LONG WHARF PARK DESIGN BRIEF

Prepared for: The City of Cambridge

Prepared by: Fall 2012 Community Design Studio Instructor: Vikki Chanse Department of Plant Science & Landscape Architecture University of Maryland

INTRODUCTION

The goal of the Long Wharf Park Workshop is to collectively create and a feasible plan that represents community interests in terms of planning, design and infrastructure of the park. It is a collaborative process involving various contributors in a series of short feedback loops that produces a feasible plan. The outcomes can be used to guide the future planning and development of the park.

Initiated by a partnership between the City of Cambridge and University of Maryland Department of Plant Science and Landscape Architecture and the Eastern Shore Land Conservancy - Center For Towns, the Long Wharf Park Workshop is part of a process to identify community interests, goals and objectives for the park.

The workshop brings together people who live in the community and landscape designers to articulate and translate the interests, goals and objectives into a feasible plan for Long Wharf Park. The workshop allows the designers to acknowledge and evaluate how the park can be designed for appropriate integration into the existing and future community interests.

THE DESIGN BRIEF

The Design Brief describes how concept plans for Long Wharf Park are being generated. The students from the University of Maryland have conducted a site analysis to understand the existing conditions and begin understanding the community's point of view and wishes for Long Wharf Park. The October 11 and 12, 2012 community workshop will help the students clarify the site analysis and gather additional information needed to best reflect the voice of the community. The process will contribute to a set of issues to be address, goals, objectives and design requirements and recommendations. These will serve as guidelines for the students as they prepare individual designs representing what each student heard and experienced.

This Design Brief references the existing information and will incorporate new knowledge gained at the community workshop but does not provide specific solutions. The students will explore solutions after the workshop as individual projects to be completed through the semester. Final designs will be presented and made available to the Cambridge community for their use as appropriate.

CHRONOLOGY

September 2012

University of Maryland students begin site analysis and information gathering on Long Wharf Park and Cambridge, Maryland.

September 6, 2012

University of Maryland students meet Cambridge city planner Anne Roane and visit Long Wharf Park.

Late September-early October, 2012

University of Maryland students plan and prepare for workshop with Cambridge community.

October 11-12, 2012

*C*ambridge community assists University of Maryland students in understanding the community and their needs and desires for Long Wharf Park by participating in the Long Wharf Park Workshop.

Late October-early December, 2012

University of Maryland students synthesize information from Workshop and site analysis into design development process. Students produce designs and presentation materials for Long Wharf Park.

December 11, 2012

Students final project presentations.

Mid-December 2012

Student projects are made available online for Workshop participants and to city officials to assist in actual redevelopment of Long Wharf Park.

THE SITE

The focus area for the October 11-12, 2012 workshop is Long Wharf Park, a linear park that is informally divided into three areas where Mill and High Streets intersect the space. The three areas are:

- I. The Duck Walk at the northern most point, a *blank-slate*. The Duck Walk is a flat lawn bounded by Mill and Water Streets and is adjacent to a residence. The western edge has a sidewalk and one tree exists in the lawn. There is a drainage grate and hard edge where land meets water.
- II. The Cambridge Municipal Yacht Basin, informally called the Marina, in the center is between Mill and High Streets. Behind the boat slips, another flat lawn with a collection of dispersed and diverse trees. At the corner of Mill and Water Streets is the Historic Municipal Pump Station (est. 1911). Two additional memorials are situated in this section.
- III. The Farm Market/Fishing Deck at the southern-most point hosts the seasonal Thursday afternoon farm market and is popular with local fishers. The Skipjack Nathan is also berthed in this area. The space has a paved surface, a roundabout circling the recently renovated WWI Memorial fountain, an FRD memorial, the Choptank lighthouse, and a municipal bus station. Tourism, aside from visiting boaters, is most pronounced here as cruise ships occasionally dock here and local walking tours depart from this area.

Aside from the aforementioned recreational boating and fishing and the farmers market, the space is occasionally used for community events. It is connected to downtown via High Street, which is largely residential in the area closest to the park. The eastern and southern edges of the park meet the Choptank River and Cambridge Creek and Water Street borders the western edge, which is entirely residential.

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Long Wharf Par

The Marina

Farm Market/ Fishing Deck

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GUIDING PRINCIPLES

These principles guided the University of Maryland students as they explored ways to approach and organize the Long Wharf Park community workshop. These principles were developed collectively among the students based on review of existing planning documents, discussions with residents, and other resources about community design processes. These will be open for clarification and adjustment at the October 11-12, 2012 community workshop in Cambridge Maryland.

- Everyone has a voice. Long Wharf Park belongs to those who live, work and play there. Having a voice includes an early and ongoing role in planning, design, and development. This ensures that new development meets the needs and desires of residents and stakeholders.
- Celebrate culture and community. The rich cultural identify and long history is celebrated in functional and meaningful ways and is incorporated into the rest of the community as a focal point for community interaction.
- Environmentally responsible design. The delicate aquatic ecosystem is recognized, understood, and optimized. Any development in Long Wharf Park is a low impact solution that costs less over the long term.

GOALS AND OBJECTIVES

PROCESS GOALS FOR LONG WHARF PARK

Goal 1: To create a waterfront park that is based on an inclusive and effective public involvement process.

- Involve large quantity and broad spectrum of stakeholders in the design process
- Ensure that our outcomes serve to inform the final design as commissioned by the City
- Display student designs publicly to inform participating public of the outcome of their input

Goal 2: To create a waterfront plan that is practical and realistic for implementation.

- Ensure that the appropriate questions are asked of the participants in the workshop
- Understand the needs of the community and the limitations of the site through site analysis as well as workshop participation

Goal 3: To create a waterfront plan that serves the citizens of the City of Cambridge.

- Strongly consider all community input when applying ideas gathered from workshop into the design
- Seek to obtain input from a balanced cross section of all citizens
- Seek out ways to compensate for the absence of any significant portion of the community from the workshop

Design Recommendations

For the design of the workshop:

- Create games that encourage attendees to think creatively
- Make workshop process interesting and fun to keep participants involved
- Optimize cooperation by limiting distractions or complications from the workshop process (ex. free children's activities, easy access, regular breaks, etc.)

Design Requirements

For the design of the workshop:

- Provide plenty of seating
- Provide easy access and convenience for workshop attendees
- Properly advertise and operate workshop
- Make workshop outcomes available

COMMUNITY/SOCIAL GOALS FOR LONG WHARF PARK

Goal 1: Improve the sense of place at Long Wharf Park

- Create an iconic park that embraces and celebrates the past, present and future of the City of Cambridge
- Honor the importance of industry and recreation on Cambridge's historic waterfront
- Include unique design features that are place-based, educational and memorable

Goal 2: Celebrate community and cultural diversity within the City of Cambridge

- Improve facilities and layout to better accommodate events and gatherings
- Establish Long Wharf Park as a center for programmed events and social activities
- Provide flexible, adaptable, and multi-use spaces

Goal 3: Encourage a welcoming and engaging environment for citizens and tourists

- Provide a diverse range of universally accessible spaces and activities to attract users
- Promote active and passive recreational activities for all people
- Create opportunities for all age groups to interact with the water

Goal 4: Increase visual and physical connectivity of Long Wharf Park

- Consider opportunities for better public access
- Link waterfront to the downtown district and broader community
- Highlight key views of natural and cultural scenery

Objective	Design Recommendations	Potential Design Solutions	
Goal 1:			
Create an iconic park that embraces and celebrates the past, present and future of the City of Cambridge	Consider unique design features that make Long Wharf Park stand out and reveal information about the City of Cambridge	 Temporary and/or permanent structures Unique features such as customized benches Historic/educational references 	
Honor the importance of industry and recreation on Cambridge's historic waterfront	Use design techniques that blend old relics with contemporary interventions	 Highlight key historical features against new ones Respect history and heritage 	
Include unique design features that are place- based, educational and memorable	Be creative in incorporating both subtle and obvious customized references into design detailing	 Memorable seating options Historic trail Unique branding theme 	
Goal 2:			
Improve facilities and layout to better accommodate	Address the existing spaces that are problematic or working well	 Better-functioning car park 	

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events and gatherings Establish Long Wharf Park as a center for programmed events and social activities Provide flexible, adaptable.	Use publicity techniques and demonstrations of potential use to emphasize the park's value Be efficient and resourceful in	-	Balance hard-scape with soft-scape Balance programmed space with un- programmed space New scheduled events School field-trips
and multi-use spaces	considering program	-	Short-term structures for temporary events Areas specifically for artisans
Goal 3:			
Provide a diverse range of universally accessible spaces and activities to attract users	Create diverse features ranging in size and scope, promoting outdoor activities to citizens and visitors and respecting universal access	- - - -	Public beach Tennis courts Bowling green Walking trails Yoga classes
Promote active and passive recreational activities for all people	Publicize Long Wharf Park as a place that embraces all types of people	-	Health-related signage Small drop-by activities such as shuffleboard
Create opportunities for all age groups to interact with the water	Emphasize the benefits of being on a waterfront in different ways	- -	Public beach Frame key vistas Fuse interstitial spaces between waterfront and piers
Goal 4:			
Consider opportunities for better public access	Improve pedestrian circulation to and from other places for citizens and tourists	- -	Waterfront trails Public paths Signage
Link waterfront to the downtown district and broader community	Consider place-making techniques and the value of signage	-	Iconic park features Consistent streetlights Universally accessible sidewalks Crosswalks
Highlight key views of natural and cultural scenery	Create features and/or spaces to acknowledge the landscape/river	- - -	Specific bench-placing Flexible seating options Unique detailing to seating Informative inscriptions

ECONOMIC GOALS FOR LONG WHARF PARK

Goal 1: Enhance LWP to increase economic opportunities

- Highlight the value of the Marina in local and regional economies
- Increase tourism by providing a destination and open space for recreational activities and events
- Consider areas for entertainment and food sales
- Support the downtown business district and neighborhood property values through beautification of the waterfront park

Goal 2: Incorporate and promote green technologies that support the local and regional economies

- Utilize cost-effective green technologies that mitigate stormwater and flooding issues
- Invest in design that increases the lifespan of infrastructure
- Create habitat suitable for fish and shellfish populations that is easily accessible to the community
- Encourage teachers and students to engage in green technologies and environmental stewardship

Goal 3: Provide opportunities for job creation and volunteer work

- Enhance farmers market to reach a broader population of consumers and vendors
- Support local artisans
- Expand waterfront use and activities
- Support local contractors

Goal 4: Create a park that is a model for "green" parks along the Chesapeake Bay

- Use green building principles for new construction and renovation
- Optimize potential for green infrastructure and stormwater management
- Reduce infrastructure costs by revitalizing and reusing existing structures

Objective	Design Recommendations	Potential Design Solutions
Increase tourism	 Promote the lighthouse and its mission Increase water-based recreational opportunities Create opportunities for bird watching, etc. 	 Making it a focal point of the park Create a larger wayfinding and signage network around the city that would direct people to this space
Consider areas for entertainment and food sales	 Delineate spaces that are more suited for high-traffic and low- traffic, for a variety of uses 	 Provide structures or infrastructure for restaurant or outdoor activities (ex: movie screen) Change hardscapes and

			surfaces in the park to
			surfaces in the park to
			delineate areas
Create habitat suitable for		-	Test for water quality and
fish and shellfish			provide infrastructure for
populations			shellfish
Utilize green technologies -	Incorporate rain gardens,	-	Calculate quantity of water on
that decrease stormwater	bioswales, and other		site in a 1-yr, 5-yr, and 10-yr
	stormwater management		storm
	techniques into final design	-	Use pervious pavers and curb
-	Avoid increasing percentage of		cuts in areas that hardscapes
	impervious pavement		are necessary
Encourage teachers and		-	Provide signage onsite that
students to engage in			focuses on educational
green technologies and			features of design
environmental			
stewardship			
Reduce infrastructure	Repurpose the Mill Street Pump	-	Update structure and mitigate
costs by revitalizing and	House as a community amenity		for mold and asbestos
reusing existing structures		-	Check for structure stability

ENVIRONMENTAL GOALS FOR LONG WHARF PARK

Goal 1: Promote environmental awareness, education and involvement for citizens and visitors

-Include space and signage for educational activities and information

-Incorporate educational information with historical walking tour

-Promote farmer's market as a way to decrease fossil fuel usage by buying local

Goal 2: Utilize ecological design elements to bolster natural system function and protect people, wildlife, and vegetation

-Maintain, enhance and/or restore biodiversity

-Minimize air, water, light and noise pollution

- -Integrate natural corridors throughout area
- -Optimize natural hydrological functioning
- -Ensure appropriate remediation of erosion problems

Goal 3: Mitigate flooding and climate-related issues

-Utilize appropriate low-impact design for on-site stormwater management

- Protect and enhance existing shoreline

Objective	Design Recommendations	Potential Design Solutions
Include space and signage for educational activities and information	 Educational signage with environmental features of the park 	 Include informative and attractive signage Reserve space for learning
-Integrate educational signage with historical walking tour information	 Cross-pollinate information in historical and environmental tours and signage 	 Work with stakeholders in historical tour to integrate information and signage
Promote farmer's market as a way to decrease fossil fuel usage by buying local	 Include permanent space and possible structure for farmer's market 	 Determine best size and location of space and structure for farmer's market
Maintain and restore biodiversity Respect, restore and/or enhance fish and wildlife habitat ntegrate natural corridors throughout area	 Environmentally sensitive design for wildlife 	 Conserve existing green spaces Diversify and increase plantings Use native plants Reduce plantings popular with nuisance exotic species
Minimize air, water, light and noise pollution	 Increase planting density Waste facilities Low-Impact Design elements 	 Include appropriate plants Include trashcans and/or signage Include LID elements

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Optimize natural hydrological functioning	-	Low-Impact Design elements	-	Analyze site hydrology to determine element types and placement
Ensure appropriate remediation of erosion problems	- -	Restore top soil Appropriate planting palette and bed elements	-	Determine areas with erosion problems and how best to solve them
Utilize low-impact design towards on-site stormwater management	-	Include rain gardens, swales, wetlands, green roof, cisterns, and/or pervious pavement	-	Analyze site hydrology to determine proper element types and placement
Incorporate area(s) for potential monitoring facilities to record pertinent water quality and quantity data	-	Preserve space at appropriate areas for monitoring system(s)	-	Analyze site hydrology to determine best possible locations for monitoring

BIOGRAPHIES

RISA ABRAHAM is originally from the U.S. Virgin Islands and came to the east coast in 2004 to attend college at The University of Maryland, College Park. After completing her undergraduate degree in Management and Marking she began working as a Project Manager at a Merrifield Garden Center in VA while pursuing her masters in Landscape Architecture at the University of Maryland.

SARAH ASHMUN grew up in central Virginia and has been drawing and painting since she can remember. Her passion for art and design has led her to study Landscape Architecture and its impacts on human health at the University of Maryland. Sarah's thesis project involves developing a series of therapeutic spaces for wounded warriors suffering from PTSD, and she hopes to eventually link these design principles to everyday urban design.

MATT BUSA is a third-year Master of Landscape Architecture student from Cleveland, OH. His design interests encompass urban design and environmental restoration. He is currently working on his Master's thesis which will investigate how to design for shrinking cities, focusing specifically on Cleveland's Lake Erie Waterfront.

EMILIE CARTER grew up in Chicago, IL and now lives in Baltimore, MD. Emilie's passion for the natural world led her to study Geology and Environmental Science in her undergraduate studies and now Landscape Architecture at the University of Maryland. For her master's thesis, Emilie is studying the effectiveness of educational signage in the landscape.

MINGYU CHI is a 3rd year Master of Landscape Architecture student from Tsingtao, China. He has been studying in this field for more than 5 years since undergraduate. Mingyu's thesis topic focuses on improving roadway systems to accommodate roadway users of all ages and all abilities.

LAURA KENDRICK is from Cedar Rapids, Iowa, loves practicing Jow Ga kung fu, and her thesis project is on integrating wildlife habitat within DC's urban riparian areas.

WENJIE LEE is a third-year Master candidate in Department of Plant Science and Landscape Architecture in University of Maryland. Her studies include landscape architecture, landscape management, and sustainable design. Wenjie has participated in faculty leaded research in stormwater management, green roofs and watershed planning. She loves to travel around the world to appreciate varies landscape and meet with different culture.

NIC PATRICK

ERIA THUM is from St. Louis, Missouri. During this past summer Erica interned at Graham Landscape Architecture and is currently working as a research assistant at the University of Maryland while working on her thesis concerning the role of light in the landscape. Erica previously worked as photojournalist at The Ithaca Journal in Ithaca, New York, and she is experienced in listening to the community and observing the effects of the environment on the population. **SARAH WATLING** is from Ohio by way of California, New York, Latin America and now lives in the Maryland/DC metropolitan area. Sarah is fortunate to be interning with the Smithsonian Gardens through the end of May 2013. Landscapes in transition and public gardens as unexpected solutions to universal challenges are two things which inspire her the most.

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