

City of Toronto – Parks, Forestry & Recreation

New Parks at 10 Ordnance Street & 801 Wellington Street West

Phase 3a: Exploring Design Options Community Advisory Committee Meeting #3 Summary

August 2023



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Overview

The third Community Advisory Committee (CAC) meeting for the 'New parks at 10 Ordinance Street and 801 Wellington Street West' project was held on Wednesday, August 2, 2023, from 6:00-8:00pm at the Fort York Visitor Centre. The purpose of the meeting was to:

- Present the draft vision and design principles for input.
- Present big moves and concept designs for input.
- Share design tools.
- Discuss and gather feedback about CAC priorities and preferences.

Project Presentation and 'What We Heard'

At the onset of the meeting, Zoie Browne, LURA Consulting, provided a land acknowledgment and reviewed the agenda. Erika Richmond, City of Toronto, re-introduced the project team and provided a brief overview of the purpose of the meeting. City Councillor Ausma Malik for Ward 10 Spadina-Fort York provided opening remarks including the importance of what we heard from CAC members and the public as well as thanking staff and consultants for their hard work. Emily Summers, LURA Consulting, shared an overview of 'what we heard' from 'Phase 2: Building a Vision' and noted that the full engagement report can be found on the project webpage. James Roche and Tanya Brown, DTAH, then presented the project design process as well as an overview of the draft vision, draft design principles, draft big moves and two concept designs which were all informed by community engagement.

The meeting agenda can be found in **Appendix A**, list of participants can be found in **Appendix B**, and the meeting presentation can be found in **Appendix C**.

Questions of Clarification

Questions of clarification asked following the presentations are summarized below:

Q: Do you have a 3D model of the concepts?

A: There is no 3D model for the preliminary design options. However, we will develop a 3D model for the preferred concept.

Q: What is the process to balance all the of elements in such a small space?

A: This is an iterative process that will be refined as the project advances, and the program elements are prioritized.

Q: How big are the parks and what could be comparable in size?

A: Wellington Park is approx. 9,600 m² and Ordnance Park is approx. 12,600m², for a combined area of 22,000m². Stanley Park North is close in scale to each park at approx. 10,190m². Park size comparisons were also provided in CAC Meeting #2 presentation.

Q: Why is there a design principle about maintenance?

A: The ability to maintain the parks is critical to the long-term success of the parks and is a determining factor in the design, including but not limited to the selection of robust materials, spatial arrangement and circulation for operations and maintenance access, etc.

Draft Vision and Principles Activity

A vision statement defines the desired future of the parks and provides direction for what they will look and feel. Design principles are a set of recommendations to guide the project and design process. CAC members were asked to share their feedback on the draft vision statement and design principles through an online interactive tool called Mentimeter. Details about the draft vision and design principles can be found in the meeting presentation in **Appendix C**.

The feedback we gathered will be used to refine the draft vision statement and design principles for the project. The feedback we received during the activity is outlined below.

Draft Vision Statement

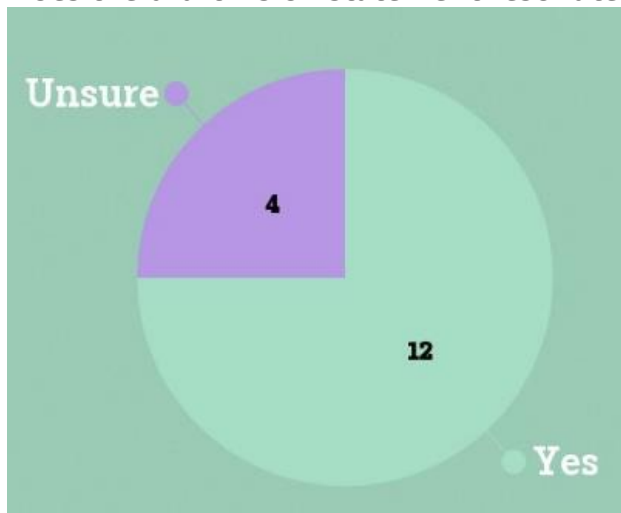
The project team presented the following draft vision statement:

"The new parks at 10 Ordnance Street and 801 Wellington Street West will be a distinct set of open spaces that will provide balance between green, restful spaces and a dynamic, playful public realm.

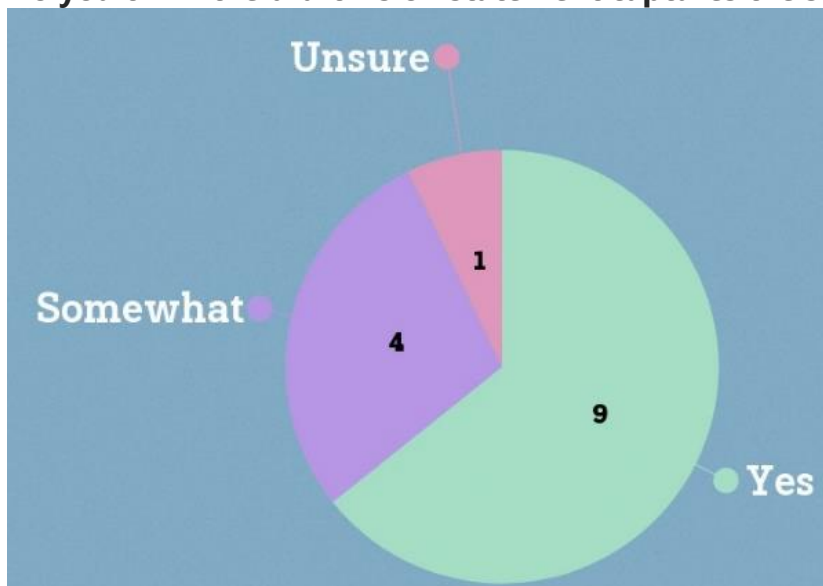
Ordnance Park extends prominently over the rail corridor, providing a rare urban oasis with spectacular views of the City skyline, while Wellington park touches down into City's urban fabric, weaving itself into the community and broader open space network.

Although distinct, these parks will be linked through continuity of materials, planting, and design narrative and will reflect the community participation and collaboration process."

Does the draft vision statement resonate with you?



Do you think the draft vision statement captures the sentiment of the community?



What changes to the draft vision statement should be considered?

No changes

- I think the draft vision compiled all the ideas well. We discussed a lot of ideas in the previous session, and it is presented well.
- I think the vision is good, but it will be the actual design that may not implement the vision as there are so many points and we have not seen enough space to it.
- As a statement you have reflected input, but the size of space needs to be acknowledged.
- None.

Simplify

- Simple, brief, concise.
- A short and simple vision would be nice.
- Too many elements, need to be simplified.
- It would be good to distill it down to a few keywords and perhaps a statement that is briefer.
- More concise. In braille.
- Summarize 2-4 highlights.
- More cohesive.
- Agree shortening the statement may make it easier for general community to digest.

Visuals

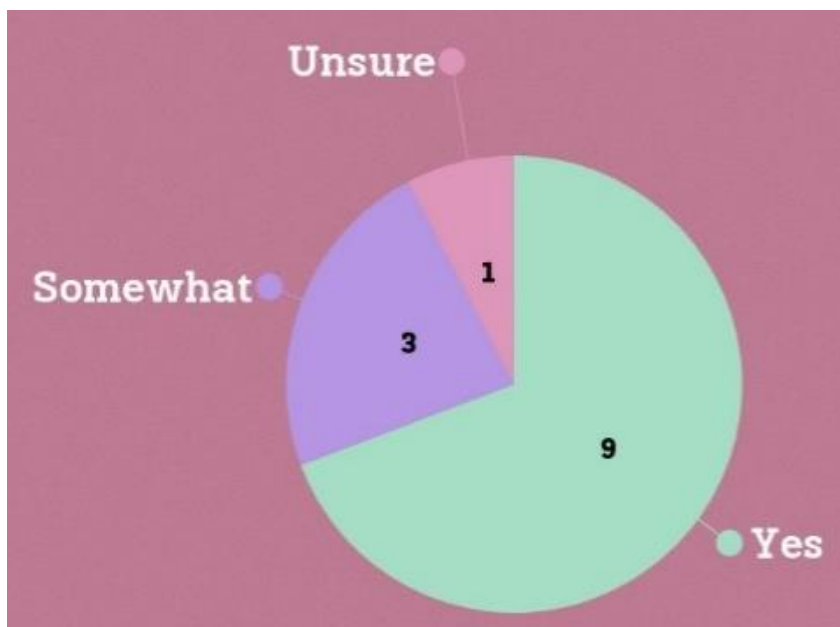
- Visual.
- Add pics.
- Diagram.

Other

- It is a relatively small space. Don't over crowd.
- Prioritize the top choices.

Design Principles

Do the draft design principles resonate with you?



What changes to the draft design principles should be considered?

None

- The 12 principles overall captured the general sentiment of the community well.

Simplify

- Collapse 12 principles into max 5 – prioritize 😊.
- Some of these may need more prioritizing because the space is very small for so much vision.

Connectivity

- Not sure about connectivity.
- Not sure I agree with connectivity principle. Others resonate with feedback.

Other

- Triage principles based on community feedback.
- If it's listed in priority, it'd be nice to see maintenance higher up.
- Consider phasing over time and programming/plantings during the seasons.
- Outline environmental considerations that are being considered i.e. materials. Consideration re night sky lighting and noise.

Draft Concept Designs and Big Moves Activity

CAC members spent the remainder of the meeting sharing input on the two draft design concepts, Concept 1: Flow and Concept 2: Reveal. Details about the concepts can be found in the meeting presentation in **Appendix C**.

CAC members discussed the design elements and big moves. The project team aided discussions with prompt questions and by documenting feedback on sticky notes and chart paper. For each concept design, the project team asked CAC members:

- What do you find exciting about this concept?
- What could be changed?
- Is anything missing?
- What do you see as most important big moves for this concept?

A summary of discussions is provided below, organized by concept.

Concept 1: Flow

Exciting

- Different speeds and movements.

- Want people to discover their own private space within the park.
- Invite natural exploration of space through design.
- Physical buffer and separation of primary circulation paths.
 - Bike paths are important, especially for kids, and it's a priority to minimize friction of cycling paths with other park users.
 - Pavers to slow down cyclists are good.
- Texture
 - Understory planting, shrubs, grasses providing seasonal colour and texture
- Tree rows as spatial identification.
- Both spaces to be as green and natural as possible.
 - Prioritize green over pathways and connections.
- Slicing the berm/opening area behind the berm for safety consideration and to allow more space to be used. Step seating in Ordnance.
- Some noted swings are unique and add identity to the park while one member felt swings are too industrial.
- Proposed playground location.
 - Innovative play.
- Pollinators.

Changes to Consider/Missing Elements

- Understand where people are currently walking and formalize those paths to ensure the green space stays protected.
- Drainage and erosion issues.
- Overdesigning the park at Ordnance.
 - Too many elements.
- Streamline design elements and ensure more flexible design.
- Too many pathways and too much concrete.
 - Balance of green and concrete. Not enough nature.
 - Pathways reduce existing play space.
 - Space is too small for multiple pathways.
- Formalizing existing pathways to protect the grass.
 - Pavement markings at paths.
 - Path around perimeter.
 - Two east/west paths may not be necessary.
 - Lower path next to 2 Tecumseth may not be necessary.
- Trees blocking condo views.
- Existing habitats.
- Not enough shade.

- Playground location potential conflicts with space where dogs play and pathways.
- Water feature.
- Farmers market in Wellington.
- Impacts of future developments.

Concept 2: Reveal

Exciting

- Relaxed design for Ordnance and allows Wellington to be more active.
 - Little pocket in Ordnance that is secluded and quiet.
- Green spaces (pollinators and more trees).
 - Naturalized with more trees.
 - Increasing diversity of trees (coniferous trees, supporting habitat, planting a variety of tree species).
 - Trees blocking rail corridor while enhancing city skyline views.
- Opening access and views into the space behind the berm in Wellington
 - Support for activating this space to increase safety and make use of the limited park space available.
- Swings feature.
- Seating on berms in Ordnance.
- Pathways and topography.
 - The jog in the path at Ordnance could slow cyclists at Wellington.
- Kids play area.
 - Support for kids play in Wellington, in more active area and connected to Stanley Park.

Changes to Consider

- Maximizing space in both parks.
 - Focus on a park for locals and not a destination.
 - Don't divide east Ordnance.
 - Less open lawn in Ordnance. Concerns for dog gatherings (off leashes, poop, and noise) due to high volume of dogs in the area.
- Review the number of paths and paving in both parks.
 - Too many pathways in Ordnance. Avoid midpoint pathways.
 - Ensure accessibility while minimizing pavement.
- Consider preserving some quiet spaces in Wellington.
 - One member suggested the space behind the berm in Wellington should be kept as a quiet, unprogrammed space.
- Limit concrete in Wellington, especially in the plaza.

- Plaza might be too big.
- Play is important to add but adult fitness is not a priority as there are a lot of gyms in nearby condominiums.
- Some suggested play in Ordance is more inclusive while others suggested there should be no play in Ordance.
 - Some supported activating the Wellington corner while others raised concerns that the west side of the park is too muddy and too hidden.
 - Suggest keeping playground away from main paths and away from streets.
- More original and 'wow' factors with the city views/skyline.
 - Consider the use of swings by groups.
 - Concern that people don't sit with strangers on swings.
 - Concern about popularity of swings creating long lines to form for uses.
- Widen Privately Owned Public Spaces (POPs) pathways into the park.
 - Enable cyclists to enter at Ordance south, instead of through POPs.
- BikeShare location could be moved.
- Water feature (custom fountain feature).
- Area for food trucks.

Big Moves (Priority Actions)

For both parks, CAC members felt the following big moves were most important:

- Trees and meadows (tree planting, curated pollinators).
- Look out (views).
- Play and fitness.
- Swings and alternative seating.
- Unique topography.
- Cluster seating, wood seating and moveable furniture (such as communal picnic benches).
- Drinking fountains.
- Signage.
- Habitat structures.
- Feature lighting.

For Ordance specifically, CAC members felt the following big moves were most important:

- Interpretive design elements.

For Wellington specifically, CAC members felt the following big moves were most important:

- Dog friendly spaces.
- Public amenities.

Next Steps

Upon conclusion of the meeting, Zoie Browne, LURA Consulting, thanked all members for their insight and thoughtful input. It was noted that CAC members are welcome to submit additional feedback until Friday, August 18th via email to esummers@lura.ca.

The next CAC meeting will be held on **October 17th, 2023**.

Appendix A – Agenda

New Parks at 10 Ordnance Street and 801 Wellington Street West Community Advisory Committee Meeting #3

Agenda

Date: August 2, 2023

Time: 6:00pm-8:00pm

Location: Fort York Visitor Centre

Time	Agenda Item
6:00pm	<ul style="list-style-type: none"> • Welcome • Land Acknowledgement • Agenda Overview • Erika Richmond, City of Toronto Remarks • City Councillor Ausma Malik (Ward 10) Remarks
6:10pm	<ul style="list-style-type: none"> • 'What We Heard' Overview • Draft Vision and Principles Presentation and Discussion
6:30pm	<ul style="list-style-type: none"> • Big Moves and Concept Designs Presentation
6:50pm	<ul style="list-style-type: none"> • Big Moves and Concept Designs Activity
7:45pm	<ul style="list-style-type: none"> • Wrap Up Conversation
8:00pm	<ul style="list-style-type: none"> • Adjourn

Appendix B – Attendance

Individual members: 12/16 present

Organizational Members: 4/8 present

- South Stanley Dog Owner's Group
- Garrison Point Condominium Board (30, 50 Ordnance)
- Fort York Neighbourhood
- Garrison Flats Community Garden

Project Team:

- Erika Richmond, Project Officer, Parks, Forestry & Recreation Division
- Daniel Fusca, Manager of Public Consultation, Parks, Forestry & Recreation Division
- James Roche – Partner, Design Lead, DTAH
- Tanya Brown – Project Manager, Landscape Architect, DTAH
- Elnaz Sanati – Associate, Landscape Architect DTAH
- Andrew Liang – Landscape Designer, DTAH
- Zoie Browne – Engagement Lead and Facilitator, LURA Consulting
- Emily Summers – Community Engagement Specialist, LURA Consulting

Appendix C – Presentation