

Tinwald Domain

Future Development Resource Document

June 2010



Forward

It is important to note that this document is compiled from community consultation and design workshops held over a two year period, which identified the key issues and directions for the Tinwald Domain.

The Tinwald Domain Future Development Resource document compiles the Tinwald Domain Master Plan, Area plans, Aspirations and Images and Design Guidelines for each of the precincts within the Tinwald Domain.

For accessibility and to avoid having to cross reference multiple documents, it was decided that these documents should all be combined into one comprehensive resource document for the Tinwald Domain Board, Domain user groups and the community.

This document is considered a working document that helps protect and enhance both the landscape and historical values of the Tinwald Domain and as such may go through a review process every five years.

For details of the survey and community consultation findings please refer to “User Group Survey Summary 29-06-2009”.

Acknowledgements

The Tinwald Domain Master Plan has been a collaborative process over two years in the making and has involved the time and considerable shared knowledge of many people ranging from the Tinwald Domain Board and user group members to the Ashburton District Council officers and Ashburton Museum staff. The one item this project has never lack was community enthusiasm and a profound understanding of the value this land and collective value of the user groups that occupy the space. Craig Pocock (Pocock Design Environment Limited) and Elizabeth Schonwald (Urbis Ashburton Limited) would like to sincerely thank all involved and a special thank you to Ashburton Museum for the use and production of the early photos of Tinwald and the Domain from their archives.

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SECTION 1	03	Master Plans
	04	Master Plan
	05	Circulation and Connectivity
	06	Boundaries and Control Points



The Tinwald Domain Master Plan process and final master plan considered the existing and potential Domain components and values such as but not limited to the series of spaces and functions, circulation, ecological and landscape values, and focused on creating a composition that will benefit all users while enhance the landscape value. In order to make the overall functionality and connectivity work, some user groups are moved and areas are designated to strengthen the Domain's role as a public reserve and at the same time allow major events and exhibitions to be held and individual user groups to function as they need. Although the plan shows the land being divided into different areas, all parts are connected by road and footpath systems (refer to the "Circulation and Connectivity Plan" on page 5), and the relationship and access between different areas is carefully thought through (refer to the "Boundaries and Control Point Plan" on page 6). The master plan is presented in three general areas: the Plains Village Centre and Events Area, the Adventure Playground and Camping Ground Area and the Northern Sports Area. Two detail plans - the Plains Village Centre Detail and the Camping Ground Detail - are also included to explain the ideas behind these two core areas of the Domain.



- Public Recreational Areas
- Plains Village Centre
- User Group Areas
- Events Areas
- Picnic Areas
- Camping Ground
- Production Land
- Adventure Playground
- Golf Club Area
- Swimming Pool
- Sports Courts

- Heritage Trail (walk / cycle) connects the Tinwald Domain Plains Village Centre to Ashburton Town Centre and information centre, with the help of signage and surface material selection.
- Shared foot path systems take visitors around and across the Domain forming different walking loops and connections between designated areas.
- The pedestrian and cycle link connects the Northern Sports Area to the rest of the Domain along the northern boundary of the golf course.
- New public toilets work with existing facilities to provide a service network across the whole Domain.
- Pedestrian and cycle paths link into future subdivision around the Domain.



- Major shared pedestrian and bike paths
- - - → Potential links to future subdivisions
- Heritage Trail to Ashburton Town Centre and information centre
- Pedestrian and cycle link between the Northern Sports Area and the southern portions of the Domain
- Rail carriage / sign and information for Tinwald Domain
- Public toilets and drinking water available during normal Domain hours
- Signs from S.H.1 to the Domain



- Entry points and internal access roads are controlled by the Tinwald Domain Board for it to function as public reserve during designated times.
- The existing Domain management office and management accommodation is retained.
- Additional control points are designed for the Camping Ground, Public Picnic and Gathering Area and Tinwald Pony Club's cross country course to allow control of pedestrian and vehicle access and better event management.
- User group gates help user groups manage vehicle access within certain areas to prevent unwanted access and discourage inappropriate behaviour while still allowing pedestrian access.
- A rail control point is setup to provide safe pedestrian and cycle crossing into the Adventure Playground Area from the southern area of the Domain during railway events.
- New fences and vehicle barriers are put in place to manage access and allow different functions of the Domain to be carried out with minimum interference.



- Proposed and existing fences or vehicle barriers
- 9am - 9pm public access
- User group gates
- Domain controlled gates
- Domain management office and management accommodation
- Control point for Camping Ground
- Rail control point
- Temporary pedestrian control point for Pony Club use



SECTION 2	07	Area Plans
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New public toilets and gathering area

Car parking area for events and exhibitions

Event spaces

Public Picnic and Gathering Aea

Swimming Pool Upgrade

Parking area for Plains Village Centre

Club rooms, gathering area and car park for existing and proposed user groups

Pony Club area, including club rooms, all weather dressage arena and space to setup permanent jumps

Events management offices and public toilets

Water Playground and wetland

New lake area for Steam and Model Club

- Tree-lined spaces allow events of different sizes and requirements to be held and managed. Three separate access ways are provided with a major access road around the periphery and internal access roads dividing the space into four quadrants. Two management offices are on site and toilets are provided throughout the area in both public and user group areas.
- Car parking areas are designed to provide sufficient parking spaces for events in the form of a grassed area with avenues of trees.
- The cluster of user groups at the south western corner of the Domain builds upon the existing built forms and enhances passive surveillance to this area
- The upgraded access road between the lake and Plain Village Centre is designed to provide better public access into the Domain and leads people directly into the heart of the Plains Village Centre and core recreational areas.
- The public swimming pool is opened up visually and connects better to the rest of the village.
- A Public Picnic and Gathering Area is enhanced to cater for both small and large groups. Its own vehicle access and control point makes it easier to manage and maintain.
- At the locations where water runs in and out of the lake areas have been used to create a Water Playground and wetland delivering recreational and ecological benefits.
- The Pony Club has been relocated to the new designated area with access to the horse trail around the Domain for passive use and competition.



- A pedestrian and cyclist shared path links the Northern Sports Area to the southern area of the Domain along the northern boundary of the golf course and through the proposed Adventure Playground (in existing forestry block). The design has barriers and screening between the path and the golf course to minimise conflicts.
- The existing forestry block is developed into an Adventure Playground with a mountain bike track, a picnic area and adventure play equipment such as tree top adventure play, a flying fox, abseiling towers and an obstacle course.
- A rail control point provides safe crossing into the forestry block from the main area of the Domain and would be used to control/stop access across the rail during rail events.
- A rail spur is added to enable trains turning around when necessary
- Existing production land is retained to provide space to show vintage machinery working while also providing future growth areas if needed.
- Designated pedestrian access and rural landscaping frames the periphery of the production land and Pony Club area, providing public access while allowing the Tinwald Pony Club to set up cross country events.

Mountain bike track through the existing forestry block

Adventure Playground including a picnic area

Railway crossing / control point, new public toilets

Pedestrian passage between different landuses

Existing production land to be retained until future requirements change

Temporary pedestrian control point controlled by Pony Club for cross country events

Screening planting between forestry block and Golf Club including hidden fence

3m mown path connects to the Northern Sports Area of the Domain



Playground, Picnic and Family Gathering Area

Tennis courts, shade pavilions, toilets and drinking water

Main car park framed by swales and trees with central walkway

Tinwald Scout and Guide Group with swale barrier to the road

Netball courts with shade pavilions and drinking water

Potential planted maintenance and public pedestrian access

Road narrowing, signage and landscape change for safer road crossing

Overflow car parking area for sports club events

Rugby Club fields, sports club building and gathering areas

Fitness station along footpath

Swale with native planting

Stormwater retention area with native planting

- The relocation of the Tinwald Rugby Football Club, Tinwald Tennis Club and Tinwald Netball Club to this area creates a cluster of sporting facilities. The design provides sufficient shared infrastructure for these clubs to integrate including sports fields and courts, club rooms, gathering and event spaces. Paths and gathering areas are designed for better connection and integration between clubs.
- The Northern Sports Area of the Domain provides recreational opportunities to the existing and future residential development in the surrounding areas, in the way of playgrounds and footpaths.
- The area around Tinwald Scout and Guide Group has been reconfigured for better integration with the rest of the Domain, and provide safe off-road links.
- Safety precautions are suggested where the proposed pedestrian and cyclist shared path links the Northern Sports Area to the rest of the Domain cross Frasers Road, such as road narrowing and landscape to slow vehicles down.



New buildings to be used by community user groups (including outdoor courtyard)

New gravel lane (pedestrian access only) connects existing "main street" and upgraded Domain access road to create a new building frontage

Church ground act as village square with picket fence surrounding

Fenced railway station garden with a historical focus

Existing church bell tower relocated to be on visual alignment with upgraded Domain access road and becomes the new gateway to the village

Veranda covered footpath (decking)

Gravel picnic / gathering / rest area

Drop-off areas for swimming pool

New building for Woodworkers and other user groups, including public toilets and kitchen facilities

Fenced garden around minister's house with a historical focus

Upgraded access road with vehicle barrier and pedestrian access to the village

New church entrance pavilion with paved path across village square

Veranda covered footpath (paved)

Raised gathering / events area (lawn)

New historically focused entrance to the public swimming pool, and can be entered from both sides

- The Plains Village Centre Detail plan reorganises and enhances the historical and recreational value of the Plains Village Centre Area. An upgraded main street with historically focused gardens and street trees takes visitors into the heart of the village. Existing access road has been upgraded and realigned towards existing elements such as the church building, minister's house and bell tower, to create a second pedestrian entrance into the village from the west.
- New buildings are designed and some of the old structures are removed to form "township blocks" that define the historical structure of the village while giving user groups access to internal spaces they need.
- The public swimming pool has been enhanced to integrate better into the village by opening up the impervious wall and fence and relocating the swimming pool entrance to be part of the historical main street allowing access from two sides.
- General upgrading of landscape amenity and spaces around the Plains Village Centre provide areas for events, family gathering, visitor resting and car parking.



Group camping ground with common room, kitchen, individual accommodation, bunkrooms and parking area

Individual hire cabins and backpacker bunk house

Open picnic and play area with mountain views

Central path across the camping ground

Amenity block with common room, kitchen, public toilets, outdoor play and BBQ area

Area for shorter term camper van powered sites

Area for tents set in native vegetation with large exotic trees for shade

Area for longer term camping

Main camping ground access road, office, caretaker's residence and control point

- The Tinwald Domain Master Plan relocates the camping ground from its current location to a new location on the northern edge of the Domain towards the golf course.
- The camping ground is visually separated from other Domain areas but maintains a good pedestrian / cycle connections through the centre of the grounds. A narrow loop road moves vehicles through the camping ground with an entrance controlled by the office and caretaker's residence to the south.
- Different areas cater to different camping types and needs, with a central amenity block and common room providing necessary service facilities for campers. Due to the amenity block's central location in the Domain a public toilets is proposed here for recreational users.
- The landscape around the amenity blocks remains open to provide recreational spaces for campers around the amenity block, while preserving the views to the mountains to the west.
- Group camping area is designated to the north which has the ability to cater for group camping such as schools. It has its own common room, amenity block and other service facilities and parking area.
- The proposed tree and shrub planting in the camping ground area has been carefully placed to divide the area into smaller pockets of space to enhance camper experiences. The planting will have ecological values while creating micro climates for campers.

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This section expanded the ideas included in the master plan further, with aspirational images showing how some of the components of the Domain have been done elsewhere and what they could look like.



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The event space is designed to adapt to different circumstances and requirements. Main access road around the periphery allows easy access and maximum use of space. The area has been divided into four quadrants using narrow internal roads, which set up a frame work for the events by giving smaller events a boundary to work with and on the other hand allow larger events to expand and utilise the full size of the area.

Avenues of tree along roads break the space up visually, making it easier to orient for organiser and visitors. They also provide shelter and shade to recreational users of the space during down times.

Management and toilet facilities are provided close-by across the area in both public and user group areas.



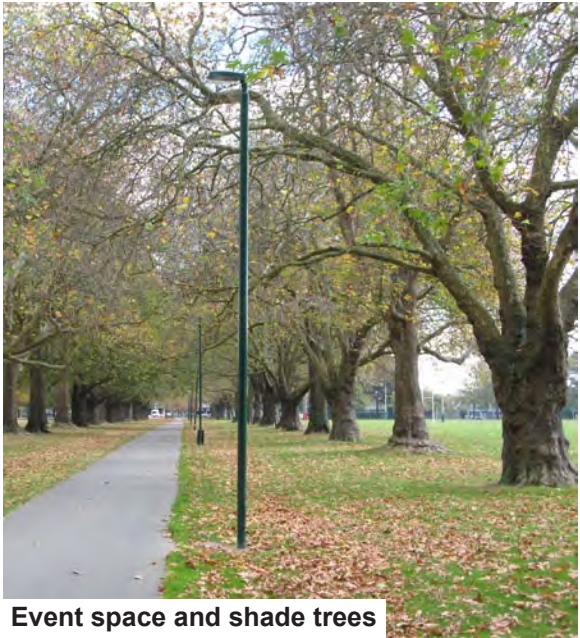
Event space



Small access road and event space



Event space access and control point



Event space and shade trees



Exhibition space



Exhibition space



The car parking areas around the event spaces provide enough space for the large volume of visitors during a major event and cater to special needs such as horse trailer and truck parking during Pony Club events. The tree lined grass parking areas provide enough organised and sheltered space for events but are read as part of the open space of the Domain during down time.

The car park in the Northern Sports Area is designed to be more formal as it will be used more frequently. Trees are designed to provide shade and visually break up the large parking area. More permeable materials such as gravel or permeable paving are used to reduce stormwater run-off thus achieving a more sustainable outcome. Rain gardens surround the car park collect and clean the excessive stormwater run-off while visually screening the car park from visitors in other areas of the Domain.

Most of the vehicle accesses in the Domain are designed to be narrow and informal thus enhancing the rural image of the Domain.



Event car parking and gravel access road



Permeable paving car parking



Grass swale in front of car parking area



Access road and shaded carparking



End of access road and car parking



Access road and car parking



Gravel access road and car parking



Gated access road with vehicle barrier



Small access road with vehicle barrier



A designated area has been set up for public picnicing and gathering, the main purpose is not to limit these activities into these spaces but to organise the otherwise large Domain into smaller pockets for the ease of use and management. By using low chain and posts barriers we are able to allow vehicle access in a controlled way. Groups of trees throughout the space provide shade, shelter and also help visually break up the spaces.

This design caters both small scale visits such as individual family's Sunday picnic and larger groups of visitors such as school events and company functions.



Chain and post vehicle barrier



Vehicle barrier with pedestrian access



Chain and post vehicle barrier and picnic space



Family gathering and BBQ area



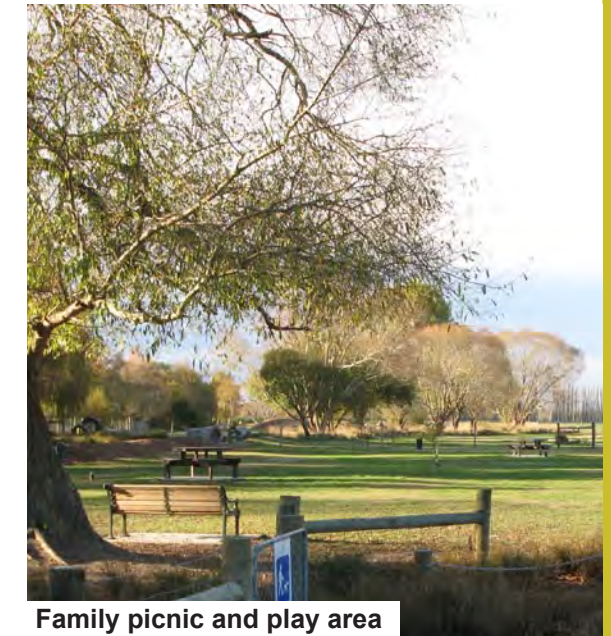
Family gathering and BBQ area



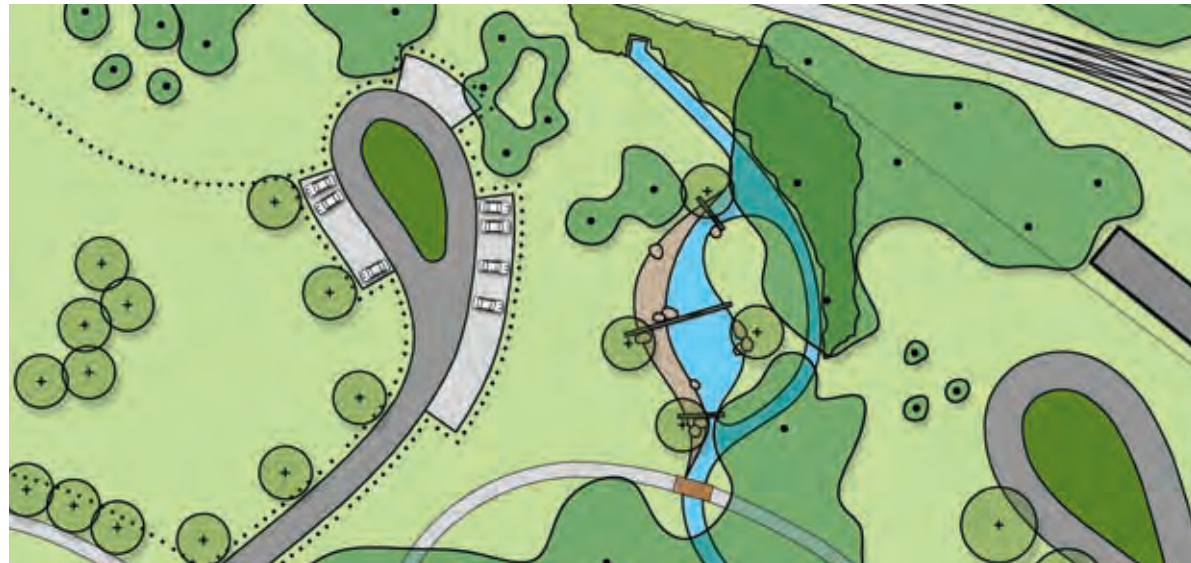
Family picnic area



Family picnic and play area



Family picnic and play area



A water playground that is designed to utilise water in the Domain. It has beach areas allowing easier access to the water edge and small check dams with interactive flood gates giving kids the options to redirect water and flood different areas to create different play options. The “flooding areas” chosen by the kids also affects the shape and size of the island in the playground, adding educational value to the landscape as the young visitors experiment and learn from their actions.

The wetland planting area created around the northern edge of the playground helps enhance the ecological value of the area by attracting birds and can be incorporated into the learning experiences.



Water playground detail



Water playground detail



Water playground detail



Natural water play area



Check dams



Check dams



Check dams

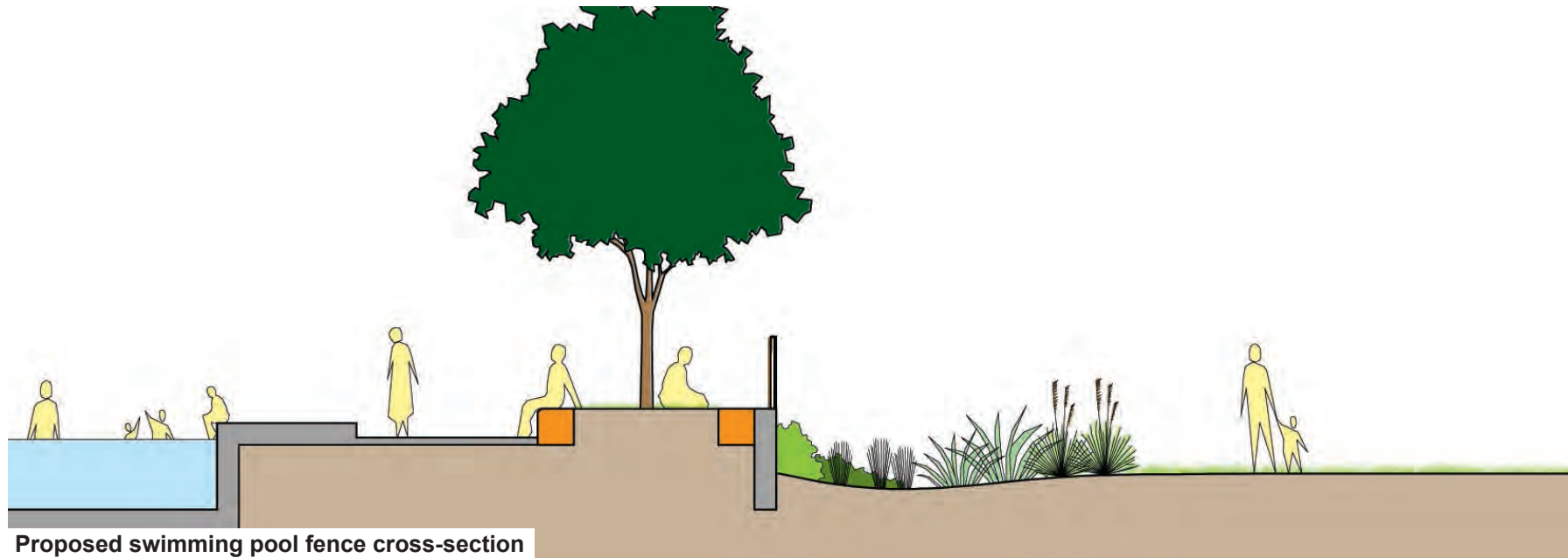


Small flood gate



With minimal changes to the current swimming pool building and facilities, the pool entrance has been relocated to the northeast corner, where it integrates into one of the proposed buildings of the Plains Village Centre. This allows access from two sides of the pool and makes the swimming pool part of the historical village.

The wetland and day-lighted stream around the swimming pool act as a physical barrier but more importantly enhance the ecological value of the landscape.



Proposed swimming pool fence cross-section



"Ha-ha" wall



Planted wetland / rain garden



Wetland native planting



Existing forestry block has been turned into a family and school attraction, by introducing activities such as (but not limited to) tree top adventure play, a flying fox, an abseiling tower (suggested by Mountain Safety Council) and earth mounds for obstacle course and creative play.

Areas of screen planting are designed to provide a safety buffer between the playground area and the mountain bike track. A picnic and rest area is designed for kids and families that need a break.

A railway crossing below the forestry block is designed to provide safe pedestrian and cycle access across the railway line. The existing “Fairfield Building” is relocated and turned into public toilets below the crossing point to service the Adventure Playground.

All “Tree top adventure play” images below are from “Tree Adventures” (www.treedadventures.co.nz)



Tree top adventure play



Tree top adventure play



Tree top adventure play



Mountain bike track



Flying fox



As stated in the "Camping Ground Detail Plan" on Page 12, it is important for the Camping Ground to function and be managed as a whole while providing a range of experiences for different camping needs.



Short term camping



Independent family unit with car port



Independent cabin



Open field camper van parking



Open field camper van parking



Open field camper van parking



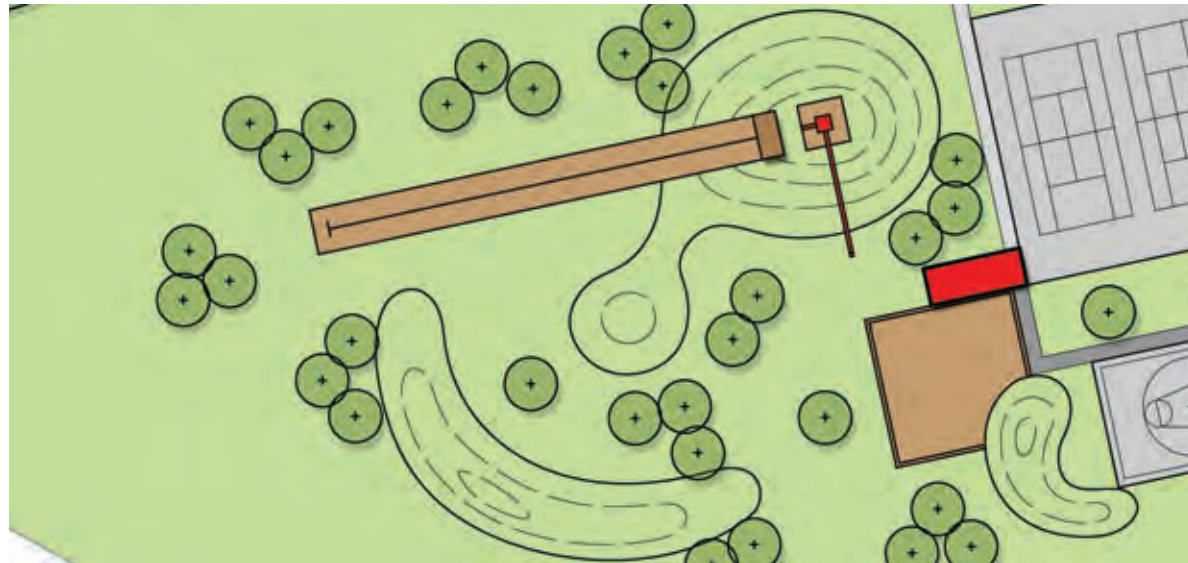
Area for tents and smaller camper vans



Amenity block



Group camping area including bunk houses and gathering area



Different from the Adventure Playground, the Playground, Picnic and Family Gathering Area in the Northern Sports Area of the Domain caters a wider range of visitors. It is designed to be easily accessible and a care is taken to create family friendly landscapes and spaces. The low mounds, trees and pavilion are designed to provide shelter to visitors in need of a rest while diversifying the play experience.

This area also has the ability to expand towards the far western corner of the Northern Sports Area as necessary.



Playground in a park setting



Picnic area



Playground equipment



Playground equipment



Timber playground



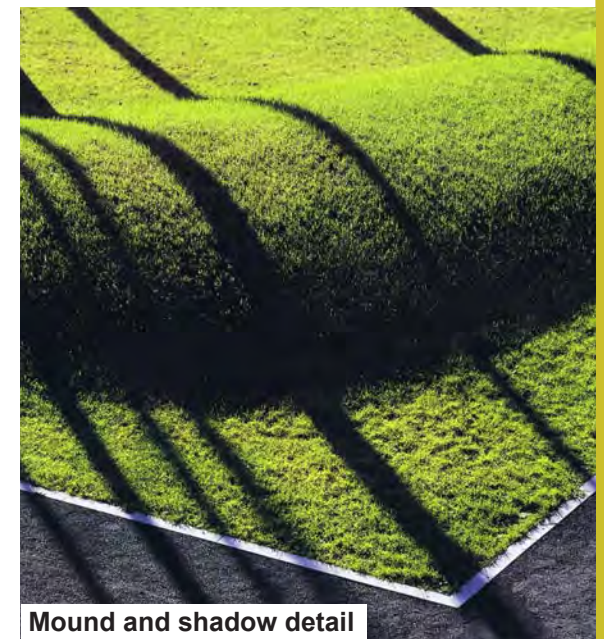
Pavilion for gathering and rest



Mounds and maze



Grass mound and sitting area



Mound and shadow detail



A small Teen Park provides more mature play features such as (but not limited to) a half basketball court, some linear skate features, climbing walls and so on. The plan aims to attract a more casual user group to this park rather than providing a singularly focused skate park that sometimes associated with some undesirable activities.

The park is also located in an open and central area to encourage passive surveillance from near by sports ground users and Domain visitors.



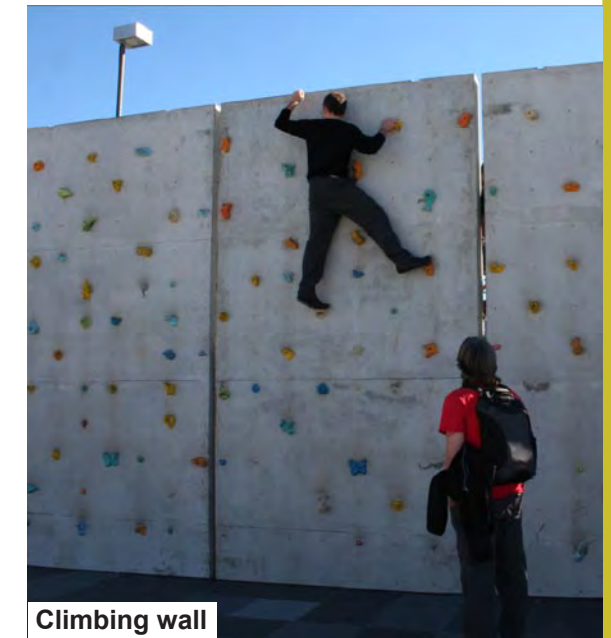
Linear skate park



Half basketball court



Climbing wall



Climbing wall



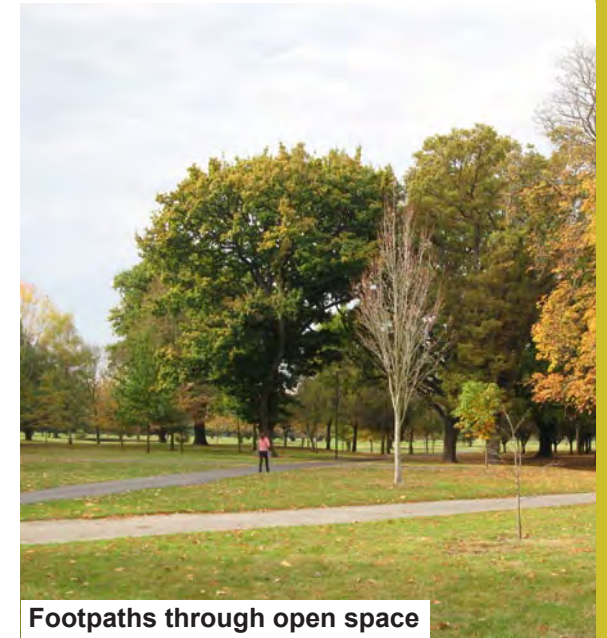
Footpaths and fitness stations around the Northern Sports Area will help fulfil the Domain recreational and open space role for the surrounding residential area. It also encourages passive surveillance that makes the area safer for visitors and surrounding residents.



Windy footpath through openspace



Windy footpath through openspace



Footpaths through open space



Fitness station



As mentioned in the “Plains Village Centre Detail Plan” in Page 11, the design aims at restoring and enhancing the historical and heritage character of the Plains Village Centre, making it more visually uniform. The surrounding landscape spaces are organised to be more efficient and user friendly for both casual visitors and event crowds.



Picket fence, gate and garden detail



Picket fence and garden detail



Garden detail



Garden detail



Entrance pergola



Vegetable and community garden



Vegetable and community garden

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Purpose of the Design Guidelines

The role of this document is twofold firstly, it can be used as a design guide by user groups to help writing design briefs for architects when designing new buildings or additions to existing in buildings. The document will suggest to the user groups materials and built form that is appropriate for the Domain that is in keeping with the Domain's historical and open space values that form part of the strength of the Domain and the collective aesthetic values of the user groups.

The second purpose of this document is to provide guidance to the Tinwald Domain Board on future development of the Domain's built form and open space management. The proposed Design Guidelines provide assessment measures for the Tinwald Domain Board when deciding whether to or not approve a proposed structure to be implemented in the Domain.

It is important to note that the Design Guidelines are part of a bigger document set that includes "User group survey summary 29-June-2009" and the Tinwald Domain Master Plan, Area Plans and Aspirations and Images in the earlier sections of this book.

The above mentioned documents help to explain the history and logic behind the guidelines and can be used as a design resource to explain the intentions, opportunities and values that the Design Guidelines are trying to protect.

The History of the Tinwald Domains Open Space

The Tinwald Domain is currently an eclectic cluster of buildings and user groups that in some cases relate strongly in built form to each other with often a historical focus but in other cases not so strongly. To help understand where this range of quality built form comes it helps to understand some to the history behind the development of the current Tinwald Domain open space and built form structure.

In 1878 the County Council applied to the government for a recreational reserve of 59 acres of land and were granted 200 acres, and in the end received 239 acres (96.92ha) of land for a recreational reserve. This additional land was both a gift and a burden, the burden was that the County Council had more land than allowed for in either the master plan, the capital development or budget. This lead to some planned development around sports, a swimming pool and lake but also some ad hoc development over the following years as different groups approached the Council or Tinwald Domain Board with a desire to build on the Domain. This has lead to a range of built quality and many groups over the years coming and going leaving built structures behind that are sometimes occupied and sometimes not with buildings falling into disrepair.

The early years saw the development of a combined sports club consisting of cricket, football (rugby), hockey and tennis utilising the Domain. The hockey and rugby club were based at the Lagmhor Road parcel until the sodden ground due to poor drainage saw them off that parcel and back to the main Domain parcel adjacent Maronan Road. Along with sports teams the Council offered short term leases to members of the public who wished to graze some stock or grow some crops.

The early projects in the Domain were tree planting, the creation of the pond and the swimming pool.

The Domain was also the location in the early years for horse racing and in more recent years a turf cycle velodrome.



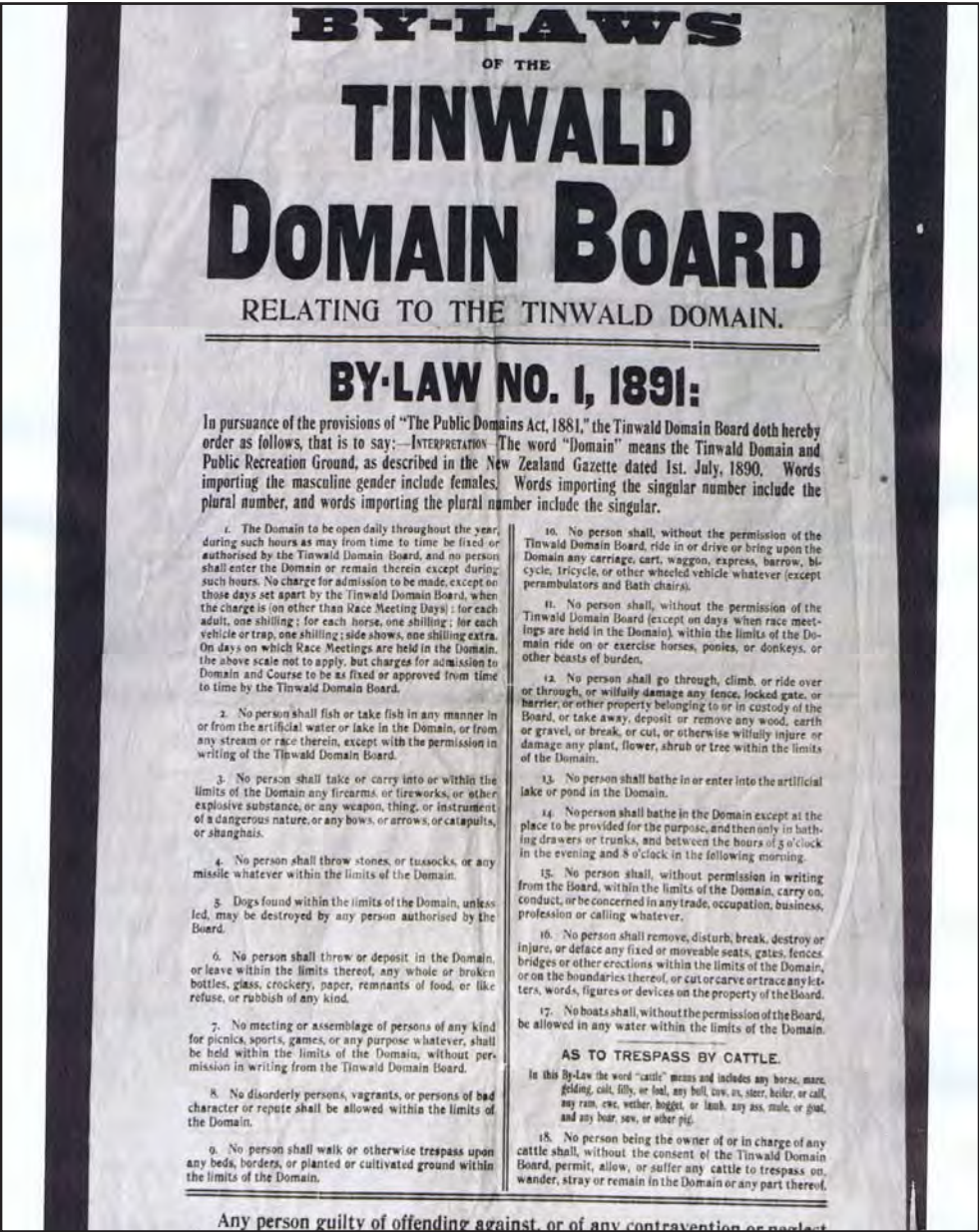
The History of the Tinwald Domains Open Space Development continued

1878 was also the year that the first section of the branch line of the railway that in time became known as the “Mt Somers Branch” 3kms to the old Frasers Road railway crossing (known as the Plains Railway) was laid.

Upon the lines closure in 1968 the Ashburton Railway and Preservation Society purchased the section of track from just west of the mainline junction to the road and rail crossing on Frasers Road. Following the purchase of the above mentioned section of track an agreement was settled between the County Council and Ashburton Railway and Preservation Society to lease some land in the Tinwald Domain to set up an operational hub for the railway. Several historic buildings, including the old Chertsey Railway Station were trucked onto the premises, other buildings were constructed on site to create a ‘Pioneer Village’ and so started a collection of old rail, farm and fire machinery forming the Plains Vintage Railway & Historical Museum.

In 1970 a number of other local clubs expressed interest in leasing land in the Tinwald Domain from the County Council to build clubrooms and utilise space for events.

The different development periods within the Tinwald Domain has lead to a range of outcomes one of which is a range of spatial “zones” in which the combination of built form, space and landscape type has developed a certain “character”. The Design Guidelines work on identifying these different character areas or zones and protect and build upon these values.



Design Principles

- 1. All development shall be restricted to the future development areas shown within the this Design Guideline.
- 2. All development shall be planned to ensure the scale and colour are appropriate to the individual precincts, context and character of the Tinwald Domain as set out in the Tinwald Domain Master Plan and Design Guidelines.
- 3. All development shall respect, conserve, and enhance the character of the Tinwald Domain. Future development shall not detract from the rural and / or historical aesthetic and spatial qualities of the Domain.
- 4. All development shall be clustered and located in such a manner that conserves the open space and rural feel of the Domain, with long uninterrupted views. The clustering of buildings should mimic the common rural built form outcome of service buildings around a collective space such as a farm yard. The Tinwald Domain Master Plan and Design Guidelines propose that most built form should be located on the edges of the Domain keeping the central spaces building free.
- 5. To promote built form that recognizes and responds to the physical rural characteristics of the area such as but not limited to single storey buildings, gable roof lines, timber and corrugate iron.
- 6. All development shall be restricted to only that which is necessary to serve the needs of visitors and users which is deemed fair and responsible by the Tinwald Domain Board.
- 7. All temporary structures that have a life expectancy of two weeks or more have to meet the Design Guidelines of the precinct within which it is placed as set out in this document.
- 8. Existing structures which no longer serve a reasonable purpose will be removed within a time frame set by the Tinwald Domain Board when time, budget and resources allow.
- 9. Landscape associated with current and proposed developments has to contribute to the Domain's rural open space values. This includes but not limited to the use of large scaled trees, wind shelter belt and mainly lawn as a surface. Landscape border plantings are not encouraged on the lease boundary areas due to uses of public access, safety and the reduced of open space produced by the segmentation of land with planting.



Building and Landscape Precincts Map

It is imperative that new buildings are designed to fit into the area they are to be located so, as not to detach from existing surrounding buildings and user group values as well as preserve the Domain open space and built form as a collective. To protect these values the Design Guideline has identified distinct precincts, which will have specific building guidelines consistent to the character that the master plan is trying to achieve for each area.

These areas are made up of the following:

1. Plains Village Precinct
2. Recreation and Events Precinct
3. South Western Precinct
4. Golf Club Precinct
5. Sports Precinct
6. Camping Ground Precinct

Each precinct is to have a detailed map that shows actual building footprint outline restrictions.

For ease of use the Design Guidelines have been set out with architecture guideline first followed by landscape guidelines for each of the six precincts.



- Plains Village Precinct
- Recreation and Events Precinct
- South Western Precinct
- Golf Club Precinct
- Sports Precinct
- Camping Ground Precinct



Plains Village Precinct Design Guidelines

Built form

Setting the scene - historic settlement and building form

Early settlement buildings related easily with each other in regards to form and material with very little conscious effort – due to money, technology and limited range of materials.

The predominant building types of early settlement included false front retail buildings, shed building types, simple residential buildings (cottages), churches and schools.

False Front Retail Buildings

The predominant style of architecture which lined the main street of early settlements were false front shop building style. They have as the name indicated a false front attached to the main building. The size of the main building was limited by how far the roof could span and cost.

A false front shop had secondary elements lean-tos or verandas attached. The building itself was geometric in form and predominantly single storey with a gable roof over a rectangular footprint. Buildings would evolve over time and secondary elements (mainly lean-tos and lanterns) would be added to the primary element.

The sides and the back of the building were generally in contrast with the front of the building being just a plain solid wall and fairly utilitarian.

To make buildings larger two or more primary elements would be built together on site making it a multicelled building, but each primary element must remain distinct.

Secondary Elements

Secondary elements usually added to buildings were false fronts/ornaments, the lantern and the lean-to.

Lean-tos generally had a mono-pitch roof and a rectangular footprint, it was generally attached to the rear or side of the primary building and did not necessarily extend the full width of the wall. They may be verandahs or fully enclosed.

Lanterns were of small gabled form with glazed side walls and set symmetrically on the ridge of the primary element.

Shed Building Type

The shed building type should be used for buildings that relate to lanes. Sheds were a particular feature those lanes where industrial, manufacturing and stabling activities took place.

Sheds are simple in form and often very small, they tended to be internally sited were not set to the boundaries, did not occupy the full width of the site and did not front or face the lanes, ie focused towards activities within the site.

The shed building is the best way to enable a degree of intensification of the site to occur.

Sheds have a simple form – gable or mono-pitched roof, secondary elements, ie lean-tos were used to extend the primary element.

Sheds were smaller than false front retail building, they were very plain / utilitarian with no ornament or symmetry.

Simple Residential Buildings / Cottages

Cottages were generally small and single storey with secondary elements, ie lean-tos & verandahs, and ancillary buildings, ie sheds, nearby.



Setting the scene - historic settlement and building form continued

Openings

Windows and doors did not dominate walls, they were generally minimized, with walls dominating over openings. Windows were double hung to the street facade and often elsewhere especially in cottages. Doors associated with double hung windows typically had 4 panel frame and panel. In secondary elements windows were usually small and doors were ledged and braced.



Build form continued

Plains Village Precinct architectural guidelines

All new buildings / development will only occur in those areas shown within the “Plains Village Precinct Future Building Restrictions”. There will be two distinctive types of building those portraying as main street church yard focus and those of rural storage rail industrial focus. All new buildings within the Plains Village shall meet the guidance below but are not limited to additional design feedback or discretionary design decisions from the Tinwald Domain Board (refer to Page 44 to Page 47 for examples of appropriate buildings):

Main street zone/ church yard zone - Commercial / Retail Frontage

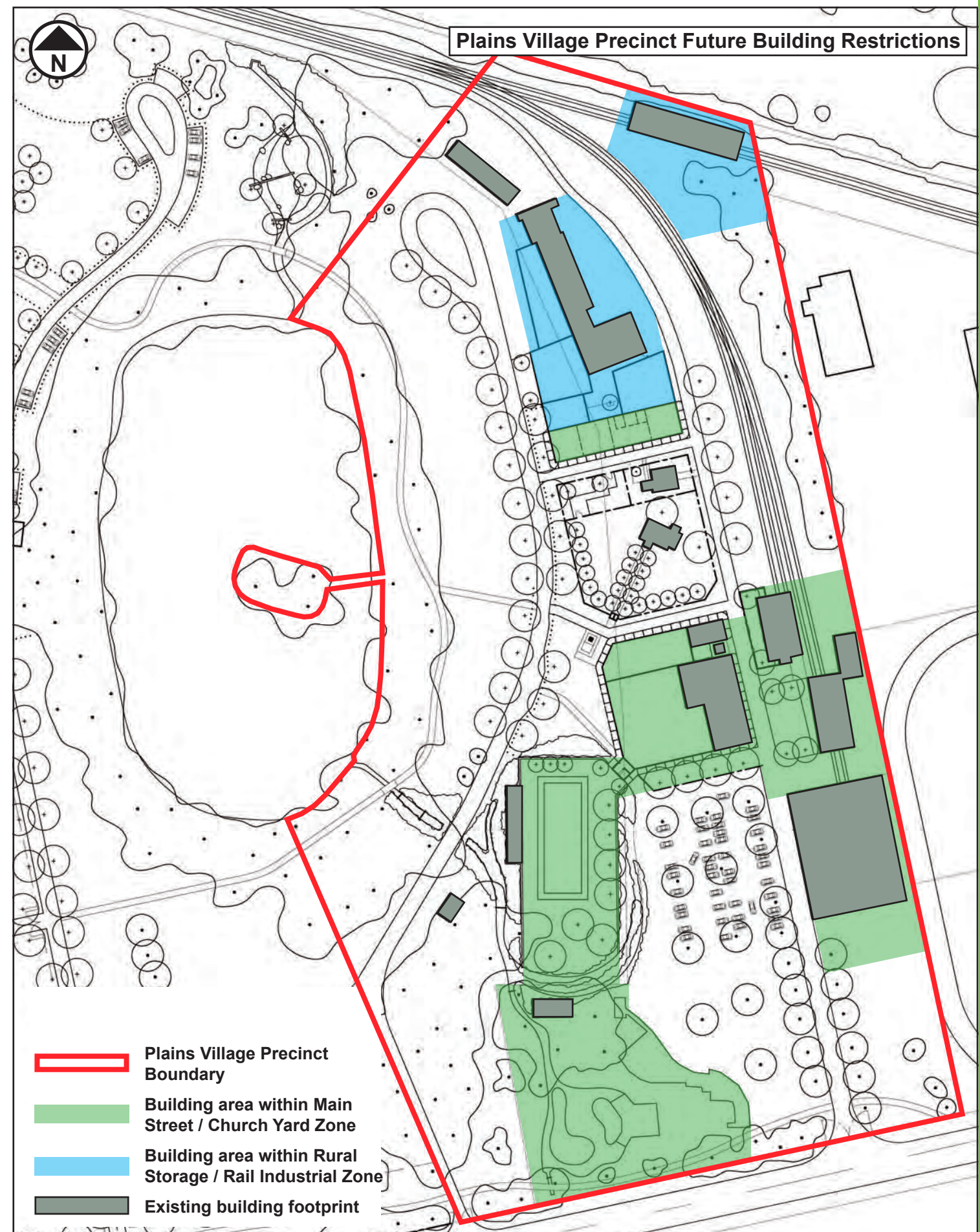
All buildings within this area will be in same context as the currently existing false front retail and shed buildings that make up the existing main street opposite the train station.

1. Area: all new development is restricted to footprint shown in “Plains Village Precinct Future Building Restrictions”
2. Scale: will be consistent with the style of the fore mentioned buildings, large spaces can be created by multi-ceiling the building
3. Height: 5 metres (single storey)
4. Colour: refer to the relevant Aalto Colour Palette (Victorian and Edwardian) attached in Annexure A.
5. Reflectivity: less than 50%
6. Materials: timber weatherboard, limited use of corrugated steel and board and baton
7. Roofing materials: traditional wave profile corrugated iron, and tradition red tiles
8. Roof Pitch: equal gable 25°- 45°; lean-tos mono pitch 8°- 15°
9. Openings: painted timber frames, double-hung
10. Glazing: maximum area 40%

Rural storage / rail industrial zone

The style of buildings appropriate here will be sheds or large buildings with or without the false fronts that may connect to the main street.

1. Area: all new development is restricted to footprint shown in “Plains Village Precinct Future Building Restrictions”
2. Scale: will be consistent with the style of the fore mentioned buildings and the Tinwald Domain Master Plan
3. Maximum Height: 8m single storey but must be able to accommodate an agricultural plant
4. Colour: refer to attached Aalto Colour Palette (Victoria and Edwardian) attached in Annexure A.
5. Reflectivity: less than 50 %
6. Facade Materials: mainly traditional wave profile corrugated iron with or without timber weatherboard feature facades
7. Roofing materials: traditional wave profile corrugated iron
8. Roof Pitch: Equal gable 25°- 45° or mono pitch 8°– 30°; lean-tos mono pitch 8°- 15°
9. Openings: painted timber frames
10. Glazing: maximum area 40%



Landscaping

1. On the main street the landscape and buildings are seen as one collective not a series of independent buildings and landscapes. The above building outline has been set up to protect the architectural “village” main street values. The landscape must read as one not a series of small independent landscapes of different styles around individual buildings. The current landscape has some good values that enhances the main street feel by having minimal “garden” or amenity planting with feature trees set in lawns forming most of the landscape structure.
2. The main street master plan will set out future planting areas with a focus on the following landscape types.

Street trees

1. A row of street trees along the main street. It is imagined that these trees would be deciduous and probably oaks in keeping with existing planting around the lake area. It is suggested that seed is collected and trees grown on from the “Royal” Oak trees planted by the King of England in 1888. These oaks would be an appropriate species and would continue to make reference to the Domain’s historical past.
2. All future tree planting is to use small trees at time of planting with large planting holes with additional soils, organic compost and water retaining chemicals such as “Yates Waterwise Water Storage Crystals”. This gives the small tree the most time to adapt to the soil conditions compared to that of a larger tree that often goes dormant for two years while adjusting to the new conditions. There is to be no street tree detail around the base of the trees or tree surrounds.

Amenity gardens

1. It is imagined that amenity gardens are limited to places within the main street church yard area that traditionally would have been planted such as the civic spaces around the train station and the minister’s house.
2. These gardens are imagined to be mainly flowering perennial gardens with small flowering and fruiting trees. These gardens would focus on predominately exotic plant species and not New Zealand native species. These gardens would have been fenced and gated with a low 3 foot white picket fence.

Landscape paving materials

1. The main street surface is to remain gravel without any edge treatment such as kerb or channel. The gravel surface is to be flanked by a grass verge and no footpath. The only “footpaths” are to be formed by the building verandas.
2. Paths in the church area should consist of large flag stones of a dark colour from a New Zealand source.

Any new building is to contribute to the collective landscape of the village which may not necessarily be around that proposed building. A landscape maintenance plan is to be set up and each user group contribute to the landscapes ongoing upkeep. It is worth approaching a local horticultural club to get advice on the design and to maintain the flowering amenity gardens for the collective village group to ensure that consistent and appropriate care is given to the landscape.



Recreation and Events Precinct Design Guidelines

Built form

Setting the scene:

This area is visually separated from the historical nature of the village by the lake and large existing trees hence there is more flexibility in the architectural form and landscape options. This precinct identifies amenity and utility buildings for the passive use of the surrounding open space such as toilets, shade shelters and BBQ areas. The existing built form is predominately timber and corrugated steel with a rural feel using recessive colours. All future built forms in this area would be required to be consistent with the character and style to those currently existing by utilising the guidelines below. (refer to Page 44 to Page 47 for examples of appropriate buildings)

Building restrictions

1. Area: all new development is restricted to the footprint shown in "Recreation and Events Precinct Future Building Restrictions". The location and scale of all buildings has to be approved by the Tinwald Domain Board even if located within the future "building zone"
2. Maximum Height: 5m
3. Colours: refer to Aalto Colour Palette (Neutrals) attached in Annexure B
4. Reflectivity: less than 50%
5. Facade Materials: timber, board and baton, traditional wave profile corrugated iron
6. Roofing Materials: tiled, slate, traditional wave profile corrugated iron
7. Openings & Glazing: Dependent on the use of the building although any building with a facade longer than 5m facing circulation network will open up to them with openings and at least 50% glazing

Landscape

The Tinwald Domain landscape vision is to build upon the existing landscape's large scale open space and rural values to create one large rural landscape for recreational users and user groups to enjoy. The Tinwald Domain Master Plan identifies landscape zones and each zone will require a comprehensive detailed landscape plan developed for each area. These detailed landscape plans have to be designed to deliver the functional requirement for that area (such as Camping Ground or Pony Club Area) without negatively impacting on the on wider Domain's rural landscape character, expansive views or sense of scale. It is very important that future landscape does not give the feeling of privatised space around a user group or club.

User group landscaping

Planting

User groups have to supply a landscape plan to the Tinwald Domain Board for approval before any landscape development can happen on Tinwald Domain land. The landscape plan can include a mixture of both native and exotic trees and amenity landscape planting.

Fencing and gates

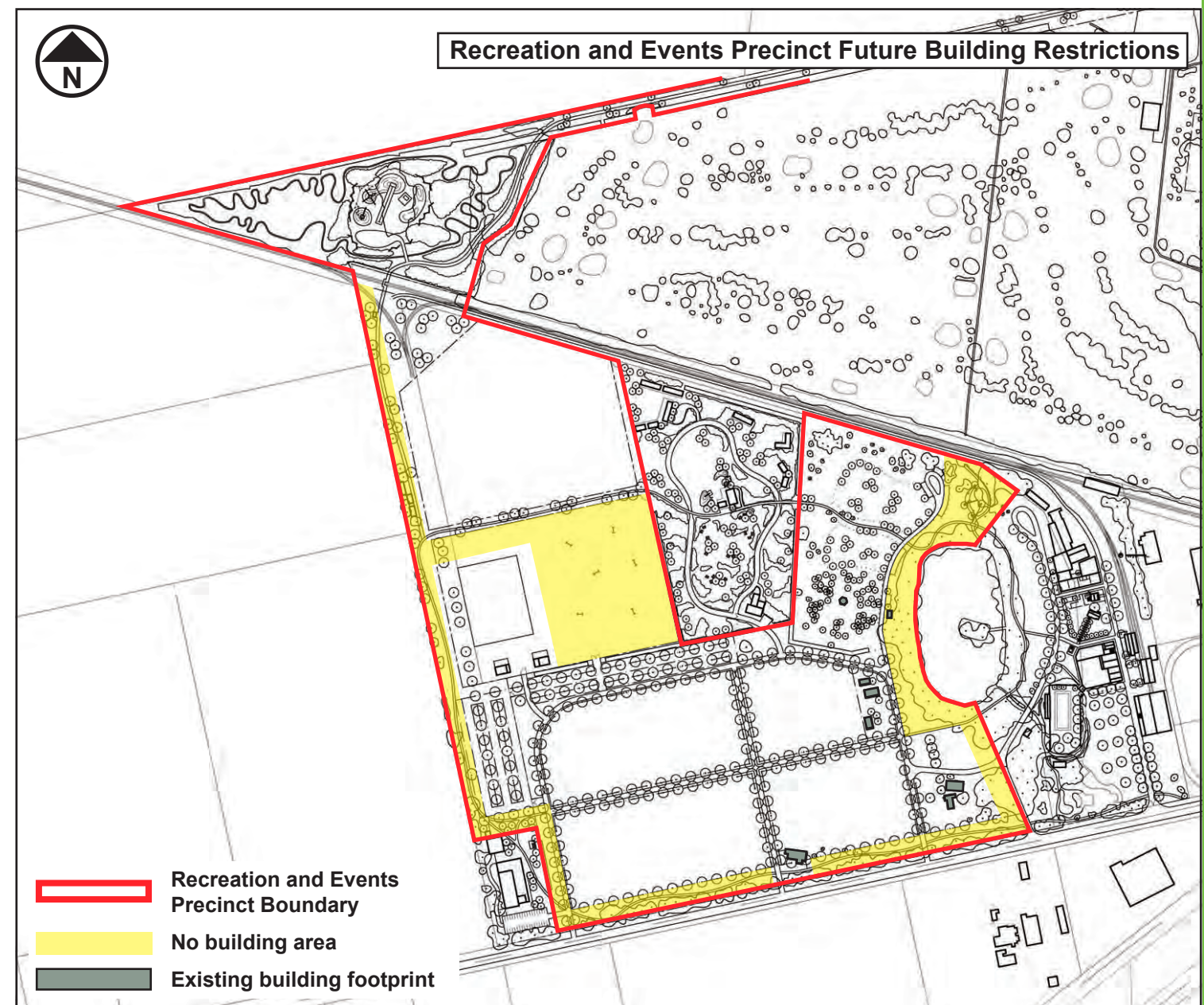
User groups are not to build any additional fencing, gates, or barriers including hedges, earthen forms and planting without Tinwald Domain Board's approval and that are not shown in the Tinwald Domain Master Plan document.

Paving

The landscape plans can suggest paving directly around the user group buildings connecting to building entrances but not into the greater landscape. Paving connections into the greater landscape are the responsibility of the Tinwald Domain Master Plan and the Tinwald Domain Board to deliver.

Seating and tables

User groups can create additional seating and picnic tables close to their buildings for the use of their members and the public. They have to be in keeping with the Domain's landscape furniture style and the location has to be approved by the Tinwald Domain Board before placement.



South Western Precinct Design Guidelines

Built form

Setting the scene:

The south western corner of the Domain on Maronan Road is presently occupied by the Vintage Car Club and their associated out buildings. This area is seen as an important location for supplying amenities for public users such as toilets and drinking water. User groups at this location also supply some passive surveillance and security for the public using the proposed walkway and amenity and control points for the use of the Event Spaces. The building and landscape guidelines for this area reflect the passive surveillance, amenity and control values that buildings at this location could offer the wider Domain users. It is imagined that there would be limited future building growth in this area, may be limited to future expansion of the Vintage Car Club and a new building site for future user groups such as the Americar Club if they decided to move from their current location or other community organisations if there was a requirement for additional buildings. (refer to Page 44 to Page 47 for examples of appropriate buildings)

Building restrictions

To ensure this south western corner of the site remains secure and integrates with the rest of the Domain, it is important that the building open to the north, facing the vehicle and pedestrian access way. To ensure that these buildings are perceived as open/accessible to the public and consistent with the Domain as a whole the following guidelines need to be met for any future buildings:

- 1. Area: All new development is restricted to the footprint shown in “South Western Precinct Future Building Restrictions”
- 2. Maximum Height: 5 metres
- 3. Colours: refer to Aalto Colour Palette (Neutrals) attached in Annexure B
- 4. Reflectivity: less than 50%
- 5. Facade Materials: timber-weatherboard, board and baton and traditional wave profile corrugated iron / traditional red brick
- 6. Roof Materials: traditional wave profile corrugated iron
- 7. Glazing: where the building faces / fronts a public access way or space, 50% of the frontage should be glazed

Landscape

User group landscaping

Planting

User groups have to supply a landscape plan to the Tinwald Domain Board for approval before any landscape development can happen on Tinwald Domain land. The landscape plan can include a mixture of both native and exotic trees and amenity landscape planting.

Fencing and gate

User groups are not to build any additional fencing, gates, or barriers including hedges, earthen forms and planting without Tinwald Domain Board’s approval and that are not shown in the Tinwald Domain Master Plan.

Paving

The landscape plans can suggest paving directly around the use group buildings connecting to building entrances but not into the greater landscape. Paving connections into the greater landscape are the responsibility of the master plan and the Tinwald Domain Board to deliver.

Seating and tables

User groups can create additional seating and picnic tables close to their buildings for the use of their members and the public. They have to be in keeping with the Domain’s landscape furniture style and the location has to be approved by the Tinwald Domain Board before placement.



Northern Sports Precinct Design Guidelines

Built form

Setting the scene:

This precinct is the Tinwald Domain's parcel of land between Lagmhor Road, Tarbottons Road and Frasers Road. It is proposed within the Tinwald Domain Master Plan that this area be developed as a neighbourhood park with the retention of the Tinwald Scout and Guide Group and the introduction of sports fields, courts, playground, clubrooms and recreational amenities. (refer to Page 44 to Page 47 for examples of appropriate buildings)

Building restrictions

To ensure that all built development is consistent with that in the southern area of the Domain the following guidelines need to be met:

1. Area: all new development is restricted to the footprint shown in "Northern Sports Precinct Future Building Restrictions"
2. Maximum Height: 8 metres
3. Colours: refer to Aalto Colour Palette (Neutrals) attached in Annexure B
4. Reflectivity: less than 50%
5. Facade Materials: timber, corrugated iron /colour steel, brick. A limited uses of exposed concrete masonry block or tilt slab concrete maybe uses as long as it makes up less than 50% of any facade
6. Roof Materials: corrugated iron / colour steel, turf and tiled
7. Glazing: For buildings bigger than 6m2 in area, the building should open to the public with those facades opening to the public movement having 60% glazing

Landscape

User group landscaping

Planting

User groups have to supply a landscape plan to the Tinwald Domain Board for approval before any landscape development can happen on Tinwald Domain land. The landscape plan can include a mixture of both native and exotic trees and amenity landscape planting.

Fencing and gates

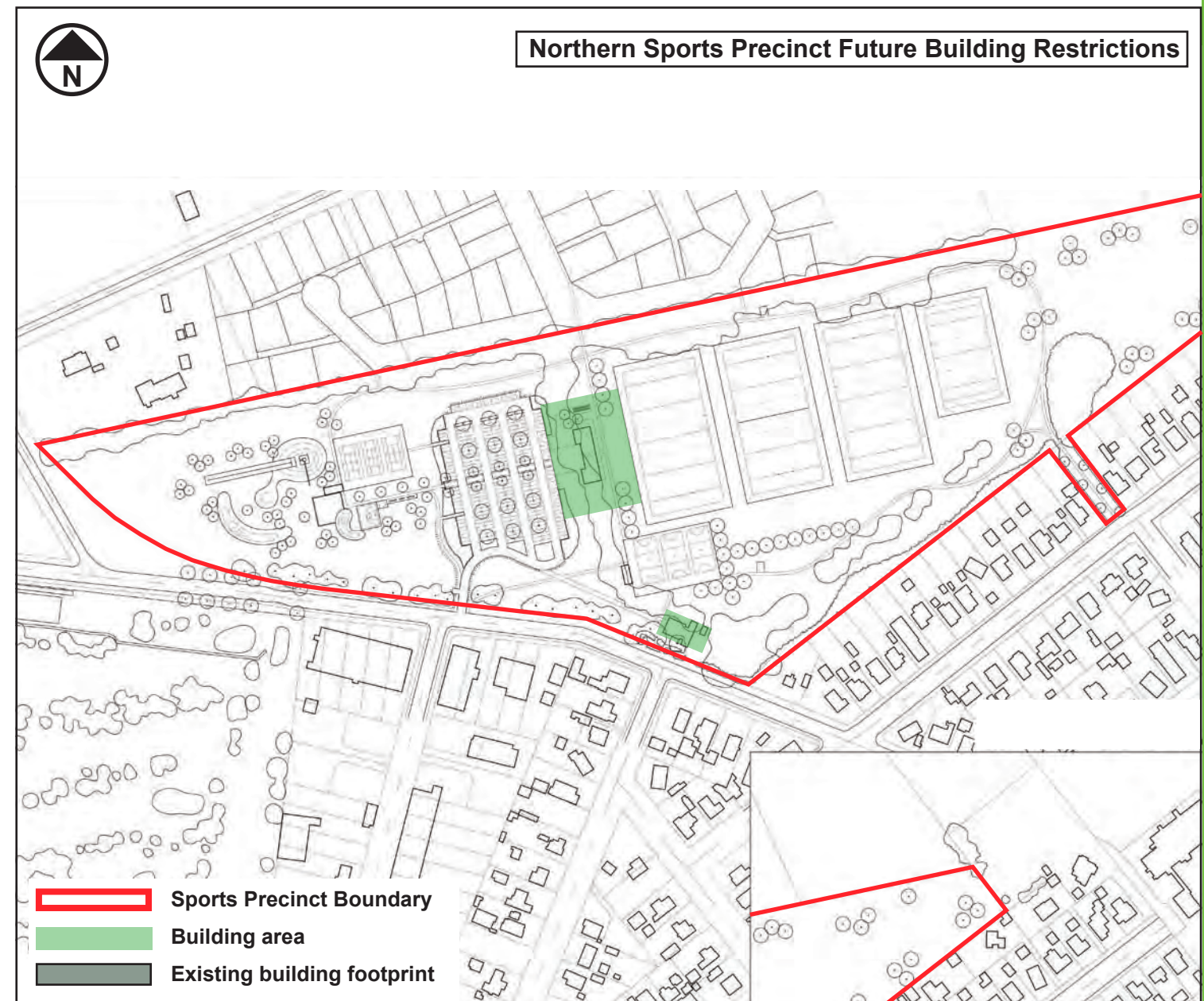
User groups are not to build any additional fencing, gates, or barriers including hedges, earthen forms and planting without Tinwald Domain Board's approval and that are not shown in the Tinwald Domain Master Plan.

Paving

The landscape plans can suggest paving directly around the use group buildings connecting to building entrances but not into the greater landscape. Paving around sports buildings have to be either insitu concrete, unit paving, timber or stone. Gravel, stamped concrete or black tarmac is not acceptable. Paving connections into the greater landscape are the responsibility of the Tinwald Domain Master Plan and the Tinwald Domain Board to deliver.

Seating and tables

User groups can create additional seating and picnic tables close to their buildings for the use of their members and the public. They have to be in keeping with the Domain's landscape furniture style and the location has to be approved by the Tinwald Domain Board before placement.



Golf Club Precinct Design Guidelines

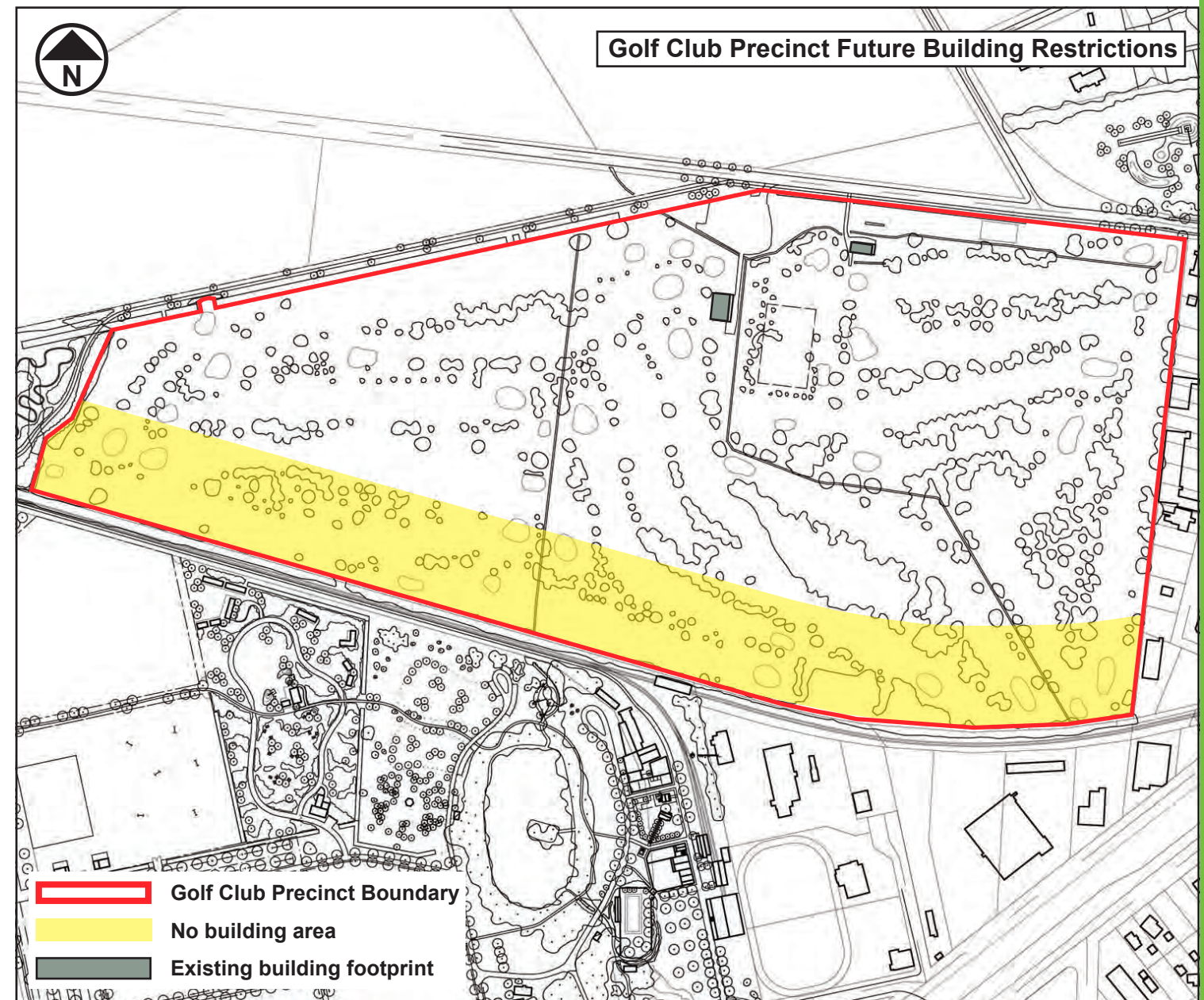
Built form

Setting the scene:

The space and significant tree planting that the golf course presently has significantly reduces the visual impact of existing golf buildings on the public and historical portions of the Tinwald Domain. The existing golf course buildings do not presently relate or impact on the historical village's visual values so the guidelines are less prescriptive on what future golf course buildings may look like and are more about the visual mitigation of any existing or future buildings' impact south of the golf course area into the Domain's historical and recreational areas. (refer to Page 44 to Page 47 for examples of appropriate buildings)

Building restrictions

1. Area: all new development is restricted to the footprint shown in "Golf Club Precinct Future Building Restrictions"
2. All new building designs and locations have to be approved by the Tinwald Domain Board
3. Colours: refer to Aalto Colour Palette (Neutrals) attached in Annexure B
4. No building of any size may be located within 100m of the southern shared boundary with the historical village, recreational zone or camping ground
5. All landscape planting along the southern boundary is to retain a rural feel with large feature trees but no low groupings of amenity planting. The present shelter belt trees create an ice/frost problem for the rail tracks and maybe for the future camping ground, so as the wind shelter hedges are removed they are to be replaced with groves of mainly deciduous trees set back from the boundary. Trees may be native and/or exotic. The replacement planting for the shelter belt needs to be planned for and planted at least 5 years before the shelter belts are removed.



Camping Ground Precinct Design Guidelines

Built form

Setting the scene:

The Tinwald Domain Master Plan focuses on delivering safe public access through the camping ground while retaining the views of the mountains to the west from the site. This is understood to be a Tinwald Domain Board / Council initiative although there is always a possibility where this may be managed privately in the future. (refer to Page 44 to Page 57 for examples of appropriate buildings)

Building restrictions

To ensure all development within the Domain is consistent the following guidelines should be met (refer to the diagram on the right for building zones):

1. Scale / Area: All new development is restricted to the footprint shown in "Camping Ground Precinct Future Building Restrictions"
2. Maximum Height: 5m
3. Colours: refer to Aalto Colour Palette (Neutrals) attached in Annexure B
4. Reflectivity: less than 50%
5. Facade Materials: timber, and corrugated iron / Colour steel, brick
6. Roofing Materials: corrugated iron / Colour steel and turf

Landscape

Dense native screen planting is proposed to create pockets for camping and camper van parking with the vegetation around the central walkway that connects the western portion of the Domain to the eastern portion remaining visually open with feature shade trees and no under planting.

Planting

User groups have to supply a landscape plan to the Tinwald Domain Board for approval before any landscape development can happen on Tinwald Domain land. The landscape plan can include a mixture of both native and exotic trees and native amenity landscape planting.

Fencing and gates

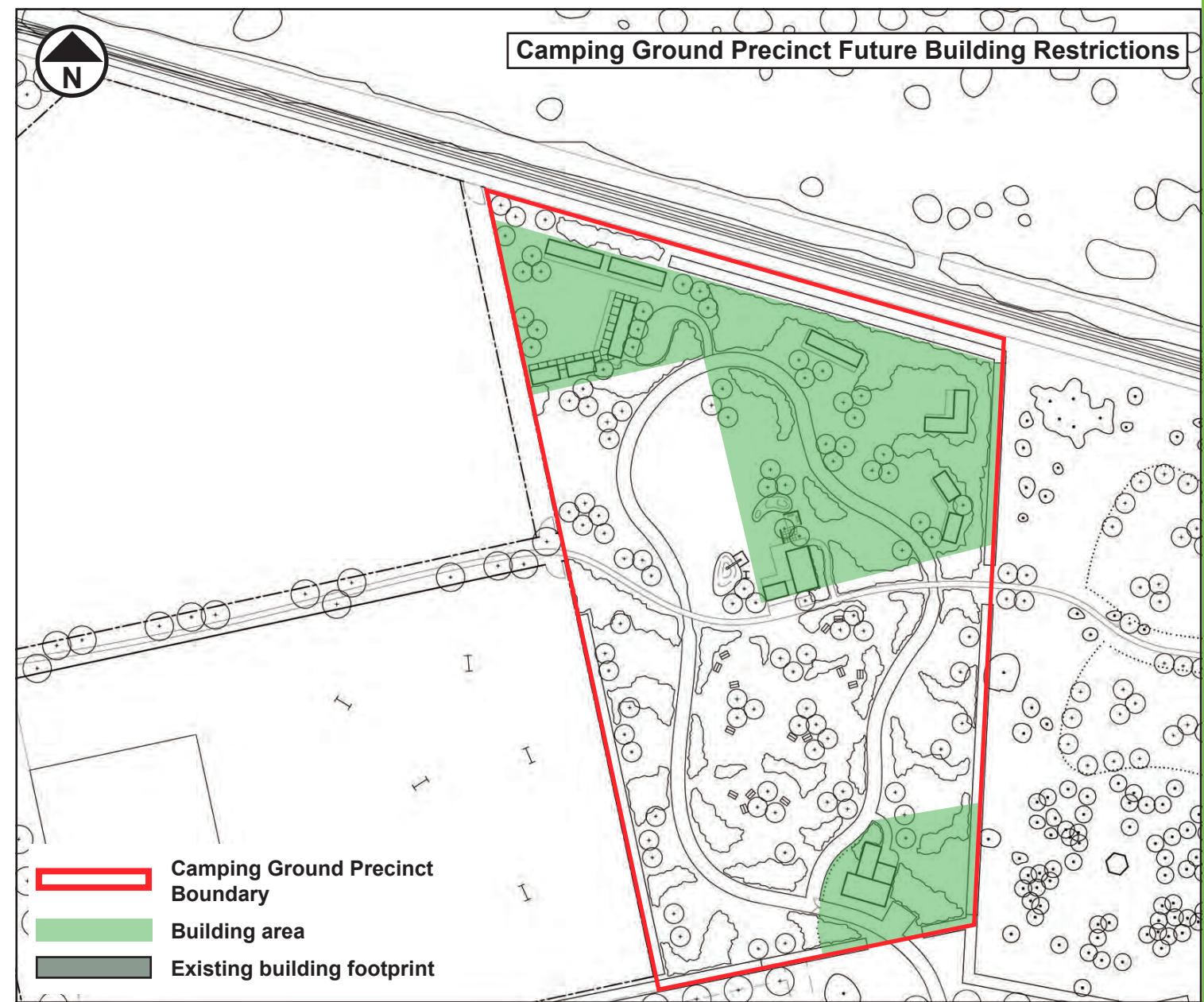
Camping ground management are not to build any additional fencing, gates, and barriers including hedges, earthen forms and planting without Tinwald Domain Board's approval.

Paving

The landscape plans can suggest paving directly around the camping ground buildings connecting to building entrances but not into the greater landscape. Paving around camping ground buildings have to be either insitu concrete, unit paving, timber or stone. Gravel, stamped concrete or black tarmac is not acceptable. Paving connections into the greater landscape are the responsibility of the master plan and the Tinwald Domain Board to deliver.

Seating and tables

The Camping Ground can create additional seating and picnic tables close to their buildings for the use of campers and the public. They have to be in keeping with the Domain's landscape furniture style and the location has to be approved by the Tinwald Domain Board before placement.



General Design Guidelines Across All Landscape Zones

Signage

It was recognised within the earlier analysis the importance of consistent signs and notice boards within the Domain and the different Domain user groups. It is recognised that it is very easy for signs to start dominating and detracting from the environment. It is therefore proposed that during the detailed design stage there will be signage design details developed for all information with the Domain from user group signage to general Domain signage. All user groups will be required to meet the sign detail required for all signs erected within the Domain and all signage will require the Tinwald Domain Board's approval before installation.

Barriers and fencing

To help with Tinwald Domain's branding it is proposed that consistent boundary treatments and vehicle controls be used both on external boundaries and internally for the management of spaces. It is therefore proposed that during the detailed design stage there will be consistent fence design details developed for all boundary, vehicle and pedestrian control conditions. All user groups will be required to meet the detailed requirements for all barriers and fences erected within the Domain. All fencing and barriers will require the Tinwald Domain Board's approval before installation.



General Design Guidelines Across All Landscape Zones continued

Roads and tracks

To ensure that there is clear way finding or path system within the Domain, a hierarchy of movement networks has been introduced within the Tinwald Domain Master Plan. These networks are differentiated by the surface treatments used.

Vehicle Networks

1. Sealed - Asphalt
2. Crusher-dust / Aggregate

Pedestrian Networks

1. Sealed - Asphalt / Concrete
2. Unsealed - chip/aggregate
3. Mown grass path

Bicycle Network

1. Unsealed - Aggregate
2. Dirt

Horse Trail Network

1. Unsealed - Crusher-dust
2. Turf

All movement networks shall be consistent with the Tinwald Domain Master Plan and these guidelines. No additional paths or roads are to be constructed by user groups without Tinwald Domain Board's approval.



General Design Guidelines Across All Landscape Zones continued

Furniture

To further emphasise Tinwald Domain's branding it is proposed that all furniture used on site be of a limited styles and materials. It is therefore proposed that during the detailed design stage there will be consistent furniture design details developed. All user groups will be required to meet the furniture style requirements within the Domain. All furniture will require the Tinwald Domain Board's approval before installation such as but not limited to:

1. BBQ Tables
2. Park Benches
3. Playgrounds
4. Drinking Fountain
5. Rubbish Bins
6. Cycle Racks
7. Lighting



Other Considerations

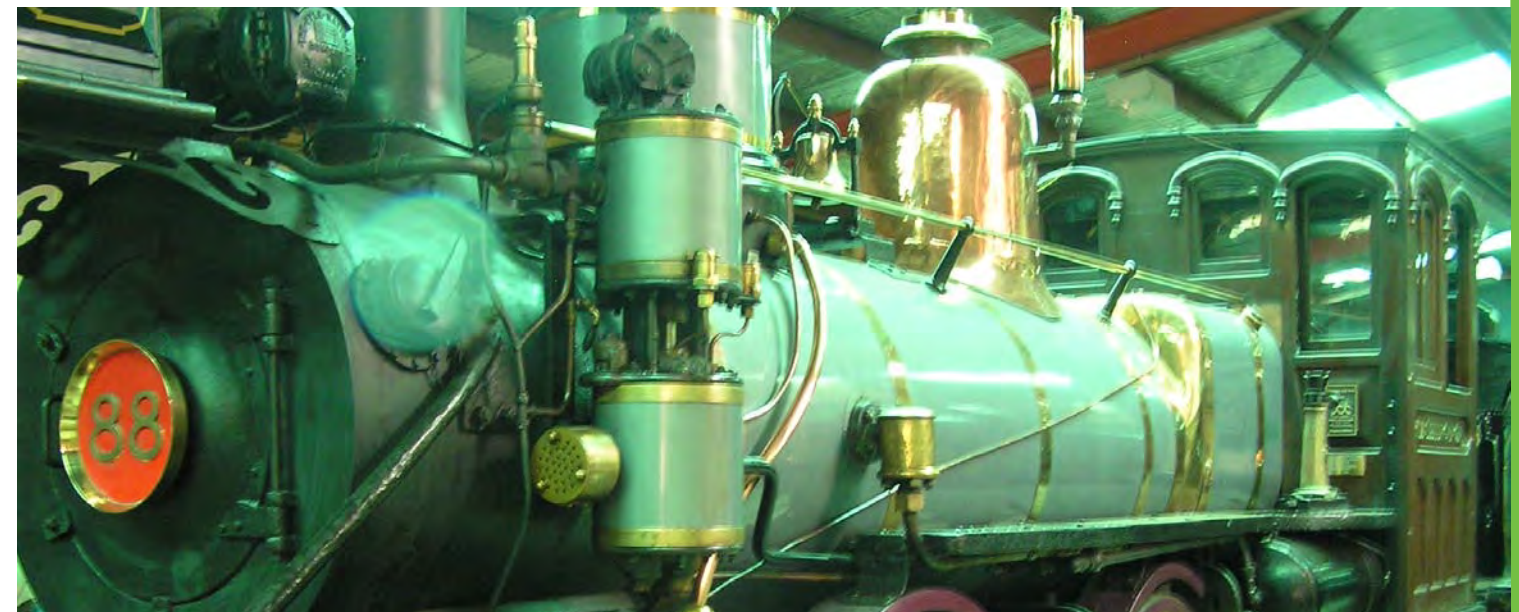
Removal of unnecessary structures

The development of the Tinwald Domain over time has been very ad hoc with a number of buildings or structures being added as needed by both the Council and the user groups.

It is recommended that when any structure is no longer useful or required, the structure is removed, thus reducing maintenance costs, removing any potential conflict, and reducing unnecessary visual clutter and impact.

Areas of cultural heritage

The by-product of having a historic village and museum collection is that although the items on display (apart from the tracks) are not historically linked to the site, they do have historic significance regionally, nationally and in some cases internationally. As such any future design/development around the Plains Village Area should consider the historic context and preservation requirements necessary for those historic items on display.





Corner building



Facade and materials



Materials



Signage



Timber detail (inappropriate signage)



Window profile



Attached buildings



False front



Level change between sidewalk and street



Lighting detail



Post and veranda detail



Timber and signage and street hicking detail



Window details



Timber profile and details



Scale and landscape



Attached buildings



Scale, material and details



Veranda and signage



Window detail



Back building detail



Building scale and signage



Material and colour



Small out building



Scale



Scale



Chimney and window details



Roof material



Scale and materials for small out building



Side profile



Signage



Small out building



Timber weatherboard profile



Window and wall ratio and covered sidewalk



Build form and signage



Materials, colour and signage



Timber profile



Scale



Material and colour



Signage



Window details



Scale and colour



Veranda detail



Timber detail



Roof detail



Colonial cottage garden



Lamp detail



Steel gate



Change in roof profile



Steel profile



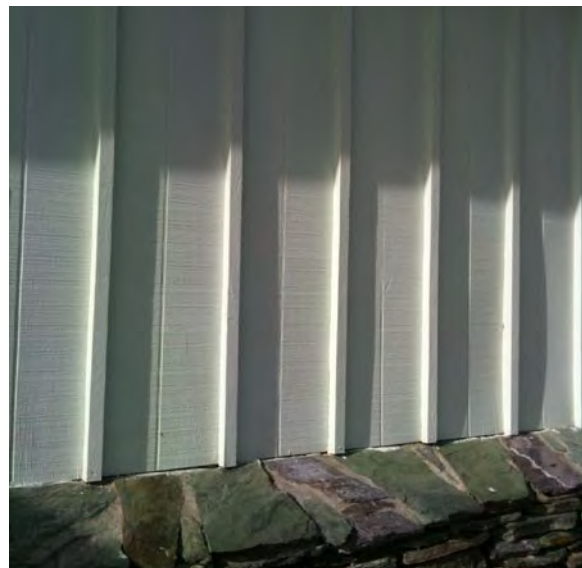
Break in veranda cover



Detailed main street buildings



Concrete block walls and roof profile



Combination of materials



False front



Materials, details and roof profile



Level change between sidewalk and street



Materials combination and colour



Paving detail



Steel profile



Steel profile and no overhang



Steel profile



Scale and material



Lack of solid wall



Multiple colour brick detail



Not high enough for building footprint



Scale and steel profile



Scale too small for an open facade



Sealed main street



Lack of windows



Materials



Materials



Materials and tilt-slab building

Aalto New Zealand Historic Colours

The Colours identified in this range are the result of extensive research and explorative paint scrapings throughout New Zealand by Ian Bowman, conservation architect and advisor to the New Zealand Historic Places Trust. Aalto Colour worked closely with the trust to formulate a palette to help re-establish the colours for use by contemporary restorers.

A 5% donation of all purchases from Aalto Historic Colours range will be given by Aalto to the Trust to assist in its mission of recognising, protecting and promoting New Zealand built heritage places.

History of Paint Manufacture in New Zealand

Brett’s Colonists’ guide advised new colonists to New Zealand how to use paint. The first paint manufactured in New Zealand was in the early 1870s by T.B. Louisson and Daniel Johnston in the Parapara area of Golden Bay. Paints were traditionally made from white lead and ground natural pigments such as umber, oxides, ochres and carbon using oil and turpentine as binders. Varnishes were mixed from kauri gum and solvents while shellacs, similar to varnishes, were made from insect resins and methylated spirits. Alkyd resins replaced linseed oil in the late 1920s. Acrylic and lead free paints were developed after WW2 with improved drying times, gloss levels and sustainability.

Colour Schemes

Architectural styles influenced the use of colour

Victorian

Generally a three colour exterior scheme was applied, with popular dark colours being greens and reds.

Base colours tended to imitate the colour of stone – creams to dark buffs e.g. Aalto Boss, Aalto Prismatic and Aalto Piecrust. Trim work was commonly painted a dark colour with a different deep base colour for doors and windows, for example Aalto Register and Aalto Celtic.

White was used but, not commonly, for sashes and trim of houses but not on commercial buildings.

Other less common schemes saw weatherboards painted darker colours, such as Aalto Wage with a lighter trim colour and dark doors and windows.

Edwardian

Edwardian exterior colour schemes demonstrated greater experimentation. New styles such as Eastlake and Queen Anne were highlighted with greater detail. Some two storeyed houses featured a dark bottom storey with a lighter upper floor, although an entire house could be one colour such as red. Black and white schemes were used on Tudor styled houses.

Verandas could be painted in alternating light and dark stripes.

A fourth colour was often used especially for decorative elements such as verandas, valences, brackets and balustrading.

Victorian and Edwardian

Lease	Cameo	Wage	Inscription
Vault	Interest	Welfare	Bluedash
Acanthus	Reformist	Orders	Celtic
Motto	Lunette	Piecrust	Console
Prismatic	Conscript	Concession	Freehold
Hourglass	Chevron	Komai	
Boss	Plinth	Register	

Colour information selected from “Aalto New Zealand Historic Collours”
“http://www.aaltocolour.com/colour/bespokepalettes/aaltonewzealandhistoriccolours.asp”

Aalto Colour Palettes: HPT: Victorian & Edwardian

Note: Due to differences in computer monitors and individual settings the colours in these palettes should be considered only as an approximation of the real colour.

http://www.aaltocolour.com/colour/default.asp?p=11

Aalto Chevron

Aalto Celtic

Aalto Console

Aalto Plinth

Aalto Bluedash

Aalto Freehold

Aalto Lease

Aalto Vault

Aalto Welfare

Aalto Orders

Aalto Piecrust

Aalto Prismatic

Aalto Motto

Aalto Wage

Aalto Hourglass

Aalto Intrest

Aalto Reformist

Aalto Conscript

Aalto Lunette

Aalto Cameo

Aalto Concession

Aalto Komai

Aalto Inscription

Aalto Register

Aalto Boss

Aalto Acanthus

Aalto Colour Palettes: Neutrals

Note: Due to differences in computer monitors and individual settings the colours in these palettes should be considered only as an approximation of the real colour.

<http://www.aaltocolour.com/colour/default.asp?p=2>

N1_Threadbare	N2_Replenish	N3_Incline	N4_Clandestine
N5_Ropeable	N6_Ripcord	N7_Envelope	N8_Traiblazer
N9_Paper	N10_Clayware	N11_Manuscript	N12_Deuce
N13_Mudprint	N14_Arrowshot	N15_Overlap	N16_Footprint
N17_Lionheart	N18_Stonemason	N19_Chicane	N20_Chino
N21_Recant	N22_Sanskrit	N23_Abode	N24_Kit
N25_Exist	N26_Iterate	N27_Ongoing	N28_Onion

N29_Occident	N30_Limpopo	N31_Solicit	N32_Soliloquy
N33_Largo	N34_Humming	N35_Gillflash	N36_Sojourn
N37_Narrate	N38_Tarmac	N39_Sputnik	N40_Detach
N41_Manchester	N42_Tensile	N43_Foundry	N44_Pyre
N45_Invert	N46_Conduit	N47_Duration	N48_Interim
N49_Evident	N50_Tuxedo	N51_Dense	N52_Remix
N53_Delay	N54_Pause	N55_Structure	N56_Craterv

Aalto Colour Palettes: Neutrals Continued

Note: Due to differences in computer monitors and individual settings the colours in these palettes should be considered only as an approximation of the real colour.

<http://www.aaltocolour.com/colour/default.asp?p=2>

N57_Sherpa	N58_Matrix	N59_Fracture	N60_Milestone
N61_Swamp	N62_Helmet	N63_Old Stone Wall	N64_Catacomb
N65_Vanish	N66_Understudy	N67_Cracroft	N68_Ventura
N69_Fomison	N70_Decoy	N71_Mode	N72_Corbel
N73_Gothic	N74_Relinquish	N75_Entrail	N76_Engine Oil
N77_Gargoyle	N78_Excavate	N79_Lining	N80_Realise
N81_Certain	N82_Hidden	N83_Remote	N84_Eagle Eye

N85_Coliseum	N86_Rolling Stone	N87_Apartment
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