

# PHASE 1 MASTER PLAN



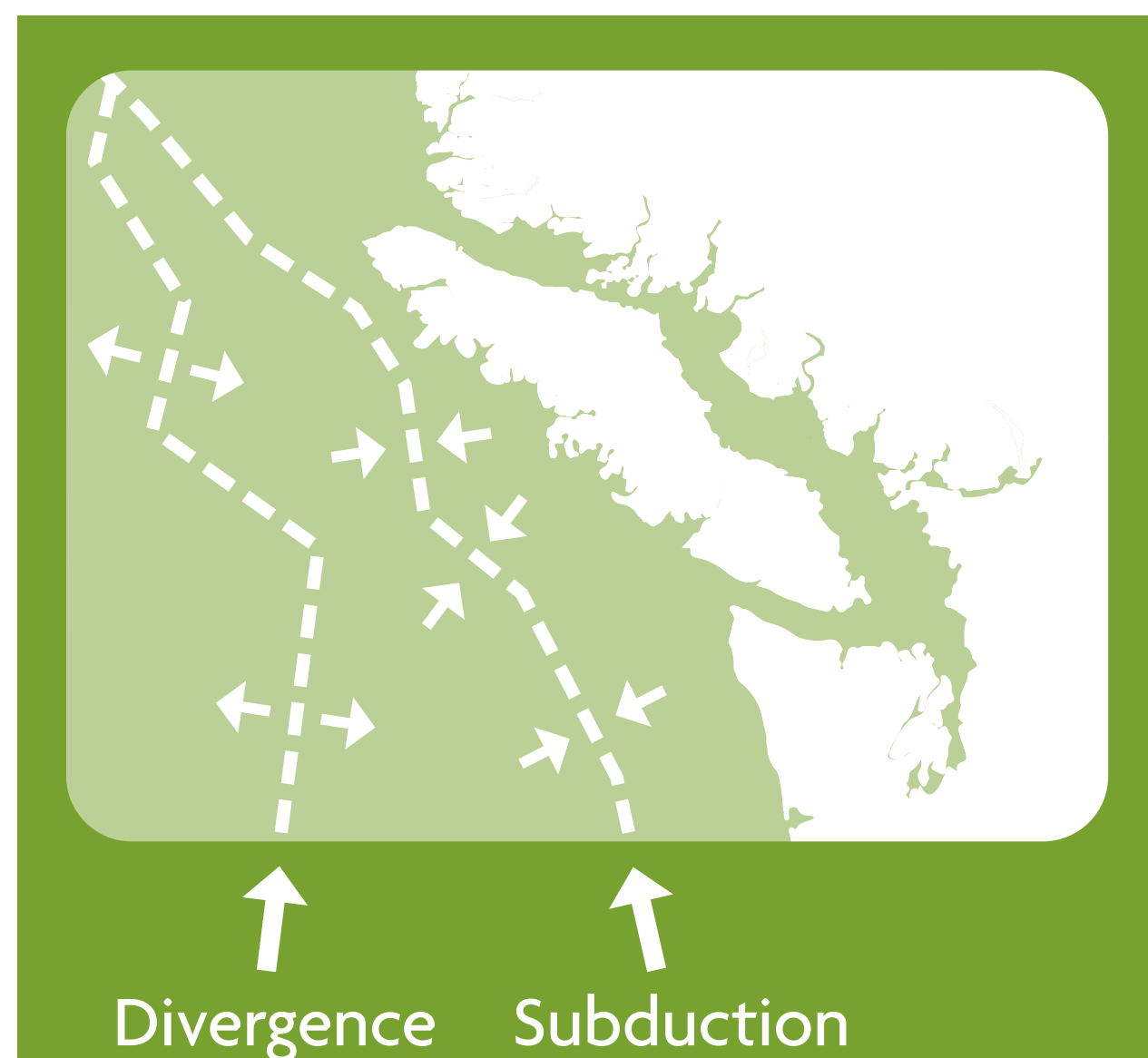
## INTRODUCTION

This board displays the proposed plan for Phase One of the Meadow Park RePlay Masterplan. As part of Phase One, there are three proposed upgrades;

- Upgrading and expanding the existing splash park.
- Enhancing the playground to include 0-5 and 5-12+ play areas.
- Modifying the baseball Diamonds.

Both baseball diamonds are being modified to accommodate multiple park users while still catering to their current user, baseball players. We are proposing to remove the fence on the western diamond to create an integrated open lawn space within the park. The eastern diamond will be fully enclosed to function as an officially designated Dog Off Leash Area. Both diamonds will still be used for baseball.

The theme of the playground and splash park is inspired by the geological movements that have shaped the Pacific Northwest region. In the Pacific Northwest, there are three major tectonic plates: the Pacific Plate, the Juan de Fuca Plate, and the North American Plate, the latter being where Whistler is situated. Our concept draws inspiration from the interactions between the diverging Pacific Plate and Juan de Fuca Plate, as well as the subduction of the Juan de Fuca Plate beneath the North American Plate.









# SPRAY PARK



This panel offers a comprehensive overview of the proposed spray park, showcasing its features and the range of activities that visitors can partake in.

The new splash park features aim to diversify the play opportunities while also being more water-conservative than the current setup. The splash park's theme revolves around divergent tectonic plate movement, which is brought to life through the central water channel. This channel directs water from the main splash pad area to the Sand and Water Play Area. The water will finally flow through the bioswale to be naturally filtered and infiltrated into River of Golden Dreams.

Proposed Spray Park features include:

- 1 Bucket Dump 
- 2 Water Slide
- 3 Water Channel 
- 4 Water Sprays 
- 5 Sand and Water Play 
- 6 Bioswale



Plan of Proposed Splash Park



1 Bucket Dump



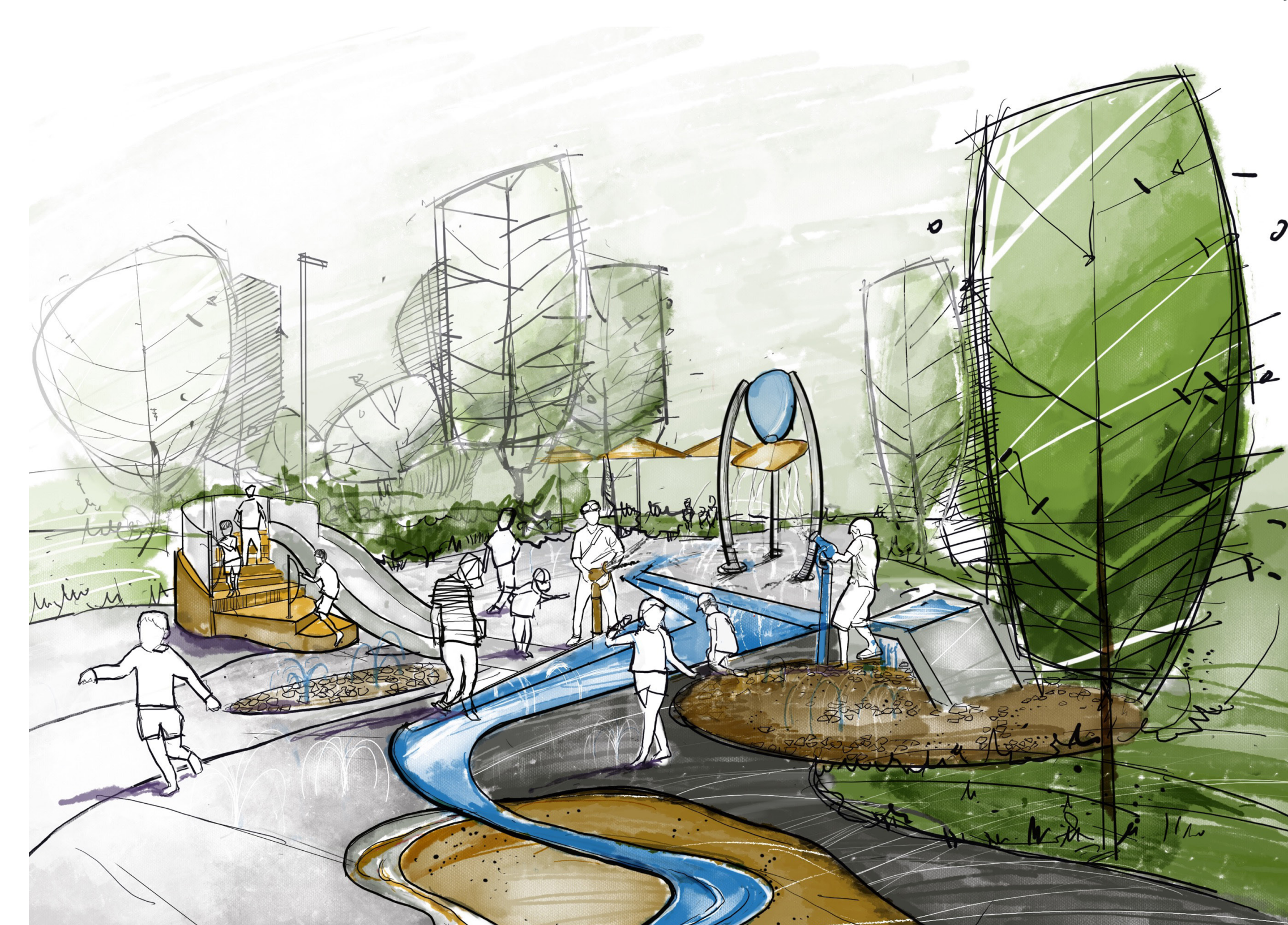
2 Waterslide



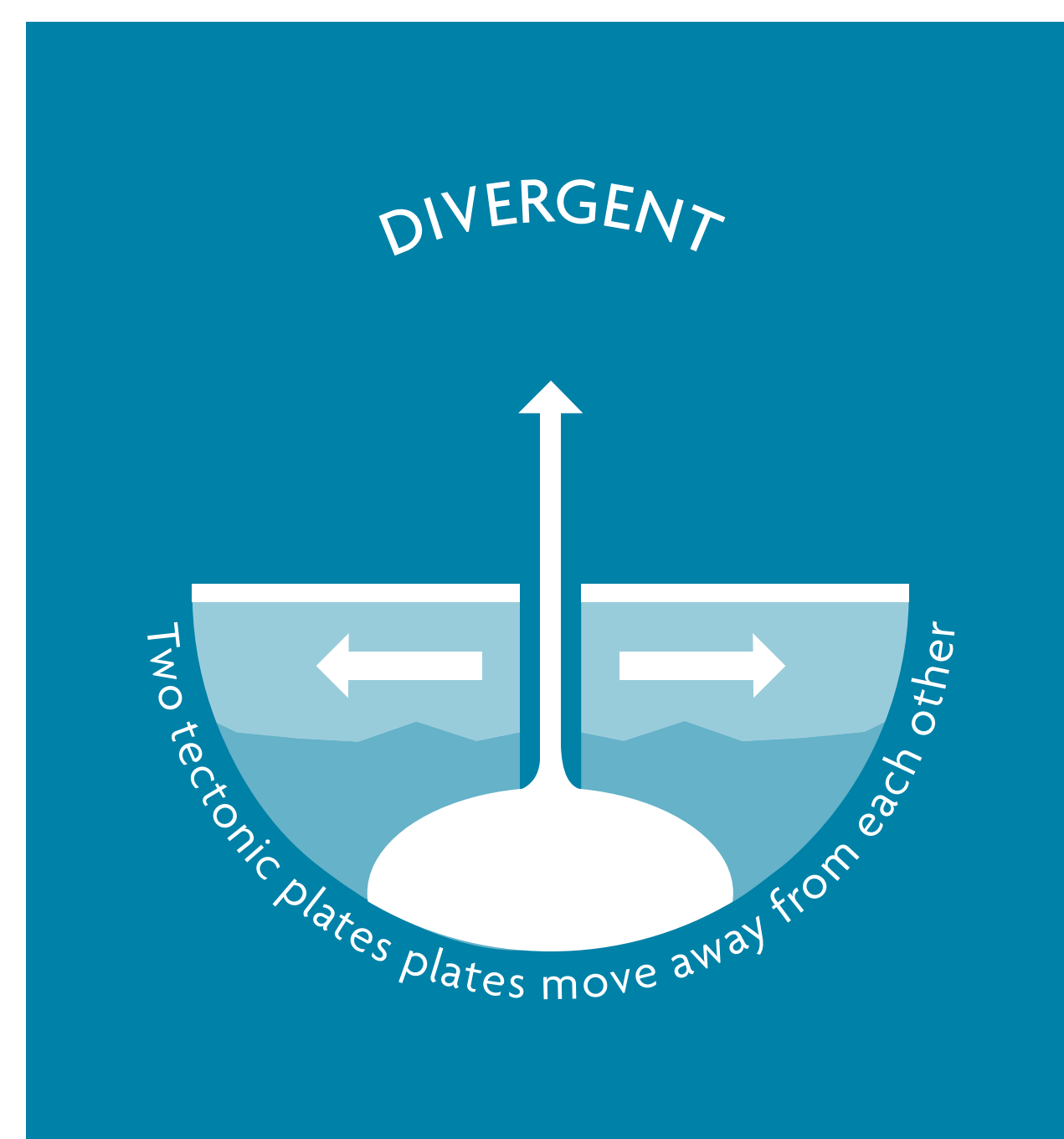
4 Boulder Rock Bubblers



5 Channelized Water and Sand Play



Perspective Looking North at the Spray Park









# PLAYGROUND



This panel offers a comprehensive view of the proposed playground, showcasing its various features and the wide range of activities that visitors can enjoy. The park is designed to include a variety of play features, which are prominently displayed throughout the panel.

From undulating tectonic themed terrain, climbing structures and slides to swings and interactive play areas, the playground offers a fun and engaging experience for visitors of all ages.

Proposed Playground features include:

- 1** 0-5 Area
  - A** 8' Single Bay Tot Swing 
  - B** Hill Slide
  - C** Low Balance Beams
- 2** Ages 5-12+ Area
  - D** Feature Play Structure 
  - E** 10' Double Bay Swing 
  - F** Trampoline 



Plan of Proposed Playground



Feature Play Structures



Swing Sets



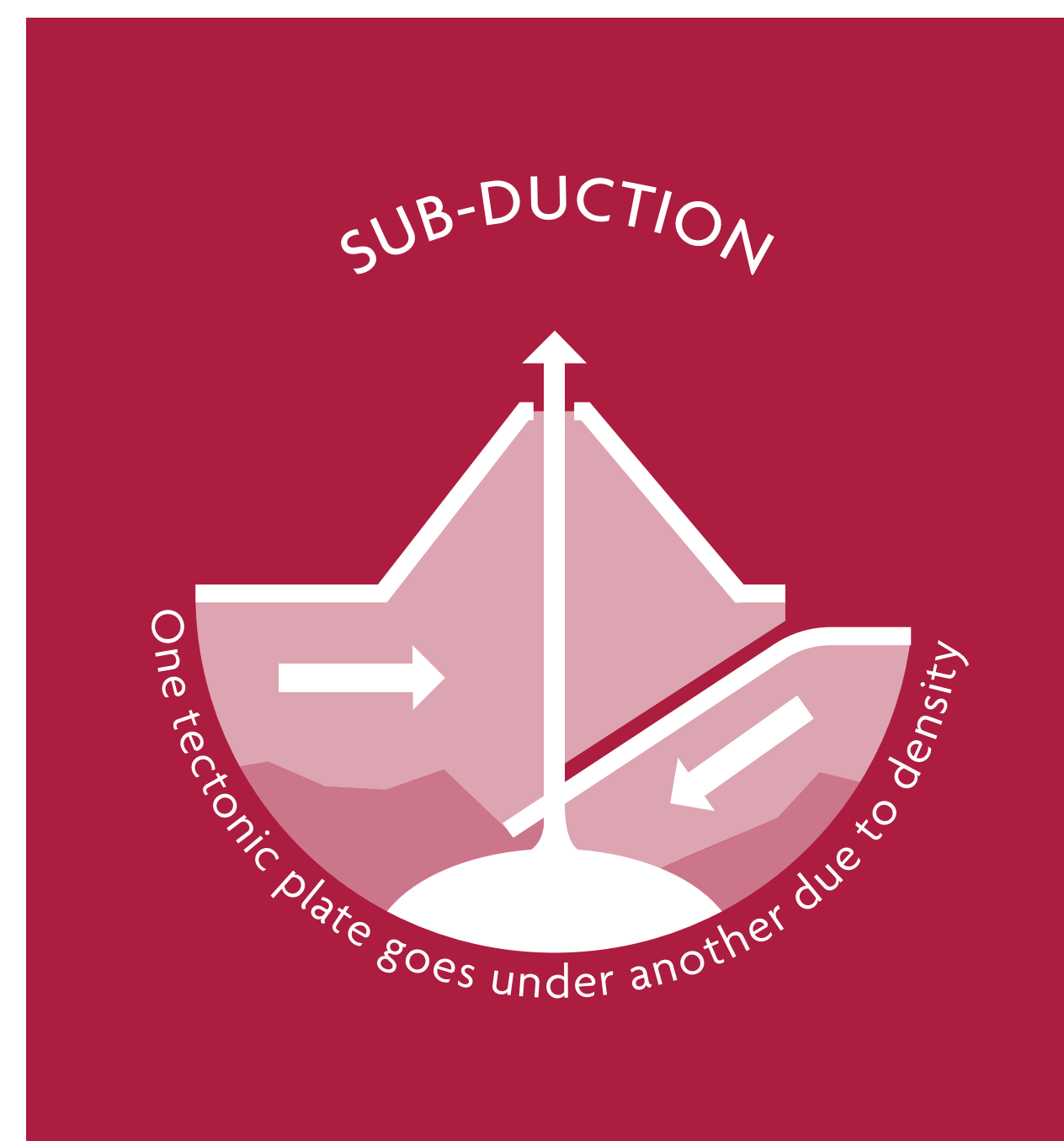
Hill Slide



Undulating Terrain



Perspective Looking at the 5-12 play Area





# DRAFT MASTER PLAN



## INTRODUCTION

This panel provides a detailed view of the draft master plan for Meadow Park, highlighting its features and the various activities that visitors can enjoy.

### Next Steps After Phase 1:

- Trial Relocation of baseball diamonds.
- Complete the Parks Strategy (Future Public Engagement opportunity).
- Advance Smart Tourism Initiative.
- Revisit Master Plan elements when it is a priority and funding is available.

### Additional Upgrades Include

- 1 Looping Path Network
- 2 Large Central Lawn with Picnic Shelter
- 3 Adult Fitness Area
- 4 Teen Activity Zone
- 5 Fenced Dog Off Leash Area
- 6 Fenced Dog Area
- 7 Enhanced Environmental Planting
- 8 Enhanced Waterfront Gathering Space
- 9 Valley Trail Shifted North to reduce flooding

