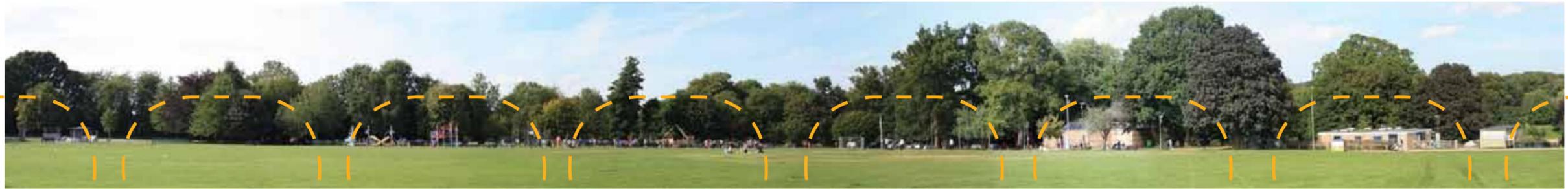


A sustainable future for Mote Park

Spatial Framework: FINAL DRAFT

18 December 2015



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Executive Summary

Allen Scott Ltd, in association with MMA Ltd were commissioned to prepare this report for Maidstone Borough Council (Commercial and Economic Development) in September and October 2015.

Document Format

This Spatial Framework report comprises of the following and should be read in conjunction with the technical drawings and reports that accompany this report:

- An executive summary outlining the nature of the project, the key issues, including the planning and building control applications, a summary of the surveys and technical work undertaken and the consultation process;
- A brief photographic overview of specific locations within Mote Park;
- Functional briefs for the main components of the proposals, including technical and spatial requirement for typical Adventure Zone equipment, capacity and size requirements for a new cafe and toilet block, and any car parking requirements and considerations;
- Scenarios for the location, siting and arrangement of these main components;
- A preferred spatial arrangement, explaining the rationale around this choice and illustrations of what this might look like if implemented; and
- Information on the benefits of implementing this option and any further considerations that will need to be worked through at the next stage of the project.

Appendices

A range of specialist and technical studies have been undertaken and inform the background to the Spatial Framework.

Council's 10 year Vision for Mote Park

Council's (draft) vision for the future of Mote Park is:

To continue to improve the quality and range of services for visitors to and users of Mote Park, whilst protecting, conserving and enhancing the natural and historic parkland environment.

We will encourage the use of Mote Park by everyone, with particular focus on improving their health and well being.

We will manage the park efficiently and effectively with a view to making the park as financially sustainable as possible in the long term.

We will work with the Mote Park Fellowship and other community and volunteer groups to improve the quality of the park, by providing meaningful opportunities to improve their environment and develop themselves.

Project Vision

The vision for this project is to:

Provide a comprehensive framework for the sustainable future of Mote Park focussing on the preferred location for commercial activities within the park.

*This should consider appropriate opportunities for pay-to-leisure facilities, whilst respecting the Heritage and Ecology of Mote Park and the needs and aspirations of current and future stakeholders.**

*Information taken from a report that was brought to Cabinet by the Head of Commercial and Economic Development on 11 February 2015.

Mote Park

Mote Park is a Grade II Registered Park and Garden owned by Maidstone Borough Council and situated approximately 1km to the south-east of the Maidstone Town Centre.

The municipal park covers approximately 180 hectares of rolling parkland that straddles the River Len, a tributary of the River Medway, which runs south-east to north-west across the park.

The park was bought by Maidstone Borough Council in 1929 and during the twentieth century residential developments has encroached upon the west and south of the park. The park is now almost entirely surrounded by the urban development. Despite this, its size, topography and extensive planting gives Mote Park a country park character.

Its pleasant walks, views, trees, lake and facilities make it a very popular destination for the people of Maidstone and for people outside of the area.

Visitor numbers to the park have seen a steady rise over the past few years resulting in an increase in pressure on the park's facilities and maintenance budgets.

Project Brief

Maidstone Borough Council is considering various options to secure a sustainable future for Mote Park. One option that has been pursued is for the construction of a new Adventure Zone facility consisting of high rope walks and climbing walls to be situated close to the existing park facilities. There is also the possibility that café facilities will be improved to increase revenue.

This is intended to be part of a wider plan of investment in Mote Park to generate an ongoing annual income stream for the Council. The concept for the facility has been defined through extensive market research with park users, funds have been allocated and target date of the site being operational by Easter 2017.

Mote Park is a well-loved space by residents so there are sensitivities linked to respecting the heritage and ecology of the parkland.

There are a number of options for the development of the project and the management of the completed facility, which need quickly to be evaluated and refined to meet Council's objective of delivering a quality facility which will generate the best return for its investment.

This report utilises background information prepared prior to MMA Ltd and Allen Scott Ltd being involved and also applies best practice approaches to Landscape, Parks and Leisure facilities planning, design and management.

The information in this report is intended to be used to help further decision making process. It is also intended to help provide a boarder framework and context in which the Adventure Zone concept sits within Mote Park, with its current and potential character, ecology and use.

Background

In June 2013 a report was brought to Cabinet by the Director of Communities and Regeneration concerning Culture and Leisure Services. The report described the 2010 service prioritisation undertaken as the result of the current funding arrangements for the Council, and the background to the decision making at that time. It then went on to describe the subsequent commercial modelling exercises started in October 2012 and the factors affecting that process. As a result of that work, the report recommended the creation of Maidstone Culture and Leisure, an organisation intended to reduce the cost of Culture and Leisure Services to the Council.

Cabinet made various decisions after considering the report including the formation of Maidstone Culture and Leisure. Part of the decision included delegating authority to the Director of Communities and Regeneration to develop proposals to create and Adventure Zone in Mote Park.

This culminated with a report to Cabinet on 11th February 2015; the decision record for which shows:

Decision Made

(1) That the creation of a pay-to-use leisure facility in Mote Park be approved. This will include an internal belayed high course, internal belayed high course for children, climbing wall, adventure gold course and Segway hire facility;

(2) That a capital budget of £790,000 be approved to deliver the project and that authority to spend the project budget is delegated to the Head of Commercial and Economic Development, in consultation with the Cabinet Members for Community and Leisure Services and Corporate Services, including the purchase and installation of the necessary equipment for the Adventure Zone;

(3) That delegated authority be given to the Head of Commercial and Economic Development to obtain the necessary approval and consents for the Adventure Zone;

(4) That delegated authority be given to the Head of Commercial and Economic Development to finalise and implement an operating model for the Adventure Zone in consultation with the Cabinet Member for Community and Leisure Services;

(5) That Officers report back detailing proposals for the provision of a café and toilets in Mote Park; and

(6) That Officers report back on detailed proposals for the provision of an ice rink to form part of the Council's Festivals and Events Strategy.

Therefore, due to the funding position the Council finds itself in, the project has been conceived to generate a contribution which reduces the net cost of Culture and Leisure Services to the Council.

Establishing an Adventure Zone at Mote Park supports the council's commercialisation strategy and medium term financial strategy by generating income to support the continued delivery of services. It would also enable investment in facilities such as the toilets and the café at the park, which were highlighted in the recent Mote Park user surveys conducted by Lake Market Research.

The Adventure Zone would improve the leisure and recreation offering within the borough and be a boost to the visitor economy and promote Mote Park as a visitor destination. The Adventure Zone would promote physical wellbeing by encouraging physical activity in adults and children.

The project has strong links to proposed projects to: redevelop the café/visitor centre and public toilets; and introduce parking charges (which may include re-siting one of the existing overflow car parks). This project will be delivered with the proposed projects in mind so that operational and cost effectiveness can be maximised.

A exemplar for the finished project would be the National Water sports Centre Family Zone.

Heritage Lottery context

During 2008, Mote Park commenced a number of significant regeneration and restoration projects across the site as part of delivering the successfully approved Heritage Lottery stage one application.

The design objectives for these works were:

- To improve overall pedestrian access and circulation.
- To provide access where possible for disabled users that meets current legislation including the Disability Discrimination Act 1995 and Building Regulations Part M.
- To control and restrict vehicular movement by enforcement and control.
- To provide sufficient disabled and parent/child parking bays.
- To improve vehicular access and car parking facilities at the three main access points.
- To reinstate the nineteenth-century parkland.
- To restore the lake and associated features in key areas, improving pedestrian access around it.
- To replace the present poor crossing of the lake at the Causeway.
- To provide adequate and safe fishing swims with provision for disabled anglers.
- To remove, where possible, unwanted hard surfaces or built features and sympathetically to enhance those elements of the hard landscape that are to be retained.
- To consider the maintenance and management regime of the park when allowing for any changes or proposals.
- To explore the concept of external lighting for the main arterial pedestrian/cycle route through the park.

Planning, legislation and guidance

A comprehensive picture of the planning, legislation and guidance is articulated in the Heritage Statement by Purcell (August 2015).

The key points that relate to this Spatial Framework are:

- Mote Park is a Grade II Registered Park and Garden, therefore any proposals for works to it should take into consideration the National Planning Policy Framework.
- The Maidstone Borough Wide Local Plan was adopted in 2000. At present the new Local Plan to replace is still being developed. A number of policies have been adopted as part of the Local Plan and should be read in conjunction with the saved policies of the Borough Wide Local Plan 2000.
- The local plan allows some flexibility for the re-use and conversion of historic assets but care must be taken to ensure this does not lead to unacceptable adverse impacts. Small scale changes over time, especially the standardisation of building materials and practices can erode the special character and appearance of places, and the setting of historic features such as listed buildings and scheduled monuments, which can be crucial in maintaining historic integrity.
- The proposed Adventure Zone will require a Full PLanning Application to be approved.

Ecological Values

A comprehensive picture of the ecological values is articulated in the Habitat Assessment prepared by Lewis Ecology 2015.

Section 5 of the report provides conclusions and recommendation. The key points of interest that relate to this Spatial Framework are:

- The development location least likely to impact biodiversity interests of the park is within the site close to the existing playground and skatepark;
- Consider 'no lighting' solution where possible;
- Any new lighting should be design and positioned to minimise impacts on any bats and other wildlife that may be utilising the surrounding area;
- There is potential for ecological enhancements to the existing over-flow carpark area; and
- The proposed development provides the opportunity to create habitat for species of principal importance and for conservation/enhancement of biodiversity.

Market Research

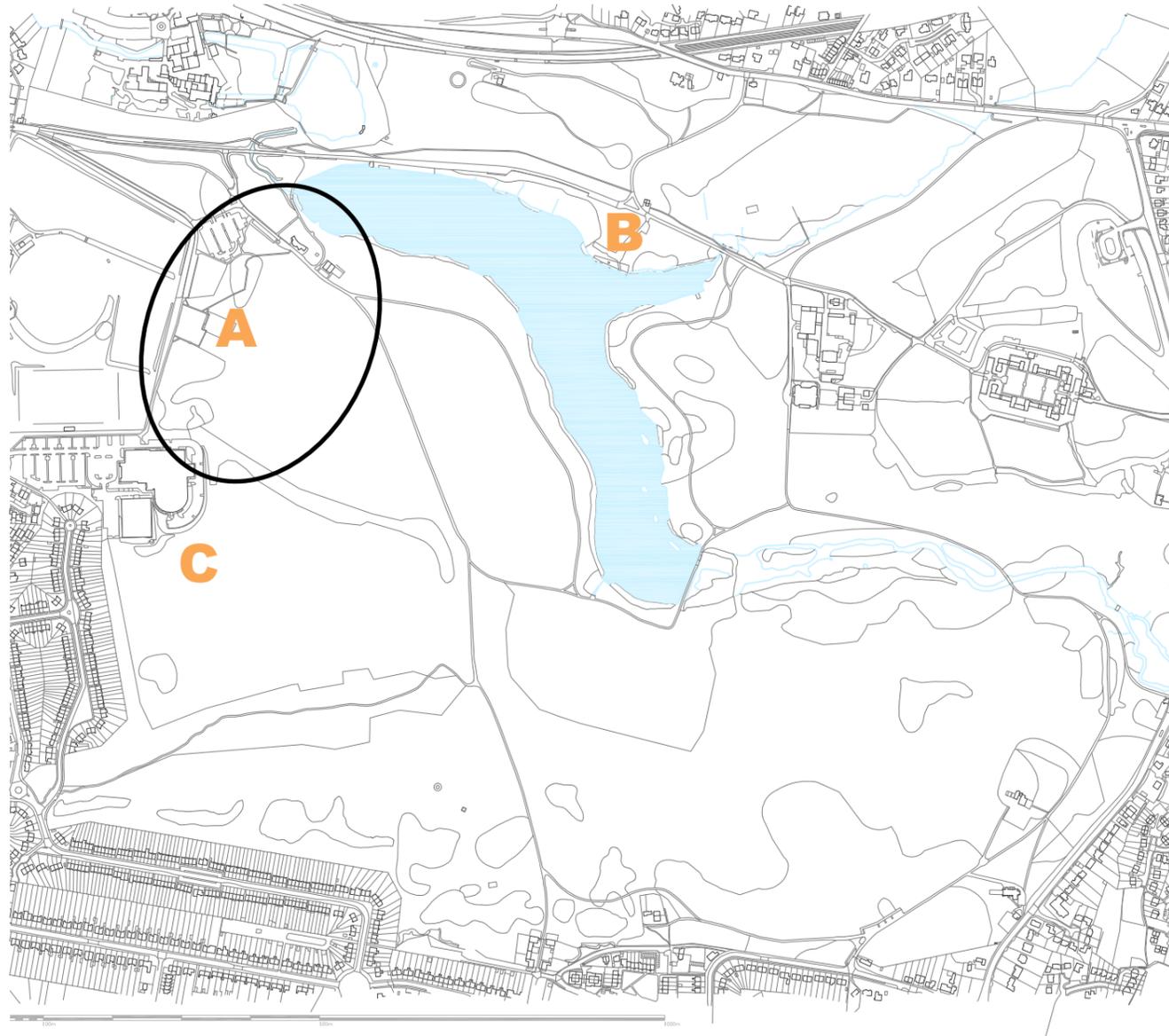
Market research has been carried out by Maidstone Borough Council. The first part of research had been focused on identifying a configuration of activities that would be suitable for Mote Park; and identifying the costs and revenue potential applicable to that model. This included liaison with other authorities and also Serco, the managing agent of the council's leisure centre who operate several similar facilities. The recommended configuration would be based on the Adventure Zone owned by the National Watersports Centre and operated by Serco in Nottingham.

The second piece of research focused on understanding the wants and needs of the users of Mote Park, and the Borough's residents.

The average of those very or fairly likely to use the various activities (51%) was applied to the known number of visits which took place in Mote Park last year (1.1m). It is therefore estimated that our maximum annual market would be 561,000 customer uses. For financial forecasting it has been assumed that the Adventure Zone will service ten percent of that number (56,100) with a phased increase to that figure over 3 years. This is in line with the National Watersports offering which serviced 41,000 customers in its first year of operation.

This data formed the second basis for the financial projection that was included in the report dated 11 February 2015.

Another piece of research concerned pricing and competition. The final price schedule will be determined during the selection of the commercial model, in due course. The research shows that the prices currently charged at the National Watersports Centre would be the cheapest amongst the likely competitors. When weighed with the fact that the proposed Adventure Zone will already enjoy an existing passing footfall of 561,000 potential customers, it is considered that the National Watersports Centre prices would be achievable.



The Site

The preferred location for the Adventure Zone is situated in the vicinity of the exiting playground, skate park and cafe. This area is identified as the Cafe and Playground character area in the 2008 Conservation Plan. The site adjoins the main entrance into Mote Park, the playing fields, the west bank and the lake itself.

This report demonstrates alternative spatial arrangements (scenarios) that address the following considerations:

- the current spatial arrangement of the existing assets (and making best of use of these);
- the past, current and future landscape character of the site;
- the requirement set within the functional briefs (see section 3); and
- Applying best practice parks planning.

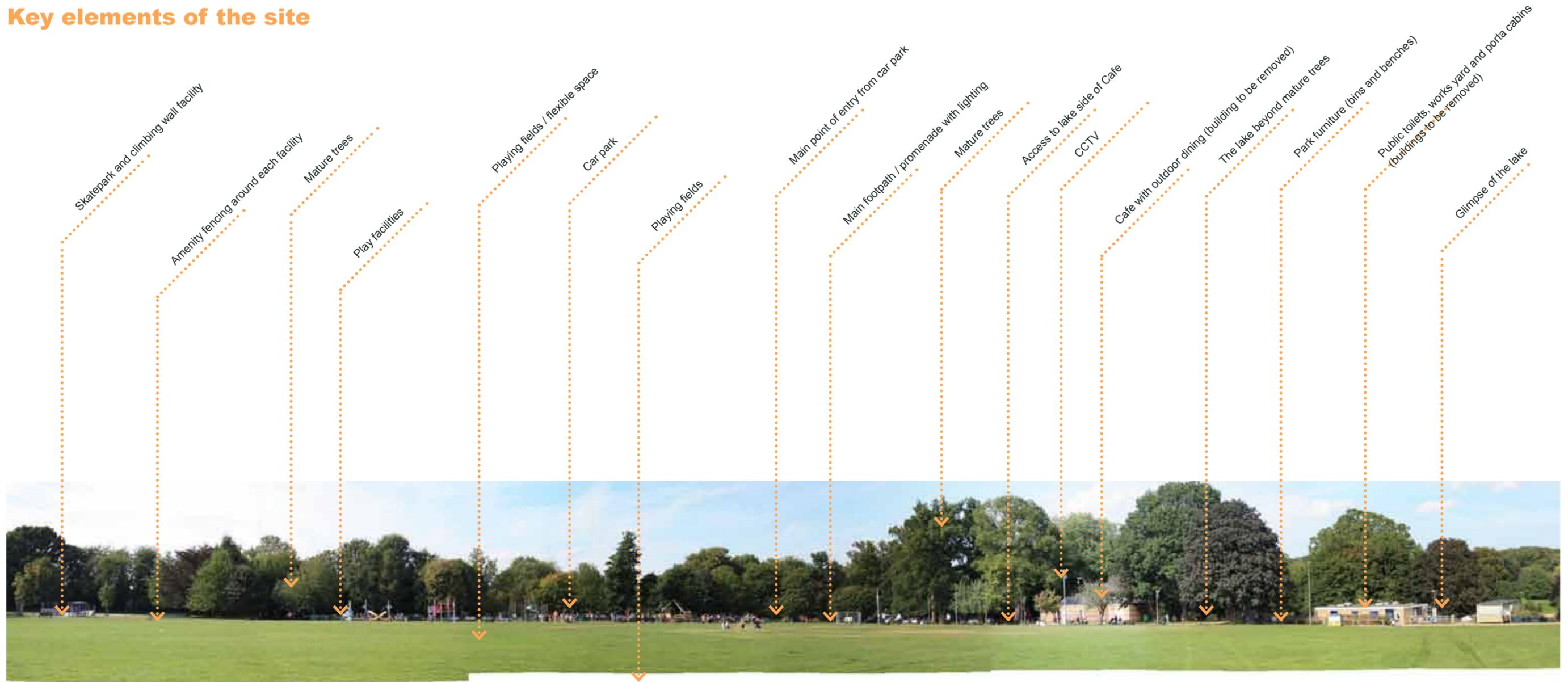
Alternative locations for the proposed Adventure zone have been consider as part of previous work by MBC. Please refer to Heritage Statement prepared by Purcell in August 2015.

Refer to the Appendix for potential spatial arrangement for both of these locations.

A The preferred site

B-C Alternative locations considered (see appendix)

Key elements of the site



Site observations

Cafe feels disconnected from play area and rest of hub facilities

Mature trees add great character, yet block some views down to lake and beyond

Cafe 'internalised' by blank brick facades

Large bins on show

Public lighting along main promenade

Variety of infrastructure along pedestrian promenade

Buildings block visually and physical access down to lake

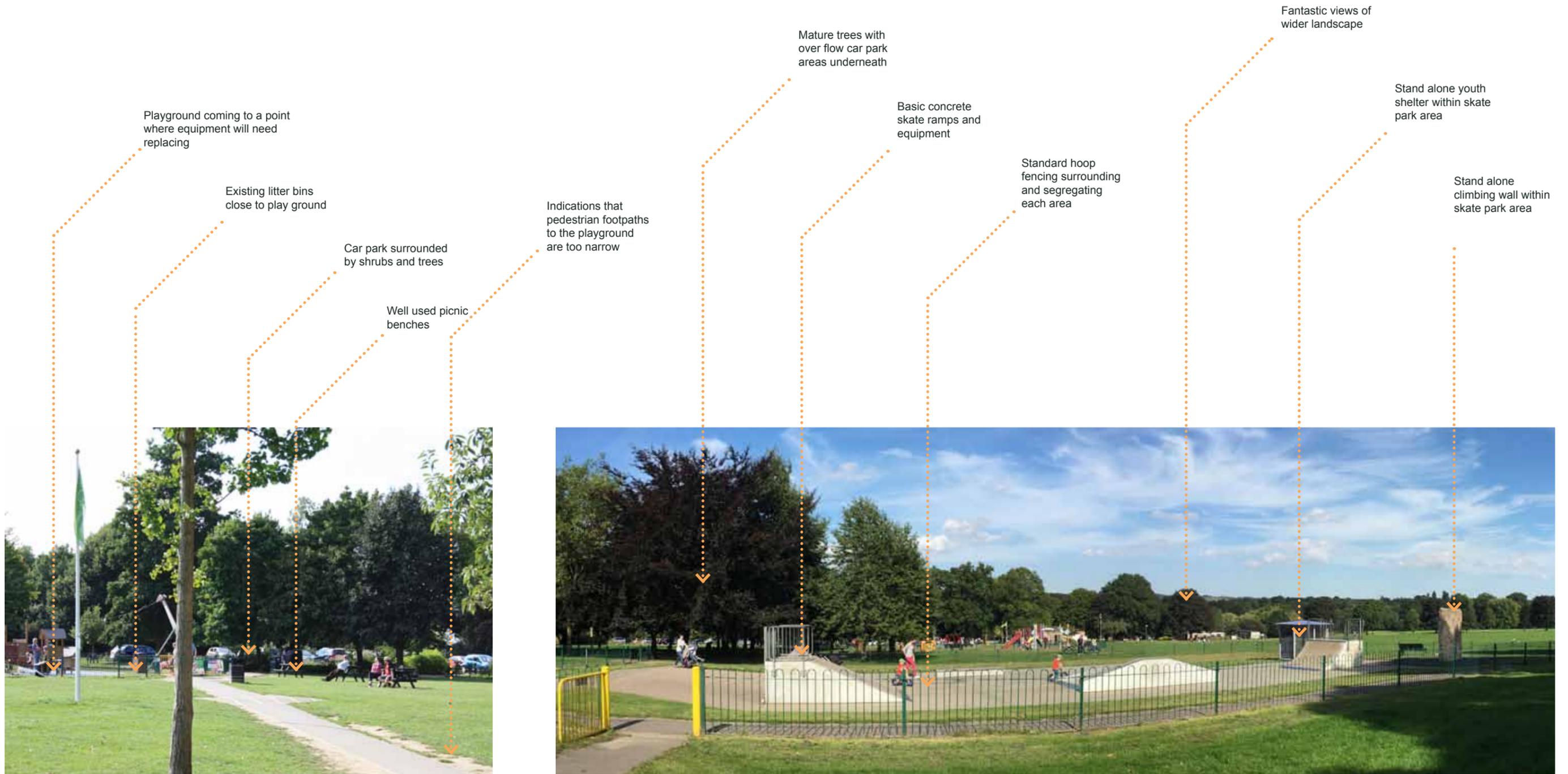
Visual clutter doesn't help character / look / appeal of the park

Wide footpaths act as good pedestrian promenades

Temporary signage from cafe

Well used picnic tables outside cafe

The diagram consists of two photographs of a park area. The left photograph shows a wide, paved promenade with a cafe building in the background, partially obscured by large trees. The right photograph shows a similar view from a different angle, highlighting the cafe building and picnic tables. Orange dotted lines with arrows point from text annotations to specific features in both photos. The annotations include: 'Cafe feels disconnected from play area and rest of hub facilities' (pointing to the cafe building in the left photo); 'Mature trees add great character, yet block some views down to lake and beyond' (pointing to large trees in both photos); 'Cafe 'internalised' by blank brick facades' (pointing to the cafe building in the left photo); 'Large bins on show' (pointing to a bin in the left photo); 'Public lighting along main promenade' (pointing to a light pole in the left photo); 'Variety of infrastructure along pedestrian promenade' (pointing to a light pole and a bin in the left photo); 'Buildings block visually and physical access down to lake' (pointing to the cafe building in the left photo); 'Visual clutter doesn't help character / look / appeal of the park' (pointing to the cafe building in the left photo); 'Wide footpaths act as good pedestrian promenades' (pointing to the paved path in both photos); 'Temporary signage from cafe' (pointing to a sign in the right photo); and 'Well used picnic tables outside cafe' (pointing to picnic tables in the right photo).



Considerations

Things to consider

Based on delivering the desired vision for the project and taking into account the initial site observations, the following items should be considered when developing the spatial framework.

Create a sequence of arrival from parking the car, walking into the site and on to each of the facilities

Create an series of different things on offer whilst ensuring that they all feel like that all part of the same place

Help define a boundary to the 'Hub'

Use the topography and landscape of the site to help define different areas of activity

Ensure pedestrian connections are easy to understand (legible)

Respect and celebrate the immediate and distant views

Where possible, utilise existing infrastructure such as footpaths and carparking

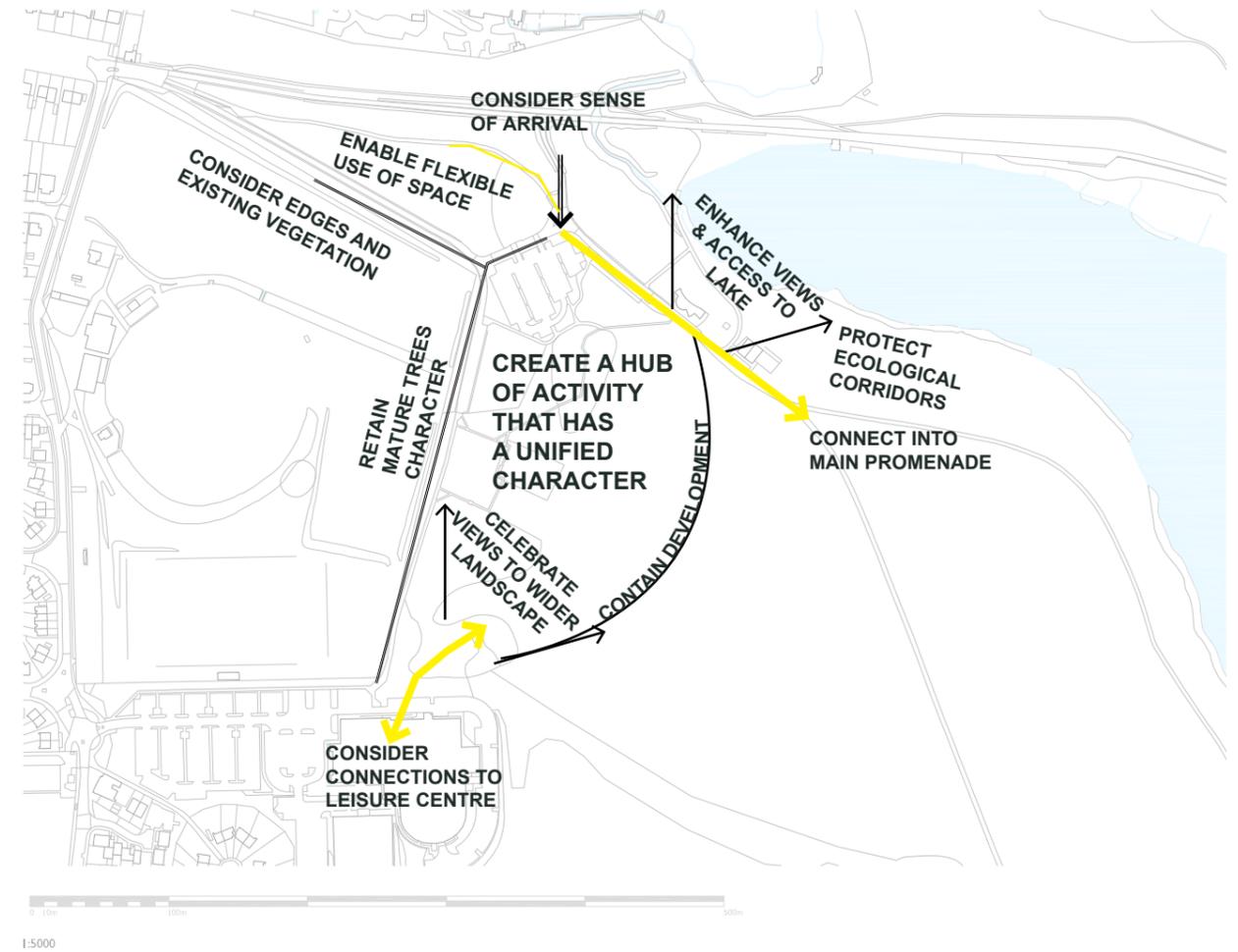
Respect the heritage and ecology of the site

Consolidate services and infrastructure

Make good connections between cafe and active zone

Future proof for further development and commercial opportunities

Allow flexibility in overflow car parking



Function Briefs

What is a functional brief?

A functional brief is a general summary of each of the components that needs to be considered as part of this project.

The aim of a functional brief is to help inform the footprint, character and arrangement of each component

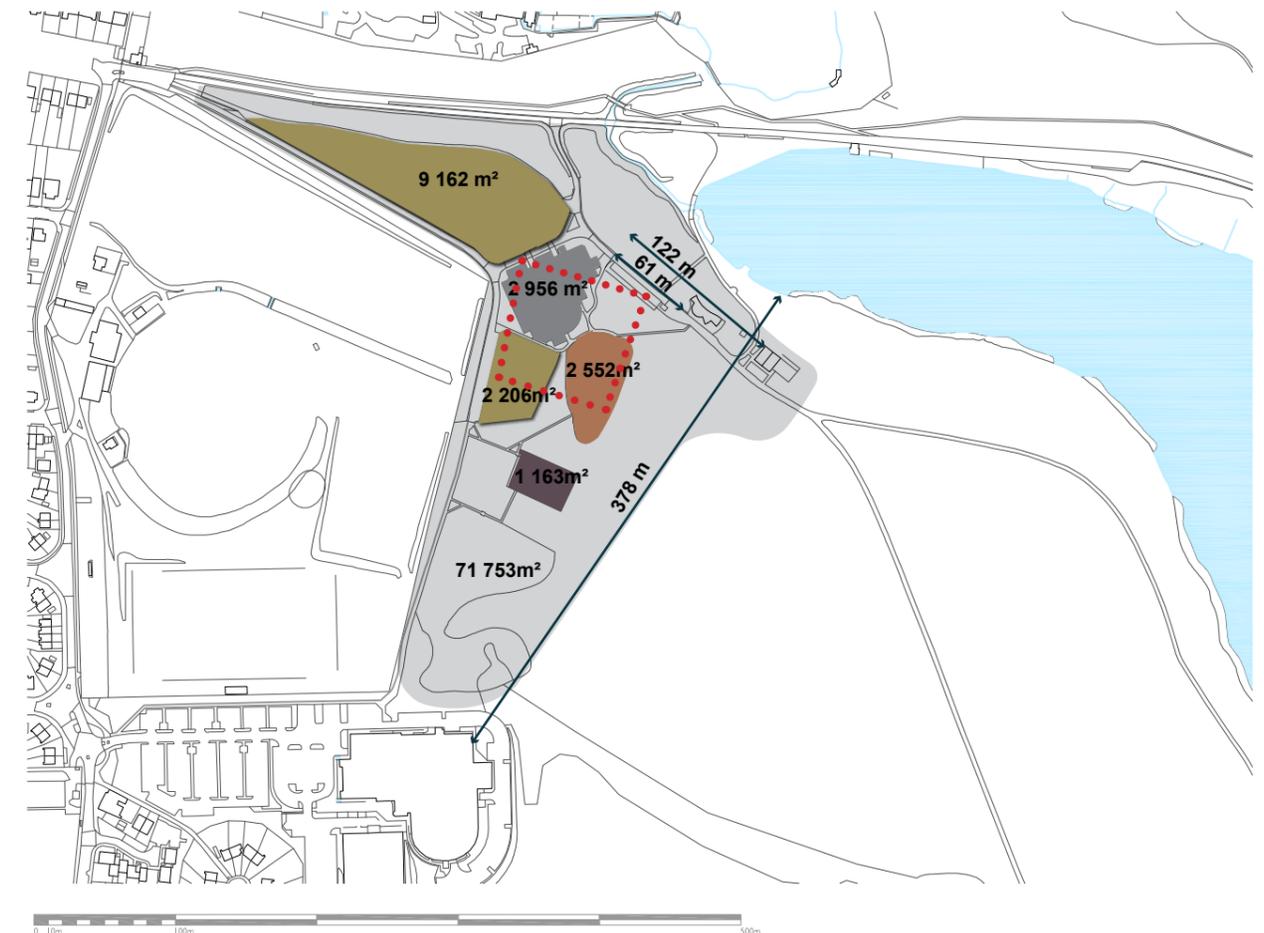
Each functional brief comprises of a general description of what is desired, typical size requirements and includes images and precedent examples.

The following pages provide Functional Briefs for:

- The Adventure Zone
- Public cafe
- Public toilets
- Car parking
- Paths and places to stop
- Play facilities
- Skate Park

The diagram opposite illustrates the sites spatial constraints and gives dimensions and areas of current provision.

Note that the report that was approved by Council indicated that the total area required for the Adventure Zone and café combined will be no larger than 1.76 acres (approx. 7200 m²). This represents 0.38% of the total area of Mote Park.



<ul style="list-style-type: none"> 71 753m² Main Car Park 2 956m² Overflow Car Park 2 206m² 	<ul style="list-style-type: none"> Overflow Car Park 9 162m² Skate Park 1 163m² Playground 2 552m²
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Adventure Zone

General Description

Adventure Zones generally consist of both adults' and children's pay-to-leisure equipment. This is typically made up of internally belayed high wire courses; climbing walls; Segway hire; and crazy golf.

Adventure Zones across the country have typically been installed on flat / level ground and, due to the nature of pay-to-leisure facilities, are fenced off to the general public. Access into and out of the facility is controlled through a lockable gate.

Adventure Zones are typically made from a modular kit of parts that designed and built to suit a preferred audience, site size and available budget. There are many different layouts and arrangements available from suppliers who typically would work with designers and the clients to achieve the best outcome for that particular project (EG: The designs tend to be bespoke layout using a modular system)

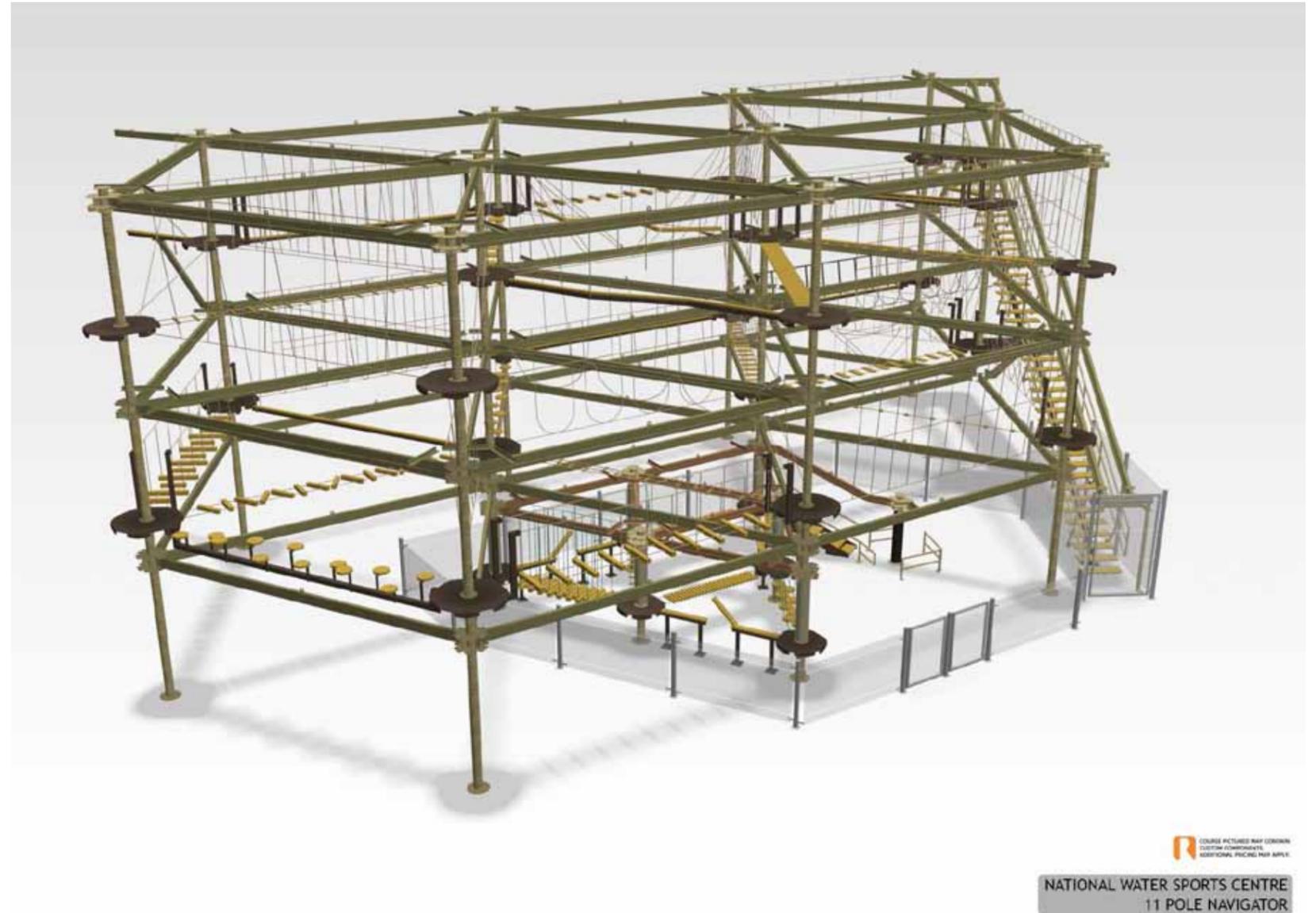




Bespoke elements could be added to modular equipment



Adventure golf can be a activity at the base of the high wires course



Example of Adventure Zone

The National Water Sports Centre at Holme Pierpont has dramatically increased its adventure play offering with the installation of a High Ropes Course and Junior Ropes Course.

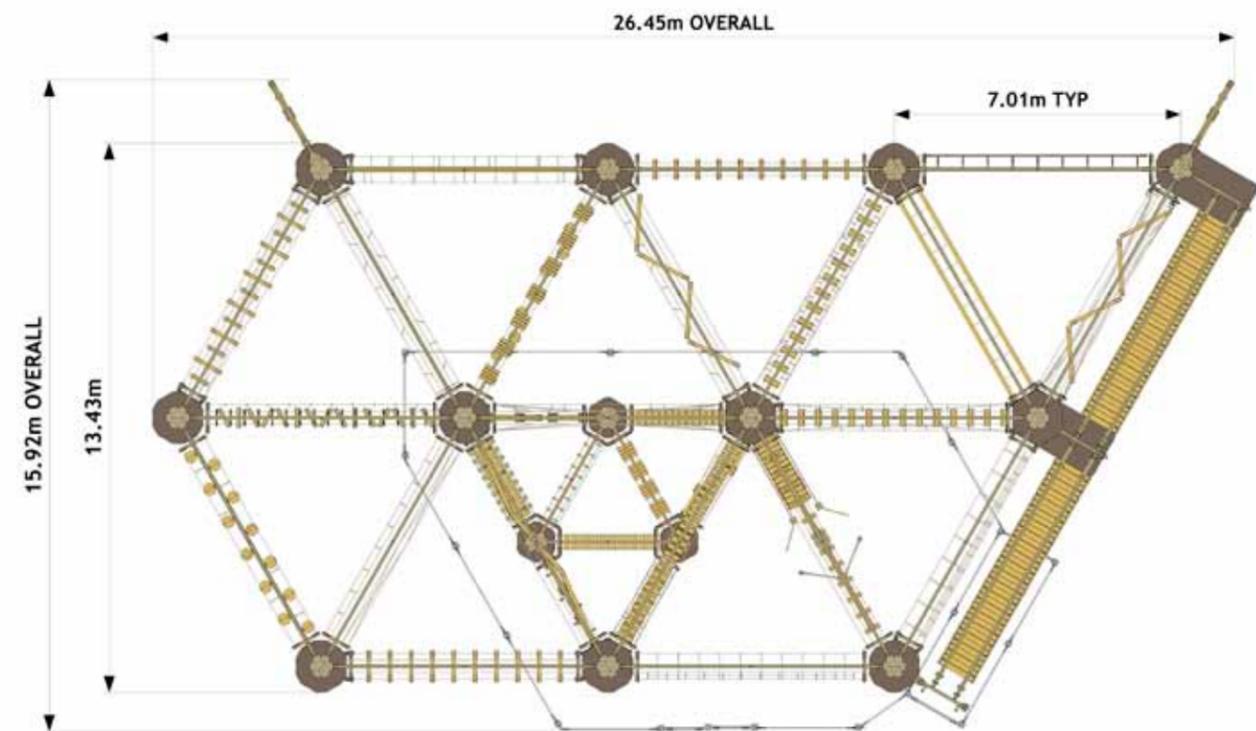
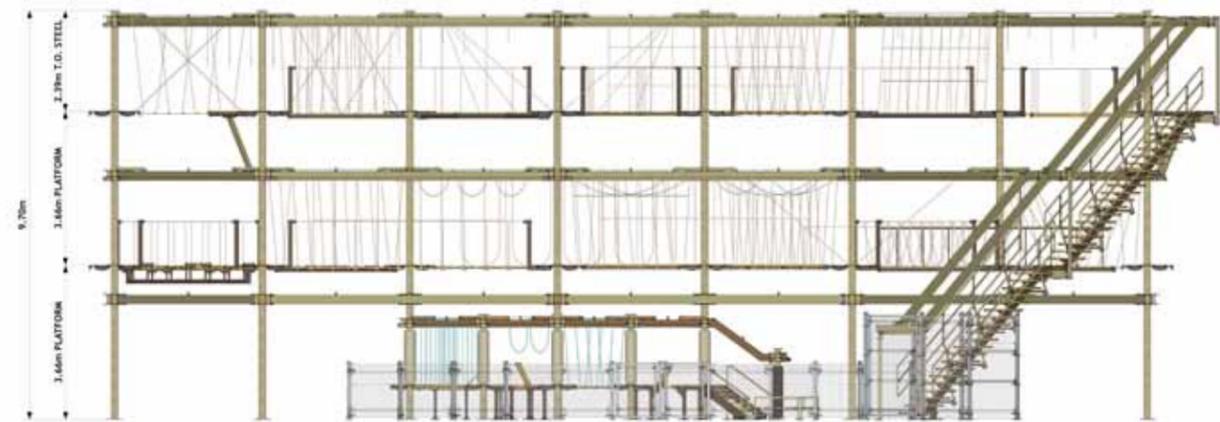
The Nottingham venue, one of the country’s best equipped centres for water sports have installed a double level course which puts its adventurous clients against 36 hair raising rope elements at heights of up to 8 metres. Patrons need never feel at risk as the course’s cutting edge continuous belay system ensures maximum safety with enough freedom to create an adrenaline fuelled sense of danger*.

The course allows patrons above 1m in height and have an adult with them or 1.2m tall on their own, to test their nerves across tight rope walks and cargo nets amongst the many elements the course offers. The course has a capacity of over 200 participants per hour.

There is also a junior rope course which gives children as young as 2 years old the ability to use the equipment on smaller versions of the high wires. It also has an option whereby children holding their parents hand can tackle rope bridges and plank walks.

The two ropes courses certainly give an added dimension to the offering at the National Water Sports Centre and alongside the venue’s brand new mini golf course provide families with a great day out

* www.innovativeleisure.co.uk/projects/18/



NATIONAL WATER SPORTS CENTRE
11 POLE NAVIGATOR

Approximate size requirements

The footprint of the controlled high wire course could be anything between: 300 SqM to 700 SqM

The height of the high wire course could stand anything between: 3m to 10m high

The overall footprint of the wider adventure zone, which may include a adventure golf course and other commercial activities could be approximately: 4000 SqM.



Considerations

- The structure of any high wire course will be highly visible from all sides;
- Fencing will physically segregate the space from the rest of the park;
- The activity will draw more people to its location due the dominance and its visual interest;
- Security will need to be considered for after hours;
- Lighting and minimising light pollution should be considered from the outset;
- The proximity of the Adventure Zone to other commercial activities may bring economic benefits;
- The location of the entrance in and out of the controlled area will need to address pedestrian desire lines, queuing and volumes;
- The area and design may need to be future proofed to enable future growth, should this be economically feasible in the future;
- Health and Safety;
- The character or theme of the Adventure Zone could reflect something about Mote Park or could become a point of difference;
- Views and interpretation to the wider landscape could be celebrated as part of the experience / appeal; and
- Adventure golf could continue the theme.
- The adjoining 'free play' facilities could reflect the same style / character to ensure the facility sits well within the wider leisure and recreation facilities on offer.

Public Cafe

General Description

The vision for a new cafe in Mote Park is:
 “that the café becomes a destination in its own right; with a year-round offer”

The new cafe must:

1. Provide a building that will visually add to visitor's experience of the park.
2. Be acceptable to Historic England, planners and park users.
3. Provide the current level of toilets (male, female and disabled) and baby change will need to be provided for park and café users. Ideally these would be accessible even when the café is closed.
4. Allow an indoor seating area for a minimum of 100 people.
5. Enable indoor serving area(s).
6. Provide outdoor seating area.
7. Provide an outdoor serving hatch.
8. Have a kitchen and food storage area of suitable size to be developed.
9. Have a retail area to sell park related goods.

The cafe may also provide:

10. A rangers office/information point/ with a frontage which is accessible to the public.
11. Office provision for up to 4 people (this could be incorporated in the above)
12. Storage and charging for all terrain mobility scooters x 4
13. Separate area which can be used as a meeting area / class room / display area.
14. Potential to be hired out as a complete venue, or constituent parts.

Approximate size requirements

The existing Cafe provides approximately 172m²
 The building footprint area for a new cafe could be anything from 200m² to 650m²



Considerations

- The cafe should have ease of access from main pedestrian promenades / paths
- The cafe may be located in close proximity to playground and adventure zone facility
- The cafe should have provision for outdoor dining
- There is an opportunity for the Cafe to have views across the lake and beyond
- The cafe Architecture presents an opportunity for something that is iconic, yet respectful to the heritage of the park
- Public Toilets may be integrated into the building structure
- Kiosk (cafe or ticket) may be incorporated into the building
- Awnings, canopies and shelter should be considered to maximise use during the year

Examples of park Cafe : Priory Park Pavilion

The construction of the new pavilion was a key part of a £6.6 million project to restore and enhance the historic Reigate Priory Park. The pavilion is located on the western edge of the historic core of the site and close to the axis of the main north-south and east-west routes. The pavilion will be the focal point of the park both physically and in terms of the services which it provides – interpretation centre, toilets, café management offices and the community police base.

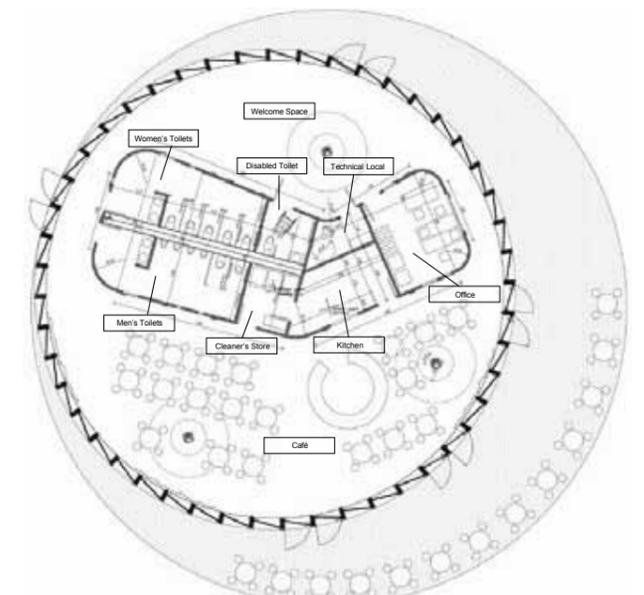
The design of the pavilion is modern, providing a deliberate contrast with the Priory building. This was an approach that was endorsed by the jury panel that selected the design, which included representatives from English Heritage and the Reigate Society, as well as Council officers and members.

The café, forming part of the new pavilion, will offer an estimated 60 indoor and 50 outdoor covers. The café is intended to offer a primarily cold food menu, but with facilities to also prepare simple hot food on site. There may be additional opportunities for private functions and catering for special events held in the park.

Approx dimensions for the building and the floor areas of the interior are as follows: -

- External Height 4.0 m
- Diameter 21.0 m
- Gross Internal Floor Area 330.0 m²
- Net Floor Area 290.0 m²

www.reigate-banstead.gov.uk/public/Business_Planning/Planning/Apps/Planitsearch.asp and searching for Application number 05/02689/F



Public Toilets

General Description

There is a desire to remove the existing toilet block building and consider incorporating public toilet facilities within any new development such as the cafe or visitor centre.

With the potential for visitor numbers to rise in the Park, demand on facilities such as public toilets, will increase.

In addition to considering new public toilets in close proximity to the new cafe, adventure zone and the playground, there is also an opportunity to enhance the existing toilets and kiosk on the Northern side of the lake.

New facilities close to the sailing club, model railway club and the lake edge present excellent opportunities for a new building that chimes the architectural style of the new cafe and commercial activity whilst respecting the ecology and heritage of the Park.

Approximate size requirements

The existing toilets and work storage building provides approximately 170m²
The existing kiosk and toilet block on the northern side of the lake is approximately: 100m²

The building footprint area for a new toilet facility could be anything from 170m² to 400m²



Considerations

- Public Toilets close the Adventure Zone and Playground can be integrated or separate to the proposed cafe building
- Proximity to infrastructure will need to be considered
- Accessibility
- Security
- Public toilet on the northern side of the lake shall chime the architectural style of the new cafe building

Car parking

General Description

The current main car park provide spaces for approximately 118 cars
 There are an extra 18 car parking spaces on the western side of Playground
 There are an extra 47 car parking spaces on the Northern side of the lake
 There are 11 accessible car parking spaces by the Cafe *

The current overflow car park provide spaces for approximately 200 cars
 The area of grass to the West of the Playground provides spaces for approximately 90 cars on special events*

Based on predicted visitors to the Adventure Zone and the wider park an extra 350 car parking spaces will be required on top of the current formalised car parking provision (excluding overflow).

The approach for providing for these additional car parking spaces could be to formalise the current over flow car parking areas. This may require installation of reinforced grass or roadway surfacing, line marking parking spaces and other associated works.

Minimising impact on existing trees and / or drainage is desirable.

*based on counting from aerial photography



Considerations

- Utilise existing car parking area and retain this as the main car park to this side of the Park
- Enable ease of movement / traffic flow / circulation
- Design to Peak times, as well as considering visual appearance of car park areas out of season / off peak
- Permeable surfacing where possible
- Existing vegetation and mature trees
- Enable car park spaces to be flexibility in use (such as markets / events)

Paths and place to stop

General Description

Path / footpaths play an important role in how easy it is to get to and from facilities. Careful consideration will need to be given in relation to how pedestrians, cyclists, skateboarders, scooters, wheelchairs and push chairs access new and existing facilities.

The width of new footpaths will be based on:

- Anticipated footfall numbers
- Maintenance and emergency service vehicle routes / access
- Topography and ground conditions
- Root protection zones
- Area for queuing

Seating and other park furniture also requires careful planning and design to ensure the place 'functions'.

In particular, 'places to stop' should be provided for close to the cafe, the Adventure Zone and within the playground.

Approximate size requirements

Typical footpaths shall be a minimum of 2m wide
The main promenade shall be a minimum of 4m wide





Considerations

- The network of paths should be easy to understand for visitors to the Park (legible)
- New paths should align to potential pedestrian desire lines
- New paths need to tie into existing network of paths
- Materials should be selected that are consistent to the wider park
- Space will be needed for potential queues to the Adventure Zone (tickets and viewing)
- Information signage should be integrated into infrastructure where possible with the aim to minimise visual clutter

Play (formal and informal)

General Description

The current provision within Mote Park consists of play equipment suitable for children of various ages. Any replacement play equipment should be aimed at continuing to provide to this broad range of ages (as a minimum).

Play provision can take many forms, from formal 'off the shelf' play equipment through to informal 'natural' play environments that typically result in bespoke unique play environments.

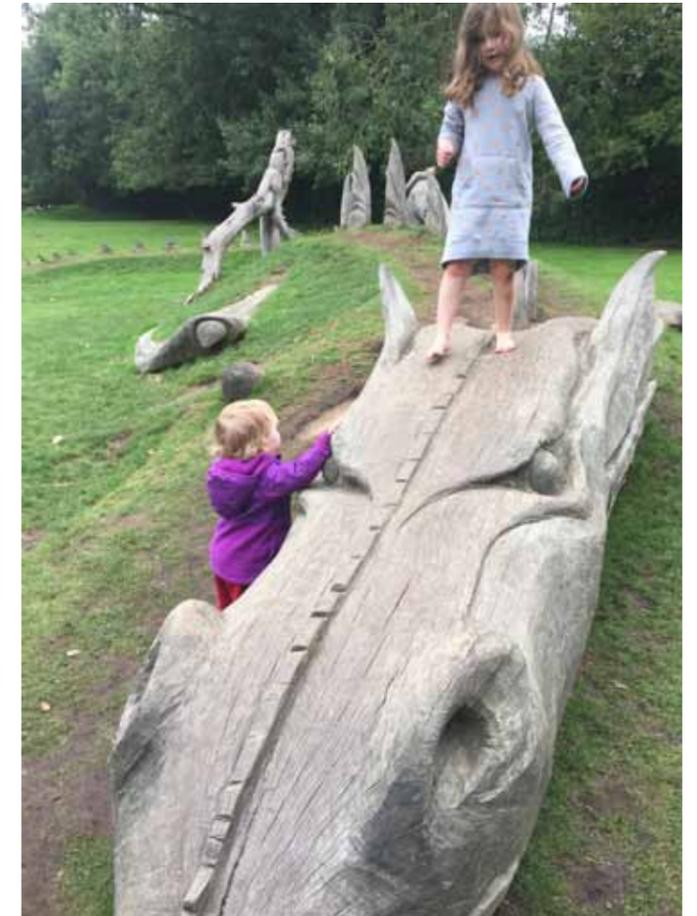
Play facilities could also include water play, sculptural play and sound play.

Any new play provision within Mote Park should be planned and designed in the context of any new cafe, adventure zone or other commercial activity. Well designed public play facilities may help add value to any adjoining commercial activity by drawing people to the Park, providing a complimentary activity and ultimately add character to the potential hub.

Approximate size requirements

The current playground area is 2552m²

The new playground area could be anything from 2000 m² to 4000 m²





Considerations

- The play facilities character / theme could reflect something unique about Mote Park
- Play can be integrated throughout the park well as providing play 'equipment' in a designated playground area
- Flexible spaces should be provided for informal play and pop up events
- Playground equipment should be fenced
- Designs need to meet RoSPA guidelines
- Zones for different age groups

Skate Park facility

General Description

New skate park facility should have a wide appeal to a variety of potential users of all skills / ages.

Mote Park has potential to host a regional skate park facility catering for skateboarders, BMXers, scooter riders and other wheeled sports.

The skate park facility could also include other facilities for active recreation such as a climbing wall, basket ball half court and cycle practice track / area.

Approximate size requirements

The current skate park area is 1163 M2

A new Skate Park facility could be anything from 1000 to 2000 M2



Considerations

- Existing ramps could be relocated (eg: they are not permanently fixed in place)
- Plan and design for all abilities
- Create areas for younger children to practice before moving on to more advanced ramps / equipment
- The area could include a small cycle track

Spatial Arrangements

Pulling it all together

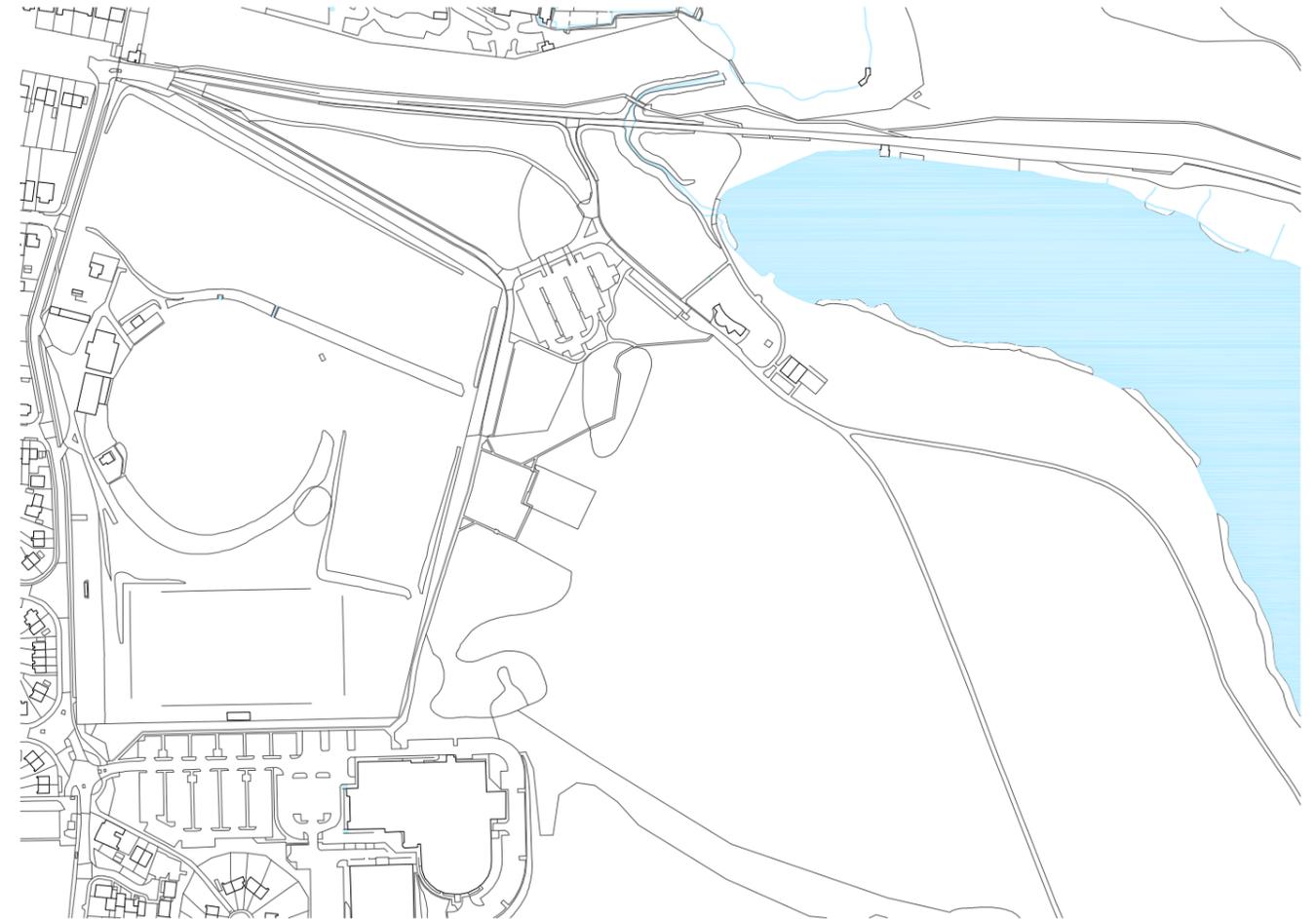
Utilising the information in the functional brief for the Adventure Zone, Cafe and the other key components, and overlaying these requirements on our site enabled us to test scenarios for spatial arrangements. Six scenarios were assessed against our objectives (page 12). Scenarios can be seen in the appendix.

Two scenarios were selected from the six and have been developed further as part of this spatial framework report. Both scenarios suggest demolishing the existing cafe and toilets blocks to enable better views and access to the lake whilst respecting and enhancing the ecological and heritage values of this area of the park.

The two options can be summarised as:

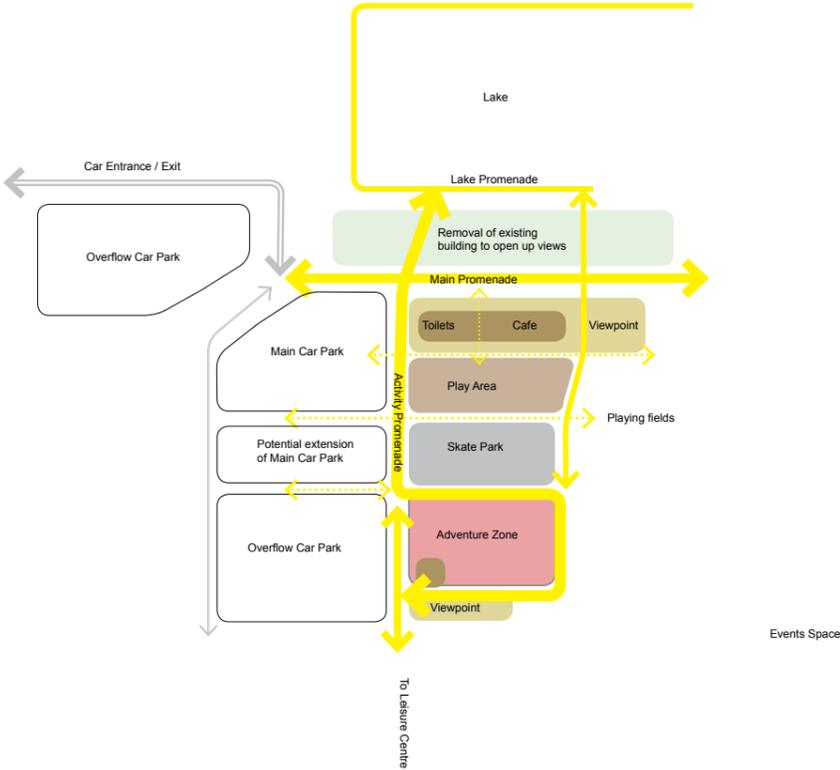
Option 1: Creating a series of 'Activity Terraces' from the existing footpath towards the Sports and Leisure centre. The cafe shall be positioned on the southern side of the existing footpath and shall provide double aspect maximising views to the lake and to the playground. The Adventure Zone shall be positioned towards the top of the terracing, becoming a focal point and destination within the hub.

Option 2: Position the new cafe and toilets so that it is central the new activities and further up the slope from the lakes edge and existing footpath. Utilise the existing mature trees as a way of integrating the Adventure Zone equipment into the landscape and creating 'Adventure through the trees'.



Option 1: Active Terraces

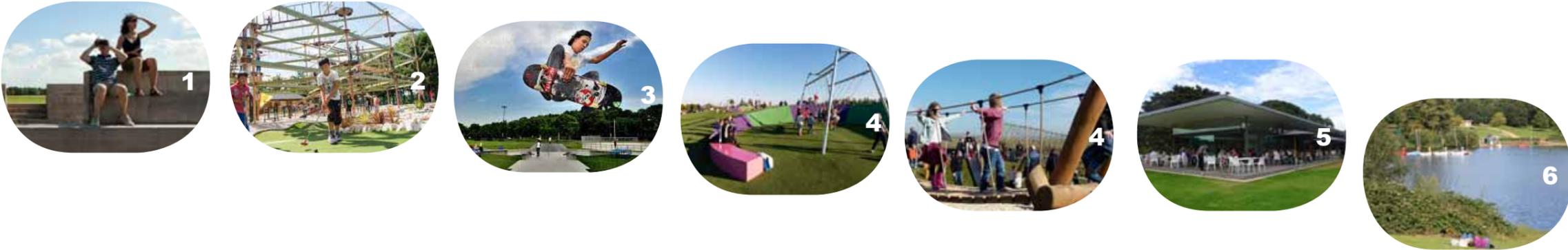
Potential use and circulation



Potential spatial arrangement

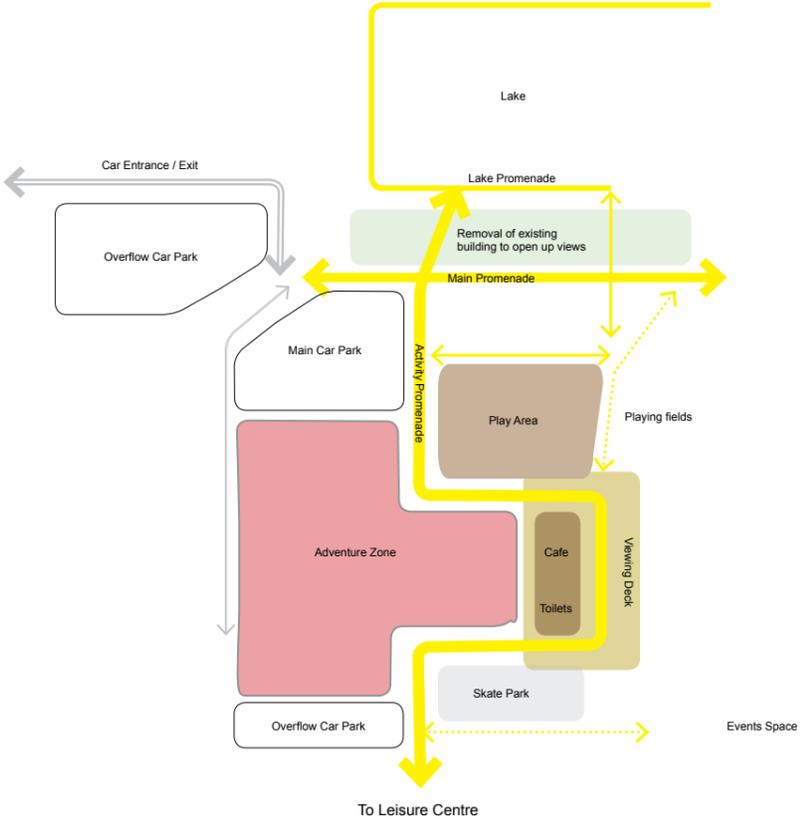


Cafe Building shown as 637 m²
 Play ground shown as 3534 m²
 Skate Park shown as 1774 m²
 Adventure Zone shown as 4065 m²



Option 2: Adventure through the trees

Potential use and circulation



Potential spatial arrangement



Play ground shown as 1927 m²
 Cafe Building shown as 346 m²
 Skate Park shown as 758 m²
 Adventure Zone shown as 3821 m²



The preferred layout:

Option 1: with amendments to the proposed location of the cafe

Following stakeholder consultation on the 2 options, the preferred spatial design is based on Option 1. In addition to meeting almost all of the assessment criteria, Option 1 (with some minor amendments) was selected because of its simplicity, ability to be implemented over time, and the cafe being in a prime position for views across the lake.

This preferred spatial design will provide a Spatial Framework for development to occur in a comprehensive and considered way. Further planning and design work will be required to confirm the specific dimensions, detail and specification of materials prior to any construction.

The key areas of activity are:

- 1 - Cafe / Visitor centre with views towards the lake
- 2 - Overflow car parking (formalised)
- 3 - Enhanced playground
- 4 - Adventure Zone

Next Steps

A Full Planning Application is required for the proposed Adventure Zone. This Spatial Framework document will be submitted to accompany the planning application and provide part of the context and long term vision to deliver a sustainable future for Mote Park.

Further design work, feasibility and cost estimation is required for all elements within the Spatial Framework.



Appendix



Drawing for illustration purposes only

0 100m 500m

1 - Cafe / Visitor centre with views towards the lake



2 - Overflow carpark



3 - Enhanced playground



4 - Potential skate park



5 - Adventure Zone

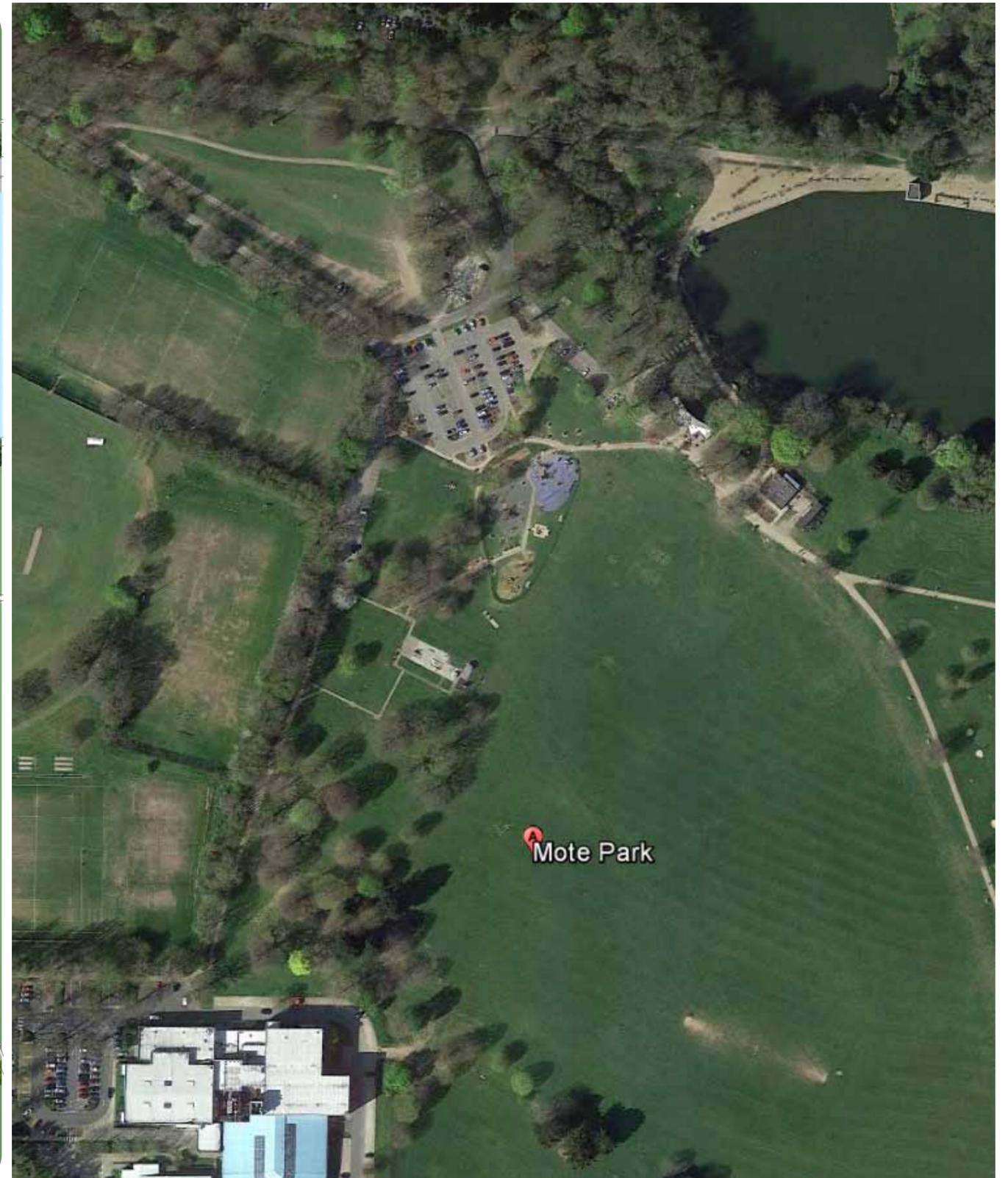




Drawing for illustration purposes only

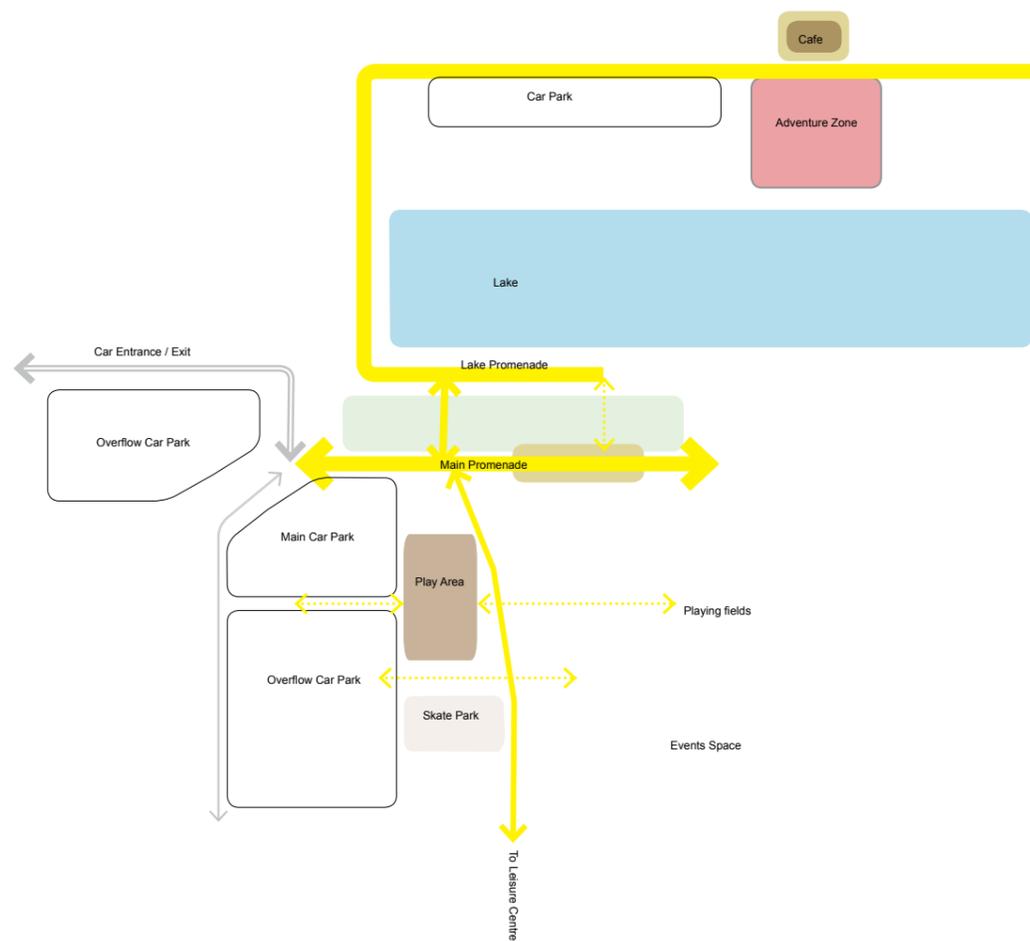
0 100m

500m



Alternative Location B

Potential location and circulation - Option B



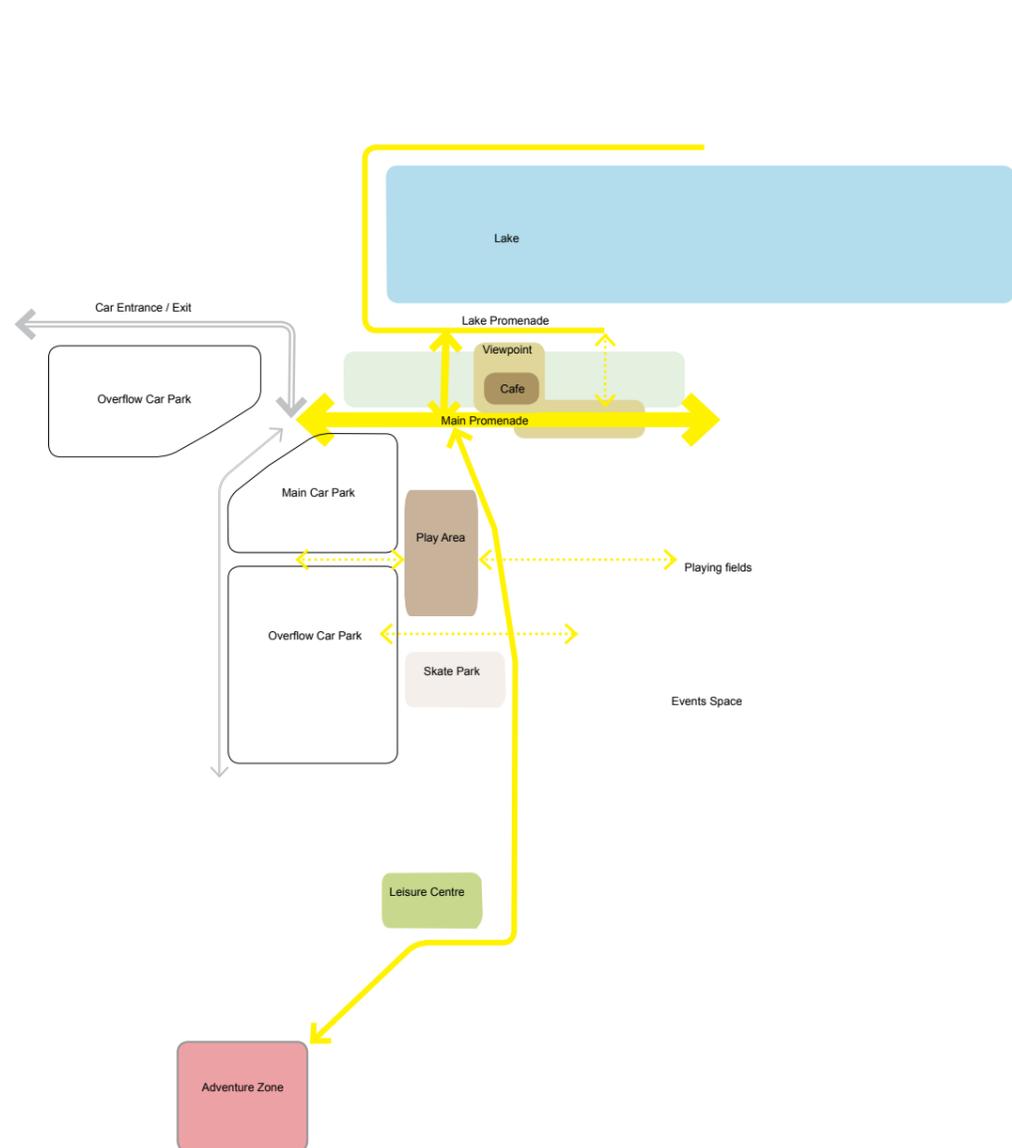
Location B



Alternative Location C

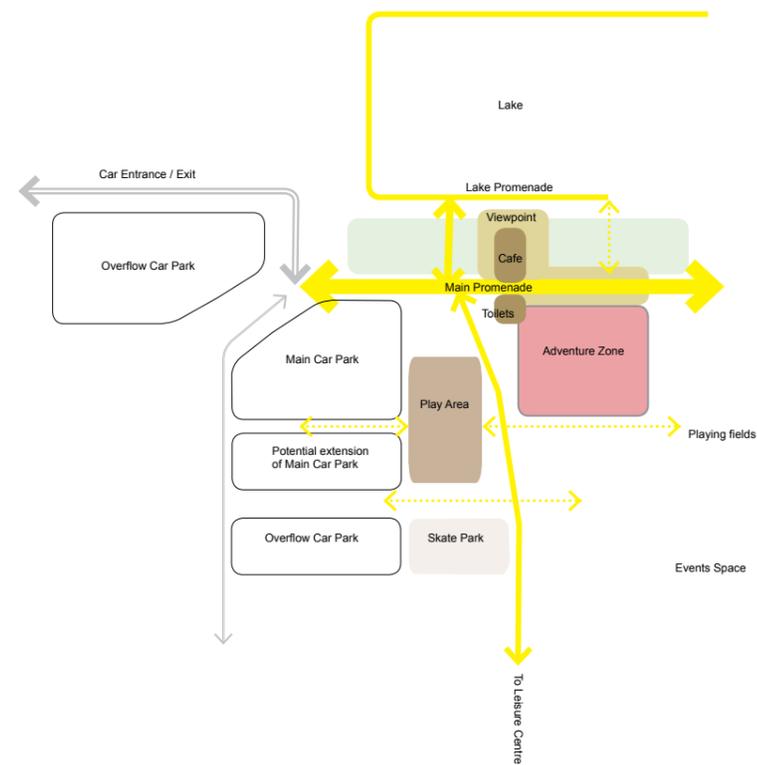
Potential location and circulation - Option C

Location C



Cafe gateway

Potential use and circulation



Potential spatial arrangement

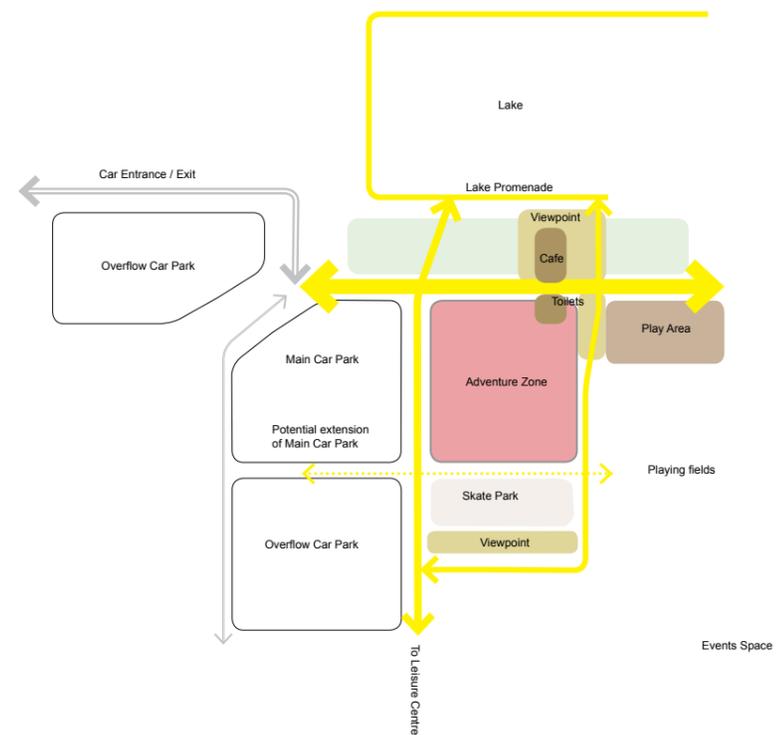


Building Zone shown as 520 m²
Adventure Zone shown as 2882 m²



Cafe gateway with Adventure MAX

Potential use and circulation



Potential spatial arrangement

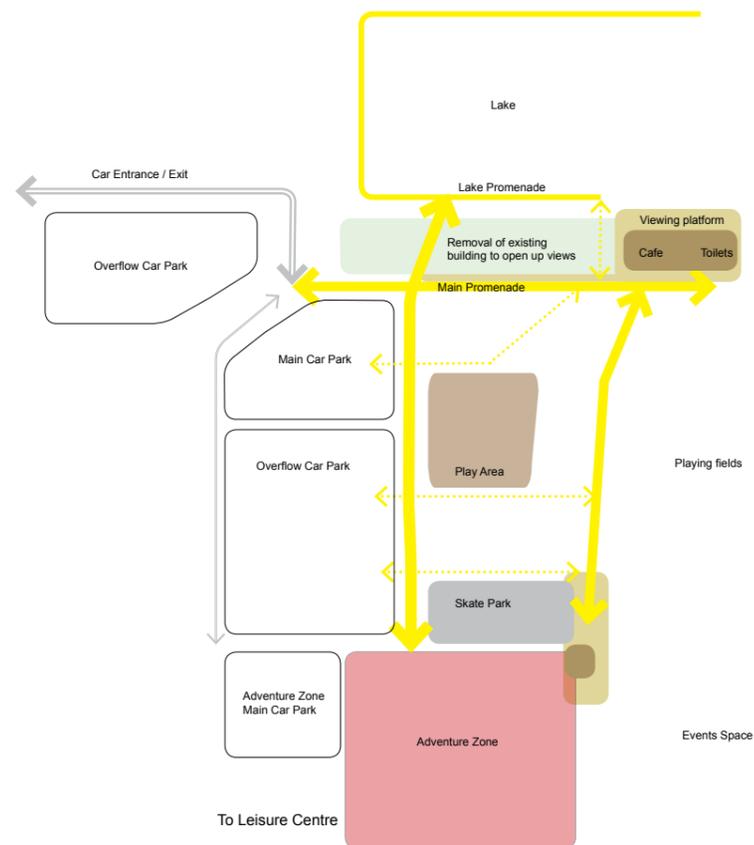


Building Zone shown as 520 m²
Adventure Zone shown as 8979 m²



Lake cafe

Potential use and circulation



Potential spatial arrangement



Building Zone shown as 520 m²
Adventure Zone shown as 7881 m²



Scenario Assessment Matrix

	Cafe gateway	Cafe gateway with adventure MAX	Active Terraces	Adventure through the trees	Adventure edge	Lake cafe
Create a sequence of arrival from parking the car, walking into the site and on to each of the facilities		●	●	●	●	
Create an series of different things on offer whilst ensuring that they all feel like that all part of the same place		●	●	●	●	
Help define a boundary to the 'Hub'		●	●	●	●	
Use the topography and landscape of the site to help define different areas of activity			●	●	●	
Ensure pedestrian connections are easy to understand (legible)			●	●	●	
Respect and celebrate the immediate and distant views			●	●		●
Where possible, utilise existing infrastructure such as footpaths and carparking	●	●	●			●
Respect the heritage and ecology of the site	●	●	●	●	●	
Consolidate services and infrastructure		●	●	●	●	
Make good connections between cafe and active zone	●	●		●	●	
Future proof for further development and commercial opportunities	●	●	●	●	●	
Allow flexibility in overflow carparking	●	●	●		●	