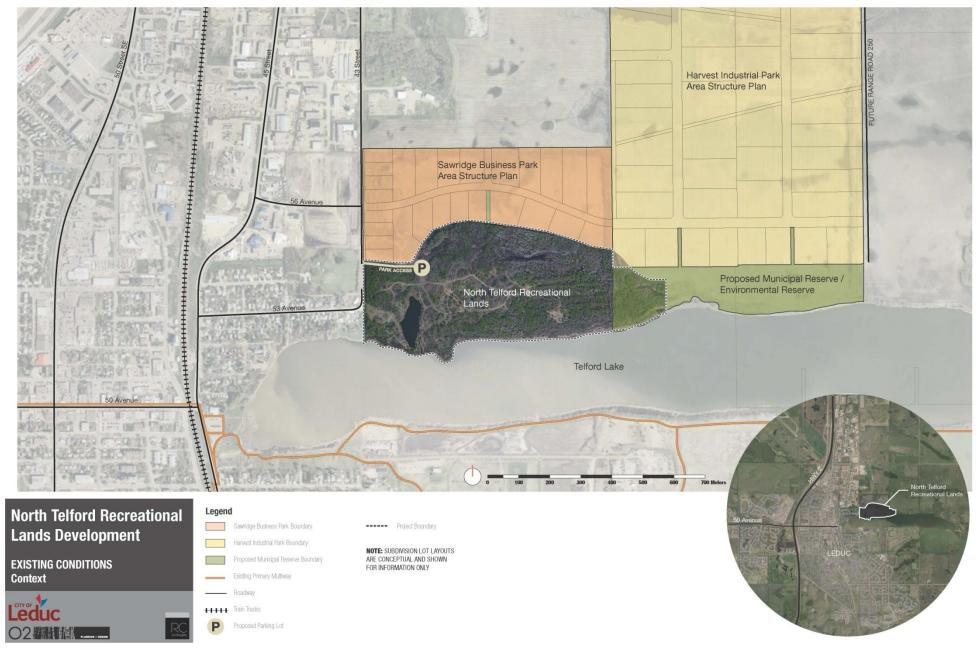


North Telford Recreational Lands

City of Leduc Council Meeting 2014.08.25



Project Context



Concept Design Process

PROJECT TIMELINE	
Project Start-Up	September, 2013
Site Inventory + Analysis	October, 2013
Context + Market Assessment	October, 2013
Public Engagement Phase 1	November, 2013
Council Presentation	December 6, 2013
Draft Conceptual Design	January, 2014
Public Engagement Phase 2	February, 2014
Concept Plan Refinement, Phasing + Costing	March – April, 2014
PRC Board Presentation	April 17, 2014
Concept Design Report	April – May, 2014
Council Presentation	August 25, 2014





North Telford Recreational Lands 2014.08.25

Concept Design Process

STEERING COMMITTEE REPRESENTATION

- Recreation and Community Development
- Engineering
- Business and Project Development
- Planning
- Public Services, Parks Maintenance
- Fire Services
- Parks, Recreation & Culture Board
- Communities in Bloom
- Leduc Environmental Advisory Board
- City of Leduc Council
 - Councillor David MacKenzie
 - Councillor Bob Young
 - Councillor Dana Smith







DESIGN OBJECTIVES

- The development of new trails and amenities within areas of mature forest should be avoided, and, if possible, all development should occur on existing trails/areas of disturbance.
- Outdoor recreation and nature interpretation should be the main activities in the park.
- The natural elements of the park should be preserved as much as possible, and **development should be minimized**.
- With the exception of some trails through the site and viewpoints, intensive **development should be limited to the northwest** portion of the site.
- Use of the park should be limited to **non-motorized activities**, except for emergency vehicle (fire, police, ambulance) access.





DESIGN OBJECTIVES

- **Safety and security** of users and neighbours should be considered and addressed in the park design.
- **Traffic** flow to and from the park should be designed in such a way to **minimize disruption** and safety concerns of users and neighbouring residents. Adequate parking needs to be addressed.
- The design should consider and accommodate the impact of **light industrial development to the north** of the park.
- Low-lying wet areas should be avoided in trail planning, as the site hydrology and soil types are not conducive to sustainable trail development in these areas.



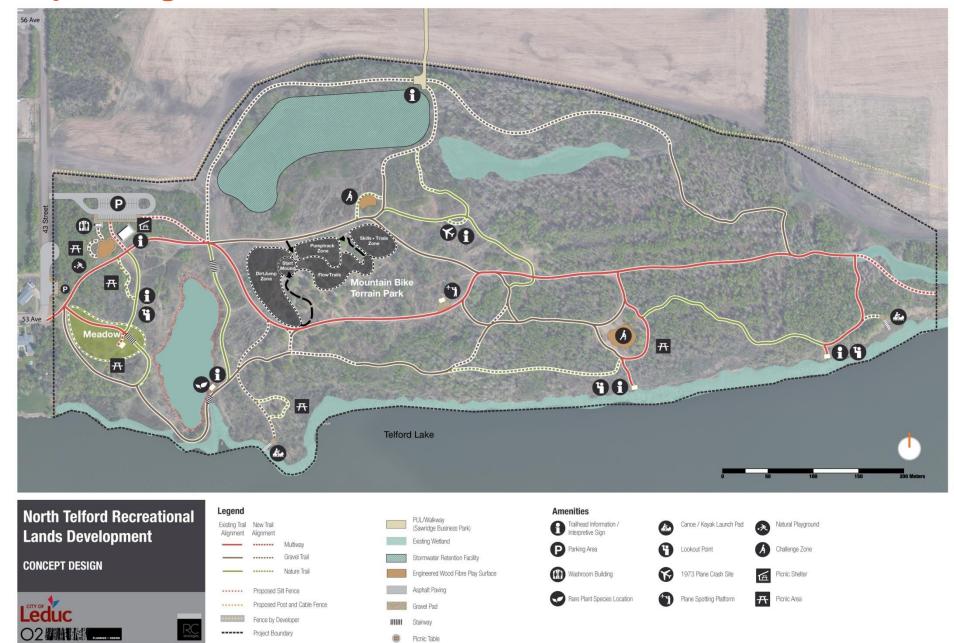


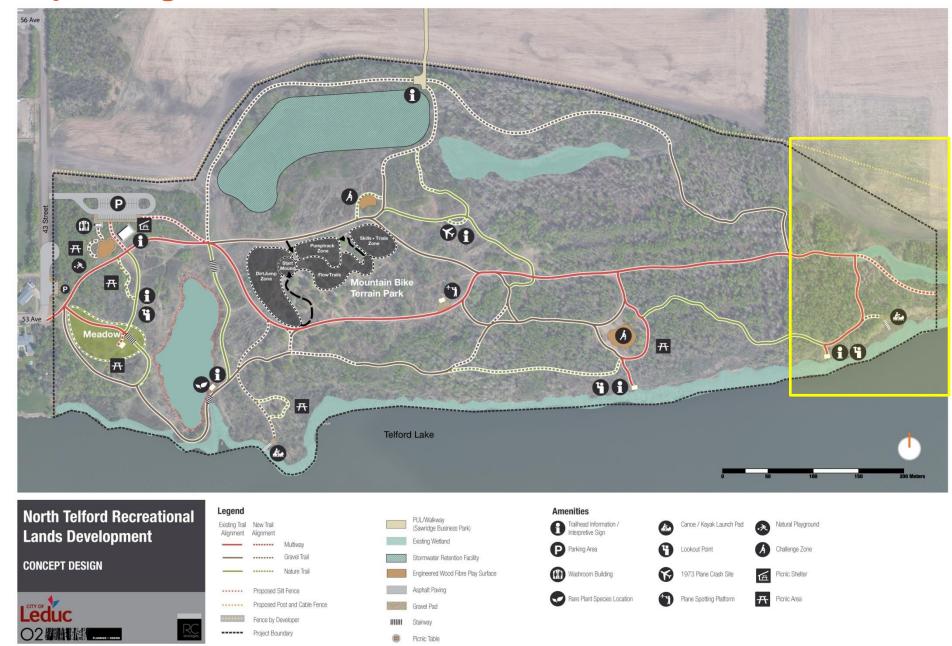
PUBLIC FEEDBACK HIGHLIGHTS

- Concern about traffic on 53 Ave. related to park access. In the draft concept 53 Ave. was shown as open – in the final concept the road access from 53 Ave. to the park has been closed.
- 77% (of 45 responses) preferred cross country ski trails over snowshoe trails. Snowshoe trails were not pursued as an option in the final concept design.
- 86% (of 45 responses) overall support for the draft concept plan.









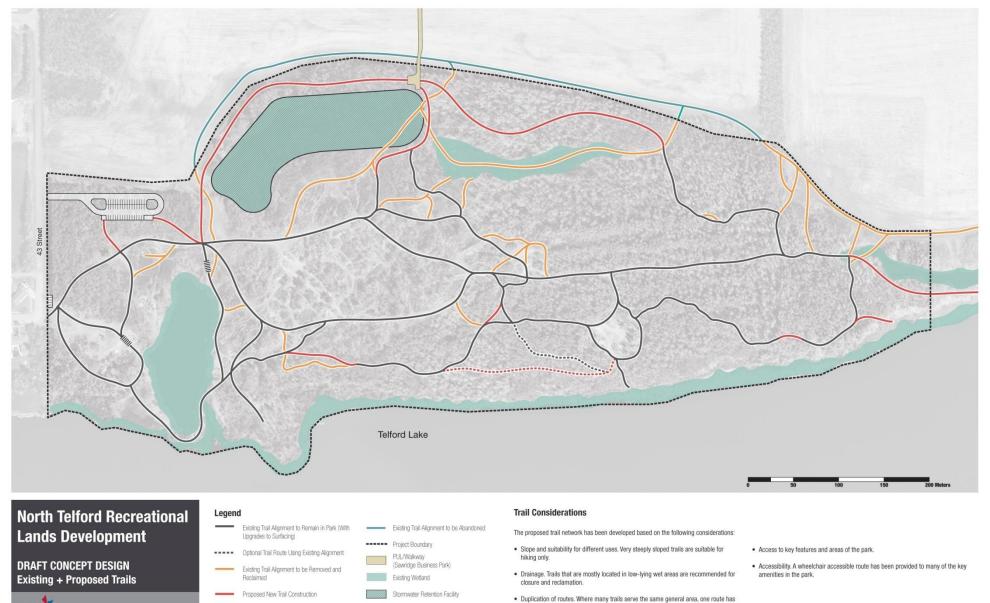
Dedication of Municipal Reserve Lands tied to future development of Harvest Industrial Park

Trail Network

Leduc

O2

Optional Trail Route Requiring New Trail Construction



been selected to remain.

routes for regular park visitors.

· Ability to complete a loop around the park. An overall loop around the park perimeter

has been considered, as well as smaller loops within the park to increase variation of

Trail Network

O2



----- Project Boundary

TRAIL RIGHT-OF-WAY UNLESS INDICATED

Trail Types



MULTI-WAY + SKI TRAIL



- 3m wide paved trail
- 2m wide mowed grass for cross country running / skiing
- 1m each snow
 clearing zone and
 vegetation clear
 zone (x2)
- Total clearing width 8m

• 3m wide paved trail

1m vegetation clear

• Total clearing width

zone (x2)

5m



GRAVEL TRAIL



- 2m wide gravel trail
- 1m vegetation clear zone (x2)
- Total clearing width 4m

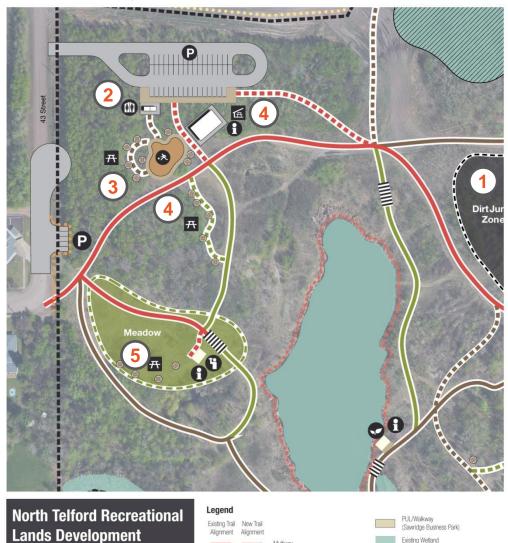
- 1m wide bark mulch trail
- 1m vegetation clear zone (x2)
- Total clearing width
 3m
- Pedestrian-only

MULTI-WAY

Park Amenity Zone

CONCEPT DESIGN

〇2期時間



Multiway

Gravel Tra

Nature Trail

Proposed Post and Cable Fence

Proposed Silt Fence

Fence by Developer

Project Boundary

KEY AMENITIES

- Mountain Bike Terrain Park (1)
- Washroom Building (2)
- 3 Children's Play Area
- Picnic Area + Shelter **(4**)
- 5 **Rustic Picnic Sites**

Parking P

Existing Wetland

Asphalt Paving

111111 Stairway

Gravel Pad

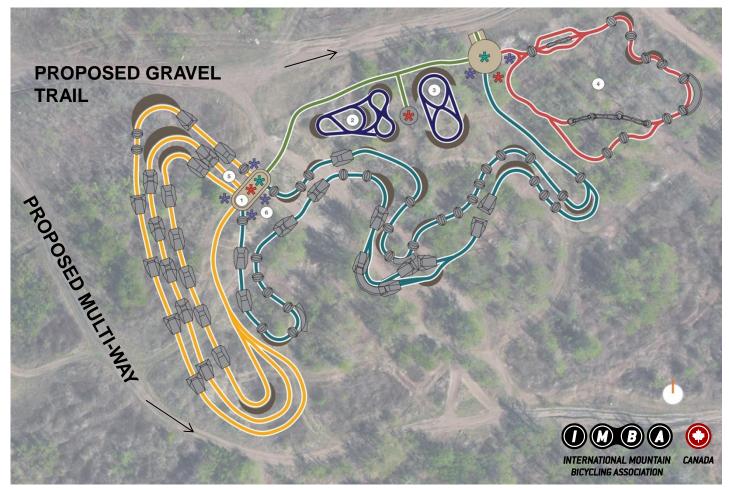
Picnic Table

Stormwater Retention Facility

Engineered Wood Fibre Play Surface



Mountain Bike Terrain Park



Legend

Signage - Trails
Signage - Health and Safety

★ Site Furnishings

Start Mound
 Pumptrack - Advanced
 Pumptrack - Beginner

nced 5

Skills and Trials Area
 Dirt Jumps
 Flow Trails





Dirt Jump Features



Flow Trails



Pump Track



Skills + Trials Area

Proposed Park Amenities

Self Cleaning Washroom



Natural Children's Play Area









Proposed Park Amenities

Picnic Shelter



Challenge Zones







Proposed Park Amenities

Plane Spotting Platform





Lookout Points / Interpretive





Conceptual Planting Plan

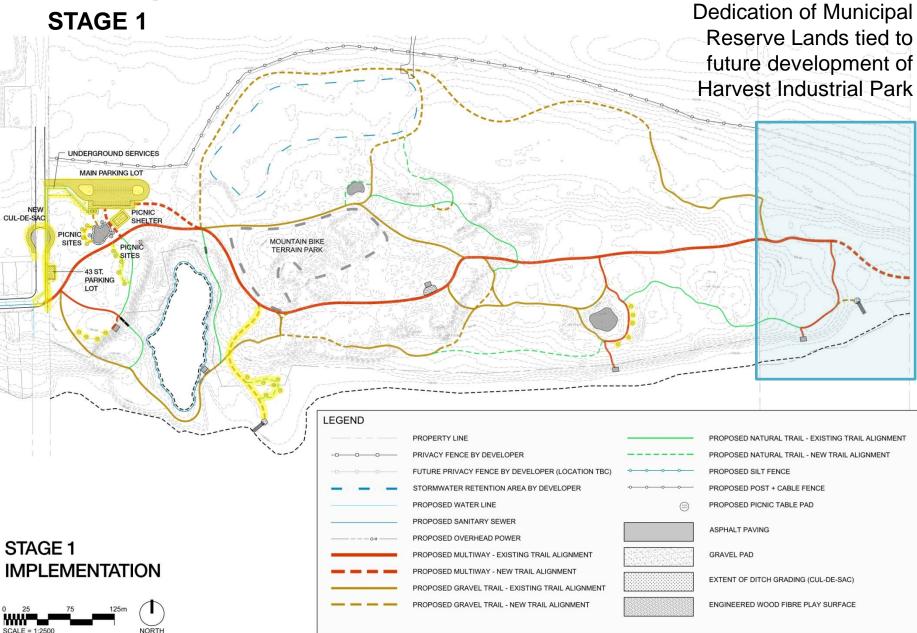


PRIORITIZATION PROCESS

- Design initially broken into 19 phases, as determined by NTRL Steering Committee. A separate cost estimate was prepared for each phase.
- NTRL Steering Committee members voted on highest priority phases.
- Prioritized phasing was presented to PRC Board. Based on feedback from PRC, final phasing was grouped into 3 stages.







STAGE 1 Est. \$1.69 million

Site Clean-Up (Not Shown)

43 St. Road Closure and Parking Lot

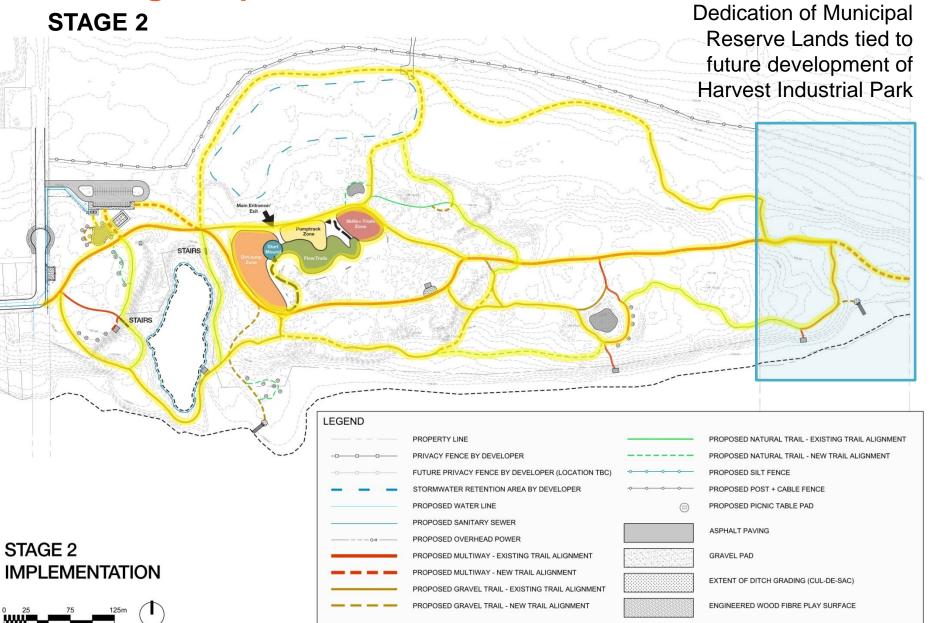
Washroom Building

Picnic Area and Shelter

Rustic Picnic Areas and Site Furnishings

NORTH

SCALE = 1.2500



STAGEEst. \$2.102million

Multi-Way to Mountain Bike Terrain Park

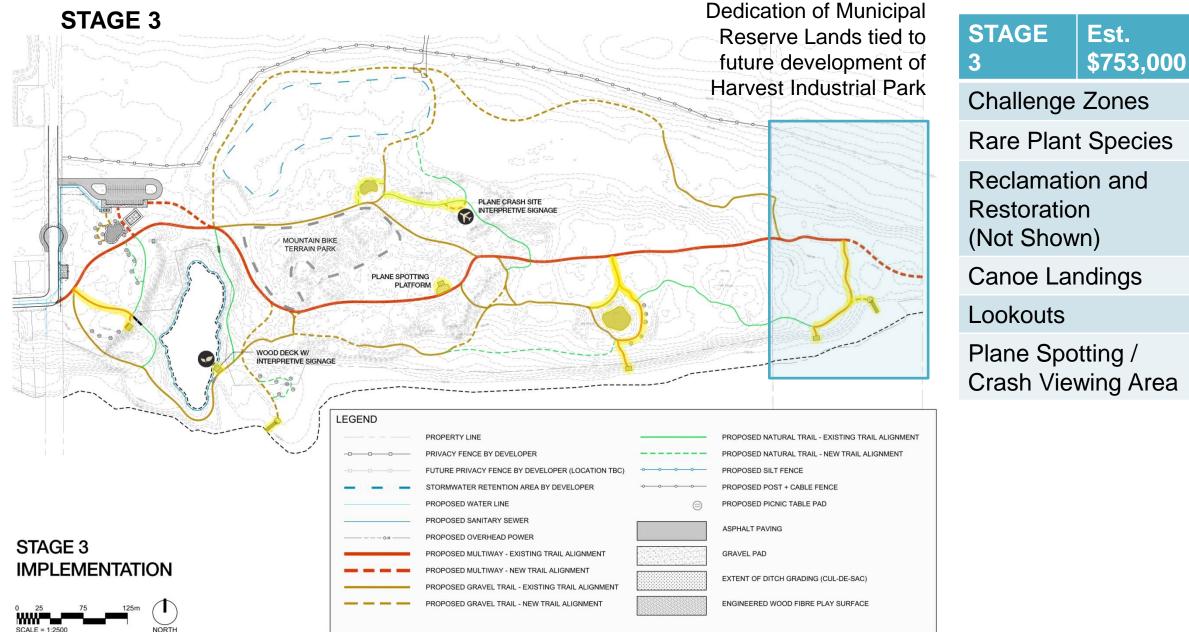
Perimeter Loop Trail and Inside Loop

Remaining Multi-Way Segments

Children's Play Area

Mountain Bike Terrain Park

Natural Trails and Stairs



Conclusion

NEXT STEPS

- Budget allocation for construction
- Detailed design for selected elements
- Dedication of Municipal Reserve Lands at east side of park
- Connections to multi-way (east and west)

QUESTIONS?



