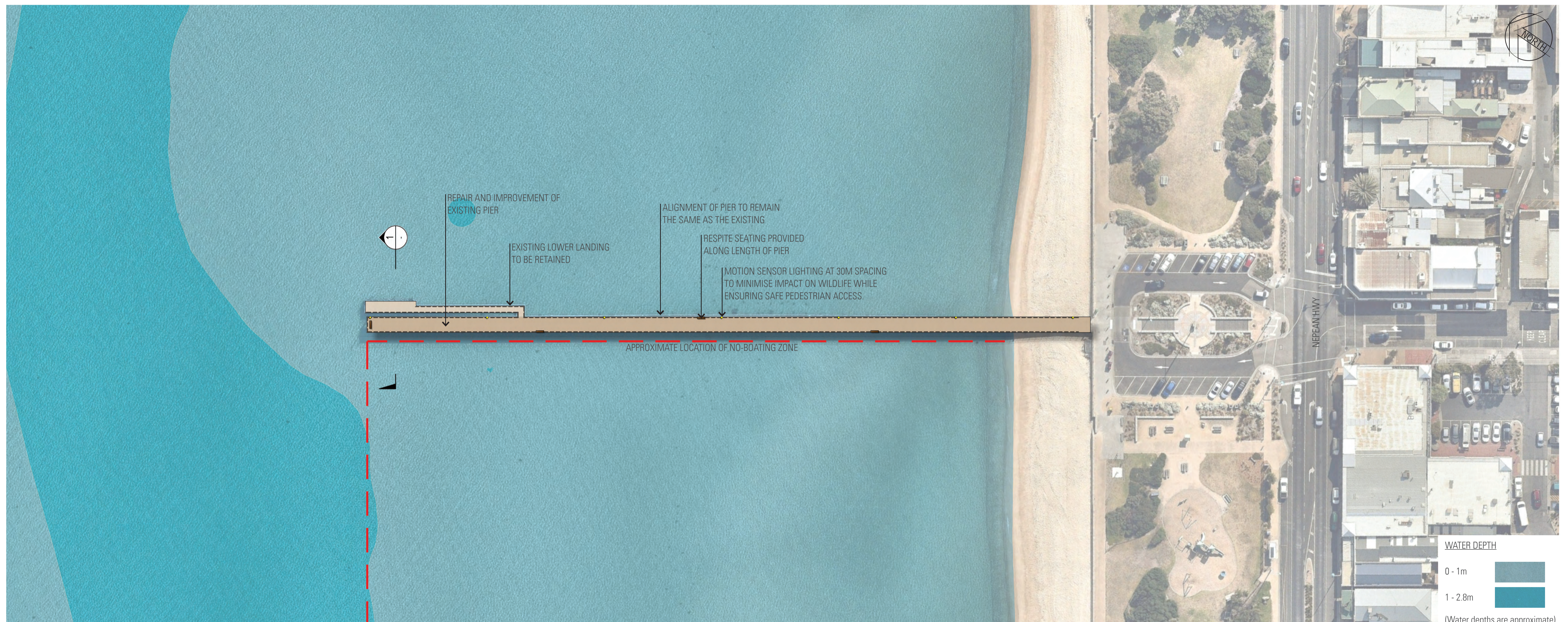


SECTION 1
1:100

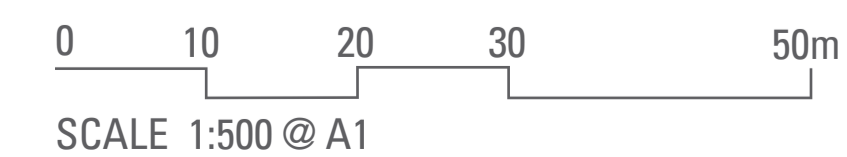
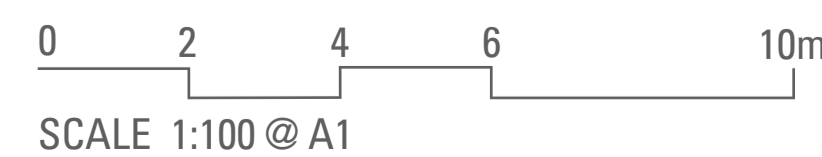


PLAN
1:500

CONCEPT DESIGN - OPTION ONE - REFURBISHED EXISTING PIER

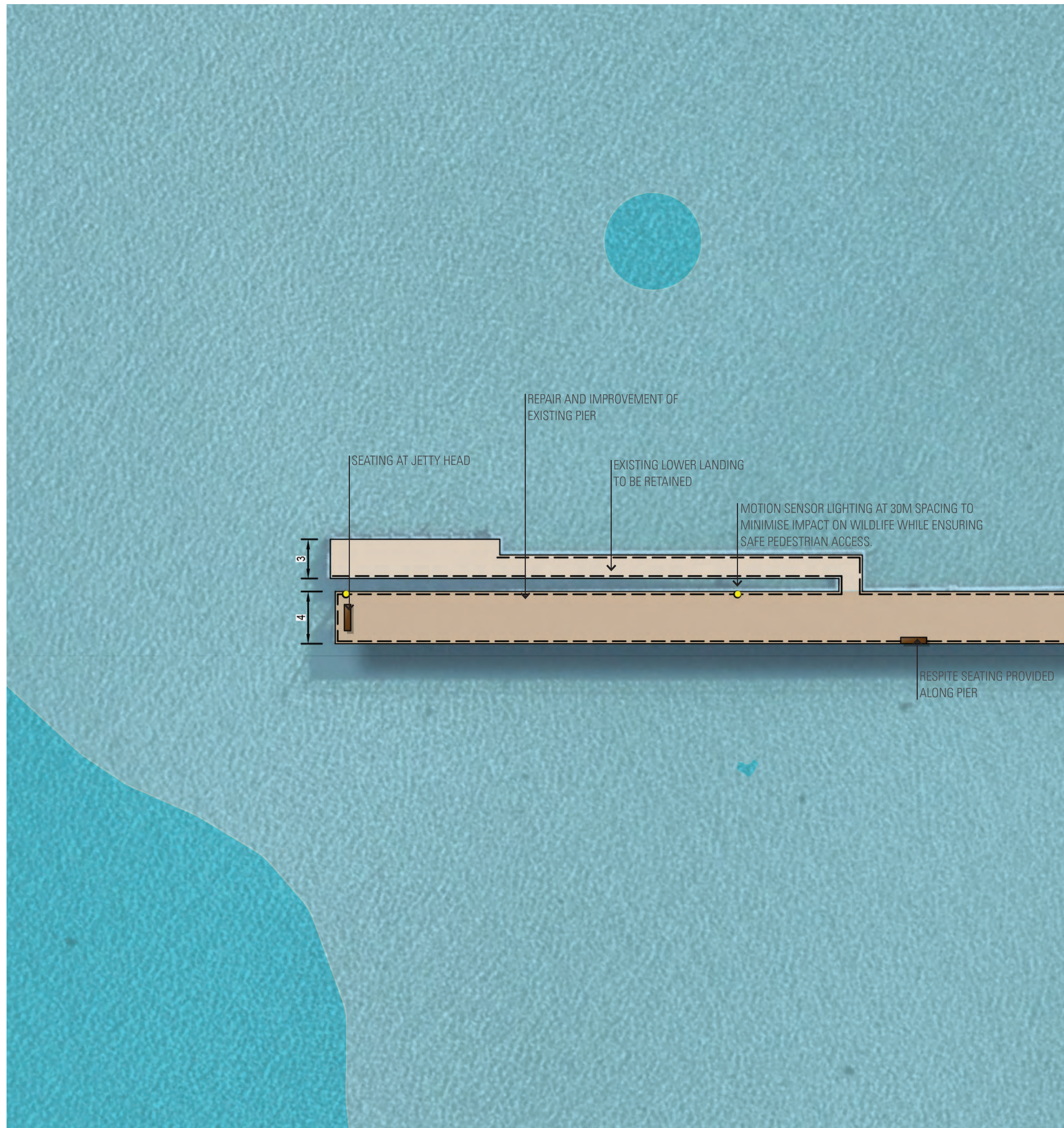


landscape architecture
urban design
environmental management



JOB NO.
V191448

PARKS VICTORIA **DROMANA PIER**
DATE: 03.04.2020 DRAWING NO: SK-DR-01 ISSUE: 3



DETAIL PLAN - PIER HEAD
1:200



DETAIL PLAN - ABUTMENT
1:200

WATER DEPTH
0 - 1m
1 - 2.8m
(Water depths are approximate)

CONCEPT DESIGN - OPTION ONE - REFURBISHED EXISTING PIER (DETAIL PLANS)

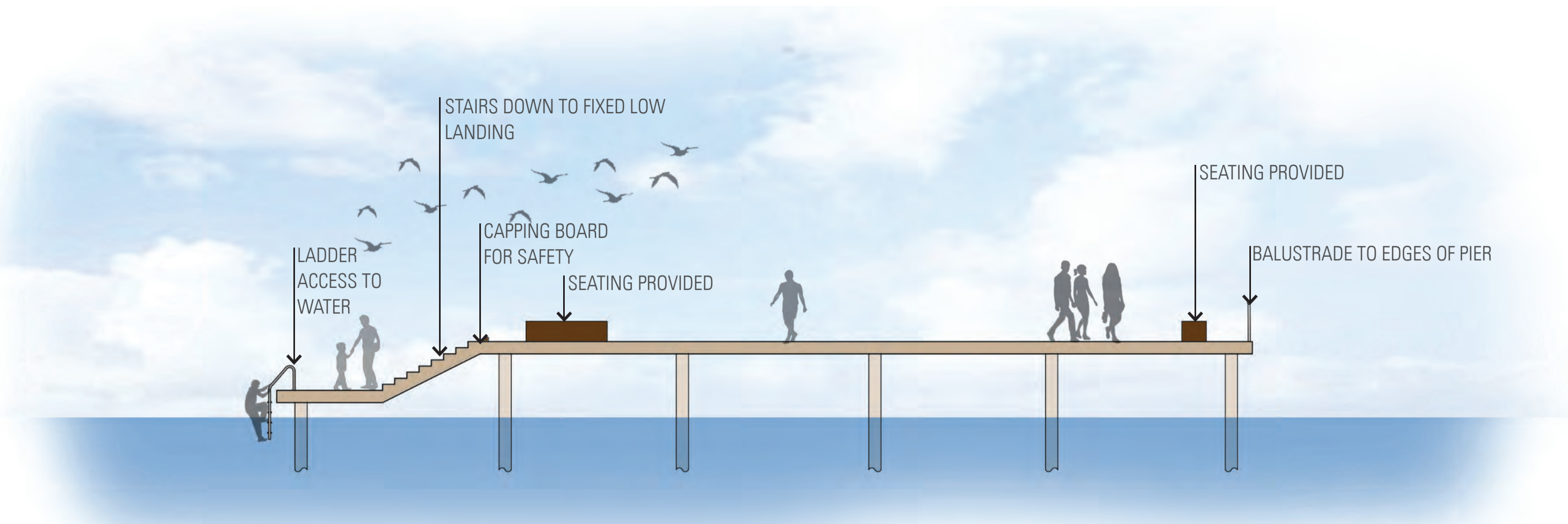


landscape architecture
urban design
environmental management

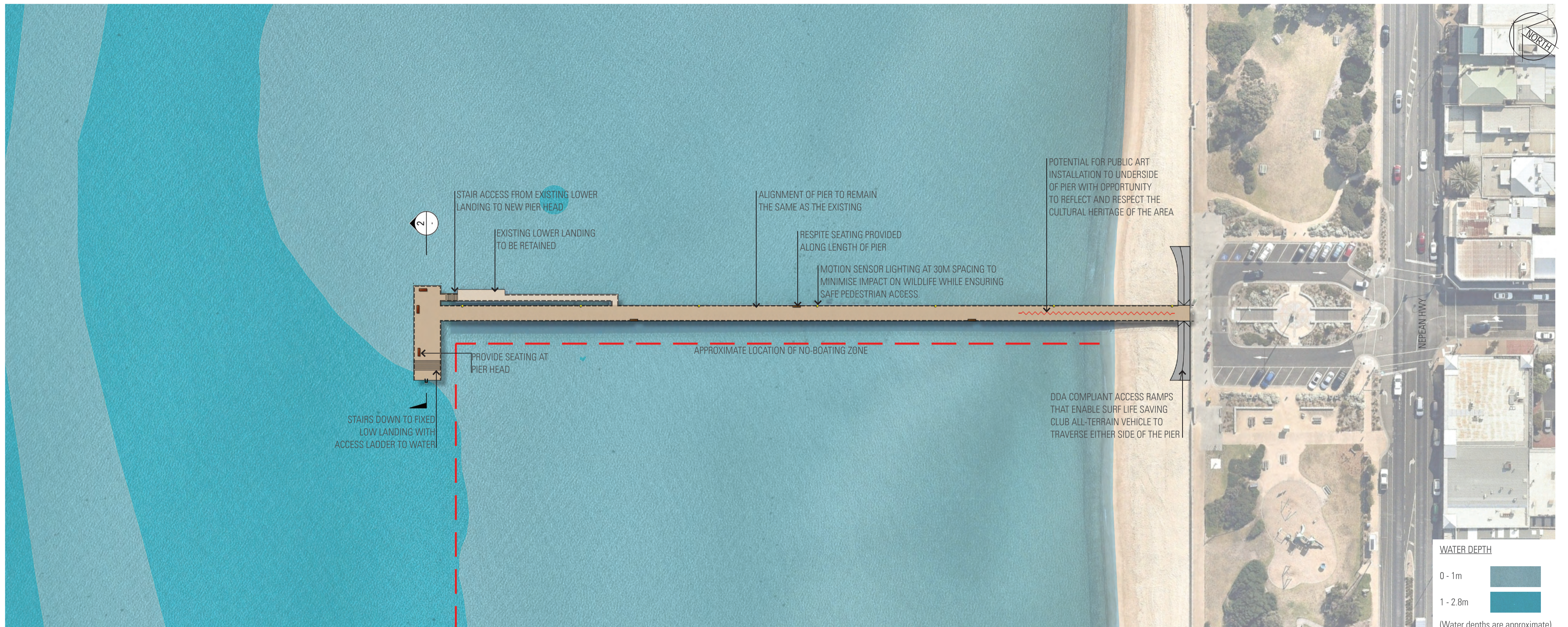
0 4 6 12 20m
SCALE 1:200 @ A1

JOB NO.
V191448

PARKS VICTORIA DROMANA PIER
DATE 03.04.2020 DRAWING NO SK-DR-02 ISSUE 3



SECTION 2
1:100

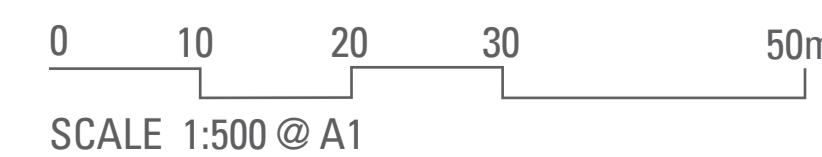
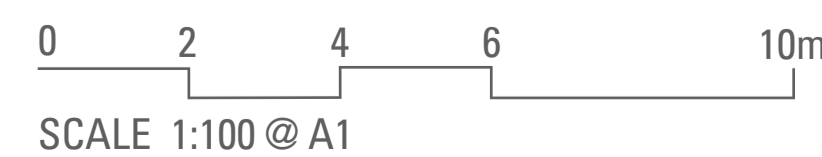


PLAN
1:500

CONCEPT DESIGN - OPTION TWO - T-SHAPED PIER HEAD

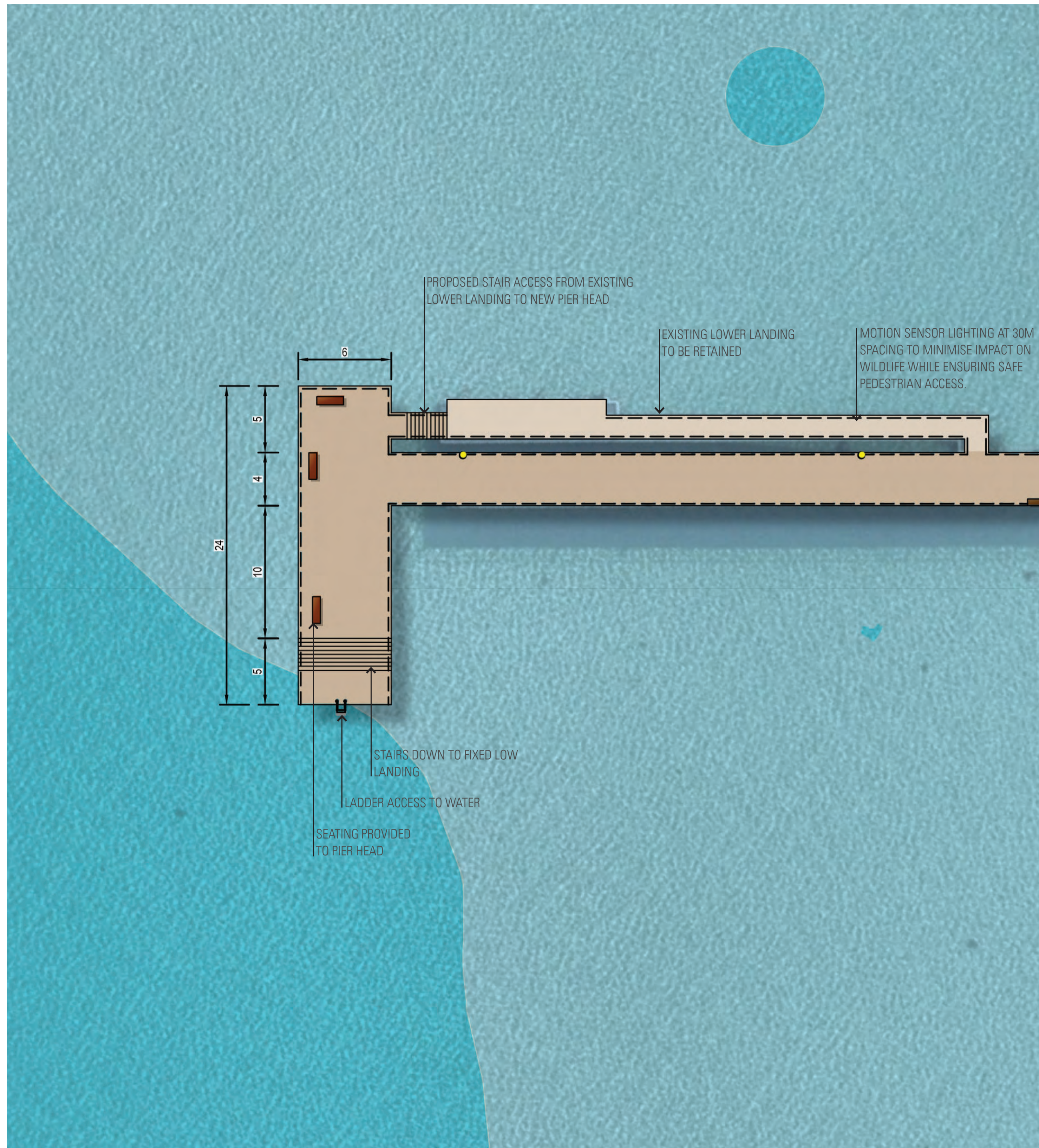


landscape architecture
urban design
environmental management

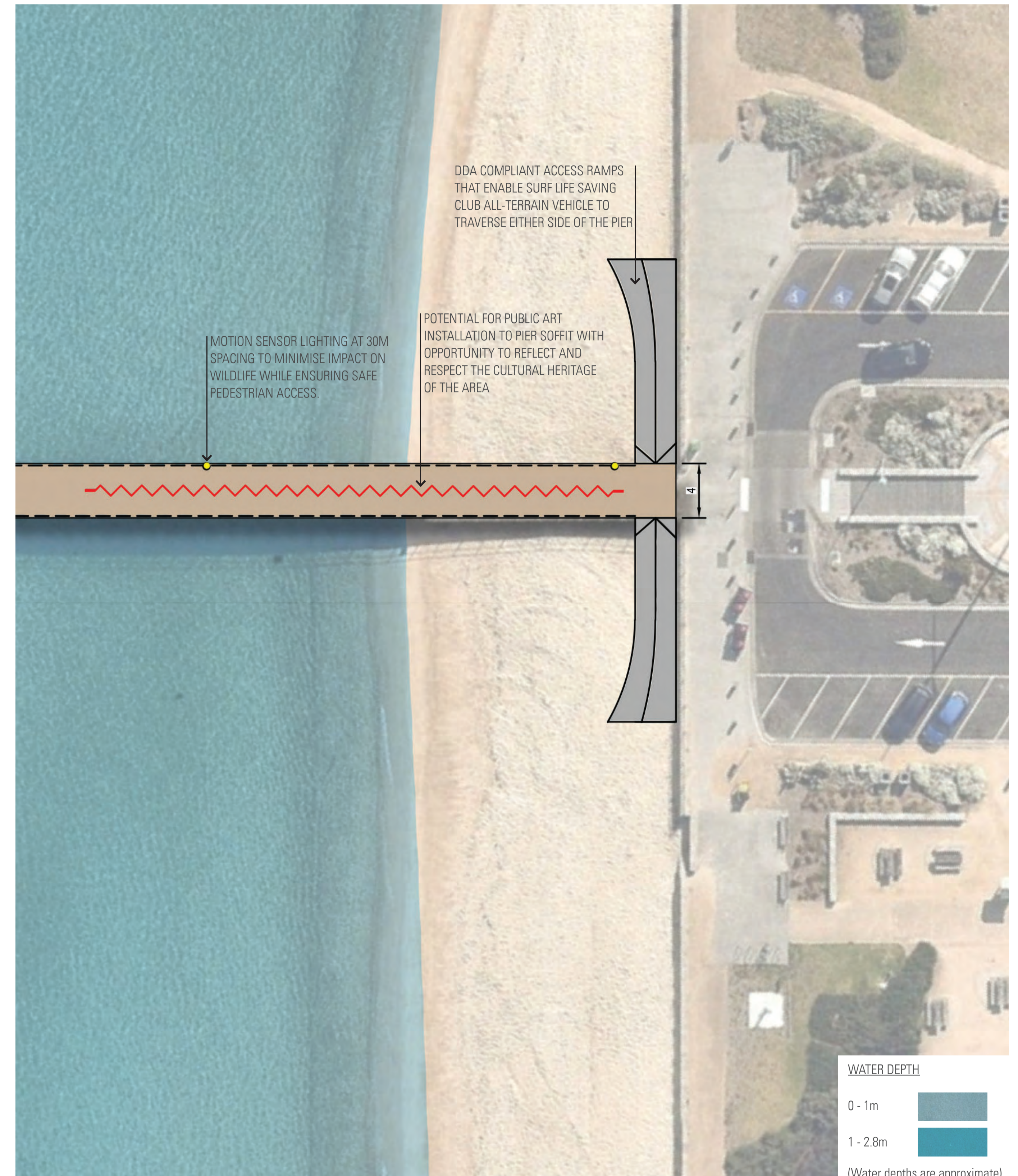


JOB NO.
V191448

PARKS VICTORIA **DROMANA PIER**
DATE: 03.04.2020 DRAWING NO: SK-DR-03 ISSUE: 3



DETAIL PLAN - PIER HEAD
1:200

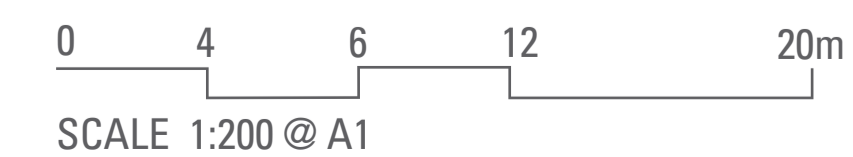


DETAIL PLAN - ABUTMENT
1:200

CONCEPT DESIGN - OPTION TWO - T-SHAPED PIER HEAD (DETAIL PLANS)

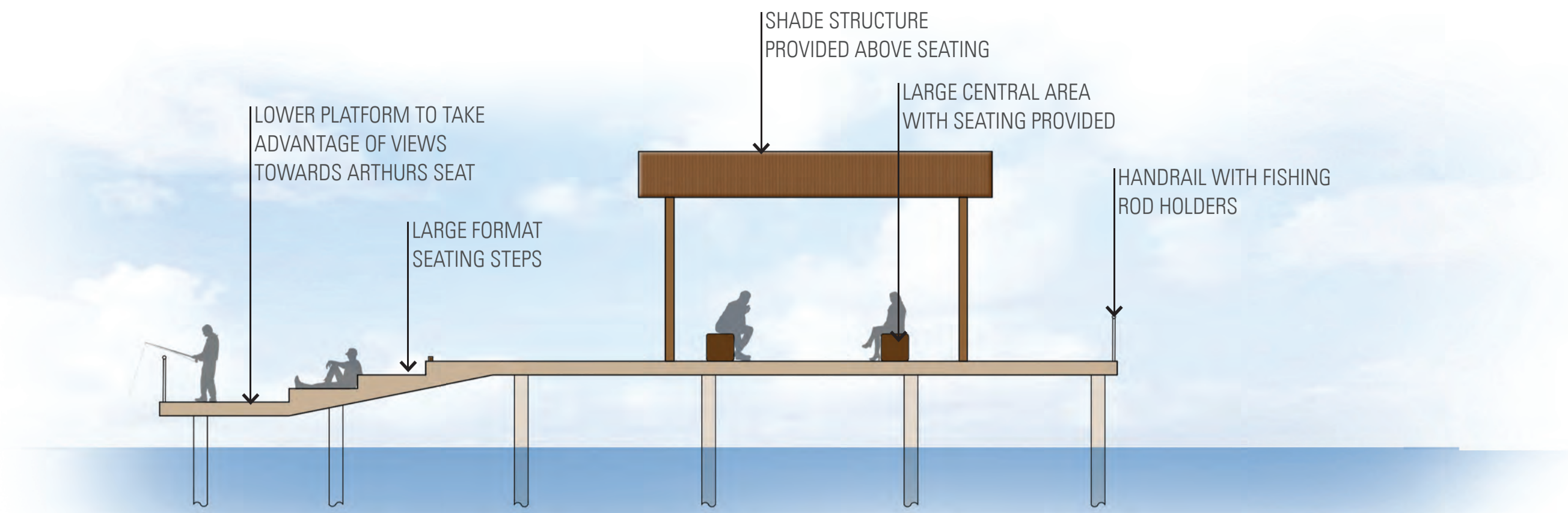


landscape architecture
urban design
environmental management

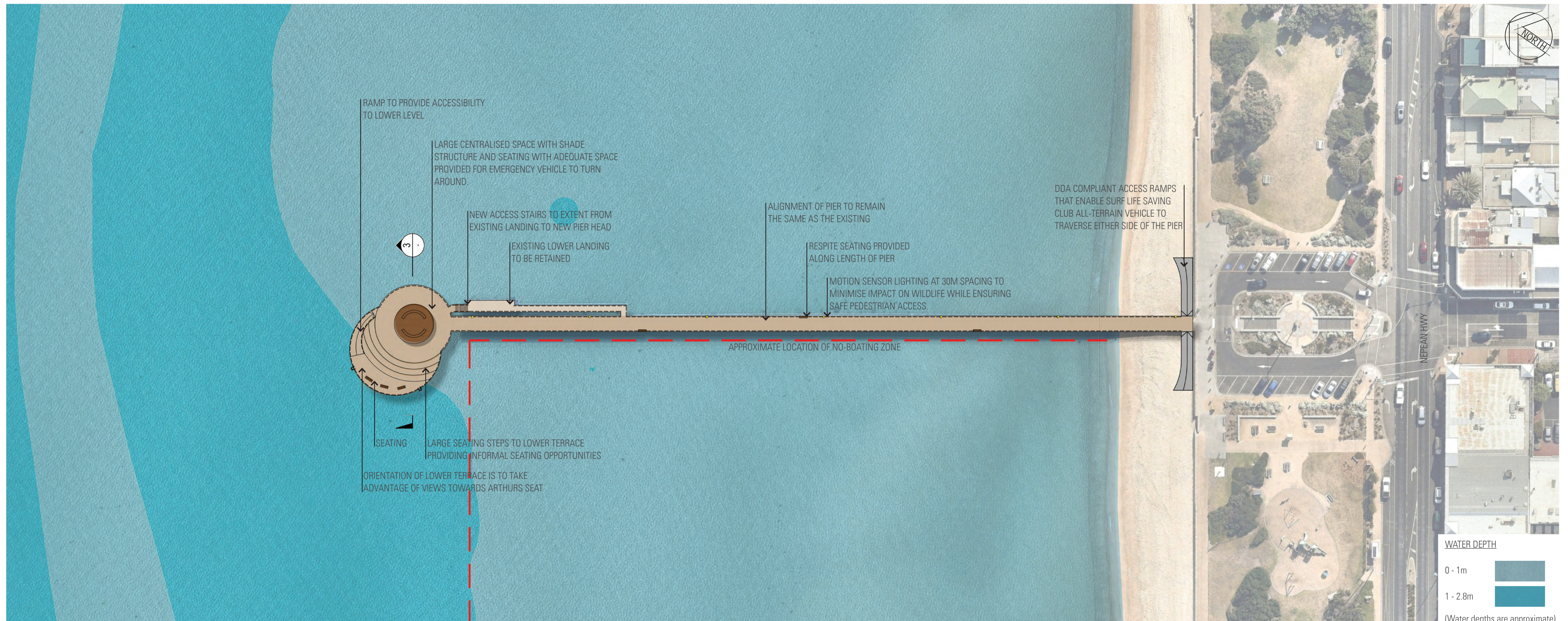


JOB NO.
V191448

PARKS VICTORIA **DROMANA PIER**
DATE: 03.04.2020
DRAWING NO: SK-DR-04
ISSUE: 3



SECTION 3
1:100

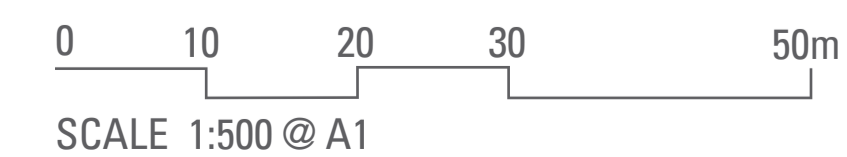
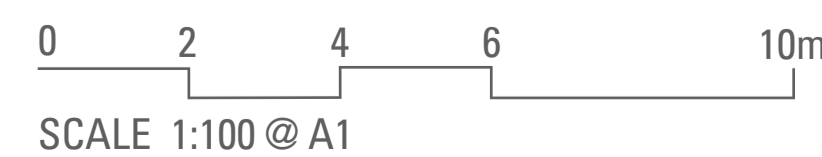


PLAN
1:500

CONCEPT DESIGN - OPTION THREE - CIRCULAR PIER HEAD

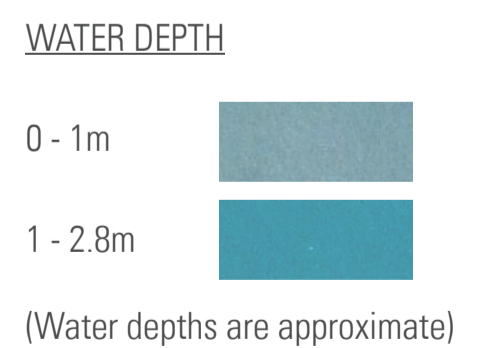


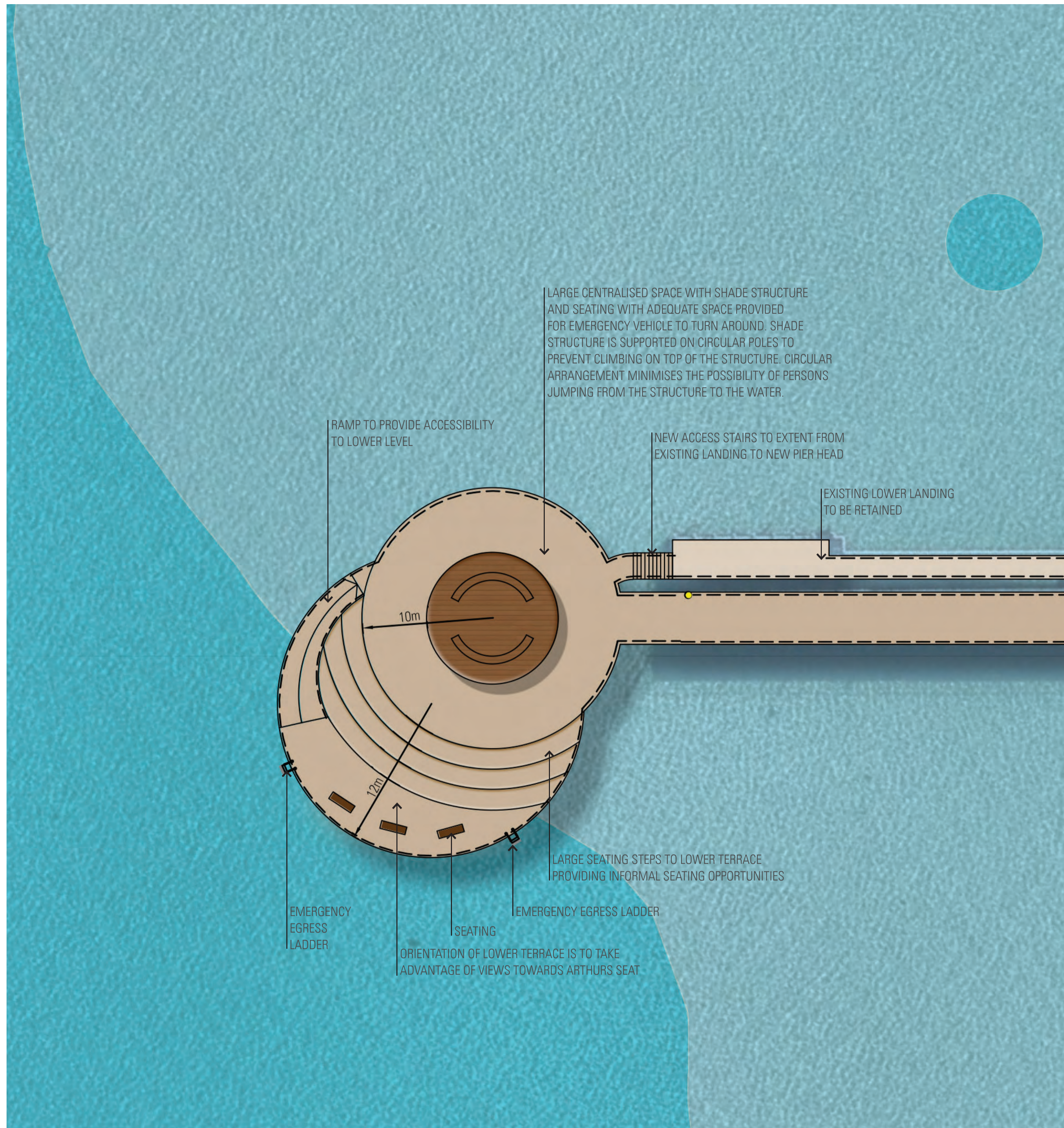
landscape architecture
urban design
environmental management



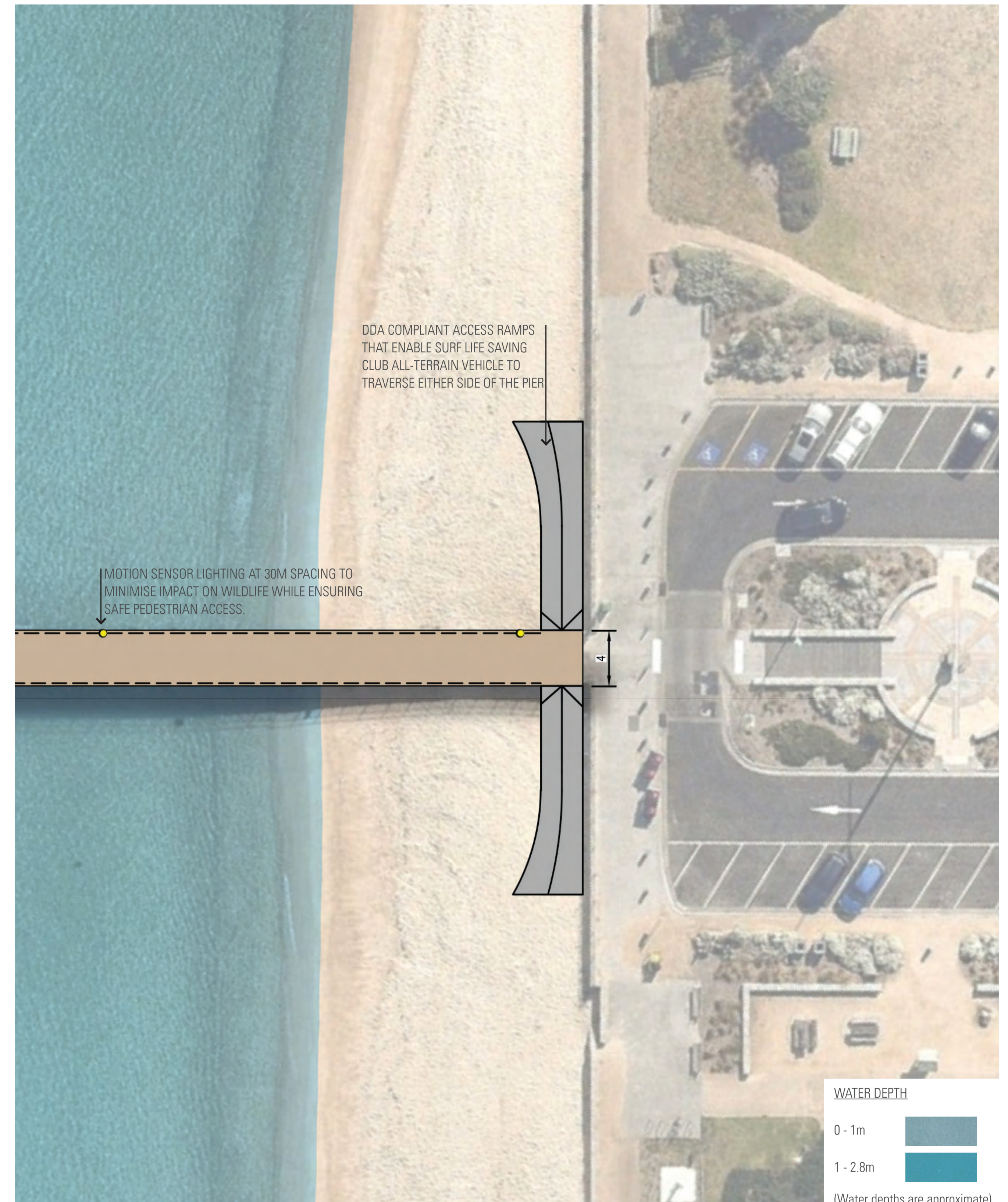
JOB NO.
V191448

PARKS VICTORIA **DROMANA PIER**
DATE: 03.04.2020 DRAWING NO: SK-DR-05 ISSUE: 3





DETAIL PLAN - PIER HEAD
1:200

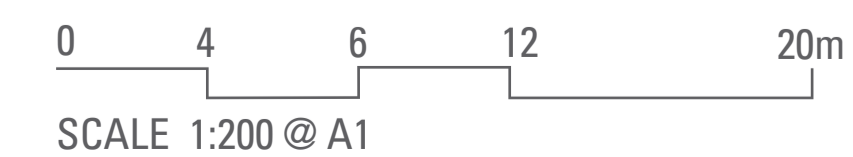


DETAIL PLAN - ABUTMENT
1:200

CONCEPT DESIGN - OPTION THREE - CIRCULAR PIER HEAD (DETAIL PLANS)



landscape architecture
urban design
environmental management



JOB NO.
V191448

PARKS VICTORIA **DROMANA PIER**
DATE: 03.04.2020 DRAWING NO: SK-DR-06 ISSUE: 3