



# Project Schedule

	August				September				October				November				December				January			
					9	16	23	30	7	14	21	28	4	11	18	25	2	9	16	23	30	6	13	20
<b>1. Site Visit &amp; Analysis</b>																								
1.1 R&A & WEA to conduct thorough site analysis																								
1.2 R&A Develops Site Analysis and Base Materials																								
<b>2. Project Kickoff</b>																								
Site Visit																								
2.1 Visit site with R&A, WEA, Town Staff & Sohier Park Committee																								
2.2 (1) Meeting to Review Site Analysis, Programming, Project Goals and Understanding																								
<b>3. Preliminary Design</b>																								
Develop preliminary design alternatives																								
3.1 (1) Meeting to review design alternatives and gather input																								
<b>4. Refined Design</b>																								
4.1 Develop single design implementing feedback from preliminary design meeting																								
4.2 Develop Cost Estimate																								
4.3 (1) Meeting to review updated design, cost estimate & WEA to speak to permitting and regulatory needs																								
<b>5. Develop Final Masterplan</b>																								
Complete Final Masterplan (Schematic CAD Drawing)																								
5.1 Circulate final drawings for review and comment to Sohier Park Committee																								
5.2 (1) Selectboard Meeting presentation																								

## Meeting Dates

Review Site Analysis, Programming, Project Goals  
Friday October 4 ✓

Review Design Alternates:  
Friday November 1 ✓

Review Updated Design:  
Friday December 6

Selectboard Final Masterplan:  
Friday January 17



# Site Goals and Objectives

## Improve Circulation & Parking

- Improve Pedestrian Safety
- Improve Car, Bus, Bicycle Circulation
- Add EV Charging Stations
- Improve Existing Sidewalks
- Connect To Nearby Neighborhoods

## Enhance Resiliency & Adapt To Climate Stresses

- Adapt For Storm Events
- Address Flooding, Storm Surges, and Wave Energy Impact
- Drainage & Storm Water Management
- Native Plant Selection
- Habitat Restoration

## ADA & Universal Access

- Improve Universally Accessible Parking, Pathways, Seating, and Restrooms
- Create Inclusive Education Opportunities
- Address Handrail Needs

## Increase Tourism Attractions & Landscape Amenities

- Use Clear and Consistent Signage
- Organize Furnishing
- Create Photo Opportunities
- Provide Amenities for Visitors
- Beautification, Unification, Cohesiveness

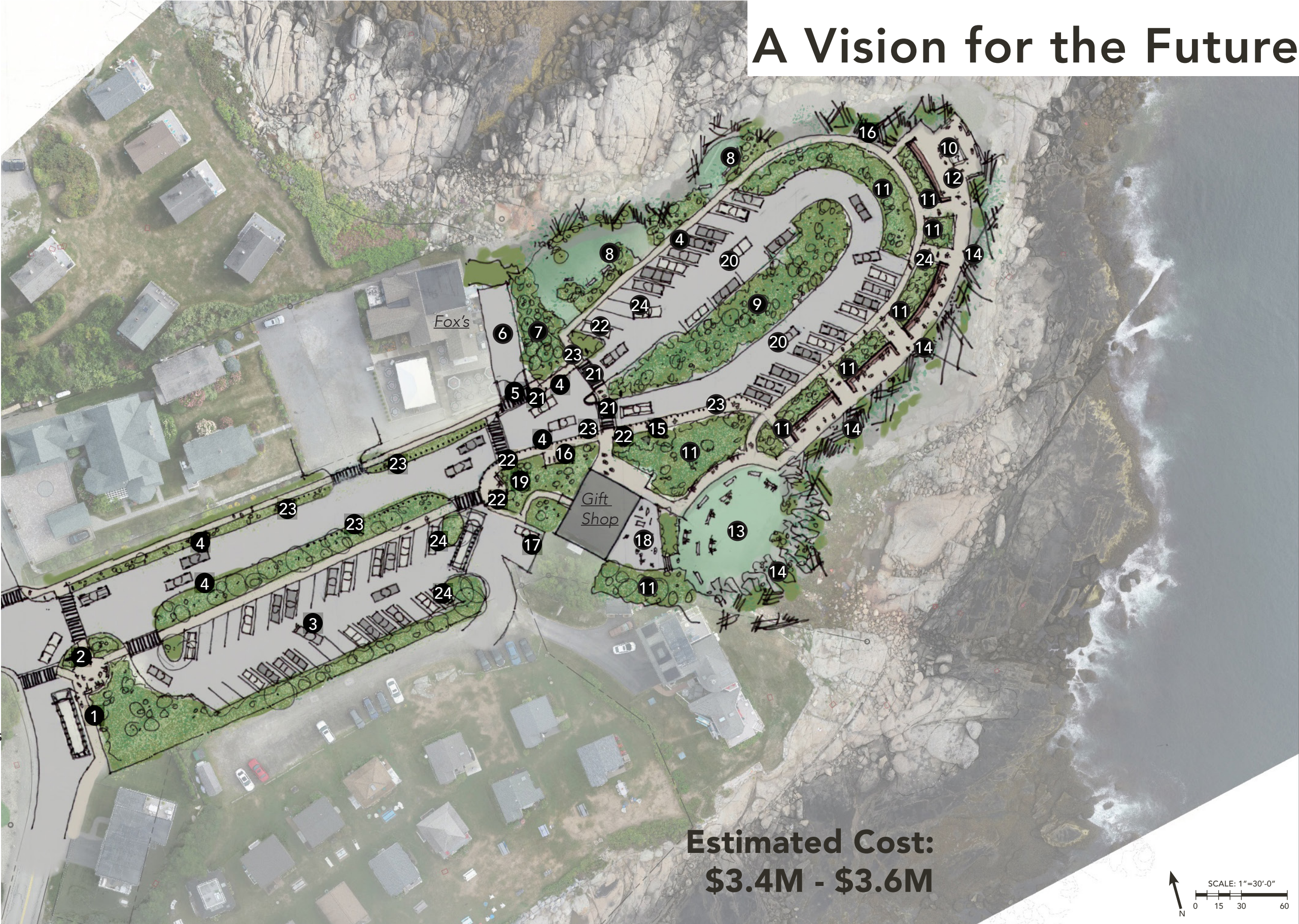




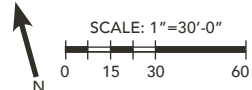
# A Vision for the Future

## Legend

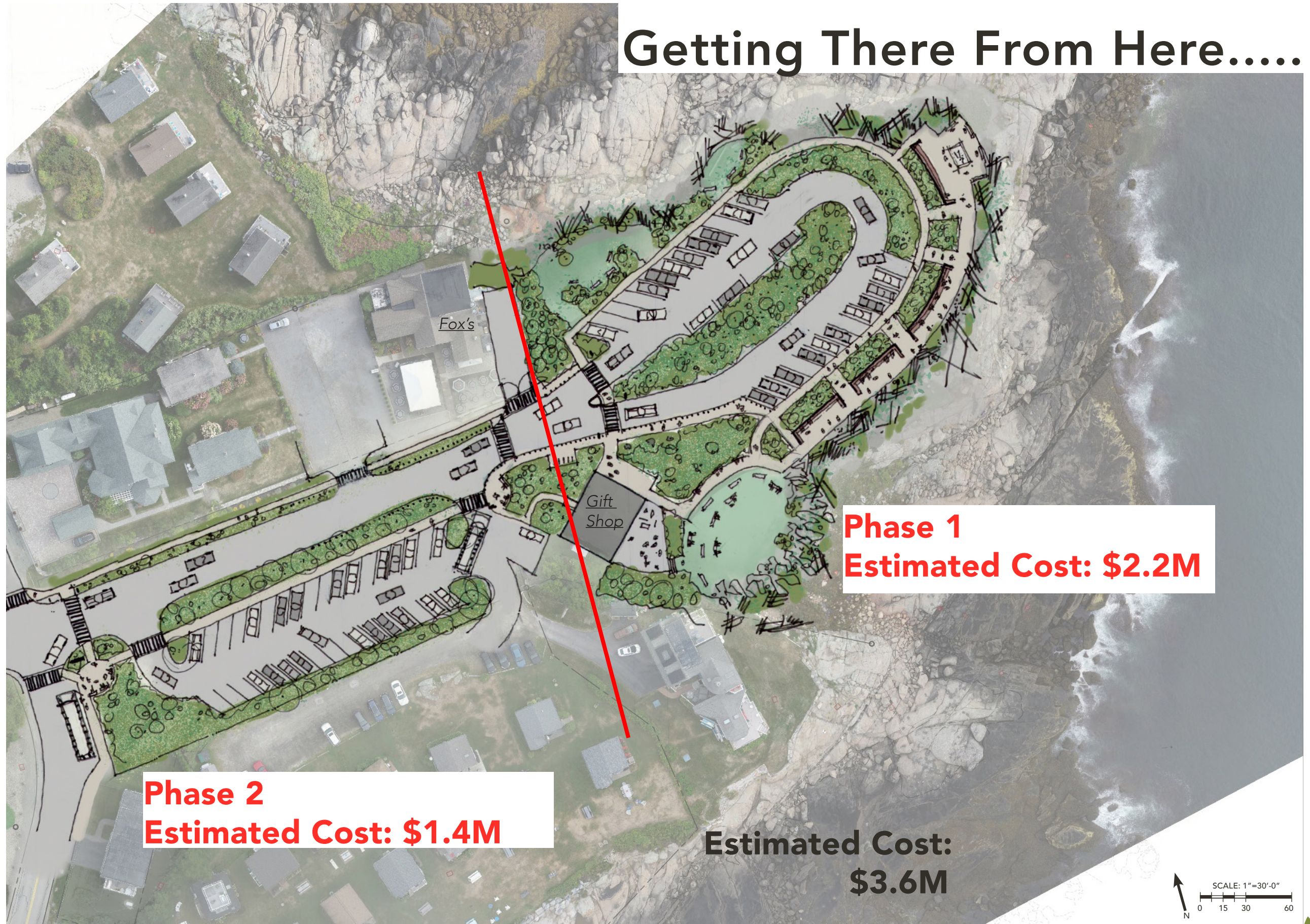
- ① Bus Loading Zone
- ② Entry Sign
- ③ Lower Parking
- ④ Continuous Curbs Throughout
- ⑤ Gate
- ⑥ Service Area
- ⑦ Service Buffer with Stormwater Treatment
- ⑧ Seating Area
- ⑨ Renaturalized Area
- ⑩ Viewing Space with Interpretive Displays
- ⑪ Native Plantings
- ⑫ Granite Block Bench
- ⑬ Gathering Space
- ⑭ Storm Resilient Boulder Retaining with Planting
- ⑮ Historic Artifacts
- ⑯ Bike Rack
- ⑰ Staff Parking
- ⑱ Viewing Deck / Gift Shop Display Area
- ⑲ Bus Drop Off with Benches
- ⑳ Upper Parking
- ㉑ Raised Crosswalks
- ㉒ Stop Signs
- ㉓ Bollards
- ㉔ ADA Parking



**Estimated Cost:  
\$3.4M - \$3.6M**



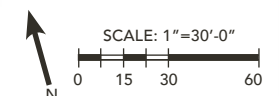
# Getting There From Here.....



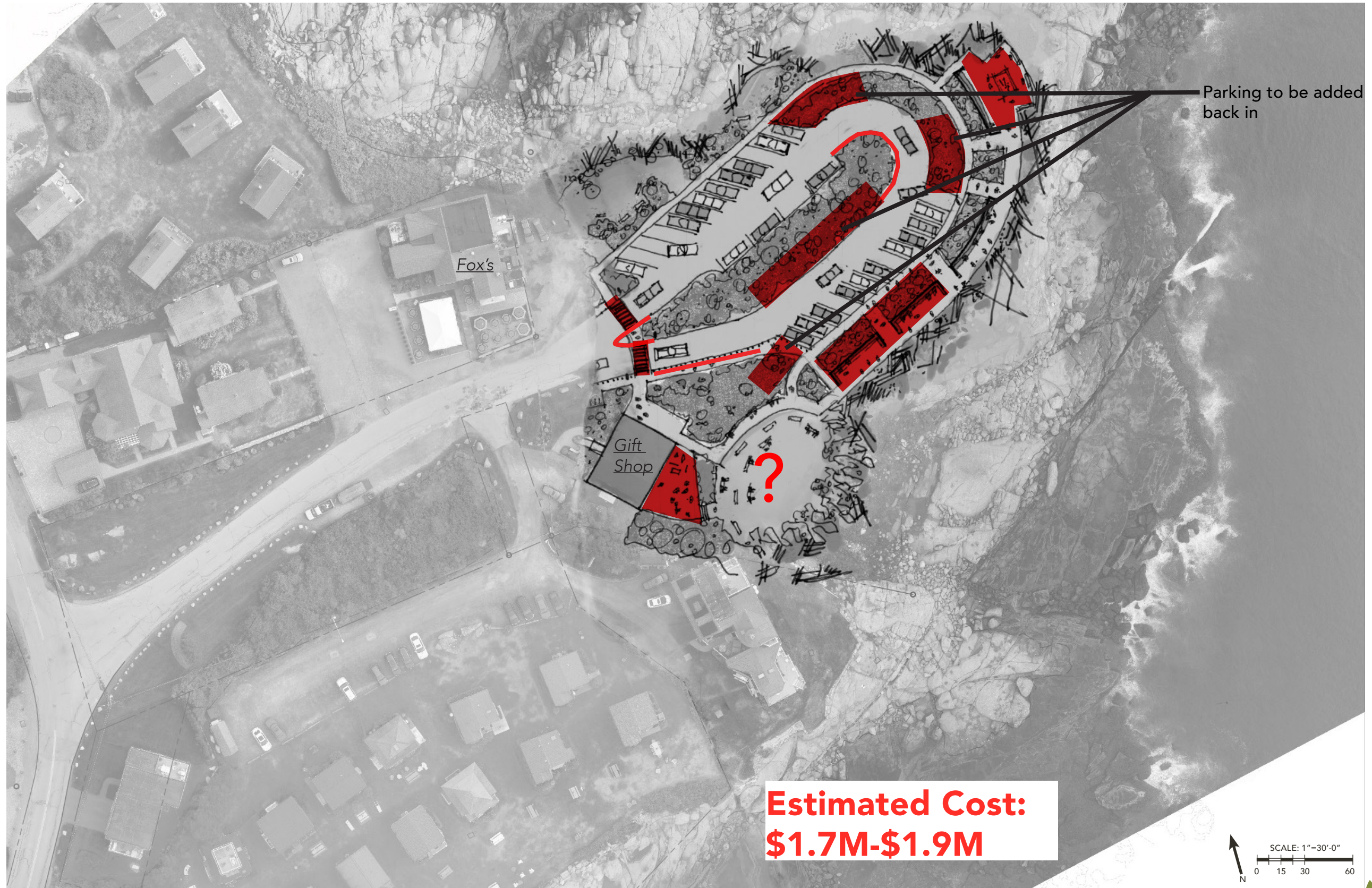
**Phase 1**  
**Estimated Cost: \$2.2M**

**Phase 2**  
**Estimated Cost: \$1.4M**

**Estimated Cost:**  
**\$3.6M**



# Master Plan - Cost Reduction Considerations



Granite Curbs to become  
Concrete Curbs  
Reduce 75% of Island Curb

Reduce 50% of  
Block Benches

Reduce 75% Planting (Lawn)

Eliminate Interpretive  
Signage

Eliminate Interpretive Signage

Eliminate Site Lighting

Eliminate Deck at Gift  
Shop

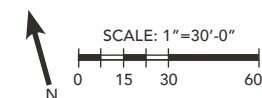
Eliminate Underground  
Utilities

Eliminate Raised Permanent  
Material Crosswalks  
Replace with Painted  
Crosswalks

Replace Granite Bollards  
with Pipe Bollards

Replace Concrete  
Sidewalks with Asphalt

**Estimated Cost:  
\$1.7M-\$1.9M**



# Master Plan Phase 1 - Necessary Parking Additions

## Legend

- ① Concrete Curbs
- ② Seating Area
- ③ Granite Block Bench
- ④ Gathering Space
- ⑤ Storm Resilient Boulder Retaining with Planting
- ⑥ Relocated Historic Artifacts
- ⑦ Bike Rack
- ⑧ Painted Crosswalks
- ⑨ Bollards
- ⑩ ADA Parking

Note:  
All Planting to be Lawn in  
this version

More Parking than shown





# Permitting Considerations

<b><u>Permit Entity/Type</u></b>	<b><u>Permit Coverages</u></b>	<b><u>Full Master Plan</u></b>	<b><u>Phase 1</u></b>	<b><u>Phase 2</u></b>
<b>Town of York (Local)</b> 1. Site Plan/Shoreland Permit 2. Flood Hazard Development Permit	100-FT Shoreland Setback	X	X	
	Stormwater	X	X	X
	Wetland Impacts	X	X	X
	Shoreline Stabilization	X	X	
	Parking and Roadway Improvements	X	X	X
<b>Maine DEP (State)</b> 1. NRPA Individual Permit	Shoreline Stabilization	X	X	
	Wetland Fill (Special Significance)	X	X	X
<b>Army Corps (Federal)</b> 1. General Permit	Wetland Fill	X	X	X



# Next Steps

