

## ARTIST BRIEF

# Chief Street Pocket Park, Brompton EOI: Pathway Design Opportunity

August 2025

Artists at all stages of their career are encouraged to apply.

Artist *are not* required to be Guildhouse Members.



Location of the new Chief Street pocket park outlined in red.

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## Introduction

Guildhouse has been engaged by City of Charles Sturt to deliver a fun and integrated pavement design artwork for the new pocket park on Chief Street, Brompton. Surrounded by residential housing and shops, this site has been created as a green space to transit through or as a place to stop and pause.

The opportunity is for a South Australian artist or artist team to create a pavement design to be applied to the internal concrete pathway using Thermo Plastic or StreetBond. The design must be tailored to the site, drawing on the layered history of the Brompton community and its evolving urban neighbourhood in this new green space.

## Background

The Department of Infrastructure and Transport have handed over two small plots of land to the City of Charles Sturt. As an effort in urban greening and developing engaging community green spaces, the Council has allocated the vacant land on Drayton Street, Bowden and Chief Street, Brompton as development for pocket parks.

Designed as a park that connects residents to transport links and as a throughfare, this pocket park hopes to invite community in, offering a connection to nature.

In the interest of community engagement, the City of Charles Sturt wish to work with an artist or artist team to develop a quality and site-specific artwork on the 240 square meter walkway, to share a narrative of the community's history in the park.

Chief Street Pocket Park (yet to be formally named) is currently under construction and due to be completed in Dec 2025.



Fig 1. Chief Street, Brompton. Proposed area for integrated artwork design outlined in red.

- 1 Shared use path
- 2 Irrigated turf
- 3 Large trees
- 4 Native plantings
- 5 Lighting
- 6 New seat
- 7 Entry/access point
- 8 New bin
- 9 Fitness equipment  
(subject to budget  
or future works)



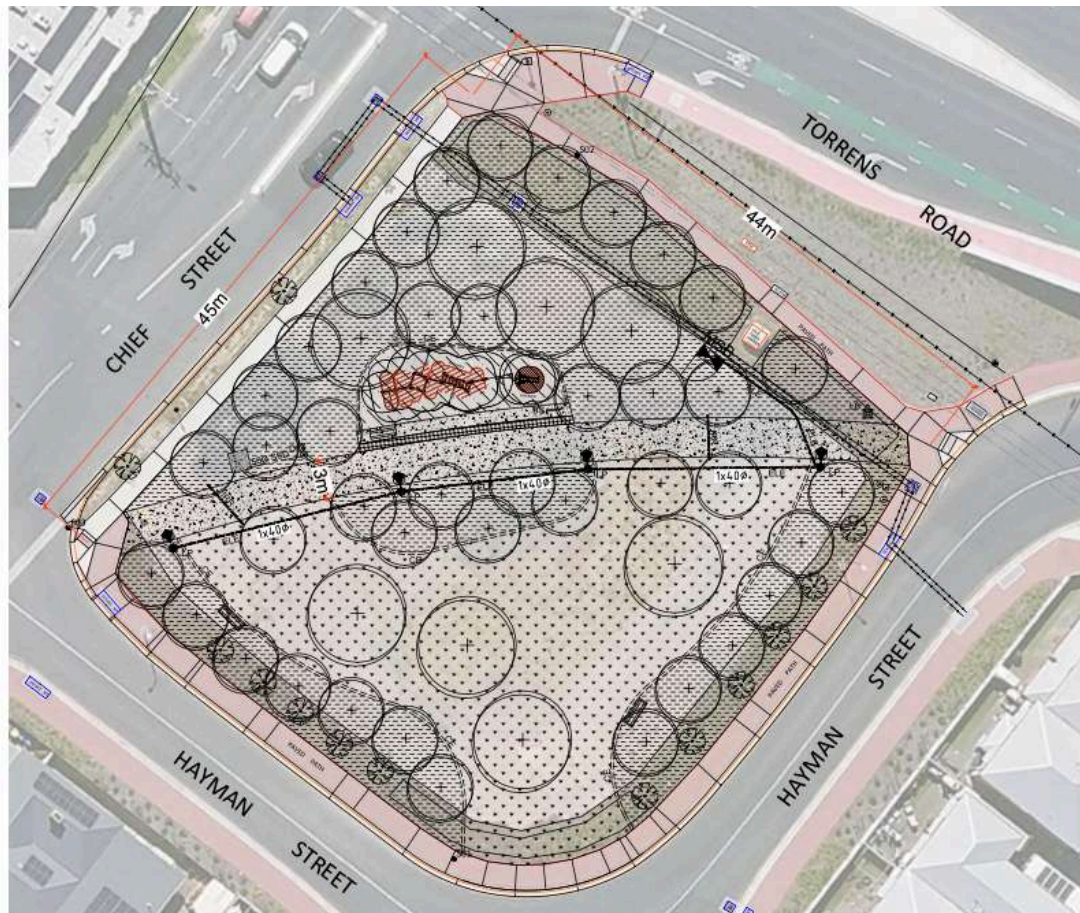


Fig 2. Chief Street, Brompton. Site Map.



Fig 3. Example image of creative ground treatment. Image courtesy of BNP Brick and Pave (StreetBond application).

## The Artwork Themes and Technical Requirements

This opportunity is for a fun and integrated artwork design that can be applied as a ground treatment to the internal concrete pathway of Chief Street Pocket Park. This high-quality design should offer community storytelling as people navigate through the park.

Artists are encouraged draw upon the local community history when developing a design, with the artwork offering a point of curiosity or narrative. This research should inform the development of the concept and final work, helping to ground the project in the unique social, cultural, and/or architectural heritage of the site. The City of Charles Sturt has collected community feedback on the park and have supplied books that describe the history of Brompton.

Artists are encouraged to undertake approaches that reflect, respond to, or reimagine aspects of the area's past and present in a meaningful and contemporary way.

The site-specific work might reflect:

- **Aboriginal Identity:** Aboriginal and Torres Strait Islander artists are invited to create artworks in response to the site or wider area.
- **Local Identity:** All artists are invited to honour the stories of those who have lived, worked, and played on this land. Brompton became a hub for manufacturing. These industries shaped the urban character and community life, and their legacy is still visible in buildings, infrastructure, and memory.
- **Everyday Beauty:** Artists are invited to celebrate domestic, working-class life, industrial aesthetics, or playful urban textures.
- **Community Life:** Inspire connection and interaction among users of the parks. Tight-knit and multicultural, Brompton has long been a home for migrant families, skilled workers, and artists. Locals speak fondly of corner stores, laneways and communal backyard life.

Ground treatments that may be considered by artists include:

- **StreetBond:** Huge variety of colours and can be applied with a stencil design or freehand. When multiple colours are being applied in close proximity, longer application periods may apply.
- **Thermo Plastic:** Offers creative cut designs to be cut out and applied by heat treating them to the concrete surface. Does leave 2-3mm lip. This process can be quick and effective when applied en masse.



Artists will have the opportunity to meet with a contractor such as Creative Pavements during Concept Design to understand the scope of ground treatment options and if there are any limitations in materials for their design.

Considerations:

- Exercise equipment will be included in the park.
- The path may form a part of a cycle path into the future.

## Research Material

“People of the Pugholes in the Town of Hindmarsh 1836-1986” by Ann Riddle (book can be loaned from the City of Charles Sturt Council - contact Guildhouse to request)

“Hindmarsh Town” A History of the Village, District Council and Corporate Town of Hindmarsh SA by Ronald Parsons (book can be loaned from the City of Charles Sturt Council - contact Guildhouse to request)

[Community Engagement Summary Report](#), City of Charles Sturt

## Budget

Concept Design Fees (per artist/artist team): \$2,000 (+ GST)

Detailed Design Fee: \$2,000 (+ GST)

Commission Fee (inc all delivery costs): \$39,400 (+ GST)

## Project Timeline

Deliverable	Date/Period	Notes
Expression of Interest phase		
EOI Open	18 Aug 25	
EOI Close	6 Oct 25	Public Holiday
Concept Design phase		
Shortlisting completed and three artists notified and contracted for Concept Design	23 Oct 25	
Artist briefing and site visit	w/b 27 Oct 25	
Concept Design submission	1 Dec 25	To be received before 11am
In person Concept Design presentation by artists (three), artist selected.	10 Dec 25 9:15am start	TBC
Design Development phase		
Detail Design	15 Dec 25 – 2 Feb 26	
Detail Design approval	Feb 26	

Artwork Commissioning phase		
Artist and contractor material prep	Feb 26	
Installation	Mar 26	Dates dependant on contractor
Installation contingency	Late Mar 26	For extreme heat/rain etc
Commission completion	April 26	

## Payment Timeline

Date	Milestone	Amount	Milestone Evidence / Reporting Requirement
10 Dec 2025	Artist Milestone Payment 1 - Concept Design Fees (three artists engaged)	\$2,000 per artist	Completion of Concept Design presentation to Stakeholders
Feb 2026	Artist Milestone Payment 2 - Detail Design completion	\$2,000	Detail Design package submitted
	Artist Milestone Payment 3 – Upfront materials installment and part commission payment	\$24,400	Signed Commissioning Agreement between Guildhouse and Artist
April 2026	Artist Milestone Payment 4 – Artwork completion	\$15,000	

## Concept Design Requirements

Three artists will be paid to submit and present Concept Designs. The Concept Design submission should be sent by 1 December to [sian.watson@guildhouse.org.au](mailto:sian.watson@guildhouse.org.au)

The Concept Design document/presentation will require:

- Concept drawings or renders of the design
- A short, written response to the Artist Brief and details around artwork concept
- A proposed project budget
- Proposed timeline for project completion (use Guildhouse's timeline as a template)
- All work presented is to be of a high professional and artistic quality that clearly conveys the design.
- 20 minute professional presentation of the concept design to the selection committee with 10 minutes Q&A.
- The presentations will be conducted in a room that has a large screen and computer (ability to share a Power-point etc). The Concept Design will take place in person on 10 Dec (TBC)



### **Concept Design Selection Criteria**

The panel will consist of three to four representatives of the City of Charles Sturt Public Art Selection Group and Guildhouse.

- Artistic quality and originality
- Connection to local history and identity
- Suitability for outdoor public space
- Feasibility within budget and timeline
- Artist(s) capacity

### **Contact**

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### **Guildhouse: who we are**

Guildhouse is a not-for-profit peak industry body for the visual arts sector in South Australia that has contributed to a vibrant artistic community for over fifty-nine years. Trusted for its in-depth understanding of visual arts practice, sector knowledge, professional networks and its experienced team, and with a directory of 1,200+ members from diverse artistic practices, Guildhouse is uniquely qualified to connect South Australian artists, designers and craftspeople with private, public, and commercial opportunities.

In addition to working with established artists, Guildhouse provides skills development and hands on experience for emerging creative practitioners with little or no experience in public art, enabling artists to navigate the often-complex public art journey in a supported, informed and safe way. In turn, our partners play a pivotal part in a broad creative ecosystem that supports skills development and the growth of a diverse and experienced pool of artists, leading to the enrichment of public art across South Australia.