



**SCHOONER COVE**  
NEIGHBOURHOOD PLANNING PROCESS

**DESIGN WORKSHOP #1**  
OCTOBER 17<sup>TH</sup>, 2008



**EKISTICS** arrisARCHITECTURE



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## Public Design Workshop: *Schooner Cove*

Friday October 17<sup>th</sup>, 2008  
9:30 – 4:00 in the Anchor Room

*The first workshop for Schooner Cove introduced participants to a comprehensive yet condensed exploration of placemaking for a waterfront village at Schooner Cove. Discussions explored community values, identified key elements to consider in the planning concepts, covered a basic understanding of the physical constraints of the Schooner Cove Lands, and considered how to “make it fit”.*

*Similar to the workshop for the Lakes District, the first Schooner Cove workshop was quite long (lasting until just after 4pm), but well attended and full of engaging discussion.*

*This booklet provides a brief summary of the event, with snapshots of the products generated by participants during the various exercises undertaken throughout the day.*

### MORNING SESSION

- **Introductions**

The workshop began with an overview of the day's events and an opportunity for each of the workshop participants and project team to introduce themselves and provide background as to individual interests in the planning & design for Schooner Cove. A brief review of guiding policies from the Regional District of Nanaimo clarified Schooner Cove's role with respect to designated urban growth areas & regional sustainability targets before beginning the first exercise of the day.

- **Schooner Cove “Look & Feel”:** *Visual Preference Exercise*  
(see the results on page 3)

Participants were provided coloured dots (green = good, red = not so good) to identify precedent images they preferred and those they did not, with respect to future form and character imagined for Schooner Cove. A large scale model of the Schooner Cove area (and surrounding residential hillsides) was on display to aid participants throughout the day in considering physical relationships and various issues of height & scale.

Over the course of fifteen minutes, more than 1,200 ‘votes’ were cast for “the good, the bad and the ugly” example images. In some instances, comments were also recorded to further explain individual preferences... but for the most part, patterns emerged as participants placed their dots, chatted and moved about.

## Clarifying Community Values & Defining Program: *World Café Exercise*

(see the results on page 13)

The World Café exercise continued the recording of preferences/ideas in a more specifically articulated way, exploring issues and topics related to Residential Housing Choice & Character; Streets, Sidewalks, Trails & Transit; Neighbourhood Shops & Village Amenities; Plazas, Park Spaces & the Waterfront Experience. The “Vagabond” table recorded additional topic areas related to many of those already mentioned and often focused on larger issues of development servicing, alternative technologies and innovation.

Facilitators presented the collective brainstorm maps (the annotated table tops) from each group discussion, revealing a comprehensive exploration of themes as well as an emerging consistency among key ideas.

## AFTERNOON SESSION

- **Exploration & Conceptual Design: *Community Mapping Exercise***

(see the results on page 19)

The afternoon session began with an overview of the site analysis of Schooner Cove completed to date, including basic bio-physical constraints as well as identifying attributes which support neighbourhood design and placemaking.

The design exploration divided participants into four groups in order to further apply the morning exercises to an exploration of site planning. Each group considered a siteplan for Schooner Cove based on the themes of the morning exercises. The two-hour exercise concluded with a series of concepts articulated in drawings, photographs and annotations. Short presentations followed in which highlights of each of the plans were discussed and compared with other concepts presented.

- **Workshop Wrap-Up**

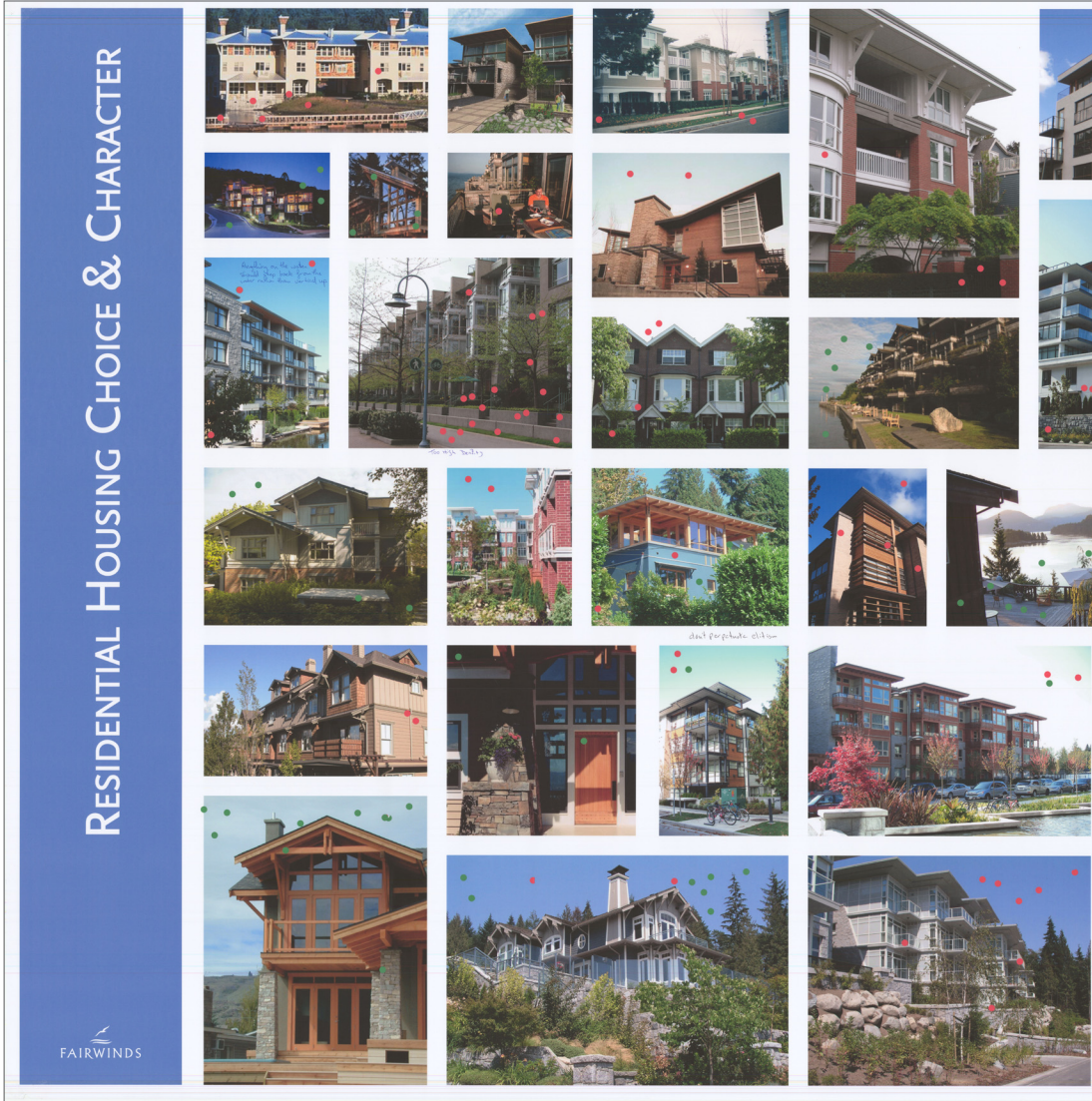
A final discussion focused on next steps in the process, including the neighbourhood plan process, public consultation, as well as commitment of the Fairwinds' ownership to realize the eventual plan. The floor was opened to general comment and Q&A from participants and the workshop was adjourned at approximately 4:00 pm.

## SCHOONER COVE “LOOK & FEEL”

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### *Visual Preference Exercise*

The following section summarizes observations from the morning session’s Visual Preference Exercise. Participants were provided with two sets of coloured dots to place on the images to indicate their preferences: green dots for most-preferred examples and red dots for least-preferred examples. More than 1,200 dots (votes) were cast over a period of 20 minutes. Here, the individual photo sheets are scanned to record the patterning of preferences and emerging themes are explored and noted accordingly.

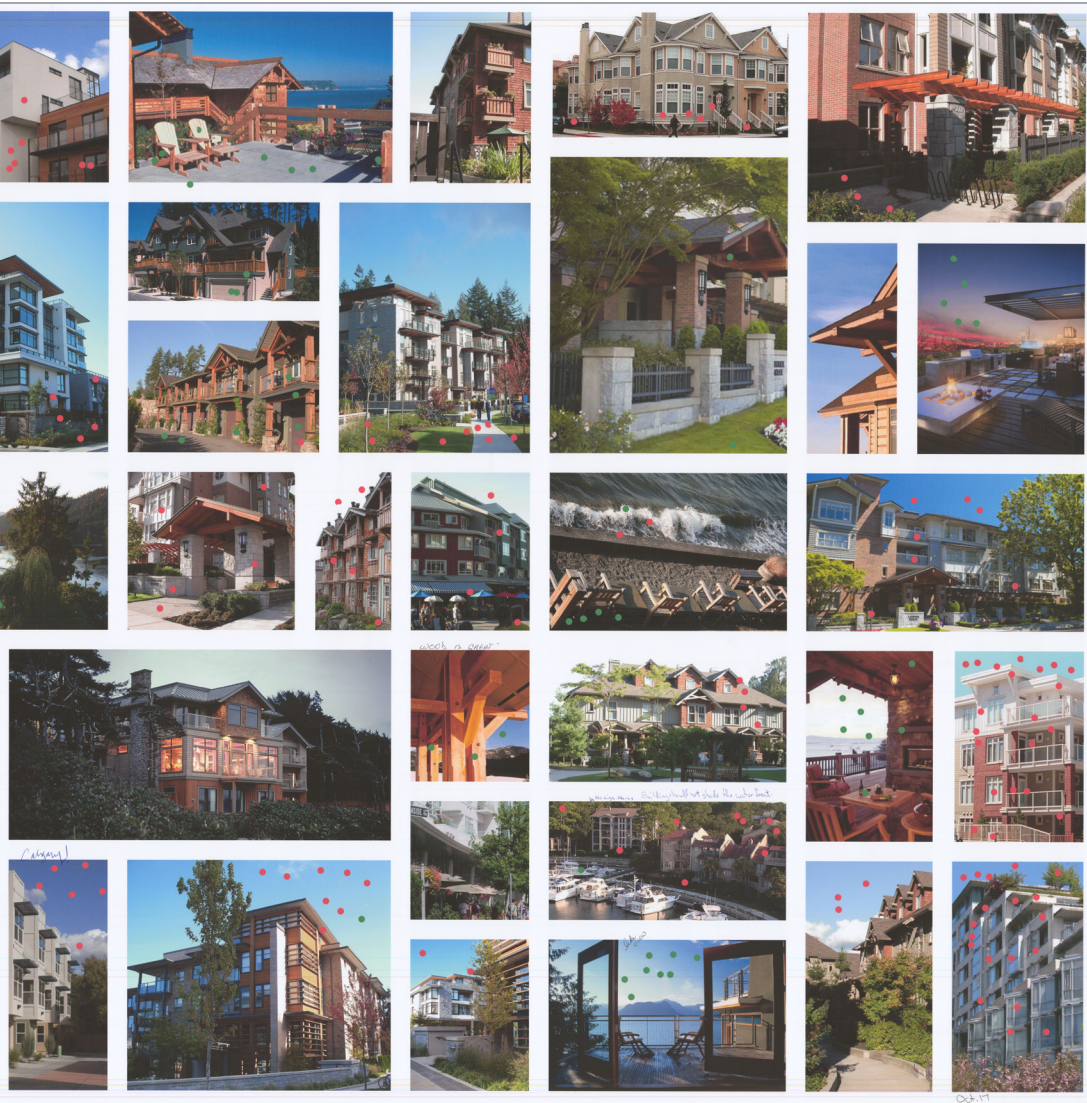


RESIDENTIAL HOUSING CHOICE & CHARACTER



# SCHOONER COVE

Design Workshop #1 : October 17th, 2008



The Residential Housing examples which scored highest were those which employed *native materials* with *careful siting and integration* into the surrounding natural landscape. The use of *natural wood and rock treatments* was preferred to brick or concrete exteriors. Smaller, more complex building masses & forms were generally preferred over large, repetitive or rigid forms. Participants identified *large windows and ample deck space* as important features to take advantage of the spectacular views at Schooner Cove.

PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE

FAIRWINDS



PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE



# SCHOONER COVE

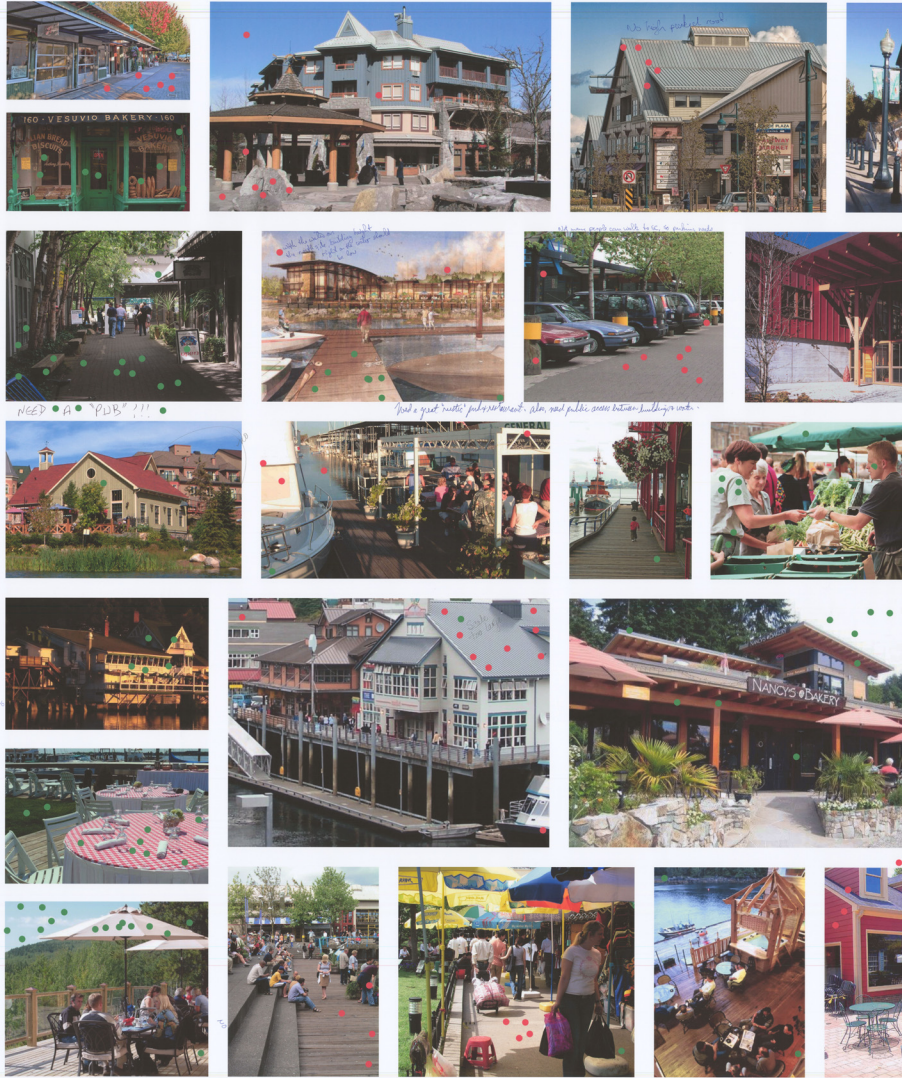
Design Workshop #1 : October 17th, 2008



The preservation of *natural character* emerged as an important theme for public spaces in and around Schooner Cove. Participants scored the use of *wood materials* highest over concrete for gathering areas and plazas. Preferred images of park spaces were those of *simple, low-impact trails* and forests rather than manicured lawns, ponds or walkways. The favoured waterfront examples included *wooden boardwalks* and gathering areas which provide opportunities for community interaction through *relaxation* and activities such as *fishing* and *kayaking*.

NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES

FAIRWINDS



NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES



# SCHOONER COVE

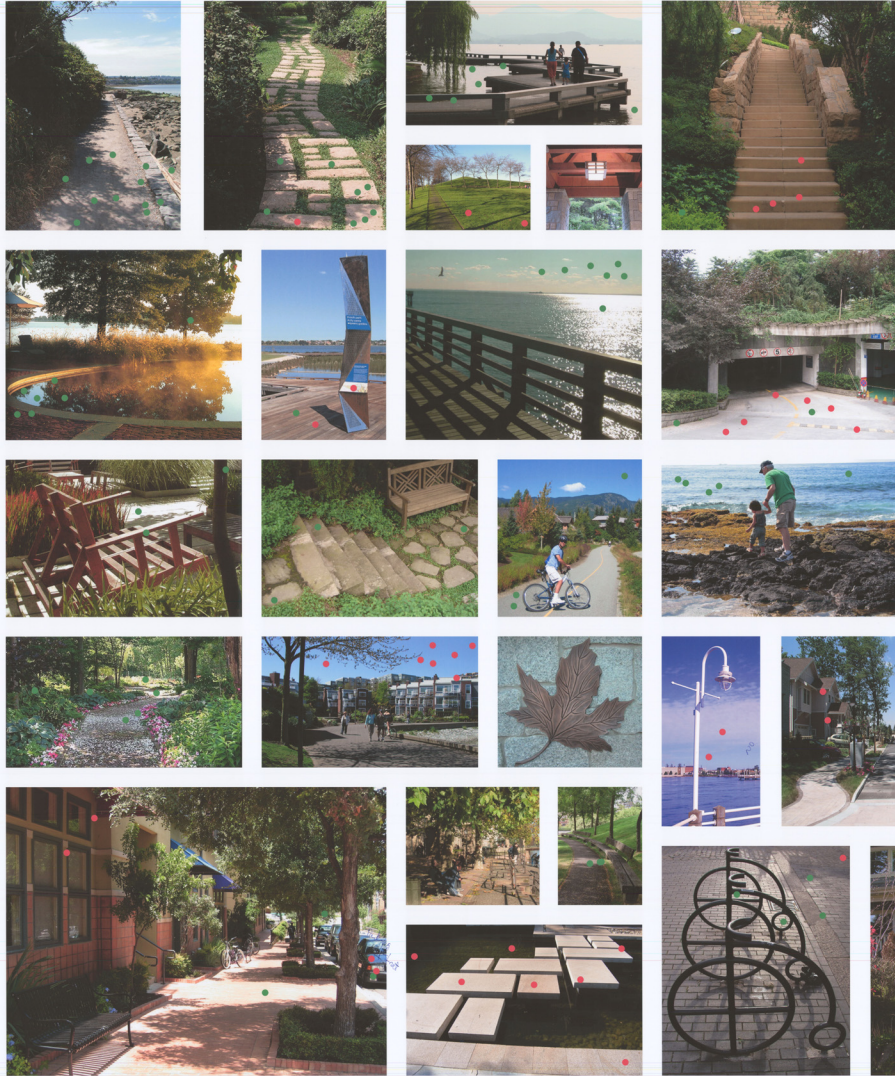
Design Workshop #1 : October 17th, 2008



Community amenity preference largely reflected opportunities for *community gathering spaces* and again represented a taste for building character composed of *native materials*. Most preferred examples included a *small, local café and market*, *relaxed waterfront dining* and *natural walkways* well integrated with the small village environment. Least preferred examples were generally related to more intensive and/or “urban” land uses as well as more contemporary building forms.

STREETS, SIDEWALKS, TRAILS & TRANSIT

FAIRWINDS

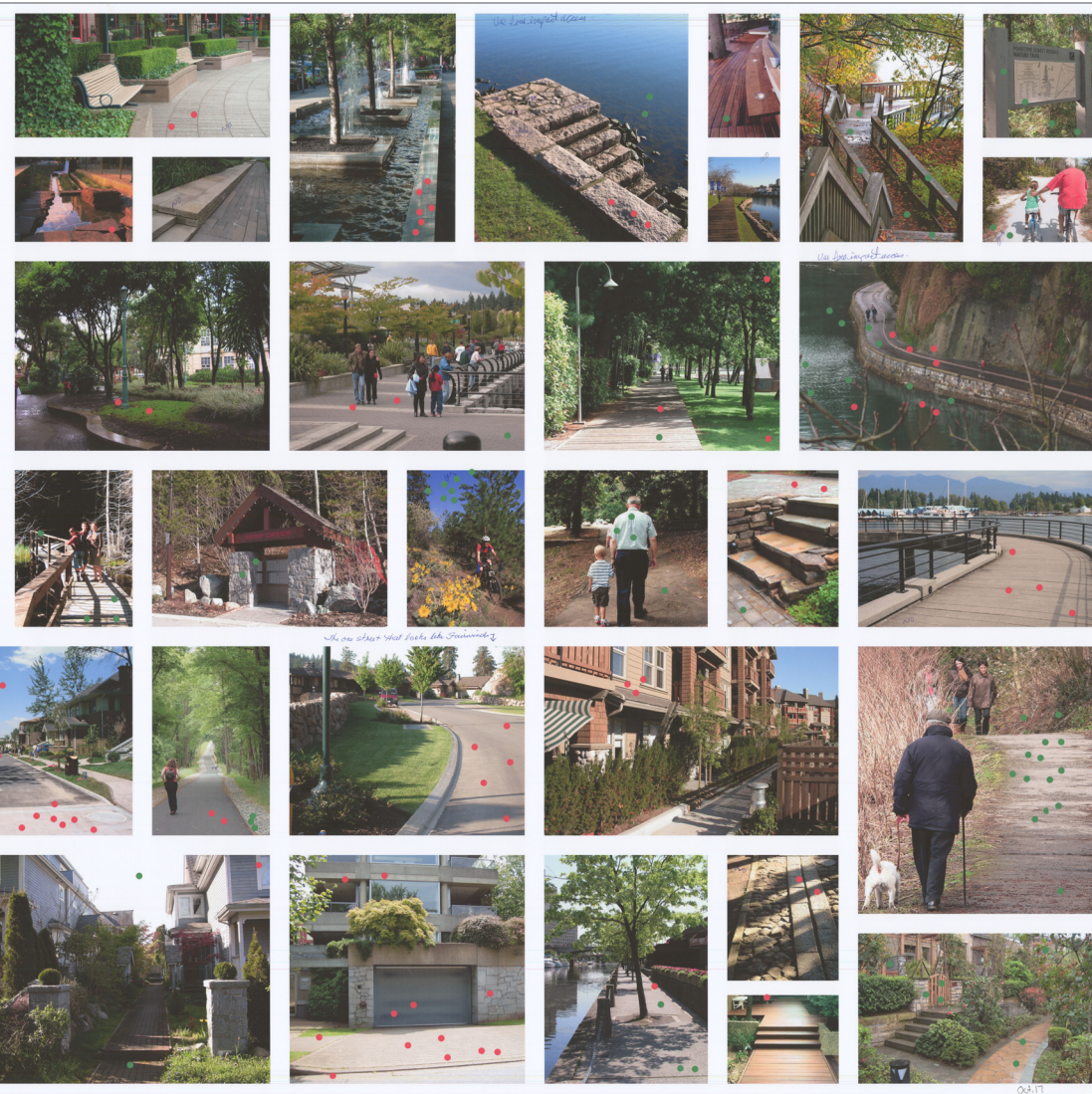


STREETS, SIDEWALKS, TRAILS & TRANSIT



# SCHOONER COVE

Design Workshop #1 : October 17th, 2008



Participants generally preferred examples of streets, sidewalks, trails & transit that featured more *rural and natural forms*. Most preferred examples included *tree-lined streets, sidewalks and bike paths*, and *rustic waterfront trails and boardwalks*. Least preferred examples represented repetitive streetscapes, and large extents of hard surfaces, including asphalt paving, sidewalks and bikeways. Interestingly, the concrete seawall was identified fairly equally as both a positive and negative element.



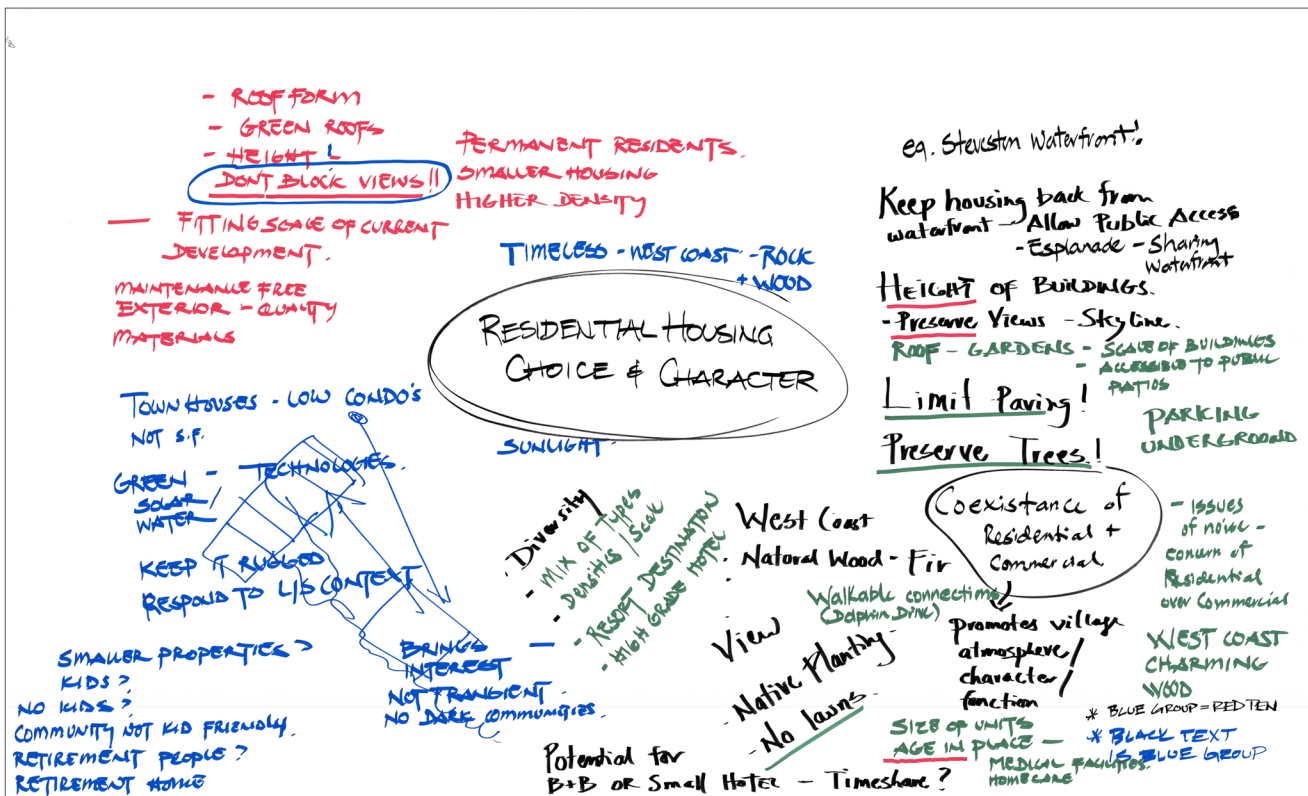


## CLARIFYING COMMUNITY VALUES & DEFINING PROGRAM

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### *World Cafe Exercise*

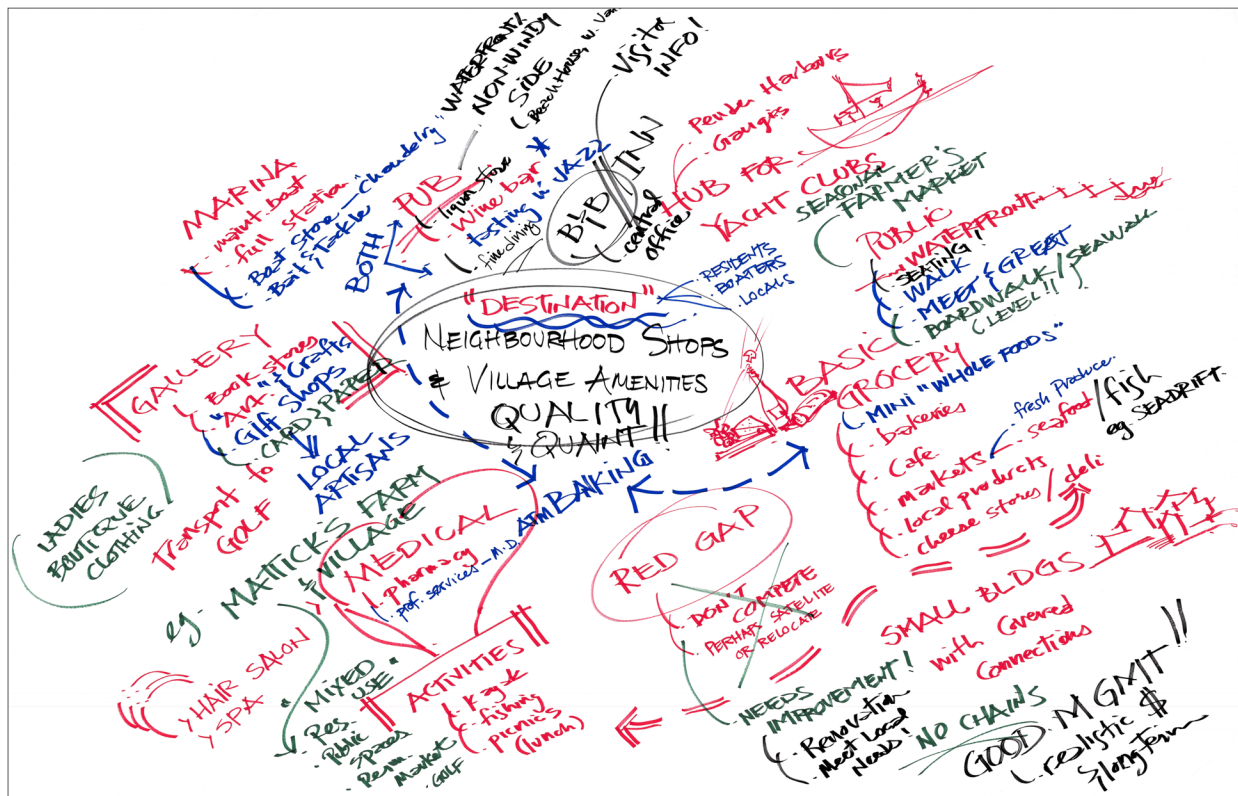
The following section reveals the results of the World Café exercise. Each page of conversation mapping represents a 50-minute collective brainstorm session where ideas regarding future physical form were recorded and built upon through rotating sessions of active listening and note-taking. Emerging themes help distill and articulate community values as a means to better develop site programming opportunities as part of the design process.



## RESIDENTIAL HOUSING CHOICE & CHARACTER

Discussion at the Housing table focused on housing form, character, types, clustering and density. Participants were interested in a mix of medium-density housing styles to suit a range of age and income groups rather than single family homes in the Schooner Cove area. However, significant concern was expressed regarding building heights and view retention. Discussion also centred around the use of natural building materials, green technologies and other “green” elements to create a sustainable residential village centre which is carefully situated into the surrounding landscape.





## NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES

This table provided a place to consider the types of shops and amenities required to make Schooner Cove a complete village experience. A full spectrum of commercial shops and community amenities were suggested. Valued commercial programming included a marina, a general store, a cafe/pub/restaurant, and a small inn. Community facilities such as medical offices and an artisan market were also strongly urged. Maintaining local character and ensuring careful siting and interconnectivity were other themes that emerged from the discussion.





## VAGABOND

The Vagabond table was a catch-all table to allow participants to voice ideas and concerns not addressed by the other tables. Many of the concepts that were voiced were transitional between topics, such as maintenance of physical form and character of both the built and natural environment; promoting sustainable initiatives; sensitively incorporating density; and working with the public to accommodate changing values and technologies.

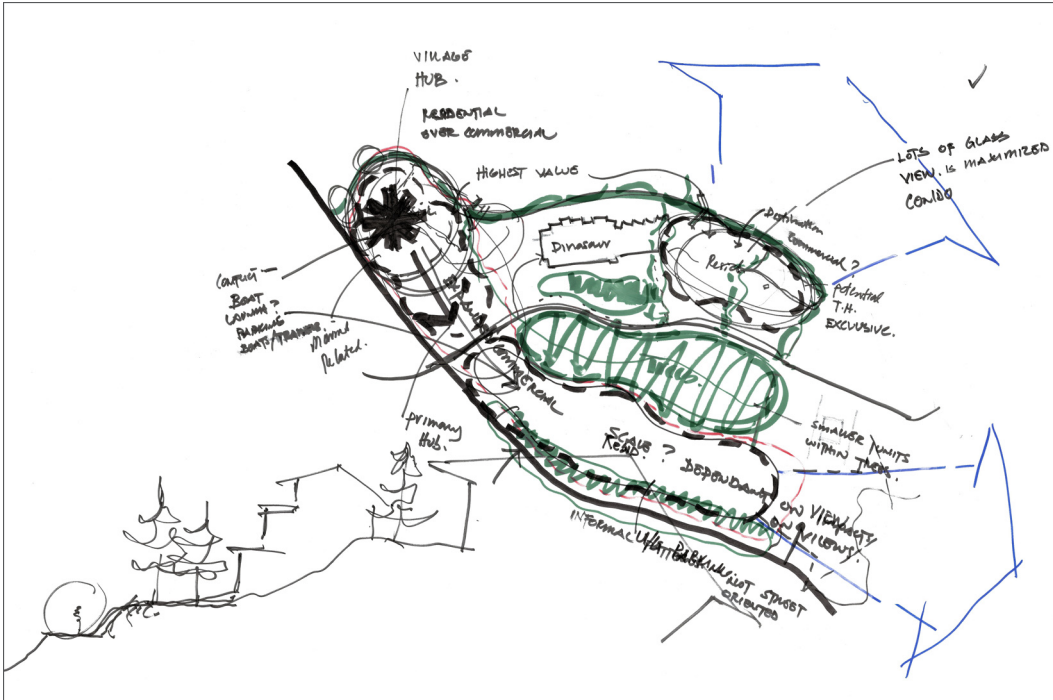


## EXPLORATION & CONCEPTUAL DESIGN

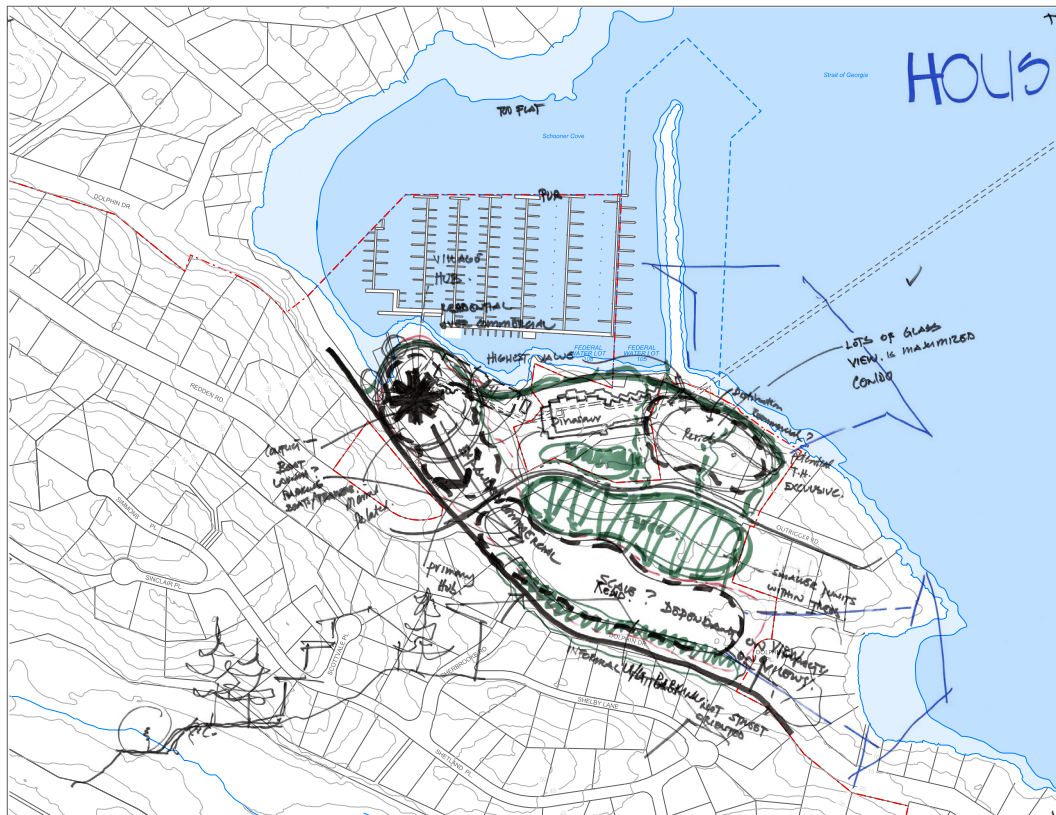
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### *Community Mapping Exercise*

The following section illustrates the process and results of the “Exploring the Edges” community mapping exercise. Participants were divided into teams to develop design concepts related to the themes explored during the morning sessions. The intent of the exercise was to translate many of the ideas into basic structuring concepts. At the end of the exercise the concept plans were displayed together and short presentations highlighted the key ideas of each.



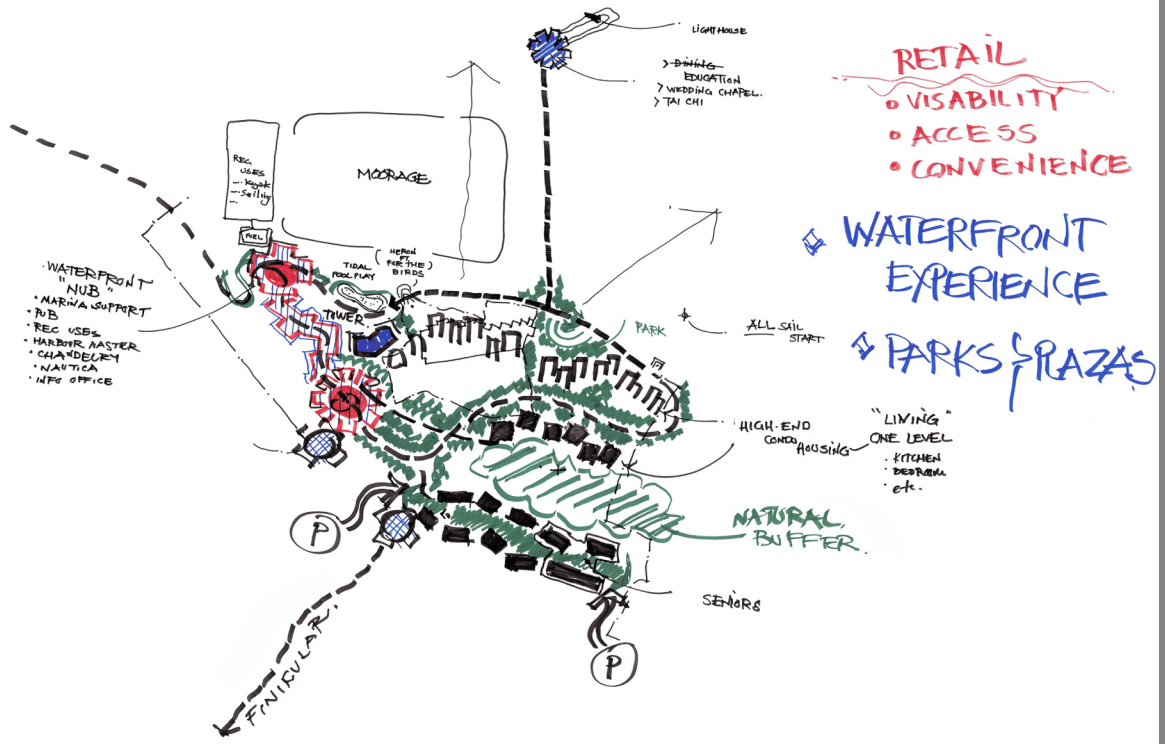
\* Example images from the morning's Visual Preference Exercise were cut out and attached to some plans to exemplify preferred form and character.

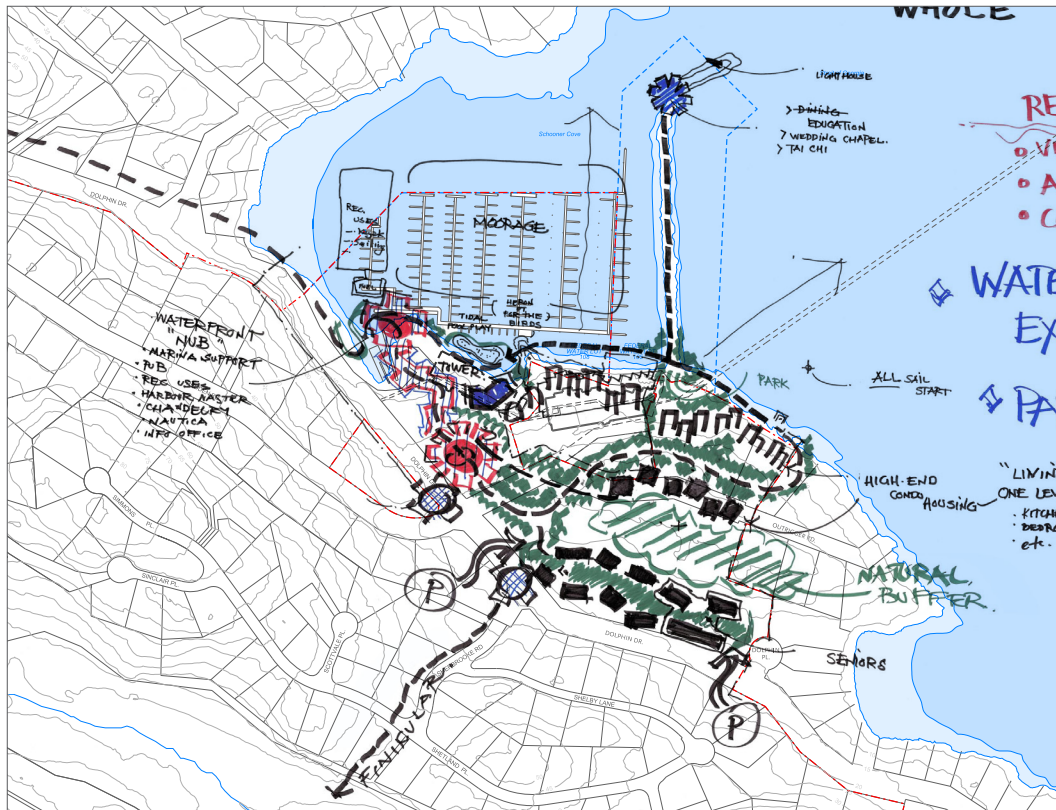


## RESIDENTIAL HOUSING CHOICE & CHARACTER

This concept focused on a mixed-use waterfront village, located aside the marina, and the development of “sub-neighbourhoods,” each responding to its immediate context in terms of views, topography and vegetation. Pedestrian linkages between neighbourhoods, particularly along the water’s edge are seen to be critical to the success of a walk-able vibrant waterfront, residential community. Views from the Schooner Cove lands are key to maximizing the community’s value. It was identified that building height and density must be sufficient to establish the “critical mass” necessary for a vibrant community without unduly infringing on the views of existing homes. Underground parking was proposed in order to hide cars and preserve open space and more informal building arrangements (responding to the landscape) were preferred.

# "DESTINATION" WHOLE

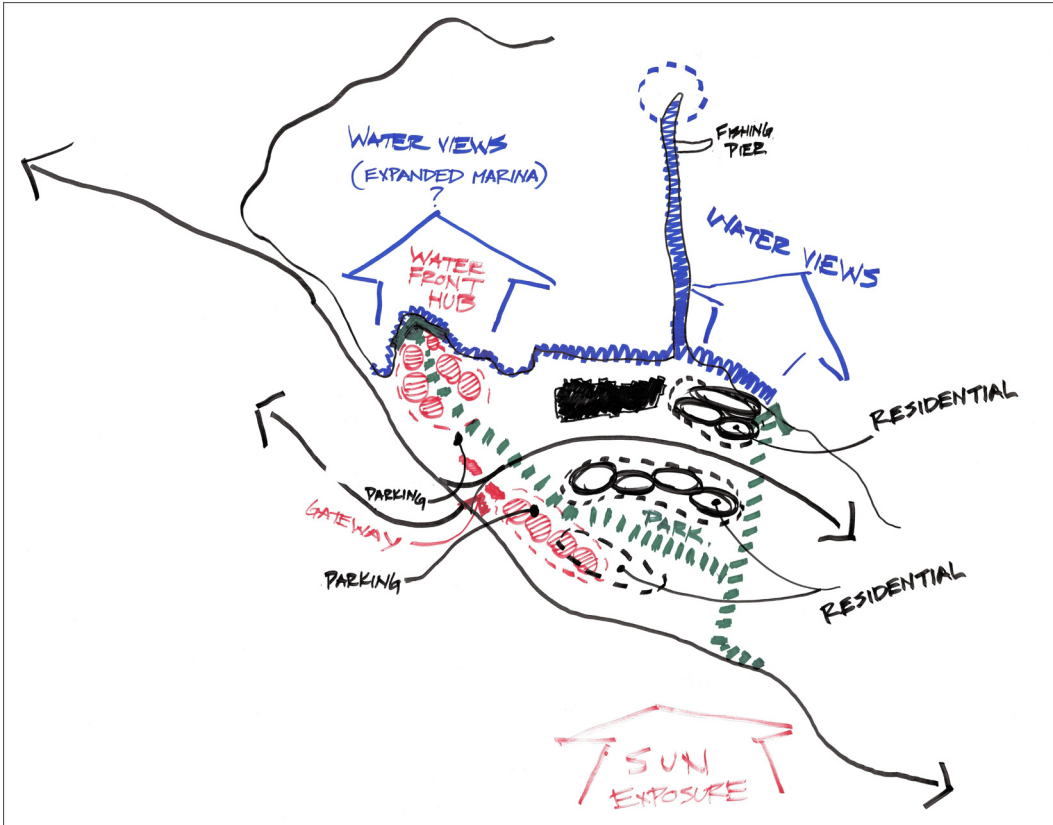




## PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE

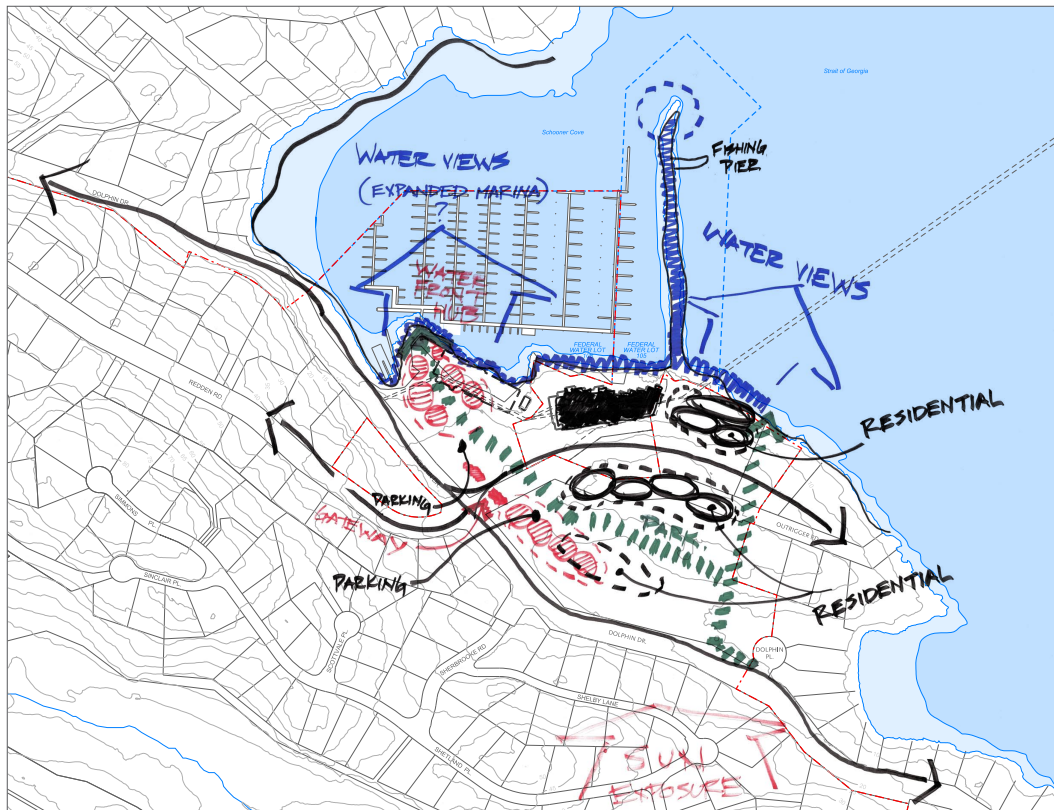
This concept began with the discussion of a “village heart” draped over the hillside and a water-view tower to pay for the public waterfront. The waterfront experience was structured by a waterfront “nub” (smaller than a “node”/“hub”) in the flat, northwestern corner of the hotel site, and a gateway “nub” at the top of the hotel site, connected by a village walk. A public seawall was proposed, with tidal pools and “nested” benches linking to a breakwater trail with a destination pavilion at its terminus. A destination breakwater park was located at the intersection of the breakwater trail and the seawall with views to the Strait. Natural landscape buffers were proposed as a means to separate residential “pockets” and to provide additional park trail/pedestrian pathways to the surrounding areas. A Funicular (inclined cable railway) was proposed as an idea to link Schooner Cove with the surrounding hillsides and Lakes District neighbourhoods.





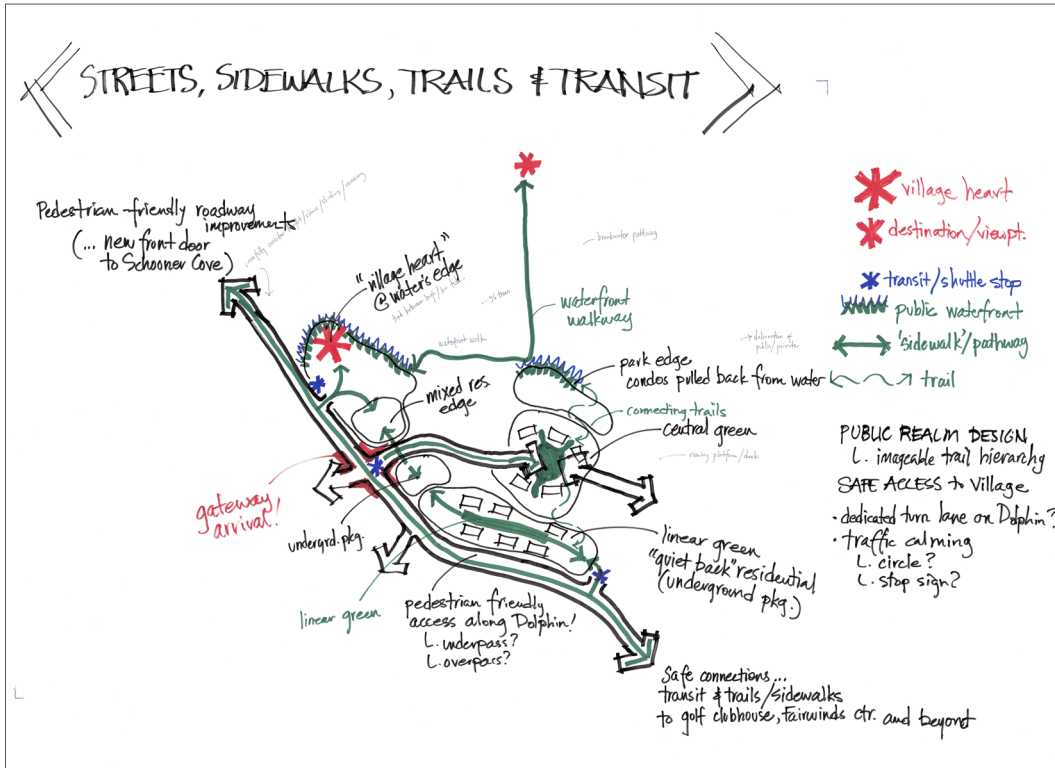
\* Example images from the morning's Visual Preference Exercise were cut out and attached to some plans to exemplify preferred form and character.



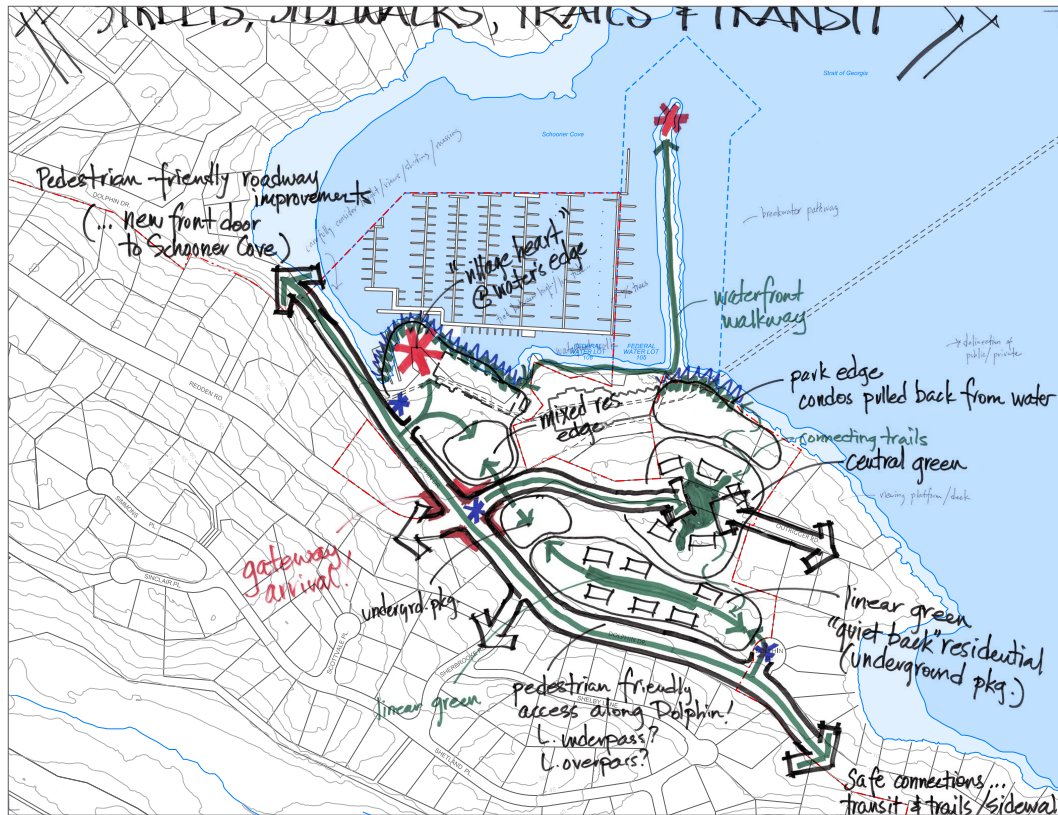


## NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES

This concept focused on the creation of a “Waterfront Hub” on the relatively flat area adjacent to the marina, containing a mix of small-scale/community commercial services. This “hub” would focus on the marina and waterfront experience with public access to the waters edge. Preservation of an outdoor green or terrace was discussed to provide a gathering place with views of the marina. The potential for a satellite village at the intersection of Dolphin Drive and Outrigger Road was also explored to provide an opportunity for non-waterfront commercial and to help define a gateway into the site. Two linear park systems were identified: an east-west system, linking the villages to the waterfront and a north-south system, providing a pedestrian connection to the water at the north-east corner of the site from Dolphin Drive. Finally, a pedestrian loop was discussed by creating a boardwalk along the water (and along the breakwater) connecting the two linear park systems.



\* Example images from the morning's Visual Preference Exercise were cut out and attached to some plans to exemplify preferred form and character.



## STREETS, SIDEWALKS, TRAILS & TRANSIT

Two primary assumptions informed the concept above: the identification of the “Village Heart” at the waterfront and the assumption that existing roads along Dolphin Drive and Outrigger Road should provide primary (and pedestrian-friendly) access to the Schooner Cove Village. A system of internal pedestrian pathways links the waterfront (100% public access) to the individual residential “rooms,” each organized around a central “green”/park/plaza feature. Potential locations for transit stops were identified at the intersection of Dolphin Drive and Outrigger, as well as a lower village stop at the level of the current Dockside parking lot. Conversations also suggested an opportunity for a new, more pedestrian-friendly “front door” to Schooner Cove via the Lakes District Dolphin Drive extension.





Ekistics Town Planning Principal, Paul Fenske, encourages discussion of the important values and concerns participants have at the Neighbourhood Shops & Village Amenities table during the World Cafe. Visible behind are the Preference Exercise boards



Brook + Associates Planner, Sasha Lauzon, facilitates and records discussion at the Streets, Sidewalks, Trails and Transit table.



## EVENT PHOTOGRAPHS

Arris Architecture Principal, Ron Baerg, leads a group through the World Cafe exercise to better understand the local community's preferences and values surrounding the future Residential Housing Choice & Character at Schooner Cove.



Brook + Associates Planning Assistant, Turner, leads another group at the Plazas, Park Spaces & the Waterfront Experience table.





Arris Architecture Principal, Mark Blackwood, discusses the results of 1 of the 4 maps created in the Exploration and Conceptual Design Exercise. This exercise allowed participants to experience first-hand the process and inherent challenges of multi-disciplinary design and planning.



Arris Architecture Principal, Ron Baerg, presents the results of another of the Community Maps created during the Conceptual Design Exercise.

## APPENDICES

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### Public Design Workshop: *Schooner Cove*

Friday, October 17<sup>th</sup> and Saturday, October 18<sup>th</sup>  
9:30 – 4:00 in the Anchor Room

*This workshop is intended to introduce participants to a condensed yet comprehensive exploration of placemaking, including a discussion of community values, identification of key elements in the development of planning concepts, basic understanding of physical constraints and the challenge of 'making it all fit.' Please note – given the dynamic nature of the event, all associated times represent a best approximation.*

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#### **Introductions: Participants & The Day's Event(s)** (~30 minutes)

The workshop begins with introductions and a review of the process to date & the objectives of the day's event, including an overview of guiding Regional District of Nanaimo with respect to designated urban growth areas & sustainability targets. A general overview of the workshop agenda is reviewed to clarify expectations for the day.

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#### **'Warm-Up' Preference Exercise: Schooner Cove "Look & Feel"** (~20 minutes)

Workshop participants are invited to identify preferences with respect to form & character of example/precedent images for physical design elements related to the development of Schooner Cove. Contact sheets of photos – organized thematically by element and/or context – will be displayed on the wall. Using coloured dots, participants can cast a limited number of votes for their most- and least-preferred examples. Participants are also encouraged to 'note their vote,' adding specific reasons for preferences. (Images presented within this exercise will be used to help formulate design concepts during the afternoon exercise.)

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#### **Clarifying Community Values & Defining Program** (~70 minutes)

This exercise is intended to engage participants on a personal level around non-technical issue areas of "placemaking." General objectives of this hour include discussion, active listening, and recording of issues that are meaningful to individual participants. Here we ask the fundamental question: *"What makes a great waterfront village?"*

*"World Café" roundtable discussions (50 min)* - A brief introduction to the "World Café" exercise clarifies the roles & responsibilities of participants & facilitators. Participants visit each of the 4 or 5 topics/tables set up in the room & discuss issues related to:

- Residential Housing Choice & Character
- Streets, Sidewalks, Trails & Transit
- Neighbourhood Shops & Village Amenities
- Plazas, Park Spaces & the Waterfront Experience
- "Vagabond" – specific topic(s) to be determined...



Participants are encouraged to share any and all ideas, recommendations, concerns, etc. related to the relevant topics. Facilitators are located at each table as a means to encourage sharing of ideas & assist in the recording of stated values. A record is kept of all input on tabletops.

At the end of the allotted time (approximately 10 minutes), participants change tables to continue conversations, building upon previous group discussions.

***Distillation of Key Messages (20 min)*** - Facilitators & participants are invited to share key findings, observations and/or conclusion from their 'tour' of the topic areas. Common themes are noted for consideration in the refinement of the afternoon workshop "rules." Participants are asked to identify any gaps in thinking and/or issues not discussed during the roundtable discussion sessions.

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#### **Lunch & Design Briefing**

(~45 minutes)

During the break, workshop facilitators & participants alike will breathe deeply and re-fuel for the challenge of the afternoon design session: while the morning exercise was based on preference exercises, the afternoon design exercise will explore larger, functional systems at a landscape scale – including street & trail networks, a range of housing types, commercial services, plazas & parks, and community amenities.

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#### **Exploration & Conceptual Design**

(~145 minutes)

The afternoon session will explore design concepts for Schooner Cove through a participatory role-playing exercise and design workshop. As an introduction, basic site analysis & design principles will be presented. At the end of the session, a collection of exploratory concepts will illustrate a range of options which attempt to articulate and balance values and issues communicated in the morning session.

***Site Analysis & Community Design 101 (45 min)*** – As a means to orient participants to the physical constraints of site design, a short tutorial in site analysis will cover basic mapping literacy, concepts & principles of landscape-scale, physical planning, design & placemaking.

***"Exploring the Edges" (60 min)*** – Participants will resume the groups from the morning discussions to begin a role-playing & design exercise. Each group will be given a set of design directives (rules) and objectives (performance criteria) to guide their individual explorations for Schooner Cove. Knowingly, each team will prepare concepts based on the prescribed emphasis within each set of directives & objectives.

**Break (10 minutes)** – a short break following the above exercise allows time to pin up all four concepts for discussion, reflect on larger issues covered in the course of the day & dig deep for that last bit of attention span...

**Finding a Balance (30 min)** – The concepts developed in the previous exercise will be considered and compared as a means to understand the range of possibilities (i.e. the “edges”) in village design. Similarities will be discussed as a means to further identify emerging themes. Drawing on the discussion from the morning sessions and the “Exploration of Edges,” areas requiring additional exploration will be identified explored as a means to best weave together considerations of community values, physical attributes and the functional systems (linkages) that create great places.

### **Workshop Wrap-Up**

(~20 minutes)

Following a review of the day and key findings/observations (as summarized in flip charts), participants will be briefed again on next steps in the planning & design process and all participants will be given the opportunity to provide comment/feedback on the workshop.





## Attendance Summary

<b>Participants</b>	<b>29</b>
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Fairwinds Residents	19
Nanoose Residents (beyond Fairwinds)	7
Non-residents	3

### Participant Affiliations

Community Advisory Group	6
Fairwinds Community Association	3
Schooner Cove Yacht Club	4
NPORA Representatives	1
Nanoose Naturalists Representatives	1
Nanoose Parks & Open Spaces Committee Representative	1
Fairwinds Golf Society	1
Regional District of Nanaimo Staff	2
Regional District of Nanaimo Board Members	0

<b>Fairwinds Staff and Consultants</b>	<b>11</b>
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Russell Tibbles	Bentall	VP, Development & Operations
Dave Scott	Fairwinds	Development Manager
Rebekah Sax	Fairwinds	Executive Assistant
Greg Dunn	Fairwinds	Marina Manager
Paul Fenske	EKISTICS	Principal
Edward Porter	EKISTICS	Project Manager
Ron Baerg	Arris Architecture	Principal
Mark Blackwood	Arris Architecture	Principal
Chuck Brook	Brook + Associates	Principal
Sasha Lauzon	Brook + Associates	Planner
Veronique Turner	Brook + Associates	Planning Assistant



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BROOK

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