Land Improvement

Asset Management Plan

2019/20

Contents

1   Executive Summary

1.1   The purpose of the Plan

The fundamental purpose of this Land Improvement Asset Management Plan is to improve Council's long-term strategic management of its land improvement assets in order to cater for the community's required levels of service in the future as detailed under **Section 3**. The plan defines the state of Council's Land Improvement assets at the close of the past financial year, the 10-year funding required to achieve Council's adopted asset performance targets and planned asset management activities over a 10-year planning period.

The Sorell community is continually growing and its forecast growth over the next 25 years is more than 3.6 times the state average. As a result of this growth, Council's services are in high demand along with requests for new facilities, infrastructure and recreational spaces. (Annual Report 2018-19, Mayors Report).

This Plan encompasses a variety of infrastructure assets and therefore the following is a list of the asset categories used within Assetic that make up Councils 'Land Improvement' Asset Class, which is effectively the remaining assets not already within the Transport, Buildings and Stormwater Classes.

- **Fences**
- **Formal Areas** (e.g. Sculptures, Memorials / commemorative monuments)
- **Irrigation**
- **Lighting**
- **Open Space Furniture** (e.g. BBQs, Bench and table seating, Bike racks, Planter boxes, Rubbish bins)
- **Other Structures** (e.g. access ramps, pump station, RV dump point, septic tanks, rainwater tanks, shelters, stairs, shipping container, lattice frame work, scoreboard etc.)
- **Park Active Areas** (Sports fields, netball courts, cricket pitch, Athletics, skate park etc.)

- **Park Infrastructure** (e.g. Barriers, Bollards, Basketball hoops, flagpoles, Soccer Goals etc.)
- **Park Passive Areas** (e.g. Burial Grounds, Drainage pond, Landscaped areas / Garden beds, windbreaks)
- **Play Equipment** (e.g. flying fox, merry-go-round, balance beam, climbing frame, Slides, swings etc.)
- **Playgrounds** (the area of soft fall or a sun shaded play areas)
- ~~**Public Transport Shelters**¶~~
- **Retaining Walls**
- **Signs**

1.2   Current State of Council's Assets

Land Improvement assets have a total replacement cost of $14.7M with a written down value of $9.2 million as of May 1 2020. See Table 1 for the asset class break down.

Table 1. *A list of the data collected under Land Improvements and their respective total replacement cost, accumulated depreciation and depreciated replacement cost.*

Asset Category	Replacement Cost	Depreciated Replacement Cost	Accumulated Depreciation
Fences	$ 1,764,019	$ 1,138,892	$ 625,128
Formal Areas	$ 216,200	$ 116,546	$ 99,654
Irrigation	$ 852,622	$ 683,366	$ 169,256
Lighting	$ 908,392	$ 711,771	$ 196,621
Open Space Furniture	$ 433,655	$ 292,145	$ 141,510
Other Structures	$ 1,043,096	$ 747,317	$ 295,779
Park Active Areas	$ 2,307,422	$ 1,868,400	$ 439,022
Park Infrastructure	$ 367,800	$ 249,023	$ 118,777
Park Passive Areas	$ 5,931,610	$ 2,823,804	$ 3,107,806
Play Equipment	$ 516,570	$ 332,812	$ 183,758
Playgrounds	$ 100,765	$ 78,041	$ 22,724
Retaining Walls	$ 196,711	$ 150,259	$ 46,452
Signs	$ 116,550	$ 75,701	$ 40,850
Grand Total	$ 14,755,413	$ 9,268,077	$ 5,487,336

1.3 Key Achievements

The greatest achievement thus far has been getting the land improvement asset category from a one line entry in Councils finance system into a componentised register of over 2100 assets along with an overall condition assessment for each. While parks and safety inspections were always conducted, we have now improved the transparency of these audits with the use of a mobile app that displays every park asset making it easier to generate work orders and track maintenance time and cost to park assets individually.

1.4 Asset Funding Levels

The forecast lifecycle cost necessary to provide the services covered by this Land Improvement Asset Management Plan includes maintenance and capital expenditure of assets over a 10-year planning period is $13.9 million or $1.4 million on average per year. The breakdown of this by asset type is not defined in the Long Term Financial Plan. See Table 2 below that summarises the Land Improvement Funding levels over the next 10 years:

Table 2. *Asset Funding Level over a 10-year planning period for Land Improvement Assets only.*

Land Improvement Assets Only Year Ending 30 June:	2020 $'000	2021 $'000	2022 $'000	2023 $'000	2024 $'000	2025 $'000	2026 $'000	2027 $'000	2028 $'000	2029 $'000	2030 $'000	totals over 10 years $'000
Capital Expenditure on Renewal or Replacement of Existing Assets	132	383	412	412	412	412	412	412	412	412	412	4,091
Depreciation, Amortisation & Impairment - Existing and Replaced Assets	373	383	412	412	412	412	412	412	412	412	412	4,091
Maintenance Budget	480	551	540	534	549	562	591	590	608	626	645	5796
Totals $'000	985	1,317	1,364	1,358	1,373	1,386	1,415	1,414	1,432	1,450	1,469	13,978

Note: That the long term financial plan does not have a budget amount for 'new' land improvement Assets. The Total 10 year forecast amount has been calculated from 2021 to 2030, i.e. does not include this year's 2020 figures at the mid-year budget review.

Further information is detailed under **Section 5** of this document along with the assumptions around these figures.

1.5   Action Plan

The next steps resulting from this Land Improvement Asset Management Plan to improve asset management practices are as follows:

- Collect information relating to capacity, functionality and fit for purpose from Council's Asset Management Strategy is used to inform renewal planning for land improvement assets;
    - Better define levels of service for each asset category
- Develop and document maintenance service levels with regard to all assets owned or maintained by Council;
- Develop a long term Parks & Reserves Strategy;
- Develop an Open Space Strategy;
- Ensure timely revaluation of Land Improvement assets;
- Document/review a detailed condition assessment manual for all asset categories
    - Condition benchmarking within each Land Improvement category rather than the current general condition covering the entire asset class when the data was originally collected.

Further details of this can be found under **Section 6** of this document.

2   Current State of Council's Assets

2.1   Key Indicators

The Land Improvement Asset Class is comprised of a variety of different assets that make up 13 different asset categories. The following table provides the quantum of these land improvement assets by asset category managed by Council as at 28th February 2020.

Table 3. *A Summary of Land Improvement assets managed by council as at 28th of February 2020*

Asset Category	No. of Assets	Measure: Length (m)	Measure: Area m^2
Fences	565	20927.08	
Formal Areas	17		
Irrigation	35		
Lighting	88		
Open Space Furniture	346		
Other Structures	107		
Park Active Areas	39		71934.32
Park Infrastructure	237	1309.344	
Park Passive Areas	288		942370.7
Play Equipment	87		
Playgrounds	30		4261.157
Retaining Walls	27	506.64	
Signs	234		

Table 4 below provides the high-level Overall Service Index (OSI) of the Council's Land Improvement assets. This was derived from the Valuation Index at the component level. The distribution percentage is as per current quantity of the assets where condition data is available. The current condition of the assets has been used by council staff to help determine the required funding levels for asset renewal and maintenance. The detail of funding level options is detailed in Section 5.

Table 4. *A Summary of the percent of the Valuation index at each valuation index grouping.*

Asset Category	Rating Date	New	Very Good	Good	Fair	Poor	Very Poor
		0-1	1-2	2-3	3-4	4-5	5-6
Fences	Jul-17	5%	9%	35%	34%	12%	4%
Formal Areas	Jul-17	0%	12%	24%	47%	12%	6%
Irrigation	Jul-17	3%	3%	95%	0%	0%	0%
Lighting	Jul-17	5%	15%	52%	21%	6%	2%
Open Space Furniture	Jul-17	8%	7%	37%	30%	14%	4%
Other Structures	Jul-17	6%	12%	39%	33%	7%	3%
Park Active Areas	Jul-17	13%	21%	26%	31%	3%	8%
Park Infrastructure	Jul-17	3%	5%	54%	30%	5%	3%
Park Passive Areas	Jul-17	5%	2%	28%	45%	18%	2%
Play Equipment	Jul-17	6%	7%	30%	33%	21%	3%
Playgrounds	Jul-17	7%	0%	17%	52%	17%	7%
Retaining Walls	Jul-17	7%	11%	22%	37%	22%	0%
Signs	Jul-17	0%	11%	47%	21%	17%	4%

Table 5 below, demonstrates the asset consumption ratio per Land Improvement asset category.

Table 5. *Asset consumption ratio per Land Improvement asset category (total depreciated replacement cost / Total Replacement cost)*

Asset Category	Total Replacement Cost ($)	Total Depreciated Replacement Cost ($)	Asset Consumption Ratio (%)
Fences	1,764,019	1,138,892	65%
Formal Areas	216,200	116,546	54%
Irrigation	852,622	683,366	80%
Lighting	908,392	711,771	78%
Open Space Furniture	433,655	292,145	67%
Other Structures	1,043,096	747,317	72%
Park Active Areas	2,307,422	1,868,400	81%
Park Infrastructure	367,800	249,023	68%
Park Passive Areas	5,931,610	2,823,804	48%
Play Equipment	516,570	332,812	64%
Playgrounds	100,765	78,041	77%
Retaining Walls	196,711	150,259	76%
Signs	116,550	75,701	65%
Grand Total	**$14,755,413**	**$ 9,268,077**	63%

2.2   *Asset Class* Status

The following collection of pie charts demonstrate the overall condition status for each of the asset categories included in this plan. This was derived from the Valuation Index at the component level for each asset. A score of between 0-6 was used as the rating system at the time the data was collected. (0 being brand new and 6 being End of Life – full description found in Table 6 in section 3.3 Condition Assessment Framework).

Fences
% of Valuation Index

1	
2	
3	
4	
5	
6	

5.32%
8.69%
35.28%
34.40%
12.41%
3.90%

Formal Areas
% of Valuation Index

1	
2	
3	
4	
5	

11.76%
23.53%
47.06%
11.76%
5.88%

Irrigation
% of Valuation Index

1	
2	
3	

2.74%
2.74%
94.52%
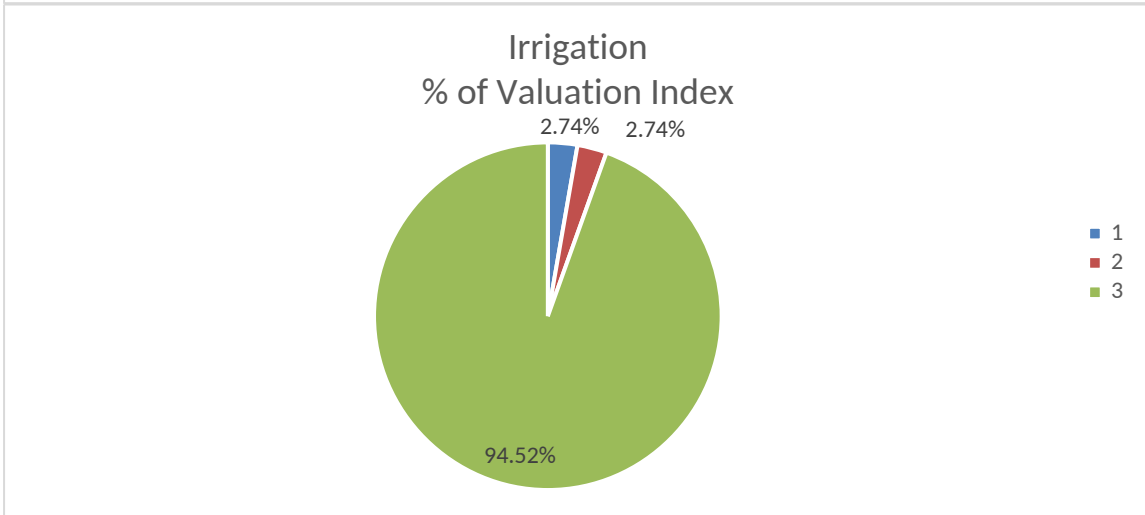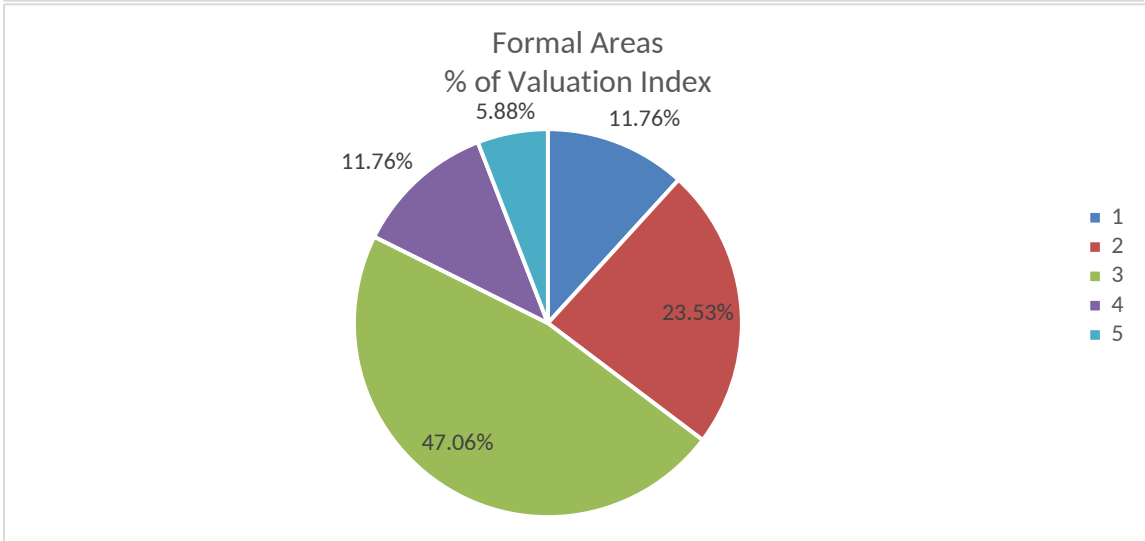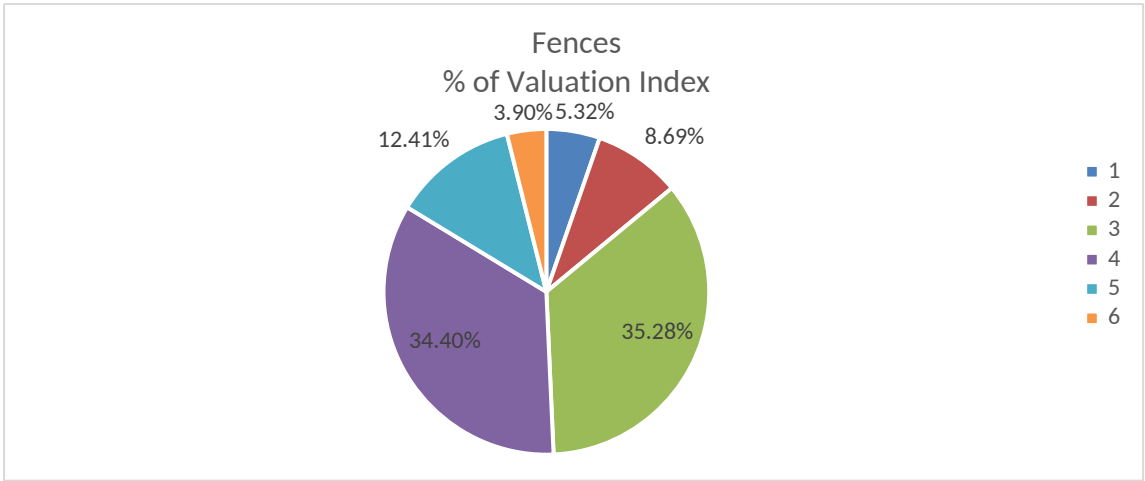
Lighting
% of Valuation Index

- 1
- 2
- 3
- 4
- 5
- 6

5.75% 2.30% 4.60%
14.94%
20.69%
51.72%
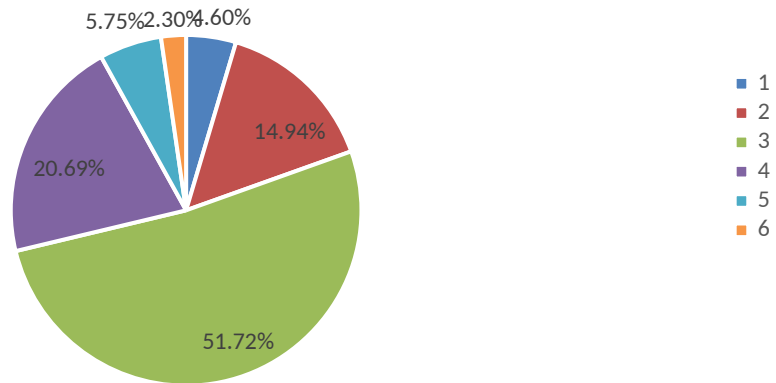
Open Space Furniture
% of Valuation Index

- 1
- 2
- 3
- 4
- 5
- 6

3.76% 8.27%
6.77%
14.29%
30.08%
36.84%

Other Sturctures
% of Valuation Index

- 1
- 2
- 3
- 4
- 5
- 6

6.84% 2.56% 5.98%
11.97%
33.33%
39.32%
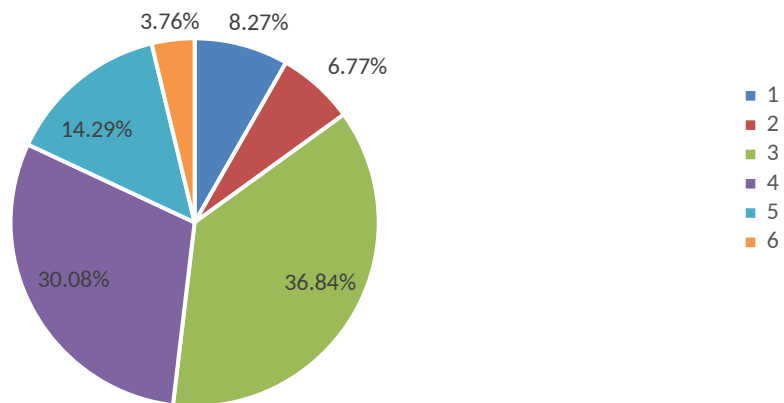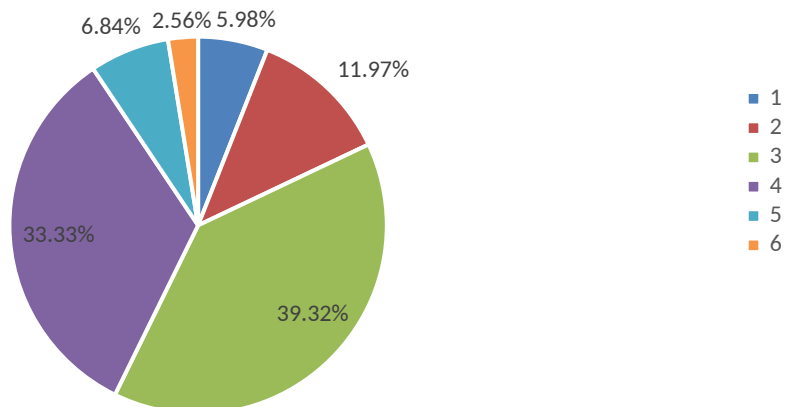
Park Active Areas
% of Valuation Index

- 12.82% (1)
- 20.51% (2)
- 25.64% (3)
- 30.77% (4)
- 2.56% (5)
- 7.69% (6)
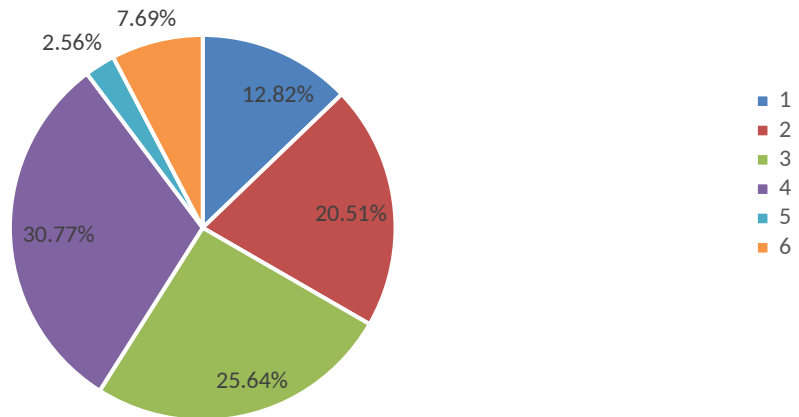
Park Infrastructure
% of Valuation Index

- 2.65% (1)
- 5.31% (2)
- 53.98% (3)
- 30.09% (4)
- 5.31% (5)
- 2.65% (6)
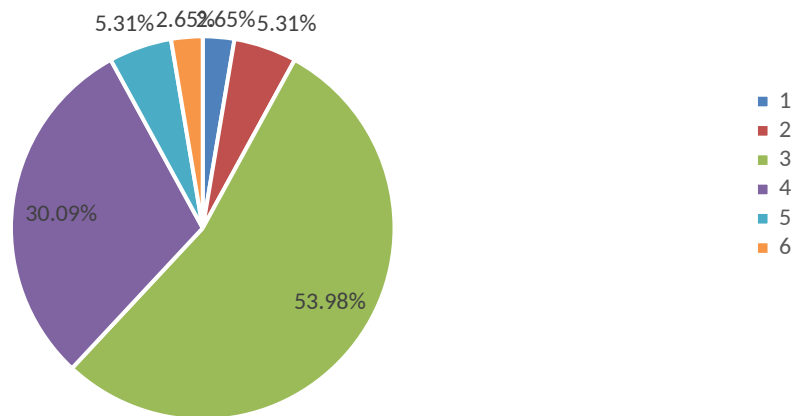
Park Passive Areas
% of Valuation Index

- 4.56% (1)
- 2.46% (2)
- 28.42% (3)
- 44.56% (4)
- 18.25% (5)
- 1.75% (6)
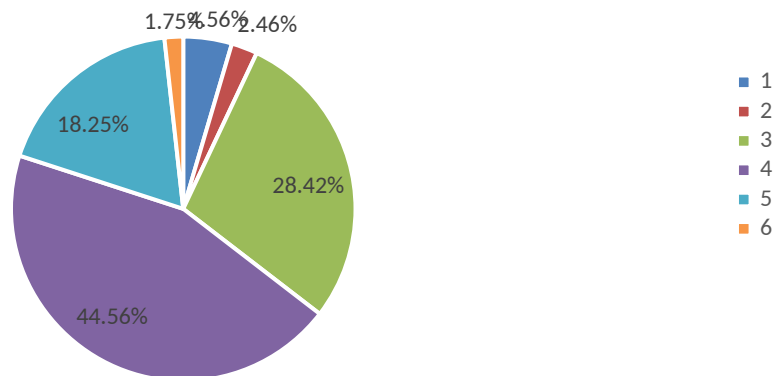
Play Equipment
% of Valuation Index

- 3.49%
- 5.81%
- 6.98%
- 30.23%
- 32.56%
- 20.93%

Legend: 1, 2, 3, 4, 5, 6
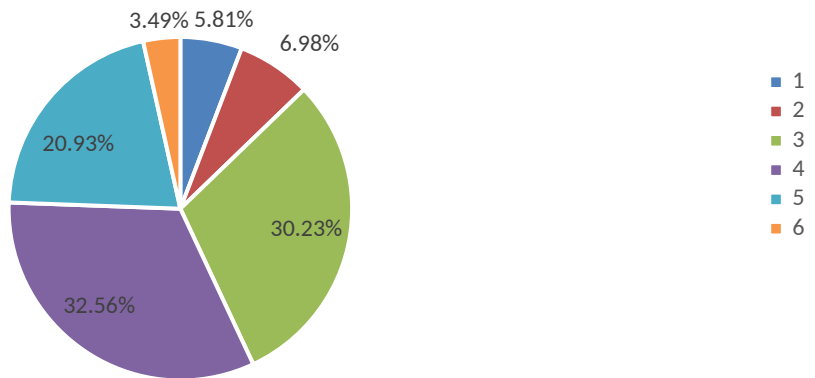
Playgrounds
% of Valuation Index

- 6.90%
- 6.90%
- 17.24%
- 17.24%
- 51.72%

Legend: 1, 2, 3, 4, 5
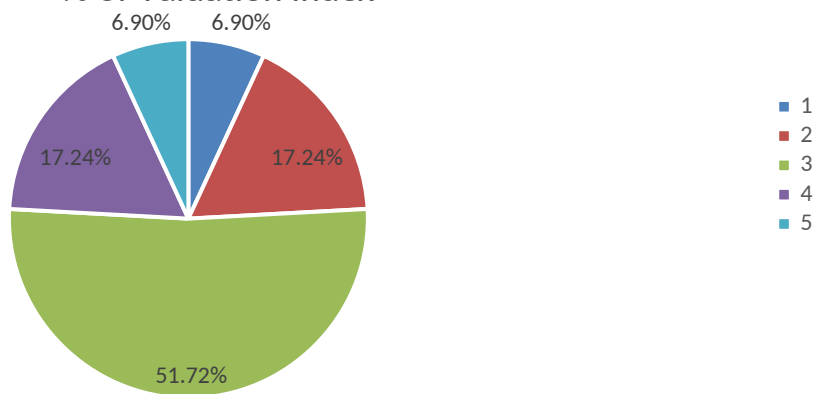
Retaining Walls
% of Valuation Index

- 7.41%
- 11.11%
- 22.22%
- 22.22%
- 37.04%

Legend: 1, 2, 3, 4, 5

13

Signs
% of Valuation Index
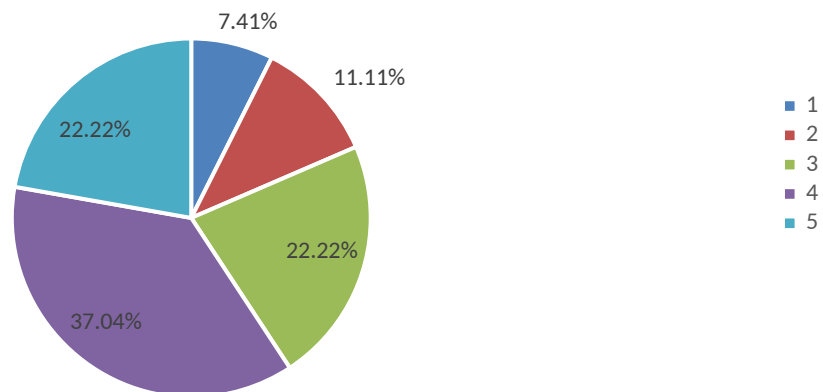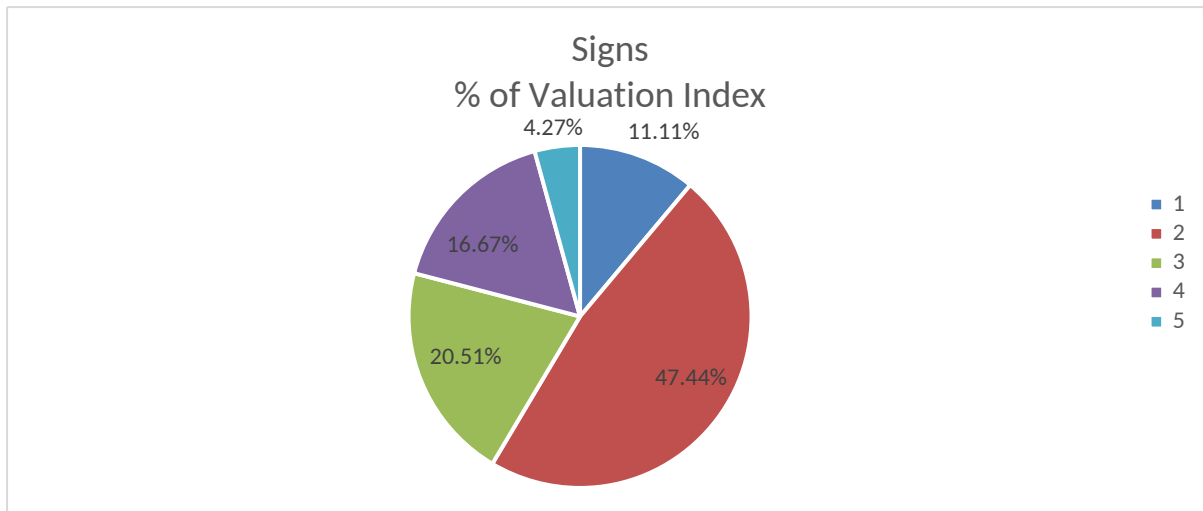
3 Levels of Service and Condition Assessment

"Council has over the past six years continued to strategically review all parts of its operations to maximise efficiencies and ensure we are effective and responsible in the use of ratepayer's funds. Two specific areas have been focused on and communicated through the Sorell Council Strategic Plan 2019-20" (Mayor - Kerry Vincent).

1. Providing a sustainable level of service; and

2. Targeting our advocacy and facilitation with government, their agencies, the community and the private sector.

3.1 Strategic Level of Service

Levels of service are outline in Sorell Council's current Asset Management Strategy and summarised here:

We have defined levels of service in two terms –

Community Levels of Service - measures how the community receives the service and whether the organisation is providing community value.

Community levels of service measures used in the asset management plan are:

- Quality   How good is the service?
- Function   Does it meet users' needs? Capacity/Utilisation, Is the service usage appropriate to capacity?

Sorell also hires many of our grounds, i.e. ovals, halls, carparks etc. and as a result Council must meet all the requirements of the hire agreement and relevant insurance considerations. Potential examples of community satisfaction levels for Council Services in Land improvements are the number and quantity of parks and reserves.

Council most recently underwent a comprehensive community engagement process as part of Council's open space strategy done by ERA Planning and Environment in March 2020. The purpose being, to *"reflect the values and needs of the existing community, while also ensuring that the future needs of the growing community are properly planned for in relation to the provision of, and access to, open space."* The engagement process involved five community engagement sessions, online survey, one on one sessions and written feedback. This reinforced the two main community level of service measures of quality and function and fit for purpose, especially within the Southern Beaches area of the municipality.

For further detail, please refer to the community engagement summary report on and the responses and outcomes.

Technical Levels of Service as listed in Council's 2018 Asset Management Strategy - Supporting the community service levels are operational or technical measures of performance. These technical measures relate to the allocation of resources to service activities that the organisation undertakes to best achieve the desired community outcomes and demonstrate effective organisational performance.

Technical service measures are linked to annual budgets covering:

- Operations – the regular activities to provide services such as availability, cleansing, mowing, etc.
- Maintenance – the activities necessary to retain an asset as near as practicable to an appropriate service condition (e.g. repairs to playground equipment, patching of pathways, turf refurbishment, fence gates opening / latching mechanisms etc.).
- Renewal – the activities that return the service capability of an asset up to that which it had originally (e.g. road or unsealed carpark resurfacing, soft fall in playgrounds, sprinkler head replacement etc.).
- Upgrade – the activities to provide an higher level of service (e.g. widening a road, sealing an unsealed road, replacing a pipeline with a larger size) or a new service that did not exist previously (e.g. sporting facilities).

Sorell has a comprehensive maintenance regime, please refer to Sorell SCADMS, an Assetic document, Appendix C – Priority Matrices, which documents all Sorell's failure codes and response times by Asset Type.

3.2   Operational Level of Service

Sorell Council has adopted Assetic's operational and tactical Maintenance workflows across all asset classes recognised in Assetic including Land Improvements. Below is a diagram of these 2 workflows and how they relate to each other.
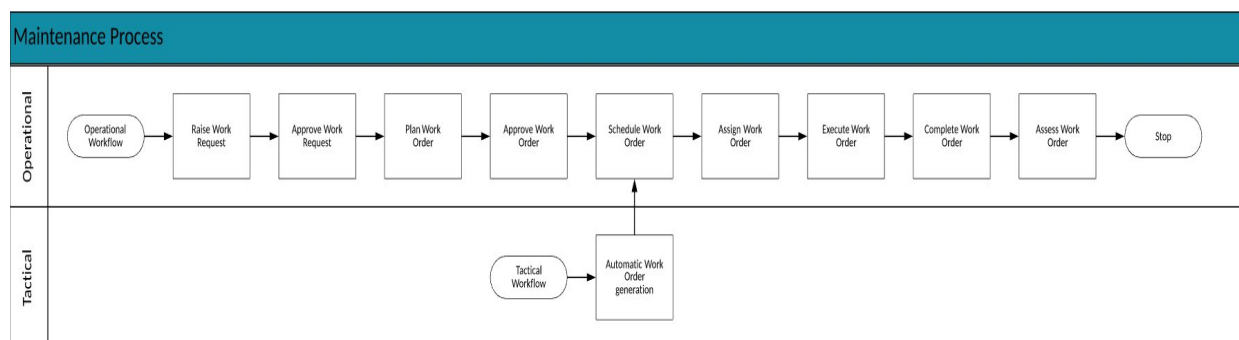
Figure 1. – Assetic Maintenance Workflows *(ref: Sorell SCADMS document by Assetic, page 30)*.

Operational maintenance workflow is primarily used for the non-repeatable work that can be planned and scheduled. Whereas the tactical workflow is used as the preventative maintenance strategy and the work as prior approval by management including funding, number of treatments and their frequency. This allows for high confidence in maintain the acceptable asset condition throughout its life.

An overview of Councils adopted technical maintenance levels of service and response times can be found in *Appendix B*.

3.3   Condition Assessment Framework

The condition of Council's Land Improvement classes were assessed in 2016/17 as part of this categories overall asset data collection project by Esk Mapping and GIS. The condition rating was based on a 0-6 rating scale obtained from Assetic. The condition survey has allowed for a more strategic maintenance program, capital budgeting and the scheduling of park related assets renewals and or upgrades.

Table 6 below outlines the current condition rating scale and description.

Table 6. *Condition Rating Scale and respective description used in Land Improvements data collection*.

Condition rating	Remaining life (%)	Description
0	100	Brand new
1	95	Very good – No defects
2	80	Good – Minor defects
3	55	Fair – Some defects
4	30	Poor – Plan for renewal
5	10	Very poor – Requires CapEx
6	0	End of life – No service potential

4   Key Achievements

As of July 2017, Council now has a much more comprehensive knowledge as to the exact geographical location of its land improvement / open space assets and their typical replacement value due to surveyed field work done by Esk Mapping and GIS and an independent valuation done by Assetic in 2017. Below outlines the asset maintenance practices we have in place and achievements in managing these assets as result of this comprehensive survey of assets available.

4.1   AM Practice

Land Improvement asset classes are now active in our cloud based Asset Register, Assetic.

There is a yearly external audit of all playground equipment. This also satisfies the identified critical risks and treatment plans within the Asset Management Strategy (see appendix 2.)

Weekly and fortnightly internal inspections via the Konect app. are undertaken of all Parks and park equipment and surrounds. Ad hoc observations that may result in work orders are also done during Council's maintenance regime.

Council has a scheduled zonal inspections and quality reviews of land improvement general maintenance work.

Table 7. *Current Asset Management Objectives and Practices for Land Improvement as Identified in the AM Strategy 2018 (Sorell AM Strategy 2018 Table 13, page 30)*

Asset Management Objectives	Action	Performance Target & Timeline
Parks are maintained in a safe condition	Inspect parks	Parks inspected at least once on fortnightly cycle by Supervisor.
Playground equipment is fit for purpose	Inspect equipment	Equipment inspected at least once on fortnightly cycle by Supervisor and once yearly via independent audit*

*Note the annual inspections are done through an external contractor due to qualification requirements necessary to conduct safety audits of play equipment and playgrounds and to determine their compliance with the relevant Australian Standards. Currently Council's Parks and Recreation crews do not have this specific qualification but do have the qualifications to satisfy the fortnightly inspections /audits that are currently conducted for maintenance purposes.

Maintenance practice achievements:

- Excellent Response time to vandalism and storm damage.
- Broad skill sets within the crews to manage not only grass landscaping, but capable in carpentry maintenance and repairs and turf management including irrigation.

4.2 Asset Class

Table 8. *A Summary of Capital Expenditure of Parks / Land Improvement Assets for 2018/19.*

Asset Category	Addition Cost	Addition AccDep	Addition WDV	Upgrade Cost	Renewal Cost	Disposal Cost	Disposal AccDep	Disposal WDV	CapEx Total Cost
Capex Report-Asset Category									
Car Parks*	54,450	0	54,450	7,823	1,788	0	0	0	64,060
Fences	0	0	0	0	11,000	0	0	0	11,000
Irrigation	0	0	0	96,580	0	-6,565	-2,217	-4,348	96,580
Other Structures	19,955	0	19,955	0	0	0	0	0	19,955
Park Active Areas	7,214	0	7,214	54,489	0	0	0	0	61,702
Play Equipment	10,190	0	10,190	0	0	0	0	0	10,190
Playgrounds	0	0	0	0	21,885	-7,258	-5,805	-1,453	21,885
	91,808	0	91,808	158,891	34,673	-13,823	-8,022	-5,801	285,372

*Note: that car parks were considered part of the Land Improvement asset category in 2018/19 but are now a part of the transport category as of June 30th 2020 and are therefore not categorised /summarised in this AMP.

Major projects completed in 2018/19 were:

- Pembroke Park irrigation line connection and sprinkler upgrade
- Sorell and Dodges Ferry Skate park upgrade
- Pembroke Park netball car park upgrade
- Sorell bypass walking track and walk / bike track
- Orielton lagoon walkway stage 2
- Soft fall replacement
- Pembroke Park – compacted gravel replacement
- Dodges Ferry football oval boundary fence replacement
- Pembroke Park senior oval fence upgrade
- Junior oval cricket pitch upgrade (width and level)
- Landscaping around the Pembroke Park netball courts and change rooms
- New seating across the municipality
- Primrose Sands Reserve Exercise equipment
- Boat Park toddler play equipment
- Tree register
- Senior oval at Pembroke and Dodges Ferry ovals have been upgraded with irrigation and connected in to the SEIS.

Table 9. *Maintenance budget for Land Improvements 2019/20.*

Asset Category	Approved Budget 2019/2020	Total Budget 2019/2020	Renewal 2019/2020	Upgrade/New 2019/2020
Fences	$ 30,000	$ 30,000	$ 15,000	$ 15,000
Lighting	$ 500,224	$ 500,224	$ -	$ 500,224
Open Space Furniture	$ 48,000	$ 48,000	$ 15,000	$ 33,000
Park Active Areas	$ 539,247	$ 547,247	$ 88,000	$ 451,247
Play Equipment	$ 10,000	$ 10,000		$ 10,000
Grand Total	**$ 1,127,471**	**$ 1,135,471**	**$ 118,000**	**$ 1,009,471**

4.3 Demand Management / Risk Management

With Sorell's population on the rise, demand for its services will also be on the rise, in which case Council should adopt a demand management plan for its assets across the entire asset register. Population is just one of the demand drivers, others may include, demographics, land area and technological changes. Below is a summary of the impact that these particular drivers may have on the asset categories in this plan.

Table 10. *Demand drivers and the potential impact on services within the Sorell Municipality.*

Demand drivers	Impact on Service considerations
Population	Increase in population will increase the requirement for community and infrastructure services. Existing services may require maintenance or amendments to meet the increased frequency and numbers.
Demographics	age of population, consider the percentage of the population at given age brackets, more young family – require parks and play equipment, aging population – may require more disability accesses or improvements to public transport infrastructure, traffic management devices, pedestrian refuges (both young and aging to benefit)
Land Area	Sorell has many open space areas, marketing these as such so people take more advantage or know their whereabouts may be required.
Technological Changes	Technologies may help reduce operational and maintenance costs. For example, scheduled maintenance and inspection regimes via Assetic mobility app. Customers can register faults and photos with the local services app, reducing inspection times. Could offer a public facing interactive map of parks and play grounds and other open spaces in hopes to increase the usage of these existing assets. Tourists who don't know the area, may be inclined to stay longer in the municipality helping local economy.

Further investigation and thought is required in order to achieve the next phase of the demand management plan and will be documented as an AM improvement.

5   Asset Funding Levels

5.1   Forecast 10-Year Funding Required

The projected capital expenditure that will be required for renewal and replacement of existing land improvement assets for the next 10 years, 2019/20 to 2029/30 is $3,840,000 as per Council's long term financial Plan.

Table 11. *Capital Expenditure on renewal and replacement of existing assets (planned expenditure source from Councils LTFP and the required expenditure from Total replacement cost analysis of when the asset will be at its End of Life)*

Year	Land Improvements		
	Planned Expenditure	Projected Expenditure	Theoretical finance Funding Gap
2019/20	$132,000	$412,000	-$280,000
2020/21	$383,000	$29,826	$353,174
2021/22	$412,000	$2,090	$409,910
2022/23	$412,000	$12,800	$399,200
2023/24	$412,000	$31,507	$380,493
2024/25	$412,000	$3,988	$408,012
2025/26	$412,000	$13,631	$398,369
2026/27	$412,000	$24,4730	$167,270
2027/28	$412,000	$11,166	$400,834
2028/29	$412,000	$93,991	$318,009
Total:	**$3,881,000**	**$855,733**	$2,955,271

Table 11 Assumptions:

- Planned expenditure is based on the annual depreciation of the Land Improvement asset category as per the LTFP
- Projected Expenditure is based on the expiration date (year) that the asset is due for renewal i.e. the year an asset will be at its end of life based on the assets current consumption ratios.
- Theoretical finance funding gap is the difference between the planned expenditure and the projected expenditure even though these 2 fields were derived from different sources.
- Planned expenditure based on annual depreciation and projected expenditure based on replacement cost and assets end of life.

5.2 Committed Funding

Projected expenditure identified in Table 11 is to be funded from Council's operating and capital budgets, loans and reserves and Federal and State Government grants. The funding strategy is detailed in Council's 10-year long term financial plan. The 10-year LTFP is a dynamic document in that it is reviewed and refined on a continual basis, to reflect as accurately as possible changes in financial circumstances.

The funding committed towards Land Improvement Assets for 2019/20 as per the long term financial plan is summarised in Table 11 below.

Table 12. *Land Improvement assets committed funding for 2020.*

	Financial year 2019/20
New / Upgrade	$726,000
Renewal	$132,000

Note: There is no committed funding for new/upgraded Land Improvement Assets beyond 2020, due to limited funding for new/upgraded assets available per the Long Term Financial Plan

The forecast for asset repairs and maintenance is calculated by assuming an annual increase of 3% on the previous year's actual expense. Repairs and maintenance expenditure on new/upgraded assets is calculated as 2.5% of the value of new/upgraded assets from 6 years prior. For example, in 2015 the value of new/upgraded assets was $3,969,000, therefore in 2021 $99,225 is forecast as the maintenance required for new/upgraded assets.

The following table is a predicted maintenance and repairs budget over next 10 years using the ratios outlined above and using 2019/20 approved budget for maintenance of $480,000.

Table 13. *Maintenance and Repair budget forecasting for the next 10 years (including this year).*

Year	Land Improvements		
	Forecast of 3%	Increase due to new assets (2.5%)	Total Repairs and Maintenances forecast Budget requirements
2019/20	$ 480,000	-	$ 480,000
2020/21	$ 494,000	$ 56,000	$ 551,000
2021/22	$ 509,000	$ 31,000	$ 540,000
2022/23	$ 524,000	$ 9,850	$ 534,000
2023/24	$ 540,000	$ 8,800	$ 549,000
2024/25	$ 556,000	$ 6,300	$ 563,000
2025/26	$ 573,000	$ 18,000	$ 591,000
2026/27	$ 590,000	-	$ 590,000
2027/28	$ 608,000	-	$ 608,000
2028/29	$ 626,000	-	$ 626,000
Total:			$ 5,632,000

5.3 Financial Ratios

Currently the allocation of renewal and or new and upgrade funding per asset category within Land Improvements is not defined. However Councils AM practice will be to prioritise the funding based on condition and its hierarchy i.e. play equipment with condition 3 in a high traffic / urban area may see funding allocation over a condition 4 play equipment in an area known to have less use, provided it meets safe / industry standards and meets councils / community levels of service.

Figure 2 below demonstrates another practical way of predicting the funding required for asset renewal over time.
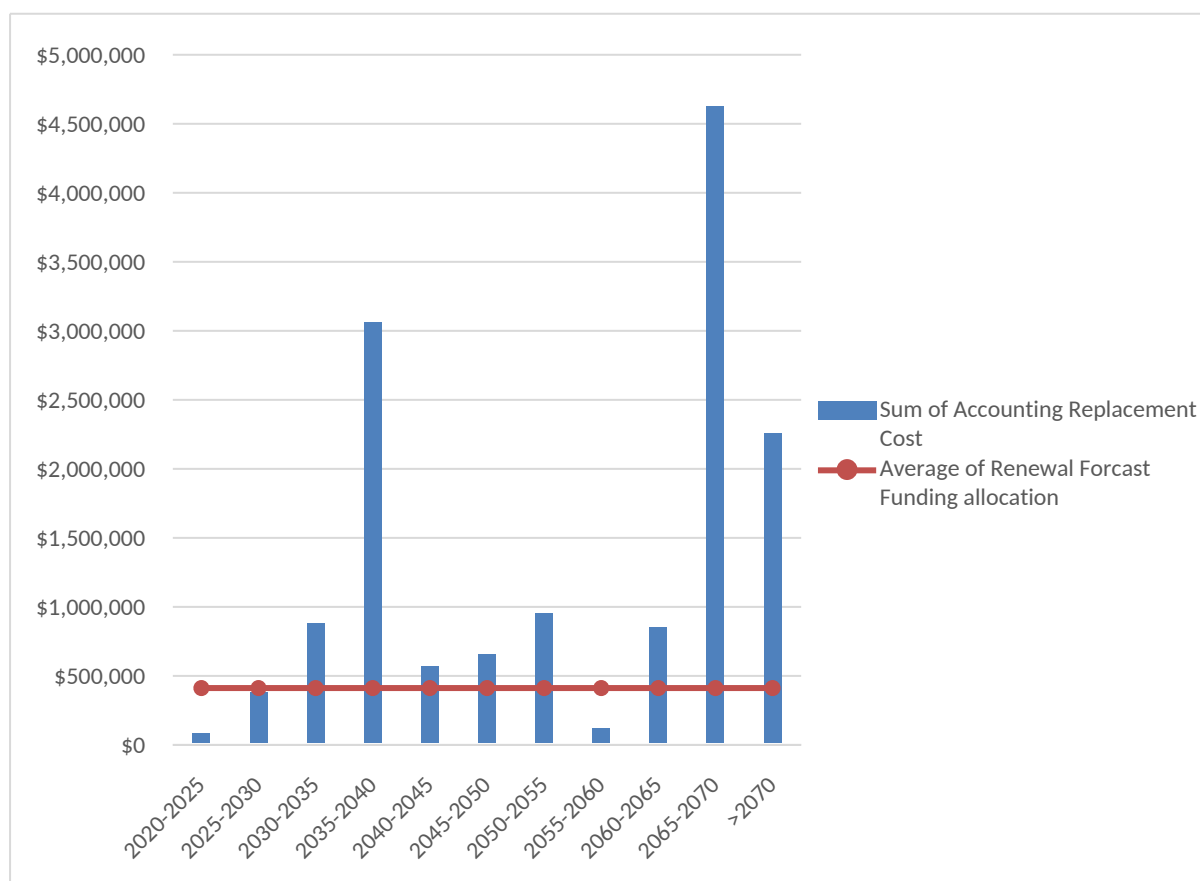
Figure 2. *Demonstrates when the asset will reach its end of life and the replacement cost required in that year and where our current renewal forecast funding allocation is set to.*

We can see that from Figure 2 that a near 100% renewal ratio won't be required until 2025-2035 based on the remaining useful lives of the assets. However we can see that in 2035-40 Council will be very much underfunded, requiring potentially over $3M. This provides Council some more insight and should consider when predicting the funding and renewal profiling required over the next 20 years.

Industry standards on asset renewal funding ratio in Tasmania has been outlined by the Tasmanian Audit Office.

"To maintain operating capacity, we would expect a council to fund 90% of its planned asset requirements. Identification of shortfalls enabled councils to develop strategies to address future

asset replacement requirements in full (ref: https://www.audit.tas.gov.au/wp-content/uploads/Volume-3-Local-Government-2017-18).”

It should be noted that, the review of asset renewal funding was only examined for Road Infrastructure. And they found that *"A total of 27 of the 28 councils that had long-term asset management plans demonstrated ratios equal to or better than our 90% benchmark."*

Sorell Councils asset renewal funding philosophy is to establish what levels of service should be. In the long term Council will aim to achieve the 100% renewal funding ratio.

Year Ending 30 June:	2015 Year 0 Actual $'000	2016 Year 0 Actual $'000	2017 Year 0 Actual $'000	2018 Year 0 Actual $'000	2019 Year 0 Actual $'000	2020 Year 1 MYBR Budget $'000	2021 Year 2 Plan $'000	2022 Year 3 Plan $'000	2023 Year 4 Plan $'000	2024 Year 5 Plan $'000	2025 Year 6 Plan $'000	2026 Year 7 Plan $'000	2027 Year 8 Plan $'000	2028 Year 9 Plan $'000	2029 Year 10 Plan $'000	2030 Year 11 Plan $'000	2031 Year 12 Plan $'000	2032 Year 13 Plan $'000	2033 Year 14 Plan $'000	2034 Year 15 Plan $'000	2035 Year 16 Plan $'000	2036 Year 17 Plan $'000
Capital expenditure projected as required in the AMP on Renewal or Replacement of Existing Assets:																						
Land	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Land under Roads	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Land Improvements	488	120	0	138	18	132	383	412	412	412	412	412	412	412	412	412	412	412	412	412	412	412
Buildings	786	264	78	0	38	120	613	629	629	629	629	629	629	629	629	629	629	629	629	629	629	629
Leasehold Improvements	0	0	0	0	0	0	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
Plant & Equipment	249	427	163	400	310	742	427	462	462	462	462	462	462	462	462	462	462	462	462	462	462	462
Fixtures, fittings and furniture	0	0	0	0	0	0	143	143	143	143	143	143	143	143	143	143	143	143	143	143	143	143
Computers and Telecommunication	144	66	35	0	107	342	87	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90
Roads	675	1,266	2,655	3,458	2,328	3,319	2,505	2,508	2,519	2,529	2,540	2,554	2,568	2,583	2,599	2,616	2,633	2,652	2,671	2,692	2,713	2,735
Bridges	356	24	2,146	0	1,158	62	183	183	183	183	183	183	183	183	183	183	183	183	183	183	183	183
Footpaths & Cycleways & Kerb and	296	170	365	221	338	424	221	232	232	232	232	232	232	232	232	232	232	232	232	232	232	232
Storm Water	0	0	61	0	0	30	588	590	590	590	590	590	590	590	590	590	590	590	590	590	590	590
Waste	0	0	0	0	0	0	52	52	52	52	52	52	52	52	52	52	52	52	52	52	52	52
Bulk Earthworks	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Total	2,994	2,337	5,503	4,217	4,297	5,171	5,208	5,308	5,318	5,328	5,339	5,353	5,367	5,382	5,398	5,415	5,433	5,451	5,471	5,491	5,512	5,534

Figure 3. *An extract from the LTFP - approved at MYBR Feb 2020.*

Asset management ratios provide insight into an organisation's performance and success in managing its assets. Council's asset management ratios for its asset portfolio calculated as of Feb 2020 have been reported in figure 4 below, an extract of the Long Term Financial Plan Report:

KEY FINANCIAL INDICATORS. Year Ending 30 June:	2015 Year 0 Actual $'000	2016 Year 0 Actual $'000	2017 Year 0 Actual $'000	2018 Year 0 Actual $'000	2019 Year 0 Actual $'000	2020 Year 1 MYBR Budget $'000	2021 Year 2 Plan $'000	2022 Year 3 Plan $'000	2023 Year 4 Plan $'000	2024 Year 5 Plan $'000	2025 Year 6 Plan $'000	2026 Year 7 Plan $'000	2027 Year 8 Plan $'000	2028 Year 9 Plan $'000	2029 Year 10 Plan $'000	2030 Year 11 Plan $'000	2031 Year 12 Plan $'000	2032 Year 13 Plan $'000	2033 Year 14 Plan $'000	2034 Year 15 Plan $'000	2035 Year 16 Plan $'000	2036 Year 17 Plan $'000
Operating Surplus Ratio %	21.6%	2.0%	4.5%	3.1%	7.4%	-0.7%	5.0%	5.0%	5.1%	5.4%	5.4%	5.6%	5.8%	6.1%	6.4%	6.6%	6.7%	6.9%	7.1%	7.2%	7.3%	7.4%
Operating Surplus Ratio Target Min%																						
Operating Surplus Ratio Target Max%																						
Net Financial Liabilities Ratio %	-146%	-176%	-157%	-168%	-194%	-197%	-182%	-179%	-176%	-172%	-168%	-164%	-160%	-157%	-153%	-150%	-146%	-143%	-140%	-137%	-134%	-131%
Net Fin Liabilities Ratio Target Min%																						
Net Fin Liabilities Ratio Target Max%																						
Asset Renewal Funding Ratio %	100%	100%	100%	100%	100%	100%	102%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
Asset Renewal Funding Ratio Target Min%																						
Asset Renewal Funding Ratio Target Max%																						

Figure 4. *An extract of the long term financial Plan: Key financial Indicators as at June 30th 2019.*

Asset Sustainability is another financial indicator that Council reports on in the Annual Plan and to the Tasmanian Audit office. The ratio calculates the extent to which Council is maintaining operating capacity through renewal of the existing asset base. And in 2019 Councils Asset Sustainability ratio was 95%.

The calculation of the ratios above are as follows:

- Asset Sustainability Capital Renewal Expenditure divided by Depreciation Expense
- Asset Renewal Funding Net Present Value (NPV) of planned capital renewal expenditure divided by the Net present value of desired capital renewal expenditure

Key assumptions made in this Land Improvement Asset Management Plan are:

- The current levels of service will remain constant over the life of this AMP;
- The treatment and maintenance costs are based on Council's current schedule of rates and may not directly compare to Council's internal service provision actual costs;
- All predicted financial figures are based on current rates and are not adjusted by the inflation rate for the particular year of works;
- Continued use of current construction techniques and materials in alignment with current standards;
- Current maintenance funding levels are meeting service level requirements;
- Capital renewal is generally 'like for like' however mandated improvements are factored into replacement costs;
- Depreciation is in accordance with Council Policy; and
- The proposed capital renewal program will be funded as per the scenario recommended.

6 Action Plan

This section outlines how Council can measure its asset management performance. The identified action items in Table 14 will enable Council to improve our asset management capability, to enhance asset value and deliver more for stakeholders while balancing cost, risk and performance.

6.1 AM Document Register

Table 14. *A list of Asset Management document types and their status / relevancy*

Document Type	Asset Category	Adopted Version / Date	Planned Revision
Strategic Plan (10 year)		Aug 2019-29	2029
Asset Management Policy		Aug 2018	Sept 2022
Asset Management Objectives			
Strategic Asset Management Plan		V2 18/09/2018	
Asset Management Plans:			
	Transport	V2 Draft 2017	2nd generation 2020
	Buildings	V1 2014	V2 2020
	Stormwater Drainage	V1 2014	V2 2021
	Land Improvements	current (V1 2019)	V2 2022
Asset Capitalisation Business Rules		V2 June 2020	V2 2021

6.2 AM Practice Improvements

In the course of preparing this Asset Management Plan, it has been identified that there is a need to further develop Council's asset management processes and practices in relation to its Land Improvement assets. The asset management improvement plan which is set out in Table 15 below details the key improvement tasks. Completion of these tasks will improve Council's asset management capabilities for the land Improvement asset portfolio.

Table 15 below summarises Land Improvement asset management improvements over the next 5 years.

Table 15. *Asset management improvement action plan for the next 5 years.*

Asset Management Objectives	Action	Performance Target & Timeline	Officer responsible
Parks are maintained in a safe condition	Inspect parks (ongoing) but currently developing better Inspection Practice via the Assetic App.	Parks inspected at least once on fortnightly cycle by Supervisor. Ongoing and new inspection forms in 2020.	Crews via zone
Playground equipment is fit for purpose	Inspect equipment	Equipment inspected at least once on fortnightly cycle by Supervisor and once yearly via independent audit in order to meet Australian Standards.	Internal Parks crews and External Auditors (eg. CCEP)
Develop a long term Parks & Reserves Strategy	Strategy developed and endorsed by Council.	30 June 2021	Paul Gray
Replacement of street LEDs	Bring the new LED street	2020/21	Julie Mann / Asset

	lighting assets into Assetic.		Team
Attribute costs to freehold land by recognising land in our asset register and be able to create land maintenance work orders.	Transfer Land assets from Navision to Assetic with Valuer General value (desktop revaluation).	Land will become part of the operational and tactical maintenance workflows. 30 June 2020	Julie Mann
Council reserves management regimes	Document a common maintenance regime with community groups.	By 2022	Paul Gray
Identify land around sporting facilities	This land needs to be re-valued and or financially adjusted in Asset register.	2020/21	Julie Mann
Bettering community level of services and asset enhancements around parks and reserves and pathways	Increasing the amount of seating and tables around the municipality.	Add to CapEx budget over the 3 years.	Paul Gray
Achieve better pathway connectedness in the Southern Beaches	Investigate more gravel pathways.	Add to capex budget where appropriate over the next 3 years.	Paul Gray
Develop an Open Space Strategy	Strategy developed by consultants from internal data / inputs and endorsed by council	This provide strategic guidance on community level of service. Draft has been submitted to council but as yet to be formally adopted – July 2020.	Consultants
Land Improvement asset Re-Valuation	5 year re-valuation cycle	2022/2023	TBC

6.3   AM Objectives and Long term AM Improvements

Lastly, the tasks outlined in Table 15, will in turn help develop and link to Councils future annual operational plans. Council will endeavour to refine condition assessment practices in order to become more transparent with funding allocations to each asset category in this broader category we call 'Land Improvement' as currently we do not use any predictive modelling for these asset types like we do for our transport classes. Council currently does not have a break up of asset funding per land improvement asset category, as such, this too should be noted as an intended AM improvement as the AM strategy for the Land Improvement categories matures and aims to increase the satisfaction with our Levels of Service.

Specific Longer term improvements include:

- Over next 10 years, we will have gathered useful maintenance history with regards to costs which will also feed MyPredictor in order to work out which assets are costing us more to repair and maintain and therefore improving the renewal profiling when we get to that point.
- Land Improvement demand Management Plan / Strategy: Extracts and recommendations that come from the open space strategy will help better inform a demand management plan for our parks and open spaces and allow for more informed decisions about what parks to divest ourselves of, what new services need to be acquired / created and, can Council afford to do so.

Appendix A:

Konect App Inspection Regime (Screen shots):

Left phone:

Parks and Reserves Inspection Report

Playground Site Risk Rating

◉ Low   ○ Medium   ○ High

Photos of Play Equipment faults

[Choose File] No file chosen

Maintenance i.e. Toilets, Graffiti, Rubbish/Debris, Shade Sails / Huts, Softfall

General Maintenance

Maintenance Risk Rating

◉ Low   ○ Medium   ○ High

Photos of General Maintenance required

[Choose File] No file chosen

Right phone:

Parks and Reserves Inspection Report

Maintenance Risk Rating

◉ Low   ○ Medium   ○ High

Photos of General Maintenance required

[Choose File] No file chosen

Park Furniture i.e. BBQ, Bins, Lighting, Picinic setting, seat, signage, monument etc.

Park Furniture

Park Furniture Risk Rating

◉ Low   ○ Medium   ○ High

Photos of Park Furniture faults

[Choose File] No file chosen

Inspections sheet prior to Konect app and if technological issues arise:

Playground/Park/Reserve Inspection Sheet

AUDIT BY: _____ **DATE:** _____

_____

LOCATION: _____

1. PARK AREA DETAILED AUDIT

Playground Area	Yes	No	Comments
Park area clean and well maintained?			
Fencing and gates well maintained?			
Information signs well maintained?			
Safe access to park? – secure car park			
Playground clear of vandalism?			
Restrooms working, clean and maintained?			
Safe surface with no trip, drainage hazards?			
Safe tree limbs with no cracks?			
Safe shrubs, plants and gardens? – Pesticides?			
Safe walkways? – slippery, cracks, trips, loose material			
Wheelchair access available?			
Clear & defined walkways? 1.22m wide			
Seats & tables in good repair?			

2. PLAYGROUND AREA DETAILED AUDIT

Playground Area	Yes	No	Comments
Playground can be supervised easily?			
Fall height not exceeding 2.5m?			
Equipment built in accordance with standards?			
Guard railings on areas with fall hazards?			
Equipment area suitably separated? 2.5m			
Equipment visibly stable & secure?			

	Yes	No	Comments
Even surface under landing areas?			
Metal equipment free of corrosion?			
Wooden equipment free of rot, cracks and splinters?			
Equipment free of protrusions/projections			
Equipment free of pinch, crush and shearing points?			
Soft fall 200-250 depth?			
Soft fall free of foreign objects/weeds?			

3. SPORTING GROUND AREA DETAILED AUDIT

Sports Grounds	Yes	No	Comments
Playing surface clear of objects, rubbish and hazards?			
Amenities and facilities clear of hazards?			
Holes and uneven patches covered or fenced off?			
Irrigation equipment covered and out of the way?			
Hard surfaces (cricket pitches) covered (within 3m)			
Goal posts padded and securely placed?			
Corner posts or flags flexible for collisions?			
Spectator area separate and in a safe location?			
Emergency vehicle access points identified & clear?			
Telephone and emergency numbers available?			
Safe lighting covering grounds and amenities?			
Clean drinking water available for players?			

4. SUITABILITY ASSESSMENT

Sports Grounds Suitability	Yes	No	Comments
Is there any risk of personal injury to passers by arising from the placement of the facility?			
Are the sports or activities being played at the facility appropriate for that size and nature of the facility?			
Are playing areas and fields a safe distance from adjacent objects, such as fences, paths, post, buildings, trees or slopes?			
Is the Surfacing type and condition appropriate for the activities being performed?			
Are the boundaries inline with the guidelines and at an acceptable distance from perimeter fencing?			
Are the ground dimensions in compliance with the guidelines according to the activities being played?			
What is the proximity of the facility to roads, surrounding			

properties or other potential hazards that affect or maybe affected by play?			

Complete Action List if required.

Once this form is completed please email to Alice-Jane Webb - Risk Management Officer

1) Urgent	– Today	4) Maintenance	– 6 month timeframe
2) Important	– 1 month timeframe	5) Monitor	– 12 month timeframe
3) Required	– 3 month timeframe		

Playground/Park/Reserve Inspection Sheet -

                                                    1   2   3   4

ACTIONS REQUIRED

_____

_____

_____

_____

_____

Additional Comments: _____

_____

_____

Once this form is completed please email to Alice-Jane Webb - Risk Management Officer

1) Urgent	– Today	4) Maintenance	– 6 month timeframe
2) Important	– 1 month timeframe	5) Monitor	– 12 month timeframe
3) Required	– 3 month timeframe		

Playground/Park/Reserve Inspection Register -

PERIOD: <u>JAN - DEC</u>   **YEAR:** <u>   </u>

NO	NAME	DATE	DEFECTS?	ROAD CONDITIONS

Appendix B:

Work Maintenance and response times

Work Order Prioritisation

Add Categorisation

Default	
Priority - Buildings & Parks	Edit
Priority - Roads & Stormwater	Edit

Export to Excel Export to PDF

Code	Description	Response Time (hr)	Actions
1	Urgent (Today)	24	Edit
2	Important (2 Weeks)	336	Edit
3	Required (4 Weeks)	672	Edit
4	Maintenance (12 Weeks)	2016	Edit
5	Monitor (52 Weeks)	8760	Edit

Appendix C:

The following tables are the Detailed Failure Causes & Remedy Categorisation from Sorell Council's System configuration and Data Migration Specification (SCADMS) adopted 15/03/2018 documented by Assetic from multiple workshops with Sorell Council employees (Appendix A – Priority Matrices).

Maintenance Asset Type: Bins

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Open Space Furniture (High)	Broken Lock (Bins FCR - Surround)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Broken Lock (Bins FCR - Surround)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Broken Lock (Bins FCR - Surround)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Cleaning Required (Bins FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (Low)	Cleaning Required (Bins FCR - General)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Open Space Furniture (Medium)	Cleaning Required (Bins FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (High)	Damaged, Cracked or Broken (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Damaged, Cracked or Broken (Bins FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Damaged, Cracked or Broken (Bins FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Damaged, Cracked or Broken (Bins FCR - Stand)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Damaged, Cracked or Broken (Bins FCR - Stand)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Damaged, Cracked or Broken (Bins FCR - Stand)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Damaged, Cracked or Broken (Bins FCR - Surround)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Damaged, Cracked or Broken (Bins FCR - Surround)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Damaged, Cracked or Broken (Bins FCR - Surround)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Missing/Replacement Required (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Missing/Replacement Required (Bins FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Missing/Replacement Required (Bins FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Not Collected/Emptied (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Not Collected/Emptied (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Medium)	Not Collected/Emptied (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (High)	Other (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Other (Bins FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Other (Bins FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space	Other (Bins FCR - Stand)	Priority -	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Furniture (High)		Buildings & Parks	
Open Space Furniture (Low)	Other (Bins FCR - Stand)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Other (Bins FCR - Stand)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Other (Bins FCR - Surround)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Other (Bins FCR - Surround)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Other (Bins FCR - Surround)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Rust/Corrosion (Bins FCR - Stand)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Low)	Rust/Corrosion (Bins FCR - Stand)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Rust/Corrosion (Bins FCR - Stand)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (High)	Rust/Corrosion (Bins FCR - Surround)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Low)	Rust/Corrosion (Bins FCR - Surround)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Rust/Corrosion (Bins FCR - Surround)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (High)	Sharp Edges, Protrusions (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Sharp Edges, Protrusions (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Medium)	Sharp Edges, Protrusions (Bins FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (High)	Sharp Edges, Protrusions (Bins FCR - Stand)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Sharp Edges, Protrusions (Bins FCR - Stand)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Medium)	Sharp Edges, Protrusions (Bins FCR - Stand)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Sharp Edges, Protrusions (Bins FCR - Surround)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Medium)	Sharp Edges, Protrusions (Bins FCR - Surround)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (High)	Sharp Edges, Protrusions (Bins FCR - Surround)	Priority - Buildings & Parks	Urgent (Today)

Maintenance Asset Type: BMX & Skate Parks

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Other Structures (High)	Cleaning Required (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (Low)	Cleaning Required (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Other Structures (Medium)	Cleaning Required (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (High)	Cleaning Required (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas	Cleaning Required (BMX & Skate Parks FCR -	Priority - Buildings	Maintenance

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(Low)	Failure Types)	& Parks	(12 Weeks)
Park Active Areas (Medium)	Cleaning Required (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (High)	Corrugations (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Corrugations (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Corrugations (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Corrugations (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Corrugations (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Corrugations (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Damaged, Cracked or Broken (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Damaged, Cracked or Broken (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Damaged, Cracked or Broken (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Damaged, Cracked or Broken (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Damaged, Cracked or Broken (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Damaged, Cracked or Broken (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Graffiti (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Graffiti (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Graffiti (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Graffiti (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Graffiti (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Graffiti (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Handrail (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Handrail (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Handrail (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Handrail (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Handrail (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Handrail (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Missing/Loose Fittings (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Missing/Loose Fittings (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures	Missing/Loose Fittings (BMX & Skate Parks FCR	Priority - Buildings	Urgent

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(Medium)	- Failure Types)	& Parks	(Today)
Park Active Areas (High)	Missing/Loose Fittings (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Missing/Loose Fittings (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium)	Missing/Loose Fittings (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (High)	Other (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Other (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Other (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Other (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Other (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Other (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Overgrown Vegetation (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Overgrown Vegetation (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Overgrown Vegetation (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Overgrown Vegetation (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Overgrown Vegetation (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Overgrown Vegetation (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Potholes (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Medium)	Potholes (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (Medium)	Potholes (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Potholes (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Potholes (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Potholes (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Rust/Corrosion (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Low)	Rust/Corrosion (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Rust/Corrosion (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (High)	Rust/Corrosion (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Low)	Rust/Corrosion (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Rust/Corrosion (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures	Sharp Edges, Protrusions (BMX & Skate Parks	Priority - Buildings	Urgent

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(High)	FCR - Failure Types)	& Parks	(Today)
Other Structures (Low)	Sharp Edges, Protrusions (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Medium)	Sharp Edges, Protrusions (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Sharp Edges, Protrusions (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Sharp Edges, Protrusions (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium)	Sharp Edges, Protrusions (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (High)	Signage (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Signage (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Signage (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Signage (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Signage (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Signage (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Trip Hazard (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Trip Hazard (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Trip Hazard (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Trip Hazard (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Trip Hazard (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Trip Hazard (BMX & Skate Parks FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Maintenance Asset Type: Irrigation

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Irrigation (High)	Computer Failure (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Computer Failure (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Irrigation (Medium)	Computer Failure (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Irrigation (High)	Damaged, Cracked or Broken (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Damaged, Cracked or Broken (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Irrigation (Medium)	Damaged, Cracked or Broken (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Irrigation (High)	Missing/Loose Fittings (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Missing/Loose Fittings (Irrigation FCR - Failure	Priority - Buildings	Required (4

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
	Types)	& Parks	Weeks)
Irrigation (Medium)	Missing/Loose Fittings (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Irrigation (High)	Other (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Other (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Irrigation (Medium)	Other (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Irrigation (High)	Pop Up Failure/Replacement (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Pop Up Failure/Replacement (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Irrigation (Medium)	Pop Up Failure/Replacement (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Irrigation (High)	Solenoid Replacement (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Solenoid Replacement (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Irrigation (Medium)	Solenoid Replacement (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Irrigation (High)	Underground Leakage (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Low)	Underground Leakage (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Irrigation (Medium)	Underground Leakage (Irrigation FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)

Maintenance Asset Type: Lighting

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Lighting (High)	Damaged, Cracked or Broken (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Lighting (Low)	Damaged, Cracked or Broken (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Lighting (Medium)	Damaged, Cracked or Broken (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Damaged, Cracked or Broken (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Damaged, Cracked or Broken (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Damaged, Cracked or Broken (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Lighting (High)	Missing/Loose Fittings (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Lighting (Low)	Missing/Loose Fittings (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Lighting (Medium)	Missing/Loose Fittings (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Missing/Loose Fittings (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Missing/Loose Fittings (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Missing/Loose Fittings (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Lighting (High)	Other (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Lighting (Low)	Other (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Lighting (Medium)	Other (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Other (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Other (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Other (Lighting FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Maintenance Asset Type: Open Space Furniture

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Open Space Furniture (High)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (Low)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Open Space Furniture (Medium)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (High)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (Low)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Other Structures (Medium)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Low)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Infrastructure (Medium)	Cleaning Required (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (High)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (Medium)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (Medium)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Infrastructure (Low)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Medium)	Damaged, Cracked or Broken (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Graffiti (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Medium)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (High)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Medium)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Missing/Loose Fittings (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (High)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(Medium)			
Other Structures (High)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Other (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Open Space Furniture (High)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Low)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (High)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Low)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Low)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Rust/Corrosion (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (High)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Medium)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (High)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Medium)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(Low)			
Park Infrastructure (Medium)	Sharp Edges, Protrusions (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (High)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Open Space Furniture (Low)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Open Space Furniture (Medium)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Trip Hazard (Open Space Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Maintenance Asset Type: Park Passive Areas

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Passive Areas (High)	Fallen Tree/Limb (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Fallen Tree/Limb (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Fallen Tree/Limb (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Insects (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Insects (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Insects (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Line of Sight (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Line of Sight (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Line of Sight (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Litter/Debris/Glass (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Litter/Debris/Glass (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Litter/Debris/Glass (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Passive Areas (High)	Other (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Other (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Other (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Other (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Other (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Other (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Pathway/Road Issue (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (Low)	Pathway/Road Issue (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Passive Areas (Medium)	Pathway/Road Issue (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (High)	Pests & Diseases (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (Low)	Pests & Diseases (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Passive Areas (Medium)	Pests & Diseases (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (High)	Pruning Required (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (Low)	Pruning Required (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Passive Areas (Medium)	Pruning Required (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (High)	Split Trunk (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (Low)	Split Trunk (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Passive Areas (Medium)	Split Trunk (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (High)	Tree Across Road (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Tree Across Road (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Tree Across Road (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Tree Guards/Grate (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (Low)	Tree Guards/Grate (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Passive Areas (Medium)	Tree Guards/Grate (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (High)	Trip Hazard (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Urgent (Today)
Park Passive Areas (Low)	Trip Hazard (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Trip Hazard (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Important (2 Weeks)
Park Passive Areas (High)	Uplifting at Base (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Passive Areas (Low)	Uplifting at Base (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Passive Areas (Medium)	Uplifting at Base (Park Passive Areas FCR - Trees/Vegetation)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (High)	Weeds (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Low)	Weeds (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)
Park Passive Areas (Medium)	Weeds (Park Passive Areas FCR - General)	Priority - Buildings & Parks	Required (4 Weeks)

Maintenance Asset Type: Park Site

Priority Matrix will be configured and documented by Assetic one SC have created the Park Site assets.

Maintenance Asset Type: Park & Street Furniture

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Formal Areas (High)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Damaged Gate (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Other Structures (High)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Graffiti (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures	Missing/Loose Fittings (Park & Street Furniture	Priority - Buildings	Required

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(Low)	FCR - Failure Types)	& Parks	(4 Weeks)
Other Structures (Medium)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Missing/Loose Fittings (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Other (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Signs (High)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Rust/Corrosion (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Signs (Medium)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Sharp Edges, Protrusions (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Formal Areas (High)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Formal Areas (Low)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Formal Areas (Medium)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Other Structures (High)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Other Structures (Low)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Other Structures (Medium)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Signs (High)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Signs (Low)	Trip Hazard (Park & Street Furniture FCR -	Priority - Buildings	Required

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
	Failure Types)	& Parks	(4 Weeks)
Signs (Medium)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Traffic Management Devices (High)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Traffic Management Devices (Low)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Traffic Management Devices (Medium)	Trip Hazard (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Maintenance Asset Type: Play Equipment, Playground Fences, Hand/Guard Rails

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Infrastructure (High)	Damaged Gate (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Damaged Gate (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Damaged Gate (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (High)	Damaged Gate (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Medium)	Damaged Gate (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Low)	Damaged Gate (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Low)	Damaged, Cracked or Broken (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Medium)	Damaged, Cracked or Broken (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (High)	Damaged, Cracked or Broken (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Damaged, Cracked or Broken (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Damaged, Cracked or Broken (Park & Street Furniture FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Damaged, Cracked or Broken (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Graffiti (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Graffiti (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park	Graffiti (Play Equip, Playground Fence,	Priority - Buildings	Required

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Infrastructure (Low)	Hand/Guard Rail FCR - Failure Types)	& Parks	(4 Weeks)
Play Equipment (High)	Graffiti (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Medium)	Graffiti (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Play Equipment (Low)	Graffiti (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Play Equipment (Low)	Missing/Loose Fittings (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Medium)	Missing/Loose Fittings (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (High)	Missing/Loose Fittings (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Missing/Loose Fittings (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Missing/Loose Fittings (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Missing/Loose Fittings (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Other (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Other (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Low)	Other (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Play Equipment (High)	Other (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Medium)	Other (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Play Equipment (Low)	Other (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Play Equipment (Low)	Rust/Corrosion (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Play Equipment (Medium)	Rust/Corrosion (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Play Equipment (High)	Rust/Corrosion (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Low)	Rust/Corrosion (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Rust/Corrosion (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Rust/Corrosion (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Sharp Edges, Protrusions (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park	Sharp Edges, Protrusions (Play Equip,	Priority - Buildings	Urgent

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Infrastructure (Medium)	Playground Fence, Hand/Guard Rail FCR - Failure Types)	& Parks	(Today)
Park Infrastructure (Low)	Sharp Edges, Protrusions (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (High)	Sharp Edges, Protrusions (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Medium)	Sharp Edges, Protrusions (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Low)	Sharp Edges, Protrusions (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Play Equipment (Low)	Trip Hazard (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Play Equipment (Medium)	Trip Hazard (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Play Equipment (High)	Trip Hazard (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Trip Hazard (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Trip Hazard (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Trip Hazard (Play Equip, Playground Fence, Hand/Guard Rail FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)

Maintenance Asset Type: Playgrounds

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Playgrounds (High)	Damaged Gate (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Damaged Gate (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Damaged Gate (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Graffiti (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Graffiti (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Graffiti (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Insects (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Playgrounds (Low)	Insects (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Insects (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Litter/Debris/Glass (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Litter/Debris/Glass (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (Medium)	Litter/Debris/Glass (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Other (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Other (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Other (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Play Equipment (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Play Equipment (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Medium)	Play Equipment (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (High)	Softfall (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Low)	Softfall (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Monitor (26 Weeks)
Playgrounds (Medium)	Softfall (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Playgrounds (High)	Trip Hazard (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Trip Hazard (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Trip Hazard (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Weeds (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Low)	Weeds (Playgrounds FCR - Failure Types)	Priority - Buildings &	Monitor (26 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
		Parks	
Playgrounds (Medium)	Weeds (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Playgrounds (High)	Damaged Gate (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Damaged Gate (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Damaged Gate (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Graffiti (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Graffiti (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Graffiti (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Insects (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Insects (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Insects (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Litter/Debris/Glass (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Litter/Debris/Glass (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (Medium)	Litter/Debris/Glass (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Other (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Other (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Medium)	Other (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Playgrounds (High)	Play Equipment (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds (Low)	Play Equipment (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Playgrounds	Play Equipment (Playgrounds FCR - Failure	Priority -	Urgent

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
(Medium)	Types)	Buildings & Parks	(Today)
Playgrounds (High)	Softfall (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Playgrounds (Low)	Softfall (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Monitor (26 Weeks)
Playgrounds (Medium)	Softfall (Playgrounds FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)

Maintenance Asset Type: Sports Courts

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Active Areas (High)	Cleaning Required (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (Low)	Cleaning Required (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Active Areas (Medium)	Cleaning Required (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Cleaning Required (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Low)	Cleaning Required (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Infrastructure (Medium)	Cleaning Required (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (High)	Damaged, Cracked or Broken (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Damaged, Cracked or Broken (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Damaged, Cracked or Broken (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Damaged, Cracked or Broken (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Damaged, Cracked or Broken (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Damaged, Cracked or Broken (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Fence/Gate (Sports Courts FCR - Failure Types)	Priority - Buildings &	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
		Parks	
Park Active Areas (Low)	Fence/Gate (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Fence/Gate (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Fence/Gate (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Fence/Gate (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Fence/Gate (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Graffiti (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Graffiti (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Graffiti (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Graffiti (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Graffiti (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Graffiti (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Litter/Debris/Glass (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Litter/Debris/Glass (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Litter/Debris/Glass (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Litter/Debris/Glass (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Litter/Debris/Glass (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Litter/Debris/Glass (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Missing/Loose Fittings (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active	Missing/Loose Fittings (Sports Courts FCR -	Priority -	Important (2

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Areas (Low)	Failure Types)	Buildings & Parks	Weeks)
Park Active Areas (Medium)	Missing/Loose Fittings (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Missing/Loose Fittings (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Missing/Loose Fittings (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Medium)	Missing/Loose Fittings (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Other (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Other (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Other (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Other (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Other (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Other (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Rust/Corrosion (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Low)	Rust/Corrosion (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Rust/Corrosion (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Rust/Corrosion (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Low)	Rust/Corrosion (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Rust/Corrosion (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (High)	Seating (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium	Seating (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Active Areas (Medium)	Seating (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Seating (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Seating (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Medium)	Seating (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Sharp Edges, Protrusions (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Sharp Edges, Protrusions (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium)	Sharp Edges, Protrusions (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Sharp Edges, Protrusions (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Sharp Edges, Protrusions (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Sharp Edges, Protrusions (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Signage (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Signage (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Signage (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Signage (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Signage (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Signage (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Trip Hazard (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Trip Hazard (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Trip Hazard (Sports Courts FCR - Failure Types)	Priority - Buildings &	Important (2 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
		Parks	
Park Infrastructure (High)	Trip Hazard (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Trip Hazard (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Trip Hazard (Sports Courts FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)

Maintenance Asset Type: Sports Fields

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Active Areas (High)	Damaged, Cracked or Broken (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Damaged, Cracked or Broken (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Damaged, Cracked or Broken (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Damaged, Cracked or Broken (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Damaged, Cracked or Broken (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Damaged, Cracked or Broken (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Fence/Gate (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Fence/Gate (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium)	Fence/Gate (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Fence/Gate (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Fence/Gate (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Fence/Gate (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Irrigation (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active	Irrigation (Sports Fields FCR - Failure Types)	Priority -	Maintenance

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Areas (Low)		Buildings & Parks	(12 Weeks)
Park Active Areas (Medium)	Irrigation (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Irrigation (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Low)	Irrigation (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Infrastructure (Medium)	Irrigation (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (High)	Lighting (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Lighting (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Lighting (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Lighting (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Lighting (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Lighting (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Line Marking (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Line Marking (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Line Marking (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Line Marking (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Line Marking (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Line Marking (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Litter/Debris/Glass (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Litter/Debris/Glass (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Park Active Areas (Medium)	Litter/Debris/Glass (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Litter/Debris/Glass (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Litter/Debris/Glass (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Litter/Debris/Glass (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Mowing Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (Low)	Mowing Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Active Areas (Medium)	Mowing Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (High)	Mowing Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Low)	Mowing Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Infrastructure (Medium)	Mowing Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (High)	Other (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Other (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Other (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Other (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Other (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Other (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Pitch Covers (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium)	Pitch Covers (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Medium)	Pitch Covers (Sports Fields FCR - Failure Types)	Priority - Buildings &	Urgent (Today)

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
		Parks	
Park Infrastructure (High)	Pitch Covers (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Pitch Covers (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Medium)	Pitch Covers (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Seating (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Seating (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (Medium)	Seating (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (High)	Seating (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Seating (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (Medium)	Seating (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (High)	Signage (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Active Areas (Low)	Signage (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Active Areas (Medium)	Signage (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Infrastructure (High)	Signage (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Urgent (Today)
Park Infrastructure (Low)	Signage (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park Infrastructure (Medium)	Signage (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (High)	Turf Maintenance Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Important (2 Weeks)
Park Active Areas (Low)	Turf Maintenance Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Active Areas (Medium)	Turf Maintenance Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)
Park	Turf Maintenance Required (Sports Fields	Priority -	Important (2

Asset Category & Criticality	Failure Sub Code	Priority Category	Priority
Infrastructure (High)	FCR - Failure Types)	Buildings & Parks	Weeks)
Park Infrastructure (Low)	Turf Maintenance Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Maintenance (12 Weeks)
Park Infrastructure (Medium)	Turf Maintenance Required (Sports Fields FCR - Failure Types)	Priority - Buildings & Parks	Required (4 Weeks)