



Timber Encouragement Policy Guidelines

Background

Council's Timber Encouragement Policy aims to encourage the use of timber as Council's preferred material for the construction and fit out of Council buildings and infrastructure, wherever possible and appropriate. Its purpose is to ensure that the use of timber is considered at the initial stages of a project, specifically when the brief for a project is being developed.

These accompanying guidelines aim to provide guidance in the implementation and administration of Council's Timber Encouragement Policy and to demonstrate to the community, where Council considers it appropriate to encourage the use of timber in Council buildings and infrastructure.

Timber Encouragement Considerations

There are several factors to be considered in determining the use of timber as an appropriate material in the construction and fit out of Council buildings and infrastructure. These include, but are not limited to, the following.

- Financial advantages or implications (ie where it is cost effective or cost prohibitive)
- Ongoing costs (ie additional maintenance and operational costs)
- Product versatility, functionality and practicality
- Durability, performance and expected life span (ie useful life)
- Design aesthetics, visual amenity, artistic elements
- Product availability and supply lead times
- Heritage requirements
- Public Safety
- Pest prone areas



Timber Encouragement Policy Guidelines

Where Council may encourage the use of timber products and materials

<i>Asset Type</i>	<i>Considerations</i>
Open Space	
<ul style="list-style-type: none"> Bollards 	Cost effective; Design aesthetics; Visual amenity; Alternatives do not perform as well as timber
<ul style="list-style-type: none"> High Presentation Areas 	Design aesthetics; Visual amenity; Artistic elements
<ul style="list-style-type: none"> Streetscapes 	Design aesthetics; Visual amenity; Artistic elements, where cost effective
<ul style="list-style-type: none"> Shelters, Gazebos, Rotundas 	Product functionality & performance; Design aesthetics; Visual amenity; Artistic elements, where cost effective
<ul style="list-style-type: none"> Retaining Structures – Small 	Cost effective; Product functionality & performance; Product availability
<ul style="list-style-type: none"> Nature Play & Bespoke Playgrounds 	Design aesthetics; Visual amenity; Artistic elements, where cost effective
<ul style="list-style-type: none"> Fencing & Gates 	Cost effective; Design aesthetics; Visual amenity; Artistic elements; Heritage requirements
<ul style="list-style-type: none"> Park Furniture 	Design aesthetics; Visual amenity; Artistic elements; Heritage requirements
Buildings	
<ul style="list-style-type: none"> Major Building Projects 	Design aesthetics; Visual amenity; Artistic elements and architectural features
<ul style="list-style-type: none"> Structural Framing 	Product versatility, functionality and practicality
<ul style="list-style-type: none"> Flooring 	Design standards (ie sports floors); Design aesthetics; Visual amenity; Product versatility, functionality and practicality, Durability
<ul style="list-style-type: none"> Internal Doors 	Product versatility, functionality and practicality; Cost effective
Bridges	
<ul style="list-style-type: none"> Pedestrian Bridges (Heritage) 	Visual amenity; Heritage requirements; Items of structure not subject to heritage limitations could be considered in alternative materials



Timber Encouragement Policy Guidelines

Where Council may not encourage the use of timber products and materials

<i>Asset Type</i>	<i>Considerations</i>
Open Space	
<ul style="list-style-type: none"> • Footbridges; boardwalks 	Durability, performance and expected life span (ie useful life); Public Safety; Ongoing costs
<ul style="list-style-type: none"> • Retaining Structures – Large 	Durability, performance and expected life span (ie useful life); Ongoing costs
<ul style="list-style-type: none"> • Street Furniture (General) 	Durability, performance and expected life span (ie useful life); Ongoing costs
<ul style="list-style-type: none"> • Playgrounds (Small, Pocket Parks) 	Durability, performance and expected life span (ie useful life); Public Safety; Cost Prohibitive; Ongoing costs
Buildings	
<ul style="list-style-type: none"> • Aquatic Facilities 	Environmental factors (ie humidity); Durability, performance and expected life span (ie useful life); Ongoing costs
<ul style="list-style-type: none"> • Buildings – (General, Small Structures) 	Not including structural elements – Durability, performance and expected life span (ie useful life); Ongoing costs
<ul style="list-style-type: none"> • Windows (General) 	Durability, performance and expected life span (ie useful life); Ongoing costs
<ul style="list-style-type: none"> • Decking 	Durability, performance and expected life span (ie useful life); Public Safety; Ongoing costs
<ul style="list-style-type: none"> • High risk pest areas 	Locations where soil treatment not permitted
Road & Drainage	
<ul style="list-style-type: none"> • All assets 	Not applicable
Bridges	
<ul style="list-style-type: none"> • Road Bridges 	Durability, performance and expected life span (ie useful life); Public Safety; Ongoing costs; Load Capacity; Heritage requirements
Recycled Products	
<ul style="list-style-type: none"> • General 	Waste minimisation; Environmental benefits