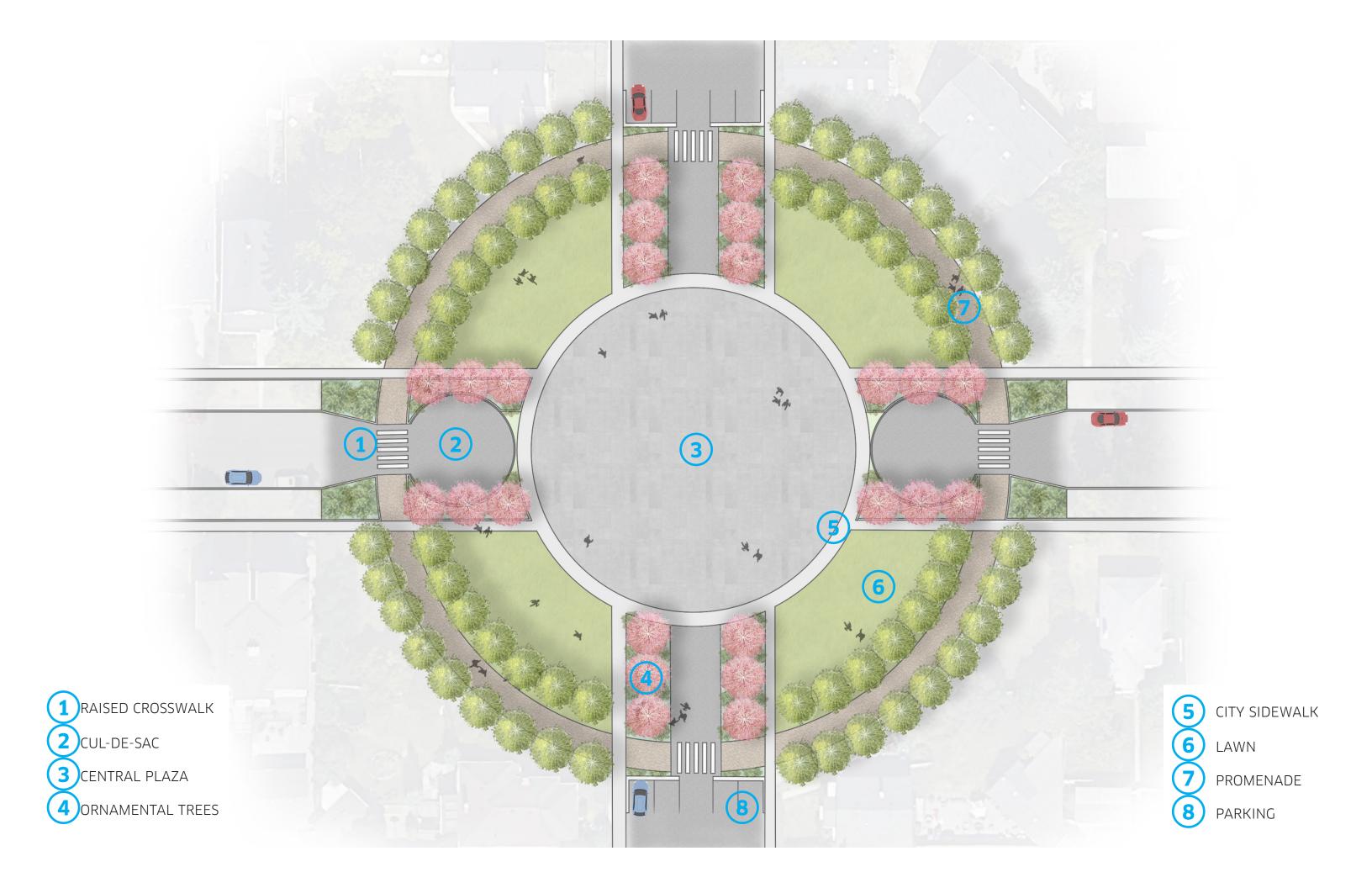
Visitors to Balmoral Circus will be greeted by the view of a stand of flowering trees and low shrubs (4). Stepping into the Circus
you land on a generous tree lined path that circulates around the entire park (7). To facilitate vehicles safety turning around on
19th Avenue a cul-de-sac is within the Circus (2), with breakaway bollards prohibiting any through traffic, additional parking is
available on 2nd Street. The Circus is a place for pedestrians and cyclists. The central part of Circus is a paved surface, with the
potential for a unique concrete pattern or mosaic (3). This open area will provide a flexible space for community members to
gather, from the impromptu hockey game to the first pedals of a bicycle. Surrounding the central plaza, lawn panels (6) provide a
place for people to sit and spread out a blanket, soak up the sun and take part in neighborhood happenings.



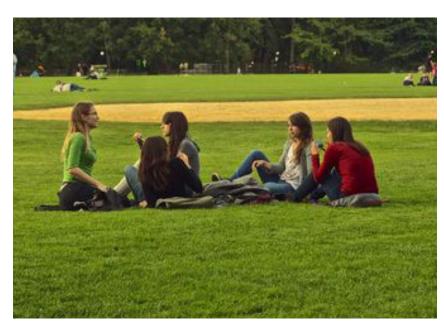








THIS GENEROUS PATHWAY CIRCLES THE ENTIRE CIRCUS, WITH THE QUARTERS CONNECTED BY A RAISED PEDESTRIAN CROSSWALK





LAWN

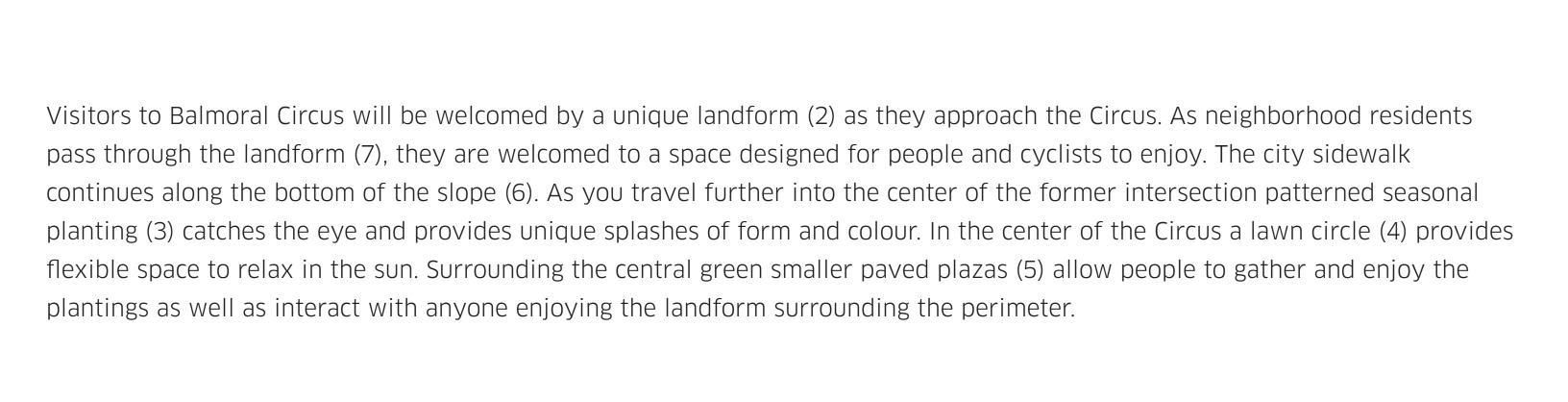
A PLACE FOR INDIVIDUALS AND FAMILIES TO SPREAD A BLANKET, CATCH SOME SUN AND MEET UP WITH COMMUNITY MEMBERS

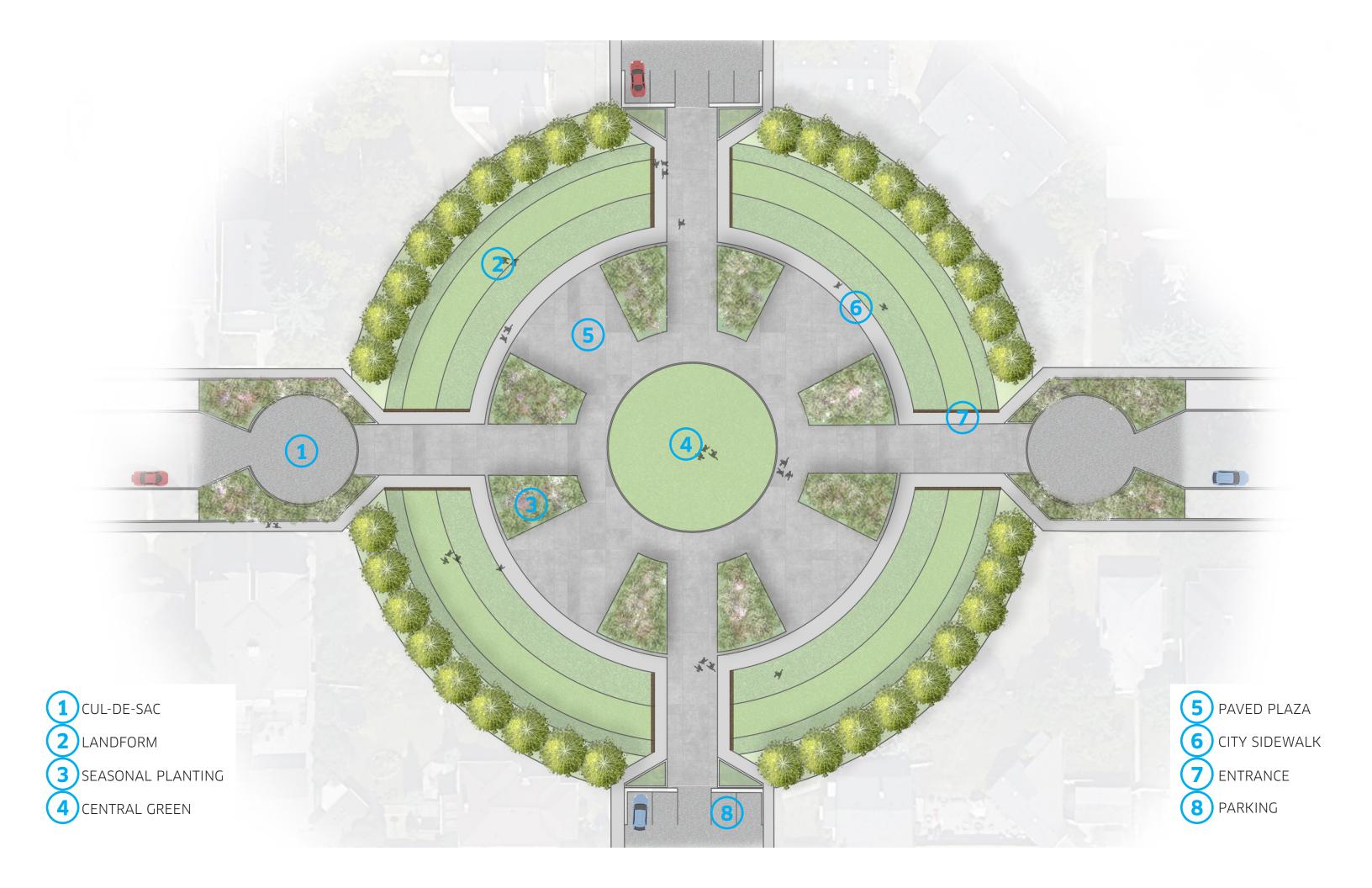


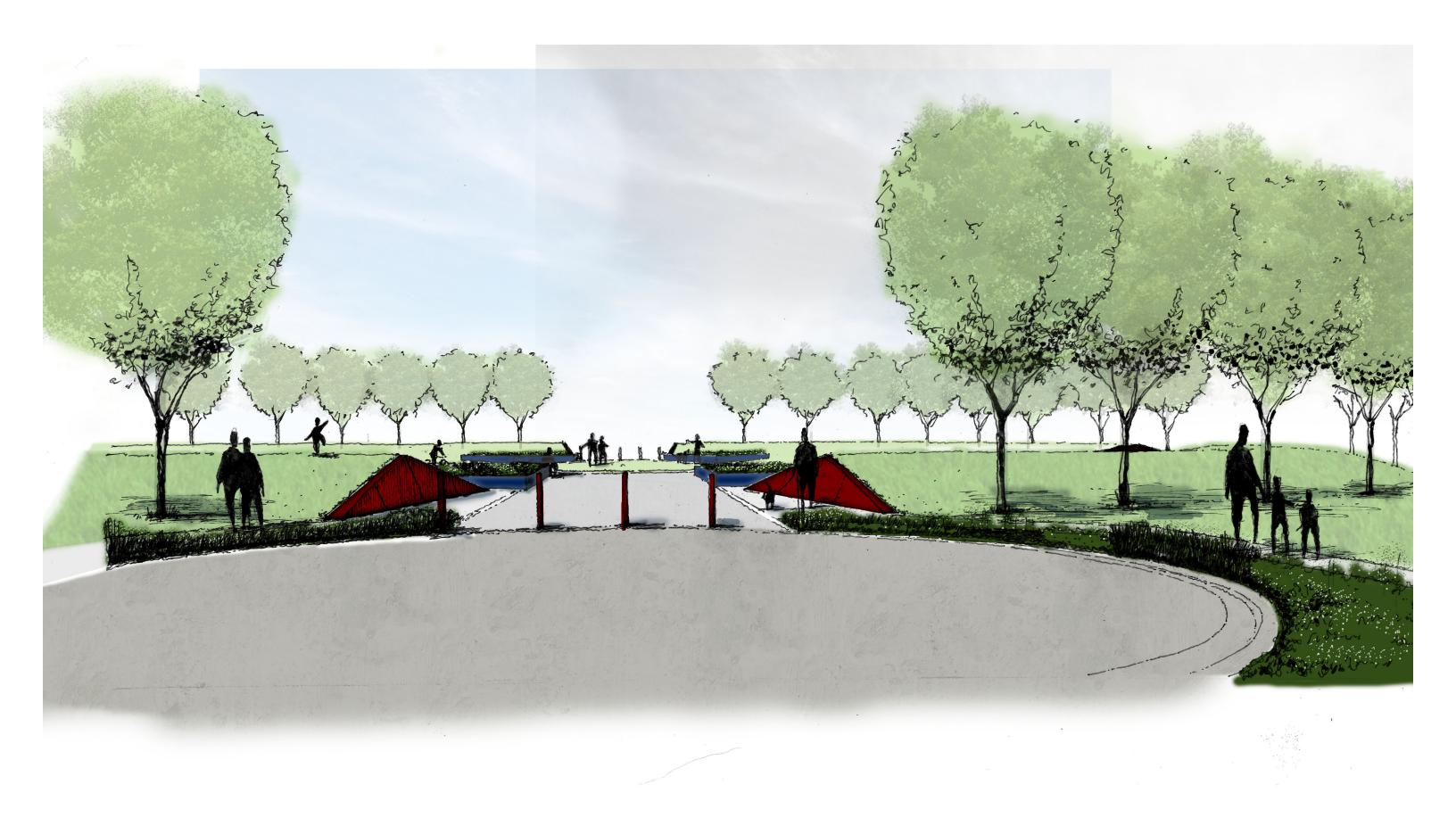


ORNAMENTAL TREES

THE PEDESTRIAN FOCUS OF THE CIRCUS IS SIGNALED BY THE FLOWING TREES ON EITHER SIDE OF THE CUL-DE-SAC, CREATING A SEASON INTEREST AND FORMALITY THAT REFERENCES THE CITY BEAUTIFUL MOVEMENT STYLE OF DESIGN THAT INFLUENCED THE ORIGINAL CIRCUS FORM AND DESIGN











PLANTING ISLANDS

AS YOU MAKE YOUR WAY TO THE CENTRAL GREEN, RAISED PLANTING BEDS, INSPIRED BY THE CITY BEAUTIFUL MOVEMENT, PROVIDE THE POTENTIAL FOR COMMUNITY LED PLANTING AND SEATING BRING COLOUR AND SHAPE INTO THE SPACE





LANDFORM

AROUND THE PERIMETER OF THE CIRCUS A SLOPED LANDFORM WILL ACT AS A VISUAL EDGE TO THE PARK AS WELL AS A PLAYFUL STRUCTURE FOR RECLINING AND ENJOYMENT





THE ENTRANCE

THE PERIMETER LANDFORM THAT SURROUNDS THE CIRCUS WILL HAVE A FOUR ENTRANCES THAT SLICE THROUGH THE FORM, MARKING THE CENTRAL SPACE FOR COMMUNITY MEMBERS