Date: April 4, 2012



TO: Board Members – Vancouver Park Board
 FROM: General Manager – Parks and Recreation
 SUBJECT: Trillium North park site – Concept Plan

RECOMMENDATION

THAT the Board approve the proposed concept plan for the Trillium North park site as shown in Appendix 3.

POLICY

The Board approves major changes in Vancouver parks including the design and development of parks.

BACKGROUND

The 3.05 hectare (7.5 acre) Trillium park site is bounded by Malkin Avenue on the north, Thornton Street on the east and National Avenue on the south, and is situated in the False Creek Flats (see Appendix 1). It is an area that had been filled in during the early 1900's, and subsequently used as a railway siding and service yard by Burlington Northern Railway. The Trillium park site is adjacent to the Strathcona neighbourhood, and was secured through subdivision and purchase from the Trillium Corporation in 1993 for park purposes.

Numerous studies and discussions involving the future of this park site occurred. After a lengthy period of receiving public input, the Board at its regular meeting on March 2, 2009, approved the concept drawings for the two synthetic fields for the southern 2/3 of the site and the development of a future passive park on the northern 1/3 of the site. The development of the passive park would meet a long standing desire of the local community for a neighbourhood park.

The 2 synthetic turf fields were completed and open to the public in late 2010, with the accessible washrooms/change rooms open in 2011. The northern portion of the site is currently fenced, and contains the preload sand that was used for the site preparation of the synthetic turf fields. Plans are underway to create a neighbourhood park, with the public process beginning in the fall of 2011, followed by detailed design in 2012 and construction in 2013/2014.

DISCUSSION

Public Consultation

The planning process was initiated in the fall of 2011, with the formation of a Steering Committee consisting of representatives from Park Board (recreation, operations and park development), City of Vancouver (planning, engineering) and the consultants (Durante Kreuk Ltd) to identify stakeholders, and to determine process and timing for the development of the Trillium North park site.

As a kick-off to the public process, a Focus Group meeting was established with invited community stakeholders, including the Strathcona Residents' Association, Strathcona Community Centre Association, Vancouver Chinatown Revitalization Committee, City Gate Inter-Tower Community Group, Science World, Vancouver Field Sport Federation and local residents to identify possible program elements and concepts for the park. These ideas would be presented to the greater public at two Open Houses.

The notification process for each Open House involved advertisements in the Vancouver Courier, Ming Pao, pamphlets to residents located within 2 blocks of the Trillium North park site, and posters at Strathcona Community Centre, Ray- Cam Co-Operative Centre, Strathcona Library and the City Gate development. There were display boards at the park site and at Strathcona Community Centre, emails to the project mailing list and postings on Facebook and Twitter. The Open Houses were also advertised on the Vancouver Board of Parks and Recreation web site.

The first Open House was held on November 23, 2011 to solicit input from the general public, and to obtain feedback on park programs and elements. There were 30 attendees, and 52 responses to a questionnaire and web survey. Based on the survey, there was strong support for a park with trees, shrubs, a water feature, natural areas, open space play, an adventure type playground and a performance/exhibit/programming space (Appendix 2).

At the first Open House, there was a call for volunteers to be part of a Working Group that would provide community input towards developing the concept plan. The Working Group consisted of representatives from the Strathcona Residents' Association, City Gate Inter-Tower Community Group, Means of Production Artists Raw Resource Collective (MOPARRC), MoreSports, the local arts community and local residents. With input and feedback from the Working Group and over a series of 3 meetings, a concept was developed (Appendix 3).

A second Open House was held on February 29, 2012 which was attended by 36 people. The concept was presented and was extremely well received, and of the 34 questionnaires that were returned, 32 indicated strong support for the concept, with only 2 having not indicated their level of support. There was a particularly strong interest from the local arts and culture community. One of the comments was "Strong support; evokes imagination, respects the past (and present), uses the space effectively to support the local art community".

A summary of the public engagement process and timeline to date is as follows:

List of Meetings 2011/2012

Date	Meeting Type	Attendees
2011		
October 6 November 9 November 23 December 7	Steering Committee Focus Group Open House #1 Working Group	Parks/City Community stakeholders Public Community stakeholders
2012		
January 12 January 18 January 25 February 8 February 14 February 29 April 16	Steering Committee Working Group Steering Committee Working Group Steering Committee Open House #2 Board presentation for concept plan approval	Parks/City Community stakeholders Parks/City Community stakeholders Parks/City Public Board/Public

Concept

The concept for the park is a dynamic, engaging, accessible and sustainable park that intimately involves the community and meets their needs, with opportunities to feature and showcase art and culture, natural play elements, and interest and amenity for all ages. Trillium North park will be the ideal destination to meet with family and friends, drawing in the public as a place to play, gather and come together as a community. Features include performance space, an amphitheatre, exhibit and programming space, a workspace area for artists, tree bosque as a gathering space, great lawn area, on-site storm water management, an intermittent stream, native plantings, plants used for art, paths, nature play and a design theme that reflects the industrial and railway heritage of the site. The False Creek historic shoreline that runs through the park will be delineated and celebrated.

The northern edge of the park indicates a possible future realignment of Malkin Avenue that may be part of a reconfigured Georgia/Dunsmuir viaduct. The park concept takes this into account by ensuring major and significant park features are not located within this right of way. A separate process to establish high-level policy directions for the Eastern Core (also known as the False Creek Flats), including changes to the viaduct is being led by the City's Planning Department.

Engaging People

As a new park in an industrial area, it was recognized early in the process that it is crucial that the park be reflective of the community needs and that the community be involved and engaged in the design process. This new park, with no prior public use, is situated in an industrial area with the majority of residents and potential park users in the Strathcona neighbourhood, across an arterial road (Prior Street). The focus and working groups identified the need for something truly unique and attractive that would be a sufficient draw for residents in particular, as well as others in the community.

The development of the concept for the Trillium park site has involved the community, and the community will continue to be involved and engaged in the development of the park. It is envisioned that local groups such as the Eastside Cultural Crawl, eatART, MOPARRC and the Environmental Youth Alliance can use the park and facilities to promote and enhance the arts, cultural and community experiences in the park. In addition, there will be exploration of having an artist in residence program, arts/culture workshops, community stewardship program, programming/exhibit space, food carts, community festivals, celebrations and call for local artists for art displays. It is planned that the programming and coordination of these events will be overseen by the Park Board's Arts, Culture and Environment office.

There is also opportunity for cross-pollination with the adjacent sports field users and attending family and friends, to create a lively mix of park users. The myriad activities and park users will create a large park and recreation space that will meet the needs of all in the community, as well as creating many "eyes on the street" that will ensure the park is well used, safe and cared for. The playground is strategically located so that parents would be able to be visually connected to both the playground and the sports fields.

The park will be built with accessibility and inclusivity in mind. The park will be accessible with a gentle topography, smooth surfaces and many rest spots and benches.

Leader in Greening

The park meets the Park Board's Leader in Greening goals, with meadows, an intermittent stream, permeable surfaces and native plantings. There will be on-site storm water management, with runoff from the park site directed to the intermittent stream. The meadows will consist of drought-tolerant grass and wildflower mix. Plant material will be harvested on site and used for weaving, dyeing and other art work.

The sand on site will be mixed with composted material to create our own growing medium for the site. Sufficient organic matter in the growing medium will ensure that plant material will have sufficient water and nutrients to eliminate or minimize the application of fertilizers or irrigation.

Plants and construction materials will be locally sourced. The adventure and nature play area will use logs, boulders and as much local and recycled materials as possible in its construction.

Excellence in Resource Management

One of the key aspects of the concept is for the artists to be able to have a work area for demonstrations, workshops and displays that is protected from the elements, and a secure storage area for materials and supplies. Given the tight budget for this project, this will necessitate use of a creative design solution, such as using shipping containers, prefabricated structures or a low cost site-built structure, rather than the construction of a conventional type building. This will be explored further in the design development process, and presents an opportunity to develop guidelines for this much needed type of structure in parklands.

Park Naming

The park will be given a new official name through an upcoming park naming process that is in keeping with the Park Board naming policy.

FUNDING AND SCHEDULE

The total design and construction budget is approximately \$1.3 million dollars, funded by Development Cost Levies, with the possibility of additional federal stimulus funding in 2013. Once there is concept approval, Park Board staff and consultants will continue with the Working Group through the design development process. Design development and working drawings will be completed in 2012, with construction in 2013/2014 and a park opening targeted in the summer of 2014.

SUMMARY

The proposed concept plan that was presented at the Open House on February 29, 2012 was the result of working with the local community, and was well received with almost unanimous support. The park plan features community involvement, art and culture, sustainability, distinct play elements, interest for all ages, and creates amenity and balance for the adjacent sports fields. The park details meet the Park Board strategic framework for engaging people, parks and recreation for all, excellence in resource management and leader in greening.

Staff recommend approval of the proposed concept plan for the Trillium North park site, as presented in Appendix 3.

Prepared by:

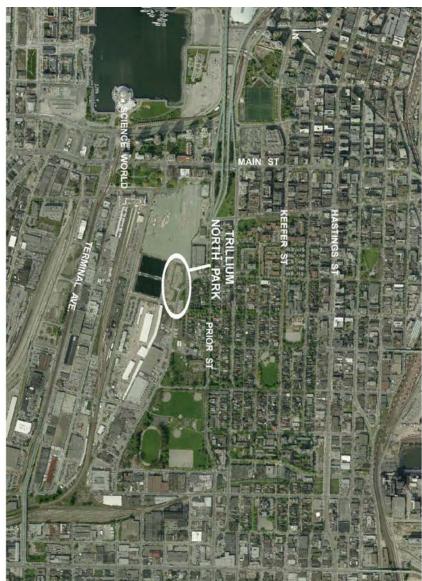
Planning and Operations Vancouver Board of Parks and Recreation Vancouver, BC SW/TM/DJ/PK

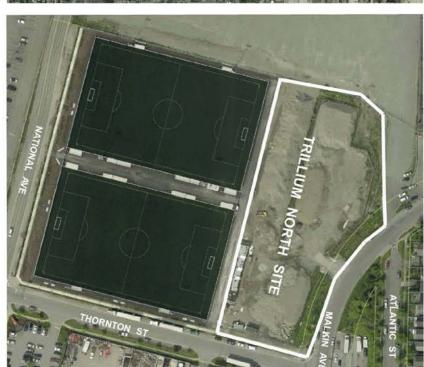
APPENDICES

Appendix 1- Trillium North Site and Context Map

Appendix 2- Survey Results, Dec. 5, 2011

Appendix 3- Open House Concept Plan, February 29, 2012





APPENDIX 1- TRILLIUM NORTH SITE AND CONTEXT MAP



