

McCormick Park Master Plan

What?

A park master plan is a long-term vision to assist with the planning and phased implementation of new park installations. A master plan assists with developing capital budgets and making decisions regarding staging – to avoid “piecemeal” implementation. It is also needed to apply for funding through the Councillor or other City Departments (i.e. Parks & Rec, Operations, etc).

Existing Conditions

Park Strengths and Opportunities

- three distinct and complementary areas that provide variety of programming (from west to east)
 - The Lobby – currently for passive recreation, quieter area of park; generally unfenced
 - Family Play Area (or is there a more appropriate term? Kids' Zone?) – playground, wading pool, basketball, future bocce; partially fenced
 - The Field – pick-up and organized sports, on-leash dog walking; mostly fenced
- abundance of mature shade trees
- adjacent to community centre and arena
- active community park group (that's us!)
- is a desire line within the community for daily commutes or going to the community centre
- residents flank the park – eyes on the park

Park Weaknesses and Challenges

- garbage accumulation – particularly in playground sand area which accumulates tree debris/ garbage/ feces
 - several areas in neglect/ poor maintenance
 - entrances are unclear and inaccessible
 - residents flank the park – consider noise issues, noise attenuation
 - new condo developments – increased density = increased pressure on existing parks
 - illegal parking in paved area south of community centre
 - field grass is constantly worn down due to intensity of use
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Vision Statement

McCormick Park is to be a welcoming and engaging place that builds community – for a variety of ages, backgrounds, abilities and interests.

GOALS AND OBJECTIVES

- the park is to be a more engaging space
- improve accessibility – physical and social
- make entrances more legible, welcoming, and accessible
- sustainability – all three realms: environmental, economical, social
- maximize usability i.e. along “edges” and alternate functions for existing park elements
- provide places for small and large group gathering
- prioritize multifunctional elements – i.e. structures that are for play or seating
- new emphasis on older children and adults – i.e. challenging fitness or climbing structures

- increase tree canopy and more planting
- provide opportunities to serve food in the park – seasonally, or associated with events

BRAINSTORM OF IDEAS

- re-examine fencing – redundant fencing or additional fencing - prioritize boundaries to make clear and separate dogs from playground area
- community garden (native garden?) – in Lobby area OR along outer edges of park – must have committed community group, such as students/ classes as part of school curriculum
- wading pool to splash pad conversion – general discussion is that this is a big ticket item, and only if it can be developed by Parks and Rec as part of their phasing out of wading pools (and not a huge investment by FOMP only); wading pool is well-used but advantage of splash pad is that long-term operational costs are more efficient (i.e. more resource-friendly and no staff required) and has broader user demographic (i.e. wading pools typically for smaller kids only); there is some nostalgia attached to wading pools – no definitive preference (except by Linor's son!)
- return the sandbox for proper sandplay; c/w edges for seating
- consider replacing play equipment – see Linor's summary of playground wishlist
- consider replacing the existing sand safety-surfacing in the playground area with fibar (engineered wood mulch)
- consider adding some topography in the park
- greening the walls – esp. at the arena, for noise attenuation
- put climbing holds on the walls
- add fitness equipment – i.e. fitness parcours course alongside north walkway a la Kensington Market
- follow-up with Parks Operations and see if some of Master Plan elements can be accomplished as part of Make Good repairs i.e. park entrances and making them accessible