

# CONSULTATION

The consultation process undertaken as part of the development of this Trails Master Plan included both structured surveying of visitors to the park, meetings with key stakeholders, and a public meeting. Data was also provided from previous studies, most notably trail counting data collected by the TRCA (see pages 30-31).








## Visitor Survey

Visitor surveys were conducted to understand the demographic profile of visitors, method of arrival, distance traveled and trails usage. Responses were collected through an online survey or by volunteers stationed in the site on September 23rd (from 8:00 am to 1:00 pm), 24th (from 12:00 pm to 4:00 pm), and on the 28th (from 2:00 pm to 6:00 pm). The following is a summary of the survey results.







Key findings from the survey:

- 1. Travel distances are evenly distributed, from less than 1km to more than 20km.
- 2. The most common visitor frequencies are several times a year and several times a week.
- 3. The most frequently cited attractions are the monuments and gardens.
- 4. The most used trails are the Monument and Gardens Walk and the Waterfront Trail

### VISITOR SURVEY RESULTS

Parties Identified *		353	Method of Arrival		
Demographics of the 130 parties:				Car	152
	Adults	243		Foot	132
	Teenagers	45		Bike	23
	Children	19		Other	16

319 of the 353 parties completed the more detailed survey:

 Distance traveled to visit Guild Park and Gardens today		 Have you visited the Park to use the trails before?		 Why do you visit the Park to use the trails? (Select all that apply)	
Less than 1 km	106	Yes	305	Close to home	102
1 - 5 km	81	No	35	To see the monuments and gardens	151
5 - 10 km	45			View of the lake	150
10 - 20 km	51			Access to the water	57
More than 20 km	34			Nature and/or birdwatching	158
 On average, how often do you use the trails in the Park?		 Referring to the map, which trails do you typically use? (Select all that apply)		Walk the dog	53
Every day	14	Bluff edge trail	78	To attend an event at the Park	70
A few times a week	49	Walkways in the monument garden	148	Other (bike ride, hang out, see architecture)	44
Every week	45	Trails in the wooded area	86	 Do you connect to the access road from Guildwood Parkway or through the switchback trail by the wedding pavilion, or another way? (Select all that apply)	
Once a month	60	Waterfront trail	106	Access Road	03
A few times a year	132			Switchback	01
				Other	05

\* For the purpose of this visitor survey, a “party” is defined as any person or group of people traveling to the site together and leaving together.

# Session #1

## Stakeholder Workshop

An evening workshop was held with the representatives of key stakeholder groups. Attendees included representatives from Guildwood Village Community Association, Friends of Guild Park & Gardens, Guild Renaissance Group, Guild Festival Theatre, Cedar Ridge Studio Gallery, and Chartwell Retirement Residence as well as a number of City departments including Parks Operations, Parks Capital Projects, Facilities, and Culture. Councillor Paul Ainslie attended. Representatives from Sir Wilfred Laurier Collegiate, Jack Miner Senior Public School, Toronto Police and Toronto Fire Services and TRCA were invited but gave their regrets.

# Session #2

## Staff/Agency Workshop: September 13, 2017

A meeting was held at Metro Hall with key representatives from the City of Toronto, the Toronto and Region Conservation Authority (TRCA), and the consulting team. The purpose of the meeting was to discuss the Scarborough Waterfront Project, the progress of the Master Plan analysis, including opportunities and constraints, and the scope for a complimentary Culture and Heritage Horticulture RFQ.

# Session #3

## Public Workshop: October 16, 2017

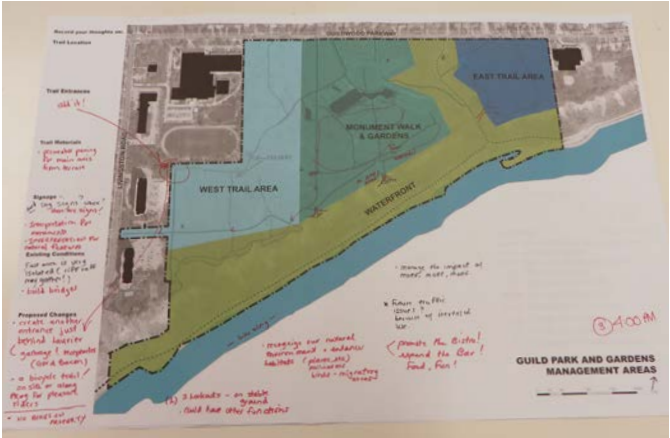
Two sessions were organized with the intent of accommodating more potential participants and achieving a more representative cross-section of the public. The first session was held from 4:00pm to 5:30pm, and the second session ran from 7:00pm to 8:30pm.

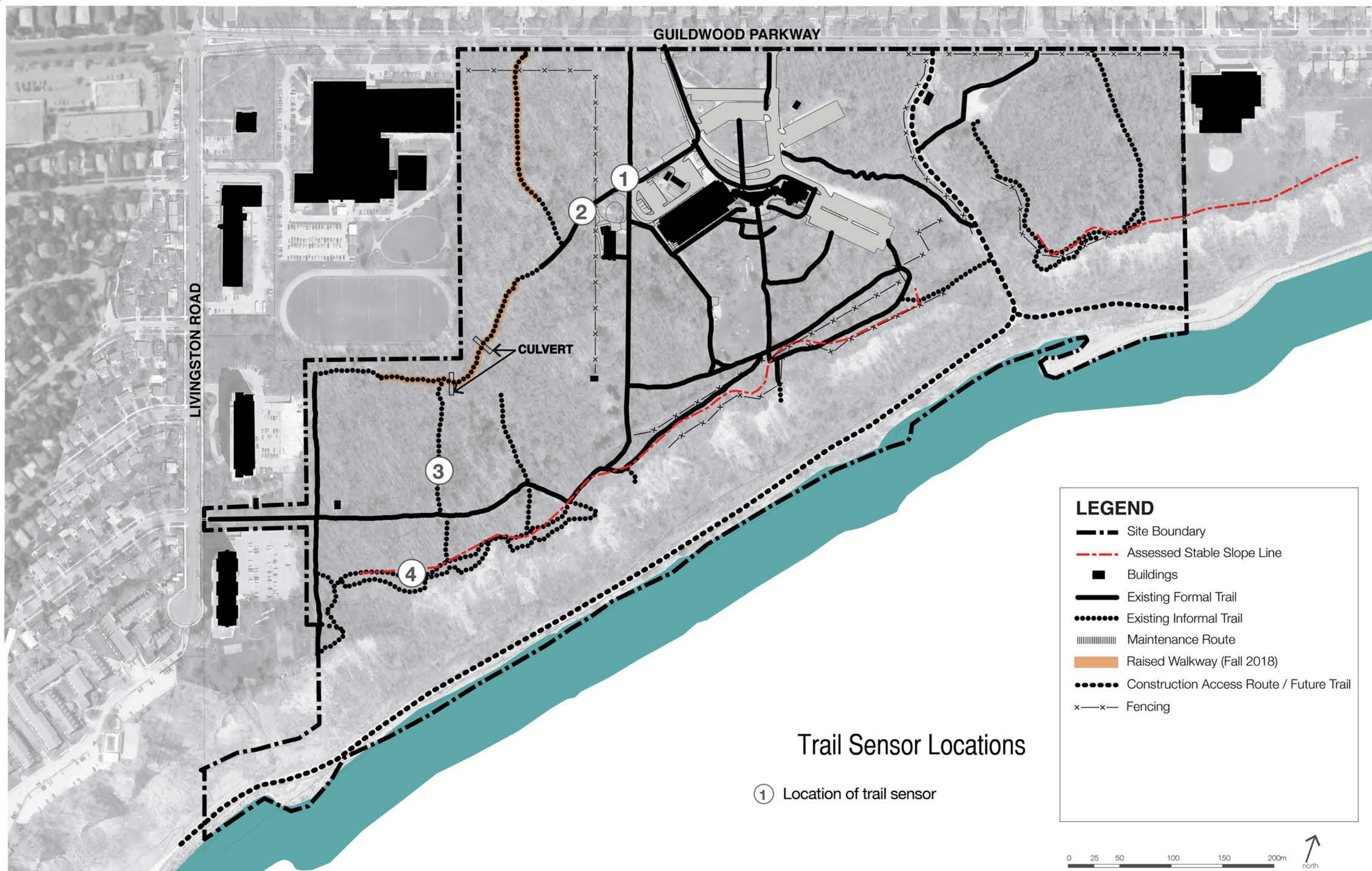
The session began with a presentation of the key findings of the site analysis and the feedback from the visitor survey. The presentation concluded with precedent images of key projects for consideration, including lookout structures and gateways.

Following the presentation participants were asked to engage in break-out conversations facilitated by City staff and members of the consulting team. Participants were supplied with markers and two large maps of the existing trail network and opportunities, and management areas and were asked to comment on trail location, trail entrances, trail materials, signage, existing conditions, and propose any additional potential changes. A summary of the input received was posted on the City’s website, but the key findings from the workshop are as follows:

- Existing paths should be repaired to improve safety;
- Measures should be taken to ensure the safety of trail users. Steep slopes and erosion

- should be addressed with barriers and/or signage;
- Signage, rest areas, and other amenities (waste receptacles, bike racks, wayfinding, etc.) should be incorporated;
  - North-south paths that dead-end in the West Trail Area are not necessary and should be closed;
  - Maintain vista from the Monument Walk and Gardens area to the bluffs;
  - Screen the maintenance route behind the Greek Theater;
  - Provide lookouts to the waterfront from the top of bluffs; and
  - Provide a safe, formal trail to the waterfront.





# City of Toronto Trail Counting Report: The Guild Park

In an effort to identify priority routes, access points, and trail use frequency, the City of Toronto Parks, Forestry and Recreation department utilized the Toronto and Region Conservation Authority (TRCA) trail counting program. During the course of one year, starting in October 2013 and proceeding through to October 2014, trail sensors were installed along key routes, which recorded each instance where a visitor crossed a given point along the park’s trails. The data from these sensors is recorded in the table.

COUNTER NUMBER	AVERAGE DAILY COUNT	MOST POPULAR DAY OF THE WEEK	AVERAGE MONTHLY COUNT	MOST POPULAR MONTH	TOTAL COUNT
1	18	FRIDAY	563	JUNE (2014)	6,768
2	23	THURSDAY	717	JUNE (2014)	8,622
3*	2	TUESDAY	45	OCTOBER (2013)	388
4*	3	SUNDAY	70	OCTOBER (2013)	417

\* Estimated due to incomplete data.

Note : Data was not collected consistently between January and February 2014 due to excessive snow and ice from a December 2013 storm.



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# ACHIEVING THE 8 PILLARS

## Introduction

The recommendations of the Trails Master Plan are built upon the findings and recommendations of the Guild Park and Gardens Management Plan. The Management Plan recognized the park as a regionally significant and treasured destination, with unique character and a multitude of important natural, horticultural, and cultural features.

The Management Plan established eight pillars that support the Vision for the park and recognize the key characteristics of the site that make it a special place to visit and an asset to the city. These Pillars have been used to guide the design and planning process for the Trails Master Plan, and inform the recommendations for future works. These eight pillars are:



### 1 Destination Park

The Guild Park and Gardens is a regional destination for walking. With trails weaving through the natural, horticultural, and cultural heritage features on site, the park provides a range of experiences not matched by other parks in the area. The Trails Master Plan will ensure that the trail network is preserved and enhanced for current and future visitors to the site.



### 2 Where Art Meets Nature

One aspect that sets the Guild Park and Gardens apart from other regional parks is the cultural heritage aspect. The Trails Master Plan will recognize this as an essential element of the site, and seek to preserve and enhance both the physical cultural heritage features dotted throughout the site, but also the array of arts programming and events held throughout the year.



### 3 Enhance Passive Recreation

Passive recreation can take a variety of forms, but one of the most common and most enjoyable is strolling down a wooded path, lingering in a manicured garden, or taking in the landscape from the comfort of a park bench. This Trails Master Plan will propose methods of preserving and expanding the facilities that promote passive recreation throughout the property.



### 4 Conserve Cultural Heritage Resources

The rich collection of cultural heritage features within the park, including the Guild Inn Estate, is an integral feature that makes the Guild Park and Gardens special. As such, the Trails Master Plan will propose potential future trail works that will protect, respect, and elevate these features.



## 5 Family Friendly

The Trails Master Plan's primary focus is on enhancing the existing walking and cycling network throughout the site. This network is a major draw for users of all ages and abilities, and is a source of family friendly activity and entertainment.



## 6 Revitalize Cultural Landscape Structure

The Trails Master Plan will review the current condition of the cultural landscape and establish approaches to revitalize and enhance the Monument Walk and Gardens area of the property. Decisions regarding trail network expansion and upgrades will be made to make this space a more inviting and animated space.



## 7 Protect Natural Heritage Systems

The Trails Master Plan recognizes the natural heritage systems within the Guild Park and Gardens, and addresses the potential impact that current and future trail use and projects may have on existing habitats and communities. The recommendations provided at the end of this document will help to guide future works while ensuring the continued health of the natural heritage system. Further resolution of this Pillar could coincide with a future ESA study of the East Trail Area.



## 8 Tell the Story

A central theme to the Trails Master Plan is to tell the story of the property and the history of its artifacts, landscape, and owners. The Master Plan will propose recommendations that are cognizant of the story of the site, and create an environment where visitors can access and enjoy this history. Resolution could coincide with a future interpretive plan.

## OVERALL TRAILS PLAN

The proposed recommendations for future trail work address the findings of the site analysis and the feedback from the public consultation phase. In this ultimate condition all trails are formalized, and the unsanctioned trails either upgraded or closed. The alignment of new trails, and the closure of existing trails, take into consideration the existing natural and cultural areas on site, especially the environmentally significant areas, by minimizing or avoiding disturbance.

Recommended future trail works within the Park and Gardens should include:

1. Closing unsafe and unsustainable trails.  
Unsafe trails include those along the top of bluffs, outside of the assessed stable slope line, and unsustainable trails include those that require too much maintenance to provide a safe walking surface. Dense vegetation plantings, temporary fencing, and signage should be used to deter access while the trail fills in naturally.
2. Revising the main Garden pathway to be unit paving. The material, colour, and pattern should be selected to compliment and enhance the character of the historic buildings and landscape. The historic colour of the walk, brick red, should be considered in the selection of future paving material. This pathway should also be permeable to address water/drainage issues on site.
3. Enhancing the entrances to the site, at both primary and secondary access points.
4. Adding lighting to the Gardens area.
5. Incorporating landscape furnishings throughout the site, including waste receptacles, benches, and bike racks.
6. Implementing a wayfinding strategy that includes trail maps, wayfinding markers, and other signage.
7. Providing safe, unobstructed access to the waterfront.
8. Establishing formal lookouts.
9. Repairing and replacing top of bluffs fencing. New fencing should be located along the assessed stable top of slope line.



Water colour painting of the main garden walk, looking north to the then Guild Inn (Wright, Roy. 1990's)

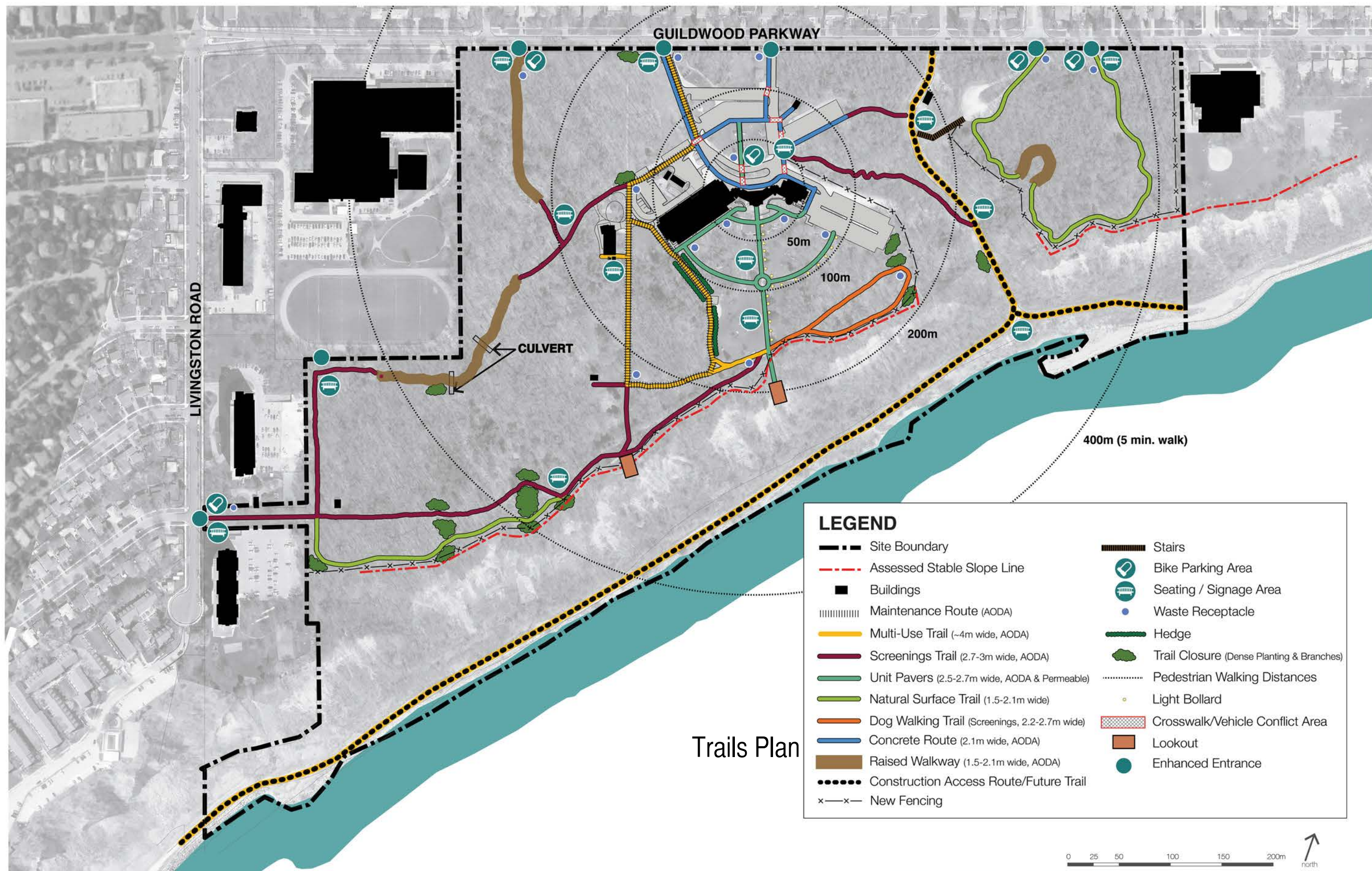


Postcard of the Guild Inn, circa 1970, featuring the red crushed brick main garden walk.

## TRAIL HIERARCHY

The trails proposed for the Park and Gardens follow a hierarchy of importance that is associated with their paving treatment. The hierarchy is as follows:

1. UNIT PAVING
2. CAST-IN-PLACE CONCRETE
3. ASPHALT
4. SCREENINGS
5. WOODCHIP
6. NATURAL SURFACE / RAISED WALKWAY

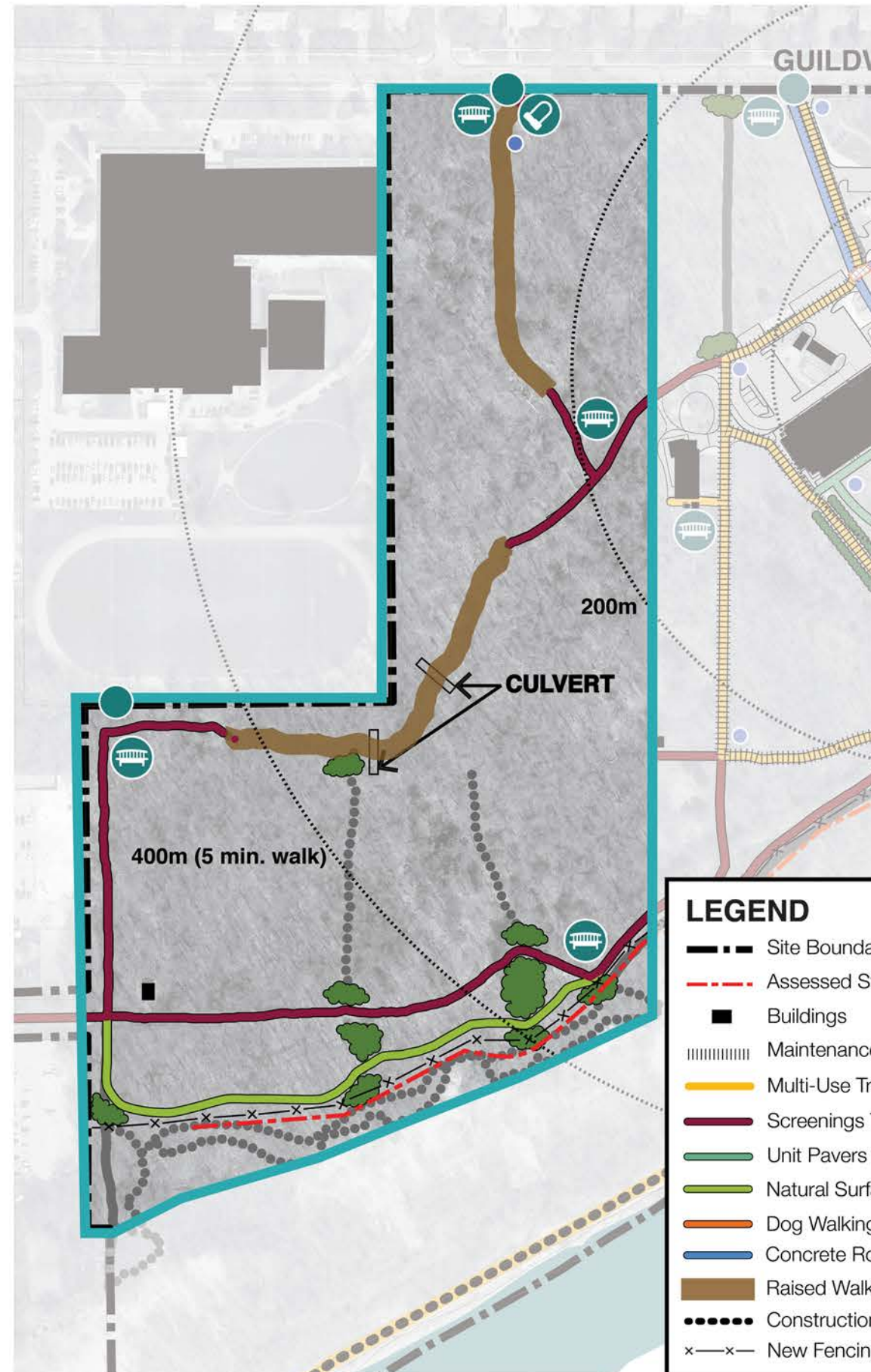
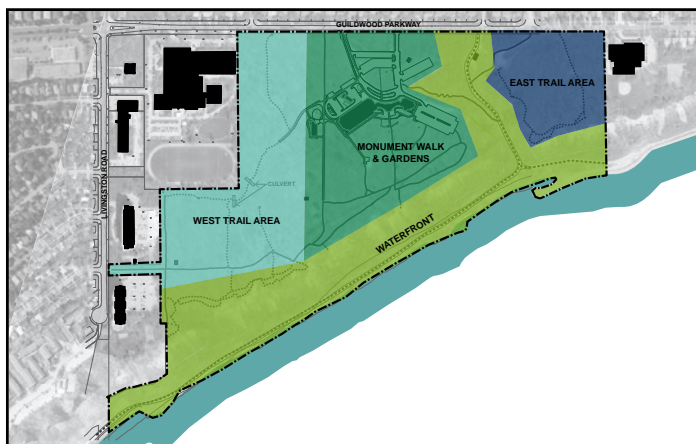


# MANAGEMENT AREAS

The recommendations for future trail management and maintenance are divided into the four management zones identified by the Guild Resource Group:

- West Trail Area
- Monument Walk & Gardens
- Waterfront
- East Trail Area

Each of the management zones exhibits unique natural characteristics, including vegetation and topography, as well as varying existing uses and frequency of use. The proposed primary objectives and programming incorporates the findings of the site analysis and community consultation phases. The recommendations are intended to guide future projects within the park, the specifics and feasibility of which should be finalized during the detail design phase.



## 1 West Trail Area

### PRIMARY OBJECTIVES

- Formalize existing routes
- Repair formal trails
- Enhance entrances with seating, signage, and waste receptacles
- Improve accessibility for range of mobility types (providing rest areas)
- Ensure ongoing maintenance of natural areas, facilitating waste collection to mitigate littering
- Provide safe walking routes
- Repair and realign fencing

### LEGEND

Site Boundary	Stairs
Assessed Stable Slope Line	Bike Parking Area
Buildings	Seating / Signage Area
Maintenance Route (AODA)	Waste Receptacle
Multi-Use Trail (~4m wide, AODA)	Hedge
Screenings Trail (2.7-3m wide, AODA)	Trail Closure (Dense Planting & Branches)
Unit Pavers (2.5-2.7m wide, AODA & Permeable)	Pedestrian Walking Distances
Natural Surface Trail (1.5-2.1m wide)	Light Bollard
Dog Walking Trail (Screenings, 2.2-2.7m wide)	Crosswalk/Vehicle Conflict Area
Concrete Route (2.1m wide, AODA)	Lookout
Raised Walkway (1.5-2.1m wide, AODA)	Enhanced Entrance
Construction Access Route/Future Trail	Existing Trails to be Removed
New Fencing	

- Eliminate access to unsafe informal paths along top of bluffs
- Remove cycling path through the Guild Park for the Cycling Plan

## PROGRAMMING

This area is predominantly wooded, and includes several walking trails.

Programming for this area includes:

- Walking, jogging
- Passive recreation
- Bird watching / enjoyment of nature
- Sitting

Cycling is not encouraged in this area of the park. Users are to leave bikes at bike parking areas located at the formal entrances into the site.

## VEGETATION CHARACTER

The dominant vegetation character of this area is naturalized. The West Trail Area contains a large swath of Environmentally Significant Area, as well as two areas of ELC Significant Vegetation Communities. The two communities are:

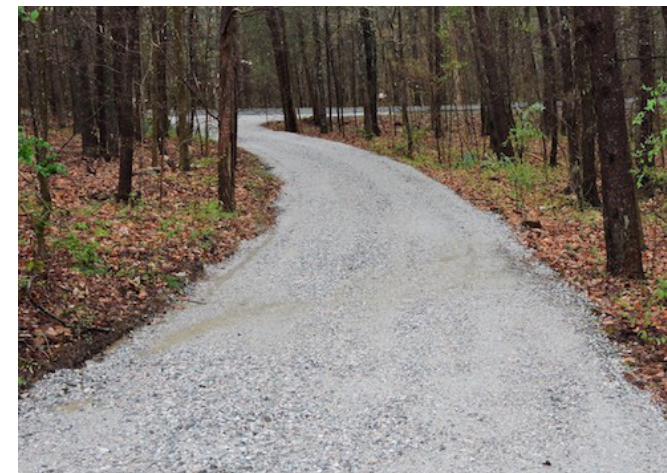
- Red Ash-Hemlock Mineral Mixed Swamp
- Fresh-Moist Hemlock - Hardwood Forest

The area was dominated by ash trees, many of which have been removed or been inoculated for Emerald Ash Borer. Despite this, ongoing ash monitoring and management will be required to ensure safety in this portion of the site.

## TRAIL MATERIALS

### Main Route

Screenings (AODA compliant)



Screenings (AODA compliant)



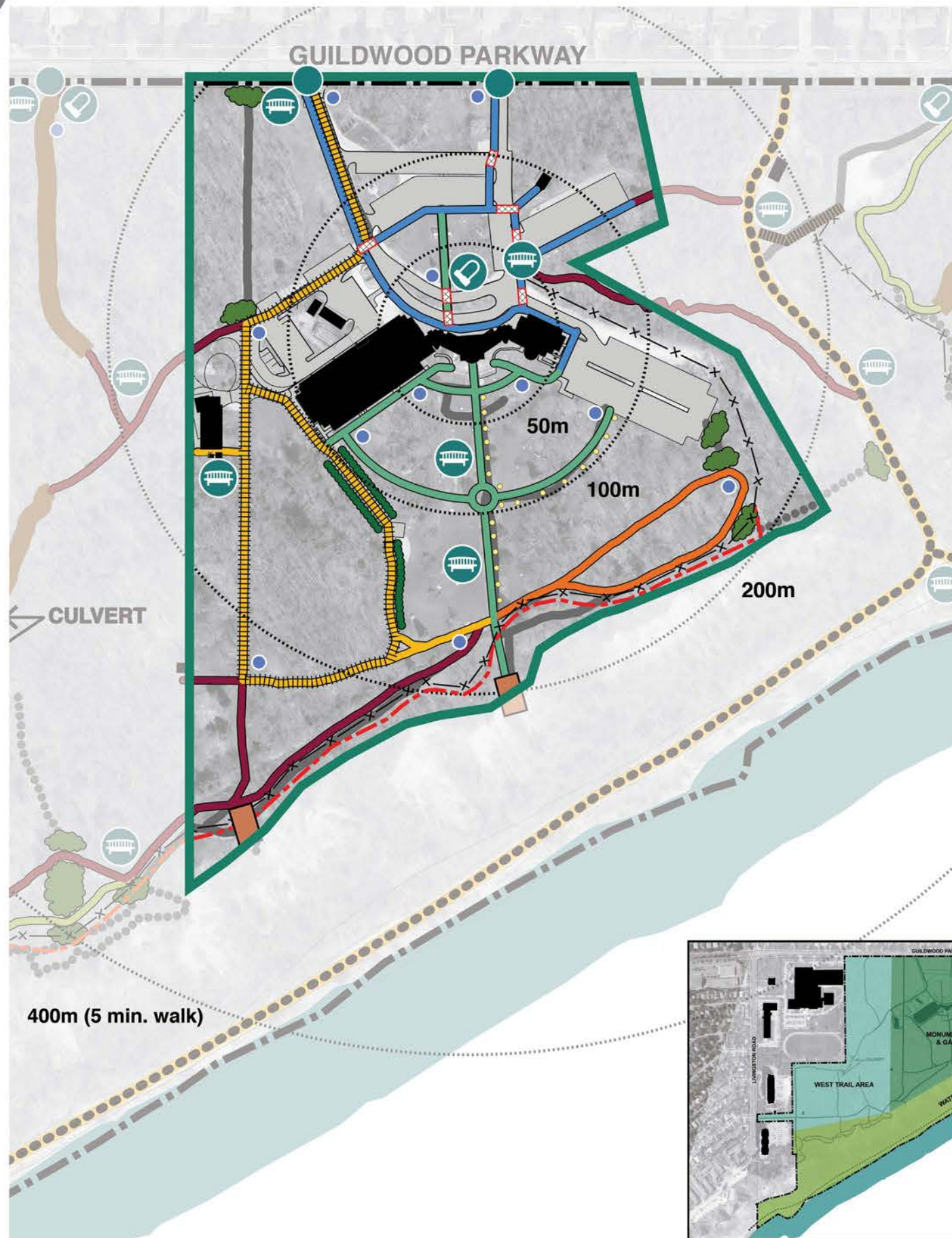
### Wooded Walk

Wooden Raised Walkway



Natural Surface





## 2 Monument Walk & Gardens

### PRIMARY OBJECTIVES

- Upgrade the surface treatment of existing paths
- Complement and enhance architectural character
- Reinforce primary entrance through closure of existing screenings trail
- Enhance entrances with seating, signage, and waste receptacles
- Provide areas for sitting
- Minimize impact on cultural heritage features
- Repair fencing
- Eliminate access to unsafe informal paths along top of bluffs

### PROGRAMMING

This area is the primary draw to the site, as determined by the community consultation. The existing programming is to be enhanced as part of future site works.

Programming for this area includes:

- Walking, jogging
- Enjoyment of cultural heritage and horticultural features
- Events - weddings, theatre performances, etc.
- Dog walking (screenings trail)
- Lookout

Cycling is not permitted in this area of the park.

### LEGEND

--- Site Boundary	Stairs
- - - Assessed Stable Slope Line	Bike Parking Area
■ Buildings	Seating / Signage Area
Maintenance Route (AODA)	Waste Receptacle
— Multi-Use Trail (~4m wide, AODA)	Hedge
— Screenings Trail (2.7-3m wide, AODA)	Trail Closure (Dense Planting & Branches)
— Unit Pavers (2.5-2.7m wide, AODA & Permeable)	Pedestrian Walking Distances
— Natural Surface Trail (1.5-2.1m wide)	Light Bollard
— Dog Walking Trail (Screenings, 2.2-2.7m wide)	Crosswalk/Vehicle Conflict Area
— Concrete Route (2.1m wide, AODA)	Lookout
— Raised Walkway (1.5-2.1m wide, AODA)	Enhanced Entrance
... Construction Access Route/Future Trail	Existing Trails to be Removed
x—x— New Fencing	

## VEGETATION CHARACTER

This area of the site contains two distinct landscape types - manicured and natural. The manicured landscape is further defined by three main vegetation types:

- Garden beds
- Historic garden beds
- Manicured lawn

The natural landscape, in which the dog walking trail is located, is not considered environmentally significant, nor does it contain any ELC Significant Vegetation Communities. There are ash tree inoculations for Emerald Ash Borer which should be monitored regularly and managed for public safety.

## VEHICLE CONFLICT AREAS

Pedestrian routes within the parking and drop-off area at the primary entrance to the site cross vehicular routes in several locations. These Vehicle Conflict Areas are to be treated with a contrasting paving colour or pattern, to identify preferred locations for crossing and to signal to drivers to be aware of pedestrians.

Treatments can include:

- unit paving;
- cast-in-place concrete;
- coloured asphalt;
- thermoplastic markings.

## TRAIL MATERIALS

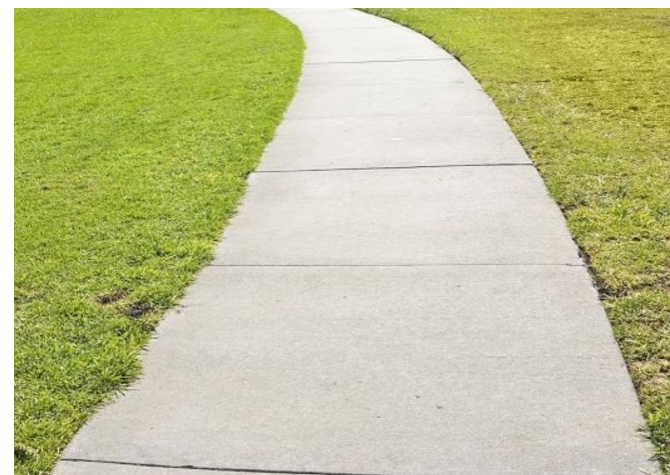
### *Garden Paths*

Unit Paving (AODA Compliant)



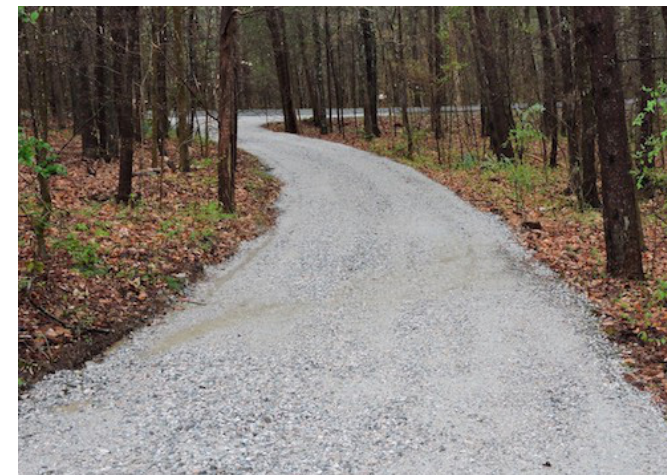
### *Parking Lot Pedestrian Circulation*

Cast-In-Place Concrete



### *Wooded Walk & Dog Walking Trail*

Screenings



### *Dog Walking Trail (Alternate Surface)*

Wood-Chip Trail



### *Parking Area*

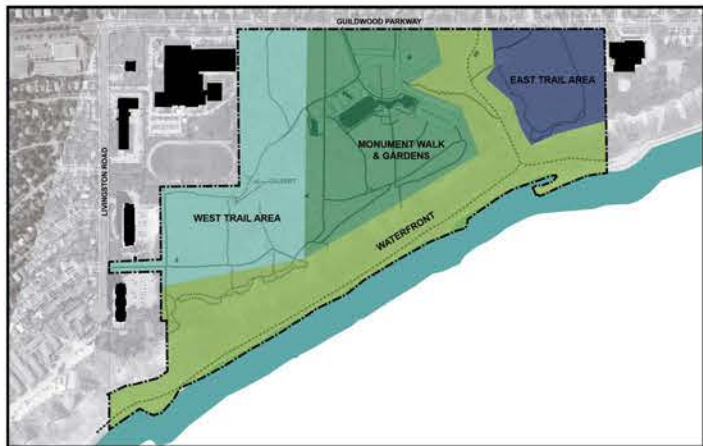
Vehicle Conflict Areas



### *Vehicle Routes*

Asphalt






























## PRIMARY OBJECTIVES

- Provide safe access to waterfront
- Provide alternative to existing trails prone to washouts
- Provide access that does not involve construction access route gate (frequently closed)
- Provide level rest areas along construction access route to improve accessibility
- Protect bluffs and vegetation by providing formal access to construction access route and closing existing informal trails.

## LEGEND

- |   |   |   |   |
|---|---|---|---|
|  | Site Boundary                                 |  | Stairs                                    |
|  | Assessed Stable Slope Line                    |  | Bike Parking Area                         |
|  | Buildings                                     |  | Seating / Signage Area                    |
|  | Maintenance Route (AODA)                      |  | Waste Receptacle                          |
|  | Multi-Use Trail (~4m wide, AODA)              |  | Hedge                                     |
|  | Screenings Trail (2.7-3m wide, AODA)          |  | Trail Closure (Dense Planting & Branches) |
|  | Unit Pavers (2.5-2.7m wide, AODA & Permeable) |  | Pedestrian Walking Distances              |
|  | Natural Surface Trail (1.5-2.1m wide)         |  | Light Bollard                             |
|  | Dog Walking Trail (Screenings, 2.2-2.7m wide) |  | Crosswalk/Vehicle Conflict Area           |
|  | Concrete Route (2.1m wide, AODA)              |  | Lookout                                   |
|  | Raised Walkway (1.5-2.1m wide, AODA)          |  | Enhanced Entrance                         |
|  | Construction Access Route/Future Trail        |  | Existing Trails to be Removed             |
|  | New Fencing                                   |   |   |

## PROGRAMMING

The primary draw to this area is the access to the waterfront, and the proposed connection to the Scarborough Waterfront Project, which will connect to the current Waterfront Trail. This is the only area within the site in which cycling is permitted.

Programming for this area includes:

- Walking, jogging
- Passive recreation
- Cycling
- Sitting
- Nature enjoyment

## VEGETATION CHARACTER

This area is characterized by steep bluffs and the Lake Ontario shoreline. The vegetation is natural, and includes Environmentally Significant Areas and ELC Significant Vegetation Communities. These communities include:

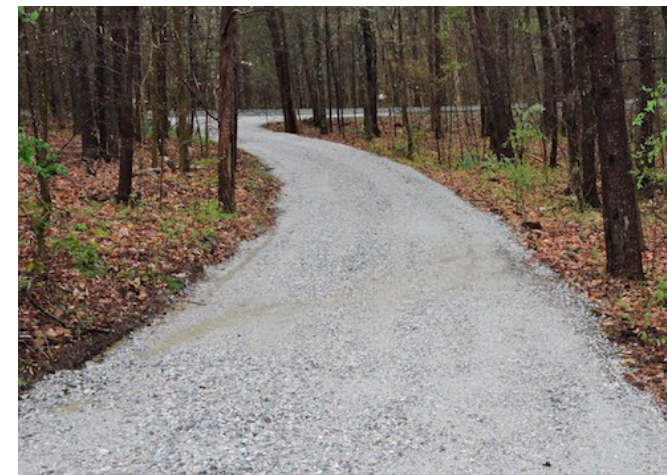
- Deciduous Treed Bluff
- Sumac-Willow-Cherry Shrub Bluff
- Mineral Open Beach

Many of these vegetation communities are located on the face and at the base of the bluffs. Any erosion mitigation activities in this area should seek to minimize negative impact on the existing vegetation.

## TRAIL MATERIALS

### *Access to Construction Access Route & Waterfront Trail*

Screenings



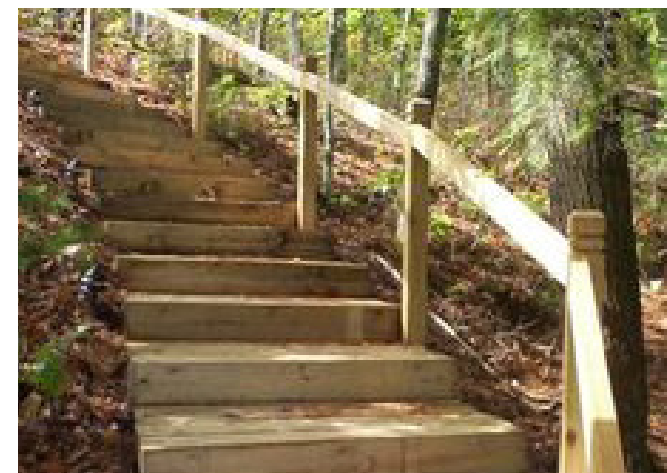
### *Construction Access Route & Waterfront Trail*

Asphalt



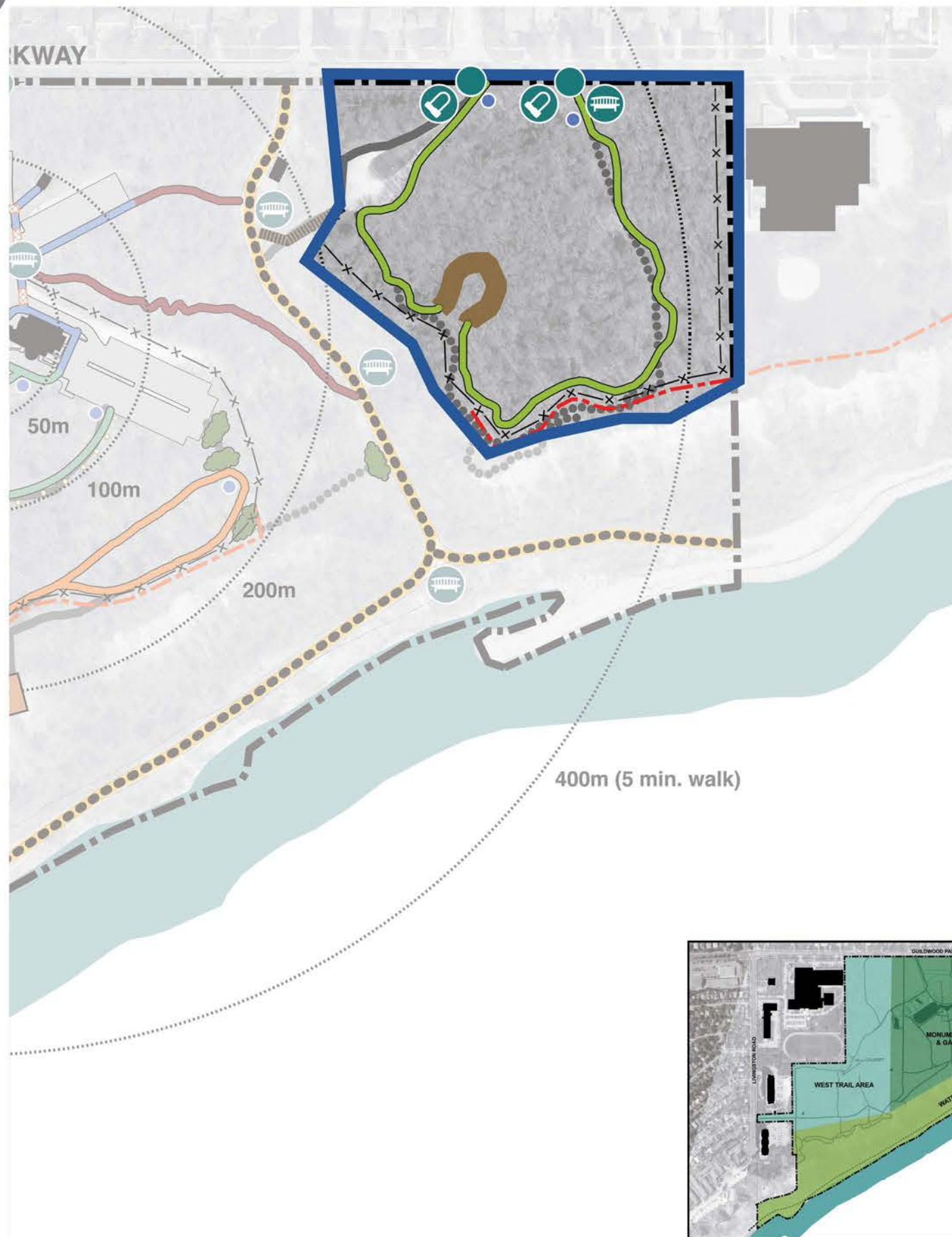
### *Access to East Parking Area*

Stairs



Stairs





# 4 East Trail Area

## PRIMARY OBJECTIVES

- Upgrade the surface treatment of existing paths such as with a raised walkway through wet areas
- Formalize and enhance entrances with seating, signage, and waste receptacles
- Eliminate access to unsafe informal paths along top of the bluffs

## PROGRAMMING

This area is separated from the majority of the site by the construction access route. The site is wooded and includes walking trails.

Programming for this area includes:

- Walking, jogging
- Passive recreation
- Sitting
- Bird watching / nature enjoyment

Cycling is not permitted in this area of the park. Users are to leave bikes at bike parking areas located at the formal entrances into the site.

## LEGEND

Site Boundary	Stairs
Assessed Stable Slope Line	Bike Parking Area
Buildings	Seating / Signage Area
Maintenance Route (AODA)	Waste Receptacle
Multi-Use Trail (~4m wide, AODA)	Hedge
Screenings Trail (2.7-3m wide, AODA)	Trail Closure (Dense Planting & Branches)
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New Fencing	

## VEGETATION CHARACTER

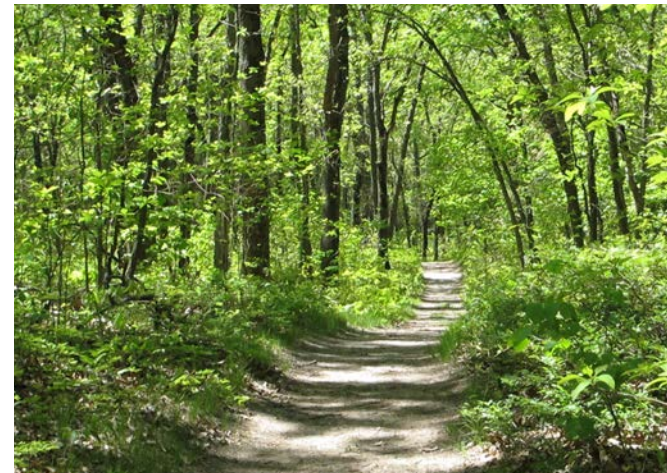
The ecosystem in this management area is set to undergo an assessment for Environmentally Significant Area (ESA) criteria and Ecological Land Classification (ELC) communities for potential inclusion in ESA protection. The results of this assessment should be considered in future trail works.

This area is dominated by ash, many of which have been inoculated against Emerald Ash Borer. Ongoing ash monitoring and management will be required to ensure safety in this portion of the site.

## TRAIL MATERIALS

### *Wooded Walk*

#### Natural Surface



### *Wooded Walk*

#### Wooden Raised Walkway



## PARK-WIDE ELEMENTS

### SIGNAGE & WAYFINDING

The park currently lacks a standardized signage and wayfinding strategy and would benefit from prioritization in the Citywide Parks and Trails Wayfinding Implementation Strategy. The Guild, as a destination park, a ravine/ESA park, a cultural destination with current Capital work being implemented there are several reasons to prioritize the Guild for the new wayfinding signage. Wayfinding signage should be provided at all entrances and at key junctions throughout the trails network. More information on the Citywide Parks and Trails Wayfinding Strategy can be found at: <https://www.toronto.ca/city-government/accountability-operations-customer-service/long-term-vision-plans-and-strategies/parks-forestry-recreation/parks-trails-wayfinding-strategy/>



City of Toronto Parks and Trails Wayfinding Strategy - Lower Don Pilot Under Accessibility



Example of signage at a primary trail entrance.



Example of signage at a primary trail entrance.

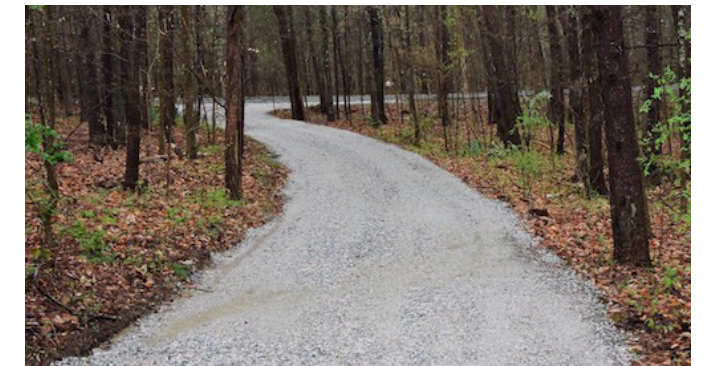
### ACCESSIBILITY

The design of trails throughout the site has a significant impact on the accessibility of site. Future trail works should be undertaken with an interest in improving accessibility and circulation throughout the entirety of the site for visitors of all abilities. AODA compliant surfaces should be employed wherever possible. Surface treatments should be selected to support walker and wheelchair use, as well as foot traffic. Thought should be given the paving colours and patterns to improve navigability for visitors with a range of sight abilities.

In areas where screenings are specified as the surface treatment these trails should be maintained to ensure a firm and stable surface appropriate for disabled access.



Example of AODA compliant unit paving.



Example of AODA compliant screenings path.



Example of AODA compliant raised walkway.

## LIGHTING

Lighting is to be provided within the Monument Walk and Gardens area, to extend the area's window of use, improve safety, and facilitate navigation during night time events.

The lighting design should be kept minimal, with low height, low light, and downward-facing fixtures encouraged. The preferred lighting method involves low level landscape light bollards along main garden pathways.

The natural areas are not to be included as part of this lighting strategy.



The preferred lighting strategy for the gardens area involves using light bollards.

## FURNISHING FAMILY

In order to provide a cohesive aesthetic, reinforce the character of the park, and provide necessary utility, a furnishing family should be identified. The furnishing family should have uniform or consistent design theme, colour, and materials. Furnishings to be provided throughout the trails network include:

- Bike racks
- Waste receptacles

In natural areas a wildlife-proof waste receptacle may be more appropriate, which may not necessarily be consistent with the furnishing family. These receptacles may be image wrapped to improve their aesthetics. Given their remote locations, these receptacles should be emptied by park staff.



Example of small waste receptacle suitable for the gardens area.



Example of an image-wrapped wildlife-proof container waste receptacle that might be at trailhead entrances



Potential bike rack in abstract leaf design.

## Park-Wide Elements

### GATEWAYS

Primary and secondary entrance points into the park should be enhanced with inviting and aesthetically interesting gateway features. These features should incorporate wayfinding and seating elements, as well as bike racks and waste receptacles. In some cases u-gates, or a similar treatment, may be incorporated to encourage cyclists to dismount and walk or park their bikes when entering the park grounds.



Trail marker from the Lower Don Trail wayfinding pilot project.



Example of a primary gateway feature.



Example of a simple u-gate entrance to a trail.

### TRAIL MAINTENANCE & MANAGEMENT

Trail maintenance for current and recommended trail works include:

- Vegetation management
- Garbage collection
- Natural surface trail mowing
- Snow and ice removal (walkways around parking lots and the north side of the banquet facility only)
- Paver replacement
- Screening and wood-chip surface top-ups
- Concrete and asphalt repair
- Removal of hazard trees in proximity to trails



Regularly top-up trails with loose surfacing materials to maintain a safe walking surfaces.



Snow and ice removal will be required for walkways around parking lots and the north side of the banquet facility only.

## LOOKOUTS

In an effort to improve access to, and safety along, the top of bluffs, it is recommended that lookouts be constructed. The lookouts can take the form of raised viewing platforms, which raise the user above vegetation obstructing views to the water, or as walk-out platforms. Walk-out platforms will require significant geological and structural analysis as part of the siting, design, and construction process. It is recommended that overland runoff be considered in the selection of materials and the design of the structure, so as to not contribute to exacerbated erosion of the bluffs.

The built cost of a lookout is heavily dependent on the design of the structure. Toronto and Region Conservation Authority reviewed options for lookouts at the Guild Park and Gardens site. Options that best balance cost and minimizing impacts (slope, visual, cultural) estimated at approximately \$800,000, and in proximity to the gardens area are most likely to meet the competing needs for the site. If a second lookout is proposed for the monument path area this could be a more signature type counter weighted structure, if a donor supported this cost. Refer to Entuitive report (<https://www.toronto.ca/wp-content/uploads/2018/03/97c7-guild-park-and-gardens-management-plan-lookout-feasibility-study.pdf>).



Example of a cantilevered walk-out lookout.



Example of a raised viewing platform.

## GATHERING AREAS

Gathering areas provide visitors spaces to pause and enjoy the scenery, engage in conversation with other guests, or even enjoy a campfire. These gathering spaces should be provided in key areas that offer a unique view or experience, such as along the shoreline. The design of these spaces should be consistent with the aesthetics of the property, but may incorporate statement elements outside of the furnishing family.

Each gathering area should include, at a minimum, seating and waste receptacles. In special situations an activity element may be included, such as a fire pit. Wayfinding or interpretive signage can also be incorporated. Toronto Region Conservation Authority and Scarborough Waterfront Project lead on shoreline amenities. Consider incorporating surplus architectural fragments acquired by Spencer Clark where appropriate.



Seating areas should take advantage of the stunning natural vistas.



Fire pits can be used as the activating element of a flexible gathering space.

