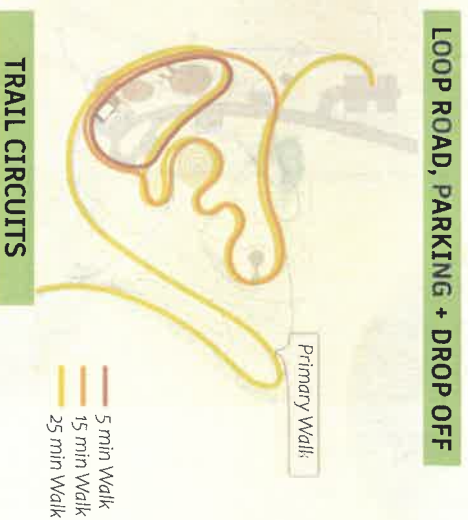
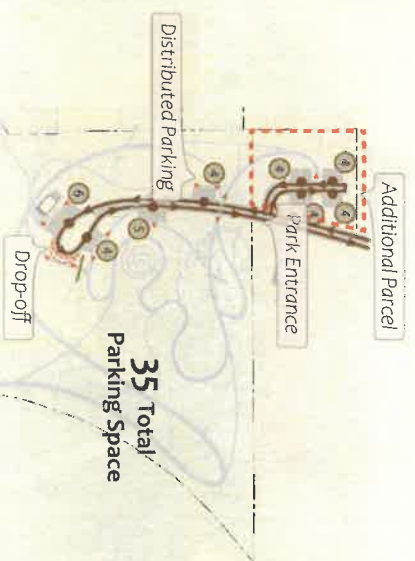


# ACCESSIBILITY + TRAILS

Inclusion and access are extremely important drivers of this park! This design provides trails, programs, amenities, and wayfinding that can be enjoyed by members of the Birmingham community of all ages, abilities, and socioeconomic backgrounds. Most importantly, we envision universal access to all portions and areas of the site, with a design that embraces key accessibility principles (listed below). The main arterial walkway meanders through the entire park and touches all programmatic and ecological experiences. We also see this park as a network of trails, or “trail circuits,” that vary in length, complexity, and steepness to accommodate all abilities to work up in rigor. Distributed across the trail network are “programmatic/amenity hubs” that allow individuals a moment to rest and recharge as needed. Parking is dispersed across the park to ensure ample options, and individuals with disabilities can park closer to the activity area they want to engage in.



- Rest Stop
- Easiest (0-2% slope)
- Easy (2-5% slope)
- Moderate (5-8% slope)
- Difficult (10%+ slope)



## KEY ACCESSIBILITY GUIDING PRINCIPLES



**CREATE RANGE**  
Design experiences and trails that range in challenge (easy to difficult)



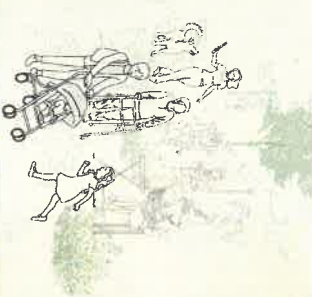
**DESIGN CIRCUITS**  
Embrace circulation that is interconnected and loops back to the origin



**PROXIMATE HUBS**  
Create nodes of rest (seating, shade, etc.) that are within 1/4 mile distances of each other



**DISTRIBUTED PARKING**  
Prioritize dispersed parking that is centralized and paired closely with programmatic areas



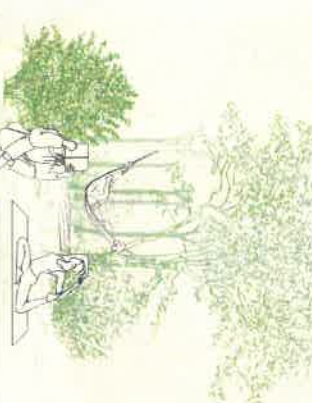
**UNIVERSAL DESIGN**  
Embrace universal design concepts whenever possible



**SENSORY FORWARD**  
Provide programmatic experiences that are diverse in sensory experiences



**DIVERSITY OF INTERACTIONS**  
Ensure spaces for one-on-one interactions to larger group social events



**MOMENTS OF REFUGE**  
Create built-in quiet spaces that can be used for self-regulation and reflection