

WHAT HAVE WE DONE SO FAR?

On-path engagements

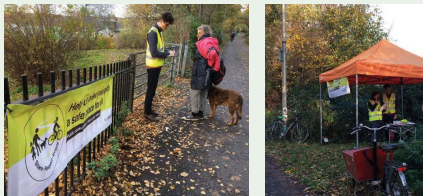
September 2019: on-path prompts on signs and banners, between Trinity Street and Clay Bottom.

Raising awareness and introducing the ONE PATH BS5 community-led redesign project.



February 2019: volunteer-enabled pop-up events and exploratory surveys.

Understanding how the whole path is used between Bath and Bristol.



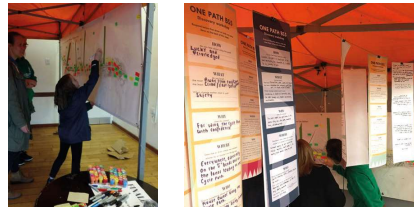
Survey outcomes highlighted BS5 section as more challenging, and highlighted 5 themes:

- Widening
- Segregating
- Better Signage
- Better Lighting
- Speed-calming

Stage 1 workshops Co-discover

October 2019 x3 venues:

Exploring experiences, issues and opportunities together, with both people who use and don't use BS5 sections of the path.



Stage 2 workshops Co-design

November 2019 x3 venues:

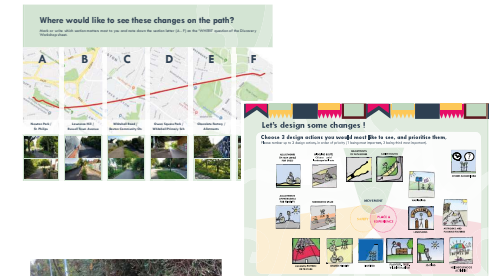
Collaboratively designing to issues, opportunities and locations highlighted through Stage 1.



Stage 1 and 2 sessions with community groups

October - November 2019: Face-to-face activities with diverse residents and community groups.

Local community actors working with local residents, and the Sustrans team meeting a number of community groups, to understand views and ideas of different path users.



Online activities

October-November 2019: Information, updates and online Co-discover activity. Introducing the project and exploring issues, experiences and opportunities on the path.



<http://qrc0.de/Onepath>

WHAT HAVE YOU SUGGESTED?

Over **150** people attended the co-discover and co-design workshops, and over **160** got involved online

CORE CHALLENGE

The prevailing topic which you have expressed in-person, online and through your design ideas during the Co-Discover and Co-Design activities, is that **fast or risk-taking cycling continues to present the greatest overall challenge for the path.**

YOUR DESIGN PRIORITIES

Introduce designs which together enable a wider range of users to be able to better enjoy the path.
You have suggested these should promote ...

More moderate speeds

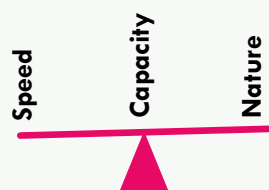
A more social and safe,
relaxed experience ...

More welcoming features which create
better destinations along the path.

WHAT ABOUT THE TRICKY TOPICS?

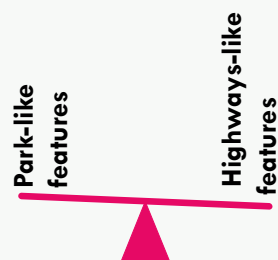
Characteristics in balance, following your feedback and suggestions for some of the tricky topics for improving the path.

In balance now ...



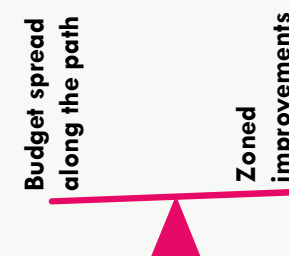
Shared concerns that extensive widening might encourage greater speeds, and would involve loss of greenery.

You have suggested it will be better to moderate speeds, and promote more convivial usage and experiences of the path, particularly around the most conflicted sections.



A number of you felt that installing options such as 'segregation', with highways-style features, will make the path less like the park experience which many people enjoy. Equally, the path can not be widened enough in many places for street-like segregations.

Instead you have suggested using playful and more creative variations in colour, pattern, texture and material, to help establish some common norms for path users without losing it's park-like qualities.



If spread too-thinly along the 1.65-mile section of the path, single opportunities such as lighting, or widening, could more than use all of the project budget, with no money for other important improvements.

In light of this, you have largely suggested it will be more valuable to focus attention on some specific and high quality, widely inclusive 'zones' along the path.

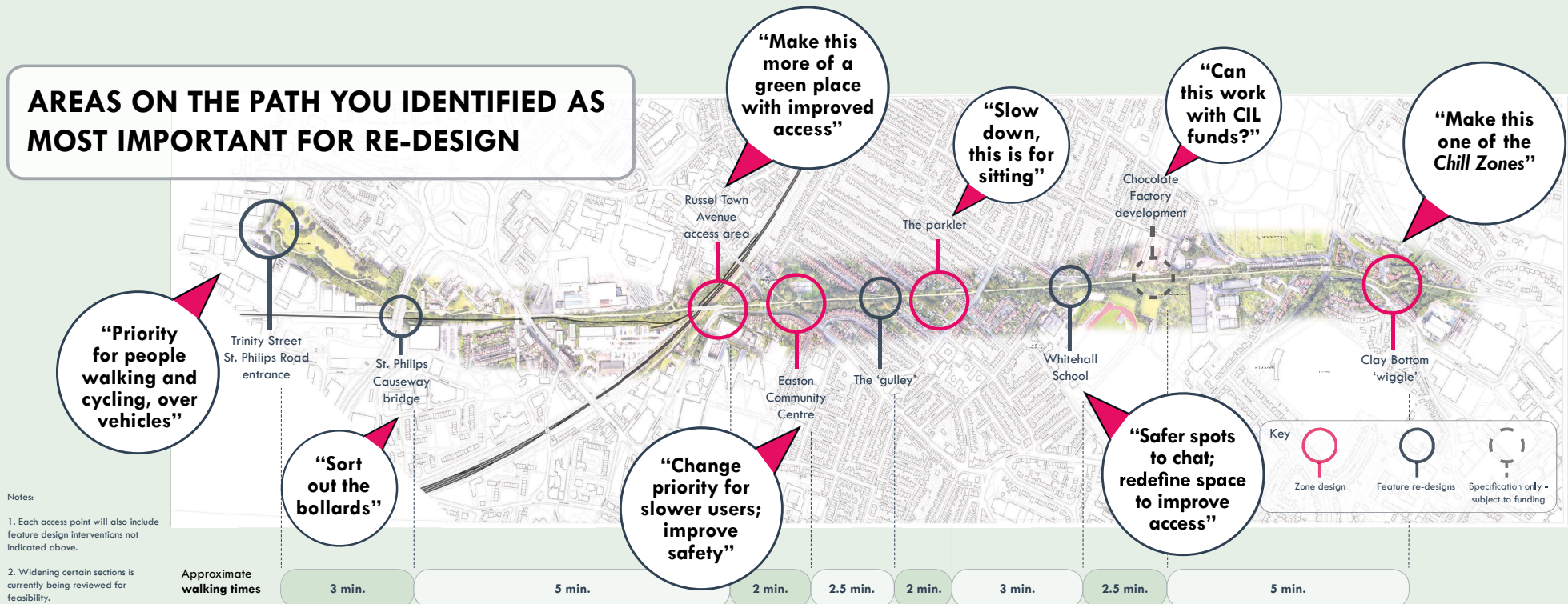
DESIGN STRATEGY

Summary of the design principles and priority locations, for the One Path BS5 project, as steered by your collective inputs through Stages 1 and 2 of the process.

KEY PRINCIPLES - developed through your inputs, applicable throughout length of the path section in this project.

- A more inclusive space, improving accessibility, and creating a more welcoming experience for everyone.
- Promote moderate speeds of movement and considerate cycling
- Encourage positive interactions between all users
- Improve the quality of place, for the community to enjoy.
- Establish identifiable zones, to improve junctions and key conflict spots

AREAS ON THE PATH YOU IDENTIFIED AS MOST IMPORTANT FOR RE-DESIGN

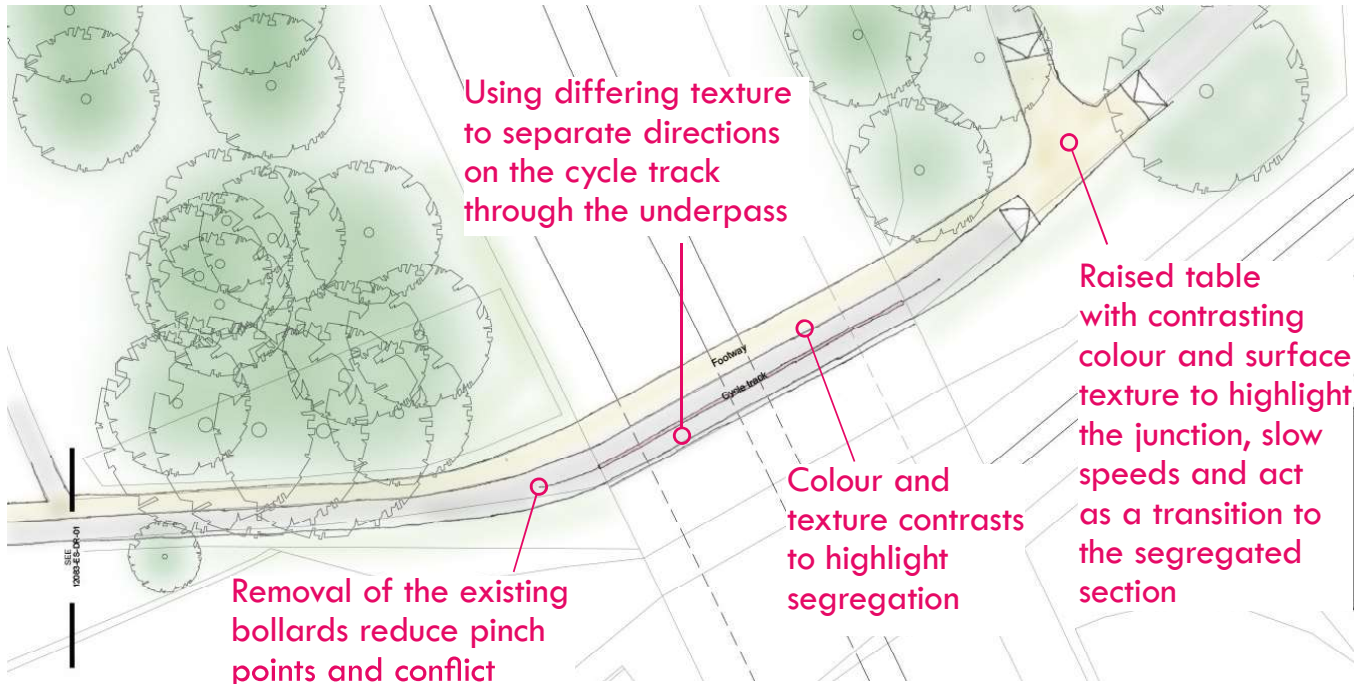


CONCEPT DESIGN



Please note that all concept sketches are at an early stage. We would like your feedback to help us to further refine them. Please complete the survey at <http://qrco.de/Onepath>

ST PHILIPS CAUSEWAY BRIDGE



FEATURES



Paving patterns to highlight direction of travel.



Improved safety and legibility.

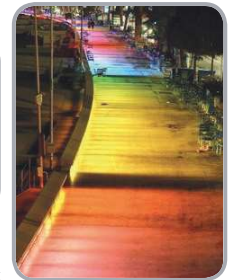


Colour contrasts for different speed uses.



Continuation of colour onto adjacent structures.

Use of colours and lighting.



NEWTOWN PARK

- Continuation of segregation from St Philips Causeway Bridge to Trinity Street
- New path through Newtown Park, including the existing desire line, to allow for separate paths for walking and cycling
- Transition from Newtown Park to Trinity Street at the existing entrance

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RUSSELL TOWN AVENUE

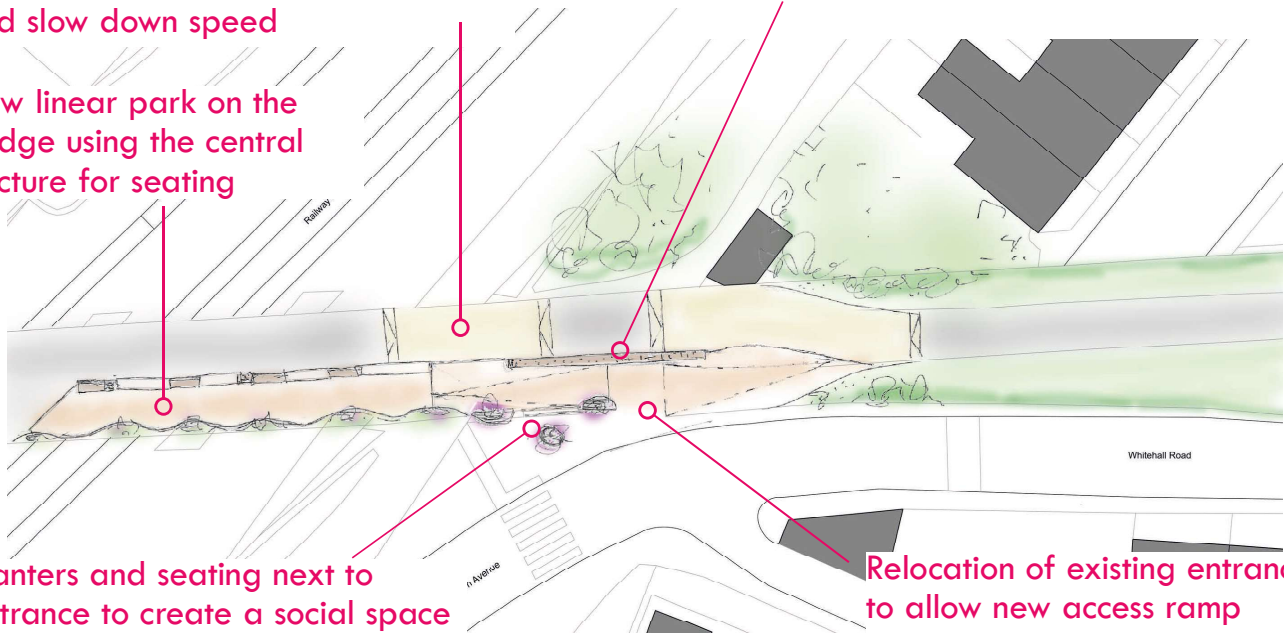
Raised table with contrasted colour and texture surface to indicate access and slow down speed

New linear park on the bridge using the central structure for seating

Central grass mound replaced by gabions to allow space for planters and seating

Planters and seating next to entrance to create a social space

Relocation of existing entrance to allow new access ramp



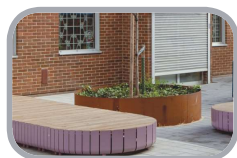
FEATURES



Linear park with timber seating and corten steel planters.



Rounded seating at the entrance with tree planters to slow exiting cycles.



Colourful surfacing to highlight calm area and access.



Phosphorescent bound surface.

WHAT ACTIVITIES AND FUNCTIONS COULD BE WELCOMED HERE?

- Wildlife trail, sensory garden
- Space to meet and chat
- Way-finding to local landmarks

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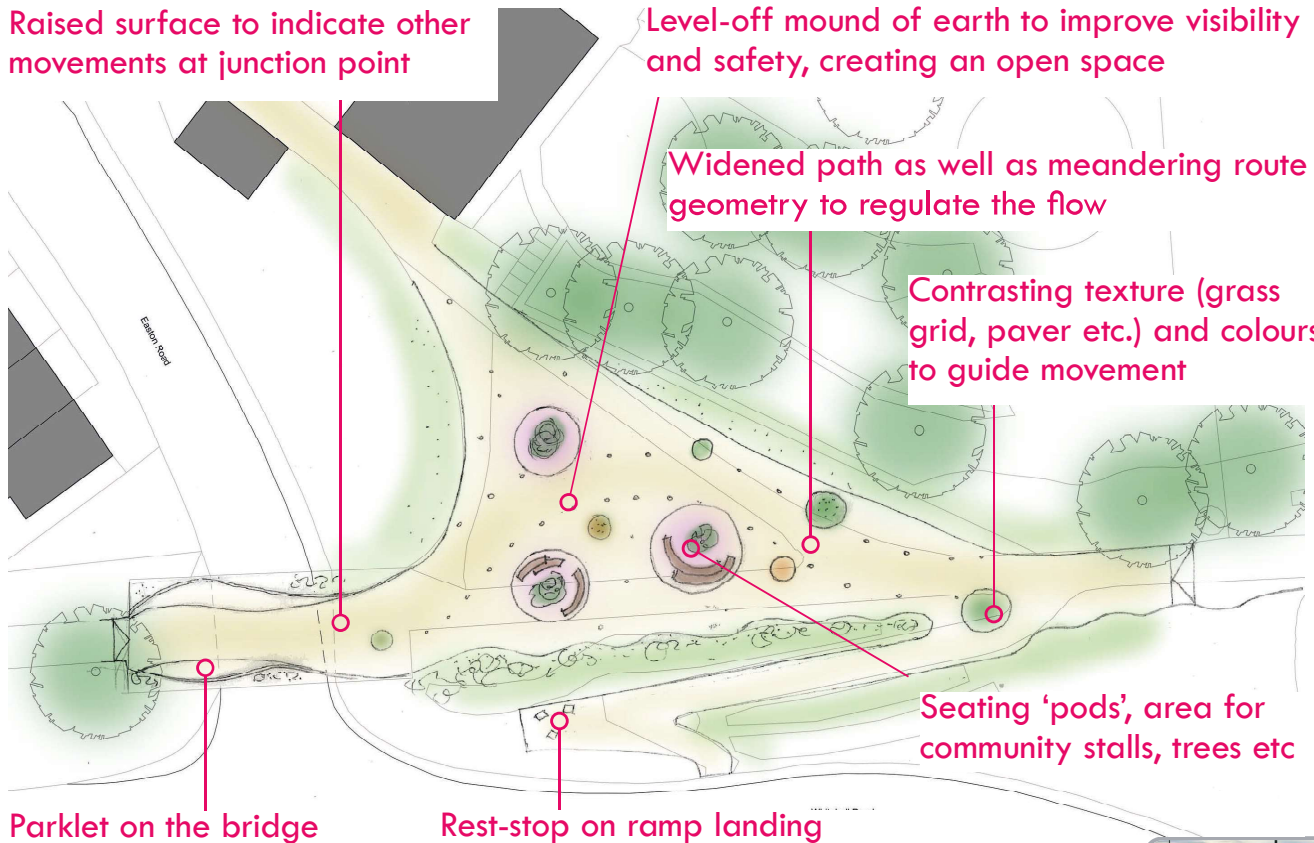
EASTON COMMUNITY CENTRE - CONCEPT A

Raised surface to indicate other movements at junction point

Level-off mound of earth to improve visibility and safety, creating an open space

Widened path as well as meandering route geometry to regulate the flow

Contrasting texture (grass grid, paver etc.) and colours to guide movement



Parklet on the bridge

Rest-stop on ramp landing

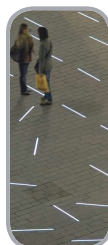
Seating 'pods', area for community stalls, trees etc

FEATURES

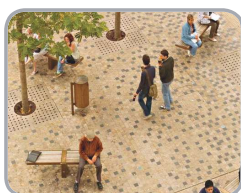
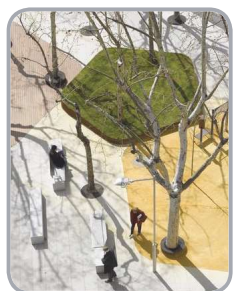
Contrasting colours, textures and materials help people see where they are going.



Pattern and light to create interesting route through space.



Wavy edges to slow the movement and host seating and parklets (on bridge).



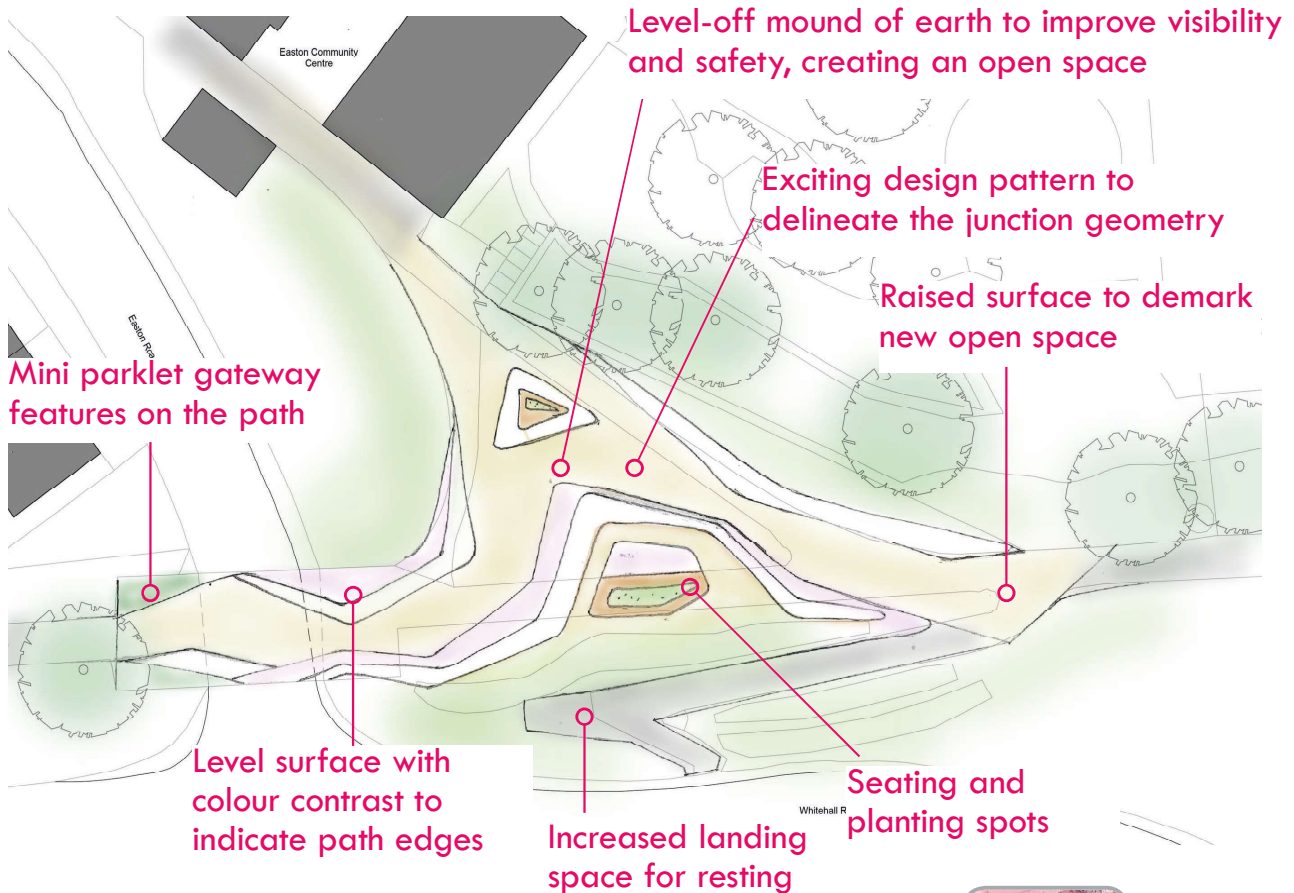
Community stalls make the path a lively destination.

CONCEPT DESIGN



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EASTON COMMUNITY CENTRE - CONCEPT B



FEATURES



Seating, planting and interesting geometry create a focal point close to the community centre.



Varied textures and colours welcome a range of uses to the space.

WHAT ACTIVITIES AND FUNCTIONS COULD BE WELCOMED HERE?

- Stalls for community activities (fair, pop-up cafe, art performance, play)
- Creating destination : space to rest and meet
- Features for toddlers exploration
- Community artwork
- Retain existing hut for community activities
- Mini plaza with seating and greenery
- Wayfinding and landmarks

CONCEPT DESIGN

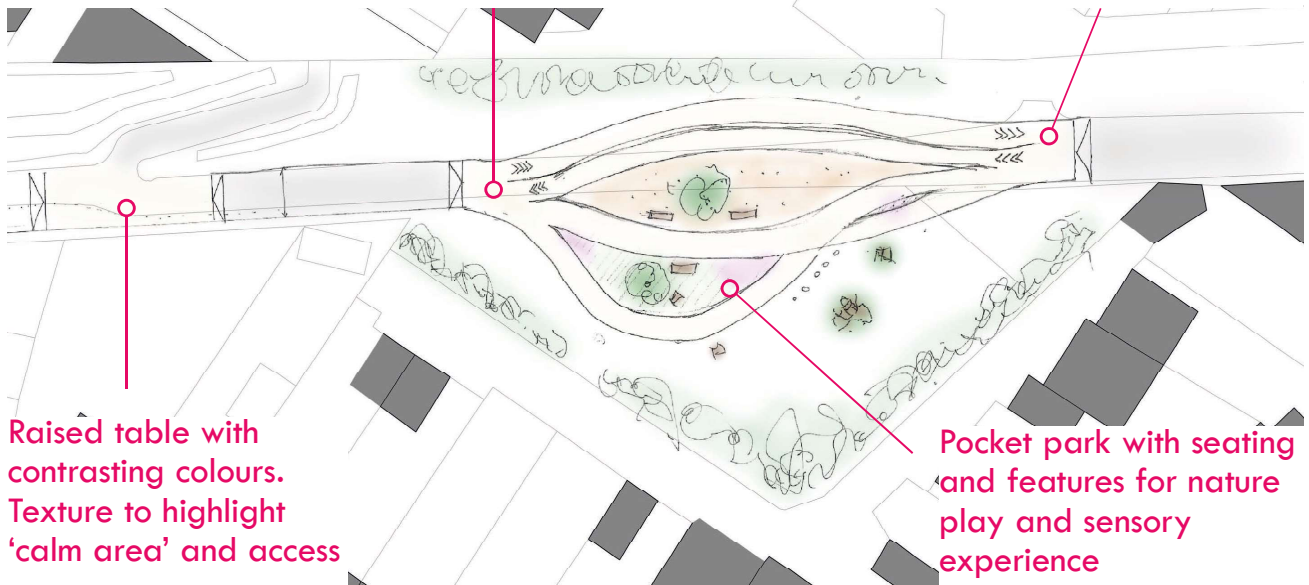


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THE PARKLET - CONCEPT A

Raised surface to show change in priority, showing options for different types of movement

Colour and texture contrasts to highlight the zone



Raised table with contrasting colours. Texture to highlight 'calm area' and access

Pocket park with seating and features for nature play and sensory experience

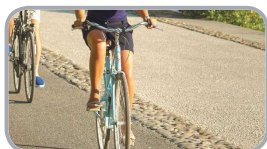
FEATURES



Spaces and textured contrasts for different speeds.



Enhance greenery and improved legibility: Pollination corridor build-out.



Social space and nature play. Outdoor gym features.

WHAT ACTIVITIES AND FUNCTIONS COULD BE WELCOMED HERE?

- Sensory and wildlife trail
- Nature play (mud kitchen, forest school)
- Outdoor gym features
- Well-being, exercise and activities
- Way-finding to local landmarks
- Play features (climbing stones etc.)



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THE PARKLET - CONCEPT B

Wider path to accommodate more types of use. Visual geometric breakdown of path to regulate movement through the space

Colour and texture contrasts to characterise the zone

Raised table with contrasted colours. Texture to highlight calm area and access

Spot to host various activities: seating, play feature, tree planters etc

FEATURES



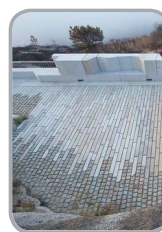
Widening of the path to allow different uses as well as a cross-path texture to slow flow through this space

THE PARKLET - CONCEPT C

Landscaping feature and seating

FEATURES

Hard and soft landscaping can beautifully merge human movement and nature.

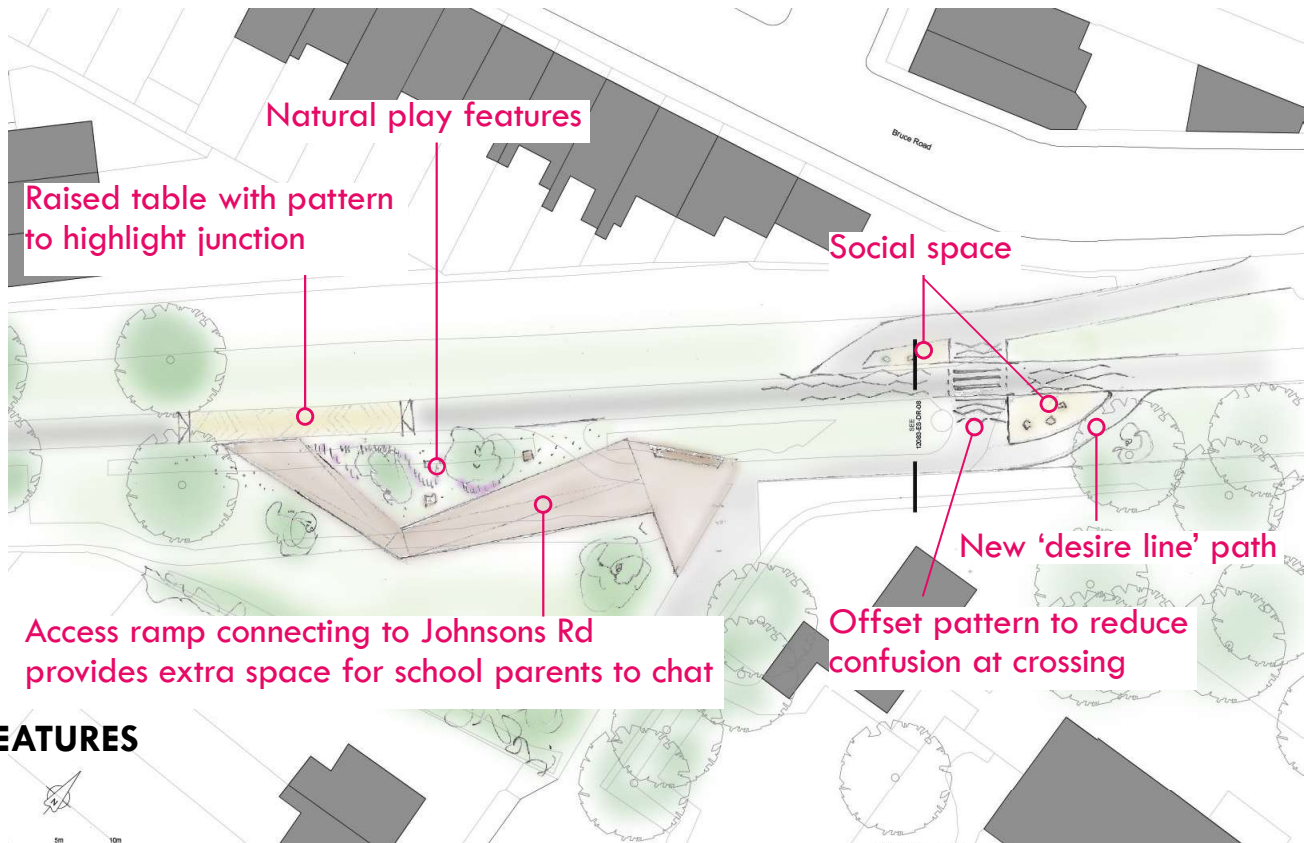


CONCEPT DESIGN



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WHITEHALL



FEATURES

Access ramp solutions can be playful and unique.



Contrasting textural graphic treatment to signify junction.



Social spaces can be incorporated into the design.



WHAT ACTIVITIES AND FUNCTIONS COULD BE WELCOMED HERE?

- Playable features
- Artwork
- Wildflowers
- Wayfinding and landmarks



CONCEPT DESIGN

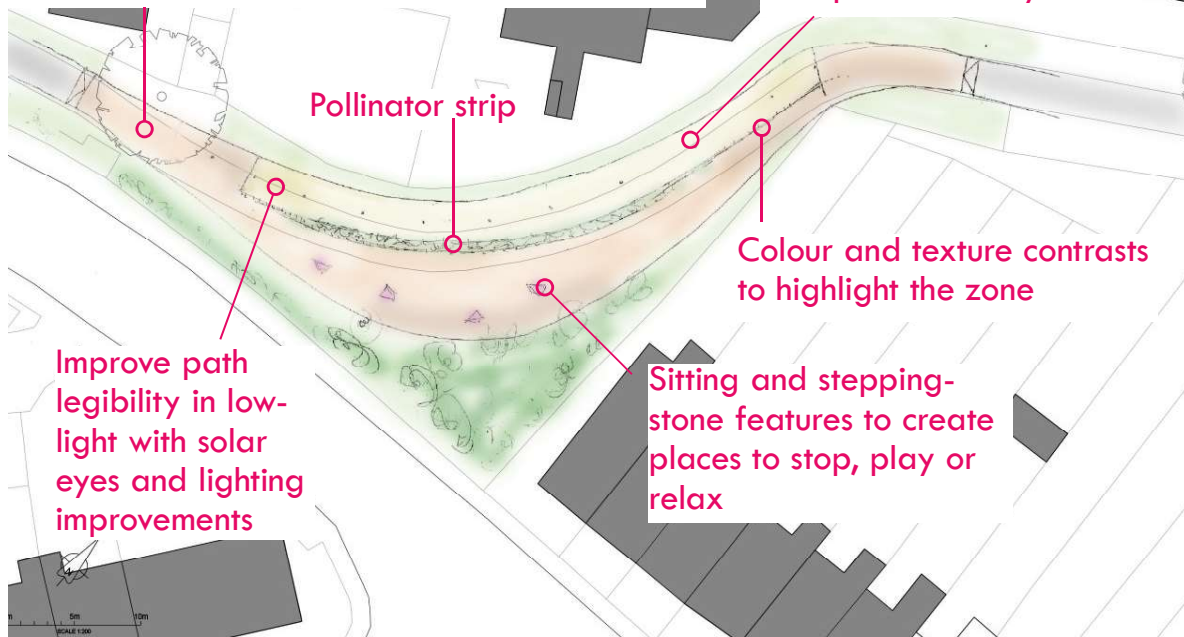


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CLAY BOTTOM WIGGLE - CONCEPT A

Raised surface to show change in priority, showing options for different types of movement

Change of geometry to improve visibility



FEATURES

Relaxing pockets of enhanced greenery coupled with places to sit and relax, or play.



Strips of pollinating plants provide habitat for insects and wildlife, helping to sustain biodiversity.



Use of colour, patterns and textures to add interest to the path, and provide landmarks to help people find their destination.

Low-maintenance lighting solutions will help to guide people after dark.



CONCEPT DESIGN



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CLAY BOTTOM WIGGLE - CONCEPT B

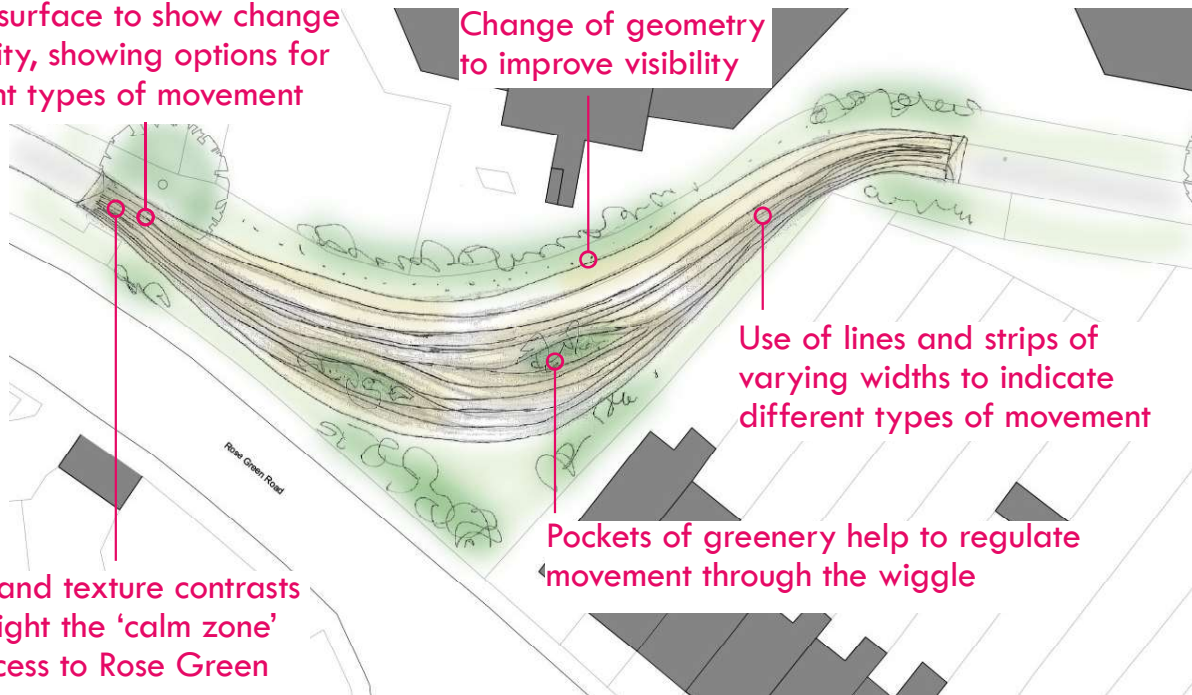
Raised surface to show change in priority, showing options for different types of movement

Change of geometry to improve visibility

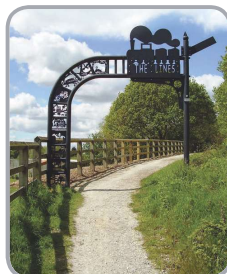
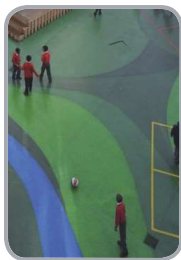
Use of lines and strips of varying widths to indicate different types of movement

Pockets of greenery help to regulate movement through the wiggle

Colour and texture contrasts to highlight the 'calm zone' and access to Rose Green



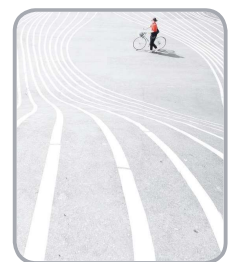
FEATURES



A gateway feature welcomes people to the neighbourhoods of inner city Bristol.



Changes in texture can indicate that many different movements occur within this constrained space.



Lines of varying widths follow the wiggle, meandering around trees and greenery.

WHAT ACTIVITIES AND FUNCTIONS COULD BE WELCOMED HERE?

- Opportunity for the zone to be part of a sensory tactile planting trail
- Wildlife trail / Secret garden
- Wayfinding and landmark gateway
- Planters and playable features support rest and exploration
- Graphic treatment supports communication for different spaces for different speeds