

## PRESENTATION OUTLINE

1: PROJECT BACKGROUND

2: COMMUNITY ENGAGEMENT: OPEN HOUSE #1

3: PROJECT GOALS

4: EXISTING CONDITIONS

5: PRELIMINARY CONCEPT PLANS

6: COMMUNITY ENGAGEMENT: OPEN HOUSE #2 AND ONLINE SURVEY

7: PREFERRED MASTER PLAN

## 1 PROJECT BACKGROUND

#### PROJECT AREA AND PROJECT SCOPE



**BIG IDEA: DEVELOP A COHERENT VISION THAT WILL SERVE AS A** ROADMAP FOR THE PHASED **IMPLEMENTATION OF IMPROVEMENTS AT SIMS PARK** 

- LOCATE A NEW PLAYGROUND AT A LOCATION THAT BEST LEVERAGES THE PARK AND PARK CONTEXT TO **EHNANCE THE PLAY EXPERIENCE**
- **RECONFIGURE AND EXPAND PARKING** TO BETTER SUPPORT THE PARK
- EHANCE THE PARK ARRIVAL **EXPERIENCE**
- IMPROVE CONNECTIVITY AND **ACCESSIBILITY TO AND THROUGHOUT** THE PARK
- REIMAGINE THE BLUFFTOP VISTA **SEATING**
- IMPROVE THE HENN MANSION **FUNCTION AND PRESENCE**
- MODIFY THE DISC GOLF COURSE TO **ACCOMMODATE THE MASTER PLAN** WHILE ENHANCING THE DISCO GOLF **EXPERIENCE**

## 1 PROJECT BACKGROUND

#### PARALLEL TRACKS FOR ENGAGEMENT AND FEEDBACK

## **COMMUNITY ENGAGEMENT**

- OPEN HOUSE #1: WEDNESDAY, 6 November 2024
- OPEN HOUSE #2: SATURDAY, 1 FEBRUARY 2025
- ONLINE SURVEY: 24 FEBRUARY 11 March 2025

## STEERING COMMITTEE

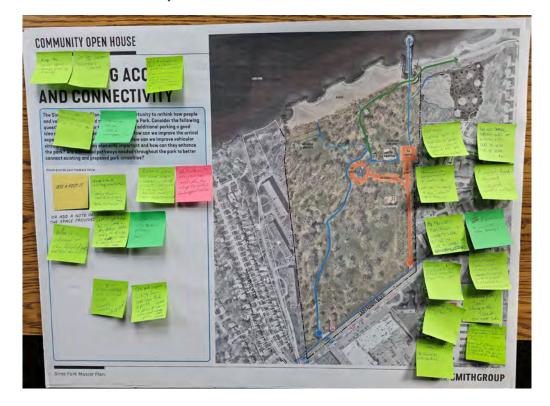
- **CITY LEADERSHIP**
- **CITY STAFF**
- **HENN MANSION**

## STAKEHOLDER MEETINGS

- **DOWNTOWN BUSINESS GROUP**
- **CLEVELAND METROPARKS**
- **COMMUNITY DEVELOPMENT GROUP**
- **RESIDENT GROUP**
- **DISC GOLF GROUP**



## **COMMUNITY OPEN HOUSE #1** WEDNESDAY, 6 NOVEMBER 2024











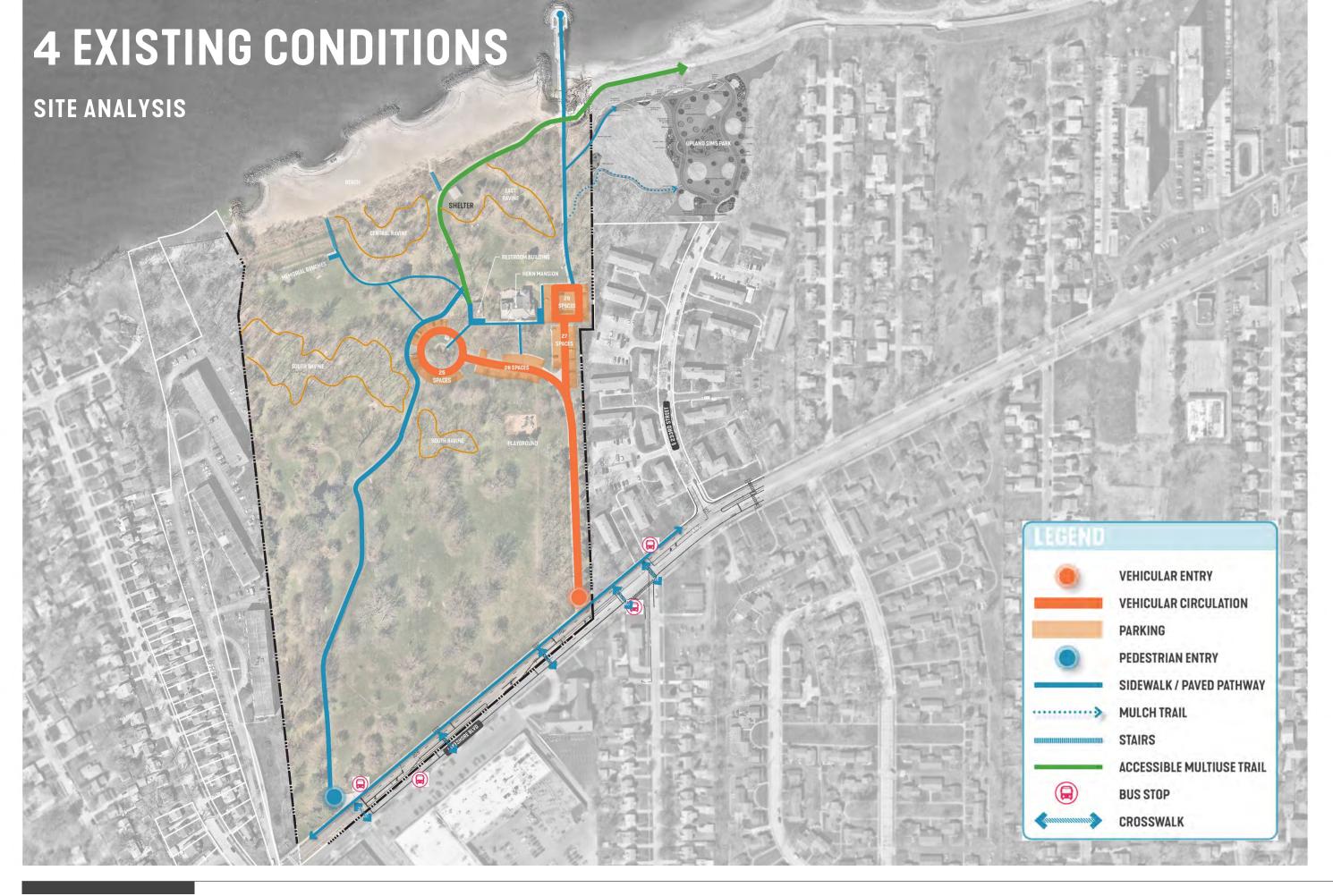


## 3 PROJECT GOALS

THE FOLLOWING PROJECT GOALS WERE DEVELOPED BASED ON COMMUNITY FEEDBACK RECEIVED AT THE FIRST COMMUNITY OPEN HOUSE.

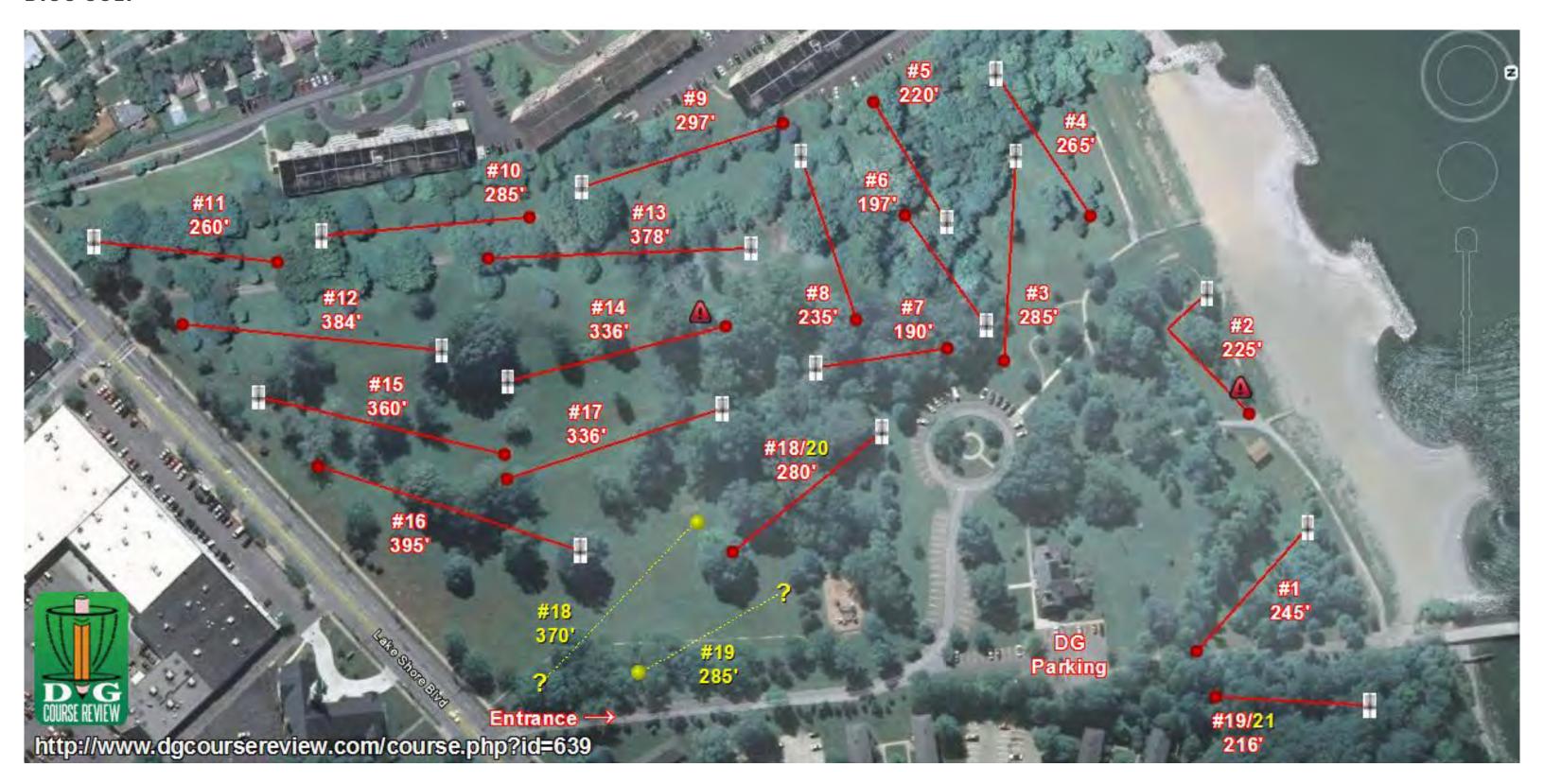
- ENHANCE THE PARK AS A NATURE EXPERIENCE
  - DON'T OVER-DEVELOP THE PARK
  - RESTORATION IS IMPORTANT
  - MAINTAIN THE EXISTING PARK'S EXISTING CHARACTER AND EXISTING TREES
- IMPROVE THE ARRIVAL EXPERIENCE AND ENHANCE THE PARK'S PRESENCE AND IDENTITY AT LAKESHORE BLVD
  - CREATE A VISUAL CONNECTION FROM LAKESHORE BLVD AND THE SOUTH HALF OF THE PARK TO LAKE ERIE
  - BETTER CONNECT PEDESTRIANS AND CYCLISTS TO THE LAKE, BEACH, AND LAKESHORE TRAIL
- **IMPROVE AMENITIES** 
  - EXPAND PARKING
  - IMPROVE THE DISC GOLF EXPERIENCE WHILE MINIMIZING DISC GOLF'S IMPACT ON SENSITIVE HABITAT AREAS
- DISTRIBUTE PARK AMENITIES MORE EVENLY, AND CLARIFY THE DISTINCTION BETWEEN THE PARK AND HENN MANSION
- ADDRESS SAFETY CONCERNS





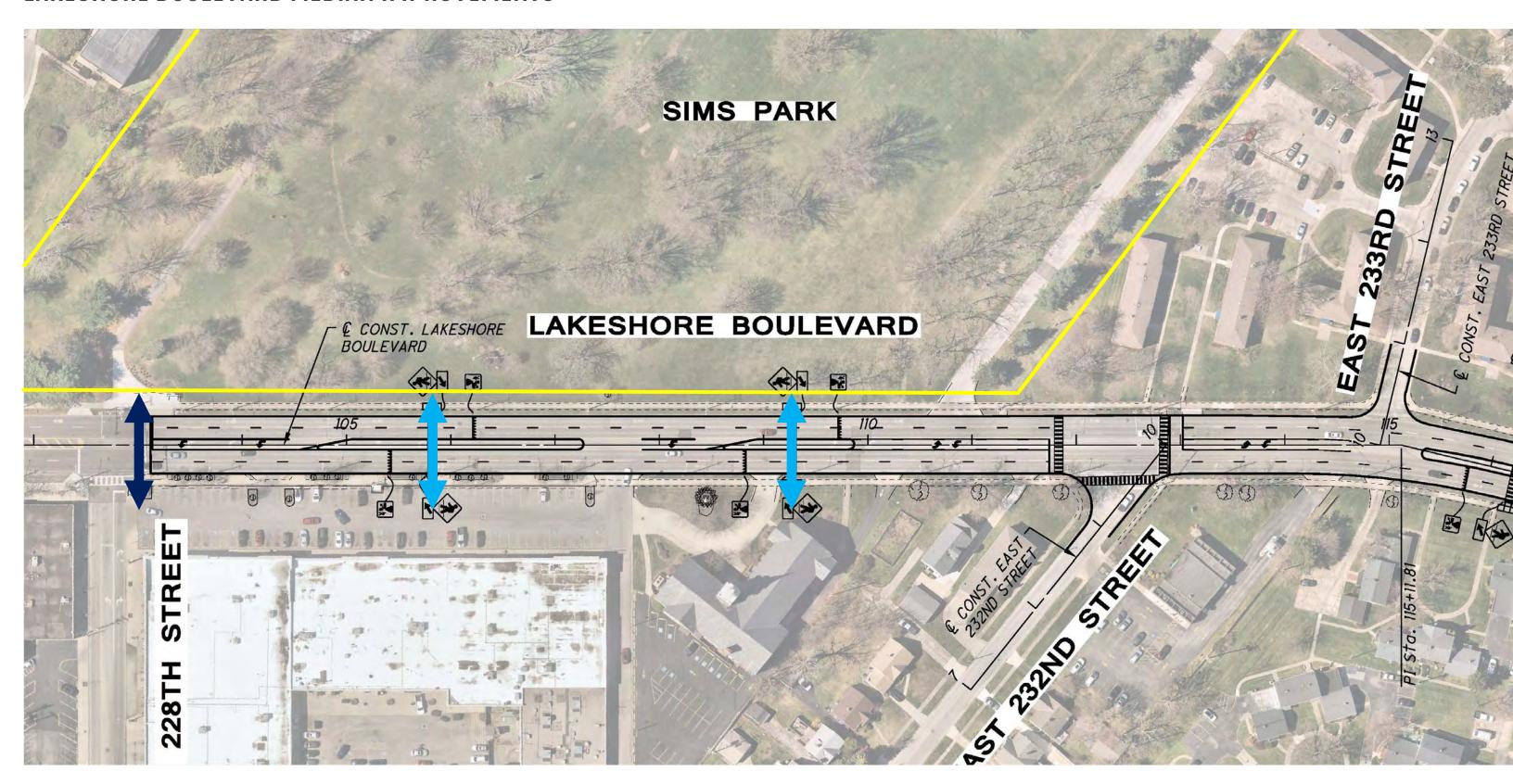
# **4 EXISTING CONDITIONS**

## **DISC GOLF**



# **4 EXISTING CONDITIONS**

## LAKESHORE BOULEVARD MEDIAN IMPROVEMENTS



# **4 EXISTING CONDITIONS**

## **NEIGHBORING PROJECTS**

#### TOP OF THE TANK



#### **UPLAND SIMS PARK EXPANSION**



## **CONCEPT A**

- REALIGNED VEHICULAR ENTRANCE SWEEPS WEST OF ALLEE
- PARKING LOOP DISTRIBUTES PARKING
- WATER ACCESS DROP-OFF AT NORTH END OF HENN MANSION PARKING LOT

- HENN MANSION DROP-OFF AT HENN'S FRONT DOOR
- **NEW PED/BIKE 'SPINE' EAST OF ENTRY DRIVE**
- CENTRALLY-LOCATED, COMBINED SHELTER/RESTROOM BUILDING
- PLAYGROUND IS PAIRED WITH SOUTH RAVINE
- BACK BEACH IS ACTIVATED WITH A BOARDWALK AND SEATING









### **CONCEPT B**

- ENTRY DRIVE ALIGNMENT REMAINS, EXPANDED PARKING EXTENDS TOWARD NW **CORNER OF PARK**
- WATER ACCESS DROP-OFF AT PARKING EXTENSION
- HENN MANSION DROP-OFF AT HENN'S EAST DOOR
- NEW PED/BIKE 'SPINE' EAST OF ENTRY DRIVE
- **CENTRALLY-LOCATED RESTROOM BUILDING**
- 2 SHELTERS: ONE AT WEST BLUFF, ONE COMBINED SHELTER/STAGE AT HENN LAWN
- **PLAY AT BEACH RAVINE**
- **BLUFF ACCESS WITH OVERLOOK ANTICIPATES FUTURE LAKEFRONT TRAIL EXTENSION**
- EXISTING RAVINE EXTENTED TO ENHANCE ARRIVAL, TREAT STORMWATER, EHNANCE NATURE EXPERIENCE











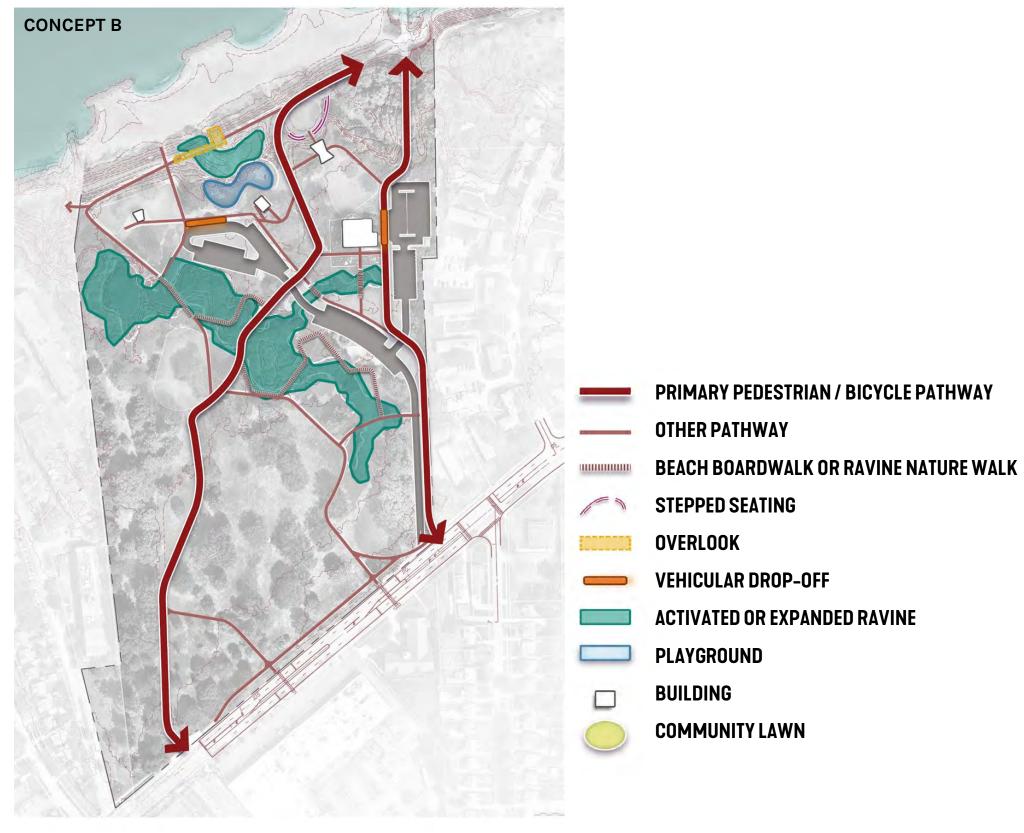






## **CONCEPT DIAGRAM COMPARISON**





**OPEN HOUSE #2 SATURDAY, 1 FEBRUARY 2025** 





**OPEN HOUSE #2 SATURDAY, 1 FEBRUARY 2025** 

PLAYGROUND: Where do you think the playground should be located?

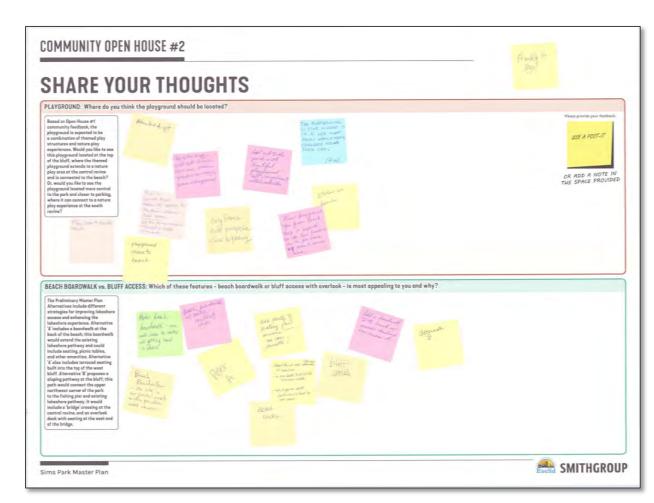
BEACH BOARDWALK vs. BLUFF ACCESS: Which of these features beach boardwalk or bluff access with overlook - is most appealing to you and why?

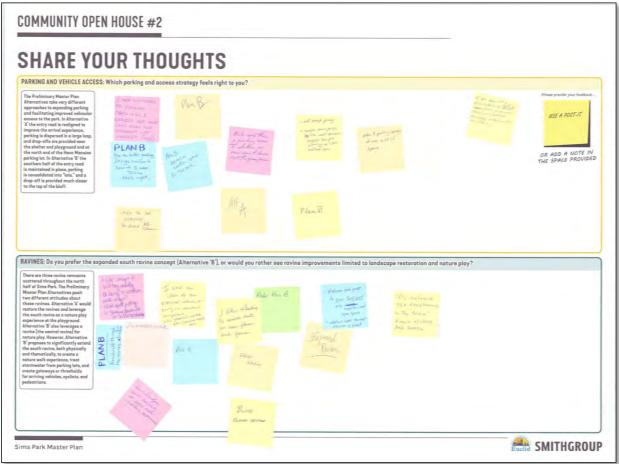
PARKING AND VEHICLE ACCESS: Which parking and access strategy feels right to you?

**RAVINES:** Do you prefer the expanded south ravine concept (Alternative 'B'), or would you rather see ravine improvements limited to landscape restoration and nature play?

COMMUNITY LAWN vs. RESTORATION: Do you feel a large, flexible community lawn space is important at the south half of Sims Park?

PARK BUILDINGS: Which building types do you prefer? Where would you like to see future park buildings located?



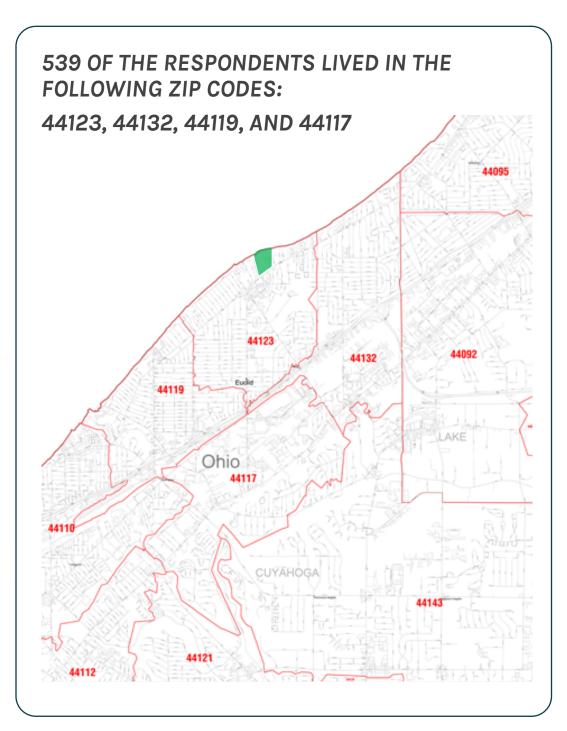




## ONLINE SURVEY 24 FEBRUARY – 11 MARCH 2025

- THE SURVEY WAS OPEN FOR 16 DAYS
- THERE WERE 687 RESPONSES
- 336 RESPONSES WERE COMPLETE\*

# Response Activity 400 200 200 2. Feb. 2015 26. Feb. 2015 28. Feb. 2015 28.

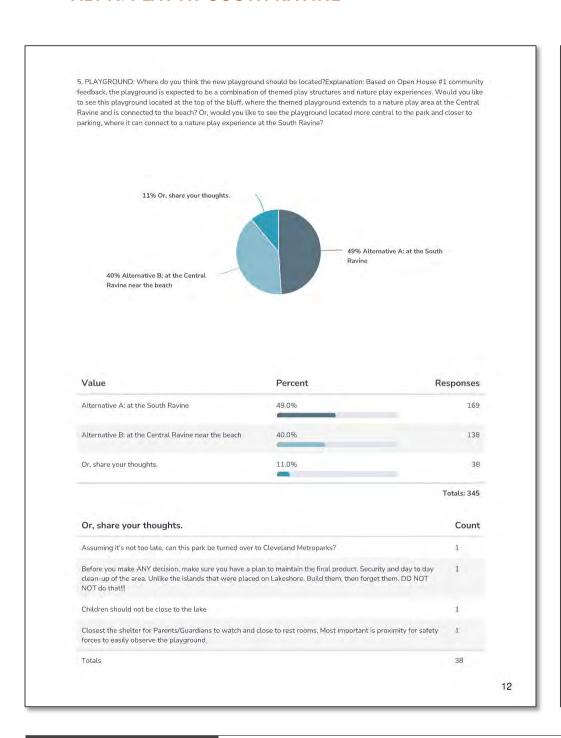


<sup>\* &</sup>quot;COMPLETE" RESPONSES ARE THOSE FOR WHICH ALL OF THE SURVEY QUESTIONS WERE ANSWERED. ALL RESPONSES, INCLUDING PARTIAL RESPONSES, CONTRIBUTED TO THE SURVEY RESULTS.

## **ONLINE SURVEY** 24 FEBRUARY - 11 MARCH

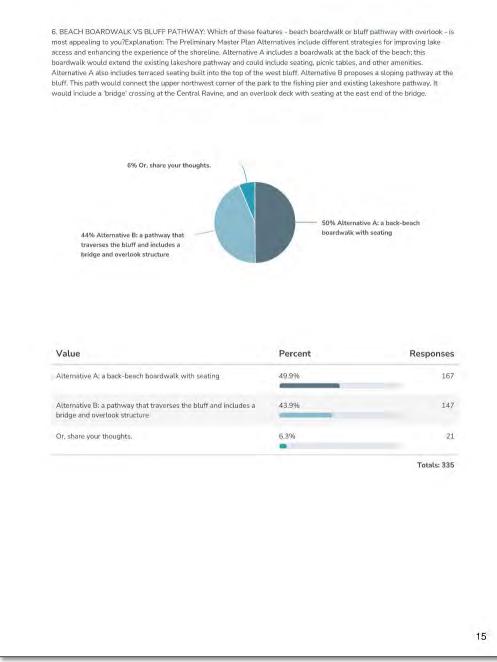
#### **SURVEY RESULTS:**

#### **ALT A: PLAY AT SOUTH RAVINE**

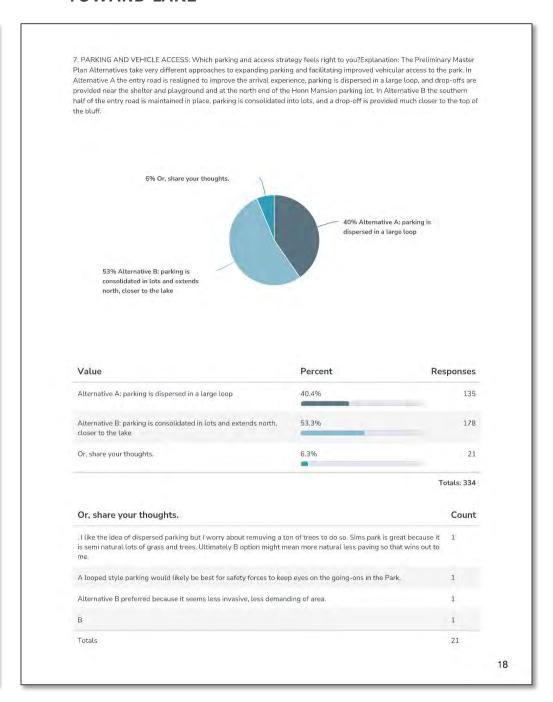


Sims Park Master Plan

#### ALT A: BACK BEACH BOARDWALK



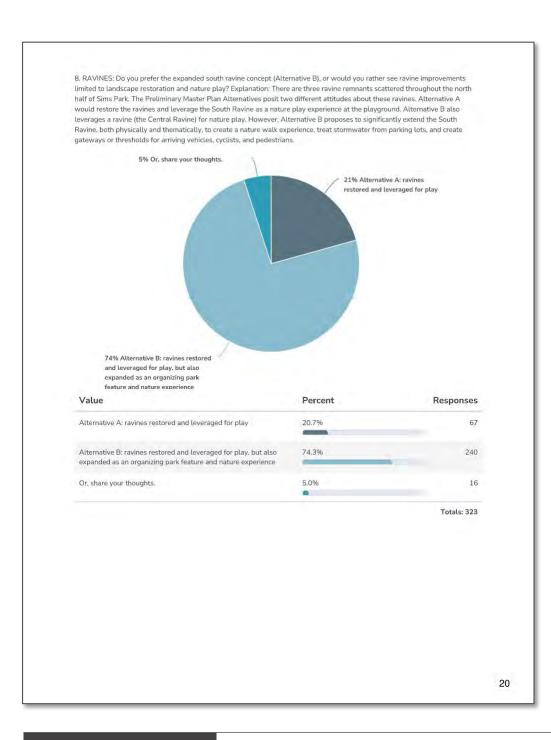
#### ALT B: PARKING IS CONSOLIDATED AND EXTENDS **TOWARD LAKE**



## **ONLINE SURVEY** 24 FEBRUARY - 11 MARCH

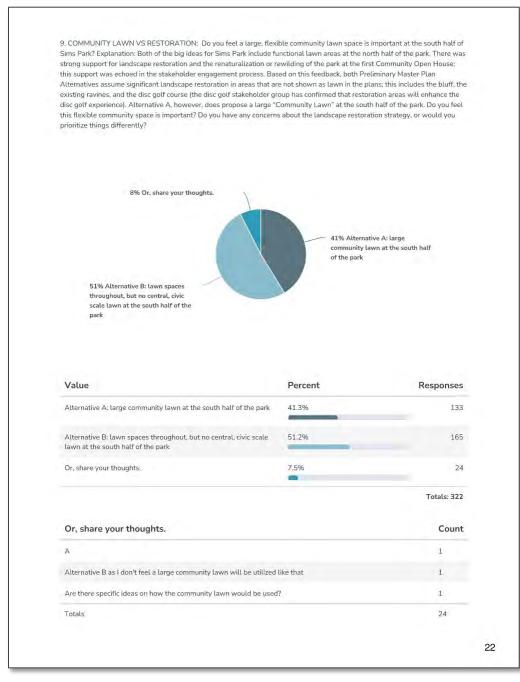
#### **SURVEY RESULTS:**

#### **ALT B: EXPANDED RAVINE**

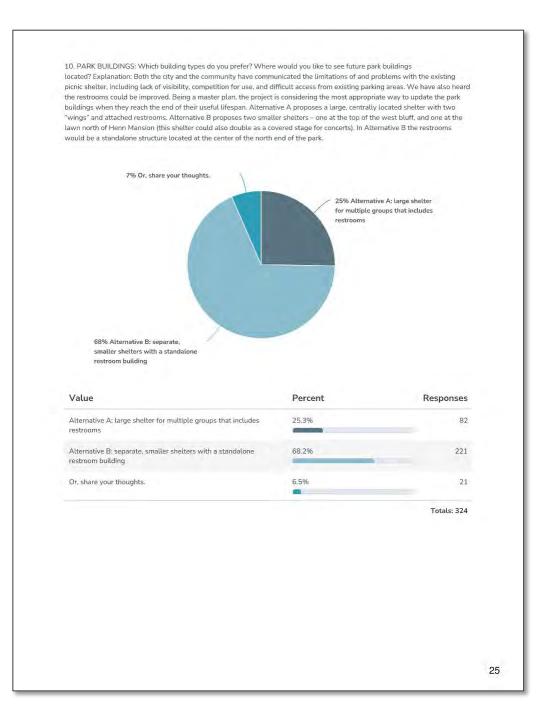


Sims Park Master Plan

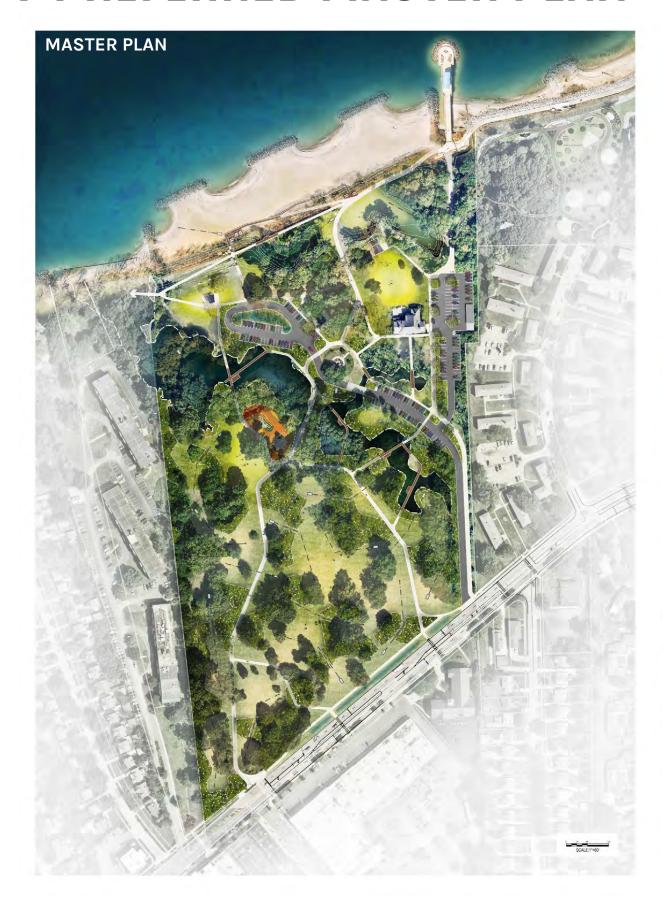
#### **ALT B: DISPERSED LAWN SPACES**



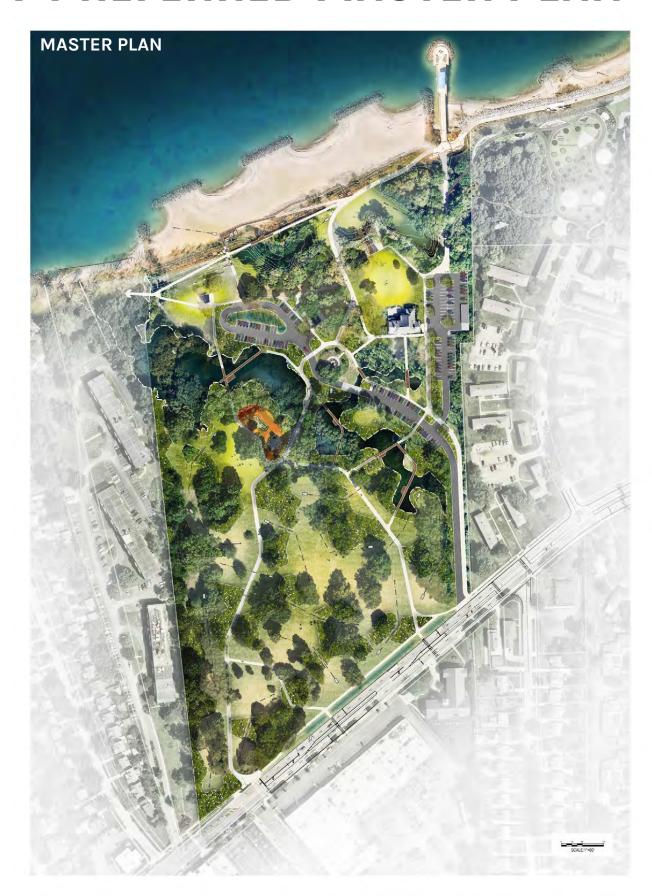
#### ALT B: SEPARATE, SMALLER SHELTERS





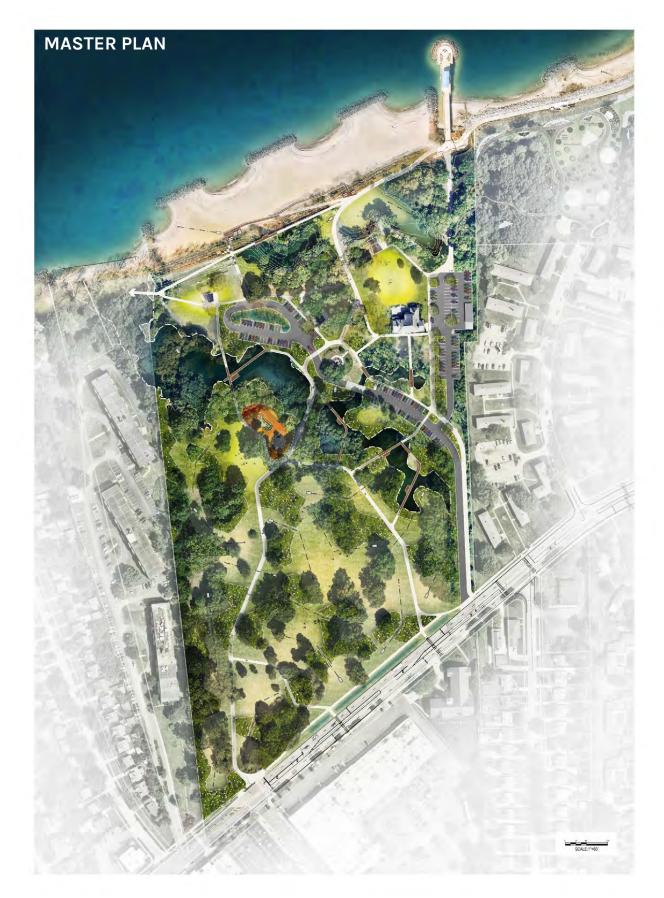




















RAVINE
(WOODLAND
RESTORATION,
STORMWATER
CONVEYANCE,
POTENTIAL
FUTURE CREEK
DAYLIGHTING)

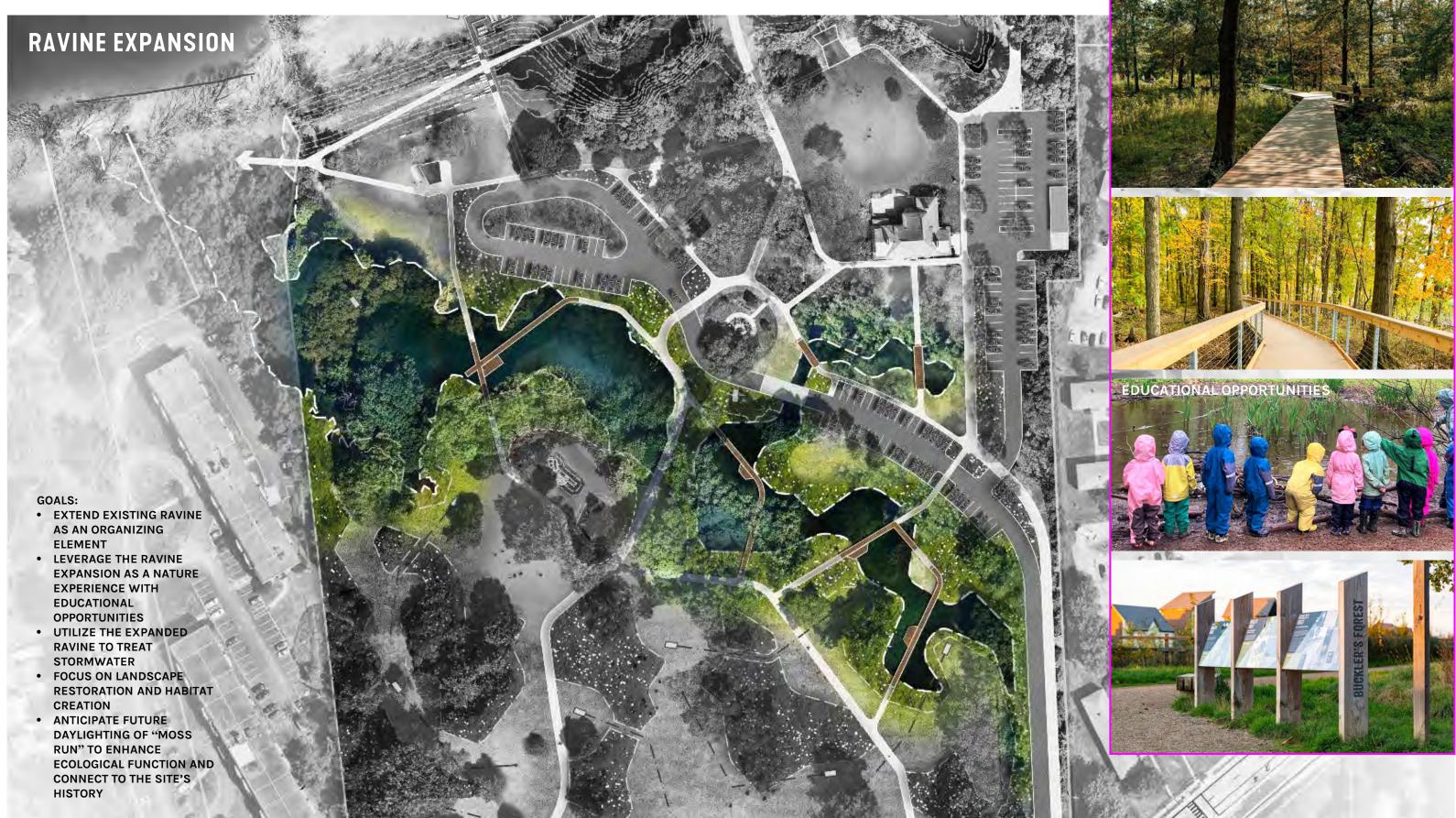


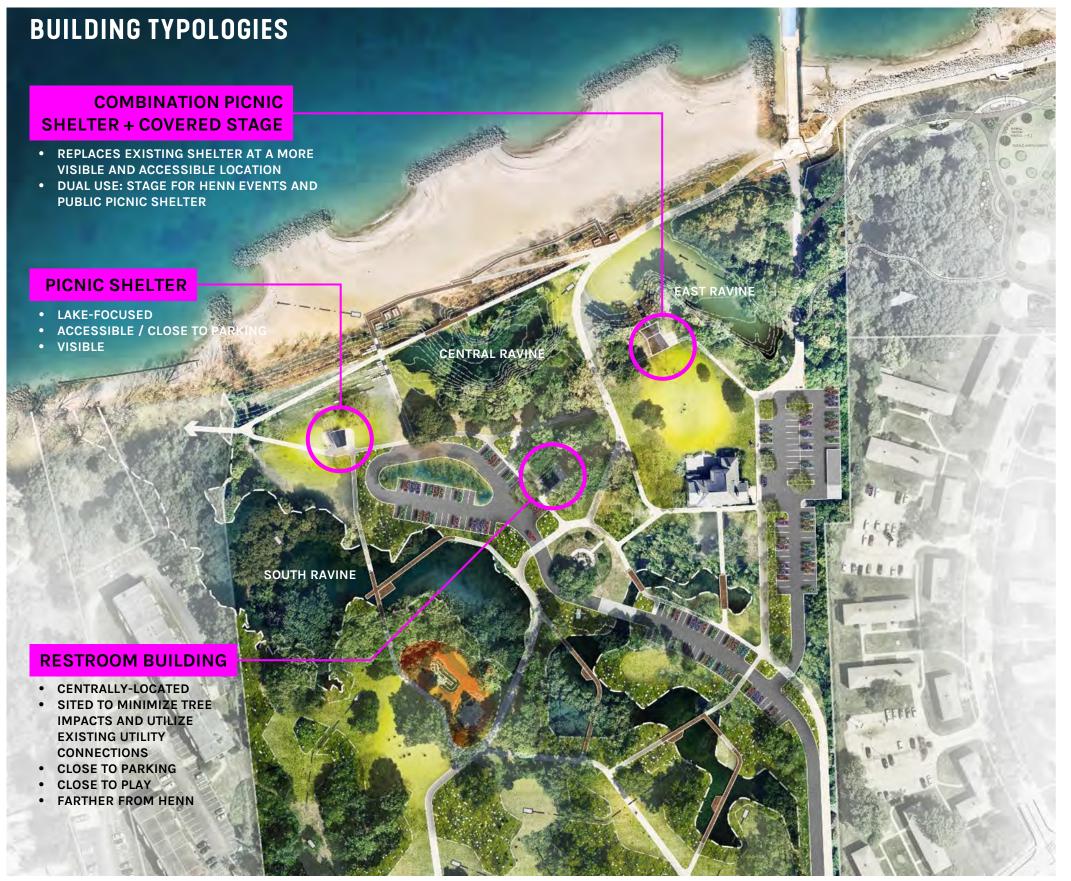






\*ONLY LAWNS INTENDED AS GATHERING SPACES AND PAIRED WITH PROPOSED AMENITIES ARE SHOWN. ALL AREAS NOT HIGHLIGHTED AS A CATEGORY LISTED ABOVE ARE INTENEDED TO REMAIN AS MOWN TURF.





#### PICNIC SHELTER EXAMPLES







#### **RESTROOM BUILDING EXAMPLES**









#### THEMATIC PLAY STRUCTURES (PRIMARY PLAY EXPERIENCE)





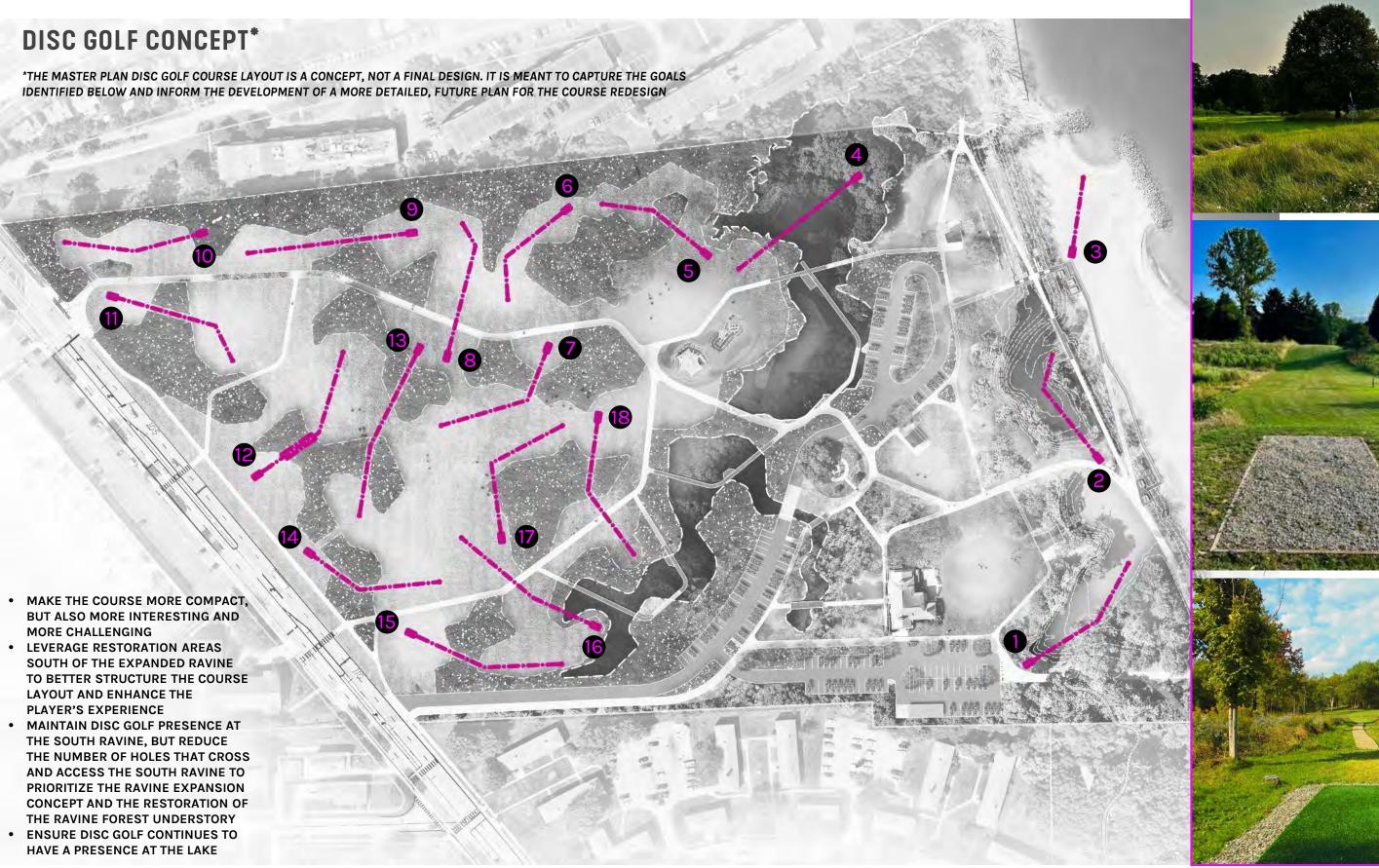


NATURE PLAY (EXTENDS PRIMARY PLAY EXPERIENCE)











PROPOSED COURSE CHARACTER



