



# Bend in the Bow

**Phase 1**  
Stakeholder  
Workshop #5

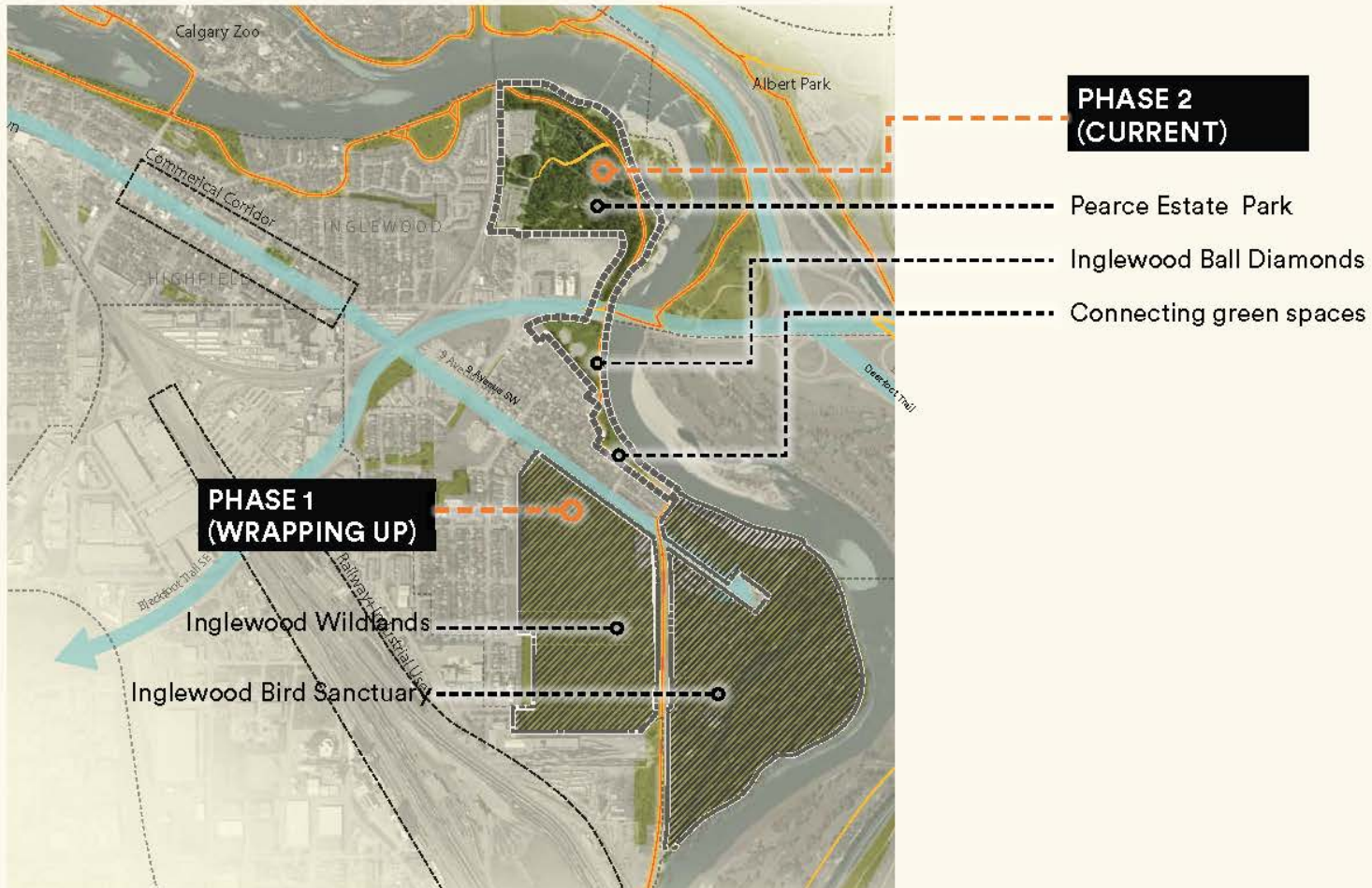


# Bend in the Bow

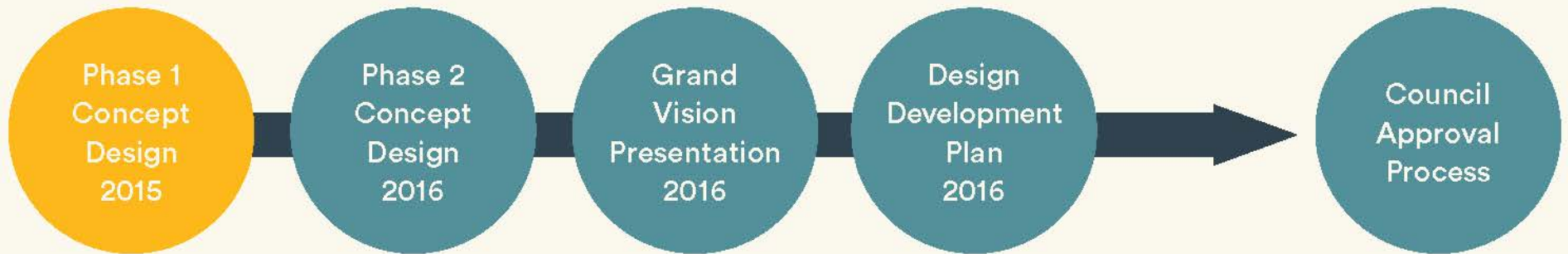
## Agenda

- INTRODUCTION
- ENGAGEMENT RECAP / WHAT WE'VE DONE
- NEXT STEPS

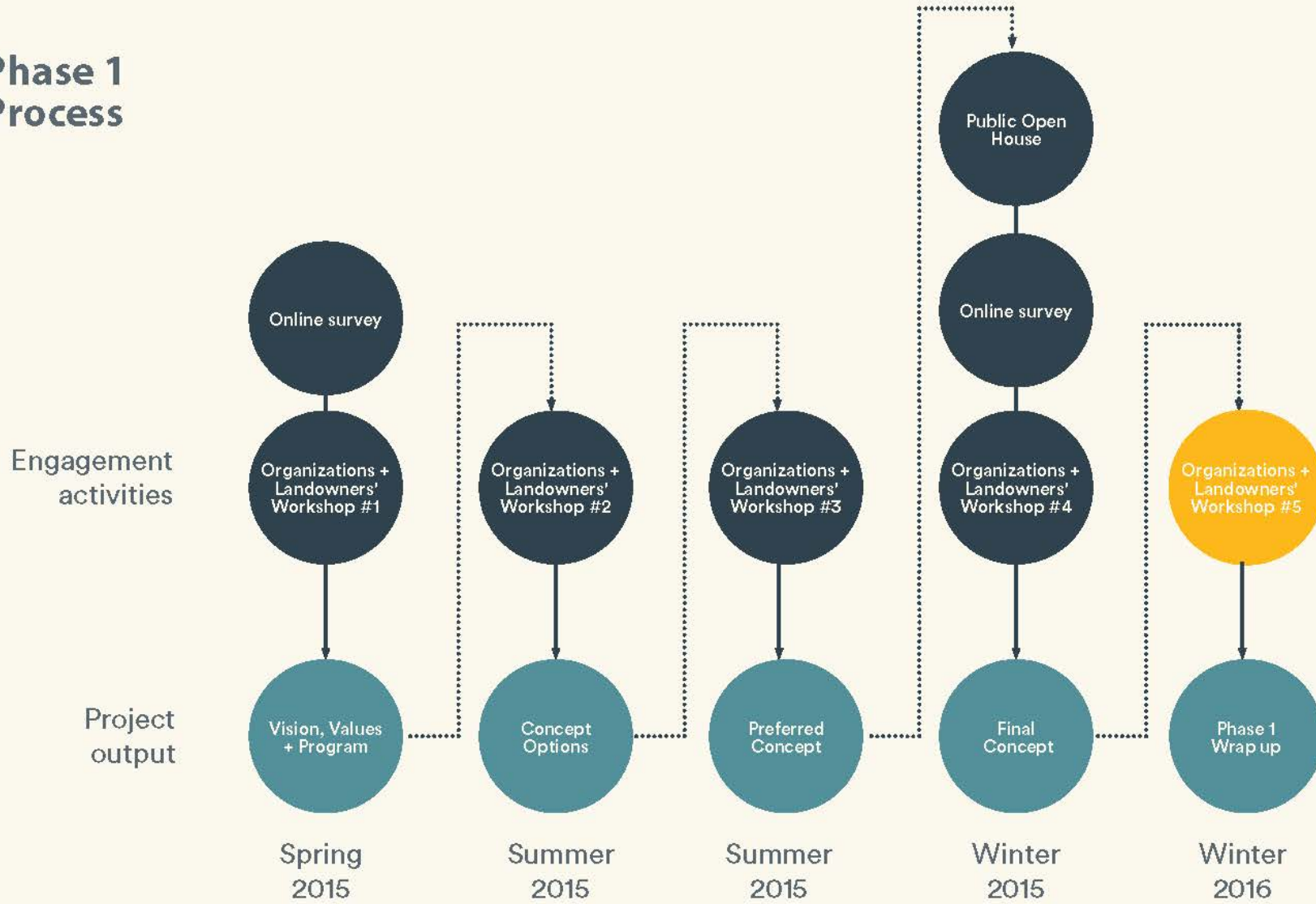
# Introduction



## Design Development Plan (DDP) Process



# Phase 1 Process





# Bend in the Bow

Engagement  
Recap



## Workshop #2

### VISION + VALUES

#### What we asked:

- Comment on Themes and Value Statements
- Have we missed anything?

#### What we heard

##### Conservation:

- protect natural environment, balance human activity and habitat preservation

##### Use + Program

- enhance heritage and culture, active amenities in Phase 2, multi-season programming

##### Access + Connectivity

- better signage, enhance connections, access options for variety of users

##### Maintenance + Safety:

- include in park design, keep people on trails

#### What We Did

- Incorporated natural, cultural and educational elements
- Optimized trails away from critical habitat and nesting areas;
- Routed trails to key educational, natural and cultural points of interest;
- Focused on connectivity from different areas outside the park;



# Workshop #2

## PROGRAMMING

	Programming Types		
	Supported	Unsupported	Non-Consensus
Artifact-Based Exploration	•		
Citizen Science	•		
Digital Experience	•		
Drop-in Activities	•		
Events + Festivals	•		
Friend + Volunteer Groups	•		
Guided Tours	•		
Heritage Programs	•		
Inquiry-Based Exploration			•
Leisure Activities	•		
Live Performance			•
Night Time Activities			•
Research + Experimentation	•		
Self-Guided Tours	•		
Special Occasions	•		
Temporary Exhibitions	•		
Wildlife Cameras			•
Wildlife Demonstrations		•	
Winter Attractions + Programs	•		

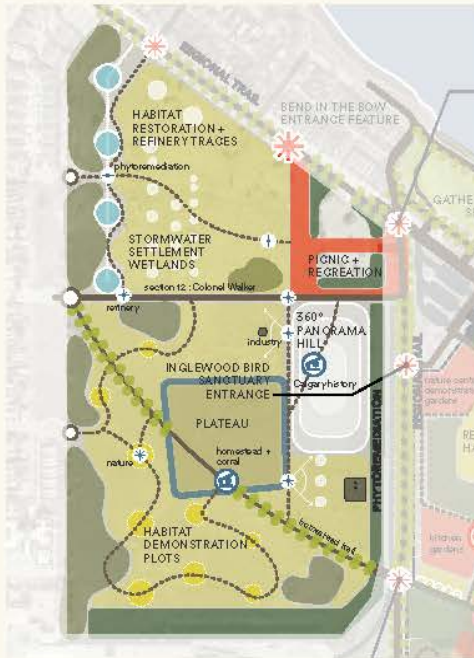
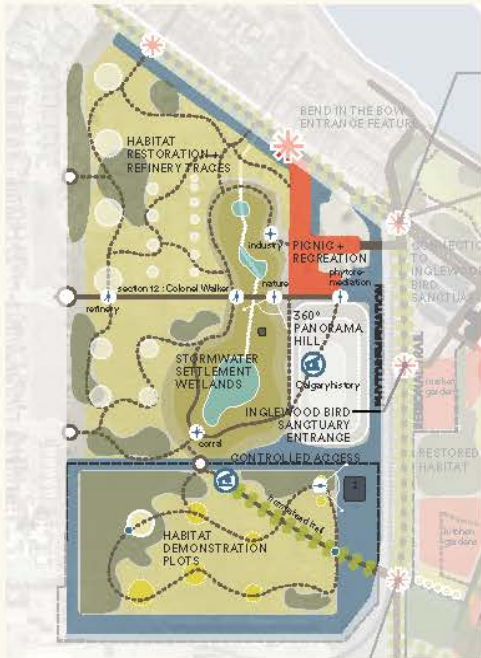
Programming

Wayfinding  
Facilities

Augmented Reality	•
Environmental Graphics	•
Gateway Entrances	•
Hands-On Interactives	•
Viewfinders	•
Bird Hides	•
Children's Facilities	•
Observation Platforms + Towers	•
Outdoor Classrooms	•
Rest Nodes	•
Trails & Customized Visits	•
Wetlands + Wildlands	•
Bio-Remediated Parks	•



# Wildlands - what we've heard



Concept Option 1

Concept Option 2

Revised Design

Final Design

- Work with ongoing phytoremediation efforts
- historical tank traces are acceptable
- enhance restoration efforts undertaken by Wildlands Society
- active stormwater treatment / ponds not desirable / feasible
- restoring constructed wetland would be difficult

- Support for providing habitat + program enhancements
- Support for telling story of reclamation
- Support for tank traces
- Mixed support for allowing constructed wetland to undergo natural succession
- Some preferred existing "informal" trail network,
- Some requested fewer trails

# Wildlands - proposed vs. existing



- Wetlands**
- Temporary Freshwater Marsh
  - Seasonal Freshwater Marsh
  - Semi-Permanent Freshwater Marsh
  - Shallow Open Water
  - Constructed Wetland
- Terrestrial**
- Mixed Tree/Shrub
  - Balsam Poplar/Dogwood
  - Water Birch Shrubland
  - Willow/Smooth Brome
  - Silverberry Shrubland
  - Non-Native Grasses
  - Seeded Native Grasses
  - Early Seral Vegetation
  - Gravel Bar
  - ▨ Disturbed
- ★ Rare Plant Location - Canada Waterweed
  - Vegetation Survey Point

# Wildlands - final concept



W1 Wildlands parking area



W2 Wildlife hide



W3 Transformer station



W4 Wetland to woodland



W5 Phytoremediation on display



W6 Separator trench



W7 Enhanced wildlife habitat



W8 Refinery tank traces



W9 Grand Trunk railway line (New Here)

## Elements Removed:

- Trails better aligned with existing
- Community connections have been reconfigured

# North Bank - what we've heard



Concept Option 1



Concept Option 2



Revised Design




















Final Design

- Coordinate with riparian restoration underway
- Investigate integration of gravel bar
- Maintain 30m buffer from bank swallows
- Natural play area is acceptable
- Create formal trails to minimize braiding

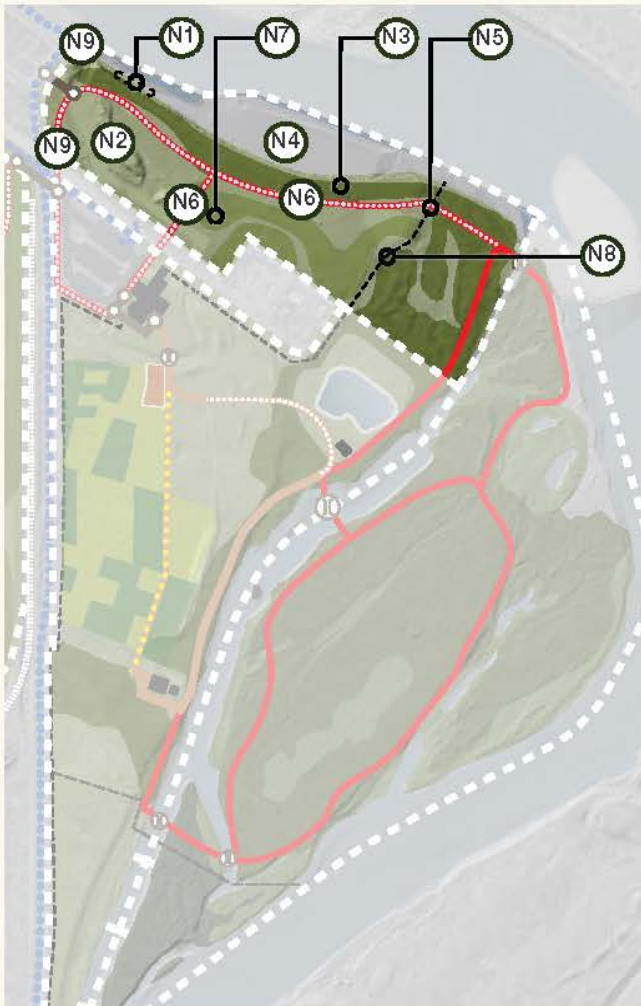
- Support for telling the story of flooding + the river
- Play area received mixed support
- First Nations encampment site could be problematic from a conservation point of view

# North Bank - proposed vs. existing



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# North Bank - final concept



**N1** Bank Swallow Colony



**N2** Native Meadow Restoration



**N3** IBS Restoration Project



**N4** Gravel Bar Access



**N5** IBS Entrance Gate (New)



**N6** Formalized Pathways (Revised)



**N7** Air Quality Monitoring Station



**N8** IBS Fence (New)



**N9** IBS Gateway

### Elements Removed:

- Natural Play Area
- First Nations Encampment Excavation Site
- Extent of new trails has been reduced



# The Island - what we've heard



## Concept Option 1

- Minimize trails in the core of the riparian forest
- Explore lagoon fish habitat improvements, so long as impacts to birds are minimized
- Covered shelter is acceptable
- Keep bird banding area restricted

## Concept Option 1

## Revised Design






- Support for telling the story of flooding + the river
- Spur trails not supported
- Wildlife blinds locations could be improved
- History of conservation efforts supported
- Maintain restricted access to bird banding area

## Final Design

# The Island - proposed vs. existing



## Wetlands

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-  Seasonal Freshwater Marsh
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-  Constructed Wetland

## Terrestrial

-  Mixed Tree/Shrub
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# The Island - final concept



S1 Lagoon inlet (New)



S2 Wildlife hide



S3 Goose islands



S4 Bridge viewing scope



S5 Riparian Forest



S6 Fish hatchery history



S7 Bird banding area (No public access)



S8 Fish passable weirs (No public access)



S9 Riparian Restoration (New)

## Elements Removed:

- Osprey Nesting Towers
- New bridge
- No spur trails

# Walker Homestead - what we've heard



**Concept Option 1**

- Maintain federal status of bird sanctuary
- Sensitively incorporate cultural + heritage components
- Evaluate the feasibility of stormwater wetland
- Incorporate history of Chinese market gardens

**Concept Option 1**


















**Revised Design**

- Walker + sawmill history were supported
- History of conservation efforts supported
- Agricultural traces / habitat enhancement supported (if done properly)
- Additional trails mixed support
- Market garden mixed support
- Picnic area mixed support

**Final Design**

# Walker Homestead - proposed vs existing



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# Walker Homestead - existing conditions



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# Walker Homestead - final concept



P1 Demonstration market garden



P2 Sawmill covered structure



P3 Stormwater pond (Revised)



P4 Formal pathway



P5 Native market garden traces



P6 Walker House + grounds



P7 Conservation lookout



P8 Bird banding area

P9 Reclaimed monitoring access (New)

## Elements Removed:

- Native Meadow Walk
- Outdoor Classroom
- Existing trail to lagoon removed
- Extent of new trails has been reduced



# Bend in the Bow

Wrap Up +  
Next Steps