# **Bowmanville Park**

**Municipality of Clarington** 

Staff and Stakeholder Working Sessions

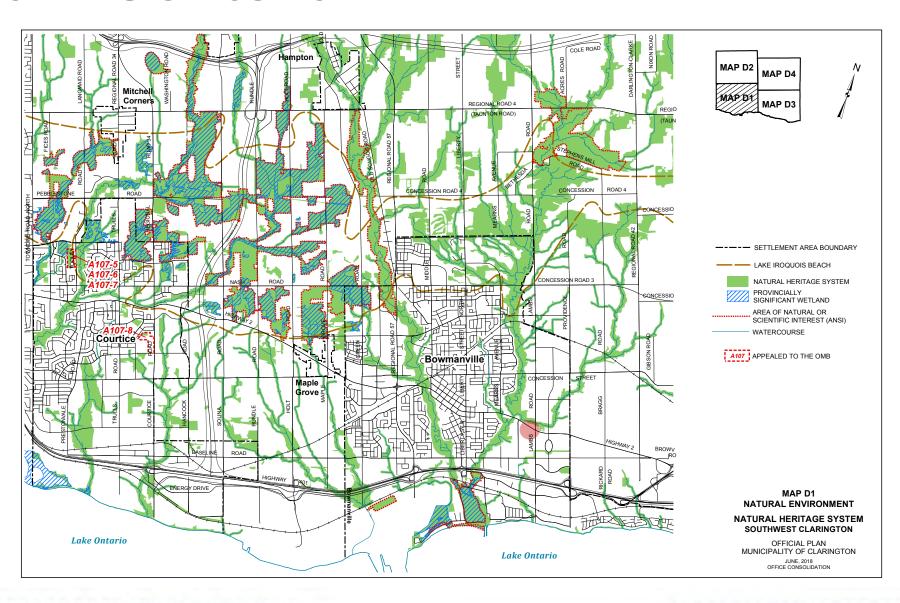
February 29, 2024





- 1. Vision from Valleys 2000 Design Workshop
- 2. Park Role / Community Context
- 3. Key Park Components
  - a) Environment
  - b) Access
  - c) Buildings
  - d) Recreational / Cultural Elements

# **The Park Context**

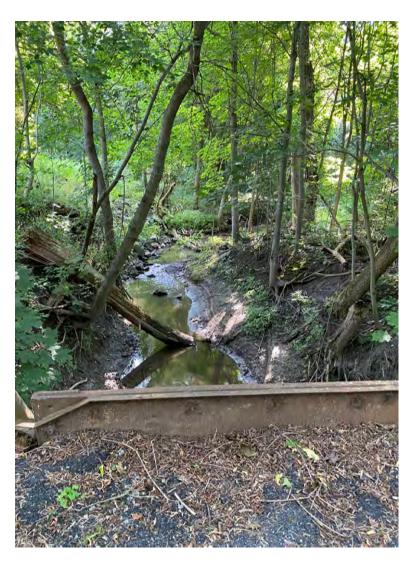


# The Park Site

- 35 acres
- Along the Soper Creek
- Adjacent to planned residential community Timber Trails
- Access from King Street East, Mearns Avenue and Barley Mill Crescent



# **The Park Site**







# Valleys 2000 Vision

The proposed zoo park is an opportunity to bring our community back together in that same space, and to honour the legacy of the zoo itself.

Council, Valleys and the Municipality feel that we have an opportunity before us to build an amazing **signature park** for the community of Bowmanville. The existing lands already border trail systems to the north and south, and **integrating the zoo into existing the trail system** makes a lot of sense. Beyond that purpose, however, the zoo lands are something of a blank canvas onto which we can paint a spectacular new park.

Valleys believes that rather than simply choosing from a menu list of possible amenities for the space, we should start with a **singular vision**, **tied to the history of the property**, and look forward to a future in which people in the community have a park that is truly one of a kind, truly special, and truly reflects the feelings and sentiments of the community. In this 35 acre park we have an opportunity to **celebrate the natural space**, **the historic space and the community space that was the Zoo** - **and to inspire and move people: literally and figuratively.** 

This will mean making some choices. It will mean casting a **bold vision**. And it will mean starting the planning process with a singular, thematic and inspiring vision for a park, and then deciding what amenities make the most sense to fit that vision. After all, the great municipal parks (Central Park, the Highline, Brickworks, The Wandelpark, Stanley Park and others) all started with such a vision.

# Vision

A bold, inspiring signature park for the community of Bowmanville that is tied to the natural and cultural history of the property by honouring the legacy of Soper Creek and the former zoo and integrating the lands into the broader trail system.





# Valleys 2000 Design Workshop









# Park Layers/Components - Environment

- Limitations and opportunities for environmental management / restoration of the creek.
- 2. Offline ponds, hydrology and other issues.
- 3. Status of SWM pond on adjacent development lands
- 4. Creation of new wetland.
- Looking at the landscape and environment through an Indigenous lens.
- 6. Transition of landscape and adjacent residential lots.



# Legend

# A. Community / Cultural Hub

- 1. PERFORMANCE, ART & EVENT SPACE
- 2. AMPHITHEATRE
- 3. NATURAL PLAYGROUND
- 4. PICNIC AREA
- 5. COMMEMORATIVE FOREST

### C. Education Hub

- 6. VISITOR CENTRE
- 7. OUTDOOR CLASSROOMS
- 8. COMMUNITY / DEMONSTRATIN GARDEN
- 9. GATEWAY / ENTRANCE

### D. Recreation

- 10 SOCCER FIELD
- 11. PLAYGROUND / WASHROOM BUILDING

- 12. SOPER CREEK
- 13 PONDS
- 14. WET MEADOWS
- 15. DRY MEADOWS
- 16. WOODLANDS
- 17. TRAILS
- Interpretive Wayfinding Signage

# Park Layers/Components - Access

- Number and location of bridges.
- 2. Status of heritage bridge.
- 3. Reconfiguration of parking area east of Mearns.
- 4. One central parking area or dispersed smaller parking areas.
- 5. Connectivity of trails, hierarchy, trail head.
- 6. Cycling trail.



# Legend

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- 16. WOODLANDS
- 17. TRAILS
- ■ Interpretive Wayfinding Signage

# **Connectivity of Trails**





# Park Layers/Components: Buildings

- Status of existing building.
- 2. Location of new welcome pavilion.
- 3. Location of new washroom building (integrated with welcome pavilion?)



# Legend

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- 2. AMPHITHEATRE
- 3. NATURAL PLAYGROUND
- 4. PICNIC AREA
- 5. COMMEMORATIVE FOREST

### C. Education Hub

- 6. VISITOR CENTRE
- 7 OLITDOOR CLASSBOOM
- 8. COMMUNITY / DEMONSTRATIN GARDEN
- 9. GATEWAY / ENTRANCE

### D. Recreation

- 10. SOCCER FIELD
- 11. PLAYGROUND / WASHROOM BUILDING

- 12. SOPER CREEK
- 13. PONDS
- 14. WET MEADOWS
- 15. DRY MEADOWS
- 16. WOODLANDS
- 17. TRAILS
- \* Interpretive Wayfinding Signage

# **Pavilions**









# Park Layers/Components Recreation/Culture

- 1. Trails
- 2. Multi Purpose Field
- 3. Playground
- 4. Amphitheatre

# Legend

# A. Community / Cultural Hub

- 1. PERFORMANCE, ART & EVENT SPACE
- 2. AMPHITHEATRE
- 3. NATURAL PLAYGROUND
- 4. PICNIC AREA
- 5. COMMEMORATIVE FOREST

# C. Education Hub

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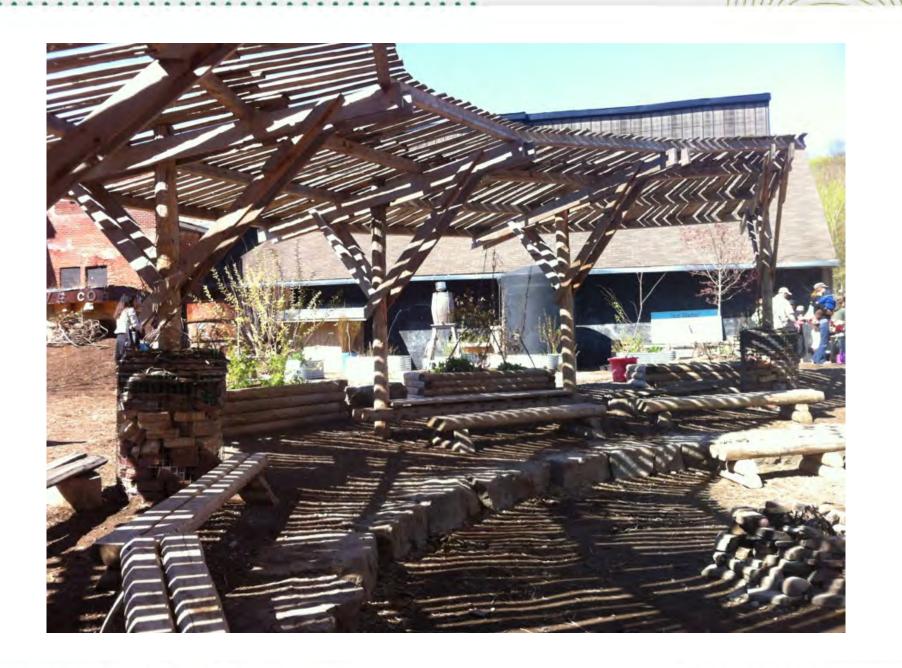
# **Play**











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# Seating





# **Public Art**





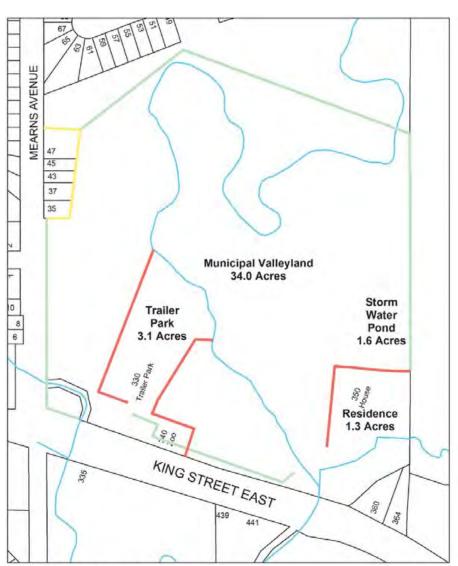




# **End of Presentation**

# **Site**





Perimeter fence to be removed

Perimeter fence to be installed

Perimeter fence to remain