

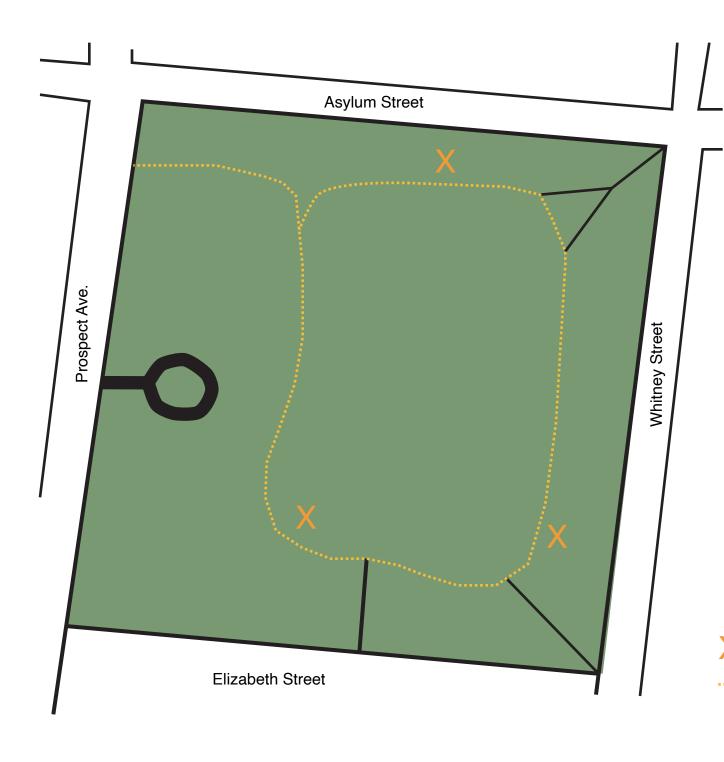
### Reforesting/Rewilding

addresses three physical needs: 1) creating space between active areas of the park and high traffic streets, 2) provide a natural barrier between street and park to prevent children from running into the street, 3) expand urban forest and address future loss of elder trees, and 4) manage poor drainage in the Eastern corners

### Concept

Using nature to create a safe and sustainable environment

- -New trees
- -Native Shrubs and Flowers
- -Water/Drainage management
- -Bulb homage



### Walking/Exercise Circuit

Preserves and improves a well-loved feature by providing maintenance on path material and adding new opportunities for exercise

### Concept

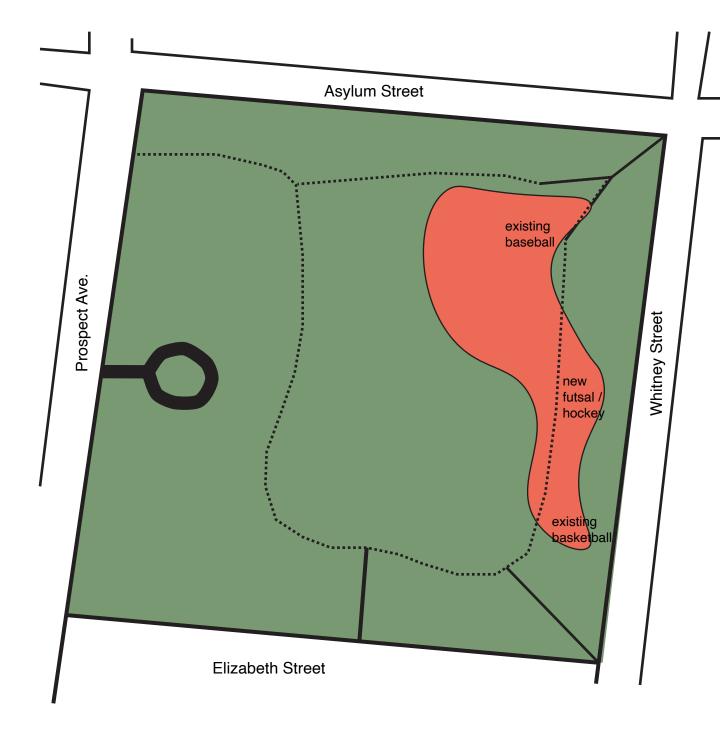
Enhancing opportunities for outdoor exercise

### **Design and Park Additions**

- -Updating of path material and softening of two corners near Asylum
- -Adding Exercise Equipment

Possible Scattered Locations of Exercise Equipment

··· Walking/ Exercise Circuit



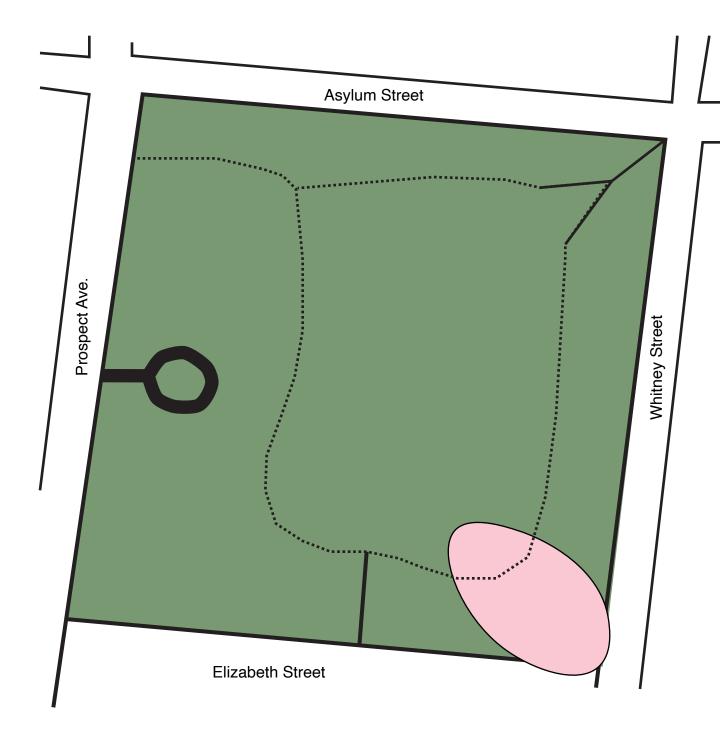
### Play (All Ages)/Sports

Preserves and improves a well-used features and adds more diverse opportunities

### Concept

Enhancing opportunities for outdoor sports

- -Improve Basketball Courts
- -Adds needed maintenance to baseball field
- -Adds futsal court that can be used as ice hockey rink in winter
- -eliminates one baseball field



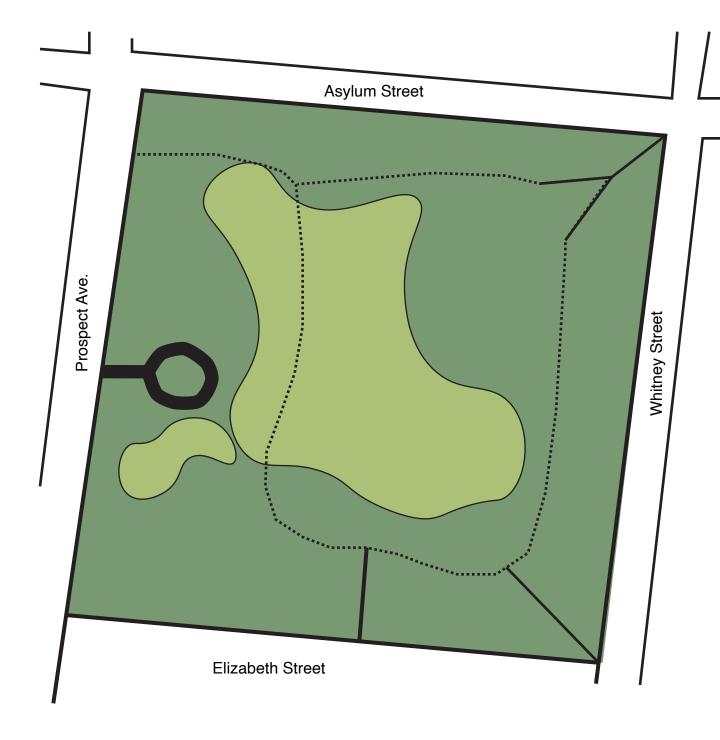
### **Gateway/Water Feature**

Adds to existing entrance by creating a design feature at the pathways end. Provides a cooling area and water play in the summer.

### Concept

Innovative water feature design that acts as a focal design/art piece and water play for cooling in the summer.

- -Creates a focal point for the entrance
- -Adds a water feature to the park
- -Adds water play for children
- -Provides a cool area for sitting
- -Adds art and design to the park
- -Removes baseball field



## **Open Space**

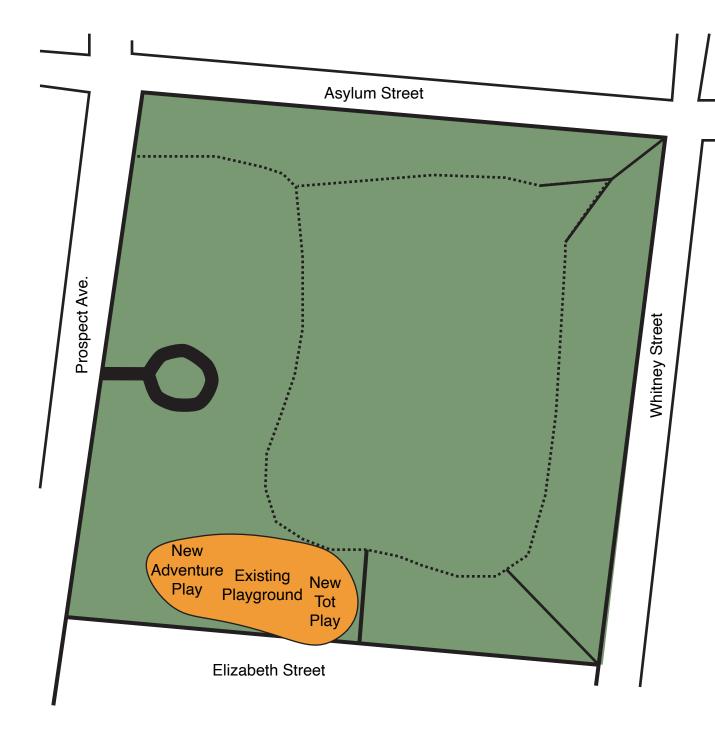
Preserves existing open space as unprogrammed and flexible.
Preserves treasured sledding slope

## Concept

Keep open space untouched

# **Design and Park Additions**

No additions or removals



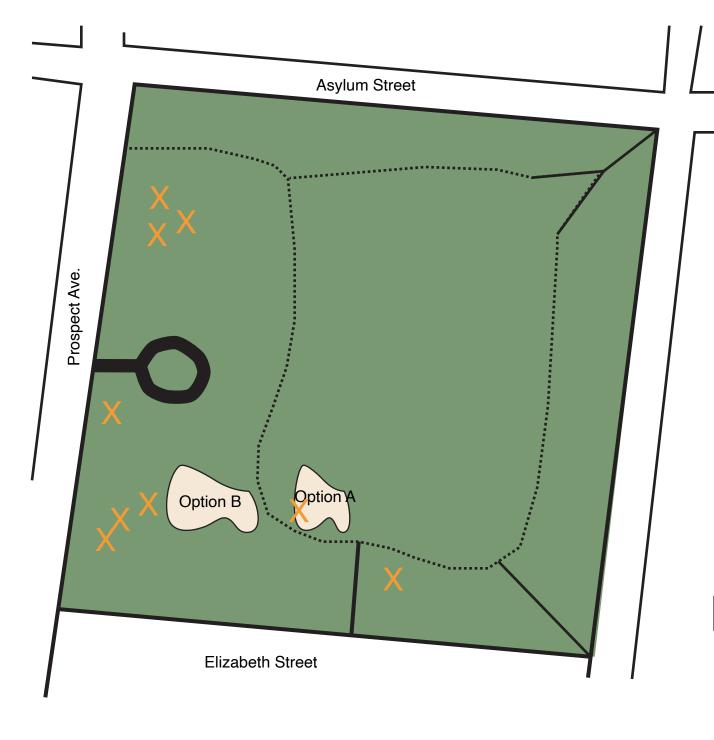
### Play (6mo-14 years)

Adds to existing playground to expand the types of play and age groups who can access play

### Concept

Create a play area that moves sequentially by age

- -Add small play area for 6mo 2 years (tot play)
- -Add adventure/mature play area for middle-school age kids
- -Add shade trees to replace recently falllen trees



#### **Performance Pavillion**

Create a flexible space for community-led performances and picnic areas

### Concept

Create a small (100 person) pavillion area for community-led and community-programmed performances

## **Design and Additions**

- -Add covered pavillion
- -Add picnic tables

Performance

X

Possible Picnic Table Locations

