

Howick Playspace Assessment (2017)

Attached are the seven documents that make up the Howick play-space assessment (2017). The two raw data Excel files listed at the bottom of this page can be provided upon request by e-mailing elections@aucklandcouncil.govt.nz. The purpose of the 2017 assessment was to identify geographic and service level gaps in the Howick play network.

The assessment has not been formally adopted by the Howick Local Board and consultation was not undertaken as part of the assessment.

There is a board funded project this financial year (FY20) to update and expand the 2017 assessment and to include wheeled play and exercise equipment. It is envisaged that once completed, the board will formally adopt the FY20 assessment and use it as a tool to guide future investment and further lift the quality of the play network.

Attachments:

1. Howick - Photo of Issues
2. Howick - Site Photos
3. Howick Playspace Assessments (Summary of Findings)
4. Scoring Summary (How Scoring Works)
5. Playground Mapping – Geographic Gaps
6. Playground Mapping – Geographic Gaps Population Growth
7. Playground Mapping – Playground Scores

Raw Data Files: (available upon request by e-mailing elections@aucklandcouncil.govt.nz)

1. Playability Rating - Totals All Sites (Howick)
2. Playability Scores - Total Data Summary by Score (Howick)

Howick – Photos of Issues

<p>Howick Accessibility</p> 		
<p>Numerous sites with raised timber edges, restricting access to the surface area.</p>	<p>Path leads to surface but blocked by raised timber edge</p>	<p>Fencing that acts as a barrier to accessible access to the play surface.</p>
<p>Blue Gum no access raised timber edge</p>	<p>Browns Path access</p>	<p>Nixon Gate entry</p>
		
<p>Nixon ramp accessible but then gate and fence restricts access</p>	<p>Poor fence access into playspace – does not provide accessible access into the playspace.</p>	<p>Inground surface adjacent to path provides level access into and onto the surface</p>
<p>Nixon access.</p>	<p>Te Rakau access</p>	<p>Gosford Surface</p>
		
<p>Path does not directly link to the playspace</p>		
<p>Meadowlands no path link</p>		

Howick – Site Photos

		
Annalong	Archmillen	Armoy
		
Ballenter	Barry Curtis	Barry Curtis
		
Beechdale	Blue Gum	Blundell
		
Blyton	Bramley Drive	Browns
		
Bucklands Beach Domain	Burswood	Caithness
		
Charles Dickens	Clavoy	Clydesdale

		
Cockle Bay	Cockle Bay	Cyril French
		
Dairylands	Darren Park	Earnslaw
		
Glenandrew	Gosford	Grace Campbell
		
Highland	Howick Park	Huntington
		
John Gill	Juliet	Kilimanjaro
		
Lloyd Elsemore by pools	Lloyd Elsemore by rugby club	Logan Carr



Marendallas



McCleans



Meadowlands



Medvale



Megan



Millen



Mirabooka



Mission Heights



Morrin Cooper



Nimrod



Nixon



Orangewood



Pandora



Pebble Beach



Prince Regent



Raewyn



Raphoe



Redcastle



Reelick



Rialt



Richards



Robin Brooke



Rogers



Salford



Santa Cruz



Tarnica



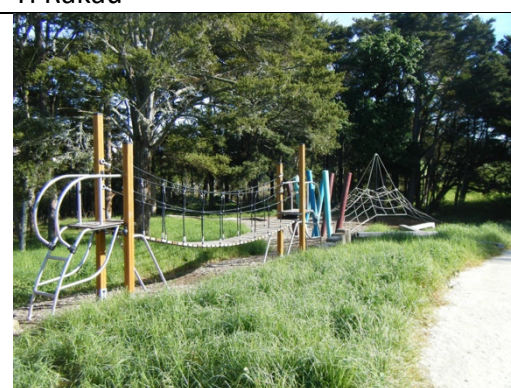
Ti Rakau



Tiraumea



Toplands



Valderama



Wayne Francis



Whiteacres



William Green

Howick Playspace Assessments (Summary of Findings)

Introduction:

An assessment of each playspace was undertaken. The assessment reviewed condition of equipment, and then a series of quality, accessibility and playability. Each site received an overall score. With a possible score of 106.

The playspaces were mapped and geographic gaps analysed. The analysis specific targeted geographic gaps, overlaid with growth forecasts. A separate map of playspace playability scores produced a different picture.

The brief was to specifically review the following:

- Identify opportunities to develop new playgrounds to service network gaps,
- Identify opportunities to develop or redevelop (via renewals programme) playgrounds to target specific age-groups to service network gaps,
- Asset rationalisation - identify opportunities to delete or consolidate play assets where an over-supply is identified,
- Identify renewals & LDI top-up opportunities to facilitate work programming discussions with the board. Provide support at MOLB workshops alongside Parks & Places Specialist.

Summary of Results

Quality of provision from a Geographic basis:- map playground scores

All playspaces that scored 0-39 (lower end of scale), are in the north west of the Ward. All are old Pakuranga – this is a reflection of age of asset in this area with more recent funding providing a more comprehensive playspace.

Majority of the playspaces that scored over 70 (high), are in the south of the ward.

The mid-range playspaces scoring between 40-69 are in the centre of the ward with a few in the south in the old Otara Ward.

This indicates that funding is needed in the **north of the ward** to bring some district level play experiences into this part of the city, and raise the level of provision in the old Pakuranga area. This could be either a new playspace or redevelop an existing playspace. Ti Rakau could be upgraded to District Playspace.

Geographic gaps – map geographic gaps/overlay with growth maps

The geographic gaps overlaid with the predicted growth puts the requirement to address the incoming growth in particular to the south of the ward and the Highbury area.

The gaps from a geographic perspective and with possible infill solutions are:

North west of Ward- Pigeon mountain Pakuranga Domain or the Half Moon Bay Marina location

North East of Ward- Ridge Road, Haseler, Melons Bay Reserve, Howick Domain could provide a district playground provision

Mid-East of Ward- Paparoa Park

Centre of Ward, close to Lloyd Elsmore, Golf lands? Not sure of park in this vicinity

Centre west of ward- Riverhills Reserve

South West of Ward- Highbrook – Industrial and Growth area – possible Harris Par (tip site?), nothing in Highbrook, water edge?

South East of Ward – Point View?

Oversupply

From a geographic perspective the central north of the Ward has the greatest density of provision. The area that has Marendellas, Grace Campbell, Juliet, William Green , Howick Leisure, Ballater, Highand Park is the greatest concentration of playspaces.

- Growth area- Murphy's Bush, Ostrich Farm?

Specific issues

Age groups

Preschool and youth not well catered to. There was a very limited number of playspaces that specifically catered to pre-schoolers. A trend to provide a playspace that parents will drive to that provides, very specific preschool requirements. In particular large playspaces that include generous lawn areas that are fenced, providing lots of seating, shade and specific preschool play.

Youth: Youth are at the other end of the scale with very little provision for those tweens and teenagers. They require specific play spaces with their own needs met. Generally, clusters of activities, close to shops/surveillance, with high energy equipment such as high swings, basketball 3x3, skate, spinners, Mr Muscle type equipment. Plenty of shade, seating hang out spaces.

Special needs

There was a low level of provision of playspaces that cater to children with special needs. Primarily access to and into the play surfaces was the most common issue. Even when play items that could provide play for all children were provided, often there were accessibility barriers to reach the play item. Many of the accessibility barriers are relatively easy fixes, by providing ramps and no barriers into play surfaces, paths that link directly to playspaces and thought around access when fencing is provided.

Way Forward:

Nominate those District playspaces – these can accommodate larger levels of provision, can also accommodate specific age provision and ensure these playspaces are accessible.

Nominate playspaces that can accommodate specific age group provision.

Nominate a level of provision for neighbourhood playspaces – what is the base level of provision? I.e. swing slide, ensure developments allow for all access wherever possible.

Note that lower social economic areas children do not travel, so playspace in local neighbourhoods needs to accommodate a wider range of play experiences.

Identify District playspaces –

Northern End of the Ward-

McClellan's Park

Cockle Bay

Howick Domain

Centre of the Ward-

Lloyd Elsmore Park

Highbrook area

Te Rakau Park – priority for renewal

Southern End of the Ward-

Barry Curtis Park

New provision Ostrich Farm or Murphy's Bush

Destination playspace – Barry Curtis Park Stage 2 development

Priorities for renewal

Howick Domain extend to a District playspace

Lloyd Elsmore – rugby club playspace does not reflect destination status, could provide a higher level of provision and or cater to a specific age group

Te Rakau extend to a District playspace

Renewal according to condition:

Lloyd Elsmore Rugby Club modules condition 4

Prince Regent module, all items

Eastern beach – renewal underway

Charles Dickens swing condition 4

Nimrod module seesaw 4

Grace Campbell seesaw 4

Ti Rakau condition 4 and 5 playspace very unattractive with load of obstacles to use, poor condition, should be top priority for replacement, in better location on the park, should provide at a district level

Beechdale module

Caithess

Rialto swing frame 4 – badly rusted

Medvale all items condition 4

Robin Brooke module 4

Orangewood module swing 4

Howick Domain Module 4

Clydesdale swing 4

Summary of Site Assessments:

Equipment Provision:

68 sites have a swing, with 37 sites scored had 1-2 swings, low level of provision

63 sites have a slide, 37 of sites slides had a medium level of provision

39 sites had some form of **rocking or rotating**, with 61% of the 39 sites having a high level or rocking or rotating.

38 sites had some form of **overhead** with 18 of those being at a medium level of provision.

Age Provision:

46 of the sites catered to a medium level of provision catering to a wide range of children's ages.

This does not target the upper or lower levels of the age range. Pre-schoolers and youth were notably poorly catered to. With **Youth** having very low levels of provision within the network.

It is difficult to cater to the extremes of the age ranges within a neighbourhood setting, these ages groups need to be specifically targeted possibly at destination locations and or associated with other specific activities at a park. I.e. youth at sports fields, preschool associated with shopping area, Plunket buildings etc.

Most of the sites had little thought into the arrangement of equipment – with most being a module not built into the park environment.

16 of the 68 sites or 24% had a paved area or opportunity for ad hoc ball games such as 3x3 basketball or netball, this is an opportunity to provide for a wider age range.

64 of the sites had grassy areas to run-around and play ball games

30 of the 68 had places to learn to ride bikes, skate or trikes- in some cases this was just the path network, but the paths did accommodate bikes.

There was very low levels of provision of play that encouraged exploration of the natural world.

Low levels of provision of equipment that required collaboration – it is desirable to have items that encourage children to play together and “meet a new friend”.

Associated facilities:

There was very low provision of barbeques, drinking fountains and or toilet facilities.

There was a good level of shade provision – primarily through the large number of mature trees in the parks in this Ward.

Virtually all sites had seating in some form or another.

58 of the sites had a path , but many of the paths either did not connect directly to the playspace or provide accessible access to the playspace.

19 of the sites had limited personal safety or surveillance.

Only 52 % had any form of access or play for special needs. Many of the sites had a path access to the playspace but then had a barrier into the play surface. This was mostly a raised timber edge or poorly designed gate/fence.

There is very low levels of provision of playspaces using non-specific playground equipment and or use of organic objects.

There was virtually no use of auditory equipment, low use of themes, and low use of artwork or sculptures.

Definitions:

Neighbourhood playground-local neighbourhood playground, serve just the immediate neighbourhood. Ability for local children to access in local neighbourhood. Provide base level of play primarily a swing and slide. Likely residents would walk, bike to facility.

District playground- Playground that caters to a suburb or district, serves a group of precincts. Provide a higher level of play provision, cater to wider age range, cater to special needs. Provide wide range of play experiences. Likely residents would walk, bike, drive to facility.

Destination playground-Large playspace that caters to region. Provide wide range of play facilities, that caters to specific age groups, caters to special needs. Provide high level of caregiver facilities, toilets, picnicking, shade. Provides experiences not found in local parks. Likely to accommodate families on a day outing.

Scoring:

The each item is given a score of between 1 to 3, with one being low, 2 medium and 3 high. 0 =no score. A maximum score of 106 can be achieved. Breakdown of scoring is given in appendix 1.

Appendix 1: scoring

ASSESSMENT SURVEY & ASSESSMENT MEASURES

Provision of Base Equipment

Q3: Swings

0. None
1. Low = single bay, 2 swings
2. Medium = 3-4 swings
3. High = More than one bay, 5 plus swings

Q4: Slides

0. None
1. Low = Attracts toddlers only; less than 1.5m in height; lineal descent
2. Medium = Attracts children 5-7; over 1.5m twisting, covered
3. High = Attracts older children and adults; over 2m ?? length

Q5: Rotating or Rocking Item eg roundabout or see-saw

0. None
1. Low = Mainly used by only one or two children, mainly attractive to toddlers
2. Medium = Can be used 3-4 children, mainly used by younger children 5-7
3. High = Large diameter, can be used by more than 5 children, attracts older children and /or a number of pieces of equipment

Q6: Overhead & Climbing Equipment eg Monkey Bars, Climbing Wall

0. None
1. Low = Low, short distance, mainly used by very young children
2. Medium = Medium height, and length but small spaces between rungs
3. High = Long distance, high, large gap between rungs, challenge to older children and adults

Range of equipment, activities and opportunities for skill development

Q7: All Ages Provided For

1. Low = Only provides for a specific age group
2. Medium = Provides mainly for one or two age groups but only sparingly for others
3. High = Provides interest and challenge to children from 2 - 12

Q8: Number of pieces of equipment / activities

1. Low = Up to 10 pieces of equipment
2. Medium = Up to 20 pieces of equipment
3. High = 21 or more pieces of equipment

Q9: Range of Actions / Challenge (rocking, spinning, climbing, gathering, balancing, experimenting, training, swinging, pretending, sliding, hanging etc)

1. Low = Equipment provides for a very limited range of actions or functions
e.g.
basic climbing, swinging
2. Medium = Equipment provides an average range of actions and functions with some inbuilt variations of complexity and diversity provided for (e.g. wobbly bridge, two or more decks and a number of entry and egress options)
3. High = Equipment enables considerable variation function, skill and performance

Q10: Arrangement of Equipment e.g. sightlines through and along the playground; separation of age groups; separation of conflicting activities; the flow of play; interesting use of contour; the treatment of the boundary

- | | |
|-------------|---|
| 1. Low = | Very little consideration has been given to the arrangement of the equipment |
| 2. Medium = | Some consideration has been given to locating the equipment in a way that facilitates one or more of the descriptors listed above |
| 3. High = | The arrangement of the equipment meets a number of the descriptors listed above |

Additional Play Experiences

Q11: Paving area for ad hoc ball games and wheeled games

- | | |
|-------------|---|
| 0. None | |
| 1. Low = | Concrete or paved area with 20 meters |
| 2. Medium = | Small area available in adjacent area, no hoops or assets |
| 3. High = | Large expanse of pavement, one or more hoops |

Q12: Grassy area to run around on

- | | |
|-------------|---|
| 0. None | |
| 1. Low = | Grassy area available for not appropriately located or shaped |
| 2. Medium = | Small grassed area adjacent to playground |
| 3. High = | Large grassed area, can facilitate a range of group games |

Q13: Place for learning to ride bikes, skates or for trikes

- | | |
|-------------|--|
| 0. None | |
| 1. Low = | Lineal pathways for bike riding with 25 metres |
| 2. Medium = | Small areas of lineal pathway available but are not ideal situated in relation to adjacent equipment |
| 3. High = | Substantial areas available for learning to ride bikes and skates |

Q14: Place to explore natural world

- | | |
|-------------------------|--|
| 0. None | |
| 1. Low = | Basic or low level ecosystem e.g. flowerbeds and shrubs |
| 2. Medium =
drainage | A limited ecosystem is in evidence – native scrub or a planted reserve |
| 3. High = | The playground is set within, or adjacent to, a high quality ecosystem e.g. wetland, bush, coastal |

Q15: Equipment that requires collaboration of children to co-operate and play together

- | | |
|-------------|--|
| 0. None | |
| 1. Low = | One simple piece of equipment e.g. see-saw |
| 2. Medium = | Two or more simple pieces of equipment requiring collaboration |
| 3. High = | Equipment provides extensive opportunities for collaboration |

Q16: Hiding places / making huts

- 0. None
- 1. Low = Provides limited opportunity for enclosure
- 2. Medium = Provides good opportunities for enclosure
- 3. High = Considerable opportunities exist for children to enclose themselves with the play environment, both natural and constructed

Associated Facilities

Q17: Barbeque

- 0. None
- 1. Low = BBQ in walking distance or close but untidy
- 2. Medium = One BBQ close to playground but no associated landscaping or tables
- 3. High = Two or more, in good condition, attractive setting, tables

Q18: Toilets

- 0. None
- 1. Low = Public toilets within 100m
- 2. Medium = Basic style toilet available close by, not very user friendly
- 3. High = Tidy toilet block that is attractive and user-friendly to children and their caregivers

Q19: Shade

- 0. None
- 1. Low = Shade within 10m of playground which includes a seating area
- 2. Medium = Limited shade to playground and seating from trees or building
- 3. High = Playground and seating areas are mostly shaded throughout the hottest part of the day

Q20: Fenced

- 0. None
- 1. Low = Not fenced but has structures or land forms that partially contain the area of play
- 2. Medium = Toddler area of the playground is fenced and/or the playground is physically contained
- 3. High = Playground is totally fenced

Q21: Seating

- 0. None
- 1. Low = Seating within 15 meters of the playground and/or existing seating is poorly positioned
- 2. Medium = One of two seating options, adequately positioned beside or within the playground
- 3. High = Multiple seating options appropriately positioned beside and/or within the playground

Q22: Drink Fountain

- 0. None
- 1. Low = Within 50m of playground
- 2. Medium = With 15m of playground
- 3. High = On or directly beside the playground

Q23: Car parking

- 0. None
- 1. Low = Car park within 50m of playground
- 2. Medium = Provision for up to 5 or 5 cars on road close to playground
- 3. High = Off road car parking provided adjacent to playground

Q24: Path Access

- 0. None
- 1. Low = Single path to playground from within park (not from street)
- 2. Medium = Single path to playground from street
- 3. High = Multiple options to access playground from street and within park

Q25: Drainage

- 1. Low = Is in floodplain and is inaccessible for large part of the year
- 2. Medium = Accessible for more than 10 months of the year and associated grassed areas accessible for at least 9 months of the year
- 3. High = Playground and grassy areas accessible all year round

Q26: Personal Safety

- 1. Low = Playground has minimal or no surveillance and/or is located in an area of a reserve that attracts antisocial activities
- 2. Medium = Playground is visible from the road or is overlooked by at least 5-10 houses
- 3. High = Good street frontage and is overlooked by a large number of houses and/or businesses

Q27: Wheeled Access

- 0. None
- 1. Low = Limited provision for wheelchairs to access equipment
- 2. Medium = Wheelchair access to equipment
- 3. High = Equipment positioned to facilitate access, equipment modified to cater for a range of abilities and encourage inclusive play for all children

Sensory / Aesthetics

Q28: Use of textures in and around the playground e.g. range of construction materials used in structures & range of ground surfaces– grass, sand, boards, water..

- 0. None
- 1. Low = Very little opportunity to explore texture - utilitarian
- 2. Medium = Moderate range of textures – but not extensive
- 3. High = Extensive and deliberate use of textures throughout the playground

Q29: Use of non-specific playground equipment or organic objects (e.g. logs, rocks, steel)

- 0. None
- 1. Low = All structures are 'off the shelf'
- 2. Medium = One or two natural items incorporated into play space
- 3. High = A range of natural items have been used throughout the play space

Q30: Range of colour

- 1. Low = Limited range of colour – all primary colours
- 2. Medium = Good range of colour – but mainly primary colours
- 3. High = Extensive range of primary and non-primary colours

Q31: Use of planting (flower beds, hedging)

- 0. None
- 1. Low = Very limited use of planting around the playground
- 2. Medium = Some gardens and plantings around the playground
- 3. High = Extensive use of plantings incorporated into playground; provides a range of aromas

Q32: Trees

- 0. None
- 1. Low = One or two smallish or young trees adjacent to the playground
- 2. Medium = One or two large trees adjacent to the playground or multiple small trees and shrubs that provide a basic level of aesthetic
- 3. High = Two or more large trees adjacent to and/or multiple small trees and shrubs that provide a high level of aesthetic and are incorporated into the playground

Q33: Auditory (e.g. bells, sound tubes, percussion)

- 0. None
- 1. Low = Very limited opportunity for sound to be created ie not built into equipment
- 2. Medium = Equipment provides basic opportunity for percussion noises to be created
- 3. High = Equipment purposefully provides for sound to be created

Q34: Themed

- 0. None
- 1. Low = Very limited (isolated) reference to a theme within the playground
- 2. Medium = A theme/s is apparent – e.g. skyrocket or train, - but not carried throughout the playground
- 3. High = Playground has been designed to an evident theme

Q35: Artwork / Sculptures

- 0. None
- 1. Low = Simple patterning or very limited use of tiles etc
- 2. Medium = Simple mural, single item or simple visual representations
- 3. High = Use of murals, sculpture or abstract forms and/or highly intricate or complex patterning throughout the playground

Major Attractions

- 0. Low
- 1. Medium
- 2. High

Q36: Flying Fox

- 0. No
- 3. Yes

Q37: Water Play

- 0. No
- 3. Yes

Q38: Skate Park

- 0. No
- 3. Yes

Q39: Any other significant attractions / major drawcard?

- 0. No
- 3. Yes

Howick Playspace Assessments

Playability rating

An assessment of each playspace was undertaken. The assessment reviewed the playspace under a series of categories that assess the playspace from the quality of play and comfort for the caregiver perspective, giving it a playability rating. Each site received an overall score. With a possible score of up to 106 .

Scoring:

Each item is given a score of between 1 to 3, with one being low, 2 medium and 3 high. 0 =no score. The scoring has a definition beside each score to ensure consistency. A maximum score of 106 can be achieved.

There are 6 main categories scored with each category broken down as follows:

ASSESSMENT SURVEY & ASSESSMENT MEASURES

Provision of Base Equipment

Swings
Slides
Rotating or Rocking Item eg roundabout or see-saw
Overhead & Climbing Equipment eg Monkey Bars, Climbing Wall

Range of equipment, activities and opportunities for skill development

All Ages Provided For
Number of pieces of equipment / activities
Range of Actions / Challenge (rocking, spinning, climbing, gathering, balancing, experimenting, training, swinging, pretending, sliding, hanging etc)
Arrangement of Equipment e.g. sightlines through and along the playground; separation of age groups; separation of conflicting activities; the flow of play; interesting use of contour; the treatment of the boundary

Additional Play Experiences

Paving area for ad hoc ball games and wheeled games
Grassy area to run around on
Place for learning to ride bikes, skates or for trikes
Place to explore natural world
Equipment that requires collaboration of children to co-operate and play together
Hiding places / making huts

Associated Facilities

Barbeque
Toilets
Shade
Fenced

Seating
Drink Fountain
Car parking
Path Access
Drainage
Personal Safety
Wheeled Access (wheelchair)

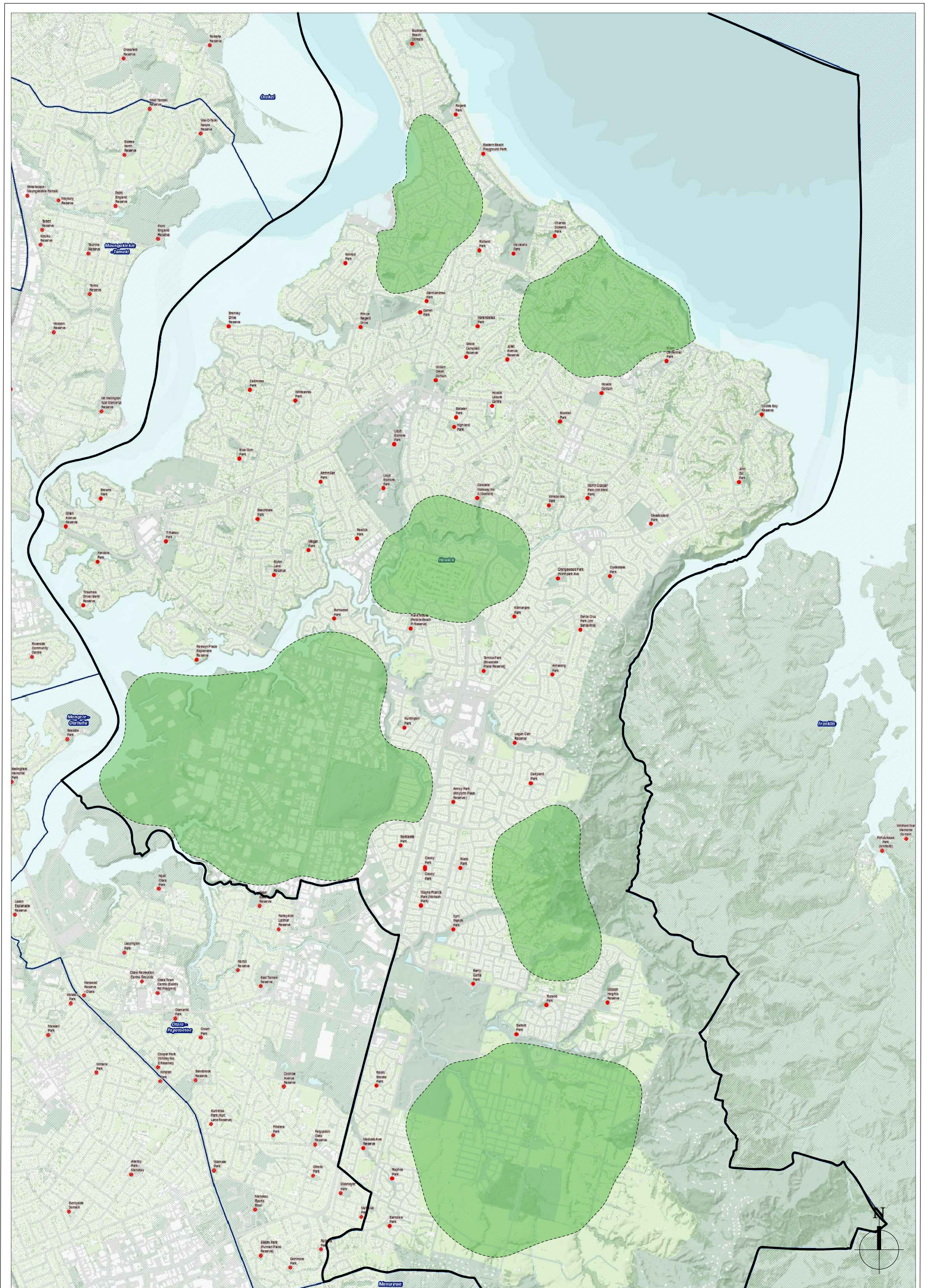
Sensory / Aesthetics

Use of textures in and around the playground e.g. range of construction materials used in structures & range of ground surfaces– grass, sand, boards, water..

Use of non-specific playground equipment or organic objects (e.g. logs, rocks, steel)
Range of colour
Use of planting (flower beds, hedging)
Trees
Auditory (e.g. bells, sound tubes, percussion)
Themed
Artwork / Sculptures

Major Attractions


Flying Fox
Water Play
Skate Park
Any other significant attractions / major drawcard?



SOUTHERN PLAYGROUND MAPPING

HOWICK WARD

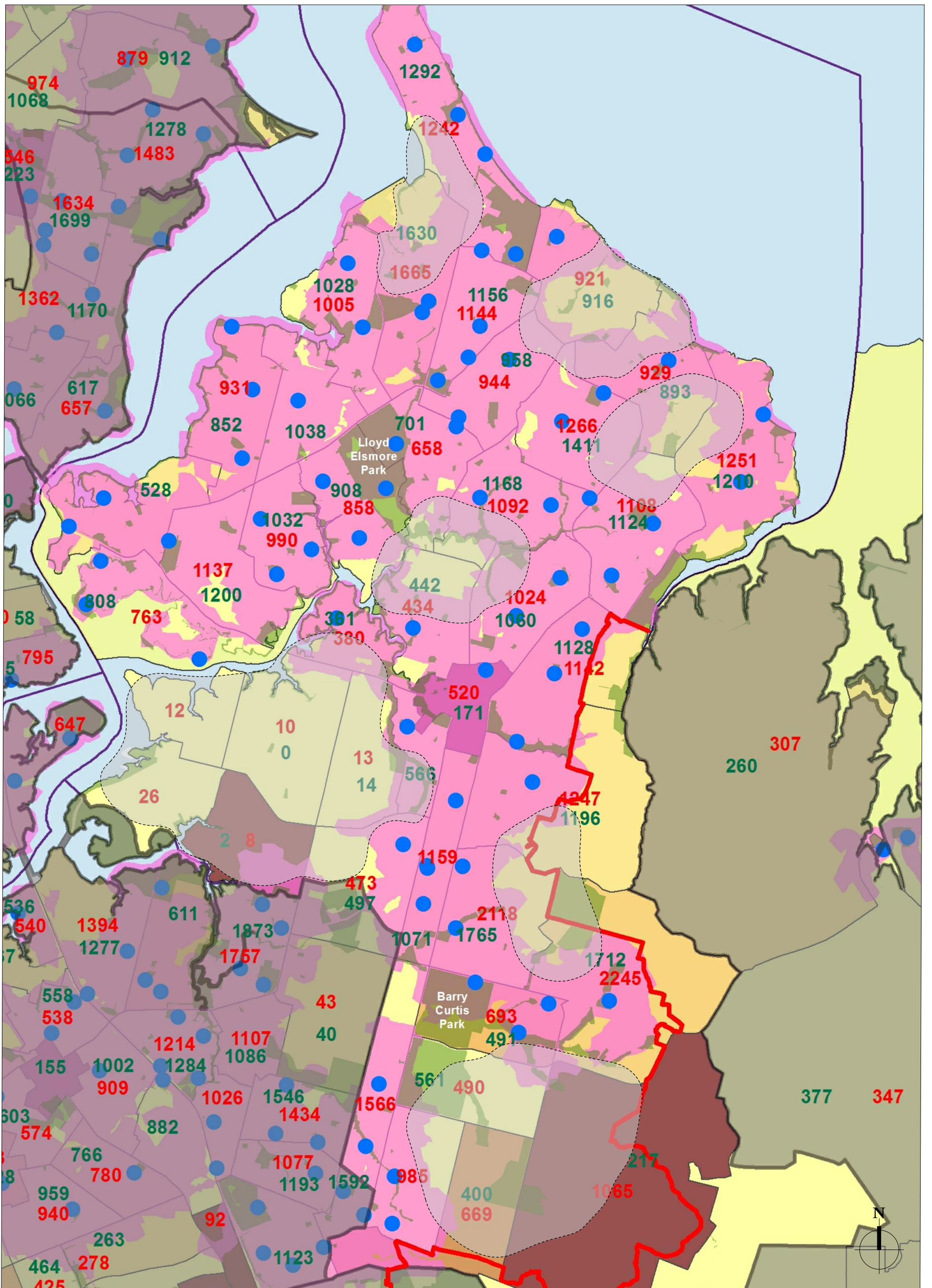
LEGEND

 Geographic Gap Areas

DRAWING TITLE	GEOGRAPHIC GAPS	Sheet Number	Drawing Number
DRAWING SCALE	n/a@A3	01	LP.01
DATE	14-03-2018		
REVISION			
DRAWN BY	AA		



54 Norfolk Street, Ponsonby
Auckland
09 361 1099
021 764250
fina@parkcentral.co.nz
www.parkcentral.co.nz



SOUTHERN PLAYGROUND MAPPING

HOWICK WARD

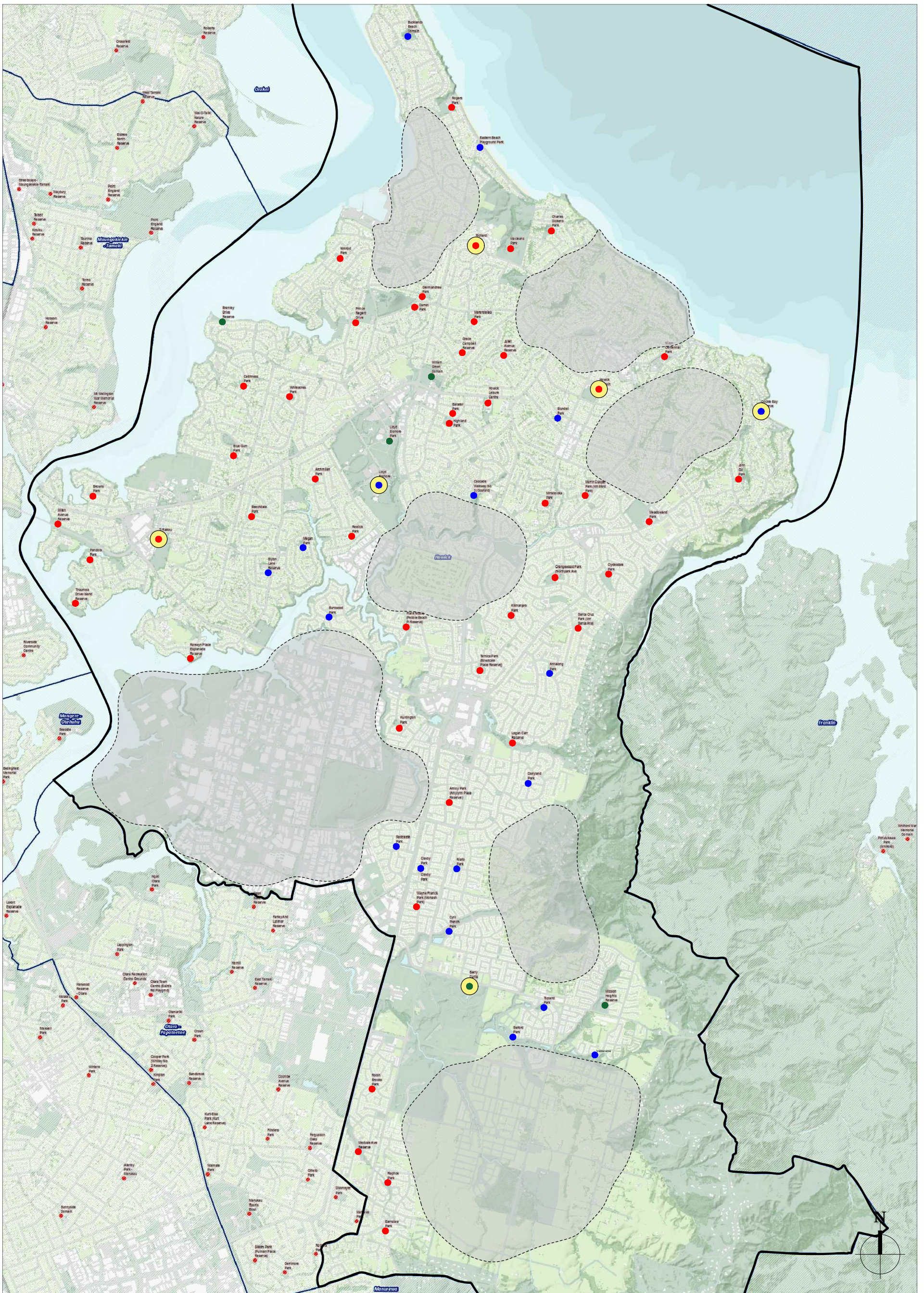
LEGEND

Geographic Gap Areas

DRAWING TITLE	GEOGRAPHIC GAPS	Sheet Number	Drawing Number
DRAWING SCALE	n/a@A3	01	LP.01
DATE	09-04-2018		
REVISION			
DRAWN BY	AA		



54 Norfolk Street, Ponsonby
Auckland
09 361 1099
021 764250
fina@parkcentral.co.nz
www.parkcentral.co.nz



LEGEND

- Score Key**
- 0-39
 - 40-69
 - 70+
- Geographic Gap Areas
 Possible District Playspace

SOUTHERN PLAYGROUND MAPPING
HOWICK WARD

DRAWING TITLE	PLAYGROUND SCORES	Sheet Number	Drawing Number
DRAWING SCALE	n/a@A3	02	LP.02
DATE	19-06-2019		
REVISION	A		
DRAWN BY	AA		



54 Norfolk Street, Ponsonby
Auckland
09 361 1099
021 764250
fina@parkcentral.co.nz
www.parkcentral.co.nz

Park and Playground Solutions Limited

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