

Analysis – Daintry Crescent Park

The parcel has an open character with a buffer of mature trees along the railway (southern) face. Considering accessibility in the park's current state, it is undeveloped and inaccessible.

The parks system provides a wide range of gathering, recreation, education, and cultural experiences for the community. The parks system is also a defining feature of Cobourg, enhancing the character of the town while developing sites in a context-sensitive manner. Connectivity is key as a key physical organizing element of the town. Linkages through parks creates a unified system of public destinations and active transportation. Consistent signage and wayfinding enhance awareness and improves user circulation. By developing the parks system to provide a wide range of gathering, recreation, education, and cultural experiences, the Town improves the multi-functional use of parks. Ensuring that parks support the highest use, promote year-round activity, support natural heritage is key. By ensuring all residents and park users have complete access, the town makes the parks system is available and inclusive to all people regardless of age, income level, ethnicity, or physical/mental/sensory ability.

Considering the size, location, and character of Daintry Park, the parcel fits best into the "Leisure Park" type from the Parks Master Plan. Leisure parks typically include a mix of open and treed areas, passive recreation, play areas, pathways, and spaces for small gatherings. They typically are at least 3 acres in size, and serve an area 400 metres walking distance from the park.

Considering the site and park classification, the following design elements would be suitable for park development at Daintry Crescent to meet the goals of the Parks Master Plan and the needs of the neighbourhood:

- Pathway
- Play Area
- Seating Area
- Shelter

Considering the size, shape, and grading of the site the following detailed design elements would be suitable for Daintry Crescent Park, with accessibility considered through out:

- Standard park sign, including emergency addressing
- # of trees, informally arranged with a variety of sizes, individuals, and groups
- # Benches including accessible concrete pads
- 3m multi-use path (~440 meters with constraint: no tie-ins to existing sidewalk, only curb cuts)
- No additional parking will be required
- Active and passive recreation examples, final plan developed with neighbourhood input



Figure 2: Prototypical Leisure Park Design Elements, from the Cobourg Parks Master Plan