

# **Natural Adventure Project**

Happy Mount Park, Morecambe, Lancashire, UK

# Public Artist/Landscape Architect Brief Artist/landscape architect fee: £12,000, plus work budget

Deadline for receipt of proposals: 20<sup>th</sup> February 2009

- 1. Background information and context
- 2. Aims of the project
- 3. Requirements
- 4. Funding and contractual details
- 5. Artist/Landscape Architect fees
- 6. Project procedure, timescales and how to apply
- 7. Further reading
- 8. Photographs of the site

# 1. Background information and context

Lancaster City Council would like to engage either an individual who is qualified as an artist and a landscape architect, or an artist and landscape architect, to design a new 'natural playground & education space' in Happy Mount Park, Morecambe.<sup>1</sup>

Happy Mount Park in the coastal town of Morecambe was originally created in the 1920s. The park has play areas, swingboats, miniature railway, bowling green, miniature golf, putting green, crazy golf, paddling pool, trampolines, roundabout, multi-purpose sports surface, Japanese garden, café, ice cream kiosk and picnic area. During the summer there are band concerts by local musicians.

#### 2. Aims of the project

#### Main project aim:

To work with the local community to design an innovative quality new play area and outdoor education space in Happy Mount Park, inspired by the principles of 'natural play' and recent initiatives to encourage more creativity in the design of play environments.









<sup>&</sup>lt;sup>1</sup> PLEASE NOTE: Artists who have no existing working relationship with a Landscape Architect but are interested in working in this area are also encouraged to apply. (The same applies for landscape architects who have not worked with artists before.)

Key objectives of the project are to;

- develop a contemporary and innovative design focusing on the more challenging and adventurous play needs of the 8 – 13 year age range for Happy Mount Park
- engage with the local community on the design
- make use where possible of sustainable and natural resources
- Be inclusive by design and provide an accessible play experience for disabled and non-disabled children alike.
- encourage the local community to use the park and hopefully develop a connection with the park and play which will last beyond the life of the project.
- develop a better understanding among the local community of natural play and the challenges and benefits it can offer.
- explore new opportunities for good practice which can be used for future projects (i.e. natural play, public art & play, community engagement, maintenance).
- demonstrate the benefits of working collaboratively and engaging an artist from the outset (if an artist and landscape architect are appointed separately), and be a model for the engagement of artists in similar future projects
- develop a good practice model for future community engagement.

#### 3. Requirements

- The individual or team appointed must collectively have a good understanding of the natural environment and issues surrounding play and inclusiveness access for all abilities.
- As part of the design process the artist/landscape architect will be required to run design workshops within schools and the local community, and several 'drop in' workshops at weekends. The design workshops may include group visits to other projects as part of the work. It is likely that there will be primary schools, a secondary school and Beaumont College (SCOPE) involved (http://www.scope.org.uk/education/beaumont.php).<sup>2</sup>
- The artist and landscape architect will be required to work closely in partnership with each other to develop the project. They will also be required to work in partnership with the project manager, and Lancaster City Council's Public Art and Regeneration Officer to deliver the aims of the project.
- The project should comply with 'Design for Play: A guide to creating successful play spaces' guidance.
- The use of the natural environment should be developed to provide exciting and challenging opportunities for children and young people to play and develop.
- The artist/landscape architect will also be expected to liaise with the project team regarding issues such as risk and maintenance.
- The artist/landscape architect will be required to produce fully specified and priced detailed drawings at two costs limits (suitable for planning permission), with potential suppliers identified.

<sup>&</sup>lt;sup>2</sup> NOTE: The project manager, play rangers and outdoor ranger can provide additional support for workshops, visits, etc where identified. Funded By;









• The artist/landscape architect will be required to prepare a design risk assessment for each plan. A template for this is available if required

## 4. Funding and contractual details

Client: Lancaster City Council

Project manager: Helen Ryan, Cultural Projects Manager

- The successful applicant will report to the Project Manager.
- The artist/landscape architect will be expected to submit regular monthly reports to the project team—either attending the monthly meetings or submitting a written report. They will also attend site visits during the construction process; and maintain regular email/telephone contact with the project manager.
- The appointed artist/landscape architect will enter into a contractual agreement with Lancaster City Council prior to the project commencing.
- It will be up to the artist/landscape architect to source suppliers and liaise with the project team regarding issues such as risk and maintenance.

This project has been awarded funding from the Big Lottery Fund, Arts Council England and Lancashire County Council. Additional funding is being sought to expand the play element and develop an 'outdoor classroom' and further improvements to the identified area of the park.

Project build funding secured to date: £50,000 (There is the potential of a further £100,000 to be confirmed.)

# 5. Artist/Landscape Architect fees

Public artist fee £ 6,000 (inclusive of all costs) Landscape Architect fee £ 6,000 (inclusive of all costs) Workshops/group visits £ 2,500  $\pm$  500

The artist/landscape architect may be one person if the project team feels that they have the appropriate skills and experience in both areas, or split if there is a partnership or team involved.

### 6. Project procedure, timescales and how to apply

# 21/01/09 - 20/02/09

Expressions of interest invited

### 20<sup>th</sup> February 2009

Deadline for applications to be received

#### 23/02/09 - 03/03/09

Shortlisting and interviews

#### 4<sup>th</sup> March 2009

Artist/landscape architect selected









#### **March 2009**

• Initial meeting with the project team and site visit

## March - May 2009

- Design-led workshops in schools which lead to designs for the new areas
- 'drop in' workshops in the park for the local community

# 26<sup>th</sup> June 2009 (no later than)

Designs & specifications completed

## February/March 2009

Launch event (You will be invited to attend although there is no additional fee available for this.)

# To apply:

Artists and landscape architects are invited to register their interest in the project and respond to the brief by: **20**<sup>th</sup> **February 2009** 

To apply please send:

- A recent CV highlighting relevant experience
- A selection of images of (no more than 5), an example drawing, other material or weblinks to recent and relevant examples of work
- A brief outline statement (no more than 2 pages) giving your initial response and reaction to the project.

Applications must be received by post. **Envelopes should be clearly marked Natural Adventure – Design.** 

Applications should be submitted to:

Helen Ryan Cultural Projects Manager Lancaster City Council Morecambe Town Hall Marine Road East Morecambe LA4 5AF

For further information please contact Helen on 01524 582822 or email <a href="mailto:hryan@lancaster.gov.uk">hryan@lancaster.gov.uk</a>

#### 7. Further reading

- 'Design for Play: A guide to creating successful play spaces' can be downloaded at: <a href="https://www.playengland.org.uk/resources/design-for-play.pdf">www.playengland.org.uk/resources/design-for-play.pdf</a>
- Examples of previous natural play projects can be found at www.freeplaynetwork.org.uk
- 'Designing and planning for play: public space lessons' recently published by CABE (the Commission for Architecture and the Built Environment). <a href="https://www.cabe.org.uk/AssetLibrary/12265.pdf">www.cabe.org.uk/AssetLibrary/12265.pdf</a>









# **Site Map**

Please see separate attachment. The 'play' site covers approximately 2.5 acres.

# Photographs of the site



**Entrance to Natural Play location** 



Site 1











Site 1



Site 2







