

FINAL DRAFT PLAN  
MAY 2023

# RECREATION MASTER PLAN







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# 1.0 A RECREATION MASTER PLAN FOR QUISPAMISIS

The Town of Quispamsis Recreation Master Plan is a document that identifies the Town's recreation requirements and assists Council and staff in determining future recreation service delivery, investment, and development. The Master Plan allows the Town to strategically guide and manage the direction of parks, trails, recreation programs, facilities and amenities over the next ten years.

The people of Quispamsis seek universal recreation activity for all residents to ensure a socially strong and active community for life. The Town's investment in universal access to recreation strengthens this sense and supports the following positive community outcomes:

- » Building life-long healthy and active habits;
- » Generating opportunities for social connection;
- » Supporting a sense of belonging and family well-being;
- » Bringing diverse populations together;
- » Establishing a strong sense of place;
- » Promoting inclusivity and equity; and,
- » Contributing to environmental stewardship and sustainability.

Additionally, creating a strong local recreation network provides many ancillary economic benefits, such as:

- » Retaining residents who feel an attachment to the Town of Quispamsis;
- » Attracting new residents who desire a high quality of life;
- » Capitalizing on a growing economic sector that creates jobs;
- » Adding value to existing properties and new developments constructed close to recreation assets;
- » Bringing visitors who are interested in recreation-related tourism, such as aquatics or mountain biking; and,
- » Drawing people to a town centre when facilities are clustered in the core area.

The delivery of recreation facilities, parks and services as outlined in this Master Plan reflect present statistical and financial environments; however, these benefits have the potential to transform the Town in the future by providing new opportunities and capacity.

## 1.1 GUIDING PRINCIPLES

This Town of Quispamsis Master Plan is founded on several guiding principles that align with the Town's municipal goals and objectives.



### Uniquely Connected Communities

Quispamsis, along with the towns of Hampton and Rothesay, are culturally and physically similar municipalities that deliver recreational products to residents of all three communities, often irrespective of municipal boundaries. This powerful cultural relationship is celebrated with future coordinated efforts to deliver cost-effective recreational facilities and park spaces within the tri-communities' fiscal ability to support the facilities and parks. Thus, an area with common physical and cultural relationships finds a sustainable and equitable common ground.



### Strong Communities - Strong Town

Quispamsis residents gather within varied personal and activity-based communities for both mental and physical health reasons. The gateway to this activity is the residential front door, which extends into hosting neighbourhoods, gathering communities and the town. Thus, a strong town requires strong neighbourhoods and communities, and the Recreation Master Plan supports these foundational elements of Quispamsis life to ensure residents are active and engaged.



### A Dynamic Framework

The plan responds to changing needs to address present-day gaps in recreation provision. Continued monitoring through its 10-year implementation supports decision-making about long-term facility requirements at both the Saint John region and Town of Quispamsis levels.



### Environmentally Sustainable

Natural and shoreline areas provide ecological services that contribute to the Town's sustainability and are an important part of retaining and attracting residents. This master plan ensures that recreation assets are compatible with their natural surroundings where appropriate, and that the surroundings provide a high-quality outdoor experience where desired.



### Operationally Sustainable

High-quality recreation asset provision comes with continued capital and operational investment. Municipalities annually invest in projects that improve or create new assets that grow resident recreation opportunities; however, they do not invest in the operational support growth required to sustain the opportunity. This is not overlooked in this master plan.



## Accessible and Inclusive

This plan encourages improved access and accessibility to recreation within the Town of Quispamsis. Physically and socially inclusive recreation facilities and services create universally welcoming spaces and opportunities for people of all genders, ages, abilities, and backgrounds. Balance relative to need and participation levels are essential.



## Fosters Partnerships

The Town of Quispamsis recreation services are commonly provided by the private sector and not-for-profit groups such as minor hockey or soccer associations. These groups also play an important regional role. This master plan recommends collaborative strategies for recreation administration, planning, and provision to serve the community efficiently and sustainably.



## Cost Effective

Proposed initiatives for which the Town can reasonably plan and invest over the next ten years will maximize impact and return, enhance services for a growing and diversifying population, and lead to ancillary economic benefits that can strengthen the tax base.



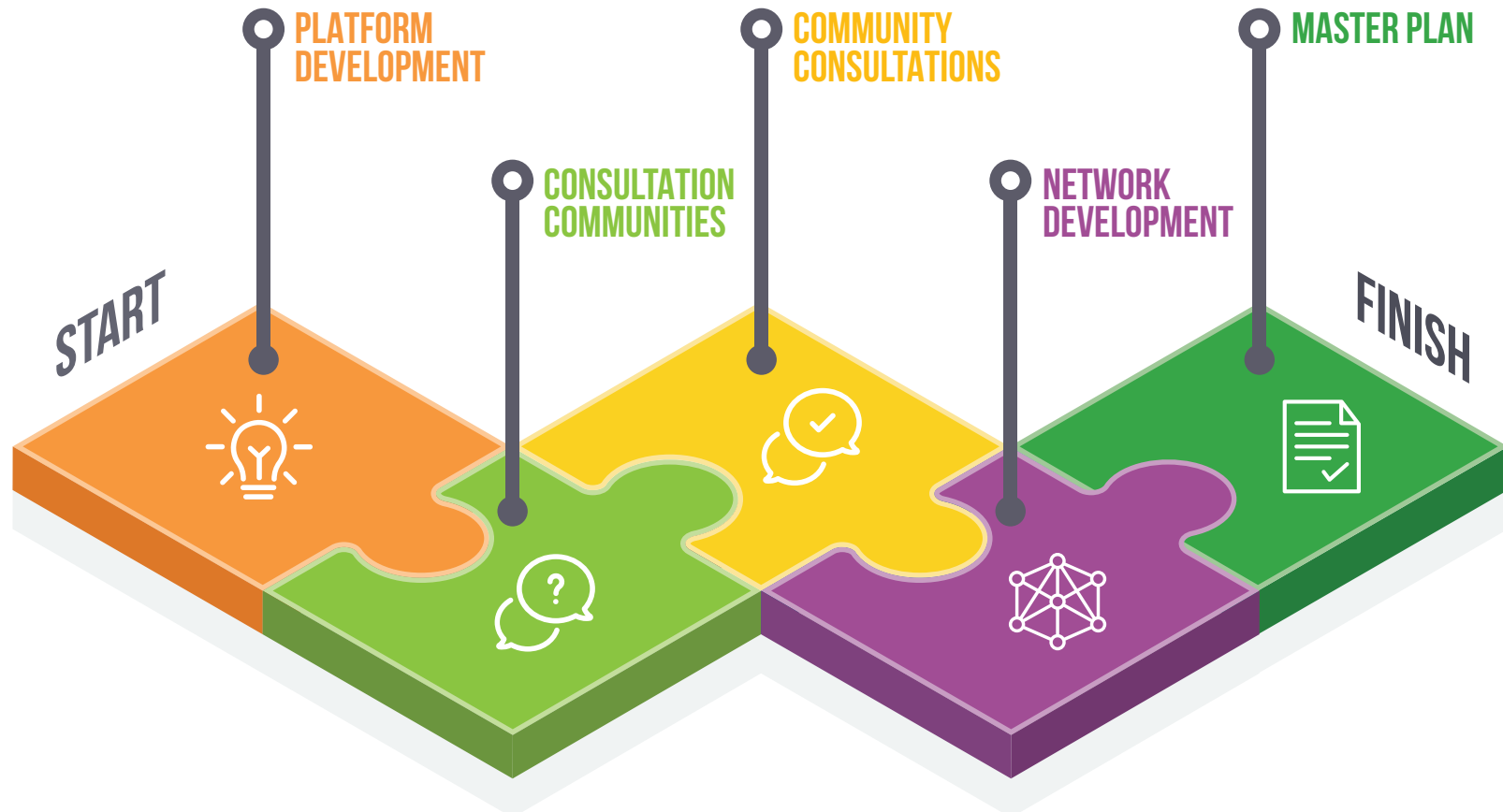
## Proactive

The plan provides a framework guiding implementation initiatives to proactively build a well-connected and balanced recreation network. Meaningful improvements to the network address the gaps identified in demographic analysis and community consultations.

## 1.2 PLAN CREATION PROCESS

The project process was organized into the following five sequential phases. Throughout all phases, the project team worked closely with Town staff. Figure 1 illustrates the plan creation process. Each step is explained in more detail on the following page.

FIGURE 1 | PLAN CREATION PROCESS



Before consultation began, a comprehensive understanding of the present recreation position of the Town of Quispamsis based on interviews with staff, demographic data, past studies and plans, an inventory of recreation assets, mapping, and site visits established the baseline platform on which the project could build.

### Consultation Communities

A unique public engagement process ensured widespread participation and gathering of feedback from Quispamsis' recreation program and facility users. Consultation began with in-person engagement with important recreation communities via stakeholder interviews and invited workshops.

### Community Consultations

Residents attended open houses and workshops to expand and refine the ideas collected during the previous phase and to develop a series of actions that require implementation over the next ten years.

## Final Report

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### 1.3 THE QUISPAMISIS DEMOGRAPHIC SETTING

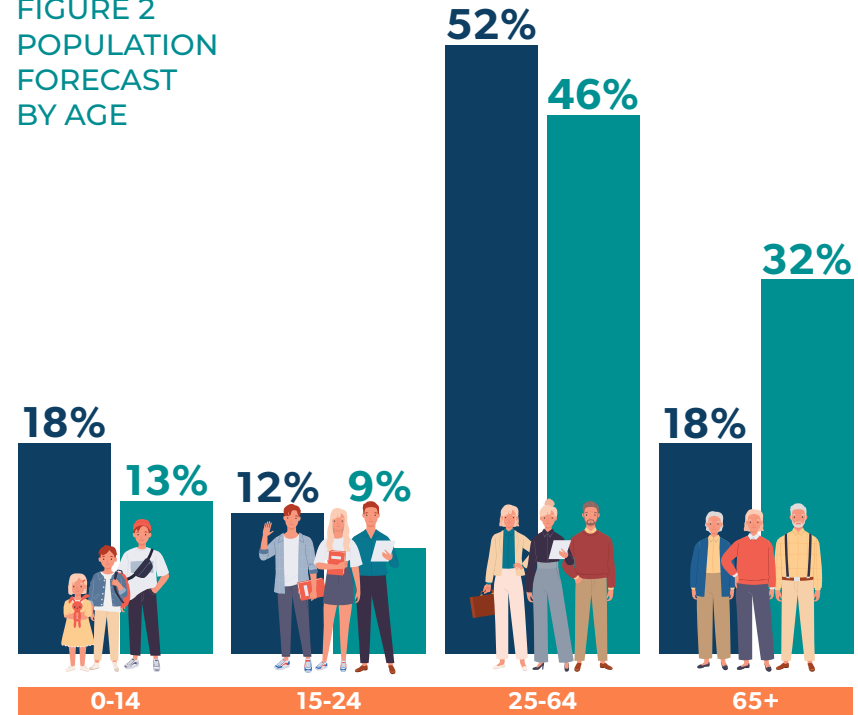
Traditionally, Quispamsis and its neighbour, Rothesay, are high-value residential communities that provide a quality lifestyle in low-to-medium-density settings within a 15-minute drive to downtown Saint John, the region’s economic centre. Quispamsis residents enjoy access to quality facilities, natural environments, and a ‘close-knit community’ lifestyle within a full-service town.

Saint John is the regional economic centre, as well as the statistical and corporate heart of the greater Saint John Region; however, regional-level recreation facilities such as arenas, pools, ball fields, etc., are located within each regional municipality and are accessed by all regional residents. These two contexts must be considered when developing a recreation model that is both feasible and accessible for Quispamsis.

The greater Saint John Region hosts approximately 130,000 residents within the five primary municipal units (Grand Bay-Westfield, Saint John, Rothesay, Quispamsis and Hampton). This population is expected to rise to approximately 136,000 by 2036.

The Town of Quispamsis hosts approximately 19,000 residents and will be expanded to approximately 20,500 by 2036 (see Figure 2). As with many Canadian communities, the town is experiencing a population evolution where senior resident growth offsets a decline in youth and adult residents. The overall population will

FIGURE 2  
POPULATION  
FORECAST  
BY AGE



#### POPULATION FORECAST BY AGE 2021 vs 2036

rise by approximately 8%, and all population segments will drop with the exception of the age 65-plus segment. This will rise by 14% over the next 14 years.

This master plan recognizes this evolution by ensuring mature resident lifestyle and activity is a component of all Quispamsis lifestyle and activity facilities and parks. In fact, if planned properly, all facilities and parks should seamlessly work for all residents.

## 1.4 BENEFITS OF RECREATION

Just like the people who engage in it, recreation is constantly changing. Historically, it was considered a public good and focused on public outreach, but nowadays, the focus has shifted toward an individual-based, facility-focused, user-pay model.<sup>1</sup> As new needs emerge from the rapid social, demographic, technological, environmental, and economic changes in our world, recreation must evolve alongside them.

*The Framework for Recreation in Canada 2015*, highlights recreation's potential to be a collaborative leader in addressing major issues of the day. In doing so, the framework has devised a renewed definition of recreation: "Recreation is the experience that results from freely chosen participation in physical, social, intellectual, creative and spiritual pursuits that enhance individual and community well-being."<sup>2</sup> This revitalized definition of recreation speaks to the contemporary role recreation plays for people of all ages and abilities, throughout any stage of life.

In order to serve communities in an equitable and meaningful way, recreation must be fostered. This is achieved through governmental and non-governmental organizations. The broader and more inclusive the reach of recreation, the more sectors of these organizations must be involved in its growth, such as environmental, indigenous affairs, tourism, heritage, arts and culture,

sports and fitness, and education. As many of these sectors share similar goals and initiatives, recreation offers the perfect common ground for them to come together and collaborate. By engaging multiple sectors and organizations, the benefits of recreation span that much deeper within the community and are able to provide impactful health benefits, economic benefits, and socio-demographic benefits to communities and individuals.

### Health Benefits

Park and recreation agencies are leaders in addressing public health threats, such as physical inactivity, chronic diseases, social isolation, loneliness, and food access.<sup>3</sup> In addition, recreation helps people live longer through its mental and physical health benefits.<sup>4</sup>

Recreation benefits mental health by increasing social networks, levels of physical activity, social skills, quality of life, and self-esteem. It is a proven therapeutic tool which helps to restore physical, mental, and social capacities and abilities.<sup>5</sup> Recently, a Canadian study found a positive correlation between participation in three leisure activities and decreased depression.<sup>6</sup> By offering opportunities for networking and expanding social circles, recreation reduces feelings of isolation, loneliness, and alienation.



Recreation benefits physical health by fostering an active lifestyle, providing individuals with routine destinations, and combating disease and illness. In 2021, physical inactivity accounted for nearly 11,000 new cancer cases in Canada.<sup>7</sup> This is particularly significant given only half of Canadian adults aged 18-79 are meeting the recommended levels of physical activity.<sup>8</sup> Fortunately, physical activity is among the most significant modifiable behaviours that influence a person's likelihood of developing chronic diseases such as diabetes, heart disease, stroke, or cancer<sup>9</sup> and recreation serves as a key tool to support this modification.

In addition to active forms of recreation, such as sports and fitness activities, all types of recreation have the potential to foster physical fitness through active transportation. A Montreal study found that adults aged 45 and older exhibited a greater likelihood of walking at least 30 minutes a day, five days a week, if they lived in a neighbourhood with a greater density of destinations.<sup>10</sup> Recreation facilities and programming contribute to this density of destinations. By establishing routine destinations for people within communities outside of utilitarian trips such as grocery store runs and work commutes, recreation facilities and programming can serve as a gateway for people to incorporate active transportation into their daily lives.

Interestingly, and perhaps surprisingly, social recreation also benefits physical health. Research has found that those who participate in community activities and surround themselves with friends and family are four times less likely to get colds than those who are more isolated.<sup>11</sup> Social recreation also improves survival rates of cancer patients,<sup>12</sup> and serves as a prevention factor for mental decline,<sup>13</sup> while also sharpening memory and cognitive skills.<sup>14</sup> This broad spectrum of mental and physical health benefits makes recreation an essential tool for improving the overall health and well-being of communities.

## Economic Benefits

In Atlantic Canada, employment growth in arts, entertainment, and recreation is projected to increase by an average of 4.9% per year over the 2021-2023 period, exceeding the growth rate for all industries combined by 3.1 percentage points.<sup>15</sup> These numbers highlight the impressive impact both social and active recreation has on the economy.

While work opportunities within the recreation sector are trending upward, work also hinders many Canadians' participation in recreation. Canadians are working more hours and, as a result, spending less time on recreation.<sup>16</sup> As the number of hours Canadians work fluctuates, so do the times they are working them. Fortunately, recreation has the opportunity to adapt to these changing needs and, in doing so, serve demographics that have previously been underrepresented.

Recreation facilities also benefit the economy by boosting housing markets and property values. In particular, trails highly impact property values as communities recognize them as safe places to be active, healthy and community oriented.<sup>17</sup> So much so that, when considering where to move, homebuyers rank walking and biking paths as one of the most important features of a new community.<sup>18</sup>



Another essential economic benefit recreation offers is the draw of tourism. As one of the fastest-growing industries in the world,<sup>19</sup> tourism is an economic powerhouse. Research conducted by Tourism BC found that 25-30% of all travellers from North America who participate in either hiking or biking chose their destination specifically for these types of recreation.<sup>20</sup> Additionally, sports tourism is an increasingly prosperous industry which engages not only sporting groups and tourism operators but municipalities, facility operators, schools, and local business groups.<sup>21</sup> While these opportunities offer immediate economic benefits, they also offer long-term economic benefits through the establishment of reputations and legacies.

## Community Benefits

One of the strongest ways recreation benefits a community is through its contribution to community identity. By stimulating participation in community life and fostering community pride, recreation serves as a key catalyst for building strong, self-sufficient, and attractive communities.

Some of the many ways this is achieved are by reducing self-destructive behaviours and harmful activity, such as smoking and substance abuse, and reducing crime and racism while increasing understanding and empathy between diverse cultures.<sup>22</sup> Specifically, recreation facilities can benefit the community by providing established, maintained, and protected public spaces. More often than not, disorderly environments send the message that no one values the property or will challenge crimes against it, which increases residents' general fear, weakens community controls, and invites criminal behaviour.<sup>23</sup>

The community benefits of recreation have personal benefits as well. For example, recreation prolongs independent living for seniors by keeping them vital and involved in community life.<sup>24</sup> While this benefits seniors' quality of life, the community also benefits by having experienced members who donate their time

and expertise as leaders of recreation programming and keen participants who populate and grow the recreational landscape of a community.

Nearly half of those who participate in recreation several times a week report being completely satisfied with their quality of life, compared to only a quarter of non-participants.<sup>25</sup> Moreover, adults who use parks, recreation, and cultural facilities, and participate in recreation programs are more willing to volunteer than those who do not.<sup>26</sup> In this way, recreation promotes a cycle of community and individual benefits.

Furthermore, recreation is essential to the development of children and youth. Physical motor skills, social skills, intellectual capacities and creativity are learned through play, sports, and cultural activities. Youth who participate in recreation also do better academically, with research finding nearly 8 out of 10 teens who engage in after-school activities are A or B students, while only half of teens who do not participate in after-school activities earn these high marks.<sup>27</sup> Ultimately, recreation serves as a key support system for young people to acquire essential life skills so they may develop into healthy, well-rounded, and engaged members of society.



## 1.5 RECREATION TRENDS

### Outdoor Recreation

Outdoor recreation encompasses everything from nature-based activities, such as hiking, to organized activities in curated outdoor spaces, such as baseball games. The recreational landscape of a community greatly impacts this range of outdoor recreation offerings.

In Canada, and the Maritimes specifically, weather plays a huge role in outdoor recreation. While some outdoor recreation can be enjoyed year-round, regardless of the weather—such as playing at playgrounds—other activities, such as skiing and snowshoeing, are seasonally conditional. Additionally, some forms of outdoor recreation can be conducted indoors to adapt to changing weather, depending on infrastructure availability—such as walking, skating, and even sports such as soccer. By considering these factors, communities can build attractive year-round outdoor recreation offerings that cater to the needs and interests of their citizens.

With this in mind, one of the most multi-functional investments for outdoor recreation for communities is trail networks, as they not only provide a year-round setting for outdoor recreation, but can adapt to fit the seasonal needs and interests of users.



In addition to being adaptable infrastructure for outdoor recreation, trails also support affordable forms of outdoor recreation such as hiking and walking.<sup>28</sup> Investing in trails is an investment in community equity not only because they provide affordable opportunities for recreation, but because new trails can also help to dismantle the unequal distribution of trees and green spaces among communities with varying demographics such as income and race.<sup>29</sup> Although access to public green spaces, including parks, nature preserves, forests, and community gardens, varies across racial and economic lines,<sup>30</sup> establishing and promoting inclusive trail networks, both within and to community parks, serves as an indispensable tool for communities to actively combat inequity and contribute to a community identity that reflects and supports everyone who is a part of it.

Furthermore, Statistics Canada reported that in 2019, 77% of Canadians participated in outdoor activities close to home, whereas only 23% of Canadians did not participate in outdoor activities close to home.<sup>31</sup> Trails offer the dual benefit of serving as recreational infrastructure and as means to connect people to other recreation destinations. This also makes them a meeting place for communities, and as a result, they promote family unity and strengthen friendships and neighbour relations.<sup>32</sup> A well-managed trail can also serve as a focal point for a community for special events or serve as a gathering place, both of which can lead to greater interaction between residents and improve the cohesion of a community.<sup>33</sup>

Trails also benefit the community by helping to secure lands to protect in perpetuity.<sup>34</sup> They can preserve culturally and historically valuable areas<sup>35</sup> and increase the value of open space to the public by providing access.<sup>36</sup> Moreover, trails offer an inclusive opportunity for users of all ages to learn more about nature, culture or history by providing firsthand experiences that educate users about the importance of the natural environment and respect for nature.<sup>37</sup> In this way, trails are an indefensible asset to the outdoor recreation facilities of a community.

## Sports

In 2016, the five most popular sports in Canada were ice hockey, golf, soccer, running, and basketball.<sup>38</sup> For Canadian children, soccer is the most popular sport.<sup>39</sup> The popularity and practice of sport in Canada is influenced by the four seasons, as well as geographic and social diversity.<sup>40</sup> Interestingly, research has found most Canadians who regularly participated in sports did so recreationally. Only 14% of Canadians who regularly participated in sports did so competitively, compared to 86% of Canadians who did so recreationally.<sup>41</sup> The diverse participation in Canadian sports makes it an important contributor to the overall recreation landscape of communities.

In 2016, 27% of all Canadians aged 15 and older regularly participated in sports.<sup>42</sup> This is significant given adult Canadians who are active in sport average almost three hours of primarily moderate to vigorous physical activity per week and, as a result, are more likely to reach recommended activity levels that have been proven to reduce mortality rates by as much as 30%.<sup>43</sup> However, participation rates for adults in Canadian sports are dropping in every province.<sup>44</sup> In New Brunswick, data from 2016 reports 21.1% of people regularly participated in sports, while 78.9% did not.<sup>45</sup>



For Canadian youth, sports participation is also declining.<sup>46</sup> In 2011, 74% of Canadian children were reported to participate in sports; as of 2020, the number has fallen to 60%.<sup>47</sup> Additionally, while there is a reported uptick in youth engagement in individual sports and physical activities such as running, strength training or conditioning, this growth is marginal relative to the much larger declines in team and facility-based sports such as soccer, basketball, hockey, swimming, and baseball.<sup>48</sup>

This decline in youth sport participation is especially significant for girls. Although a similar number of boys and girls start out in a sport, more boys are involved in sports as of ages 9-12 and stay involved through to late adolescence and the duration of their lives.<sup>49</sup> This is particularly concerning given that if a girl has yet to

participate in sports by the age of 10, there is only a 10% chance she will be physically active as an adult.<sup>50</sup> Since Canadian females consistently participate in sports at lower rates than males, across all demographic categories,<sup>51</sup> considering active means of inclusion in sports programming, recreation facilities, and infrastructure is essential.

Although sports can also help strengthen communities by building social capital and fostering greater inclusion of equity-deserving groups,<sup>52</sup> lack of inclusion in sports is a problem that requires continuous and active attention to dismantle. For example, LGBTQ+ youth are less likely to participate in sports than their non-LGBTQ+ peers, and visible minorities participate in sports less than the rest of the population.<sup>53</sup> By dismantling social and safety barriers in sports and fostering a culture of inclusion through both programming and the built environment, communities can enhance the inclusion of marginalized groups in sports. One of the ways this can be achieved is by being proactive in recruiting talent that is diverse. For example, there are very few racially diverse national champions, let alone local champions, in aquatic sports.<sup>54</sup>



## Immigration and Recreation

In the second quarter of 2022, New Brunswick experienced a record population increase of 9,712 people from both interprovincial migration and international immigration.<sup>55</sup> International immigration added a record 5,484 people to New Brunswick's population in the second quarter of 2022.<sup>56</sup> These records highlight the changing demographics and increasing cultural diversity of New Brunswick. These changes significantly impact recreation trends, practices and priorities in new and significant ways, as well as offer the opportunity to improve recreation now and for the foreseeable future.

Recreation is a gateway to the community. For both international and interprovincial newcomers to the province, recreation can contribute to a sense of belonging. By functioning as a kind of “universal language,” recreation makes it possible to connect with others regardless of spoken language.<sup>57</sup> It can serve as a common ground to bring diverse people together and foster the opportunity to learn from others about new cultures or skills in a safe, non-judgemental context.

For newcomers to Canada, recreation offers many supports, benefits, and opportunities; however, for these benefits and opportunities to be accessible, developing an understanding of the meanings and relationships newcomers have with recreation upon their arrival in Canada is essential. Many newcomers to Canada arrive “with a unique inventory of sport and fundamental movement skills and, like all Canadians, require an individualized approach to enhance their own level of physical literacy through quality, stage-appropriate experiences.”<sup>58</sup>

When considering recreational opportunities for newcomers, it is also important to consider how some newcomers may wish to try new recreational activities that are popular and heavily mainstreamed in Canada. Others may arrive with a desire to continue the kinds of recreation they already know and love. Recreational programming and facilities should reflect the opportunities for both of these options.

Today, more than 16,000 immigrants in Canada earn their living as program leaders and instructors in recreation, sports, and fitness. Immigrants make up 20% of people working as sports coaches in the country.<sup>59</sup> This is significant given research shows the value of peer support from people with lived experience of immigration can enhance newcomers' experience of recreation.<sup>60</sup>

With this in mind, it is also important to understand the barriers discouraging or excluding many newcomers from joining recreation programs in their new communities. Barriers can include issues of accessibility of activities, spaces, information and language; familiarity with technology to be able to access online information and registration; competing demands on time such as shift work; and the availability of social support.<sup>61</sup>

Deeper political and cultural barriers may also affect newcomers' experience of recreation in Canada, such as cultural perceptions of specific sports and activities, access to dedicated women and girl-only environments, programming that fails to accommodate cultural and religious differences, political and cultural clashes from or between countries of origin that may follow newcomers to Canada and influences who they are willing to play with and against, as well as prejudice and racism.<sup>62 63</sup>

Multiple Canadian initiatives showcase how by addressing these barriers to recreation for newcomers, communities can enhance their recreation experience. The Immigrant Services Association of Nova Scotia, the City of Halifax, and Sport Nova Scotia hosted a Winter by the Sea event which aimed to educate participants on how to be active in the winter months as well as offered the opportunity to try activities such as skating, snowshoeing, and skiing.<sup>64</sup> The Multicultural Association

of Fredericton addressed access barriers by displaying recreation program information in different languages on computer screens in newcomer language classes, as well as produced multilingual posters to be shared with community partners and cultural groups.<sup>65</sup> They also developed the Newcomer Youth Bike Project, which supplies young immigrants with donated bicycles and cycling equipment to help them get where they need to go, as well as the freedom to explore and participate in their new community.<sup>66</sup>

Just like every newcomer's experience and resettlement journey is different, so too is every newcomer's experience with recreation. In addition to larger, organized initiatives, small, informal, and flexible recreation opportunities can have a lasting impact by offering manageable, welcoming, and sustainable options. By taking active steps to improve, promote, and create recreation experiences for newcomers, communities can bolster their overall recreation profile as well as enhance the resettlement process for new members of the community.

## Recreation and the Pandemic

The onset of the COVID-19 pandemic resulted in calamity and disruption across the world. These hardships, however, were not equally distributed across demographics, and as a result, a light was shone on systemic issues that had plagued society long before the pandemic began.<sup>67</sup> Now a renewed public interest in matters of equity, access, and inclusion has emerged, opening the door to reshaping community priorities and practices now and for the long term.

The pandemic has highlighted the systemic inequalities and discrimination of racism, inequitable enforcement, historical underinvestment, unequal access to amenities, and social judgement that excludes many from participating in and benefiting from parks and recreation in their own communities.<sup>68</sup> For example, over the course of the pandemic, Canadians who identify as Black, Indigenous, or a Person of Colour (BIPOC) were more likely to report experiencing barriers to park use, such as fear of ticketing and harassment.<sup>69</sup> Awareness of these barriers disrupts the illusion that parks and recreation are automatically for everyone, and highlights how to achieve the status of inclusive, active measures and strategies must be implemented for recreation planning, programming, and infrastructure.

It is important to keep these issues in mind when looking at the impact of the pandemic on parks and recreation. 94% of cities reported that park use had increased during the pandemic, while two-thirds of Canadians said they had spent more time in parks compared to before the pandemic, and 39% reported their park use had doubled during the pandemic.<sup>70</sup> That being said, although 69% of White Canadians reported visiting green spaces more often throughout the pandemic, only 59% of Canadians who identify as BIPOC reported the same. Additionally, 25% of BIPOC Canadians reported they spent less time in parks due to the pandemic as opposed to only 17% of White Canadians.<sup>71</sup>

With the general uptick in park use over the course of the pandemic, more people are now invested in the future of parks and programming. Now 85% of Canadians have said they want to see more public funding invested in parks, 76% of Canadians have said they want to see more community programming in parks, 71% of Canadians have said that local and neighbourhood parks are where they prefer to visit, 58% of Canadians became more interested in stewardship activities in natural spaces, and 89% of Canadians have said that they tried a new activity in a park in 2020.<sup>72</sup>



In regards to overall physical activity levels, no differences in meeting the physical activity recommendation between 2018 and 2020 were observed among adults aged 18-49 years; whereas for adults aged 50-79 years, an overall increase was observed.<sup>73</sup> For youth, however, an overall decline in physical activity was observed between 2018 and 2020. This is likely due to interruptions in schooling and organized recreation.<sup>74</sup> This drop in physical activity among youth is cause for concern as it may potentially lead to long-lasting disengagement from organized sports and activities.<sup>75</sup> With this in mind, recreation providers can better target recruitment strategies moving forward.

The effects of the pandemic on recreation were felt differently across activities. For example, industries that were able to adapt to changing pandemic restrictions and maintain outdoor operations saw stronger growth in 2021 than those whose activities were primarily indoor or reliant on factors such as weather.<sup>76</sup> The timing of the restrictions also impacted the effects felt by recreation providers. For example, industries which normally experience summer as their busiest time, such as golf courses and country clubs, showed strong growth across all provinces throughout 2021.<sup>77</sup> In fact, golf participation reached new heights in 2020, which in turn gave momentum into the 2021 season.<sup>78</sup>

By understanding the ways in which Canadian recreation has been impacted by the pandemic, communities and recreation providers can define strategic goals to help support, grow, and diversify their recreation landscape. In doing so, communities can alter their practices to better meet the present and long-term recreational needs of the population.

## Lessons Learned

The following key lessons from the background study are important to consider in Quispamsis:

- » Recreation must evolve alongside social, demographic, and environmental changes to serve residents and the community in an equitable and meaningful way;

- » Recreation benefits mental health by increasing social networks, physical activity levels, social skills, quality of life, and self-esteem;
- » Recreation benefits physical health by fostering an active lifestyle, reducing illness, and providing increased community well-being;
- » Recreation facilities and programming can encourage people to incorporate active transportation into their daily lives by establishing routine destinations within the community.
- » Investing in walking and biking trails encourages physical and social activity, increases property values, promotes equity and inclusion, and contributes to community identity;
- » Robust recreation offerings can boost tourism, bringing immediate and long-term economic benefits;
- » Sports are an essential part of the recreation landscape, but declining participation rates are a concern;
- » Girls and visible minorities participate in sports at lower rates than their peers, indicating a need to foster equity and inclusion in sports programming and recreation facilities.

## 1.6 REVIEW OF PREVIOUS STUDIES

The Quispamsis Recreation Master Plan is founded on a review of the following previously completed plans, studies, and other relevant strategic documents for relevant recreation context and lessons learned:

- » *Community Strategic Plan (2022)*
- » *Transportation Master Plan Background Study (2021)*
- » *CAMP: Comprehensive Asset Management Plan (2019)*
- » *Municipal Development Plan (2018)*
- » *Trails Master Plan (2003)*
- » *Town of Quispamsis Active Transportation Master Plan (2010)*
- » *A Framework for Recreation in Canada — Pathways to Wellbeing (2015)*
- » *New Brunswick's Recreation and Sport Policy Framework (2017)*
- » *Fundy Regional Service Commission: Regional Recreation Plan (2016)*
- » *Fundy Regional Service Commission: Recreation Plan Implementation (2017-2020)*
- » *Canadian Sport Policy (2012)*
- » *Let's Get Moving: A Common Vision for Increasing Physical Activity and Reducing Sedentary Living in Canada (2018)*

## Community Strategic Plan

The Town of Quispamsis Community Strategic Plan was released in 2022. The plan outlines strategic themes which are intended to provide structure to the aspirations of community members and leaders. These strategic themes include Infrastructure Management, Community Commitment, Economic Development, and Capacity Building. For each strategic theme, the Town of Quispamsis provides a goal with supporting objectives for implementing it.

## Transportation Master Plan Background Study

This report sets the stage for the development of a Transportation Master Plan. Its intent is to understand the existing conditions of the community. The report details such things as population trends, income trends, and existing transportation networks and their performance. The report highlights key destinations such as the qplex, Quispamsis Memorial Arena, and Town Centre Plaza.

## Camp: Comprehensive Asset Management Plan

The Comprehensive Asset Management Plan aims to provide informed decision-making to minimize lifecycle costs, manage and reduce risks, and achieve desired levels of service. The Plan identifies types of risks and gaps and provides data on town funds and water and sewer usage.

## Municipal Development Plan

This plan is intended to assist the management of development within the Town of Quispamsis and be used by Council, Town Staff, and residents. The plan's vision highlights active living themes and natural environment preservation. It then goes on to outline a Town Framework with Policies which the council will uphold.

## Trails Master Plan

The Town of Quispamsis Trails Master Plan was released in 2003. The plan focuses on Quispamsis but considers future trail connections to neighbouring communities. The document highlights key community features and comments on the status of existing recreation facility infrastructure. The Plan addresses existing trails as well as proposes new trails and linkages.

## Town of Quispamsis Active Transportation Master Plan

The Town of Quispamsis AT Plan was released in 2010 and proposed a series of multi-modal links that connect resident front doors to important civic, cultural and recreation addresses. Subsequent active transportation work in Quispamsis has moved beyond this master plan. Future active transportation work will update the routes and associated facilities to create a contemporary network of street-adjacent and street-independent network components.



## A Framework For Recreation In Canada 2015 – Pathways To Wellbeing

The Framework for Recreation in Canada: Pathways to Wellbeing presents a renewed definition for recreation: “Recreation is the experience that results from freely chosen participation in physical, social, intellectual, creative and spiritual pursuits that enhance individual and community wellbeing.” The Plan identifies five goals for recreation– active living, inclusion and access, connecting people and nature, supportive environments, and recreation capacity– and sets out to identify the challenges and benefits of recreation as well as identify a recreation strategy and vision for recreation in Canada.

## New Brunswick’s Recreation And Sport Policy Framework

New Brunswick’s Recreation and Sport Policy Framework supersedes the Sport and Recreation Policy for New Brunswick (1994). Released in 2017, the document aims to guide the evolution of New Brunswick’s recreation and sport delivery system into the next decade. The policy identifies eight principles of the recreation and sport delivery system founded on the assertion that participation in recreation and sport is recognized as a fundamental human right.

## Fundy Regional Service Commission: Regional Recreation Plan

The Fundy Regional Recreation Plan was approved and adopted in 2016. The Plan aims to create a regional collaborative approach to planning for recreation facilities and services with the goal of reducing capital costs, creating more efficient operations, and enabling investment in new forms of regional recreation infrastructure. The plan serves the Town of Quispamsis, the Town of Rothesay, the Village of Saint Martins, the City of Saint John, the Town of Grand Bay-Westfield, and ten LSDs.

## Fundy Regional Service Commission: Recreation Plan Implementation

Following the approval of the Fundy Regional Recreation Plan, a Recreation Facilitator was hired to implement the plan. The implementation plan offers a 2017-2020 work plan to be renewed with a work plan for 2020-2022. The document summarizes the primary outcomes from April 2017- April 2020, which include the Fundy Region Recreation Facilities Inventory and Map, Fundy Regional Ice Strategy, Coastal Link Trail: Saint John-Musquash Community Consultation and Conceptual Design, Regional Information Exchange: Trails Forum, Trail Building Workshop and Active Transportation Symposium, and Local Service District Recreation Profiles.

## Let's Get Moving: A Common Vision For Increasing Physical Activity And Reducing Sedentary Living In Canada

Released in 2018, this national policy document identifies the need for a singular Canadian policy focused on physical activity and its relationship to sport, recreation, health and other relevant policy areas. It aims to complement and align with other relevant policies, strategies, and frameworks. *Common Vision* is divided into five interdependent principles and a set of six areas of focus and is designed to serve as a rallying cry to get Canadians moving more and sitting less by offering guidance to all sectors and orders of government, organizations, communities, and leaders.

### Canadian Sport Policy

The Canadian Sport Policy covers the period from 2012-2022 and is designed as a road map for all governments, institutions, and organizations committed to improving the positive impacts of sport on individuals, communities, and society. The policy's vision is a dynamic and innovative culture that promotes and celebrates participation and excellence in sports through the values of fun, safety, excellence, commitment, personal development, inclusion, accessibility, respect, fair play and ethical behaviour. The document outlines the policy's vision, values, principles, framework, goals and objectives, and implementation and action plans. It also addresses the role of governments and key stakeholders.

## Lessons Learned

The review examined themes such as recreation, social well-being, sustainability and longevity, active transportation, and regional roles. These themes reinforce that a framework for recreation planning in Quispamsis has the potential to benefit the community by:

- » Strengthening the Town's social well-being for all age segments;
- » Improving the resilience and sustainability of physical recreation environments;
- » Supporting the enhancement of the Town's Active Transportation Network; and,
- » Collectively providing robust recreation facilities and programs for all.







## 2.0 CONSULTATION AND CONCEPTS

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Creating this master plan required significant input from residents and key stakeholders. Workshops were conducted with Quispamsis Town Council and staff early in the process. Sessions were conducted at the elementary, middle and high school levels, and two open houses were held at Town Hall. Individual meetings with community groups, such as soccer, were also conducted. Additionally, online surveys collected input from residents and recreation providers.

The enthusiasm of those who participated in the consultation process is directly reflected in the extensive list of ideas, which expresses the desires and needs of residents and stakeholders and forms the foundation of this master plan.

A summary of the consultation findings can be found in Appendix A.

## 2.1 EMERGING RECREATION DEVELOPMENT THEMES

The following emerging recreation development themes are synthesized from the big ideas brought forward during consultation and inform this master plan's vision.



### ACTIVE LIVING

- » An active transportation network that links social and active recreation spaces through thoughtful and safe infrastructure which caters to all age levels and abilities.
- » Evolve age-specific amenities and facilities into multi-generational spaces where all ages can partake in physical activity.
- » Make choosing an active lifestyle the easy choice.



### INCLUSION & ACCESS

- » Link neighbourhoods and organizations through online platforms to promote community across social and physical categories.
- » Improve access to information on recreation opportunities in Quispamsis through designated and maintained information channels.
- » Develop inclusive and accessible parks and recreation spaces for all socio-demographics.



### CONNECTING PEOPLE & NATURE

- » Prioritize the conservation of natural assets, landscapes, and scenery, and consider all three when selecting new recreation sites.
- » Establish year-round access to parks and outdoor facilities through considerations such as lighting, grooming, and signage, as well as explore the potential for seasonal multi-purpose sites.
- » Develop a trail system with varied difficulties, trail types, and amenities that considers multi-modal users and dog owners.



### SUPPORTIVE ENVIRONMENTS

- » Centralize a hub where recreation, retail, and the community may come together.
- » Entice younger generations to live in Quispamsis now and in the future by growing infrastructure, programming, and overall community identity.
- » Continue the unique seasonal events hosted by the town and expand the offerings to reflect the diverse interests and expertise of the community.



## RECREATION CAPACITY

- » Incorporate informal play spaces and multi-use spaces into existing and future recreation facilities
- » Provide equipment and personnel to sustain quality maintenance of recreation facilities and ensure maintenance costs and equipment are considered in all future recreation facility developments
- » Improve and evolve recreation facilities to meet the needs of present and future Quispamsis residents

## 2.2 VISION

The vision word cloud (next page) illustrates a resident-proposed hierarchical series of words that inform the master plan's vision. Larger words articulate a stronger place with the recreation environment; however, all of the words have meaning, and all influence the overall vision.



Vision Word Cloud

Inviting  
Unified  
Multi-Generational  
Sustainable  
Personal  
Social Spaces  
Adaptable  
Year-Round  
Expanded  
Responsive  
Natural  
Diverse  
Accessible  
Maintained  
Opportunities  
Community-Centred  
Unique  
Updated  
Quality  
Mixed-Use  
Welcoming  
Equitable  
Available



## 3.0 EXISTING SERVICE MODEL

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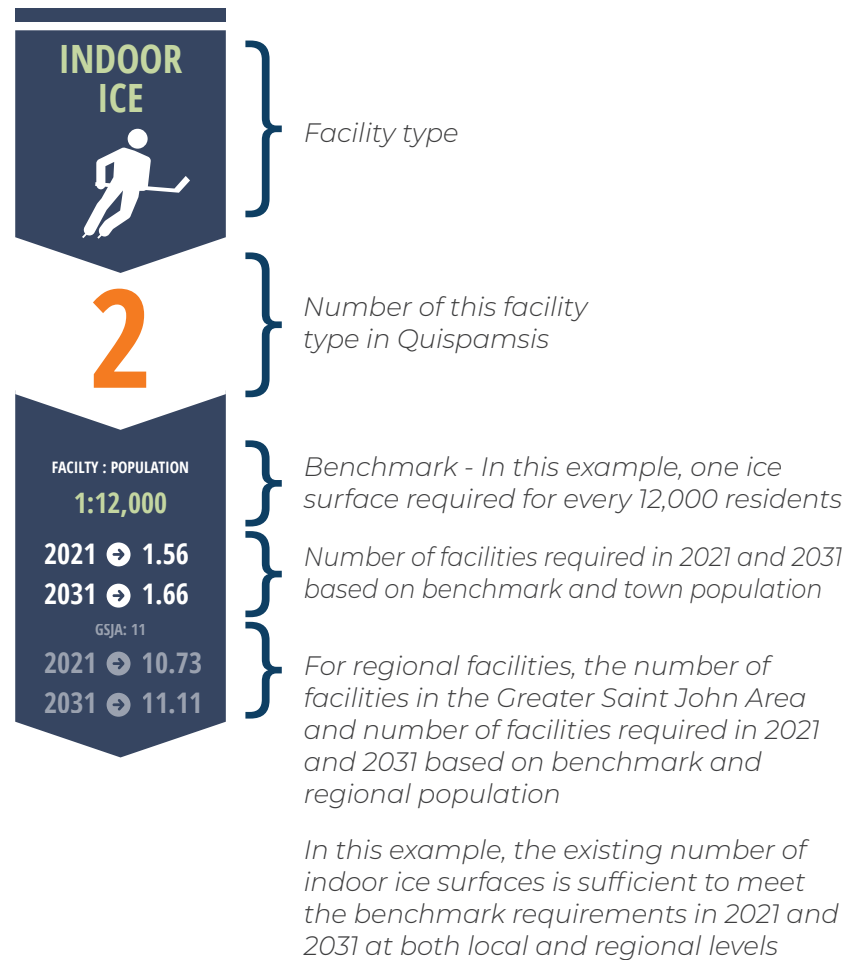
This chapter provides an overview of the existing facilities and parks network evaluated relative to population and precedent service provision. This valuable baseline data will be refined when developing an evolved network. A complete database of facility provisions is provided in Appendix B. It is important to note that not all facility types are reviewed in this chapter; however, a complete review of Regional and Town facilities is provided in the Appendix. Facilities not reviewed in this chapter include venues for squash and other activities that Quispamsis residents did not express interest in; however, the statistical requirement is provided to Council and staff for review if future interest is expressed.

This chapter’s data is presented by facility type on a series of banners and associated commentary that describes existing Town and Regional inventory, population-based delivery benchmark, as well as 2021 and 2031 requirements based on a precedent benchmark. Refer to Figure 3 for an explanation of the data included in the banners.

The benchmark data is provided to identify potential service gaps and surpluses. It describes the number of residents per facility in other precedent-setting jurisdictions sharing regional and cultural relevance. Additionally, using benchmark data, predictions are made that describe when an additional facility is required at both the Regional and Town levels relative to population growth modelling.

Benchmarks are established based on a review of over 20 relevant municipalities across Canada. Researched locations are positioned similarly to Quispamsis—a town located adjacent to a regional centre that is the heart of several municipal units. The benchmark is established as a mean value of facility/park delivery for population per facility.

**FIGURE 3 | UNDERSTANDING THE FACILITY BANNERS**



## 3.1 REGIONAL INDOOR FACILITIES

### Indoor Pools

All indoor pool facilities are located within the City of Saint John, including the 50-metre Canada Games Aquatic Centre, which is capable of hosting regional and national events. Present benchmark data (1:36,000) suggests that 3.38 regional facilities are required today, and 3.78 facilities are required in 2031; however, the 50-metre facility reduces that need by one with the use of the facilities bulkhead and city-centre positioning. Thus, the region will require 0.78 more facilities than the current inventory by 2031.

The Town of Quispamsis presently requires 0.52 pools, and will require 0.55 pools by 2023; therefore, the Town relies on the regional pool. The full facility requirement will be realized by 2051.

**COMMENTARY:** Quispamsis does not have a population sufficient to deliver an indoor pool; however, it can participate regionally at 0.52 25-meter pools. Inversely, any participation would include reciprocal regional investment into the highly used qplex outdoor pool.



### Indoor Ice Surfaces

The Greater Saint John Region hosts 11 indoor ice surfaces and statistically requires 10.73 at a 1:12,000 benchmark. The region will require 11.11 facilities by 2032.

The Town of Quispamsis presently requires 1.56 facilities and will require 1.66 by 2031. An additional facility is required by 2051. Presently, the Town delivers 0.44 more ice surfaces than required locally.

**COMMENTARY:** The Town's Memorial Arena building (QMA) is in good condition; however, the mechanical and flooring system is aging and will likely require replacement within ten years. The facility is equally important as a Town and regional facility, and brings regional visitation to Quispamsis. Thus, the Town should work with regional partners to expand the qplex with an additional ice surface that also extends the facility's ability to host regional events. If feasible, the QMA site can be repurposed as a multi-purpose recreation facility, or, upon decommissioning, the site can be offered for redevelopment as a residential or mixed-use development site.



## Multi-Use Field House

The region is presently served by Saint John's Irving Oil Field House. At a 1:30,000 benchmark, the region requires 4.29 facilities. 4.45 facilities are required by 2031. Quispamsis requires 0.63 facilities and will require 0.66 facilities by 2031.

**COMMENTARY:** Field houses, at the town level, can include school gymnasiums; however, reliance on school facilities impacts on-demand or daily programmed community access. Thus, the town should explore the addition of a field house at the qplex that continues to strengthen the facility as a town and regional cultural, economic and recreation destination. Alternatively, after studying feasibility, the QMA could be repurposed as a field house when the rink is decommissioned.



## Curling Sheets

The region is presently served by 12 curling sheets; however, at a 1:25,000 benchmark, 5.15 sheets are required today, and 5.33 sheets will be required by 2031. Quispamsis requires 0.63 sheets and will require 0.66 sheets by 2031.

**COMMENTARY:** The sport of curling is experiencing reduced participation, in contrast to consistently high television interest. Curling programmers are aggressively working to increase participation; however, at present participation levels, with a significant oversupply of regional ice surfaces, no Town action is required.





## Multi-Use Gymnasium

This facility meets the needs of day-to-day indoor activities such as pickleball, and primarily includes gymnasiums such as YMCA facilities. Presently, at a 1:15,000 benchmark, the region requires 8.58 facilities and is served by three facilities. 8.89 facilities are required by 2031. Quispamsis requires 1.25 facilities and has no Town-owned facilities, but can access a local church gym. 1.32 facilities are required by 2031.

**COMMENTARY:** Most of the need for this type of regional facility is transferred to school-based gymnasiums; however, adult programming often finds it difficult to access gymnasiums due to an understandable preference toward youth programming. The addition of a two-gymnasium fieldhouse on the qplex satisfies the need for this facility at the town level.



## Indoor Walking Track

Presently, at a 1:40,000 benchmark, the region requires 3.22 facilities and is served by three facilities. 3.33 facilities are required by 2031. Quispamsis requires 0.47 facilities and hosts an indoor track at the qplex. 0.50 facilities are required by 2031.

**COMMENTARY:** The Town of Quispamsis smartly included a walking track within the qplex when built. The Town delivers well above requirements for the community, and will support increased visitation as the qplex expands. This is an important asset to retain.



## 3.2 REGIONAL OUTDOOR FACILITIES

### Outdoor Pool

Presently, at a 1:25,000 benchmark, the region requires 5.15 facilities and is served by one facility. 5.33 facilities are required by 2031. Quispamsis requires 0.75 facilities and has the region's only facility at the qplex. 0.79 facilities are required by 2031.

**COMMENTARY:** This is an important recreation facility that attracts visitation from across the region, and supports tourism visitation to the Town and Greater Saint John area. Although the region is under-supplied, the Town is well-positioned for the life of this master plan. No action is required.



### Ball Fields

At a 1:5,000 benchmark, the region requires 25.75 fields and is served by 27 fields. 26.67 facilities are required by 2031. Quispamsis requires 3.75 fields and hosts four fields; therefore, the town delivers 0.25 more fields than required locally. 3.97 fields are required by 2031.

**COMMENTARY:** Ball field programs continue to evolve by strengthening women's and slow-pitch programs; however, a need for additional fields is not realized. The Town can explore the statistical addition of one or two regional fields at the future Quispamsis Turf Complex to cover the loss of the Memorial Ball Field if this field is decommissioned. Two fields at this location will support tournament visitation and put more 'heads into beds' at regional hotels.



## Rectangle Fields-Natural Turf

At a 1:7,000 benchmark, the region requires 18.40 fields and is served by 32 fields. 19.05 facilities are required by 2031. Quispamsis requires 2.68 fields and provides three fields, with an additional field at KVHS. 2.84 fields are required by 2031.



## Rectangle Fields-Artificial Turf

At a 1:30,000 benchmark, the region requires 4.29 fields and is served by five fields. 4.5 facilities are required by 2031. Quispamsis requires 0.63 fields and hosts one high school field; therefore, the town delivers 0.27 more fields than required locally. 0.66 fields are required by 2031.

**COMMENTARY:** Any expansion at the plex will require more parking and building space. This will consume land occupied by the James Rolfe and Saunders Soccer Fields and tennis courts; therefore, the Town should explore a new artificial turf field where these fields are relocated to form the basis of a new multi-field facility.



## Tennis Courts

At a 1:7,000 benchmark, the region requires 18.40 courts and is served by 22 courts. 19.05 courts are required by 2031. Quispamsis requires 2.68 and hosts four courts; therefore, the town provides 1.32 more courts than required locally. 2.84 courts are required by 2031.

**COMMENTARY:** The tennis courts are popular and well-used. Expansion of the qplex provides an opportunity to provide tennis on a year-round basis; however, the expansion will also consume land occupied by the existing courts. The Town should explore the creation of a combined tennis/pickleball facility that utilizes indoor and outdoor courts.



## Beach Volleyball.

At a 1:20,000 benchmark, the region requires 6.44 courts and is served by five courts. 6.67 courts are required by 2031. Quispamsis requires 0.94 and hosts two courts; therefore, the town provides 1.06 more courts than required locally. 0.99 courts are required by 2031.

**COMMENTARY:** Beach volleyball is an inexpensive way of attracting regional visitation and a great way to provide park space animation to visitors. Although the Town is delivering court space beyond need, additional courts should be considered at a town-centre location to create increased daily and tournament visitation in addition to park animation.



## Outdoor Skate/All-Wheel Park

At a 1:50,000 benchmark, the region requires 2.58 facilities and is served by 4.00 parks. 2.67 facilities are required by 2031. Quispamsis requires 0.38 and hosts one park; therefore, the Town provides 0.62 more facilities than required locally. 0.40 facilities are required by 2031.

**COMMENTARY:** Although Quispamsis is delivering a skate facility beyond need, it does not provide the type of facility residents require. Additionally, like beach volleyball courts, skate parks are a great way to animate public space.

The Town should explore creating a new skate park that replaces the existing facility with a contemporary all-wheel plaza that functions as both a local and regional destination. This should remain in approximately the same location, and become part of a significant regional public square within the heart of Quispamsis.



## Outdoor Bike Pump Track

Also at a 1:50,000 benchmark, the region requires 2.58 facilities and is served by 3.00 parks. 2.67 facilities are required by 2031. Quispamsis requires 0.38 and hosts one park; therefore, the town provides 0.62 more facilities than required locally. 0.40 parks are required by 2031.

**COMMENTARY:** The existing dirt pump track is popular and should continue to operate in its present form and location. Additional pump tracks will likely take form at the Millennium Cycle Park.



## Outdoor Track

At a 1:45,000 benchmark, the region requires 2.86 facilities and is served by 4.00 tracks. 2.96 facilities are required by 2031. Quispamsis requires 0.42 and hosts 1 track; therefore, the town provides 0.58 more facilities than required locally. 0.44 tracks are required by 2031.

**COMMENTARY:** The present track, located at the qplex, is unsuitable as a running or events track and is primarily considered a walking track. The City of Saint John hosts a national-quality track facility; therefore, local, regional and national events should continue at that location.

When displaced by qplex expansion, the Quispamsis track should be relocated to the town centre, and be focussed on walking and light running activity.



## Other Regional Outdoor Facilities

Regional outdoor facilities not discussed in this master plan include lawn bowling, rugby and cricket; however, demand for these facilities is met at existing regional sites. Disc golf is not an activity that residents noted as important; however, the activity may become important in the future. At a 1:70,000 benchmark, Quispamsis presently requires 0.27 courses, and will require 0.28 courses in 2031; therefore, any discussion related to disc golf is a regional discussion that will include location suitability, site feasibility and construction costs.

Additionally, Quispamsis presently offers a performance stage within the Arts and Culture Park, adjacent to Town Hall. This venue functioned well for the Town; however, the growth of the Town and region, as well as the resident desire to expand the park into a town centre, presents an opportunity to explore a new facility that is a significant cultural focal point.

### 3.3 COMMUNITY INDOOR FACILITIES

#### Adaptable Community Centre

At a 1:17,000 benchmark, the region requires 7.57 facilities and is served by 13 facilities. 7.87 facilities are required by 2031. Quispamsis requires 1.10 and hosts two facilities at the qplex and beach house; therefore, the Town provides 0.90 more facilities than required locally. 1.17 facilities are required by 2031.

**COMMENTARY:** The Town is well-served by the existing facilities; however, any expansion of the qplex should include expanding existing community centre facilities for regional and local use.



#### Multi-Use School Gymnasiums

At a 1:7,000 benchmark, the region requires 18.40 gyms and is served by 27.00 facilities. 19.05 facilities are required by 2031. Quispamsis requires 2.68 and hosts five gyms at local schools (KVHS, QES, QMS, Lakefield, Chris Saunders). 2.84 facilities are required by 2031.

**COMMENTARY:** Present school gymnasiums provide a venue for local groups such as minor basketball. The Town of Quispamsis does not have a reciprocal agreement with the school district; therefore, residents do not have access to the schools for informal use. This service gap is resolved by adding a multi-purpose field house at the qplex, or a possible re-purpose of the QMA if the qplex expansion does not include a field house.



## Indoor Pickleball Courts

At a 1:8,000 benchmark, the region requires 16.10 courts and is served by facilities at local gymnasiums, when available. 16.67 facilities are required by 2031. Quispamsis requires 2.35 and hosts no courts. 2.48 courts are required by 2031.

**COMMENTARY:** Pickleball is a growing and important multi-generational and low-cost activity. As previously mentioned, programmed indoor pickleball courts should be provided as part of a qplex expansion that ensures indoor and outdoor venues are available on a year-round basis. Further analysis of regional demand is required as part of any qplex expansion for QMA re-purposing feasibility analysis.





## 3.4 COMMUNITY OUTDOOR FACILITIES

### Playgrounds

At a 1:9,000 benchmark, Quispamsis requires 9.38 facilities and is served by nine playgrounds (qplex, Nottingham, Goldrush, Meenan’s Cove, Firefly, Cedar Ridge, Parkside, Ritchie Lake). 9.93 playgrounds are required by 2031.

**COMMENTARY:** This analysis looks at playgrounds on a statistical basis for comparison purposes only. Based on this, The Town will require another playground by 2031. In reality, playgrounds are based on a spatial delivery model that ensures all residents are within a 10-minute bike ride (1.7km) from their front door to a playground. This approach illustrates a three playground shortage; however, these shortages do not require an immediate project.



### Multi-Use Courts

At a 1:4,000 benchmark, Quispamsis requires 4.69 courts and is served by three courts at the qplex, Firefly Playground and Nottingham Playground. None of the multi-use courts are large enough to accommodate a full size basketball court. 4.97 courts are required by 2031.

**COMMENTARY:** This analysis looks at multi-use courts on a statistical basis for comparison purposes only. The Town requires the addition of approximately two courts. One of these should be located within the town centre, while the remaining should be located at a park within a central neighbourhood location. Additionally, as part of the proposed qplex expansion, a full size multi-use court should be considered.



## Outdoor Ice Surface

At a 1:6,000 benchmark, Quispamsis requires 3.31 surfaces and is served by one surface at Town Hall. 3.31 surfaces are required by 2031.

**COMMENTARY:** Although the analysis suggests that additional refrigerated surfaces are required, all demand can be accommodated at a new town centre multi-use outdoor ice surface that is large enough to host trail skating and pond hockey within a single facility.



## Shuffleboard

At a 1:30,000 benchmark, Quispamsis requires 0.63 courts and is served by no courts today. 0.66 courts are required in Quispamsis by 2031.

**COMMENTARY:** Residents propose shuffleboard as a multi-generational and highly-social activity that should be located within the heart of Quispamsis, as a part of any town centre development.



## Splash Pads

At a 1:10,000 benchmark, Quispamsis requires 1.88 pads and is served by one pad (in construction). 1.99 pads are required by 2031.

**COMMENTARY:** The numbers suggest that a second splash pad will be required during the life of this plan; however, the Firefly Playground splash pad and the qplex outdoor pool provide sufficient local outdoor water play for the Town. However, given that splash pads provide great animation to public space, any town centre work should include a water play feature that functions as a lit fountain and multi-generational water play to enhance the town centre experience.



## Pickleball Courts

At a 1:8,000 benchmark, Quispamsis requires 2.35 courts and is served by four courts. Therefore, the town is delivering 1.65 courts more than locally required. 2.48 courts are required in Quispamsis by 2031.

**COMMENTARY:** The Town's pickleball courts provide facilities for regional use in addition to local use. The Town should consider the assembly of pickleball and tennis courts into a single regional club that provides outdoor and indoor venues when any qplex expansion absorbs the existing tennis courts.



## Dog Facilities

At a 1:30,000 benchmark, Quispamsis requires 0.63 facilities and is served by one dog park, and a dog-friendly space at Gondola Point Beach. 0.66 facilities are required in Quispamsis by 2031.

**COMMENTARY:** The town appears well-served by the existing dog park; however, the central location is not convenient for all residents, especially those on the eastern side of town. Thus, the town should explore an additional dog facility at an existing park located to the east of Hampton Road.

Additionally, the town should provide off-leash walking at Hammond River Park during designated times, on designated days. Off-leash walking requires that dogs stay on the trails, and are controlled to prevent any impact on other walkers or dogs.





## 4.0 UPDATED SERVICE MODEL

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### 4.1 DELIVERY MODEL

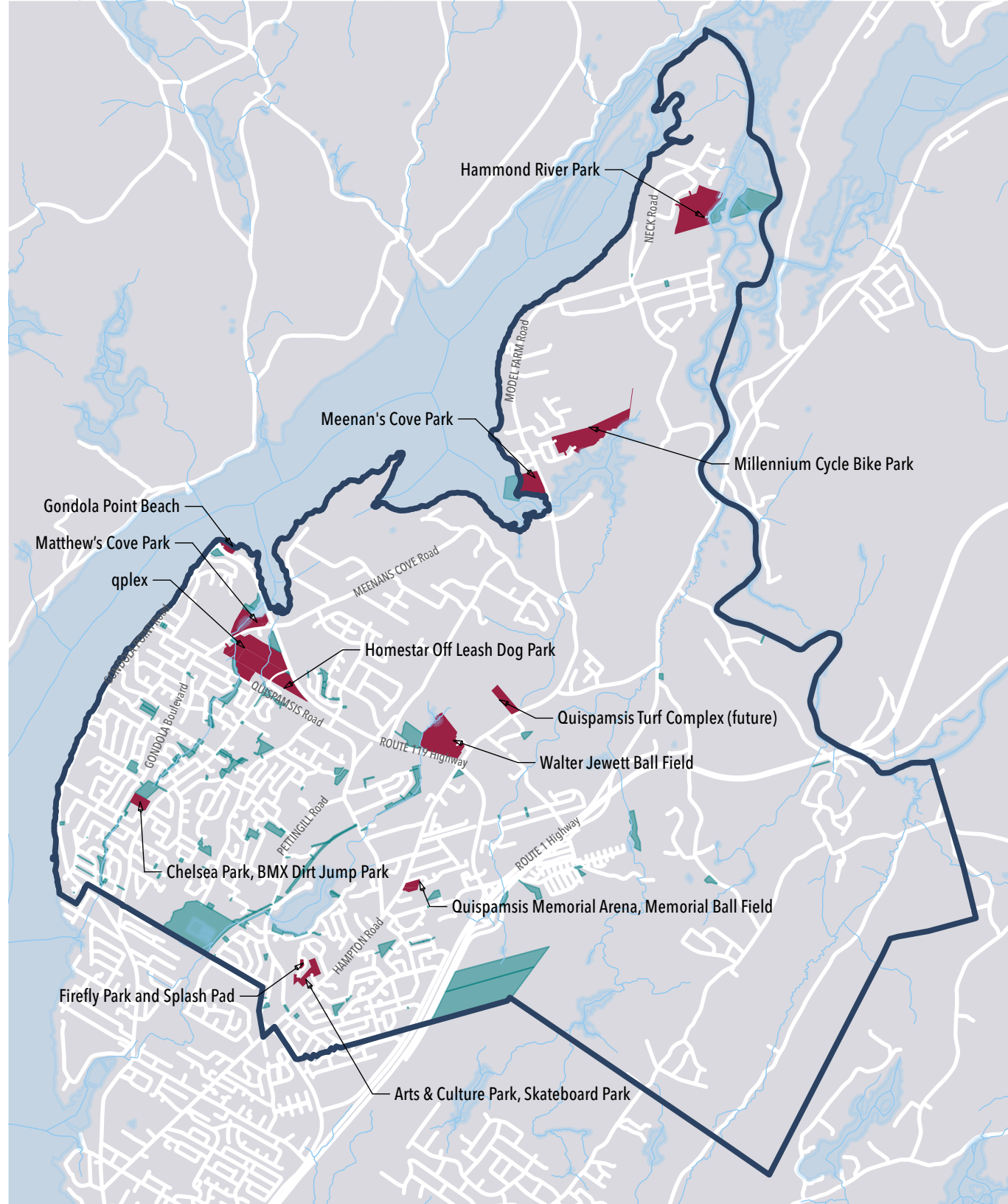
#### Regional Assets

The Town of Quispamsis presently delivers most regional-level facilities at a level beyond the Town's capacity to sustain the asset. For example, as demonstrated in chapter three, the qplex and Quispamsis Memorial Arena provide two ice surfaces for a town that can financially sustain 1.56 rinks. Inversely, the Town does not have an indoor pool, and can only financially sustain 0.79 25-meter pools. Inversely, again, the Town has an outdoor pool; however, it can only sustain 0.76 pools. And so on.



There is no way to take a snapshot in time and apply an appropriate facility distribution model for an evolving region that includes a city and four towns—travelling from Hampton to Grand Bay-Westfield covers 65 kilometres of varied geographic and cultural landscapes. Instead, this master plan and the regional facilities (Figure 4) reviewed in this chapter rationalize the existing inventory of facilities relative to regional population, as well as growth and evolution within the Town of Quispamsis. This is the basis of a predicted and appropriate palette of recreation facilities and parks within the Town over the next ten years (and beyond).

**FIGURE 4 | REGIONAL PARKS**





## Community Assets

Community parks and facilities are based on a spatial distribution model across the Town. As previously mentioned, community parks are placed at locations no greater than 1.7 kilometres from any front door. Thus, parks are located at a maximum of 3.4-kilometre intervals (see Figure 5). As illustrated by green in the figure, gaps exist in three areas; however, efforts to fill these gaps should only occur when expanded adjacent residential development provides an opportunity to build gap park spaces into growing neighbourhoods.

Future parks are to be located at this interval, and future trails link important destinations and existing and future parks. The following facility descriptions describe how each park will evolve to meet its long-term role relevant to this master plan.

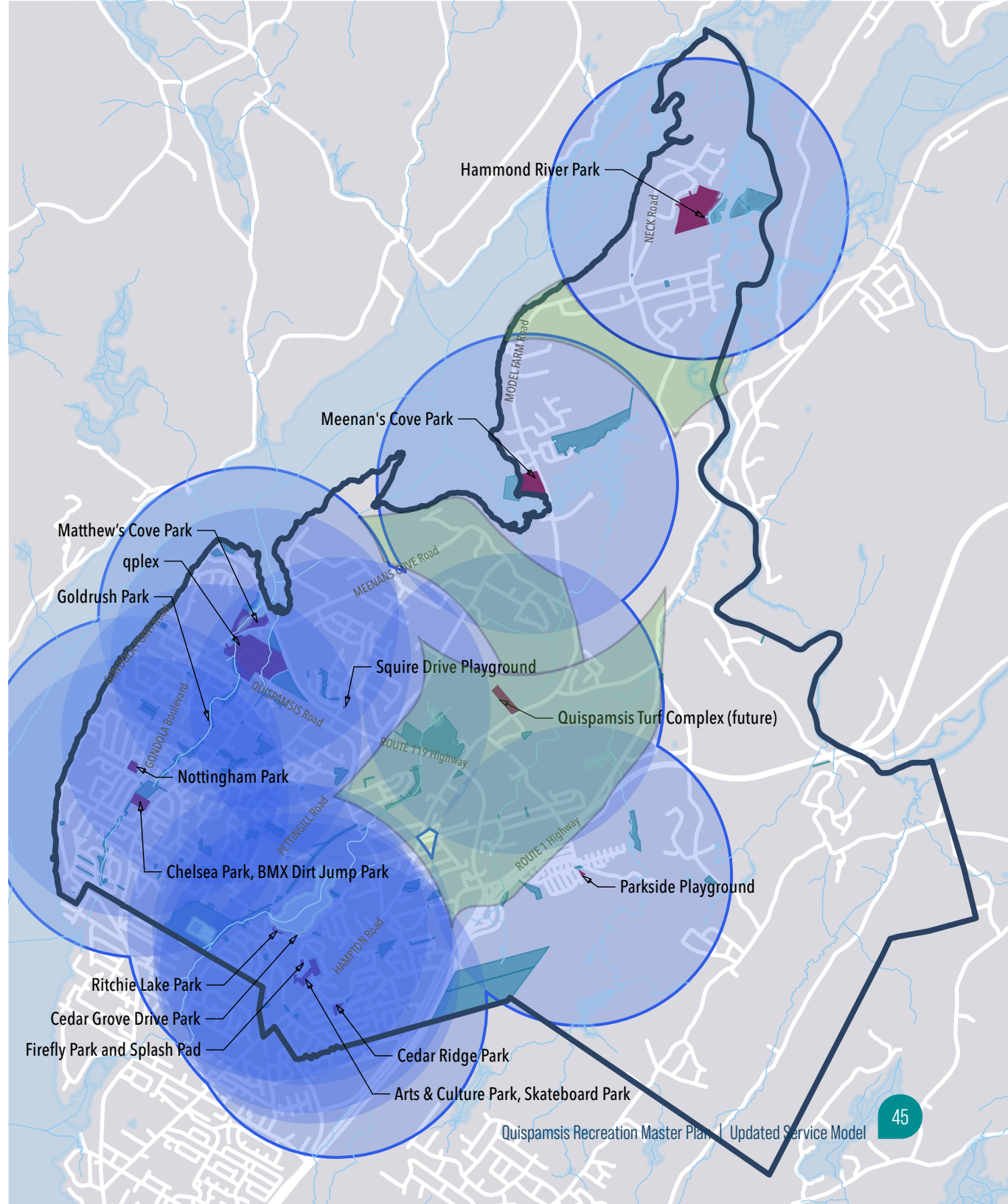


FIGURE 5 | COMMUNITY PARKS

## 4.2 RECREATION FACILITIES AND PARKS

The following pages describe and discuss each of the recreation facilities in Quispamsis. Figure 6 provides a legend for the icons used to illustrate current and future amenities at each facility. Dark blue icons indicate existing amenities, orange icons indicate future additions, and turquoise icons indicate decommissioning.

FIGURE 6 | RECREATION FACILITY ICON LEGEND



  Add / Remove

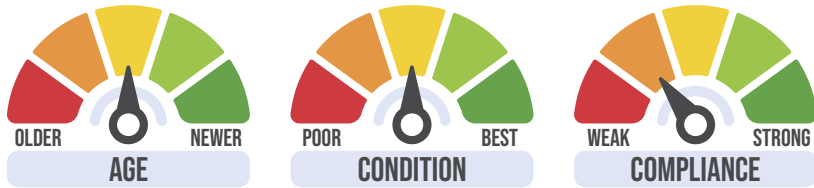


# Arts and Culture Park, Skateboard Park

**LOCATION:** 12 Landing Court

**SIZE:** 3.4 ha

**CLASSIFICATION:** Regional, Community



**NOTES:** Important town-centre site that residents want to see expanded to become a regional activity centre, economic centre, and the cultural heart of Quispamsis (that compliment addresses such as the qplex, an activity heart, and the Hammond River Nature Park, a natural heart).

The existing Arts and Culture Park’s performance stage and skating surface are aging and, rather than upgrade these assets, relocating to an area where an expanded cultural events pavilion, multi-use courts, refrigerated skating oval and gardens around a great lawn, plaza-style all-wheel plaza and social and shade spaces form the focal point of an expanded Arts and Culture Park.

Relocating and expanding the existing assets provides an opportunity for the Town to provide new retail food



and residential addresses within the Park. These new addresses should form strong edges to the cultural and activity spaces, and provide ‘eyes on the park’ to enhance the sense of visitor safety.

An increased and inherent cultural presence should come with increased activity on the site. Quispamsis sits within beautiful natural surroundings and is busy with cultural and social activities throughout the Town. This should take form in carefully designed and placed public art (both static and dynamic) that functions as interactive and captivating focal points at gateway and interior positions.

**PRIORITY:** Medium

**PROJECTS:** This is a long-term and significant project that requires careful design and feasibility planning. This should occur in a highly engaging manner to ensure residents feel a strong sense of pride as the park moves from concept to reality. The following tasks commence this work.



**Conceptual Site Plan.** This is a consultation-based project that brings together Town staff and council, cultural and activity representatives, artists and performers, retail and residential stakeholders, and residents to develop a detailed program, conceptual site plan and preliminary budget.

**ESTIMATED COST:** \$30,000 - \$35,000

**Detailed Site Plan and Feasibility Model.** This task expands the conceptual site plan into architectural and engineering models, complete with a detailed feasibility analysis that describes development values and revenues, high-level site development costs, as well as a detailed land development process that proposes how public and private investment comes together to build and maintain the park.

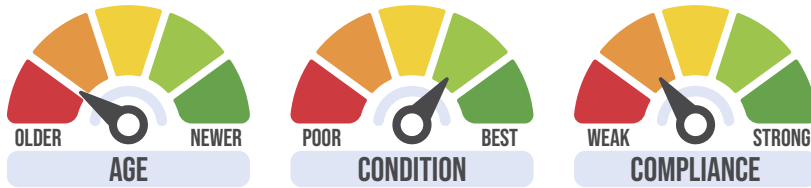
**ESTIMATED COST:** \$125,000 - \$135,000

# Cedar Ridge Playground

**LOCATION:** 31 Cedar Ridge Boulevard

**SIZE:** 0.8 ha

**CLASSIFICATION:** Community



**NOTES:** This is a very important community park that provides play and natural amenities, within the heart of a well-developed neighbourhood. Additionally, the park has space to expand to support dog play (an important and missing activity within this area of Town).

**PRIORITY:** High

**PROJECTS:** The following three tasks are proposed at this site.

**Dog-Park Test.** Although residents presently bring dogs to this park, it is not widely promoted as a dog park. Therefore, as a test project, the Town should promote off-leash visitation in the park through the Town's social media platforms when new fencing supports this activity. A new sign should go on the dog-



bag post speaking about on-leash dog etiquette and approaches to dog walking that minimizes impact on the surrounding residents.

**ESTIMATED COST:** \$500

**Playground Area Upgrade.** This park hosts interesting play equipment; however, some of the equipment is aging, and all of the equipment is placed at remote locations throughout the playground, in a manner that is not accessible for all potential users. This creates a setting that is difficult for one parent to manage multiple children, or for parents to enjoy social activities adjacent to play areas.

Additionally, residents seek play equipment that functions as multi-generational and multi-ability to provide opportunities for varied ages to socialize and play. Therefore, the Town should commission a landscape architect to develop an amalgamated, inclusive and accessible playground within the existing forest canopy. This should include a new gateway sign that describes the park's name and available activities, as well as a social/shade area at a central focal point within the playground. This playground becomes a model for future playgrounds within the Town of Quispamsis.

**ESTIMATED COST:** \$275,000 - \$300,000

**Dog Park Enclosure.** The Town should work with local dog owners and a landscape architect to develop a dog enclosure within the existing park's forest cover, and on lands no longer used by the playground (due to equipment amalgamation). This work should include the removal of the parking area fence, adding a new fence surrounding the enclosure, and creating dog-parent social spaces within the enclosure.

**ESTIMATED COST:** \$150,000 - \$175,000

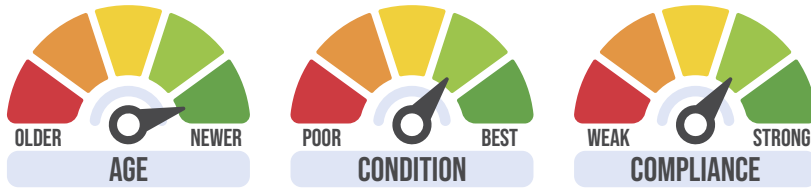


# Chelsea Park, BMX Dirt Jump Park

**LOCATION:** Chelsea Drive

**SIZE:** 2.4 ha

**CLASSIFICATION:** Regional, Community

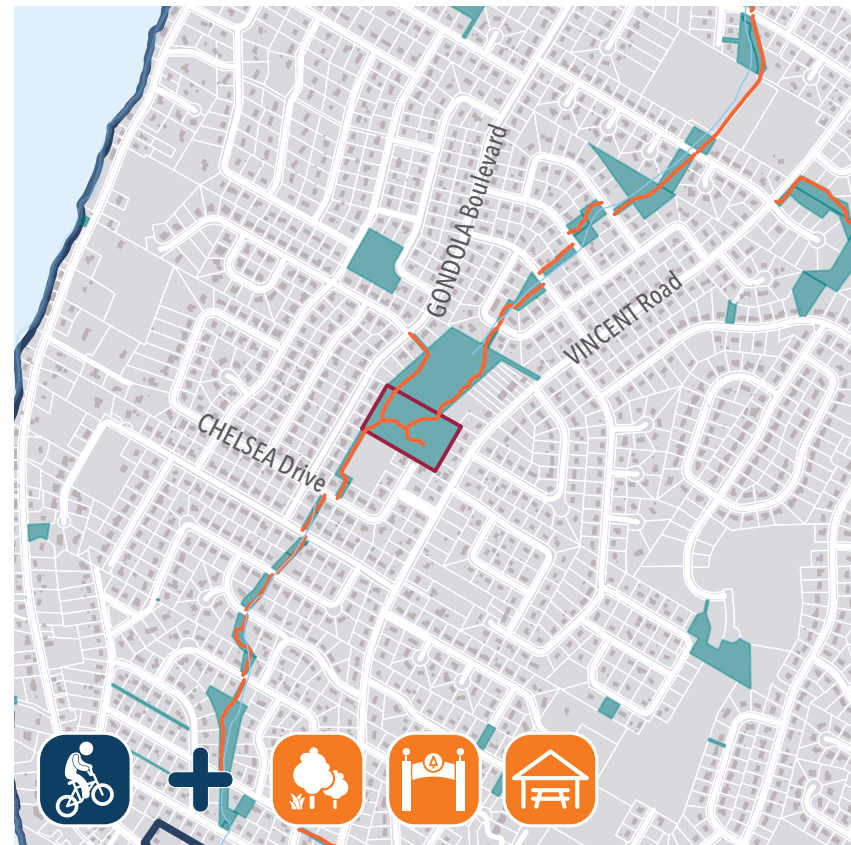


**NOTES:** This is a great regional asset that functions as a community park site, within the heart of an existing residential neighbourhood. At present, many parents drive children to the park; however, the parents often sit in individual cars. Very minimal changes are proposed for this site to enhance the parent social environment and the ‘presentation’ of the site as a park.

**PRIORITY:** Medium

**PROJECTS:** As noted, the park only requires a few modifications to strengthen its social and environmental presence as a regional and community facility. Improvements include placing a new gateways sign and social shade structure complete with formalized and natural seating that extends into the park. Additionally, the town should plant several strategically placed trees for shade and beautification purposes.

**ESTIMATED COST:** \$65,000 - \$70,000

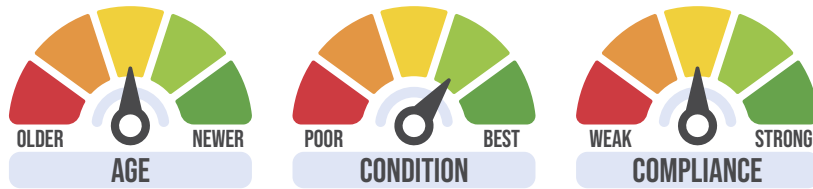


# Firefly Playground

**LOCATION:** 5 Firefly Crescent

**SIZE:** 0.4 ha

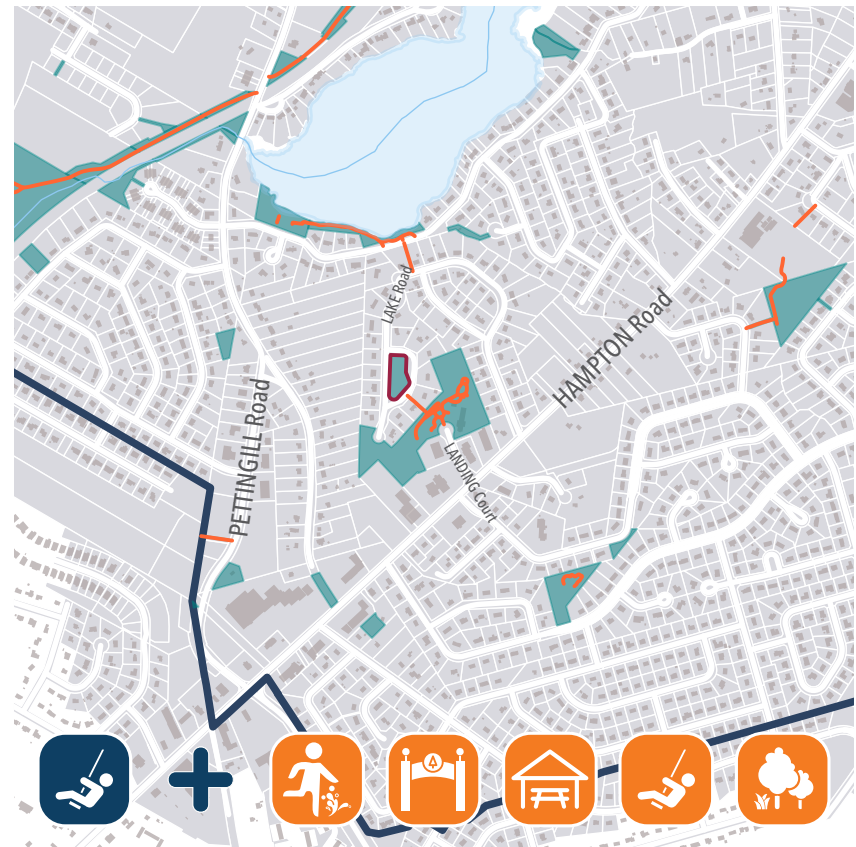
**CLASSIFICATION:** Regional, Community



**NOTES:** This is a great neighbourhood centre facility that connects to the Arts and Culture Park by trail. Thus, this is a community gateway to the Arts and Culture Park.

A new splash pad, in addition to the connection to the Arts and Culture Park, classifies Firefly Playground as a regional and community park when considered an extension of the Arts and Culture Park. The only proposed improvements, following splash pad construction, include accessible trail and surface access to all play areas and splash pad surfaces.

**PRIORITY:** Low



**PROJECTS:** The town should commission a landscape architect to develop an accessible surfaces plan for all Firefly Playground walking and play surfaces. This should include surface treatment, slope, access to play areas and play surface design. Additionally, upgrades should include a shade structure and entry sign, tree planting, as well as future multi-generational play equipment installation (to be considered with the Arts and Culture Park planning works).

**COST ESTIMATE:** \$65,000 - \$70,000

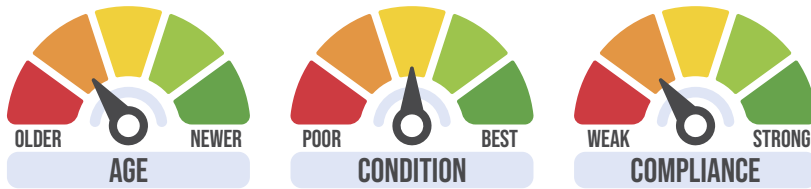


# Goldrush Playground

**LOCATION:** 53 Goldrush Drive

**SIZE:** 0.4 ha

**CLASSIFICATION:** Community

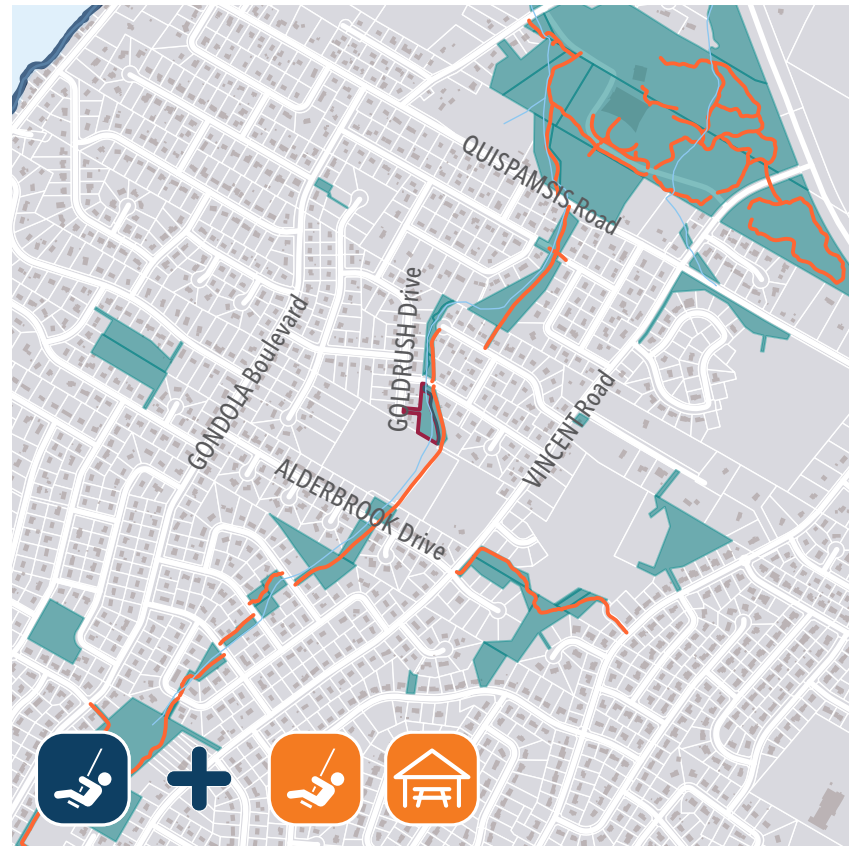


**NOTES:** This playground is well-embedded within its neighbourhood, and is in good condition. The location is immediately adjacent to a trail; however, the park is not linked to the trail. Proposed improvements for this site include linkage to the trail and accessibility improvements.

**PRIORITY:** Medium

**PROJECTS:** Commission a landscape architect to place a new park and trail sign at the park's Goldrush Drive, a new trail complete with shade structure and seating that links Goldrush Drive to the trail, as well as grass and play surface improvements that create an accessible play environment. Future work can include a multi-generational play structure (when existing structures require replacement) and will require a provincial watercourse approval permit.

**COST ESTIMATE:** \$125,000 - \$130,000



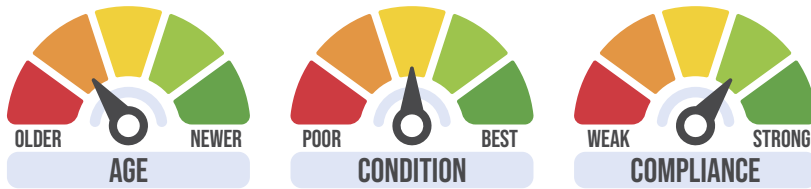


# Gondola Point Beach, Dog Park

**LOCATION:** 278 Gondola Point Arterial

**SIZE:** 1.6 ha

**CLASSIFICATION:** Regional



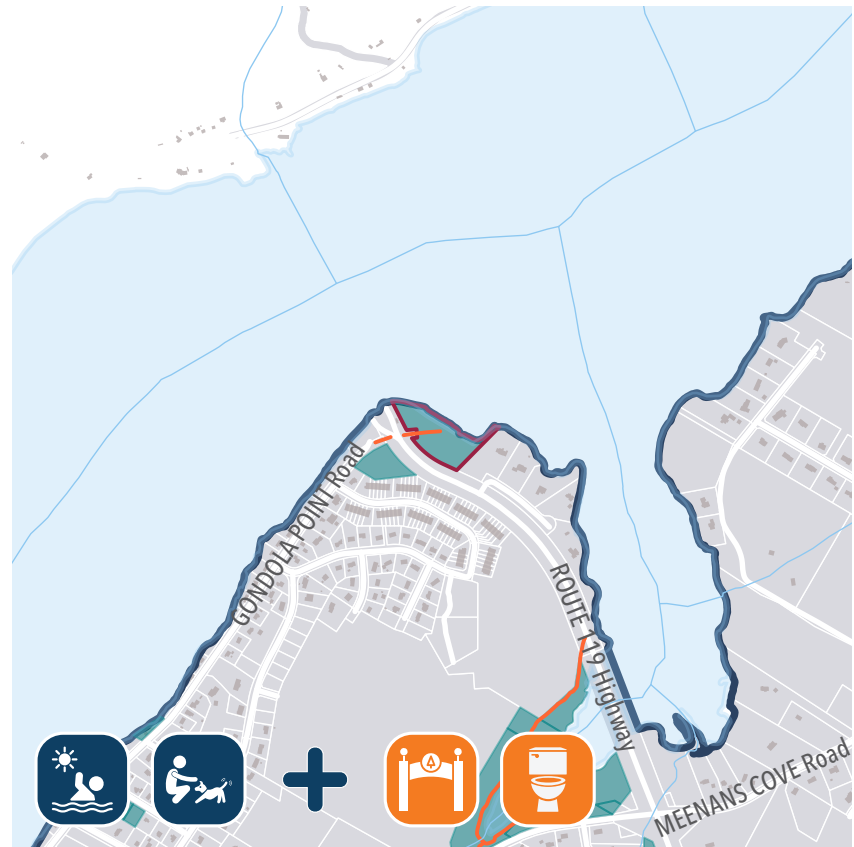
**NOTES:** This is one of the Town’s few public accesses to the river, and the only dog-based water play area. Thus, this is an important site.

This site requires upgraded washroom/change room facilities, and an entry sign clearly noting this site as ‘dog-friendly.’ Permanent wash room/change room facility

**PRIORITY:** High

**PROJECTS:** Develop a permanent washroom/change room facility and commission a sign company to design and place a gateway sign that expresses shoreline, swimming, dog-swimming, and natural surroundings.

**COST ESTIMATE:** \$25,000 - \$30,000

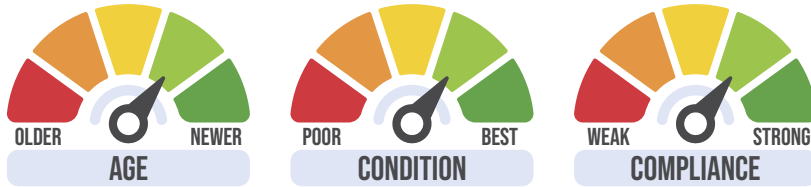


# Hammond River Park

**LOCATION:** 28 Reynar Drive

**SIZE:** 16.7 ha

**CLASSIFICATION:** Regional, Community

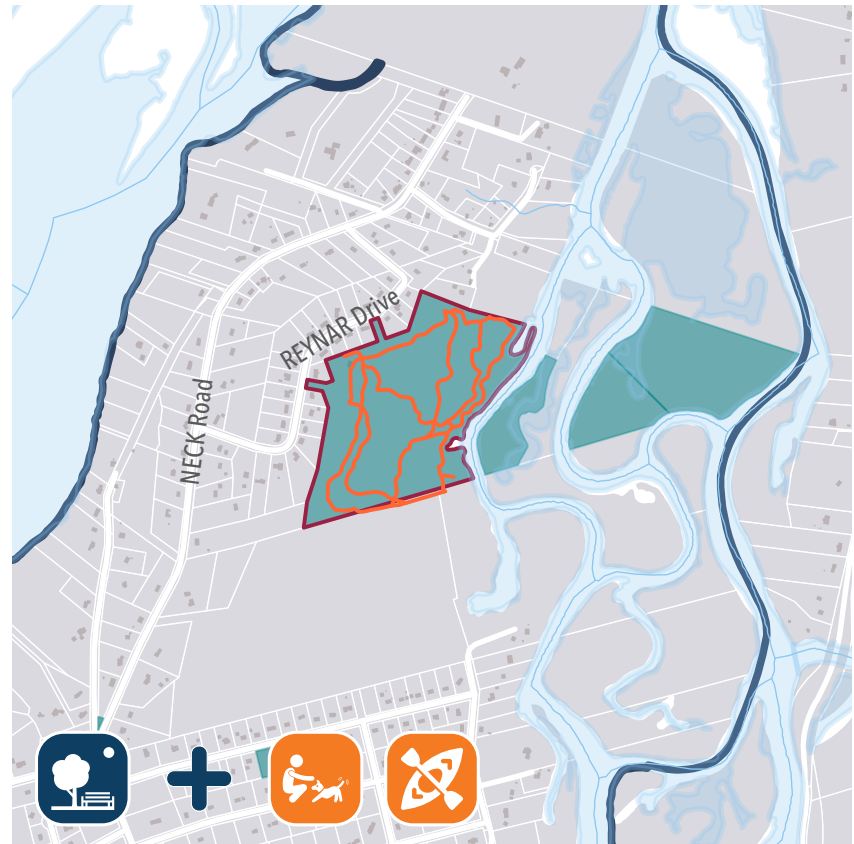


**NOTES:** This is one of the region’s most significant natural park assets and will receive additional use pressure as the community and region grow. Thus, the Town should explore tasks that sustainably increase the existing park’s use, expand the park as the Town grows, and provide safe water access to the Hammond River for paddle use (i.e. kayak facility/paddle-board facility).

**PRIORITY:** Medium

**PROJECTS:** The following three tasks are required to ensure the Hammond River Nature Park is compliant with the resident vision of the park.

**Land Acquisition.** Expand the park to vacant lands located to the south of the park in association with the landowner and developers. Any plans for park expansion should include the integration of new residential



properties that provide tax revenues that support park expansion. Thus, additional lands may be acquired through LPP or purchase processes.

**Trail Improvements and Expansion Plan.** As land acquisition discussions proceed, develop a trail expansion plan that locates new entrances and walking routes.

**Hammond River Paddle Club.** The Town should work with interested regional residents to develop a new padding club complete with a visitor pavilion, removable dock and water access ramps, as well as an entrance lane and parking area that works for both the existing park and the new paddle club.

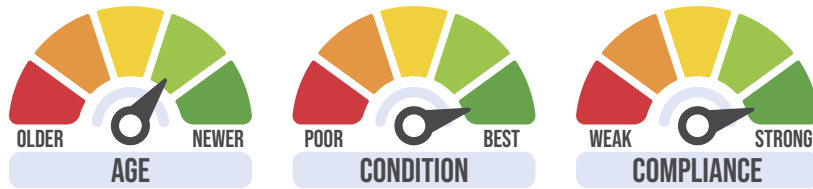
**COST ESTIMATE:** \$250,000 - \$350,000

# Homestar Off-Leash Dog Park

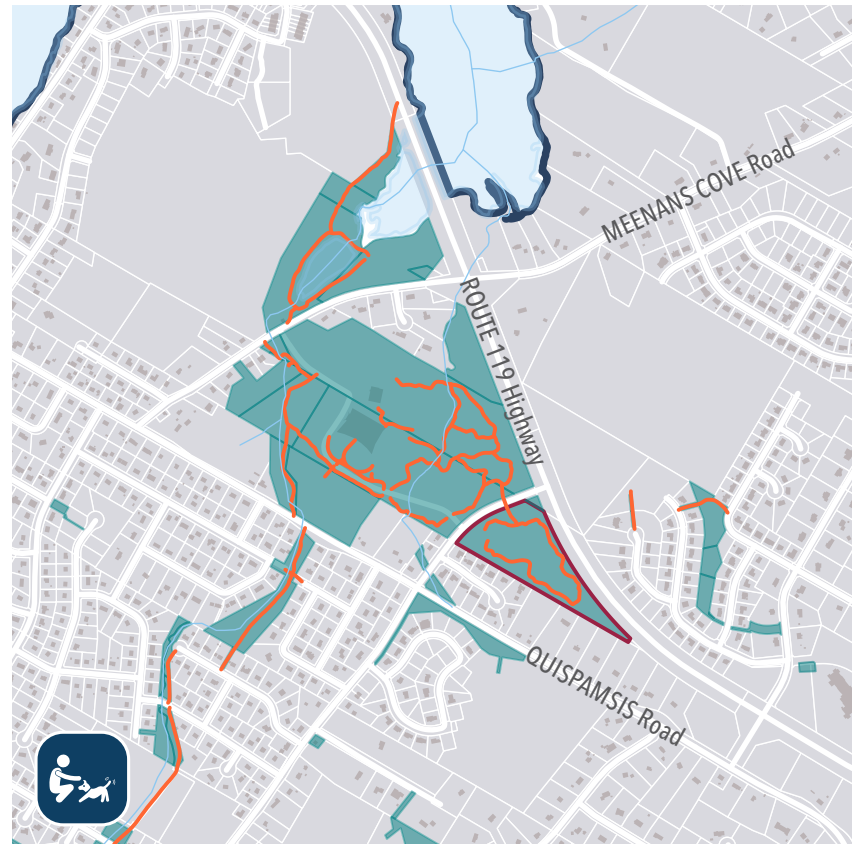
**LOCATION:** 222 Vincent Road

**SIZE:** 4.3 ha

**CLASSIFICATION:** Regional



**NOTES:** This is a very important dog facility within the Town and the region, and is functioning within this context. No projects are required at this site.



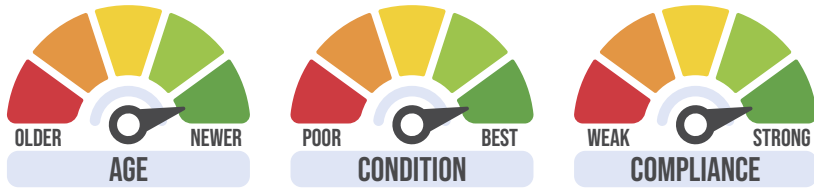


# Matthew's Cove Park

**LOCATION:** 31 Meenans Cove Road

**SIZE:** 7.6 ha

**CLASSIFICATION:** Regional, Community

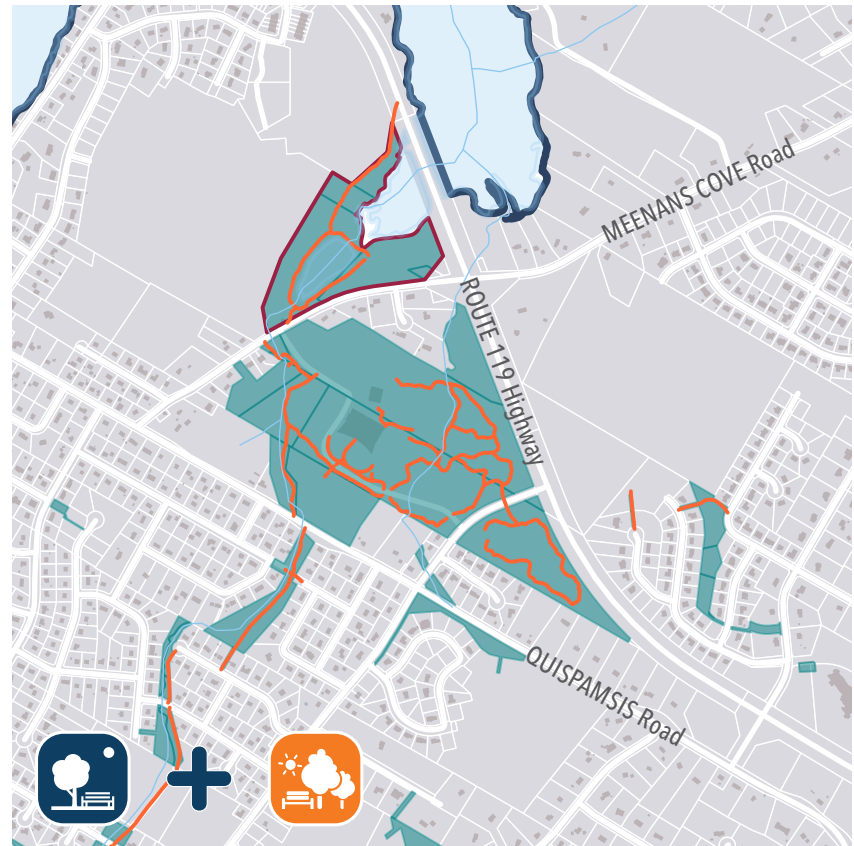


**NOTES:** This is a well-used site that provides a great social and activity destination within close proximity to the qplex. Proposed improvements include seating and shade areas that improve the social use of the site.

**PRIORITY:** Low

**PROJECTS:** Commission a landscape architect to develop a 'natural site' seating and shade program that places materials such as wood and rock in seating arrangements and places trees to support the shaded use of the seating.

**COST ESTIMATE:** \$30,000 - \$35,000

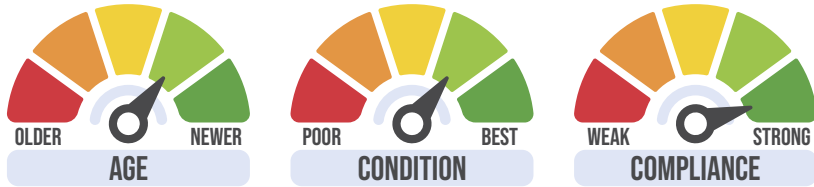


# Meenan's Cove Park

**LOCATION:** 199 Model Farm Road

**SIZE:** 6.8 ha

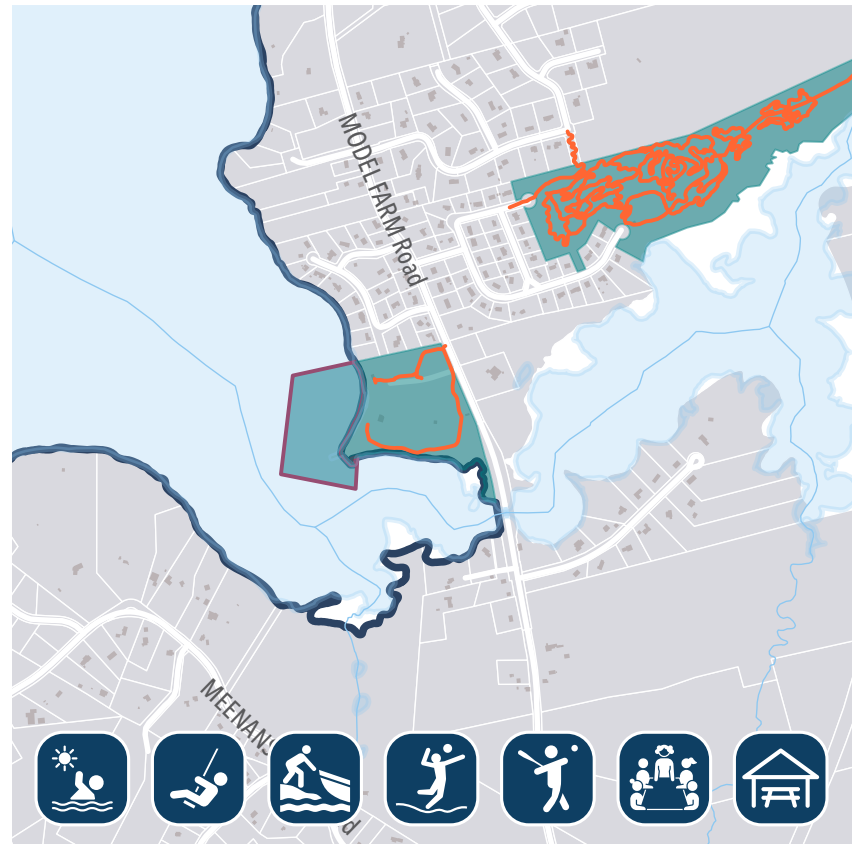
**CLASSIFICATION:** Regional, Community



**NOTES:** This wonderful regional and community park offers a diverse palette of activities and natural, cultural and social experiences from a shoreline position. All of the park's assets are well-used and in good condition.

**PRIORITY:** Low

**PROJECTS:** No projects are proposed; however, long-term improvements should include accessibility and inclusivity projects that ensure all ages and abilities find amenities at this park.

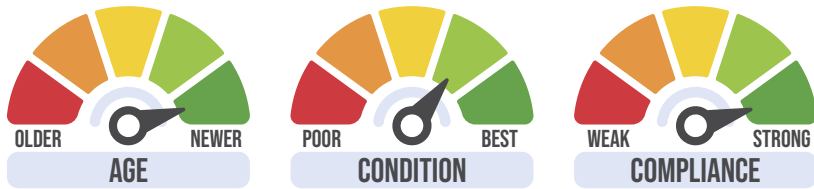


# Millennium Cycle Park

**LOCATION:** 34 Leeswood Drive

**SIZE:** 15.8 ha

**CLASSIFICATION:** Regional



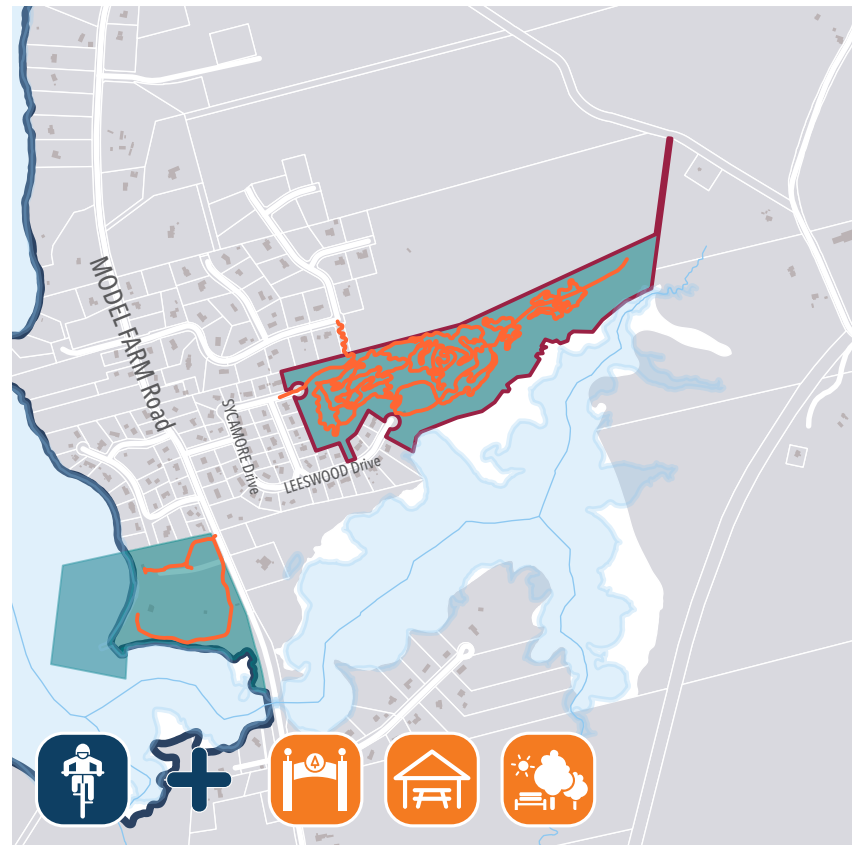
**NOTES:** The Millennium Cycle Park is an important regional facility that attracts people across the province to Quispamsis. Additionally, the park supports visitation to bike shops and other Town retail amenities.

The Town should continue their improvement and growth support of this park and implement projects that improve the gateway experience and presentation of the park to visitors.

**PRIORITY:** High

**PROJECTS:** Develop a gateway amenities plan for the park that includes entrance signage, a gateway social/shade pavilion complete with seating, and planting that extends the park's interior's natural character to the entrance.

**COST ESTIMATE:** \$35,000 - \$50,000



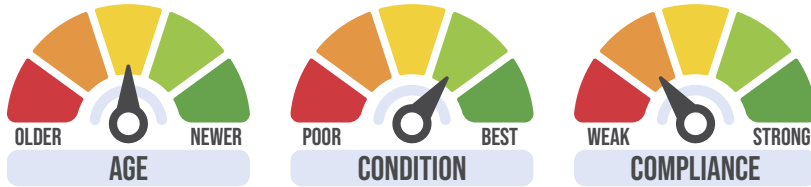


# Nottingham Playground

**LOCATION:** 124 Nottingham Drive

**SIZE:** 1.1 ha

**CLASSIFICATION:** Community

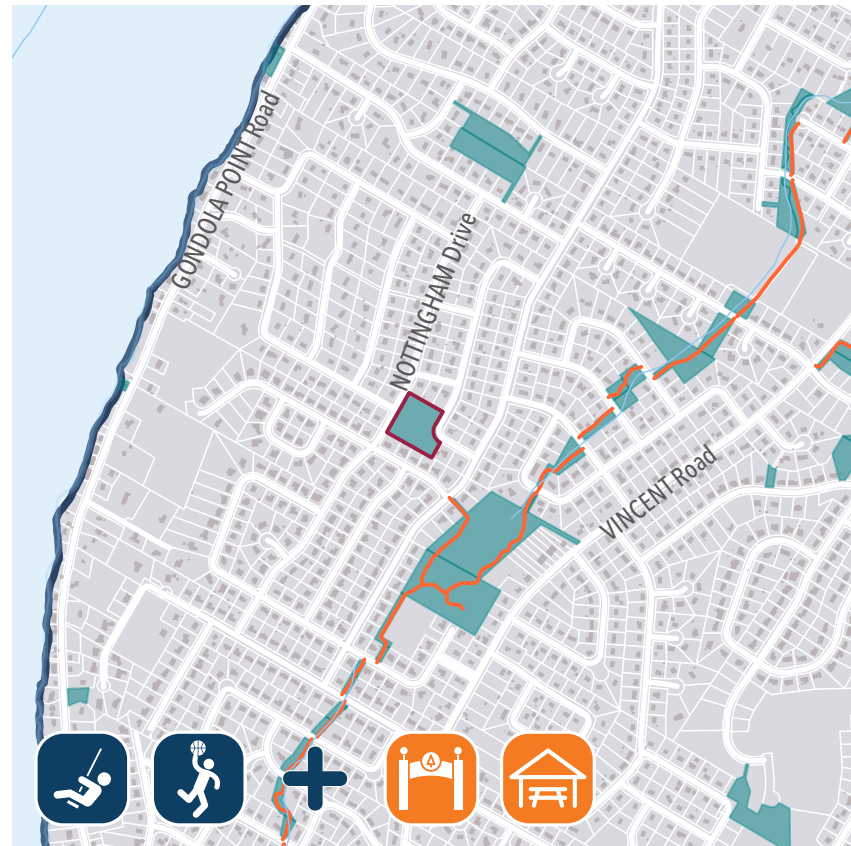


**NOTES:** This is an important in-neighbourhood park in good shape, providing play and multi-use amenities to adjacent residents. The only required improvements include the placement of gateway signage and a seating/shade area.

**PRIORITY:** Medium

**PROJECTS:** Commission a qualified supplier/installer to place a new gateway sign and shade structure complete with seating.

**COST ESTIMATE:** \$30,000 - \$35,000





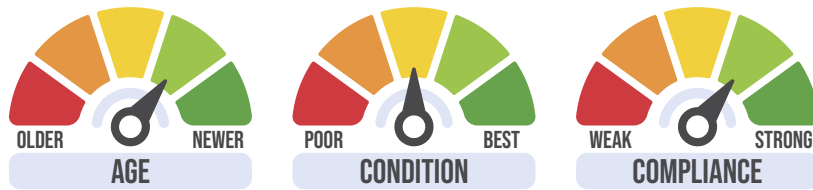


# qplex

**LOCATION:** 20 Randy Jones Way

**SIZE:** 23 ha

**CLASSIFICATION:** Regional, Community



**NOTES:** This is a very important regional activity hub designed and built to expand into the existing site as an additional rink surface or new field house is required. This site includes the Centennial Ball Field, James Rolfe Soccer Field, Saunders Soccer Field, tennis courts, pickleball courts, outdoor classroom/fire pit, community garden, and a playground and outdoor pool.

Although the qplex, court surfaces and playground/pool site are in very good condition, the soccer fields and track are declining with age and require rebuilding.

Given the fact that the Quispamsis Memorial Arena is aging, the Town should defer maintenance on that facility and prepare to add an additional rink at the qplex. Additionally, residents seek a multi-use field house complex that ensures all-season participation in activities such as tennis, pickleball, basketball, soccer, etc. Thus, an expanded qplex will require lands presently



occupied by the existing tennis courts, soccer fields and maintenance area. Additional activity at this site will require increased active transportation, transit and transportation solutions.

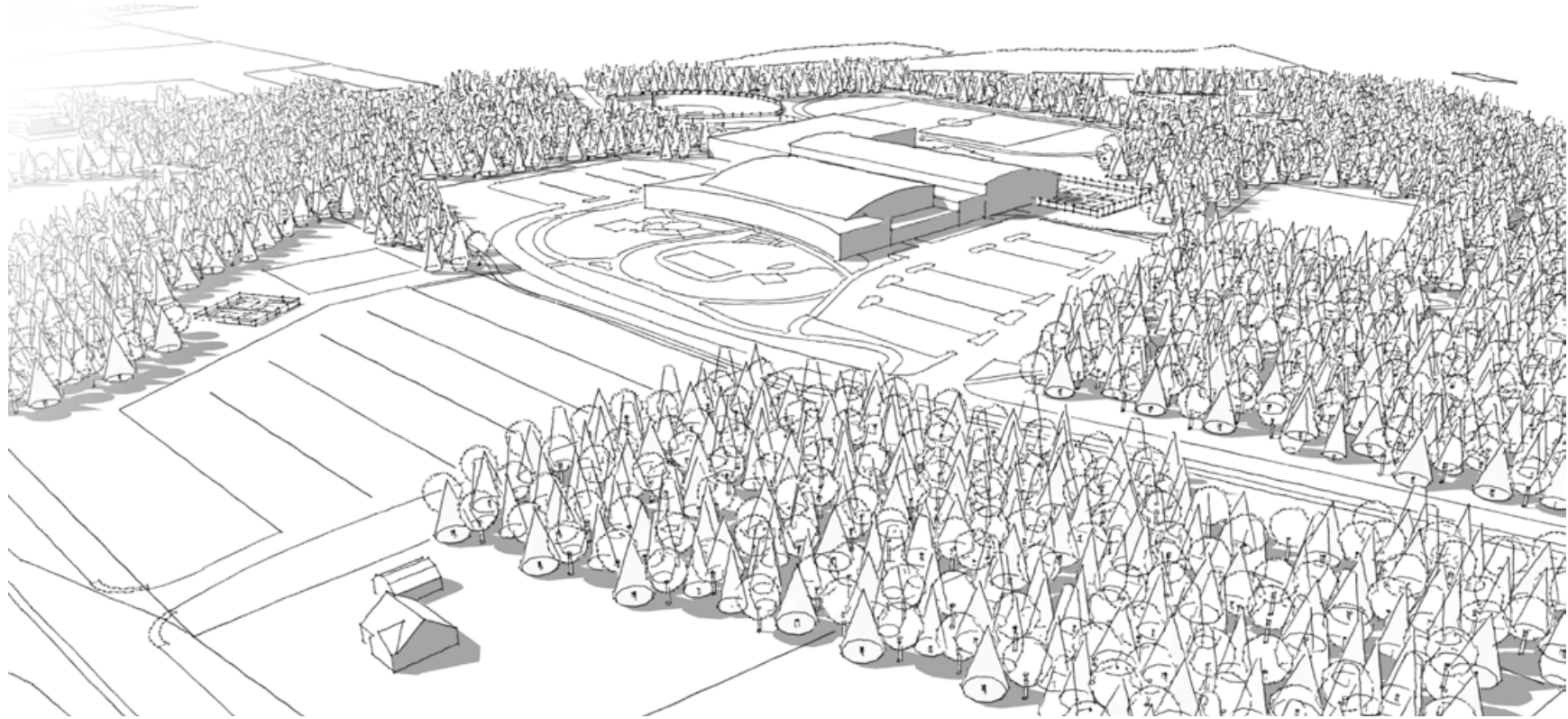
**PRIORITY:** High

**PROJECTS:** Commission the creation of a feasibility study that develops a detailed program for the expanded

plex, proposes architectural concepts and costing for the expansion, relocates the existing tennis courts to become a tennis-pickleball complex, locates multi-use basketball courts, and addresses site drainage, transportation, parking and circulation needs for a completed complex. Any plex planning will include consideration of a repurposed or decommissioned QMA.

**COST ESTIMATE:** \$150,000 - \$175,000

**FIGURE 7 | plex PRELIMINARY CONCEPT**



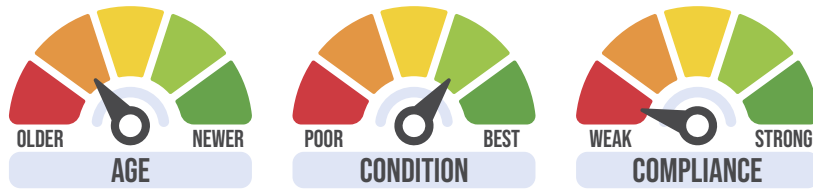


# Quispamsis Active Transportation Network

**LOCATION:** Town of Quispamsis

**SIZE:** N/A

**CLASSIFICATION:** Regional, Community



**NOTES:** The addition of active transportation infrastructure into the town’s existing and future street and trail infrastructure is highly prioritized by residents. Although this master plan is not an AT plan, AT routes are proposed based on their importance as desired recreation and mobility routes. Routes indicated in this plan become a component of future AT planning in Quispamsis.

For the purpose of this master plan, the application of AT infrastructure is largely focused on town-wide routes that connect significant cultural, recreational, business and academic infrastructure. Future AT planning should consider in-neighbourhood routes that provide multi-modal and safe linkages between residents’ front doors and close-to-home parks, schools and other important destinations.

Planning should also consider how Quispamsis routes connect with adjacent communities such as Rothesay and Hampton. Additionally, the Town of Quispamsis should work with the Town of Rothesay to encourage the extension of the QR Tail from Quispamsis into Rothesay and destinations such as the Rothesay Common and High School areas. This will create an important link between the two communities while providing residents with a destination trail for walking, running, cycling, etc.

For Quispamsis, active transportation infrastructure provides continuous shoreline exposure along routes that run parallel to the river. Due to a largely developed shoreline, Quispamsis residents have limited access to river views or water. Well-located and designed AT infrastructure provides shoreline views as well as access to water-side parks.

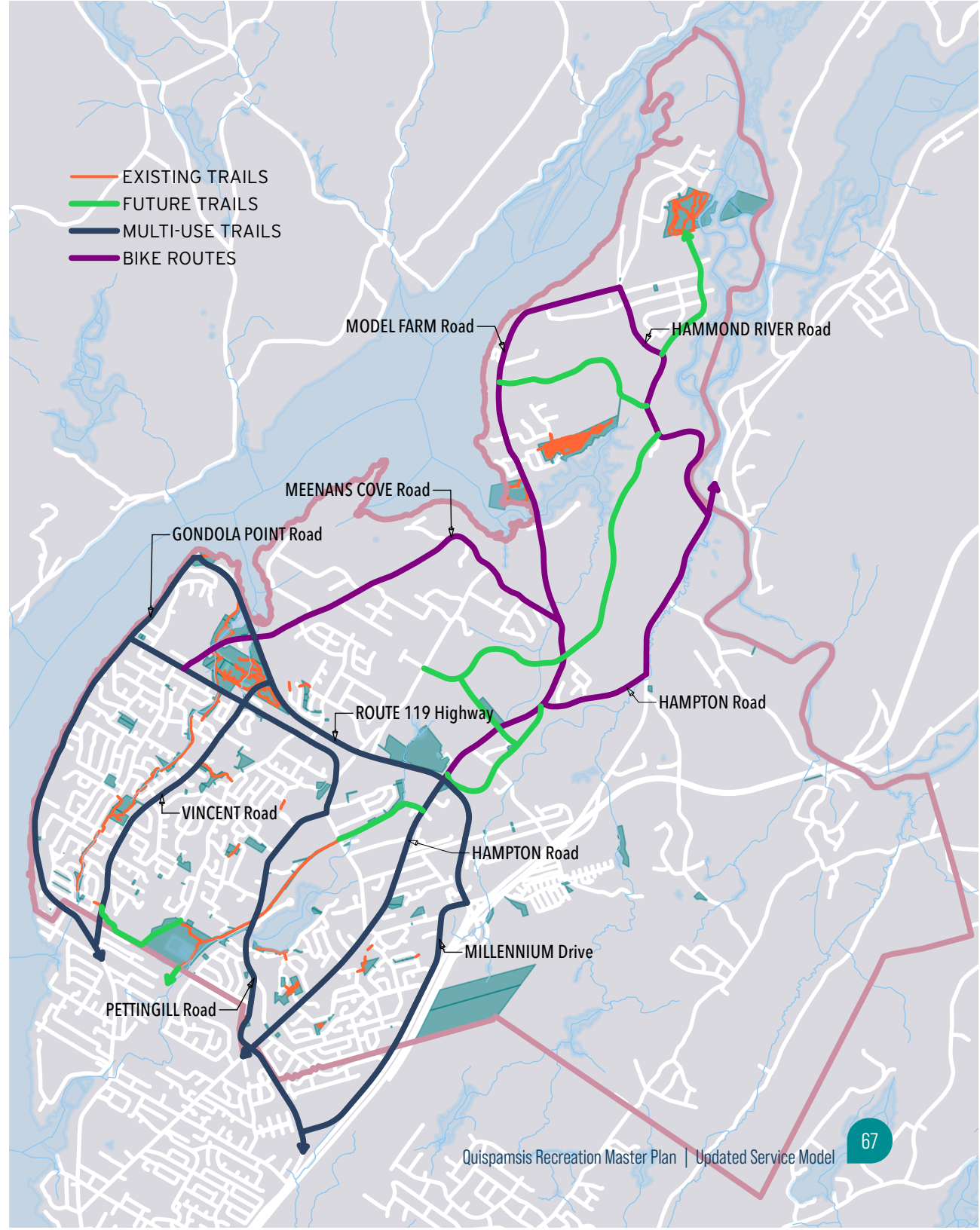
The desired active transportation facility on town streets, indicated on the adjacent plan, is a separated two-way asphalt trail set back from the street’s edge by approximately 1.5 meters (approximately). Several challenges exist when modifying street corridors to support AT infrastructure, including available space and the desired speed of the AT participant. Appendix C provides a palette of AT facility types to consider when developing future active transportation plans in Quispamsis.

**PRIORITY:** High

**PROJECTS:** Undertake extensive work on active transportation routes throughout the municipality. This recreation master plan proposes an additional and long-term evolution to street and trail corridors that create the desired family-based network with off-street trails within expanded municipal street right-of-ways. Figure 10 illustrates the location of the streets proposed for this network; however, this requires a greater effort to examine the long-term evolution of the Quispamsis street network to include more off-street facilities that ensure the existing and expanding street network is a family multi-modal asset.

Additionally, Quispamsis should commission a consulting team to develop a new and creative Active Transportation Master Plan that provides the Town with a clear evolutionary and integrated street and trail plan for the town (with connections into adjacent communities).

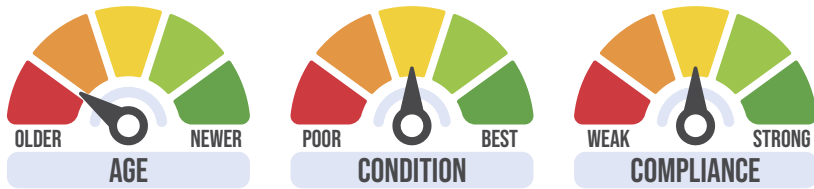
**FIGURE 8 | RECREATION MASTER PLAN ACTIVE TRANSPORTATION COMPONENTS**



# Quispamsis Memorial Arena (QMA), Memorial Ball Field

**LOCATION:** 350 Hampton Road

**SIZE:** 2.9 ha

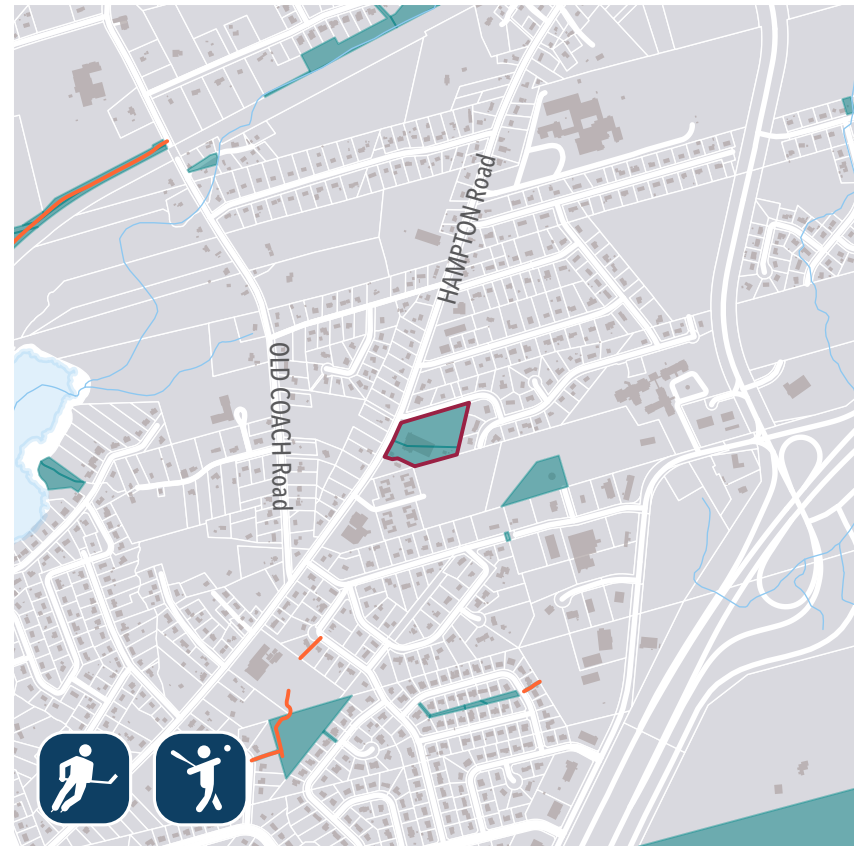


**CLASSIFICATION:** Regional

**NOTES:** This site works together with the qplex to deliver regional ice and outdoor ball surfaces. The arena building envelope is in good condition; however, the mechanical and flooring system are nearing end-of-life condition. The ball field is in good condition; however, the Town may wish to relocate the field to make the entire site available for redevelopment if the arena eventually moves to the qplex.

**PRIORITY:** Medium

**PROJECTS:** Begin planning for the QMA site’s future with a feasibility study to examine repurposing this facility as a multi-purpose recreation facility. Begin planning the expansion of the qplex for an additional ice pad (as well as other social/active facilities that expand the qplex’s attraction as a regional asset). The QMA ball field relocates to the future Quispamsis Turf Complex.



## Quispamsis Turf Complex (future)

**LOCATION:** 587 Hampton Road

**SIZE:** 3.5 ha

**CLASSIFICATION:** Regional, Community

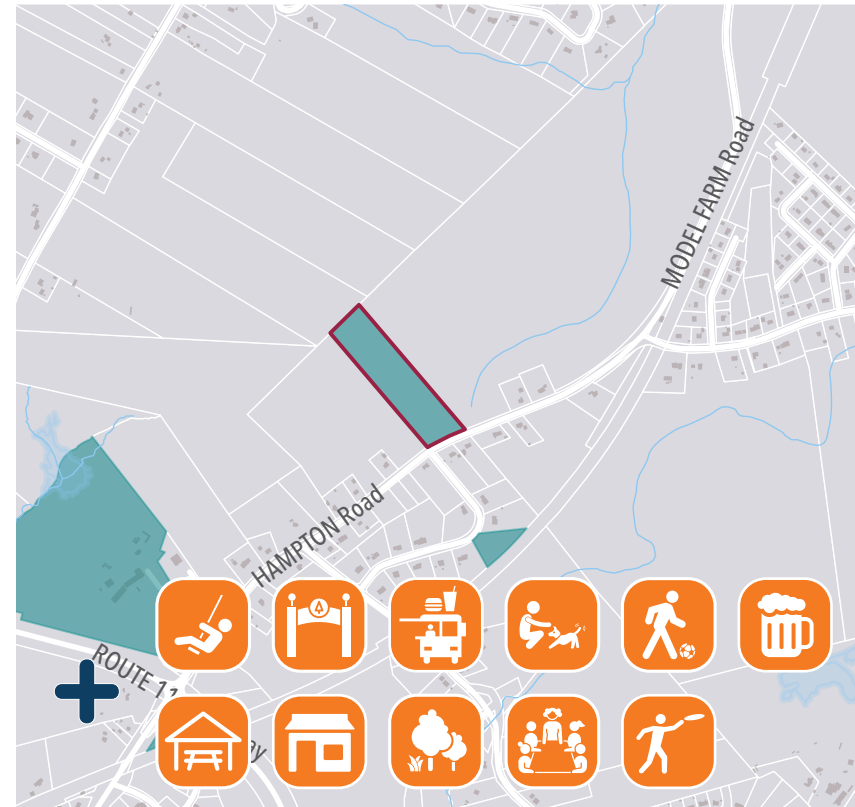
**NOTES:** The site requires a single-destination field complex to meet emerging field needs and relocate fields from other locations. The joint complex places operational requirements at one facility, thus, reducing the need to move staff between varied field complexes.

This Town-owned land can form the starting point of a multi-field complex that may include four soccer fields that combine to become cricket pitches, one or two ball fields, a multi-generational playground, trails with social/shade spaces, as well as a site pavilion complete with event staging space, wash and change rooms, meeting space and retail space for services such as food and micro brew beer. Feasibility should look at complete field scheduling to ensure fields are used every day during the season. Additional lands will be required for a complete complex. Further evaluation will determine the exact site areas.

**PRIORITY:** High

**PROJECTS:** Work with partner programmers to commission a landscape architect and collectively develop a site master plan that illustrates programmatic and physical needs for all building and landscape components, and evaluates land requirements relative to the program.

**COST ESTIMATE:** \$35,000 - \$40,000



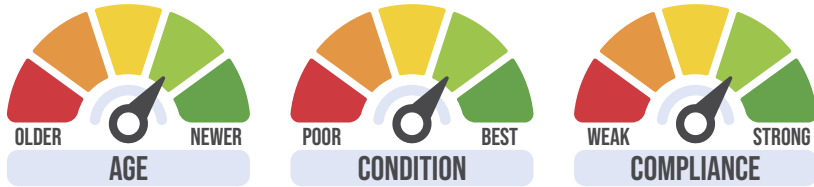


# Ritchie Lake Park

**LOCATION:** Ritchie Lake Park

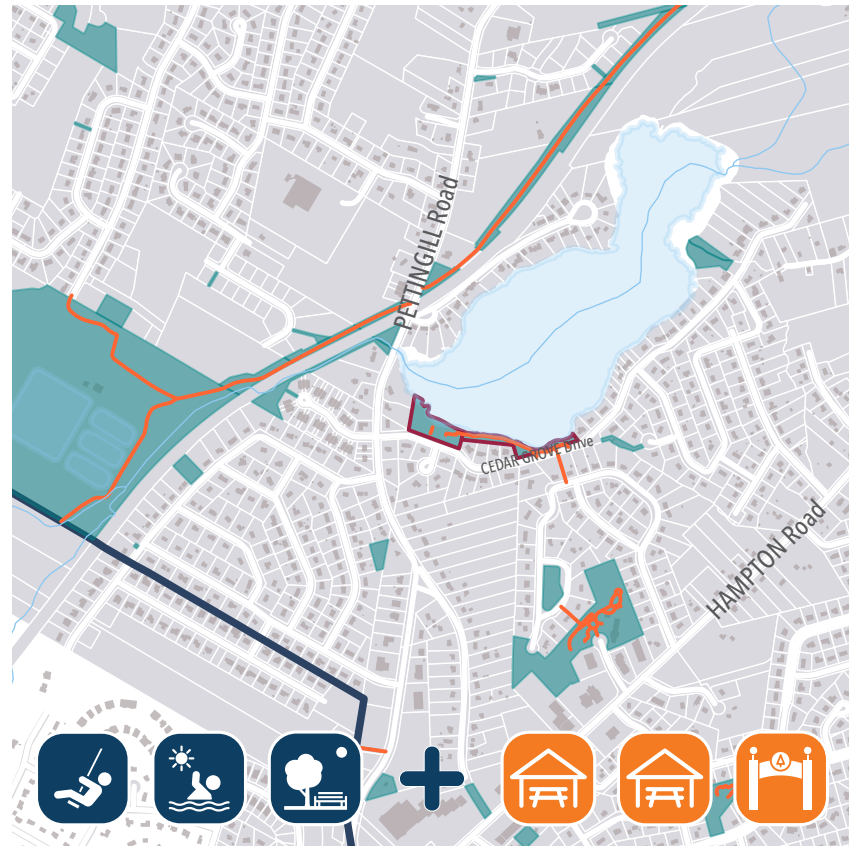
**SIZE:** 1.1 ha

**CLASSIFICATION:** Community



**NOTES:** This great shoreline site provides expansive water views and a good location for social or passive activity. The site requires shade/seating space for social and shoreline viewing activities. The existing boardwalk is in good condition but will require replacement over the next ten years. Additionally, the site’s location provides an excellent opportunity to provide, through interpretation, information about the ecological and retention importance of pond areas within the context of expanding residential communities and climate change.

**PRIORITY:** Medium





**PROJECTS:** Install a shade structure and benches adjacent to the existing natural play area, where shoreline viewing supports social activities.

**COST ESTIMATE:** \$15,000 - \$20,000

**Park Upgrades Plan and Contract Document.** Working with a landscape architect and local residents, the town should develop an upgrades plan and tender/ construction documents that propose a new helical-base boardwalk, places a social/shade structure with interpretive panels and places a new gateway panel at the neighbourhood secondary park entrance.

It is important to note that several pond-adjacent residents have knowledge of the pond's cultural and natural history, and should be involved in the park improvements and interpretation works.

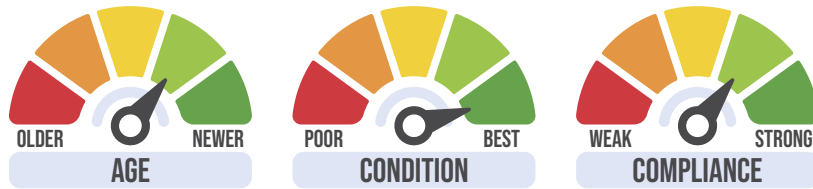
**ESTIMATED COST:** \$25,000 - \$30,000

# Squire Drive Playground

**LOCATION:** 2 Squire Drive

**SIZE:** 0.1 ha

**CLASSIFICATION:** Community

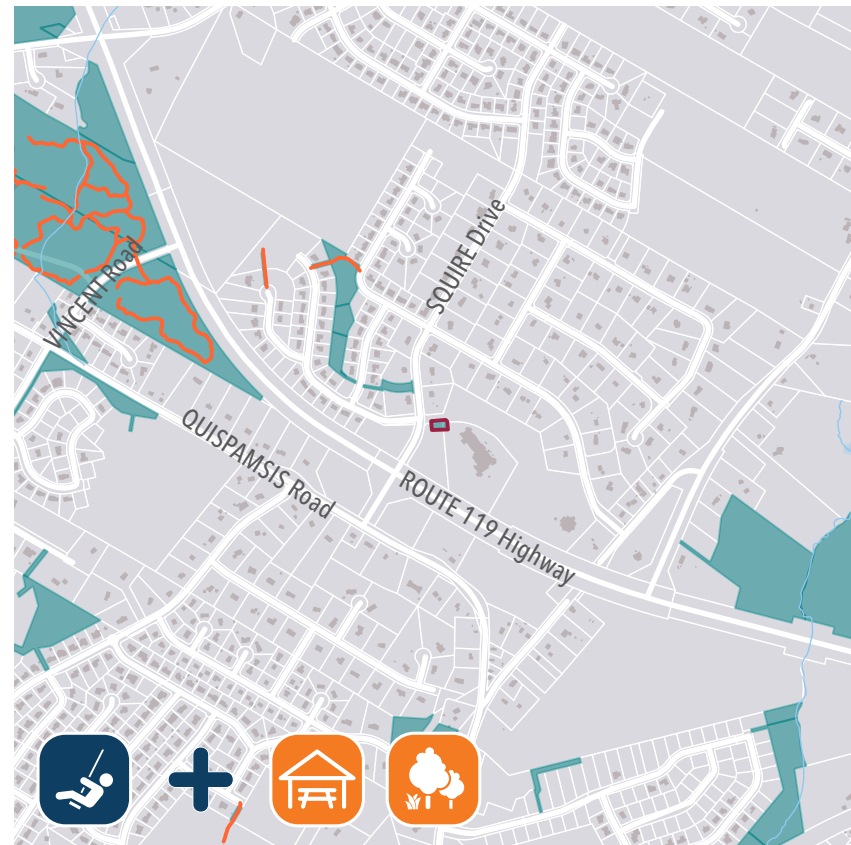


**NOTES:** This is a great park space, requiring only a shade structure and seating area to comply with this master plan.

**PRIORITY:** Low

**PROJECTS:** Installation of a shade structure and seating, as well as tree planting at a location adjacent to the existing playground.

**COST ESTIMATE:** \$30,000 - \$35,000

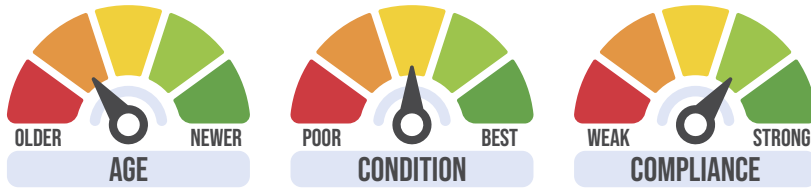


# Walter Jewett Ball Field

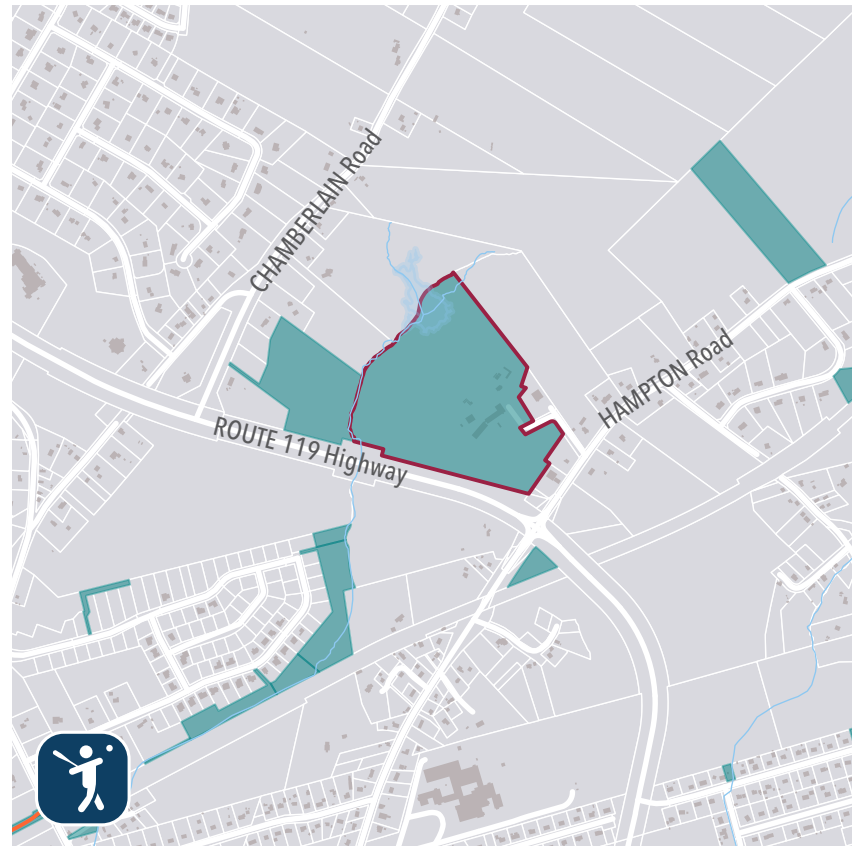
**LOCATION:** 18 Municipal Drive

**SIZE:** 14.8 ha

**CLASSIFICATION:** Regional



**NOTES:** This is an older and well-maintained ball field that does not require any work to serve in its present form. This field's long-term operational sustainability should be explored as part of the Quispamsis Field Turf Complex Analysis.



## 4.3 PROGRAMS



### Neighbourhood, Community and Town Pride

**PRIORITY:** High

**BACKGROUND:** Towns and cities are an amalgamation of geographic neighbourhoods and cultural communities. Each is a municipal foundation. Each must be strong to support a strong town.

As social normalcy returns under post-COVID conditions, residents describe a desire to connect with one another at the neighbourhood level. This neighbourhood connectivity should extend to communities, and then extend to connectivity across the town. Building pride in the town follows the same process.

**ACTION:** Working with residents, the Town of Quispamsis should develop a neighbourhood pride program that begins with a connection at the social media level and extends into neighbourhood and community street parties, barbecues, etc. As park and facilities projects are completed and celebrated, all-age town-wide gatherings can be promoted at the neighbourhood level in a manner that brings the neighbourhoods together. Thus, town pride extends from strong neighbourhoods.



### Winter Maintenance - Trails

**PRIORITY:** High

**BACKGROUND:** The Town of Quispamsis presently works to make walking surfaces available in the winter; however, it does not have a defined level of service that is applied to all trails during the winter.

**ACTION:** The Town should test and develop a winter trail maintenance program that provides surface grooming on all trail surfaces for walkability and fat-bike use. When hard-packed, mountain bikes can also use the trails.

Grooming processes involve compacting fallen snow and smoothing the surface to a smooth but textured surface that allows water to move under the snow surface, and prevents ice from forming at the snow's surface. This is opposed to clearing, a process that involves sand and salt application to prevent black ice formation. Grooming provides the Town with an environmentally preferable maintenance option.

Designated active transportation routes will continue to be maintained with plowing and sanding.



## Summer Maintenance - Fields

**PRIORITY:** High

**BACKGROUND:** When this master plan is fully implemented, Quispamsis will deliver field facility numbers beyond their benchmarks and, therefore, beyond their capacity to fully maintain the facilities; thus, the Town must deliver a sustainable level of maintenance that protects its investment and provides a usable facility to field users.

**ACTION:** Town staff should develop and implement a program that states that all grass fields will be maintained to a pre-lined state for final preparation and use by user groups.



## Tri-Community Recreation Facilities Equity Strategy

**PRIORITY:** Medium

**BACKGROUND.** The Towns of Quispamsis, Rothesay and Hampton lie in similar physical and cultural settings and provide facilities to shared users during all seasons. Facility user groups continue to evolve as cultural evolution influences change. For example, minor sports groups such as hockey are no longer growing as the population grows; however, women's hockey is growing under this evolution.

**ACTION:** Together with their neighbouring towns, Quispamsis should partner on a comprehensive review of all facility user groups, their historic participation numbers, and facility use allocations relative to expected use patterns to ensure equitable allocation of facility time. Additionally, the review should include consideration toward the allocation of specific facility provisions for female-only use. For example, can a single field in one of the three neighbouring towns be allocated to female-only use to prevent the creation of separated washrooms facilities, etc.?



## Public Art and Signage Master Plan

**PRIORITY:** Medium

**BACKGROUND.** As mentioned, Quispamsis has a strong connection to its natural and cultural foundations; however, according to consulted residents, this is not immediately apparent when driving through the town, visiting parks, or when using trail systems.

**ACTION:** Commission the creation of a public art master plan that explores the placement and type of art that is applied at the Town's civic facilities, parks and other important destinations.

Additionally, the notion of public art, when considered with the Town's brand identity, should form the basis of a town-wide wayfinding plan that applies thematic imagery to all facility and wayfinding signs and other directional and destination applications.

**COST ESTIMATE:** \$35,000



## Recreation Department Operational Review

**PRIORITY:** Medium

**BACKGROUND:** This master plan describes a recreational site and facility evolution towards shared regional facilities that are similarly maintained and operated. For example, the future of the qplex includes an expansion of indoor ice and potential field house facilities that is accompanied by outdoor court activity that moves indoors during the off-season. Similarly, the future Quispamsis Turf Complex brings together several fields from other Town sites that can be maintained on one site. In both cases, sharing will create operational efficiencies; however, not until the evolutionary projects are completed and operating. Thus, operational plans and associated staffing must evolve toward this new facility's positioning.

**ACTION:** It is important to note that this evolution should be understood and managed and maintain the Town's present-day approach to staffing and service delivery. Present-day Town operational staff maintain facilities based on an appreciation for their facilities, the enjoyment of working in a close-knit team atmosphere, and as ambassadors for the Town. This is a unique working experience that is important to maintain;

however, expanding facilities and tasks are stretching this work experience, and continued regional growth will significantly affect the ability to sustain this work experience.

Within this context, the following two-step action plan is proposed. First, expand staffing by two positions (field maintenance and horticulture, and winter grooming). This ensures that staff can deliver the present level of service as requirements expand throughout the initial stages of master plan implementation, leading into the creation of high-quality and amalgamated field facilities.

Second, as facilities are modified, and Town staff work with regional and private partners to operate and maintain the facilities, the Town should commission a comprehensive departmental review to evaluate the mandate relative to this master plan within the context of an evolving series of facilities and programs. As with all recreation administrations that include 'community' within their department name, a focused mandate dissolves as pressure mounts on municipalities to address issues such as homelessness. Thus, the following core elements should form the basis of terms of reference for a departmental review.

1. Develop a clear recreational facility delivery role for the Town within Quispamsis and its neighbouring communities prior to developing joint booking and operational systems that allow staff within Hampton, Quispamsis and Rothesay to deliver equitable facility provision to its user groups.
2. Review service delivery methods and practices within the user-pay areas (arenas, sports fields, etc.) of the present-day Department of Community Services to identify improvements in operational processes, use of technology, booking systems, etc., with a view to identifying opportunities to implement measurable efficiencies within the context of evolved working relationship with user groups and regional partners.
3. Consider long-standing relationships that the Town of Quispamsis has with community groups, sports organizations and service clubs, and propose improvements to ensure equitable facility delivery relative to gender and membership numbers.
4. Review the Town's current practices related to the facility operations. Identify opportunities for service delivery methods within the present-day approach to staffing and work environment.



5. Evaluate facility delivery options from the perspectives of financial impact, customer service capability, community impact and maximizing service delivery efficiency and effectiveness. This review should include an exploration of facility creation and operation by the private sector or community group partners.
6. In reviewing all of the areas of service, consider external issues and trends in the sector, identify potential impact on the Department and the best practices or alternative service delivery methods implemented in comparable communities across Canada.
7. Propose a department name relative to its mandate. The Quispamsis Recreation Department is a clear representation of the mandate.
8. Develop a modified organizational chart complete with detailed staffing descriptions for all staff members within the context of an evolved facility and working environment.



## Town Growth Model

**PRIORITY:** Medium

**BACKGROUND:** This master plan proposes a refined community park delivery model that provides residents with an integrated social and activity space network that is accessed from a distance no greater than 1.7 kilometres from any resident's front door. This platform works within the existing Town of Quispamsis and must work as the Town grows. Therefore, Town planning officials will acquire the 10% allocation of developing land from developers at strategic positions within the context of Municipal Plan Section 3.5, Lands for Public Purposes, where required to ensure a 3.4-kilometre grid of community park facilities (see Figure 10, next page). As development occurs in areas where community park facilities are not required, the Town of Quispamsis will accept cash-in-lieu payments equal to the 10% allocation. This money should be allocated to park/trail land purchases and park improvement accounts created for the purpose of investing in community parks where spatially required.





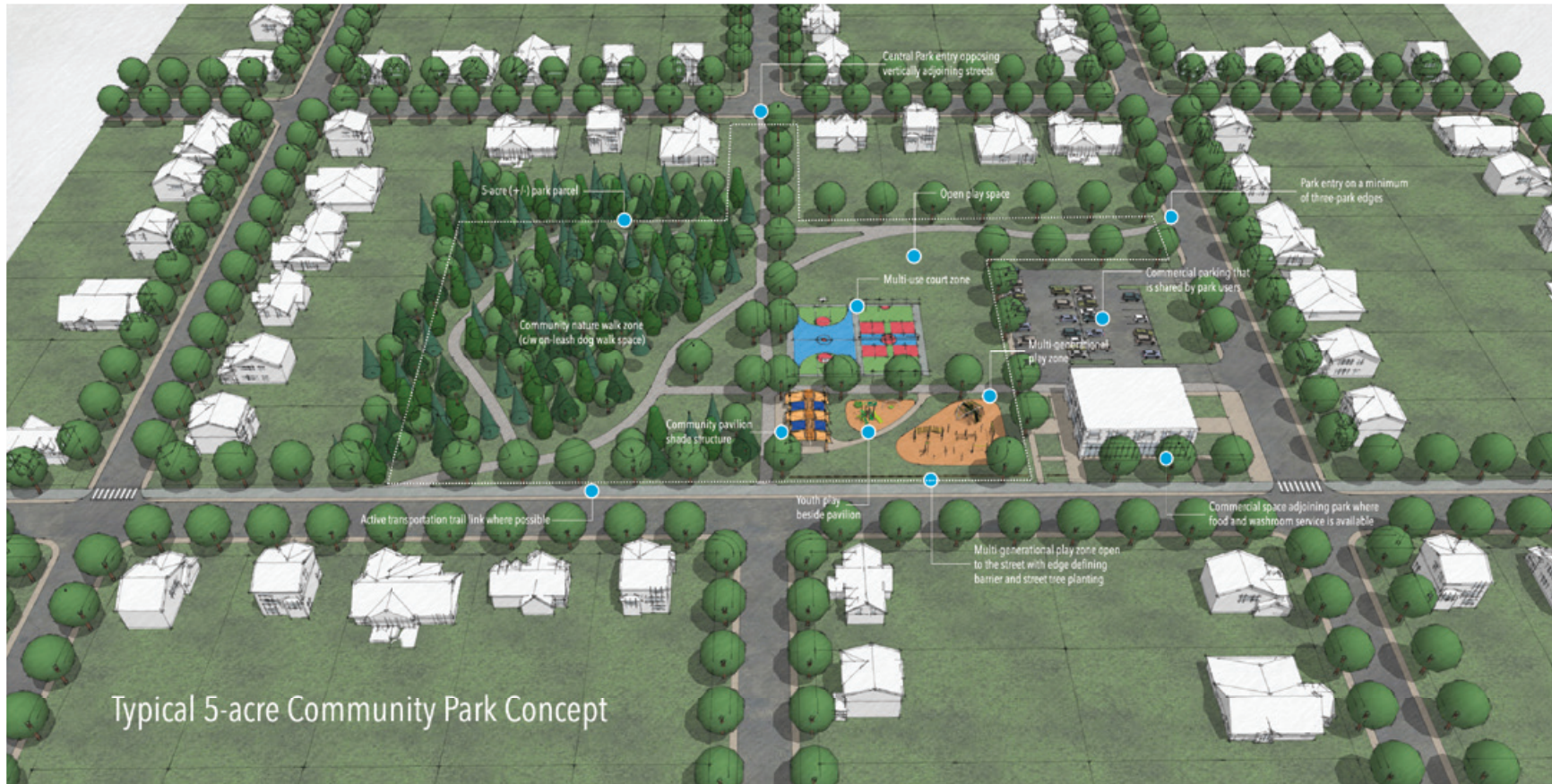
FIGURE 9 | COMMUNITY PARK SPACING

A typical 5-acre community park, placed as the Town expands, includes a 2+ acre natural space where existing forest cover is retained, multi-use courts, a multi-generational playground, a youth play zone, a shade structure, as well as trails that connect park edges to park centres and at least one walking loop around the park site (see Figure 11, next page).

Additionally, new park spaces should be connected by active transportation and/or trail routes to support multi-modal and lifestyle-based connectivity within the network of recreation facilities.

**ACTION:** Update the municipal plan to regulate the creation of parks, trails and active transportation routes relative to this recreation master plan.

FIGURE 10 | TYPICAL 5-ACRE COMMUNITY PARK CONCEPT





## 5.0 IMPLEMENTATION PLAN

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This chapter provides clear implementation steps for moving forward and the strategy that guides these steps. Although the plan presents steps in a linear format, it is understood that implementation is a highly iterative process that will not occur exactly as described in this chapter. It is important to note that actions may be undertaken relative to budget availability, funding opportunities, emerging and evolving user needs, etc. Changes to the implementation plan are normal and expected. Regular evaluation of the implementation strategy's direction and actions will ensure the town is accomplishing the master plan's goals and objectives.

### 5.1 STRATEGY AND ROADMAP

The Town of Quispamsis Recreation Master Plan utilizes a three-phase strategy that ensures the Town's recreation environment is sustained for future generations, positioned relative to existing and emerging recreations, and evolves relative to opportunities to create more and/or efficient sites. The three phases, with their projects, are illustrated in figure 12 on the next page.

FIGURE 11 | IMPLEMENTATION PLAN



**PHASE ONE | STABILIZATION**

Projects in this phase strengthen the existing facilities and park network components relative to this master plan's objectives.

**PHASE TWO | POSITIONING PROJECTS**

Projects within this phase position the park and facilities network relative to existing, contemporary, and emerging local and regional recreation needs and opportunities.

**PHASE THREE | TOWN OF QUISPAMISIS NETWORK EVOLUTION**

The phase three projects address long-term requirements relative to how the network evolves relative to sustainability and growth while early phase projects are completed.

**BUILD COLLABORATIVE PARTNERSHIPS**

Incorporate the plan's intent in municipal documents and build partnerships with collaborative funding/operation partners.

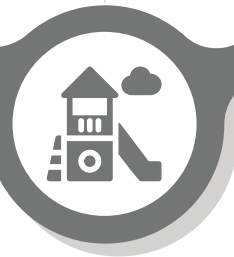
01



**HIGH PRIORITY PROJECTS**

Plan and implement the high-priority projects described in this master plan.

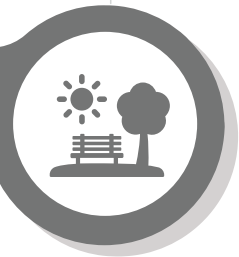
03



**LOW PRIORITY PROJECTS**

Plan and implement the low-priority projects described in this master plan.

05



02

**FUTURE LAND USE PLANNING**

Work with planning representatives to update all relevant town and regional plans to conform with this recreation master plan.

04

**MEDIUM PRIORITY PROJECTS**

Plan and implement the medium-priority projects described in this master plan.

## 5.2 STABILIZATION PROJECTS

### Project No.1 - Build Collaborative Partnerships to Implement this Master Plan

This plan includes several important low, medium and high-priority projects that will require ongoing communication among political representatives, residents, town council and staff.

This action involves building partnerships with collaborative funding/operation partners (e.g., the Province of New Brunswick and the Government of Canada).

Although Council has officially accepted this document, the plan's intent must be incorporated into the Town's official planning documents and tools to ensure implementation relative to this master plan's three phases. Community Services or Recreation department leadership can work with adjacent municipalities and the Regional Service Commission planning representatives to amend relevant documents, or to include policies in the next plan updates where relevant.

In addition to this, recreation leadership should share this master plan with regional funding and support agencies such as the Province of New Brunswick's recreation staff, regional MLAs, federal MPs, and key local and regional residents highly involved in park programming. This will set the platform for future implementation tasks.

### Project No.2 - Future Land Use Planning

Town recreation staff representatives will review all official strategic and regulatory planning tools/documents to determine all areas that should be revised to support the implementation of this recreation master plan relative to park, facility and active transportation development. Planning representatives should update policy through amendments as soon as possible.

### Project No.3 - High Priority Project Implementation

The Town of Quispamsis should commence work on the high-priority projects described in this master plan. This includes projects for Cedar Ridge Playground, Gondola Point Beach, Millennium Cycle Park, Parkside Playground, qplex master planning, Quispamsis Active Transportation Network, Quispamsis Turf Complex master planning, Neighbourhood, Community and Town Pride program, as well as the Winter and Summer Maintenance policies.



## 5.3 POSITIONING PROJECTS

### Project No.4 - Medium Priority Project Implementation

The Town of Quispamsis should commence work on the medium-priority projects described in this master plan. This includes projects for Arts and Culture Park, Chelsea Park, Goldrush Playground, Hammond River Park, Nottingham Playground, Quispamsis Memorial Arena and Memorial Ball Field, Ritchie Lake Park, the Tri-Community Recreational Facilities Equity Strategy, Public Art and Signage Master Plan, Recreation Department Operational Review, as well as the Town Growth Model.

## 5.4 EVOLUTIONARY PROJECTS

### Project No.5 - Low Priority Project Implementation

The Town of Quispamsis should commence work on the low-priority projects described in this master plan. It is important to note that low priority does not equate to low importance. These projects are as important as higher-priority projects; however, implementation is not required until this phase.

This includes projects for Firefly Playground, Mathew's Cove Park, Meenan's Cove Park, and Squire Drive Playground.



## 5.5 PROJECT AND ACTION SUMMARY

The following table provides a snap-shot look at all of the proposed projects and actions presented in this master plan. For more detailed information, refer to the corresponding page.

Section	Page	Priority	Project/Action	Estimated Cost
Arts and Culture Park, Skateboard Park	48	Medium	Develop a detailed program, conceptual site plan and preliminary budget.	\$30-35K
Arts and Culture Park, Skateboard Park	48	Medium	Develop a detailed site plan and feasibility Model to expand the conceptual site plan into architectural and engineering models, feasibility analysis.	\$125-135K
Cedar Ridge Playground	49	High	Promote off-leash visitation in the park through social media and signage.	\$500
Cedar Ridge Playground	50	High	Upgrade playground area to include inclusive and accessible playground and gateway sign	\$275-300K
Cedar Ridge Playground	50	High	Develop a dog park enclosure with new fencing.	\$150-175K
Chelsea Park, BMX Dirt Jump Park	51	Medium	Implement park improvements including gateway sign, social shade structures, seating and shade trees.	\$65-70K

Section	Page	Priority	Project/Action	Estimated Cost
Firefly Playground	52	Low	Develop accessible surfaces plan for walking and play surfaces, shade structure, entry sign, tree planting, multi-generational play equipment.	\$65-70K
Goldrush Playground	54	Medium	Commission a plan for signage, new trail links with shade structure and dating, grass and play surface improvements, multi-generational play structure.	\$125-130K
Gondola Point Beach, Dog Park	55	High	Develop permanent washroom/change room facility and install new signage	\$25-30
Hammond River Park	56	Medium	Expand the park through land acquisition (LPP or purchase) in association with landowners and developers.	
Hammond River Park	57	Medium	Develop a trail Improvements and expansion Plan that locates new entrances and walking routes.	
Hammond River Park	57	Medium	Develop the Hammond River Paddle Club with visitor pavilion, removable dock, water access ramps, entrance land and parking area.	\$250-350K
Matthew's Cove Park	59	Low	Develop a natural site seating and shade program.	\$30-35K

Section	Page	Priority	Project/Action	Estimated Cost
Meenan's Cove Park	60	Low	No projects proposed; future long-term improvements to include accessibility and inclusivity projects for all ages and abilities.	
Millennium Cycle Park	61	High	Develop gateway amenities plan with entrance signage, a gateway pavilion with seating and shade and planting.	\$35-50K
Nottingham Drive Playground	62	Medium	Commission new gateway sign and shade structure with seating.	\$30-35K
Parkside Playground	63	High	Develop consultation based phased master plan to create a multi-generational, inclusive and accessible park master plan.	\$25-30K
qplex	64	High	Commission a feasibility study that develops a detailed program for an expanded qplex, proposed architectural concepts and costing for the expansion, and relocates existing displaced facilities.	\$150-175K
Quispamsis Active Transportation Network	67	High	Undertake extensive work on active transportation routes throughout the municipality.	
Quispamsis Active Transportation Network	67	High	Commission a new active transportation master plan.	

Section	Page	Priority	Project/Action	Estimated Cost
Quispamsis Memorial Arena (QMA), Memorial Ball Field	68	Medium	Commission a feasibility study for the repurposing as a multi-purpose recreation facility.	
Quispamsis Memorial Arena (QMA), Memorial Ball Field	69	Medium	Begin planning for the relocation of the ball field to the future Quispamsis Turf Complex.	
Quispamsis Turf Complex (future)	69	High	Develop a site master plan that illustrates programmatic and physical needs for the future facility.	\$35-40K
Ritchie Lake Park	71	Medium	Install new shade structure and benches.	\$15-20K
Ritchie Lake Park	71	Medium	Commission park upgrades plan and contract drawings for new gateway, boardwalk, social/shade structures and interpretive panels.	\$25-30K
Squire Drive Playground	73	Low	Install new shade structure, seating and trees.	\$30-35K
Neighbourhood Community and Town Pride	74	High	Develop a neighbourhood pride program that connects the community with initiatives that bring the community together at the neighbourhood and town-wide level.	

Section	Page	Priority	Project/Action	Estimated Cost
Winter Maintenance - Trails	74	High	Test and develop a winter trail maintenance program that provides winter grooming for walking and fat biking.	
Summer Maintenance - Fields	75	High	Develop and implement a program for field maintenance and preparation for user groups.	
Tri-community Facilities Equity Strategy	75	Medium	Working with Rothesay and Hampton, partner on a comprehensive review of facility user groups, participation numbers, and facility use allocations to ensure equitable allocation of facility time.	
Public Art and Signage Master Plan	76	Medium	Commission a public art master plan to explore the placement and type of art that is applied to Town facilities and a wayfinding plan for directional and destination signs	\$35K
Recreation Department Operational Review	76	Medium	Expand staffing by two positions for field maintenance and horticulture, and winter grooming.	
Recreation Department Operational Review	77	Medium	Commission a comprehensive departmental review to evaluate the mandate relative to the Recreation Master Plan within the context of evolving facilities and programs.	

Section	Page	Priority	Project/Action	Estimated Cost
Town Growth Model	78	Medium	Update the municipal plan to regulate the creation of parks, trails and active transportation routes relative to the Recreation Master Plan.	
Project No. 1 - Build Collaborative Partnerships to Implement the Recreation Master Plan	83	High	Acquire a mandate from Town Council to implement the Recreation Master Plan and present the plan to regional funding and support agencies.	
Project No. 2 - Future Land Use Planning	83	High	Review all official strategic and regulatory planning tools and documents to determine which should be revised to support the implementation of the Recreation Master Plan; update policy through amendments.	
Project No. 3 - High Priority Project Implementation	83	High	Begin work on the high-priority projects described in the Recreation Master Plan.	
Project No. 4 - Medium Priority Project Implementation	84	Medium	Begin work on the medium-priority projects described in the Recreation Master Plan.	
Project No. 5 - Medium Priority Project Implementation	84	Low	Begin work on the low-priority projects described in the Recreation Master Plan.	



## 5.6 MASTER PLAN POLICY

The Town of Quispamsis commissioned this recreation master plan to identify a network of recreation assets that will be required over the next ten years. Although this master plan proposes projects that will require more than ten years to implement, the town can begin by institutionalizing the platform 'basics' through the adoption of the plan relative to the policies provided in this section.

Through its enactment of the policies listed below, the Town of Quispamsis establishes a mandate for which the Recreation Master Plan's implementation will be achieved. Thus, the administrative context required to implement this plan is developed immediately for procedural ease.

### OVERARCHING POLICY

**POLICY RMP-1** The Town of Quispamsis shall incorporate this Recreation Master Plan's policies, projects, schedules and figures into Sections 3.4, 3.5, 7.4 and 7.5 of the Municipal Plan.

**POLICY RMP-2** The Town of Quispamsis shall update the Municipal Plan's Section 3.4.1 Generalized Land Use Plan to include the hierarchical parks network illustrated in the Recreation Master Plan.

**POLICY RMP-3** The Town of Quispamsis shall update Section 2.0 of the Municipal Plan to ensure parks, facilities and recreation are described as an essential component of city lifestyle and economic development strategies that retain and attract new residents and business.

**POLICY RMP-4** Council shall use Chapter 5.0 Implementation Plan as a general guide to implementing the Town of Quispamsis Recreation Master Plan.

**POLICY RMP-5** Council shall use the Town of Quispamsis Master Plan as a guide for expanding the hierarchical parks network within existing or developing city neighbourhoods, and communities.

## TASK-SPECIFIC POLICY

**PREAMBLE - REGIONAL FACILITY DELIVERY.** The town will continue to provide existing and new recreation facilities for local and regional use. Staff and council will continue to evaluate operational costs for all facilities relative to local and regional use; however, staff will begin to work with staff from Hampton and Rothesay on a regional approach to delivering equitable facilities for residents within the tri-community area in a manner that ensures regional facility delivery without regional user-fees for those living with the valley.

**POLICY RMP-6** Council shall direct recreation leadership to begin to work with recreation leadership from the Towns of Hampton and Rothesay to develop a tri-community approach to regional facility delivery for both recreational and economic development purposes.

**POLICY RMP-7** In keeping with the Town's Strategic Plan implementation recommendation, Council shall direct leadership to participate in a Recreation Department Operational Review as described in the Recreation Master Plan.

**PREAMBLE - ACTIVE TRANSPORTATION.** An active transportation (AT) master plan will clearly describe a network of hierarchical streets and trails that will complete the parks and facilities network. Projects and policies identified in an AT plan will be incorporated into the town's Municipal Plan.

It is important to note that any active transportation work should include linkages to and through adjacent communities. This should include the extension of the QR Trail into the heart of Rothesay from Quispamsis.

**POLICY RMP-8** Council shall consider the allocation of appropriate funds and direct town staff to commission the development of an updated Town of Quispamsis Active Transportation Master Plan.

**PREAMBLE - REGIONAL DIGITAL ADMINISTRATIVE PLATFORM.** Following successful discussions with the Towns of Hampton and Rothesay, recreation leadership, associated staff, and the greater community can explore a central and contemporary booking and operational system that ties together parks and facility use with operational requirements at both the town and regional levels. This system will provide recreation leadership with the data required to fully understand operational cost implications for the various recreation assets while providing local user groups and residents with a central regional booking system.

**POLICY RMP-9** Council shall consider the allocation of appropriate funds and request town recreation leadership to explore the expansion of the present digital administrative platform to include a comprehensive and equitable booking and operational system.

## 5.7 KEEPING TRACK

Several performance evaluation models exist and can be adapted for review of implementation-to-date; however, Quispamsis' challenges are unique and require a town and regional-specific approach to successful evaluation. The Canadian Parks and Recreation Association (CPRA) provides a toolkit that proposes monitoring measures. Although this is a helpful tool, Quispamsis continues to evolve within the context of the tri-community of neighbouring towns, and evaluation should be refined to reflect this unique regional position.

Chapter one of this master plan document describes the purpose of this plan and the notion that the Town of Quispamsis should achieve both improved recreational, social and economic development goals. Therefore, this is the benchmark for success. Recreation leadership must continually ask and answer yes to the following five simple questions.

- » Are we creating better activity spaces for our residents?;
- » Are we creating better operational environments for our town and regional program providers?;
- » Have we accomplished this in a regional sense without creating an additional burden on our relative level of staffing and budgets?;
- » Are we attracting additional visitation to our town from which businesses benefit?;
- » Are we attracting new businesses and residents to our town and region as a result of recreation master plan implementation strategies?



## ENDNOTES

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## APPENDIX A | CONSULTATION SUMMARY

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### CONSULTATION SESSIONS

Multiple public consultations were conducted to introduce the Master Plan and gain insight into the immediate needs and desires of the community. The main themes of concern that emerged from these sessions were outdated and outgrown recreational facilities, lack of active transportation infrastructure, and accessibility of resources.

School Sessions were conducted at the elementary, middle, and high school levels. The elementary students addressed how biking on streets feels unsafe, how they appreciated the qplex pool in the summer but wished it was available in the winter as well, and a desire for more opportunities for adventure play.

The middle school students were eager to highlight the recreational activities they participated in and emphasized the importance of both the active and social aspects of these activities. Their primary concerns were outdated playgrounds and the absence of playgrounds geared to their age group, being unable to swim all year round, and a lack of sidewalks. They would like to see paved bike paths as well as financially accessible resources for everyone.

The high school students identified a need for a common ground at the centre of the community that is multi-generational and multi-functional. They raised specific concerns about Route 119 and Hampton Road, suggesting they become multi-use and multi-modal and identified Hampton Road as a good candidate for a multi-use/multi-modal street that speaks to the community lifestyle. Other suggestions they had were in regards to a new concrete skatepark, a unified wayfinding system within parks, and to consider establishing an active transportation hub in the new town centre.

The Parks and Trails staff highlighted infrastructure they've noticed needs improvement, the operational challenges they face, and equipment that would benefit the upkeep of facilities. A key concern was the continuous growth and addition of infrastructure without the increase of staff and equipment to maintain it. Additionally, snow clearing in the winter is a challenge, especially in the event of a storm. They cited that staffing and scheduling changes may help address this, as well as the addition of a sidewalk machine rather than a push-behind snow blower.

One of the main takeaways from the Open House was the desire for increased amenities along trails, such as porta-potties, benches and shade. Another central concern was regarding dogs. Many would like to see more dog parks, an off-leash area for their pets, and doggy bags along trails and in parks. Like the high school student's idea for a centre of the community, another big idea is for a cultural centre that can host music, dance, theatre, and the arts. There was a big push to develop a people-centric over a car-centric community that is reflected through active transportation infrastructure and thoughtful placement of crosswalks, especially along arterials. And at the qplex, consider track running and the possibility of closing in the pool.

## PUBLIC SURVEY RESULTS

The public survey received 222 responses. The most reported recreational activities community members participated in were walking, swimming, and hiking. Gardening, fitness training, camping, and biking (road), were also highly reported.

In response to the question “What activities do you participate in at Arts and Culture Park?,” 82% of respondents said they participated in the Holiday Lights, 64% said they participated in Special Events such as Canada Day, 53% participated in Ice Skating and 27.5% in Summer Movies. A few respondents also reported walking, but all other activities, such as the farmer’s market and library events, were reported by 0.5% of respondents.

Of the facilities at Meenan’s Cove Park, 77% of respondents reported they use the beach, 57% said they use the trails, and 54% use the playground. All facilities were well accounted for in the results, with the lowest reported facility being the beach volleyball courts at 8%.

Regarding trail usage, the trails with the highest reportage of never being used by participants were Rolfe Field Walking Track, Millennium Cycle Bike Park, and Homestar Off Leash Dog Park. The trails reported the most frequently used by participants were Matthew’s and Saunders Brook Trails, Trans Canada Trail, and the QR Trail. Respondents were also asked if there were other trails in the region outside Quispamsis that they frequent. Of these responses, Rockwood Park was by far the most reported. Fundy Coast trails, as well as Irving Nature Park, were also highly listed.

Respondents reported that the recreational facilities they use the most in Quispamsis are the qplex arena, swimming pool, and walking track. Outside Quispamsis, the Canada Games Aquatic Centre, YMCA pool, various rinks and ball fields, and Irving Fieldhouse were frequently mentioned as facilities residents seek out.

When asked to describe any challenges faced when accessing recreational programs and facilities in Quispamsis, frequent responses included lack of an indoor/year-round pool, poor ice and field times, lack of age groups offered, not enough ball fields, lack of safe AT networks, rising costs, and overly crowded programs.

## COMMUNITY ORGANIZATION SURVEY RESULTS

The community organization survey received responses from KV Minor Hockey Association, KV Pickleball Club, Kingston Outreach Church Inc., Quispamsis Figure Skating Club, Fundy Soccer Association, YMCA of Greater Saint John, Black Bears Softball, and U18 AAA Fundy Kraken.

In response to the question “In which type of location do you offer your program(s)?,” 50% of respondents answered arenas, 37.5% said Large facilities (e.g. community centre), and another 37.5% said rental of a space in a private building. 25% answered school space, another 25% said outdoor sports fields, and another 25% said small community facilities (e.g. church basement). One respondent answered private gym / fitness facilities, while other outdoor facilities (e.g. skate/bike parks) and pool/aquatic facilities received no responses.

When asked what respondents like best about the facilities where they offer programming, 100% responded with location, 62% responded with ease of access, and 37.5% responded with quality of facility, another 37.5% responded with welcoming for all, and an additional 37.5% responded that the rental fee was reasonable / affordable. No respondents answered flexibility for different uses or collaboration with other groups as their reasoning.

In regards to concerns and requests, KV Minor hockey responded that the cost and availability of facilities was a concern as was the scheduling and priority of ice times. Quispamsis Figure Skating Club echoed this sentiment, reporting they are low on the ice time priority list and rising costs of ice time increases their program fees. They also cited additional ice surfaces would be ideal, as did U18 AAA Fundy Kraken. KV Pickleball reported limited venues limits their membership capacity, and that there are not enough indoor facilities to be able to play throughout the winter months. They requested a large indoor facility that could be used in conjunction with tennis, squash, and badminton, and that has

the space for 6 nets. Fundy Soccer Association cited concerns over the quality of the fields and reported both the quality and quantity limit the program from hosting tournaments, and a lack of field lights limits the playing time available. They note that 4 quality grass pitches, 2 of which are lighted for night play would be a great help as well as having on-site washrooms/changing rooms, and a canteen for players, parents and officials. Black Bears Softball expressed similar concerns, saying it is hard to grow an organization when local facilities are limited. Lastly, the YMCA of Greater Saint John highlighted a need for more programming for middle school aged children and Kingston Outreach Church expressed concern for overall rising facility costs as they aim to keep their programming free for participants.

## WHAT WE HEARD

The following pages provide a summary of the ideas brought forward during the consultation phase of the Recreation Master Plan. These ideas are organized by the goals established by *A Framework for Recreation in Canada 2015: Pathways to Wellbeing*—Active Living, Supportive Environments, Inclusion and Access, Connecting People and Nature, and Recreation Capacity.

These ideas express the desires and needs of residents and stakeholders and form the foundation of this master plan.



# ACTIVE LIVING

**01** Create an active transportation network that connects people as well as places

**02** Prioritize active transportation through thoughtful infrastructure that increases safety and security for use by residents of all ages

**03** Dissolve the power of the car

**04** Install an outdoor gym/exercise space

**05** Consider paved bike paths and transitioning sidewalks from concrete to asphalt

**06** Consider street closures for promotional active transportation days

**07** Improve AT access to Millennium Drive

**08** Create functional multi-modal and multi-use streets that speak to community lifestyle by updating streets such as Hampton Road, Route 119, and Gondola Point Road

**09** Develop off-street cycling and active transportation infrastructure

**10** Increase the presence of sidewalks, particularly on major streets such as Southwood and Lexington

**17** Consider developing a central hub for the community where recreation, retail, and more can come together.

**18** Provide a large wooden floor for ballroom dance

**11** Establish a North-South and East-West bike trail which runs from one end of the town to the other

**12** Create amenities for adults and parents to help keep them active in kid-oriented parks

**19** Make social recreational activities accessible through active transportation

**20** Incorporate social spaces into the qplex

**13** Install a bench along Pettingill Road for walkers to rest after climbing the hill

**14** Offer safe passage across arterial to access qplex trails

**21** Explore offering drama and art classes at the qplex, perhaps in partnership with Saint John Arts Centre programming

**22** Develop infrastructure to entice young generations to want to live here now and in the future

**15** Increase the presence and improve the general condition of sidewalks

**16** Incorporate climbing and rock climbing infrastructure into existing recreation facilities

**23** Prioritize, promote, and extend the unique events the town offers, such as Valentine's Lights, mini golf and Hockey at the tennis courts

# SUPPORTIVE ENVIRONMENTS

**24** Create a multi-use complex catering to families with varied interests and abilities

**25** Update playgrounds to welcome a broader range of users

**26** Offer sports leagues for all ages groups and brackets and ensure there are enough teams for everyone to be able to play

**27** Link neighbourhoods through online platforms to promote community across social and physical categories

**28** Explore heritage and prioritize indigenous groups' relationship and claim to the land

**29** Create amenities for adults and parents to help keep them active in kid-oriented parks

**30** Ensure financial accessibility of recreational resources

**31** Grow senior exercise program offerings

**32** Increase presence of shade at playgrounds and the plex

**33** Install more benches at Meenan's Cove playground

**34** Consider all spaces and places as multi-generational

**35** Ensure parks have an adequate amount of safe and available parking options

**36** Implement inclusive infrastructure and offer recreation opportunities for the visually impaired

**37** Increase comprehensive wayfinding along routes and trails as well as online

**38** Offer inclusive and spacious dressing rooms at recreational facilities both for teams and the public

**39** Increase accessibility of parks for all ages and abilities

**40** Use recreation opportunities to help address the feeling of isolation that senior residents can often experience

**41** Improve access to information on recreation opportunities by having a designated website or seasonal mailed booklet

## INCLUSION AND ACCESS



**42** Incorporate more informal play spaces (for things like pickup basketball or playing tag) into qplex

**43** Work to keep trails multi-use, off-road, and connected

**44** Increase personnel in the parks and trails department to help keep up with the growing town and increasing infrastructure

**45** Provide necessary missing equipment to increase efficiency and effectiveness of infrastructure maintenance

**46** Consider options to provide the community with opportunities to be able to swim all year round

**47** Create a multi-use field house; attached to outdoor amenities such as a skate park, ball field, and splash pad

**48** Install proper ballfields with lights

**49** Explore the possibility of extending Meenan's Cove ball field or expanding Walter Jewett ballfield

**50** Address the popularity of pickleball and increase the number of courts and accessibility of the league

**51** Explore opportunities for a golf course or driving range

**52** Explore the option of an indoor tennis/pickleball facility

**53** Consider a second ice surface at the qplex

**54** Reevaluate ice and field time slots and their availabilities

**55** Implement a nominal fee at the walking track for users outside of the town and consider extended hours for people who would like to jog it

**56** Offer badminton and ping pong

**57** Explore a paved track for rollerblading, as so many hills in the area make it difficult and unsafe in many locations

**58** Reconsider the decision to mandate helmets for all at the qplex arena

**59** Increase the presence and improve the general condition of sidewalks

**60** Ensure the cost of infrastructure is considered alongside the cost of maintaining it

**61** Consider a community gymnasium, as school activities and teams always get priority booking of their gymnasiums

# RECREATION CAPACITY

**62** Develop a unified wayfinding system across trails and parks

**63** Consider nature-based activity opportunities within parks

**64** Increase the number of trails and the amenities, such as seating and garbage bins, along trails

**65** Ensure trails are accessible and maintained year round

**66** Address the need for a good boat launch facility

**67** Develop designated dog trails and increase awareness of the responsibilities dog-owners have when using public recreational spaces

**68** When looking at updating existing parks, consider how facilities may be used for winter activities

**69** Promote conservation initiatives such as No Mow May

**70** Maintain trails as an important winter asset with grooming

**71** Consider a waterfront park with interconnected land and water play components

**72** Establish a loop trail system

**73** Provide lighting in park areas to allow users to stay outdoors longer, especially when the sun goes down early in the fall and winter months

**74** Connect trail networks to neighbourhoods

**75** Establish a catalogue of available trails and their profiles, such as which are good for certain activities and what their difficulty levels and lengths are

**76** Improve the enforcement of dogs on leash policy

**77** Offer adult kayaking programs

**78** Improve access to the water for non-motorized boats as well as for activities such as paddle boarding and kayaking

**79** Consider off-leash hours for select trails

**80** Factor in ATV and snowmobiling use of trails in the winter

**81** Explore the space by Hammondview Terrace and Chalet Court for a small playground

**82** Provide ungroomed trails for snowshoeing in the winter months

**83** Use recreation opportunities to help address the feeling of isolation that senior residents can often experience

**84** Prioritize conservation of natural assets, landscapes, and scenery, and consider all three when selecting new recreation sites

**85** Increase the number of challenging hiking trails

## CONNECTING PEOPLE AND NATURE



## APPENDIX B | INVENTORY SUMMARY

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### LOCAL INVENTORY

The table on the following two pages provides a summary of the existing inventory and the components presently hosted in Quispamsis parks and recreation facilities.

### REGIONAL INVENTORY

Following the local inventory table is a summary of nearby recreation assets in the region surrounding Quispamsis.

**TABLE 1 | QUISPAMISIS RECREATION FACILITIES INVENTORY**

Town Facilities	Address	Playgrounds	Skate Parks	Dog Parks	Basketball Courts	Ice Rinks (outdoor)	Ice Rinks (Indoor)	Multi-use Courts	Volleyball Courts (beach)	Diamond Fields	Rectangular Fields	Outdoor Pools	Walking Track	Tennis Courts	Pump Track / Bike Park	Boat Launch / Wharf	Beach	Trails	Amphitheatre / Stage	Splash Pad
<b>Arts and Culture Park</b>	12 Landing Ct					1													1	
<b>BMX Dirt Jump Park</b>	Chelsea Dr														1					
<b>Cedar Ridge</b>	13 Lindwood Ct	1																		
<b>Centennial Ball Field</b>	11 Recreations Centre Rd									1										
<b>Firefly Park</b>	Firefly Cres	1						1												1
<b>Goldrush Playground</b>	55 Goldrush Dr	1																		
<b>Gondola Point Beach / Dog-friendly Swim Area</b>	278 Route 119			1													1			
<b>Hammond River Park</b>	28 Reynar Dr																	Yes		
<b>Homestar Off Leash Dog Park</b>	222 Vincent Rd			1																
<b>James Rolfe Soccer Field</b>	11 Recreations Centre Rd										1									
<b>Kennebecasis Valley High School</b>	398 Hampton Rd										2									
<b>Matthew's Cove Park</b>	32 Meenans Cove Rd																	Yes		
<b>Meenan's Cove Park</b>	199 Modal Farm Rd	1							2	1						1	1	Yes		



Town Facilities	Address	Playgrounds	Skate Parks	Dog Parks	Basketball Courts	Ice Rinks (outdoor)	Ice Rinks (Indoor)	Multi-use Courts	Volleyball Courts (beach)	Diamond Fields	Rectangular Fields	Outdoor Pools	Walking Track	Tennis Courts	Pump Track / Bike Park	Boat Launch / Wharf	Beach	Trails	Amphitheatre / Stage	Splash Pad
Memorial Ball Field	353 Hampton Rd & 3 Sylvia Dr									1										
Millennium Cycle Bike Park	21 Leeswood Dr														1			Yes		
Nottingham Park	125 Marianne Dr	1			1															
Parkside Playground	Parkside Rd and Seventh St	1			1															
plex	20 Randy Jones Way	1					1					1	1	4						
Quispamsis Memorial Arena	350 Hampton Rd						1													
Ritchie Lake	Cedar Grove Dr	1															1	Yes		
Saunders Soccer Field	20 Randy Jones Way										1									
Squire Drive Play-ground	8 Squire Dr	1																		
Walter Jewett Ball Field	18 Municipal Dr									1										
Skate Park	11 Landing Ct		1																	
<b>TOTALS</b>		<b>9</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>1</b>	<b>4</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>-</b>	<b>1</b>	<b>1</b>

TABLE 2 | REGIONAL RECREATION FACILITIES INVENTORY

Regional Facilities	Community	Indoor Pools	Outdoor Pools	Indoor Rink	Outdoor Ice	Indoor Track	Outdoor Track	Skatepark	Field House	Curling Sheets	Diamond Fields	Rectangular Fields (Natural)	Rectangular Fields (Artificial)	Lawn Bowling	Tennis Courts	Volleyball Courts (beach)	Pump Track / Bike Park	Beach	Multi-use Gymnasium
River Valley Lions Field	Grand Bay-West-field										2								
River Valley Middle School	Grand Bay-West-field						1				1	1							
River Valley Community Centre	Grand Bay-West-field			1															
Hampton Community Centre	Hampton		1	1							1								
Hampton Curling Club	Hampton									3									
Hampton High School	Hampton						1	1			1	1							
Hampton Skate Park	Hampton																		
Dutch Point Park	Hampton										2								
Arts and Culture Park Outdoor Rink	Quispamsis				1														
Centennial Ball Field	Quispamsis										1								
Gondola Point Beach / Dog-friendly Swim Area	Quispamsis																	1	
Kennebecasis Valley High School	Quispamsis											1	1		4				

Regional Facilities	Community	Indoor Pools	Outdoor Pools	Indoor Rink	Outdoor Ice	Indoor Track	Outdoor Track	Skatepark	Field House	Curling Sheets	Diamond Fields	Rectangular Fields (Natural)	Rectangular Fields (Artificial)	Lawn Bowling	Tennis Courts	Volleyball Courts (beach)	Pump Track / Bike Park	Beach	Multi-use Gymnasium
Meenan's Cove Park/Beach/Boat Launch	Quispamsis										1					2			
Memorial Ball Field	Quispamsis										1								
Millennium Cycle Bike Park	Quispamsis																1		
qplex	Quispamsis		1	1		1	1				1	2			4				
Quispamsis Memorial Arena	Quispamsis			1															
Walther Jewett Ball field	Quispamsis										1								
Arthur Miller Fields	Rothesay												2						
Bi-Centennial Ball Field	Rothesay										1								
Rothesay Netherwood School	Rothesay			1								5			3				
East Riverside-Kingshurst Park	Rothesay						1												
Fairvale Ball Park	Rothesay										2								
Fitzgerald Ball Field	Rothesay										1								
Jordan Miller Park	Rothesay														1				
Renforth Rotary Park	Rothesay				1														
Rothesay Arena	Rothesay			1															
Rothesay Common Outdoor Rink	Rothesay				1														
Rothesay High School	Rothesay											1							
Scribner Ball Field	Rothesay										1								

Regional Facilities	Community	Indoor Pools	Outdoor Pools	Indoor Rink	Outdoor Ice	Indoor Track	Outdoor Track	Skatepark	Field House	Curling Sheets	Diamond Fields	Rectangular Fields (Natural)	Rectangular Fields (Artificial)	Lawn Bowling	Tennis Courts	Volleyball Courts (beach)	Pump Track / Bike Park	Beach	Multi-use Gymnasium
Wells Recreation Park	Rothesay										1	1			2				
J.M. Fitzgerald Memorial Field	Rothesay										1				2				
Barrack Green Armouries	Saint John										1	1							
Forrest Hills	Saint John										4				4				
Canada Games Aquatic Centre	Saint John	2																	
Canada Games Stadium	Saint John						1						1						
Carlton Curling Club	Saint John									3									
Champlain Heights School	Saint John											1							
Denis Morris Field	Saint John											1							
TD Station	Saint John			1															
Station 1 Skate Park & Ball Hockey Facility	Saint John							1											
Harbour View High School Indoor Pool	Saint John	1																	
Irving Oil Field House	Saint John								1										
Islandview School Field	Saint John											1							
KMB Community Centre	Saint John										1				1				
Lord Beaverbrook Rink	Saint John			1		1													
Lorneville Ball field	Saint John										1								

Regional Facilities	Community	Indoor Pools	Outdoor Pools	Indoor Rink	Outdoor Ice	Indoor Track	Outdoor Track	Skatepark	Field House	Curling Sheets	Diamond Fields	Rectangular Fields (Natural)	Rectangular Fields (Artificial)	Lawn Bowling	Tennis Courts	Volleyball Courts (beach)	Pump Track / Bike Park	Beach	Multi-use Gymnasium
M. Gerald Teed School / Millidgeville Community Centre	Saint John											1			4				
Market Place Park	Saint John							1			1					2			
Memorial Field	Saint John										4				6				
Millidgeville North School	Saint John											3							
Musquash Recreation Centre	Saint John				1														
NBCC Grandview Campus	Saint John						1					1							
Peter Murray Arena	Saint John			1											6				
Saint John High School Indoor Pool	Saint John	1																	
Samuel-de-Champlain School	Saint John						1				1	1			3				
Seaside Lawn Bowling Club	Saint John													1					
Shamrock Park	Saint John										1	2			8				
Emera Field	Saint John												1						
Jack Kyle Memorial Ball Field	Saint John										1								
Simonds High School	Saint John	1										1			4				
YMCA	Saint John	1																	1
Charles Gorman Arena	Saint John			1															
Chown Field	Saint John											1							
Lou Murphy / Milford Park	Saint John										1								
Stewart Hurley Arena	Saint John			1															
<b>TOTALS</b>		<b>6</b>	<b>2</b>	<b>11</b>	<b>4</b>	<b>2</b>	<b>7</b>	<b>3</b>	<b>1</b>	<b>6</b>	<b>35</b>	<b>26</b>	<b>5</b>	<b>1</b>	<b>52</b>	<b>4</b>	<b>1</b>	<b>1</b>	<b>1</b>



## APPENDIX C | ACTIVE TRANSPORTATION FACILITIES

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The following pages provide a palette of active transportation facility types to consider when developing future active transportation plans in Qusipamsis.

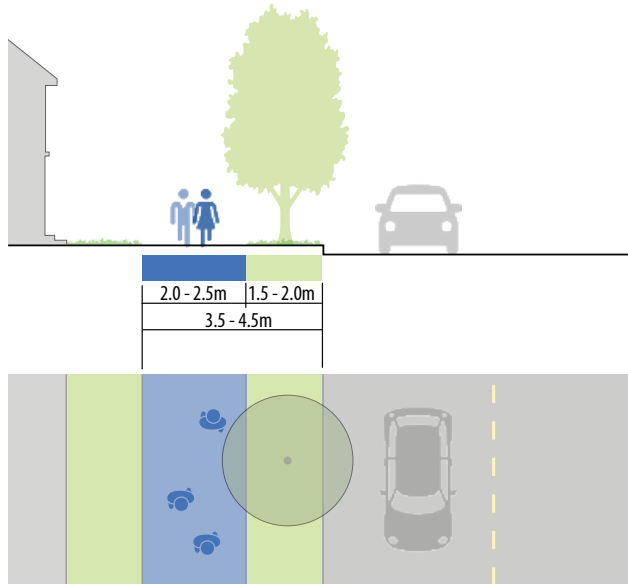


0  
km/h

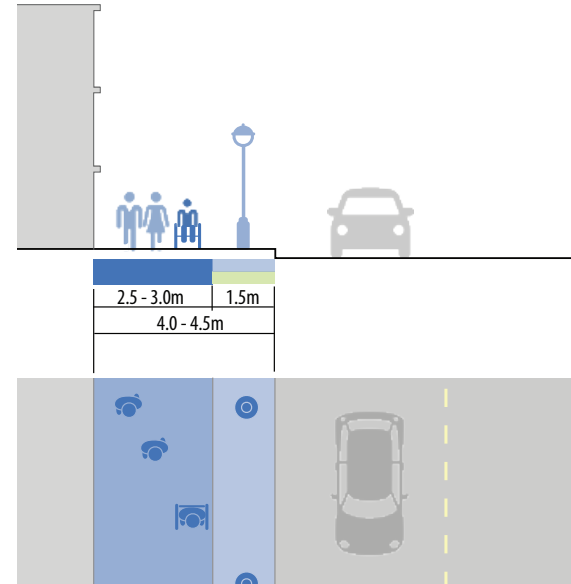


5  
km/h

### Suburban/Urban Buffered Sidewalk



### Urban Sidewalk



- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT



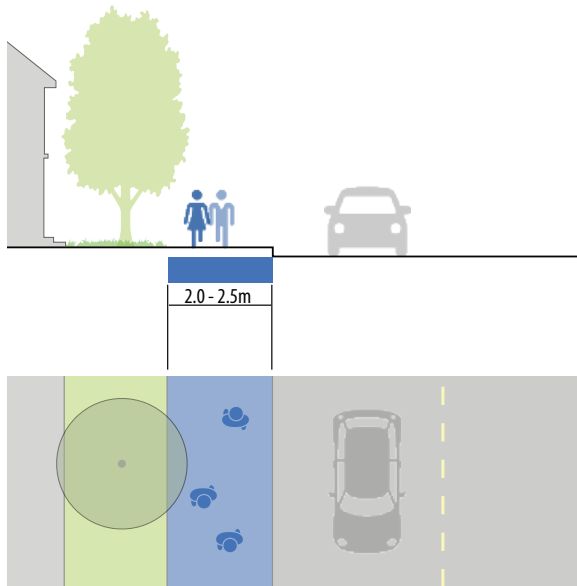
- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT

0  
km/h

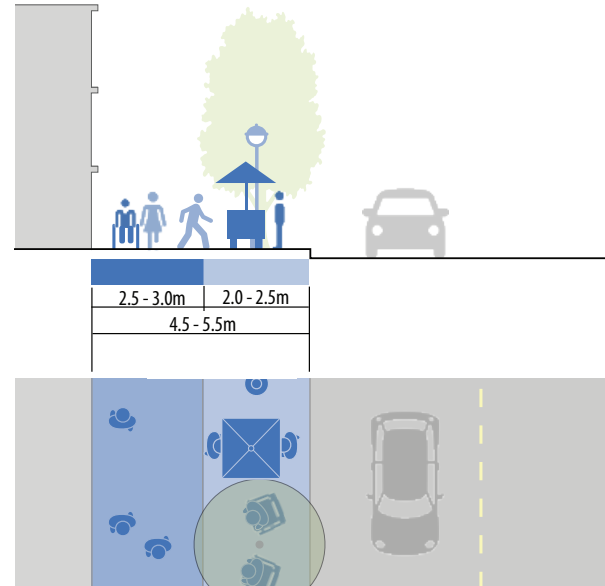


5  
km/h

### Suburban/Urban Sidewalk



### Urban Heart Sidewalk

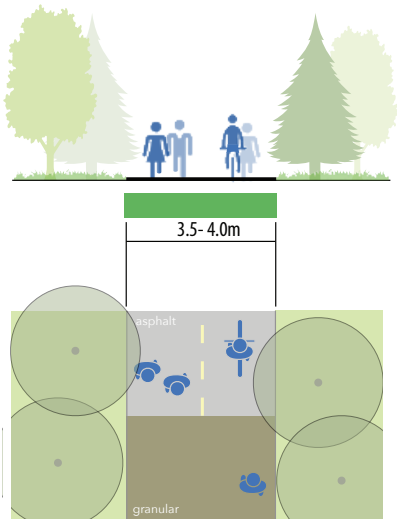


- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT



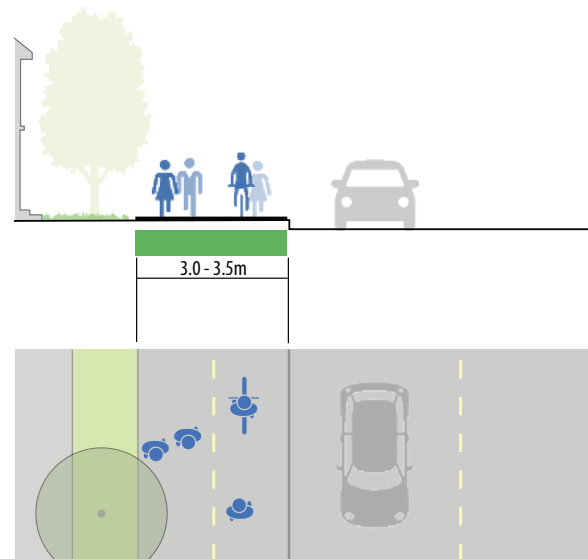
- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT

### Multi-Use Pathway



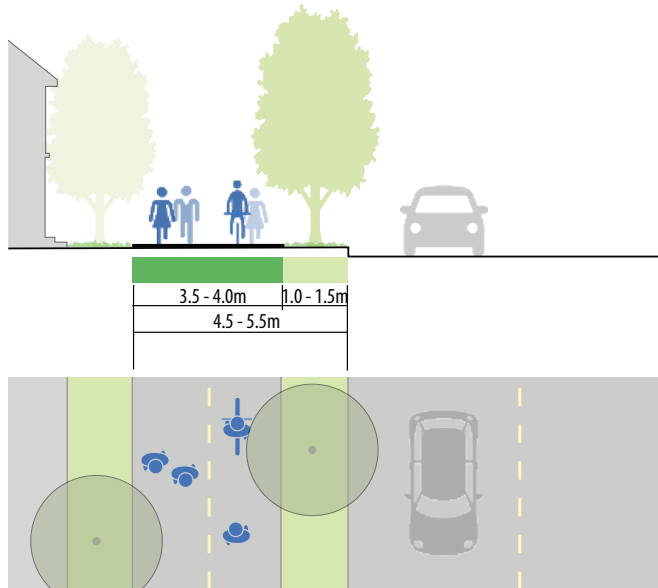
- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT

### Multi-Use Urban Pathway (Tight Street)

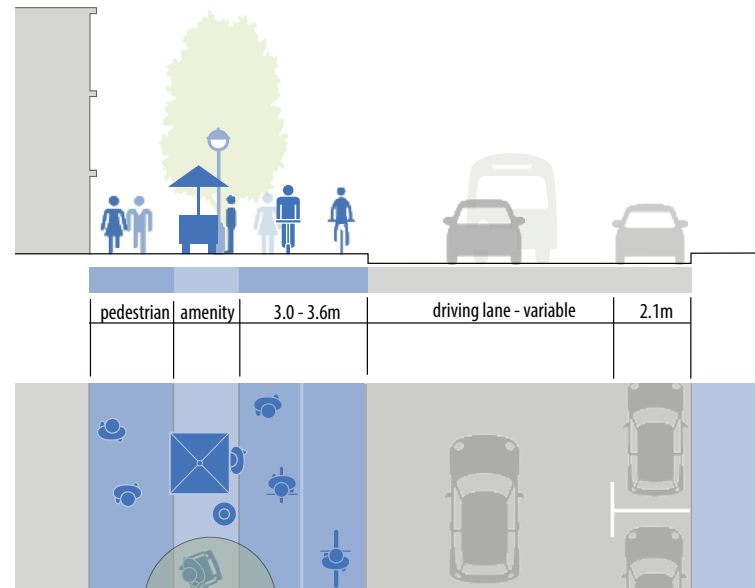


- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT

### Multi-Use Urban Pathway



### Town Centre Public Realm



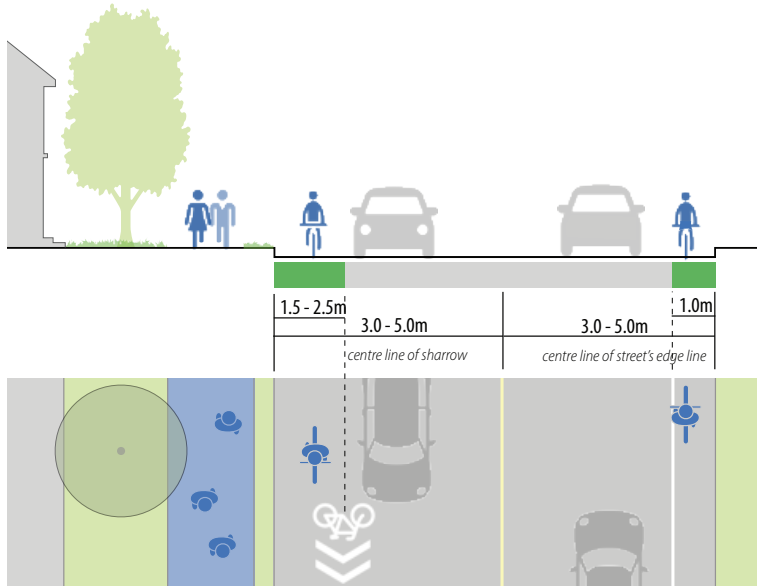
- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT



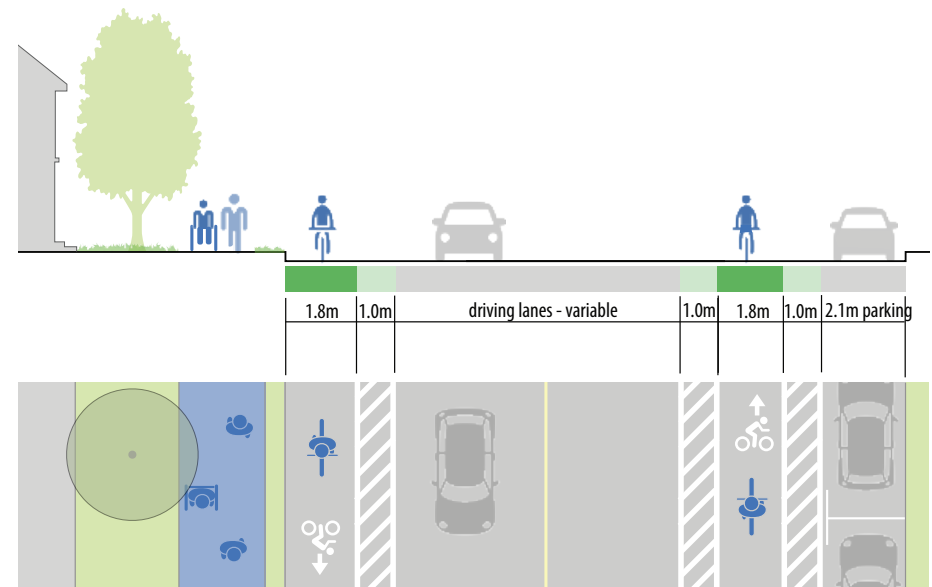
- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT



### Shared Routes



### Buffered Bike Lanes



- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT

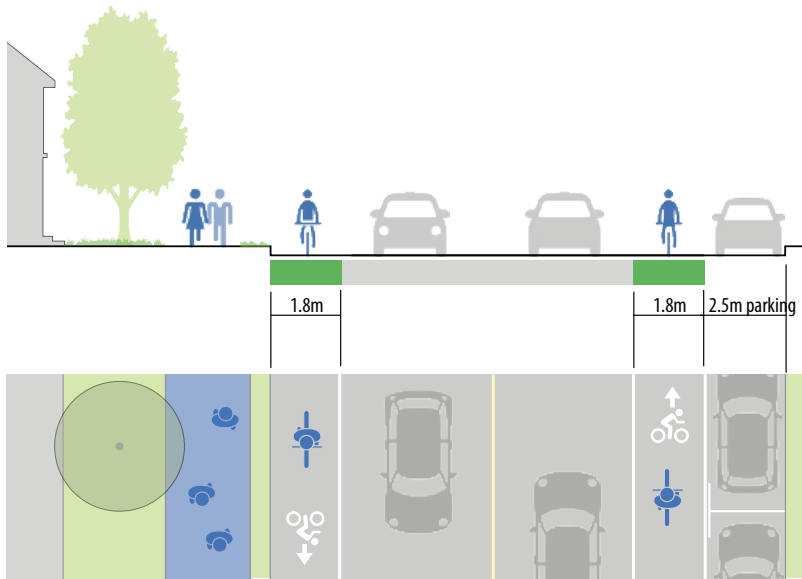


- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT



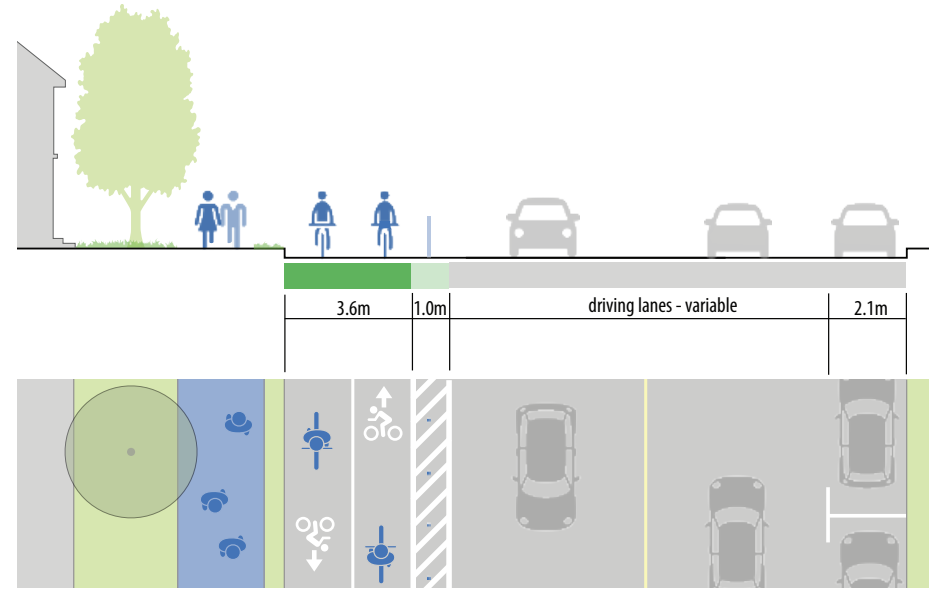


### Bike Lanes



- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT

### Protected 2-Way Bike Lanes



- SAFETY
- COMFORT
- SPACE
- COST
- BENEFIT



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