of physical works is required from:

- (a) Developers prior to approval of the Certificate of Completion (224c).
- (b) Contractors prior to approval of the certificate of completion.

8. <u>APPENDIX</u>

Standard Forms for RAMM Data Collection

- (a) Road Carriageway, Drainage, and Shoulders
- (b) Surface Water Channels (SWC), and Footpaths
- (c) Pavement Structure, and Pavement Surfacing
- (d) Traffic Markings, and Traffic Signs
- (e) Berm, Crossings, Features, and Guardrails
- (f) Street Light Inventory Management

STREET LIGHT INVENTORY MANAGEMENT

STREET LIGHT INVENTORY	MANAGEMENT
------------------------	------------

Road Name		Client				Road Name			Client			
Road ID		Date				Road ID			Date			
Start Displace		Surveyed By	1			Start Displace			Surveyed By			
End Displace		Entered				End Displace			Entered			
Pole Information						Pole Information						
Displacement		LH Boundar	V			Displacement			LH Boundary			
Side		Material	,			Side			Material			
Offset		Shape				Offset			Shape			
Dwner	LA PB TC	Make				Owner	LA PB	TC	Make			
Purpose	LEFS	Pole No.				Purpose	LE	FS	Pole No.			
House Number Featu	res					House Number Featur	res					
This Cide	Flat No.	A/B/C etc	House No.	Feature		This Cide	Flat No.	A/B/	C etc	House No.	Feature	
Inis Side Onnosite						Opposite						
opposite						Opposite						
Dimensions						Dimensions						
evel						Level						
Jse Height						Use Height						
ntersects With Road						Intersects With Road						
						Dood ID						
						Rudu ID						
						Road Name						
start Displace						Start Displace						
End Displace						End Displace						
Displacement						Displacement						
Side						Side						
Bracket Information						Bracket Information						
Гуре						Туре						
Angle						Angle						
Height						Height						
_ight Information						Light Information						
Supply Point	UG OH	UG	OH	UG	OH	Supply Point	UG	OH	UG	OH	UG	OH
Make						Make						
Model						Model						
Comments						Comments						
									-			

Client			Surveyed by			Entered By		
Project No.	Date Surveyed			Date Entered				
	Carri	ageway l	nformatio	on	Opus K	13: 2 0 0)2	
Road ID.		-	Road Name					
Start Displacement		-	Start Name					
End Displacement		-	End Name					
Local Area			_					
Miscellaneous					Carriageway	/		
Class		Length		m	Owner		Crown Priva	te TLA
Urban/Rural	UR	Width		m	Other Areas	m2		
Hierarchy		R Width		m	Intersection /	Area m ²		
Pavement Type	CTUS	Irregular	I R		Bus Bay Are	a m²		
Pavement Use (1-7)		No. Lanes			Island Area r	n²		
Estimated Traffic Volume (vpd	d)	((to be entered	I in the traffic	volume table))		
		Extra	Areas Work	ing Out Spa	се			
Extra Area			_		Islands			
Bus Bays	<u>.</u>	<u>.</u>			Intersections			,
			Draina	age				
CP1 CP2 C	P3 CUL DAN	I DWELL FLU	JME OTHER	SCOUR SID	E SoakPit SPI	ILL SUB SUN	IP WEIR	
	CULVERT IN	ILET/OUTLE	T CP DC FL (<u>G GD HC HT</u>	MH N OT RC	RH SB Y	•	
Road ID.								
Type (see above)								
Date Constructed								
Carr'way Start Displ.								
Displacement of Feature								
Offset								
Side	LRE	LRE	LRE	LRE	LRE	LRE	LRE	LRE
Length								
Height/Diameter								
Culvert Intake	YNG	YNG	YNG	YNG	YNG	YNG	YNG	YNG
Culvert Outlet	Y N	Y N	Y N	Y N	Y N	Y N	Y N	Y N
Material								
Culvert Type								
Culvert Width								
	r	1	Should	lers		1	1	1
Road ID.								
Side	LR	LR	LR	LR	LR	LR	LR	LR
Start Displacement								
End Displacement								
Length								
Туре								
Width								

		Surface W	later Chai	nnels		Opus K1	3: 2002	
DA Dish Channel (Asphal	lt), DC Dish C	hannel (Conc)	, DP Dish Cha	nnel (Half Pip	e), DS Dish C	hannel (Seale	d), KC Kerb o	nly (Conc),
KCC Kerb & Channel (Co	nc), KCS Kerl	b & Channel (S	Stone), KDC K	Cerb & Dished	Channel (Con	nc), KS Kerb o	nly (Stone),	
MKC Mountable Kerb only	/ (Conc), MKC	C Mountable	Kerb & Chann	el (Conc), OT	HER Other typ	pe not listed (c	comments sec	tion please)
SLTC Slot Channel (C	onc), SWLD S	Surface Water	Channel (Dee	ep >300mm), S	SWCS Surface	e Water Chanr	nel (Shallow <	300mm)
Road ID.								
Side	LR	LR	LR	LR	LR	LR	LR	LR
Start Displacement								
End Displacement								
Length								
Distance to Seal								
Type (see above)								
Date								
	<u> </u>	<u> </u>	Verge - Fo	ootpaths	<u> </u>	<u> </u>	<u> </u>	
B Boundary, E Acce	essway (Ends	away from roa	ad - must inclu	de details in J	oins to Road s	section), K Ke	rb, L Loop foo	tpath,
J Accessway (Joins ar	nother road - n	nust include d	etails in Joins	to Road section	on), M Middle,	R Remote fro	m Road	
Road ID.								
Position	ВМК	ВМК	ВМК	ВМК	ВМК	ВМК	ВМК	ВМК
	EJLR	EJLR	EJLR	EJLR	EJLR	EJLR	EJLR	EJLR
Side	LR	LR	LR	LR	LR	LR	LR	LR
Start Displacement								
End Displacement								
Length								
Width								
Step Length								
Extra Area								
Purpose	FCB	FCB	FCB	FCB	FCB	FCB	FCB	FCB
Use (1 - 5)								
Local Name								
Start Name								
End Name								
Footpath Surfacing	s (F1)	I	I	I	I	I	I	I
Surface Start	0	0	0	0	0	0	0	0
Surface End								
Date								
Material								
Depth								
Size/Grade								
Joins to Road	1	1	1	1	1	1	1	L
Road ID.								
Carriageway Start								
Carriageway End								
Start Displacement								
Side	LR	LR	LR	LR	LR	LR	LR	LR
	1	1	1	1	1	1	1	1

	Pavement Layer and Rehabilitation	Opus K13: 2002
Road No.	Road Name	
Start Displacement	Start Name	
End Displacement	End Name	
-		
Layer One (Basecourse)	Offset (m)	Material
Type L S	Width (m)	Depth
Date	Rehab In	Source
Layer Two	Offset (m)	Material
Type L S	Width (m)	Depth
Date	Rehab In	Source
Layer Three	Offset (m)	Material
Type L S	Width (m)	Depth
Date	Rehab In	Source
Subgrade Layer	Offset (m)	
Type L S	Width (m)	Material
Date	Rehab In	CBR %
Rehabiliation Details (F1)	Width (m)	Type R S
Start		Agent
End	Depth	Ouantity
	Pavement Surfacing	
Road ID		
Start Displacement		
End Displacement		
Start Name		
End Name		
Date		
Life Cycle		
Width		
Offset		
Material		
Depth		
Size/Grade		
Source		
Cutter Type & pph		
Adhesion Type & pph		
Additive Type & pph		
Binder Type		
Res App Rate		

		Traffic	c Marking	S		Ори	is K13: 200	2
Road ID.								
Start Displacement								
End Displacement								
Туре								
Material								
Length								
Side	LCR	LCR	LCR	LCR	LCR	LCR	LCR	LCR
Offset								
	<u> </u>	Traffic	Signs	<u>.</u>	<u></u>			
Road ID.								
Sign ID								
Class								
Туре								
Displacement								
Side	CLRU	CLRU	CLRU	CLRU	CLRU	CLRU	CLRU	CLRU
Offset								
Owner	LA	LA	LA	LA	LA	LA	LA	LA
Legend Text								
Reverse Text								
No. Supports								
			Sign Dim	ensions				
Width (mm)								
Height (mm)								
From Ground								
Angle								
Direction	LNR	LNR	LNR	LNR	LNR	LNR	LNR	LNR
Legend Material	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi
	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un
Legend Colour	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu
	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up
	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye
Background Material	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi	Nr Eg Hi
	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un	Dg Un
Background Colour	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu	Bk Br Bu
	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up	Gr Re Up
	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye	Wh Ye
Substrate	Al Ti Pl	Al Ti Pl	Al Ti Pl	Al Ti Pl	Al Ti Pl	Al Ti Pl	Al Ti Pl	Al Ti Pl
	St Un	St Un	St Un	St Un	St Un	St Un	St Un	St Un
Frame	FNU	FNU	FNU	FNU	FNU	FNU	FNU	FNU
			Intersects	with Road				
Road ID.								
Start Displacement								
Displacement								
Side	CLRU	CLRU	CLRU	CLRU	CLRU	CLRU	CLRU	CLRU

		V	erge – C	crossing	<u>js</u>	(Opus K13:	2002
BK	Beveled Ke	rb, B Bridge	e, HD Heav	y Duty, SL	Slot			
Road ID.								
Carriageway Start								
Side	LBR	LBR	LBR	LBR	LBR	LBR	LBR	LBR
Туре								
			Verge -	Berm				
C Cover, F Flowe	ers, FC Flow	vers/Cover,	FS Flowers Grass/	/Shrubs, F\$ Cover.	SC Flowers/S	Shrubs/Cov	ver, G Gras	s, GC
GF Grass/Flowers,	GFS Grass	s/Flowers/S	hrubs, GFS	C Grass/Flo	owers/Shrubs	s/Cover, G	S Grass/Sh	nrubs, S
Road ID.								
Carriageway Start								
Side	LBR	LBR	LBR	LBR	LBR	LBR	LBR	LBR
Start Displacement								
End Displacement								
Length								
Width								
Туре	ΒL	ΒL	ΒL	ΒL	ΒL	ΒL	ΒL	ΒL
Plants								
Trees								
			Feat	ures				
Road ID.								
Displacement								
Offset (from CL)								
Side	LCR	LCR	LCR	LCR	LCR	LCR	LCR	LCR
	B NA	B NA	B NA	B NA	B NA	B NA	B NA	B NA
Feature Type								
			Traffic G	uardrails				
Rail Start & Rai	I End B Bul	ll nose, C C	Cable end, F	Fishtail/Bu	itterfly end, T	Terminal	end, U Unk	nown
Road ID.								
Start Displacement								
End Displacement								
Туре								
Length								
Side	LR	LR	LR	LR	LR	LR	LR	LR
Offset								
Width			0 0 -	0 0 T	-	0 0 T	0 0 T	0 0 -
Snape Doil Stort	CSI	CSI	CSI	CSI	CSI	USI	CSI	CSI
Rail Start Roil End					├			
	L		leine te	Poad	I			
		1	Joins to		I			
Road ID.	ļ				ļļ			
Displacement								
Side	LR	LR	LR	LR	LR	LR	LR	LR

Appendix G

Standard Detail Drawings



General

G1	Private Right of Way
G2	Non-residential/Business Private Ways Construction

Roading

- R1 Road Name Sign
- R2 Services Layout Berm Cross Section (urban)
- R3 Design Chart Flexible Pavements
- R4 Vehicle Crossing (urban) Footpath Adjacent to Kerb
- R5 Vehicle Crossing (urban) Footpath Away from Kerb
- R6 Vehicle Crossing (urban) High Speed Turnoff
- R7 Vehicle Crossing Commercial
- R8 Vehicle Crossing (urban) Drainage via Grass Berm
- R9 Vehicle Crossing (urban) Non-standard Berm Slope
- R11 Intersection Sight Distance
- R13 Cul-de-sac Head Dimensions
- R14 Cul-de-sac Head Alternatives
- R16 Typical Dimensions Kerb and Channel
- R17 Typical Catchpit Details
- R19 Recess Catchpit
- R21 Wheelchair Ramp Kerb Crossing
- R29 Standard Rural Property Entrance Residential
- R31 Private Heavy Vehicle Access
- R32 Sand for Use in Replacement of Undercuts in Road Works

Stormwater

- SW1 Stormwater Catchment Boundaries
- SW2 Design Rainfall DDF Curves
- SW3 Onehunga-Manukau Harbour Datums & Tides
- SW4 Cast in Situ Reinforced Concrete Drainage Structures
- SW5 Precast Manhole Flanged Base up to 4.5m Deep
- SW6 Stormwater Manhole Details Cast In-Situ Base
- SW7 Precast Manhole Cast In-Situ Base for Pipes >600mm
- SW8 Manhole Throat Details
- SW9 PE Pipe Manhole Connections
- SW10 Stormwater Catchment Boundaries
- SW11 Catchpit 1 of 2
- SW11 Catchpit 2 of 2
- SW13 RAMP Riser for Stormwater House Connections
- SW14 Anchor Block Details
- SW15 Pipe Bedding
- SW16 Inlet and Outlet Structures
- SW17 Build Over Influence Zone and Clearances to Manholes
- SW18 Foundation/Pipe Clearances for Building Close to Public Drains
- SW19 Minimum Freeboard Requirements for Building Adjacent to Floodplains
- SW20 Groundwater Recharge Pit for Peat Areas Plan
- SW21 Groundwater Recharge Pit for Peat Areas Cross Section
- SW22 Recharge Pit Feature Dimensions V Impervious Area



Waste Water

Contact United Water (U.W.I)

Water

Contact United Water (U.W.I.)

Parks and Reserves

- P1 Pedestrian Accessway Details
- P3 Standard Park Barriers
- P4 Berm Cross-Section for Tree Landscaping
- P5 Street Tree Placement











Appendix H

Standards and Guidelines Relevant to the Road Network



STANDARDS AND GUIDELINES

Bridges and Culverts

Bridge Manual : Transit New Zealand, 1994 Bridge Inspection and Maintenance Manual: Transit New Zealand, 1991 Waterway Design – A Guide to the Hydraulic Design of Bridges, Culverts and Floodways: AUSTROADS, 1994

Procurement

Manual of Competitive Pricing Procedures – Volume 1: Physical Works and Professional Services: Transfund New Zealand, 1997

General Conditions of Contract for Building and Civil Engineering Construction: NZS 3910, 2003 Model Conditions of Engagement between Commercial Client and Consultant for Professional Services: ACENZ/IPENZ, 1997

Geometric Design

Code of Practice for Urban Land Subdivision: NZS 4404, 1981 Rural Road Design – Guide to the Geometric Design of Rural Roads: AUSTROADS, 1989 Guide to Traffic Engineering Practice – Parts 1 – 14: AUSTROADS, 1988 Highway Surface Drainage – Design Guide for Highways with a Positive Collection System: National Roads Board, 1977

Maintenance Management Systems

RAMM Road Condition Rating and Roughness Manual: Transfund New Zealand, 1997 RAMM Database Operation Manual: Transfund New Zealand, 1997

Operational Management

Code of Practice for Temporary Traffic Management, Edition 3: Transit New Zealand, 2004 Code of Practice for Working in the Road, AUOG, 2004 Overweight Permit Manual: Transit New Zealand, 1995

Pavement Design

Bituminous Sealing Manual: Transit New Zealand, 1993 Pavement Design – A Guide to the Structural Design of Road Pavements: AUSTROADS, 1992 (plus New Zealand supplement, 1995)

Safety

Manual of Traffic Signs and Markings - Part 1 Traffic Signs: Transit New Zealand/LTSA, 1992 Manual of Traffic Signs and Markings - Part 2 Markings: Transit New Zealand/LTSA, 1994 RSMA Compliance Standard for Traffic Signs: Transit New Zealand/ Road Safety Manufacturer's Association, 2003

RTS 1 – Guidelines for the Implementation of Traffic Control at Crossroads: Ministry of Transport 1990

RTS 2 - Guidelines for Street Name Signs: Ministry of Transport, 1990

RTS 3 – Guidelines for Establishing Rural Selling Places: Ministry of Transport/Transit New Zealand, 1992

RTS 4 – Guidelines for Flush Medians: Ministry of Transport/Transit New Zealand, 1991

RTS 5 – Guidelines for Rural Road Marking and Delineation: Ministry of Transport/Transit New Zealand, 1992

RTS 6 - Guidelines for Visibility at Driveways: Ministry of Transport, 1993



RTS 7 – Advertising Signs and Road Safety: Design and Location Guidelines: Transit New Zealand/LTSA, 1993

RTS 8 – Guidelines for Safe Kerbline Protection: Transit New Zealand/LTSA, 1993

RTS 9 - Guidelines for the Signing and Layout of Slip Lanes: Transit New Zealand/LTSA, 1994

RTS 10 – Road Signs and Markings for Level Crossings, 2000

RTS 11 – Urban Roadside Barriers and Alternative Treatments: LTSA, 1995

RTS 13 – Road Safety Guidelines for Service Stations: LTSA, 1996

RTS 14 – Guidelines for Facilities for Blind and Vision Impaired Pedestrians, 2003

RTS 15 - Guidelines for Urban/Rural Speed Thresholds, 2002

RTS 17 – Guidelines for Setting Speed Limits: Ministry of Transport, 1995

RTS 18 - New Zealand on road tracking curves for heavy vehicles, Land Transport NZ, 2007

Guidelines for Planting for Road Safety: Transit New Zealand, 1991

TR11 – Recommended Practice for Pedestrian Crossings: National Roads Board, 1988

Accident Investigation Procedures: Transit New Zealand/Ministry of Transport, 1991

Safety Audit Policy and Procedures: Transit New Zealand, 1993

Speed Limits New Zealand – Guidelines for Setting Speed Limits, 2003

Road Safety Audit: AUSTROADS, 1994

Traffic Note 1 Pedestrian crossings: LTSA, September 2006

Traffic Note 2 Platforms as crossing points: LTSA, December 2004

Traffic Note 3 1998 Amendment to Traffic Regulations 1976: LTSA, June 1998

Traffic Note 4 Land Transport New Zealand roading-related publications: LTSA, December 2004

Traffic Note 5 Road safety surveys: LTSA, June 1998

Traffic Note 6 Agreement of lane-use signs and road markings: LTSA, December 2004

Traffic Note 7 Guide to heavy vehicle management (RTS16) publish: LTSA, September 2006

Traffic Note 8 'Ice/grit' supplementary sign: LTSA, July 1998

Traffic Note 9 Railway level crossing signs and markings: LTSA, December 2004

Traffic Note 10 Trials of traffic control devices: LTSA, December 2004

Traffic Note 11 No-passing lines against flush medians: LTSA, December 2004

Traffic Note 12 Approval of reflective material for traffic signs: LTSA, December 2004

Traffic Note 13 1998 Road Safety Survey Reports: LTSA, November 1998

Traffic Note 14 Approved trials of traffic control devices: LTSA, September 2006

Appendix 1: Ramp metering signal trial

Appendix 2: Pedestrian crossing zigzag marking trial

Appendix 3: Active warning signs trial

Appendix 4: Pedestrian crossing warning lights

Traffic Note 15 Use of temporary speed limits for temporary hazards and special events: LTSA, July 2004

Traffic Note 16 1999 Road safety surveys: LTSA, October 1999

Traffic Note 17 Traffic control devices on private roads: LTSA, October 1999

Traffic Note 18 Traffic information signs: Black on white background: LTSA, October 1999

Traffic Note 19 Engine braking controls: LTSA, April 2005

Traffic Note 20 Truck crashes and advisory speeds: LTSA, April 2005

Traffic Note 21 Signs and markings for passing lanes: LTSA, May 2000

Traffic Note 22 New NZ/Australian road lighting standard: LTSA, May 2000

Traffic Note 23 Speed indicator devices: LTSA, May 2000

Traffic Note 24 Railway Level Crossing Guideline published: LTSA, May 2000

Road signs and markings for railway level crossings

Traffic Note 25 Retro reflective raised pavement markers: LTSA, December 2004



Traffic Note 26 Fluorescent retro-reflective traffic sign material: LTSA, January 2001 Traffic Note 27 2000 Road Safety Survey Reports: LTSA, January 2001 Traffic Note 28 Pedestrian crossings and school crossing points on roads with speed limits of 60km/h or more: LTSA, December 2004 Traffic Note 29 School crossing points ('kea crossings') : LTSA, December 2004 Traffic Note 30 Land Transport (Road User) Rule 2004: LTSA, September 2005 Traffic Note 31 Exemptions to requirements for passenger service and dangerous goods vehicles at rail level crossings: LTSA, September 2005 Traffic Note 32 Use of fluorescent material on traffic signs: LTSA, August 2001 Traffic Note 33 2001 Road Safety Survey reports: LTSA, February 2002 Traffic Note 34 Signing of steep grades: LTSA, February 2002 Traffic Note 35 Guidelines for urban-rural thresholds: LTSA, December 2004 Traffic Note 36 Land Transport Rule: Traffic Control Devices 2004: LTSA, September 2006 Traffic Note 37 40km/h variable speed limits in school zones: LTSA, June 2005 Traffic Note 38 Land Transport Rule: Setting of Speed Limits 2003: LTSA, September 2005 Traffic Note 39 Over dimension permit notifications to road controlling authorities: LTSA, September 2003 Traffic Note 40 Revision of Guidelines for facilities for blind and vision-impaired pedestrians: LTSA, December 2003 Traffic Note 41 Level crossings on out of service railway lines: LTSA, June 2004 Traffic Note 42 Work sites at or near level crossings: LTSA, September 2006 Traffic Note 43 Speed limits less than 50 km/h: LTSA, June 2004 Traffic Note 44 Safe siting of school bus stops: LTSA, December 2004 Traffic Note 45 Temporary masking of traffic signs: LTSA, December 2004 Traffic Note 46 Voluntary traffic surveys: LTSA, December 2004 Traffic Note 47 Class C road classification: LTSA, December 2004 Traffic Note 48 Light vehicle sizes and dimensions: street survey results and parking space requirements: LTSA. December 2004 Traffic Note 49 Limit line and Give Way markings: LTSA, December 2004 Traffic Note 50 Marking and signing of roundabouts: LTSA, September 2005 Traffic Note 51 Parking signs and marking: LTSA, December 2004 Traffic Note 52 School traffic safety team manual: LTSA, January 2005 Traffic Note 53 Revision of guidelines for road safety audit and the treatment of crash locations: LTSA, January 2005 Traffic Note 54 Linear delineation panels: LTSA, April 2005 Traffic Note 55 Review and replacement of the Manual of Traffic Signs and Markings: LTSA, September 2006 Traffic Note 56 Active school warning signs: NZTA, September 2008 Traffic Note 57 Active warning signs (not at schools): NZTA, September 2008 RSS 1 Traffic signal light output: LTSA, 1995/96 RSS 2 Street lighting: LTSA, 1995/96 RSS 3 Treatment of slip lanes at traffic signals: LTSA, 1995/96 RSS 4 Stop and give way controls at intersections: LTSA, 1996/97 RSS 5 Advisory speed signs: LTSA, 1996/97 RSS 6 Pedestrian crossings: LTSA, 1996/97 RSS 7 Temporary speed limits: LTSA, 1998 RSS 8 Traffic control at road works: LTSA, 1998 RSS 9 Safety management systems: LTSA, 1998 RSS 10 Skid resistance: LTSA, 1999



- RSS 11 Pedestrian platforms: LTSA, 1999
- RSS 12 Floodlighting pedestrian crossings: LTSA, 1999
- RSS 13 No passing lines: LTSA, 2000
- RSS 14 Roundabouts: LTSA, 2000
- RSS 15 Roadside hazard management: LTSA, 2001
- RSS 16 Road hierarchies: LTSA, 2001
- RSS 17 School crossing facilities: LTSA, 2002
- RSS 18 Data collection: LTSA, 2002
- RSS 19 Traffic signs: LTSA, 2003
- RSS 20 Vehicle entrances, stock crossing facilities and amenity carriageway surfacings: LTSA, 2004
- RSS 21 Traffic calming devices: LTSA, 2004
- RSS 22 Road markings: LTSA, 2004
- RSS 23 Crash reduction studies and monitoring: LTSA, 2005
- RSS 24 Stop and Give Way intersections: LTSA, 2005

Programme Development

Programme and Funding Manual: Transfund New Zealand, 1996 Project Evaluation Manual: Transfund New Zealand, 1997

Quality Assurance

TQS1 – Quality Standard for High QA Level Contracts: Transit New Zealand, 2005

TQS2 – Quality Standard for Normal QA Level Contracts: Transit New Zealand, 2005 Safety Management System

Street Lighting

Code of Practice for Road Lighting: Section 10 – Minor Roads: NZS 6701, 1983 AS/NZS 1158.0:2005 Road lighting - Introduction

AS/NZS 1158.1.1:2005 Road lighting - Vehicular traffic (Category V) lighting - Performance and design requirements

AS/NZS 1158.1.3:1997 Road lighting - Vehicular traffic (Category V) lighting - Guide to design, installation, operation and maintenance

AS/NZS 1158.2:2005 Road lighting - Computer procedures for the calculation of light technical parameters for Category V and Category P lighting

AS/NZS 1158.3.1:2005 Road lighting - Pedestrian area (Category P) lighting - Performance and design requirements

AS/NZS 1158.6:2004 Road lighting - Lighting for roads and public spaces - Luminaires