

Castle Car Park And Eye Of York

Design Engagement

Access Forum Meeting July 2024

This presentation should not be issued for public review. Images and designs are intended for stakeholder engagement purposes only.



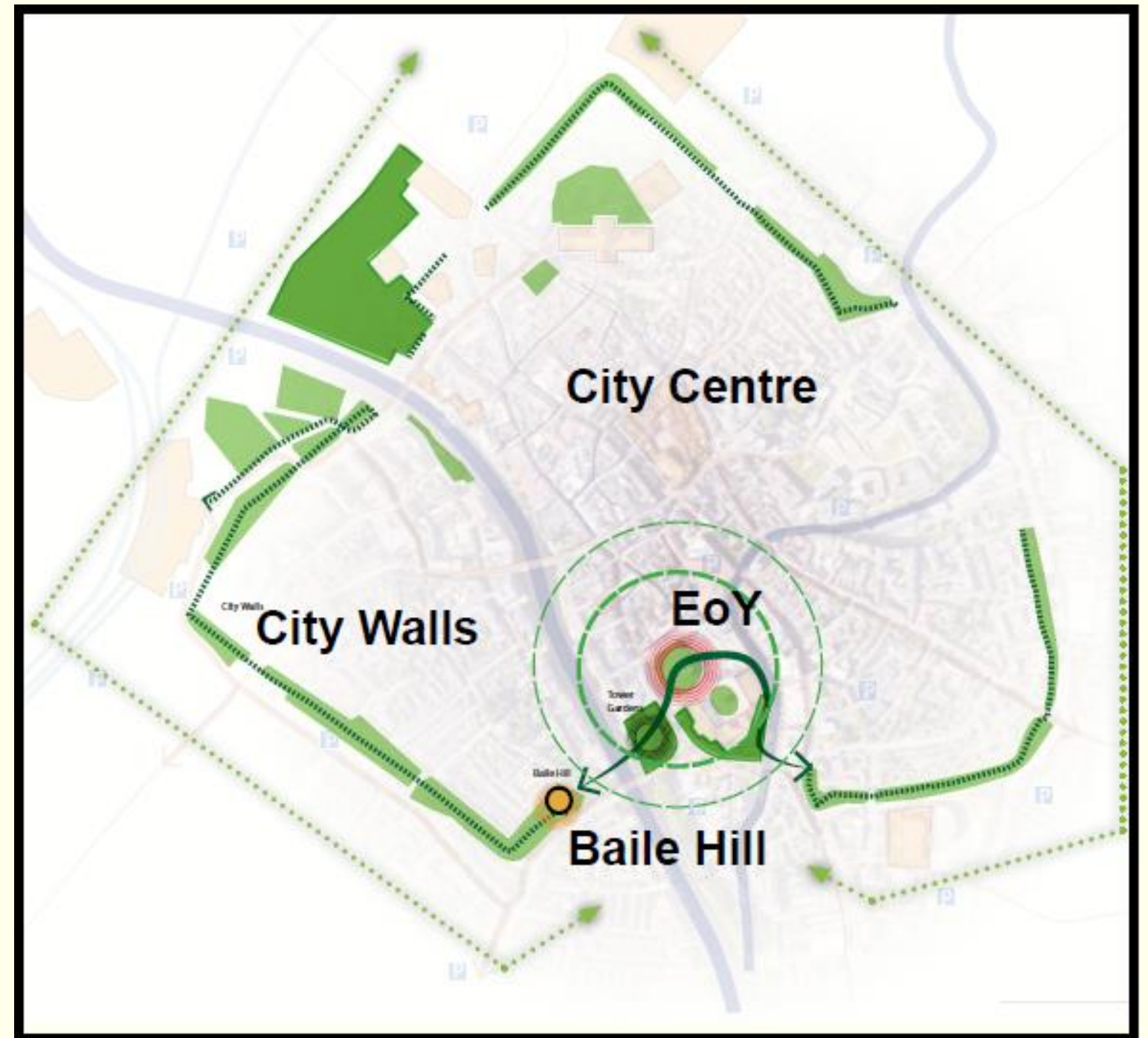
This is an engagement workshop to discuss the initial Castle Car Park and the ‘Eye of York’ public realm proposals.

The three key aspects of the design are:

1. Access to a new greenspace,
2. Creating a place for all,
3. Enhancing Heritage- Telling York’s Story.

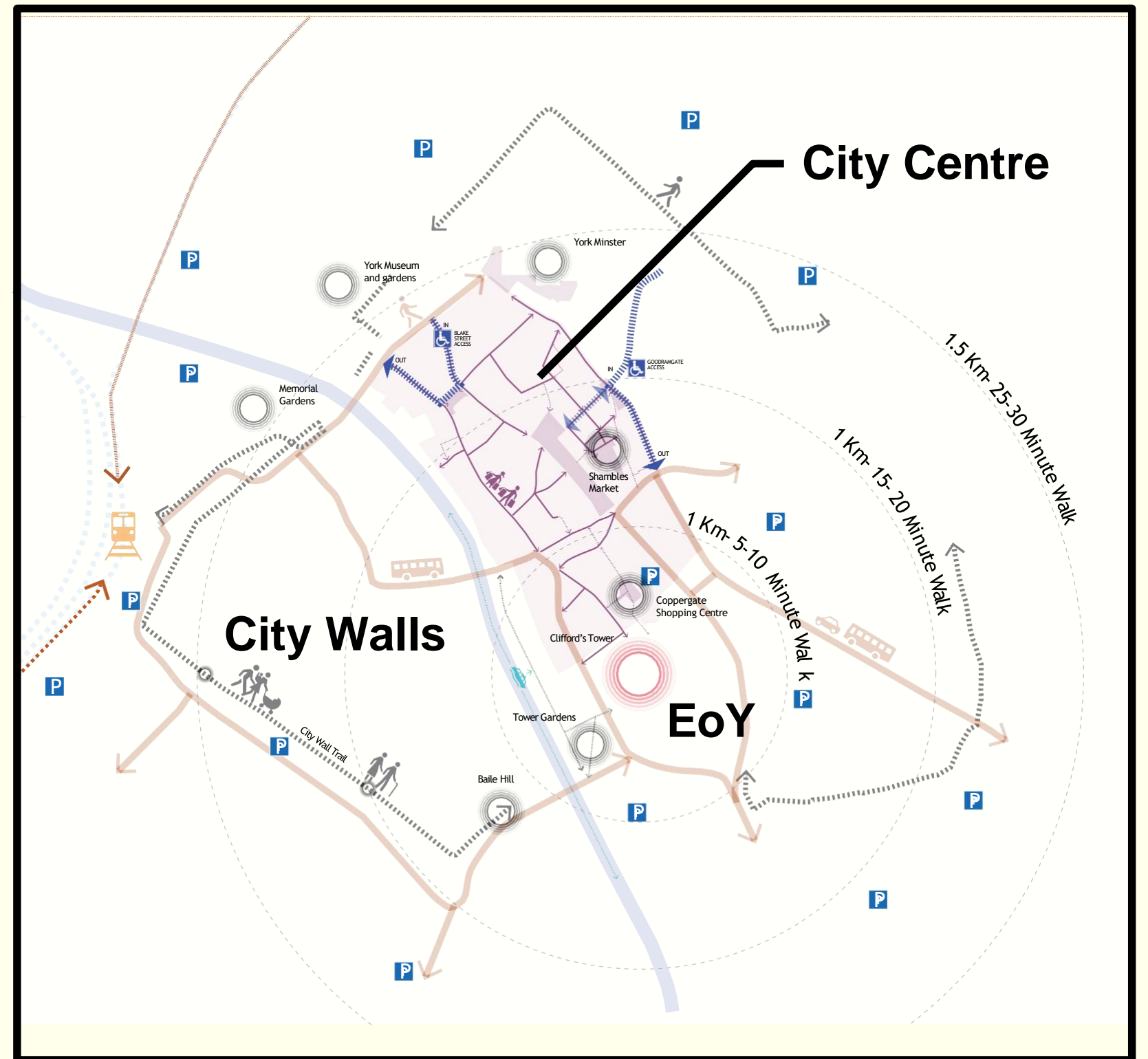
Create A New Greenspace

- A new greenspace to provide respite from the busy City Centre.
- New uses for people to enjoy,
- Place for Seating, play, education, picnicking, and remembrance,
- Spaces for residents and visitors.
- Reinforce the historic connection with the city walls



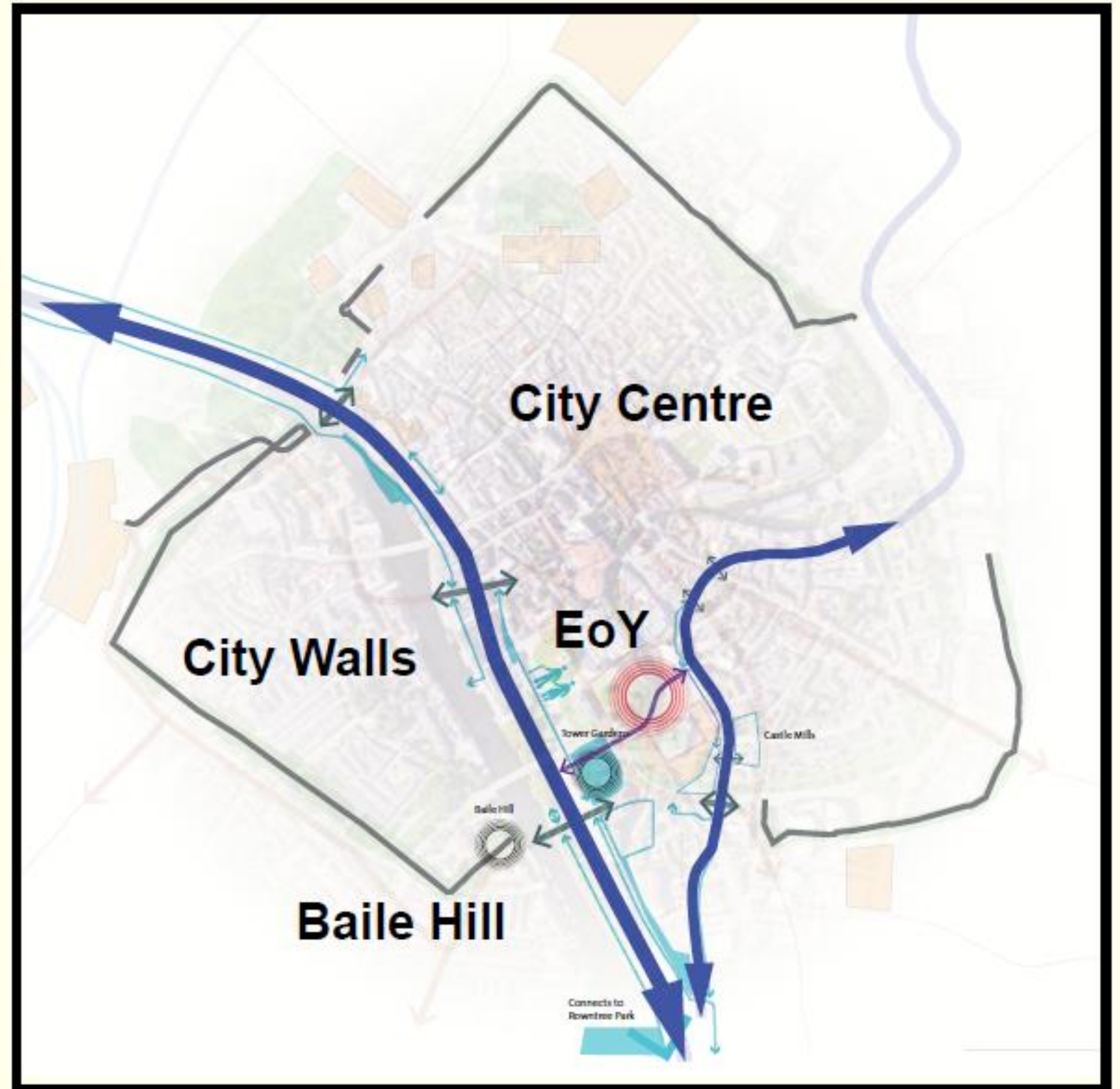
Access for All

- Designed to be inclusive and not discriminatory.
- Compliant, safe and convenient access routes
- Best practice Blue Badge parking facilities.
- Blue Badge Parking located to allow equal access to the all local amenities

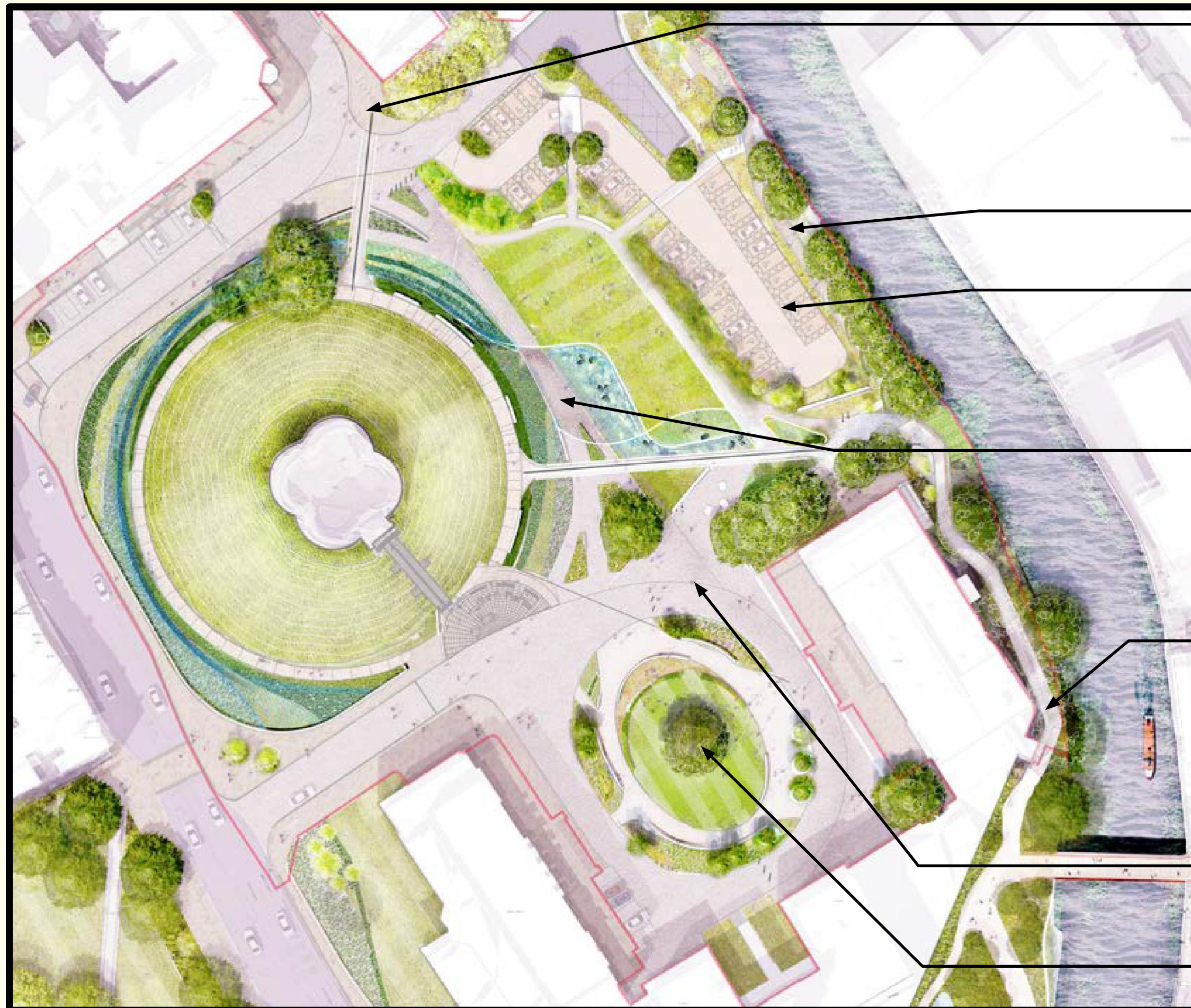


Telling York's Story

- Tell the story of York's history.
- Enhance the ecology and amenity of the River Foss.
- Complement the adjacent Castle Mills proposals.
- Protect the historic River Edge.



The Masterplan



**Widened Pavement
And Improved Ped.
Crossing**

New River Walk

**30 Space Blue
Badge Parking
Area**

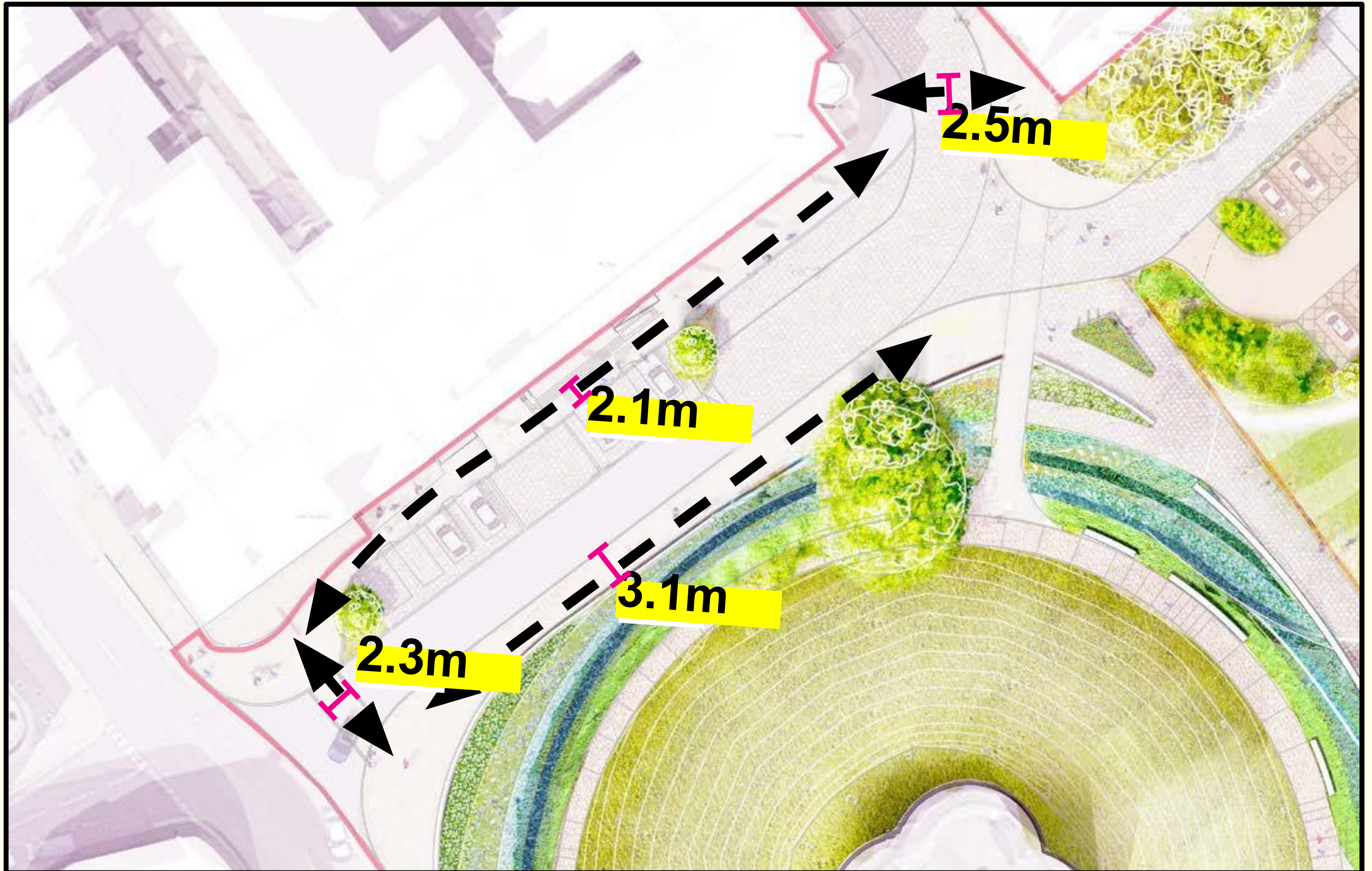
**Proposed
Castle
Approach**

Boardwalk

**'EoY' existing
kerb line
retained**

EoY Gardens

Tower Street Dimensions



Tower Street Gradients



Tower Street Crossing

- Simplify junction
- Introduce wide level crossings with raised table



What is a “raised table”?

- A generous, wide pedestrian crossing, level with the pavement:
- Makes junction more people friendly and accessible
- Creates an open, unobstructed route from City Centre into the proposed greenspace



Central Space Route Dimensions

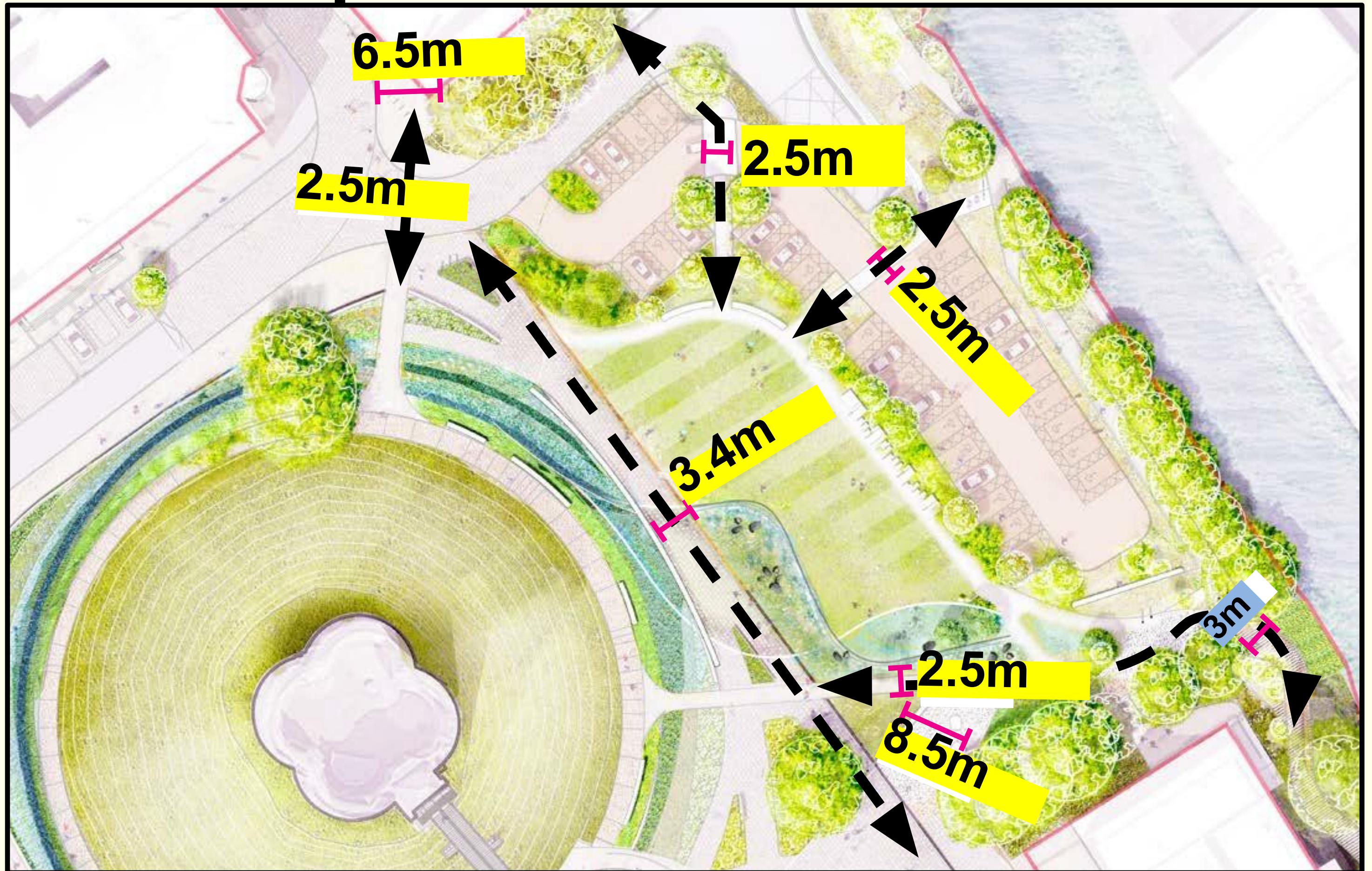


Diagram illustrating dimensions of routes. Route widths designed to best practice.

Central Space Gradients

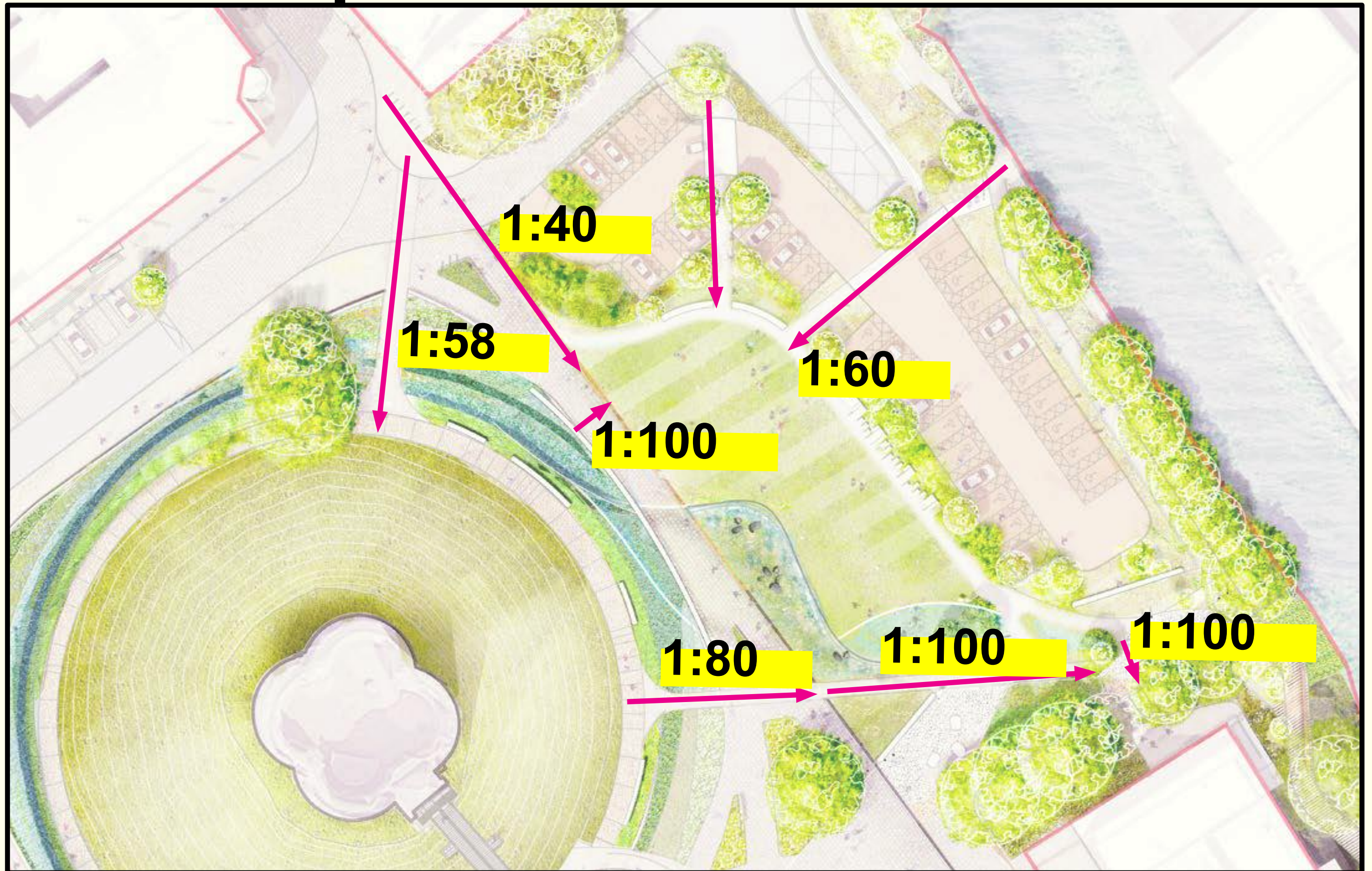
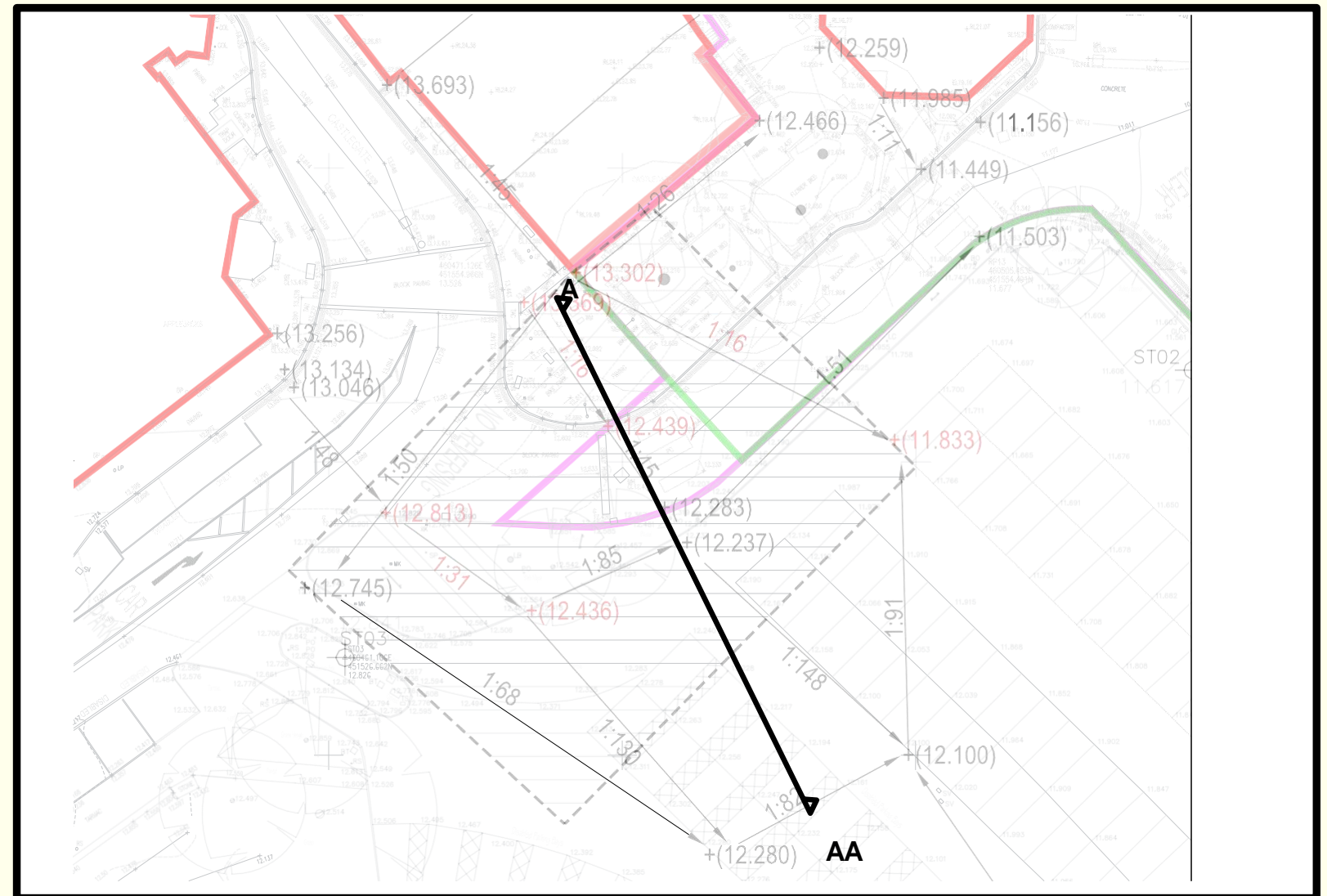


Diagram illustrating gradients of routes. Crossfalls designed to best practice.

Castlegate Levels Study

- Existing levels are too steep
- Proposed levels seek to make gradients more accessible.
- Existing fall is 1:30, proposed is 1:40.



Eye of York Route Dimensions

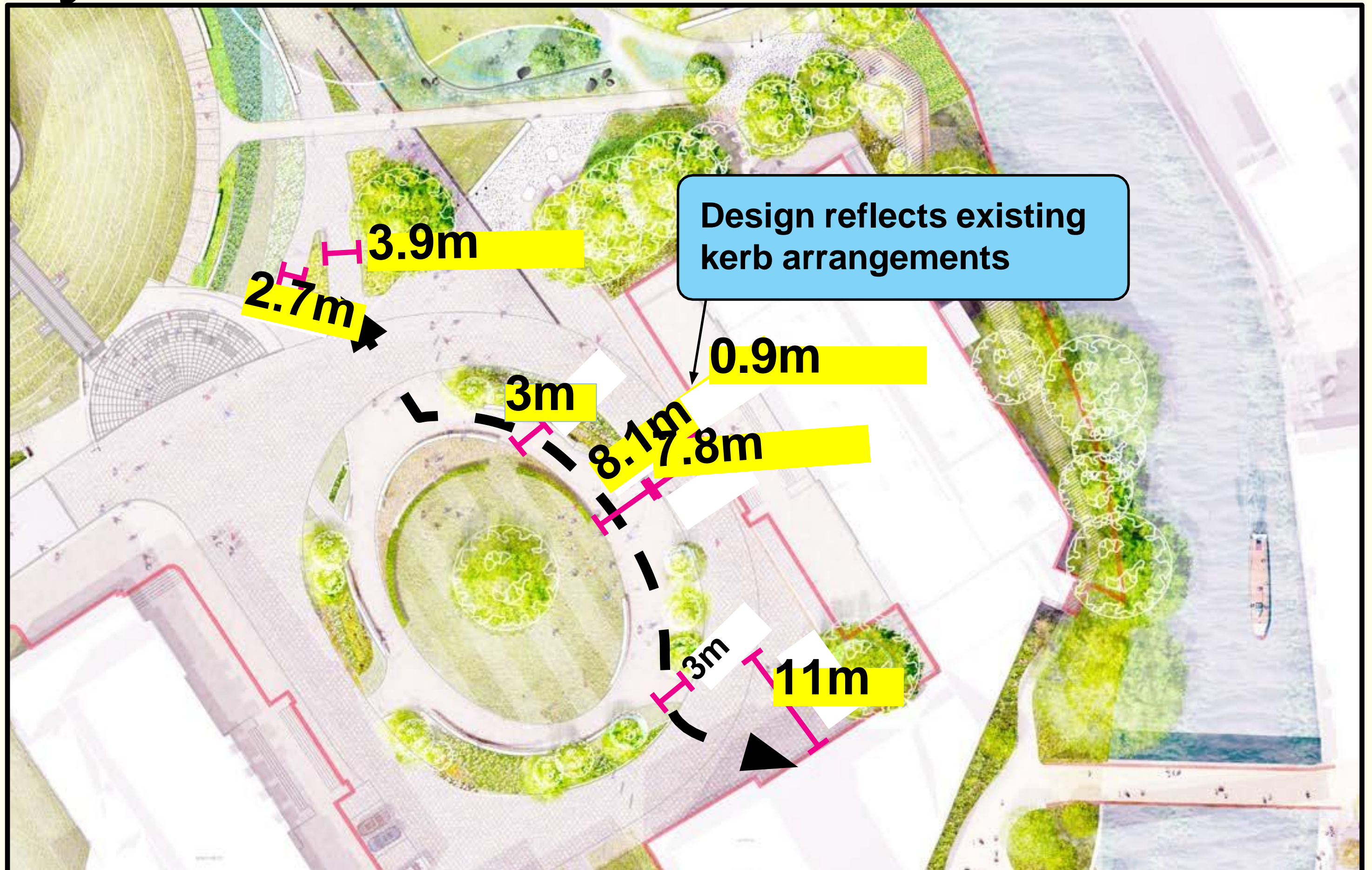


Diagram illustrating dimensions of routes. Route widths designed to best practice.

Eye of York Gradients

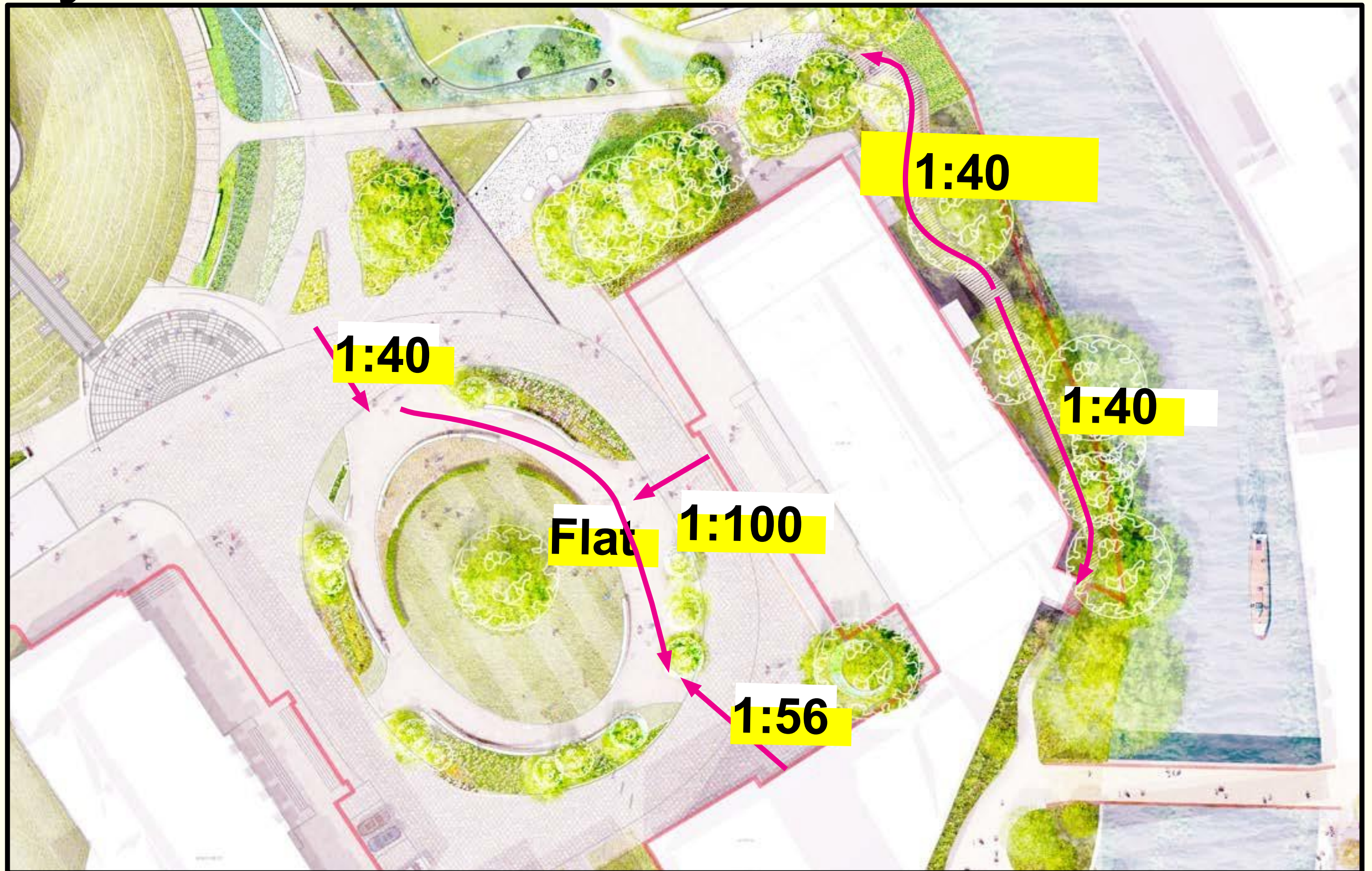


Diagram illustrating gradients of routes. Crossfalls designed to best practice.

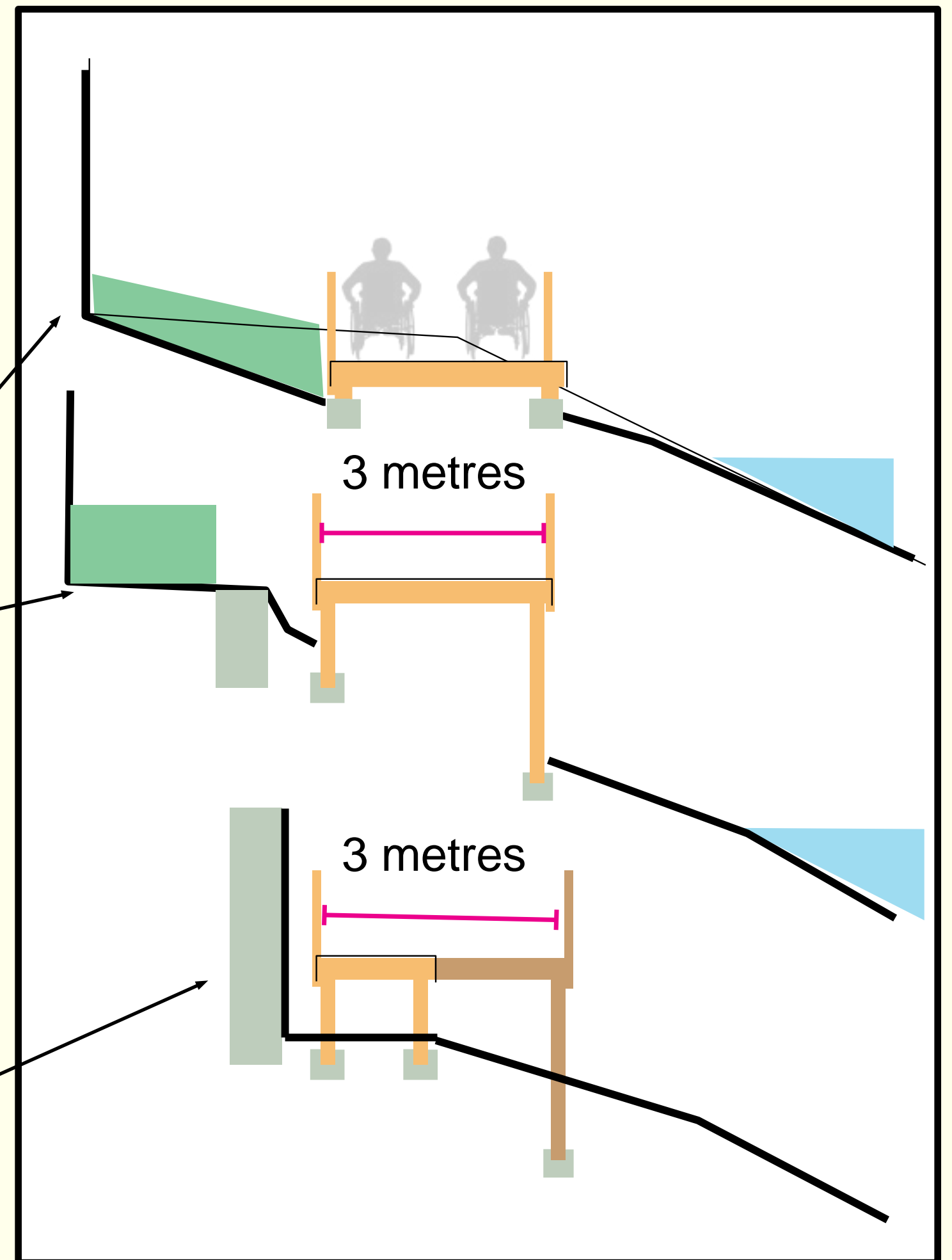
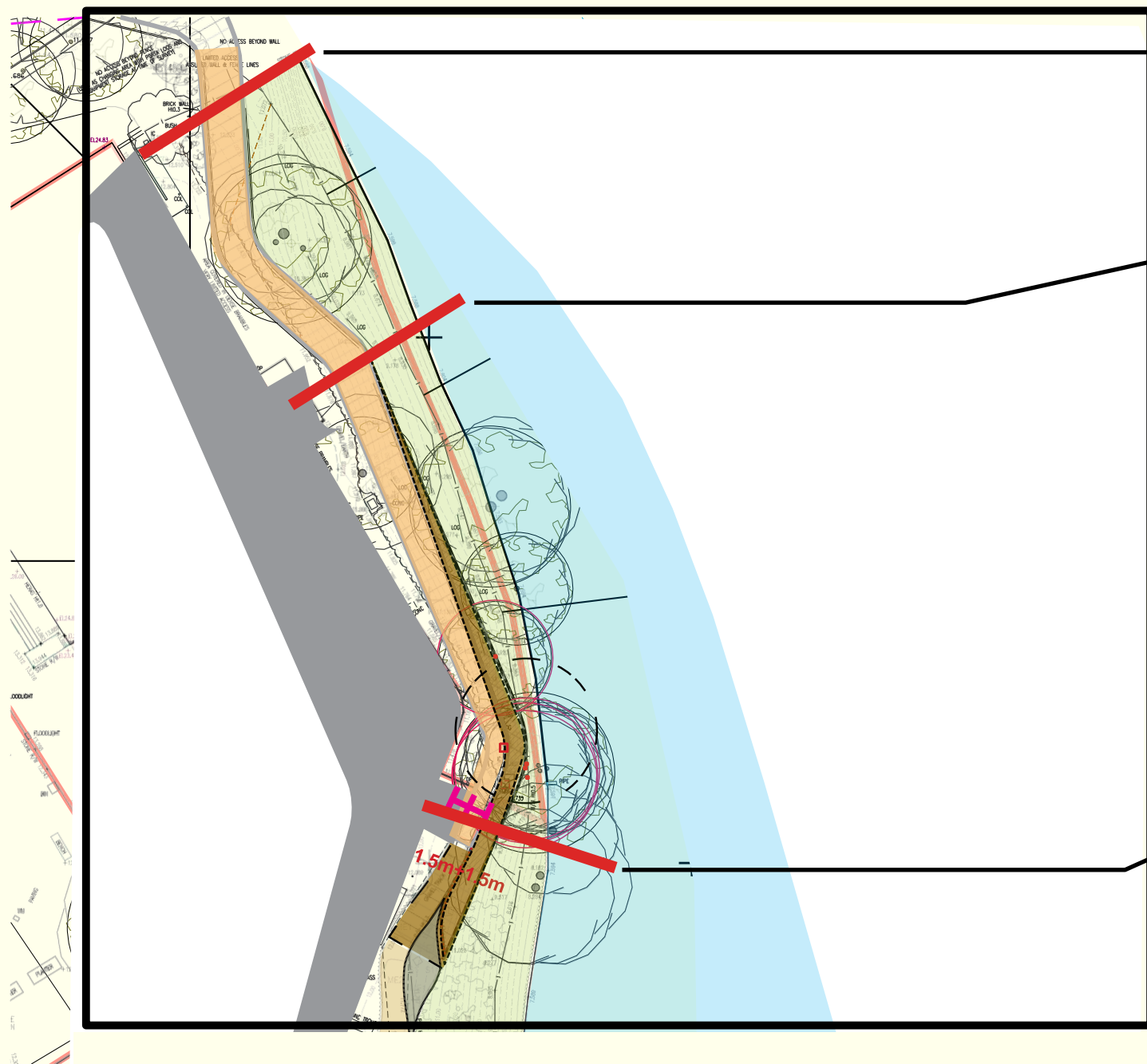
The River Walk

- There is no currently access behind womens prison
- Area is overgrown with vegetation
- Steep level changes



The River Walk

- Create a new boardwalk to connect to Castle Mills
- A wide and accessible route



Sections are illustrative and not to scale

Creating a more accessible destination

- Current blue badge parking does not meet accessibility standards
- We aim to deliver compliant parking bays to Regulation Standards (subject to Road Safety Audit or physical restrictions)

Tower Street

- Currently holds 7 non-compliant spaces
- Proposals are to provide 7 compliant Blue Badge Spaces
- Improved footpaths



Castle Car Park

- Currently 30 spaces
- No safe pedestrian route through car park
- Uneven surfacing



Central Space Parking - Option 1

- 30 Compliant Blue Badge Spaces
- 13 Spaces closer to the Coppergate Centre/ City Centre.
- 17 spaces closer to Castle Museum
- Greater 'central' open space, by circa 400m²



**Central open
space 1,805m²**

**13 spaces north of
the centre line**

Parking Considerations - Option 2

- 30 Compliant Blue Badge Spaces
- 17 Spaces closer to the Coppergate Centre/ City Centre.
- 13 spaces closer to Castle Museum
- Smaller area of 'central' open space.

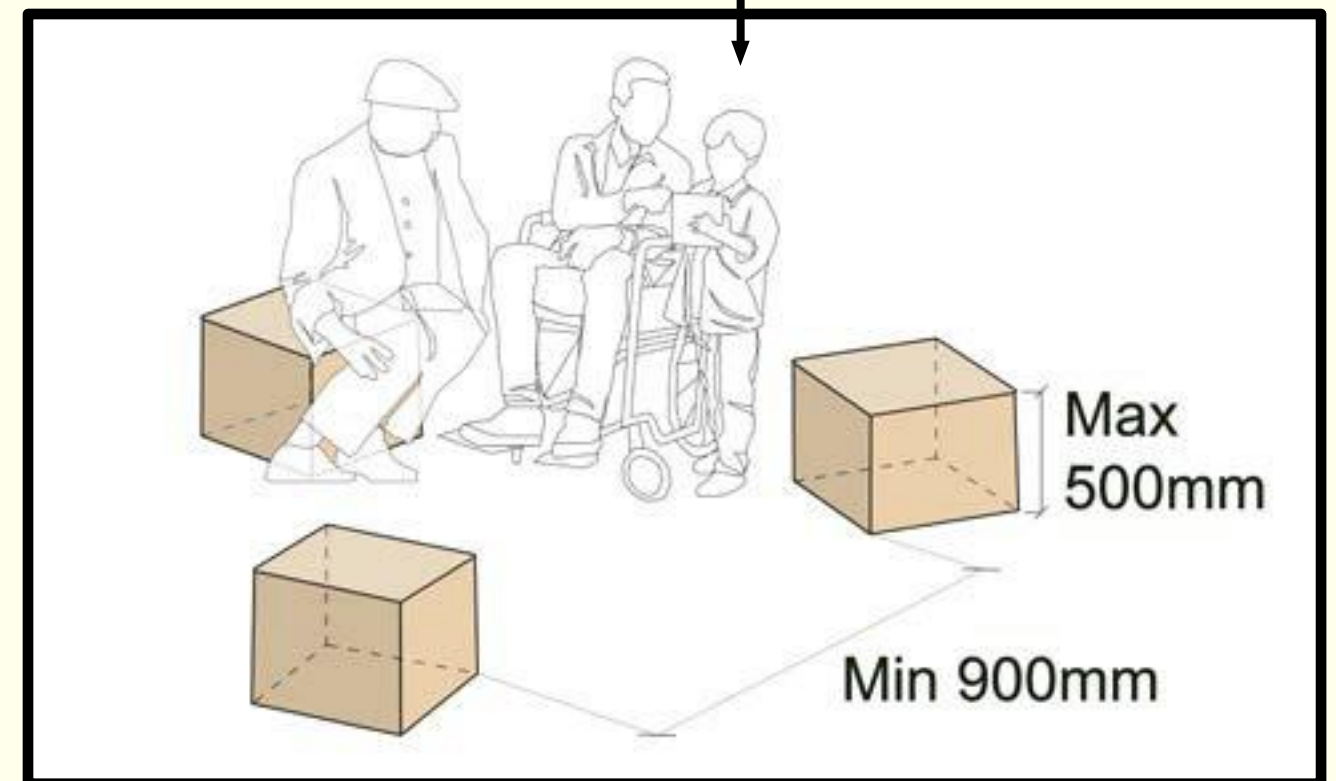
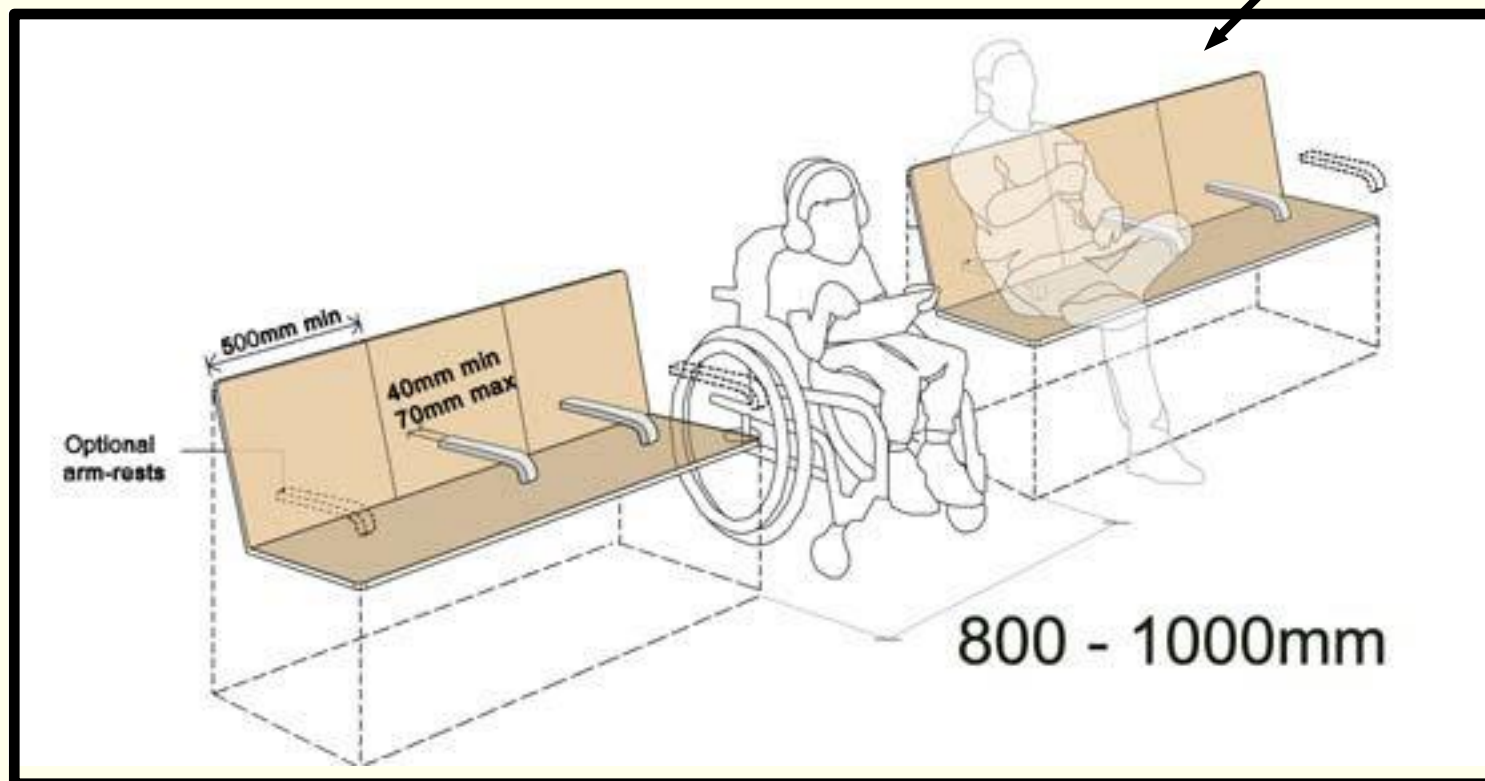
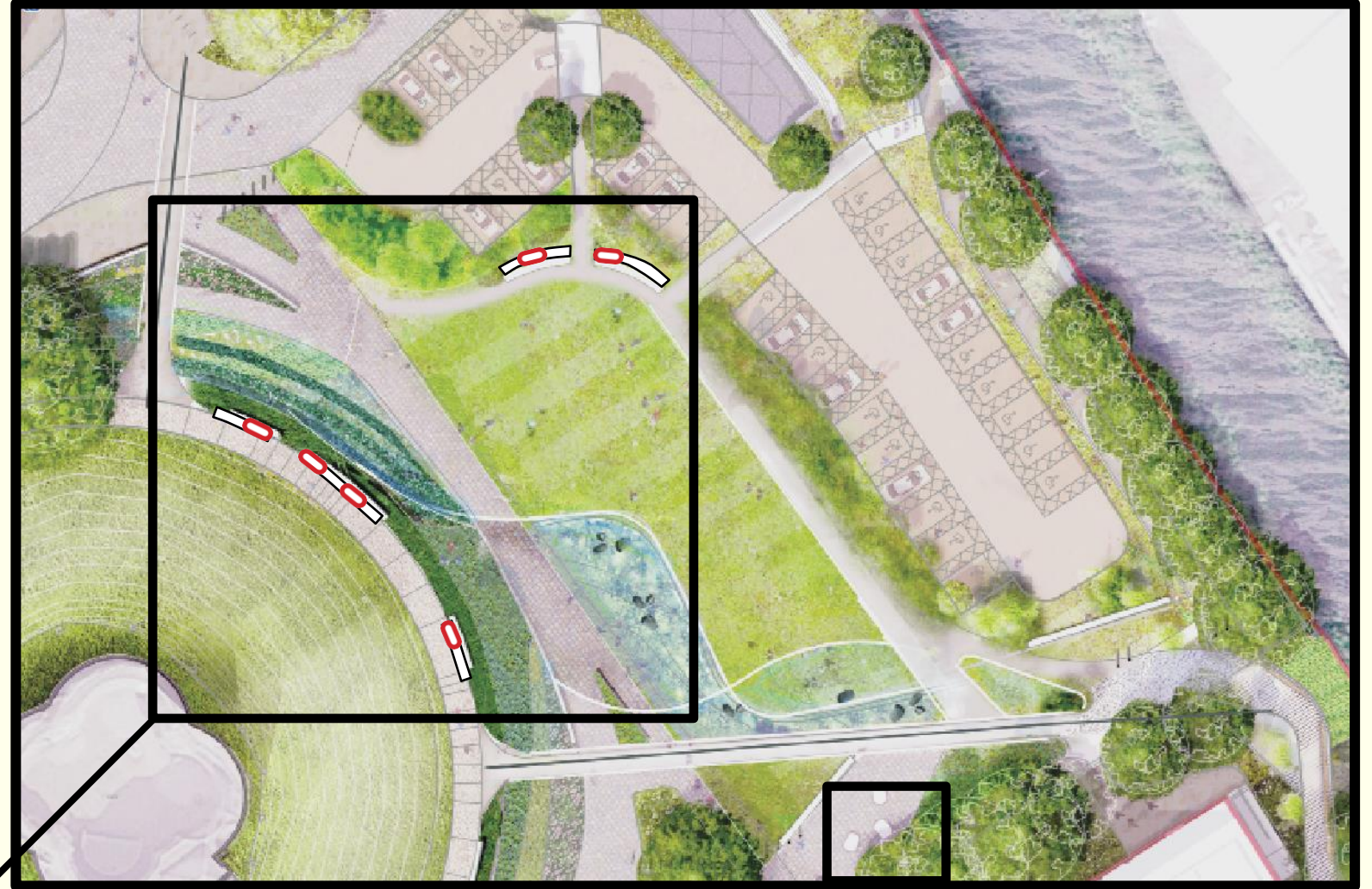


Central open
space 1,410m²

13 spaces north of
the centre line

Street Furniture- Benches

- Seating with back and arm rests
- Wheelchair accessible seating spaces
- Seating opportunities maximum distance apart to be 100m.



Play Edges

- Maximise the opportunity for inclusive play.
- Mix of play opportunities provided for:

Physical: e.g. running/ wheeling, climbing and balance

Creative: e.g. quiet spaces for making; story telling space

Social: e.g. chatting, reading; tables and chairs for games

NATURAL PLAY FEATURES



SMALLER ELEMENTS/ PLAY EQUIPMENT



Sensory Play

- Addition of sensory play.
- Play incorporating sound

(Play elements will be designed in collaboration with play specialists)



Precedent imagery of sound generating play pieces.
Images credit to Timberplay