

A New Leisure Centre for Ealing

Sounding Board

19.02.24

Introductions

Progress Update

LB Ealing

Planning Update

Tibbalds

Scheme Update

Design Team

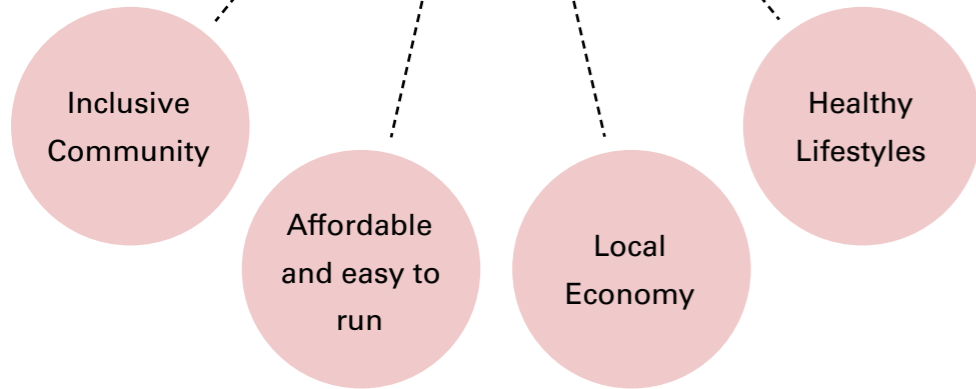
Scheme Update

What is important for Gurnell?



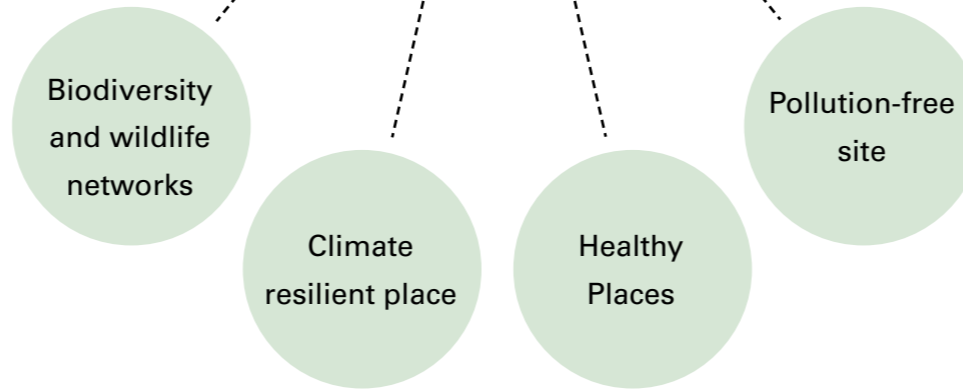
Thriving Community

Creating a healthy and inclusive community for a wide range of users and residents both new and existing



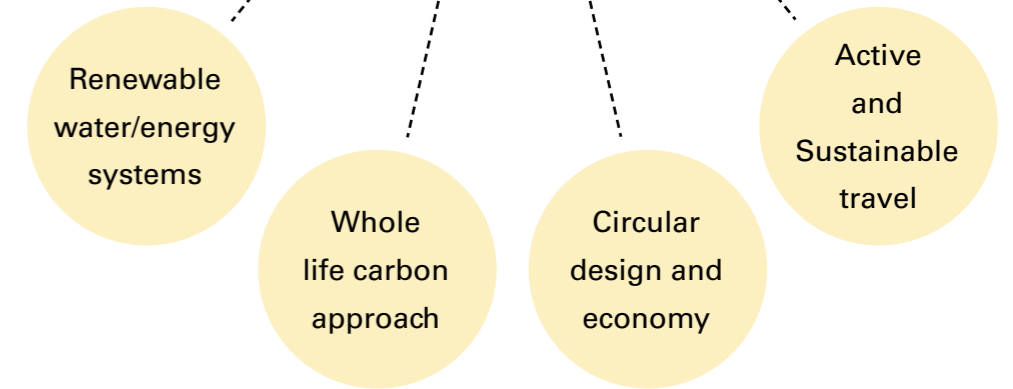
Part of the Park

Improving access to open space and protects and enhances wildlife corridors and green spaces



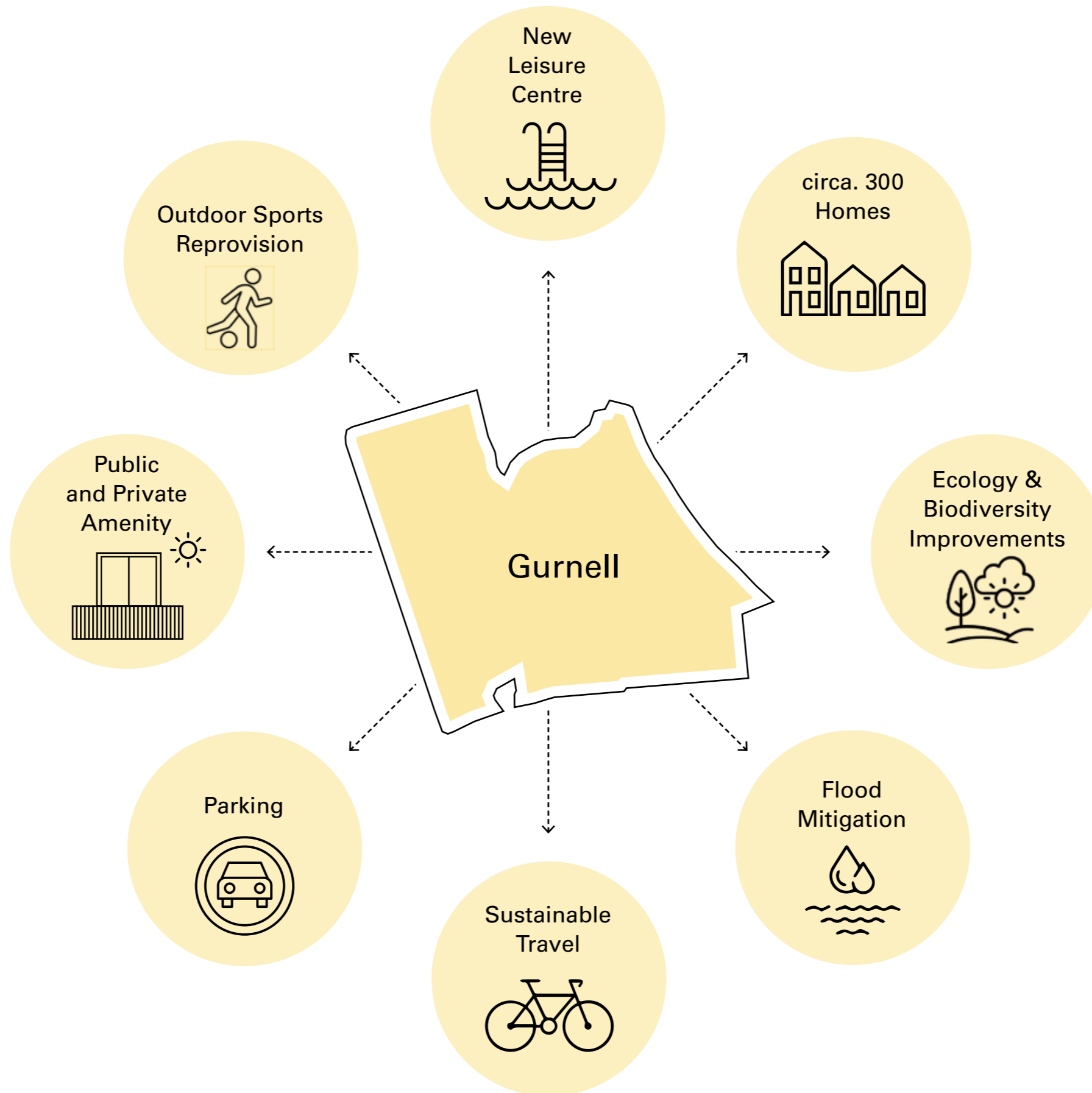
Renewable Resources

Wholistic approach to sustainability that creates a renewable, net zero carbon and low-cost legacy



Scheme Update

What do we need to provide?



Masterplan

Masterplan - Key Moves

Expanding the Riverside Character / Bringing the parkland to Ruislip Road

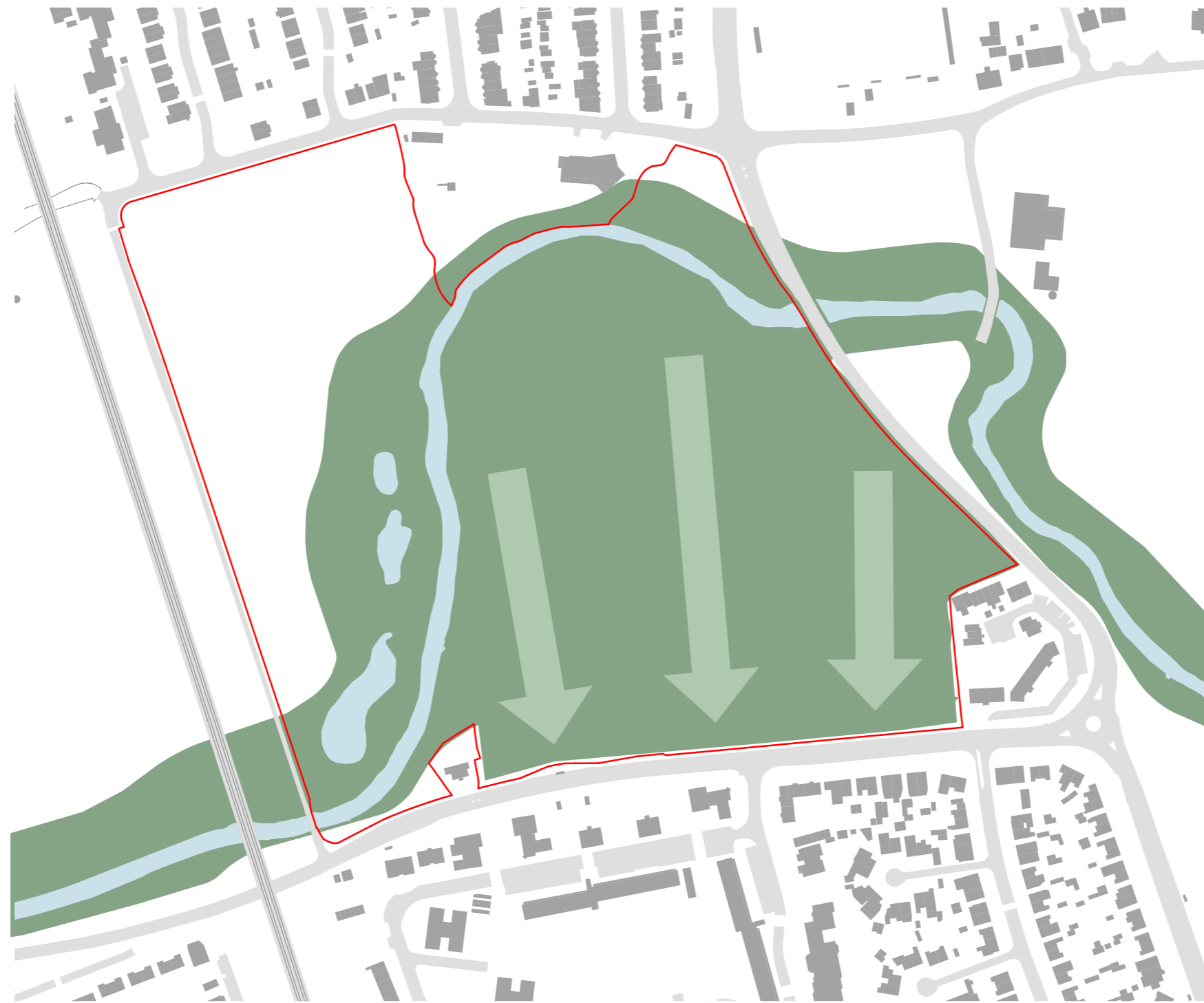


Diagram showing the landscape character expanded to Ruislip Road

Masterplan - Key Moves

Creating Improved Access to MOL



Diagram showing the routes creating access into the MOL

Masterplan - Key Moves

Prioritise Building on Previously Developed Land



Diagram showing the development prioritised on previously developed land

Masterplan - Key Moves

Leisure and Housing Located to suit surroundings



Diagram showing the locations of the residential and landscape

Masterplan - Key Moves

Buildings set in Parkland



Diagram showing the buildings set in landscape

Masterplan - Key Moves

Creating Pedestrian and Cycle East/West Routes



Diagram showing future bridge location and connections east to west across the park

Masterplan

Making the Park a Place of Activity



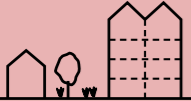
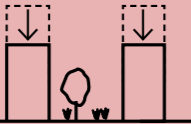
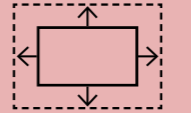



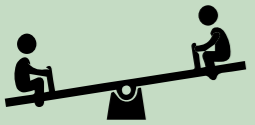



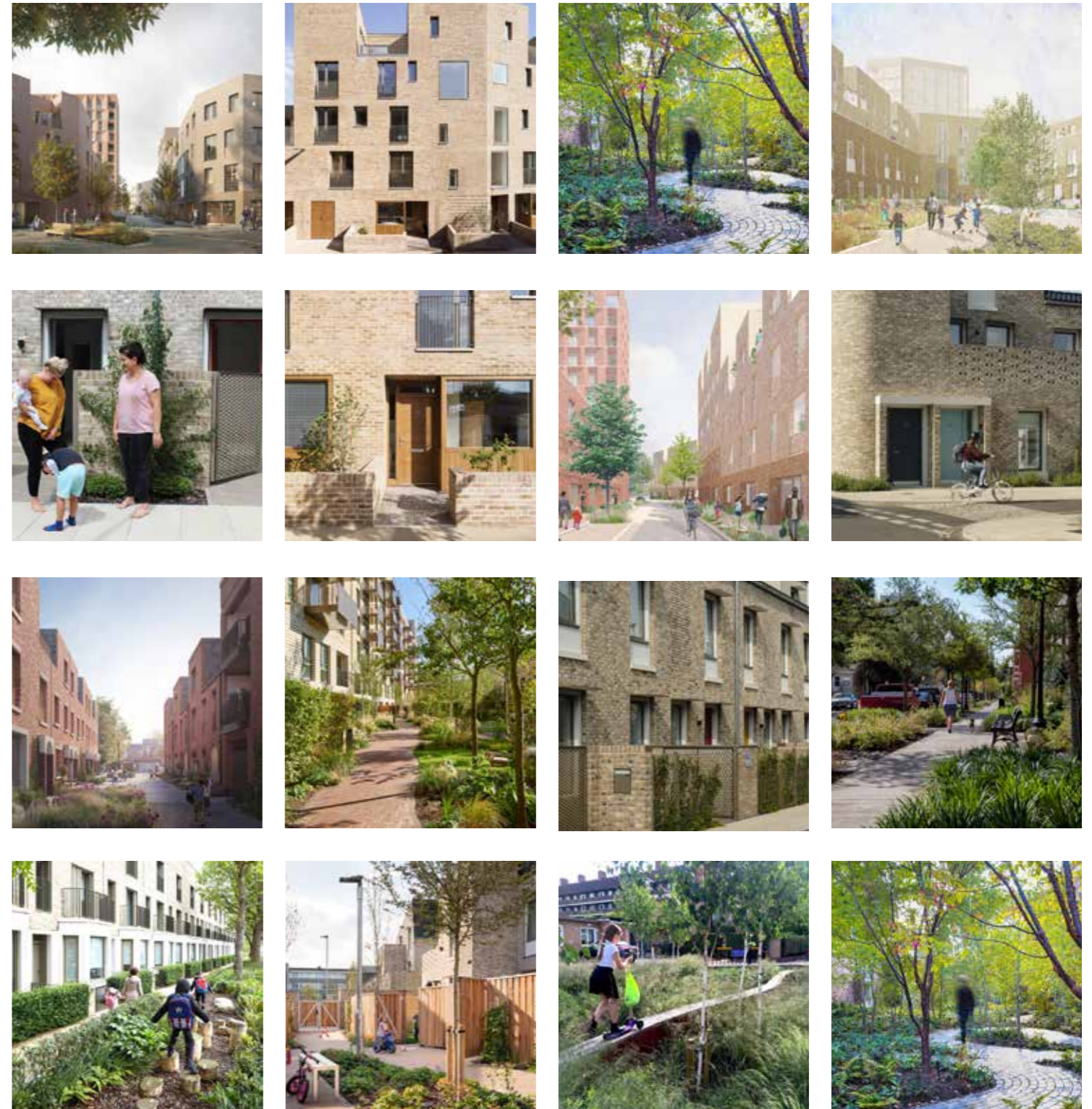
Diagram showing the BMX, play and skate park set in the wider parkland

Housing

Housing

What type of homes are we making at Gurnell?

<p>circa. 300 Homes</p> 	<p>35% Affordable Homes</p> 	<p>Low energy homes</p> 
<p>Street Based Typologies</p> 	<p>Human Scale</p> 	<p>Efficient Building Footprint</p> 
<p>On-street Parking</p> 	<p>Integrated Bike Storage</p> 	<p>Pedestrian Focused</p> 
<p>Safe play space</p> 	<p>Generous Amenity Space</p> 	<p>Landscape led</p> 

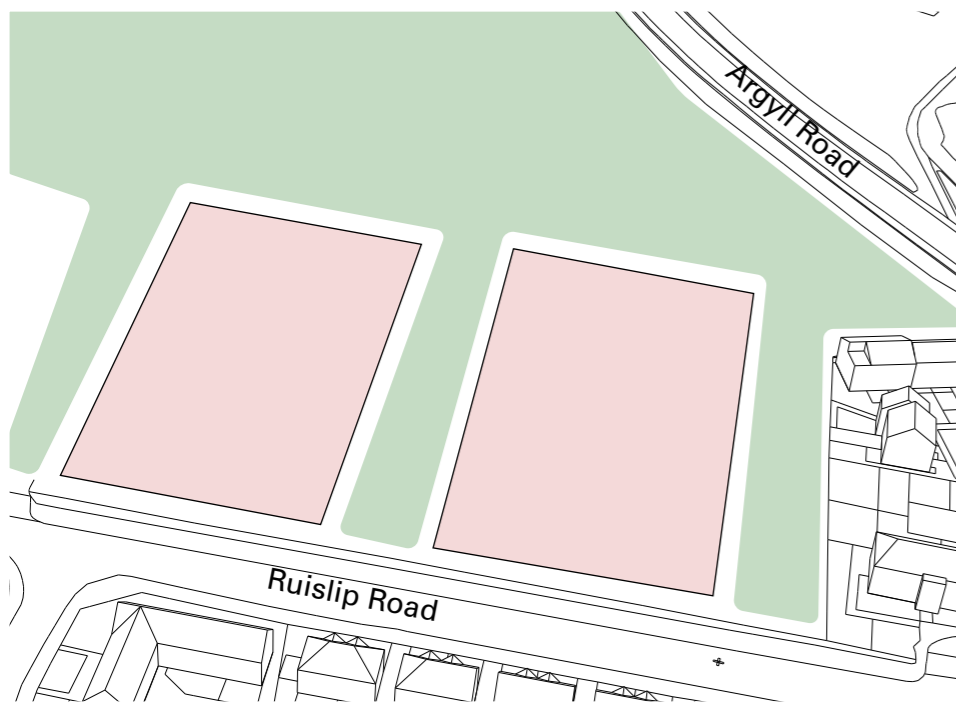


Example images of the types of spaces we're aiming to create

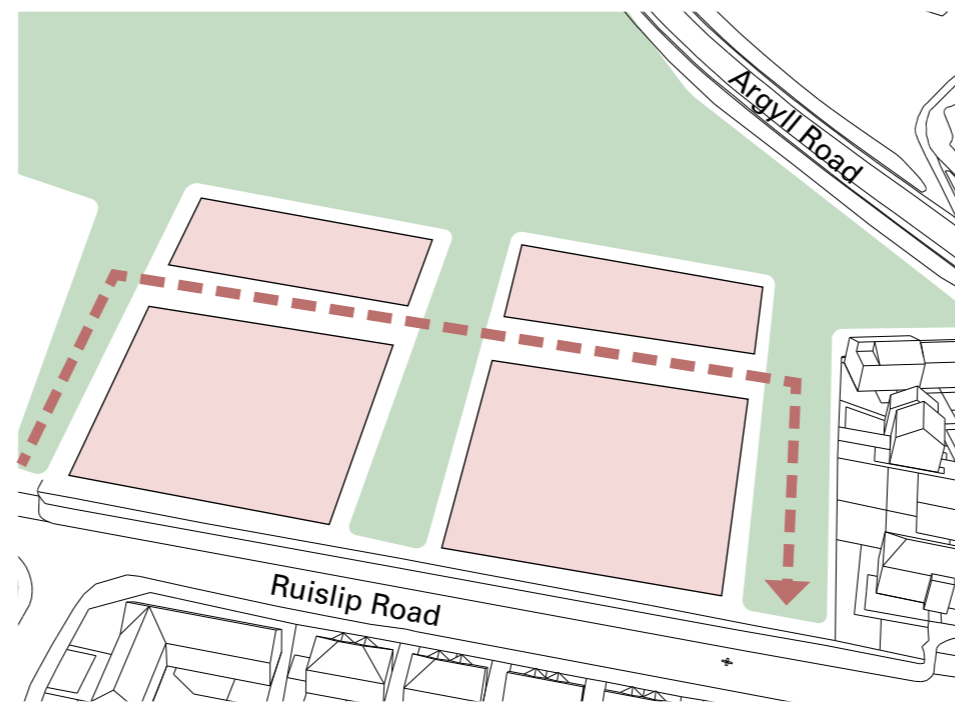
Housing

Key Moves

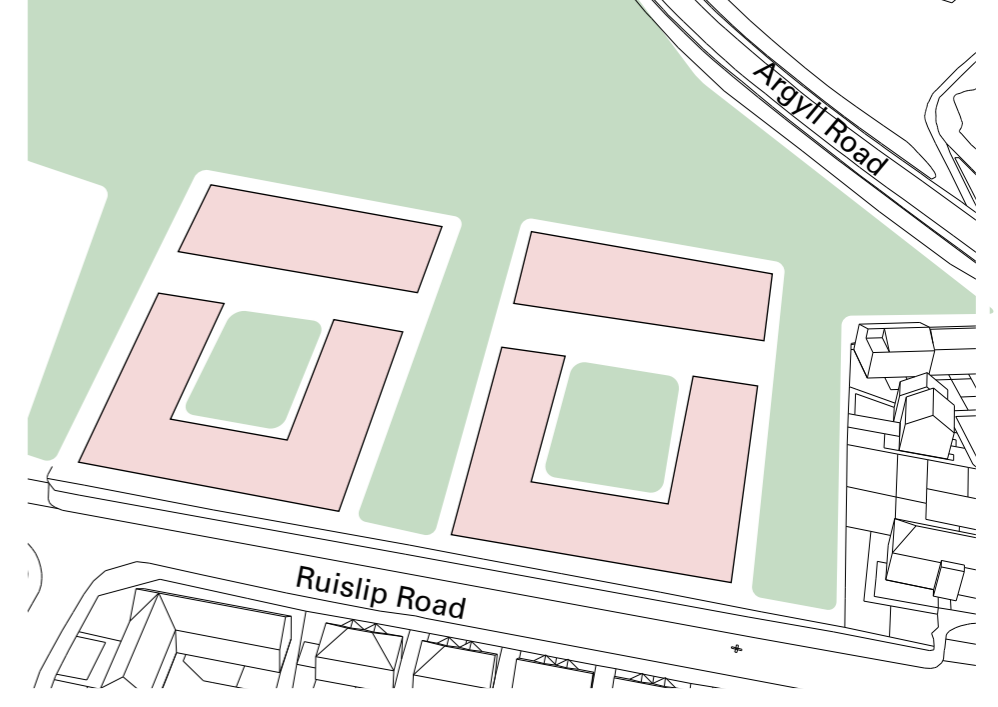
① Improving access to parkland



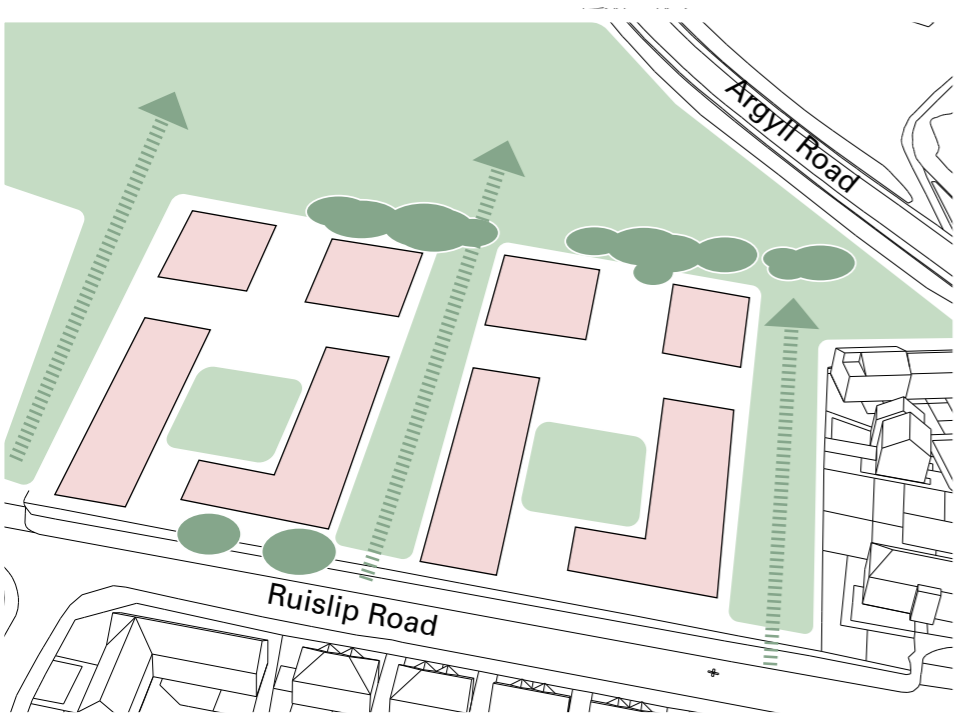
② Locating roads away from the park



③ Creating courtyards



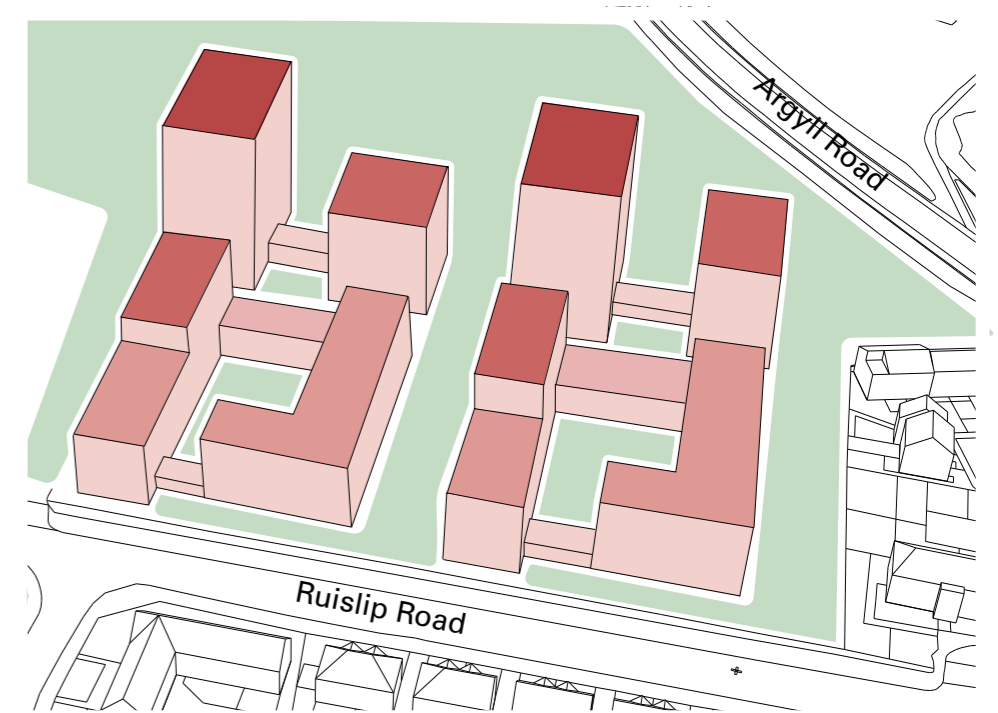
④ Increasing openness to the MOL



⑤ Creating a distinct series of character areas

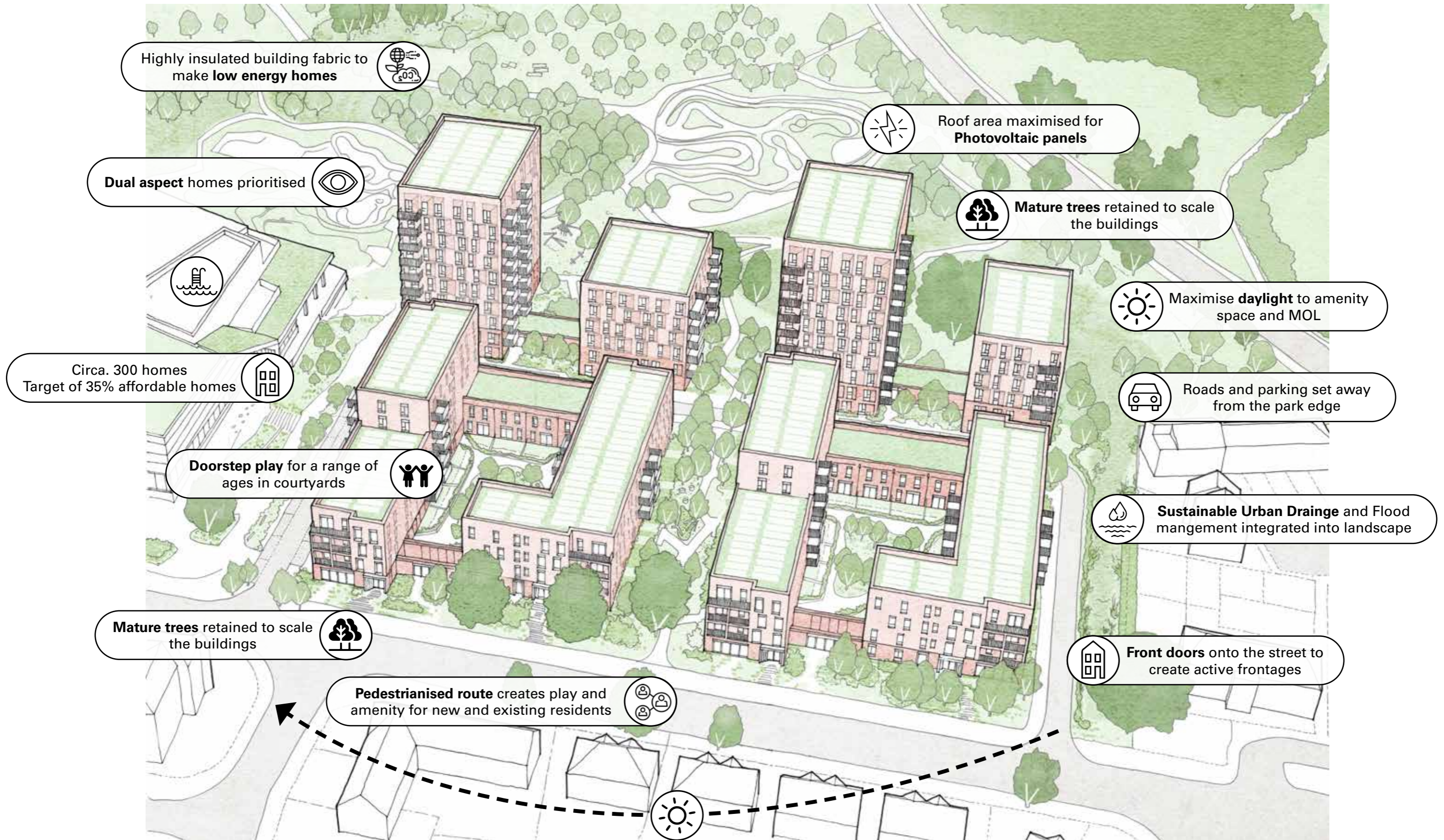


⑥ Height set to maximise daylight



Housing

Summary of Proposals - Illustrative View



Leisure Centre

Leisure Centre Project Strategic Objectives?

On 17/05/22 as part of the ongoing design process for the project, GT3 Architects facilitated a 'Vision Workshop' with the 'Sounding Board' and other key project stakeholders. This was held in-person at Ealing Town Hall.

Participants were asked to consider a range of objectives for the project before arranging them to indicate priority. The outcomes of the activity are identified opposite.

Tier 01 Objectives

'Improving Health & Well-being' was rated highly across each group

Tier 02 & 03 Objectives

These objectives are seen as the key drivers for achieving objective 01. These drivers involved 'Increasing Flexibility' in order to 'Expand the Activity Offer' on the site.

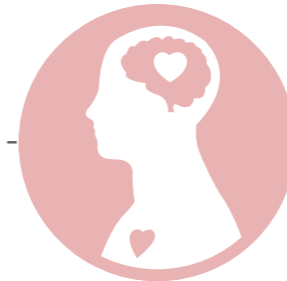
The existing community connection was apparent in this activity, forming one of the higher rated objectives.

Inclusivity in a broad sense was raised as a key objective.

Tier 04 & 05 Objectives

Location-related objectives, Technical objectives & 'Supporting sporting excellent' were deemed less important to the project and not driving objectives.

Tier 01 objectives



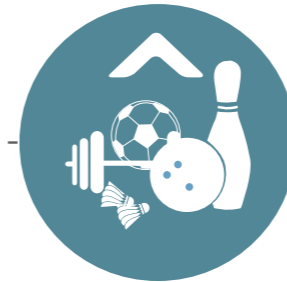
Improve Health & Wellbeing

Key outcome of the project

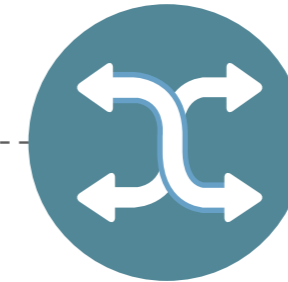
Tier 02 objectives



Promote Inclusion & Accessibility



Expand Activity Offer



Create Flexible Facilities

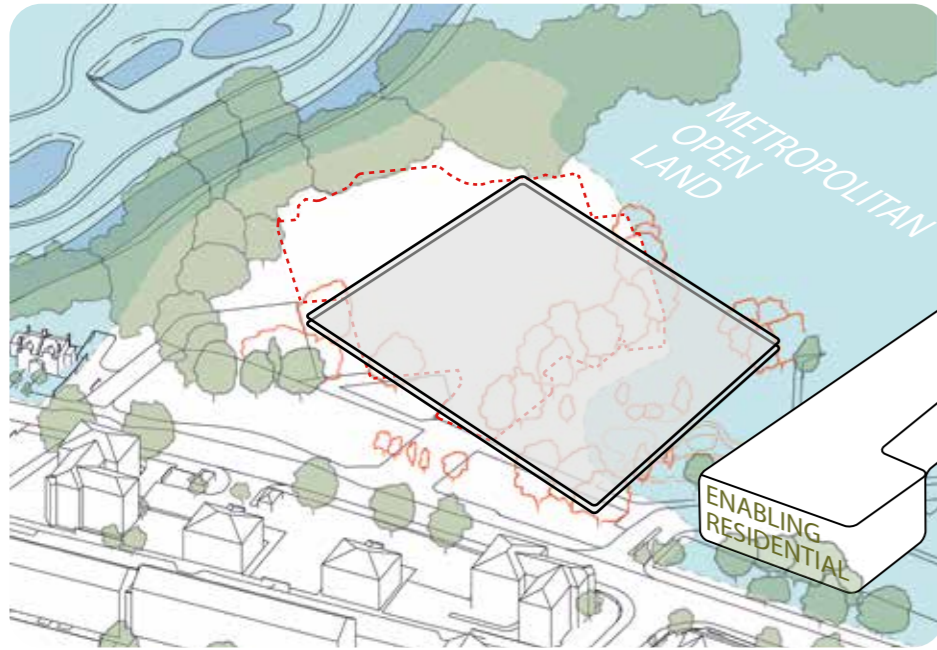
Drivers for success and how to achieve the key outcome

Tier 03 objectives



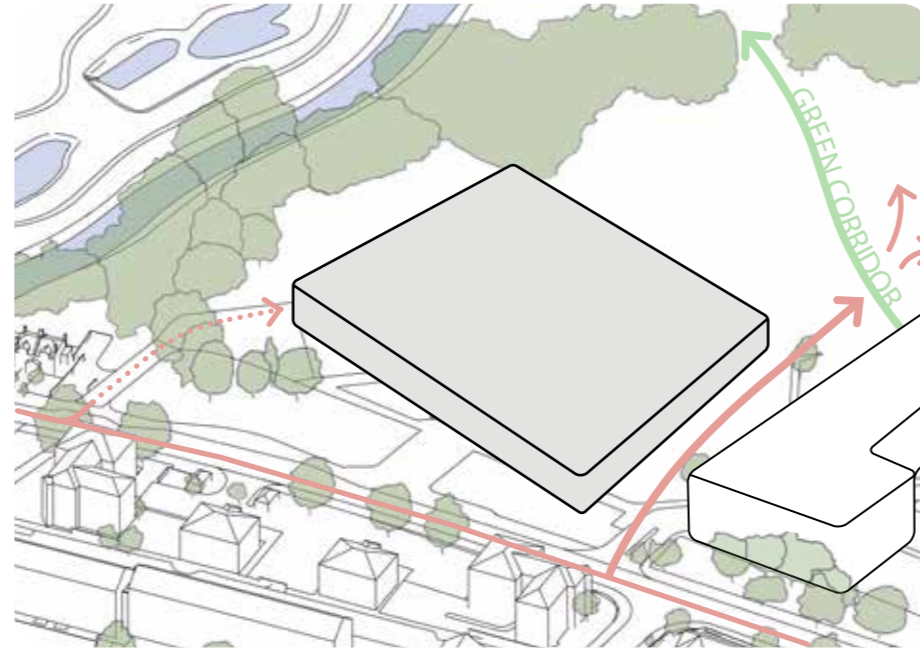
Encourage Community Cohesion

Leisure Centre Strategic Moves



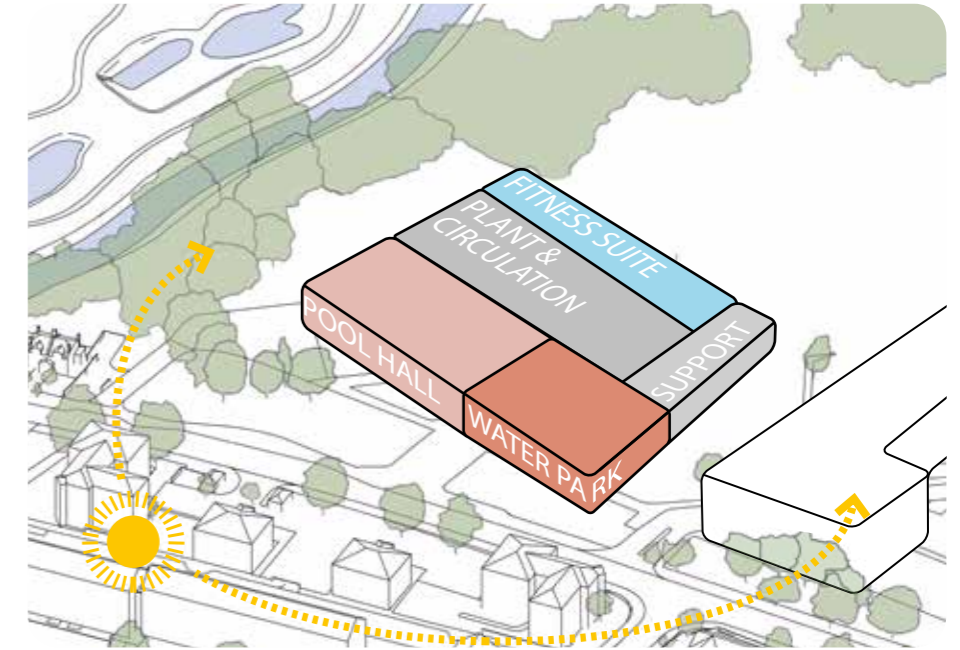
① RESPONDING TO CONSTRAINTS

Setting a datum on developable land in the MOL, avoiding mature trees, flooding and enabling development.



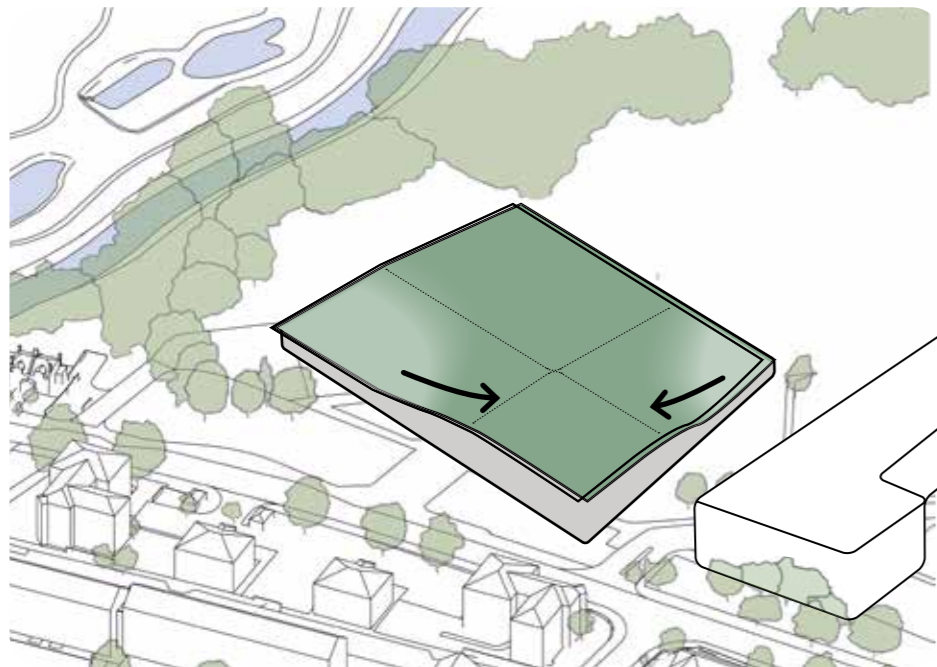
② CREATING A GATEWAY

Providing access to leisure activity and a wider regional park.



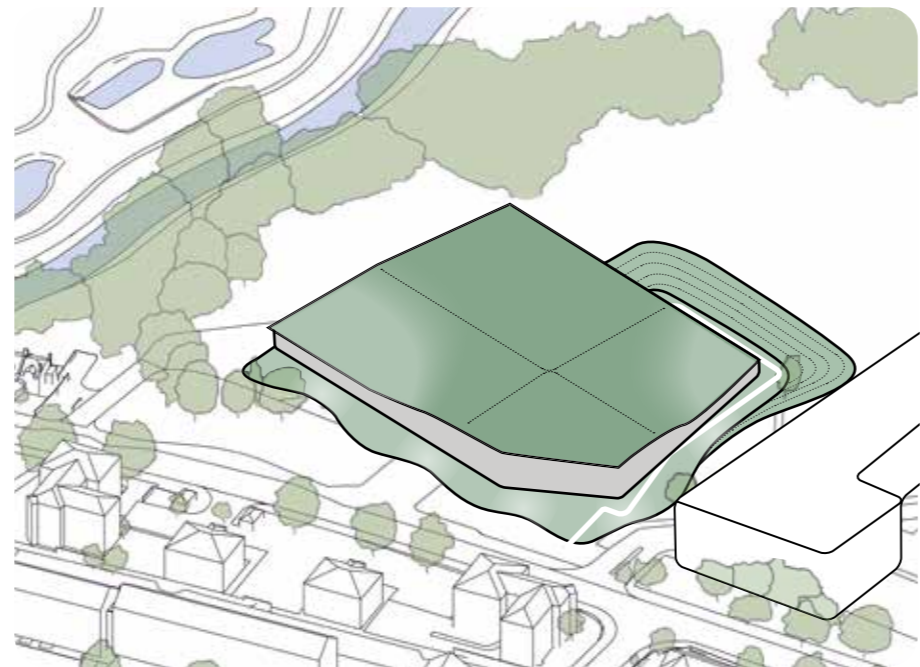
③ LOW ENERGY DESIGN

Positioning volumes according to temperature zones and use.



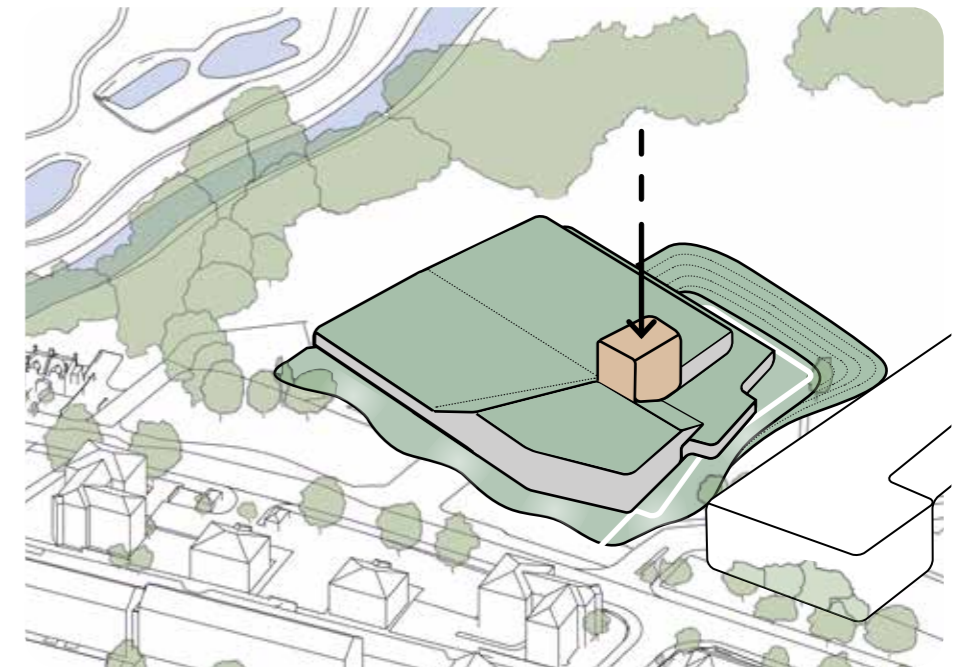
④ TAILORING THE ROOFSCAPE

Peeling away the MOL, falling towards the road and park, and opening up the arrival space.



⑤ LAYERING THE LANDSCAPE

Playful layers of texture blending into the park.

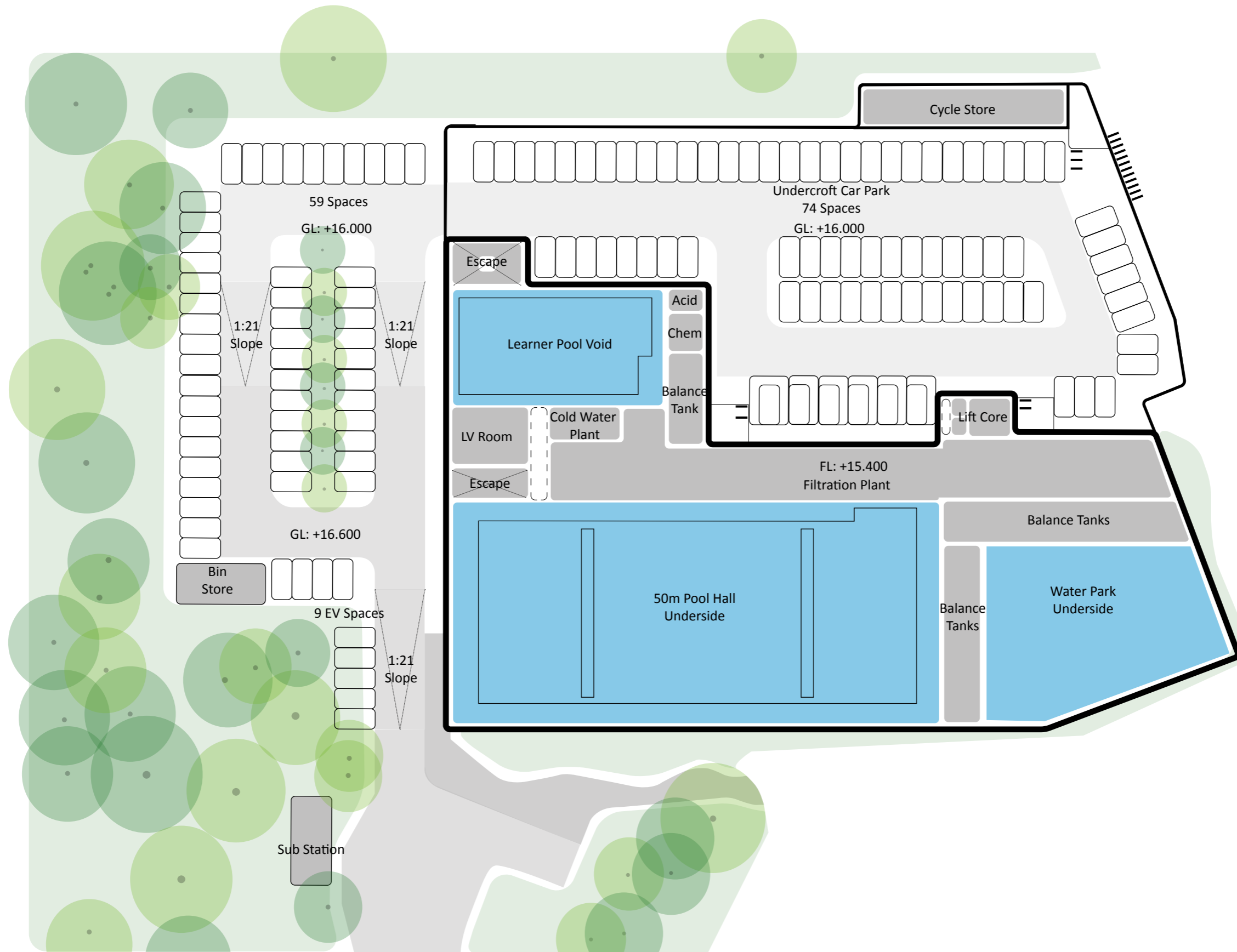


⑥ THE STAKE

Driving a node through the building to provide simple internal wayfinding with glimpses of leisure activity.

Leisure Centre Basement Floor Plan

Please note diagrams are indicative only and further design development is required - Please refer to landscape architect for landscape design.



Leisure Centre Ground Floor Plan

Please note diagrams are indicative only and further design development is required - Please refer to landscape architect for landscape design.

- Pedestrian Journey
- Public Transport Journey
- Coach Drop-Off Journey
- Cyclist Journey
- ⋯ Access to Undercroft Car Park
- Lifts



Leisure Centre Ground Floor Plan

Please note diagrams are indicative only and further design development is required - Please refer to landscape architect for landscape design.

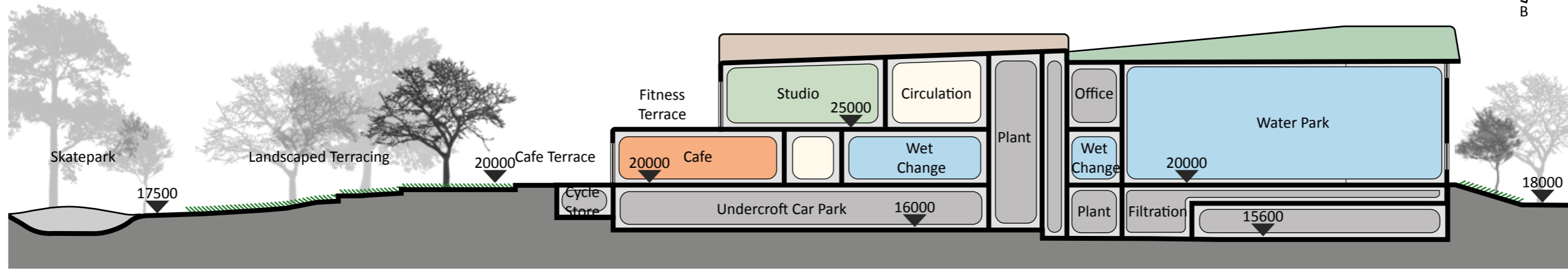
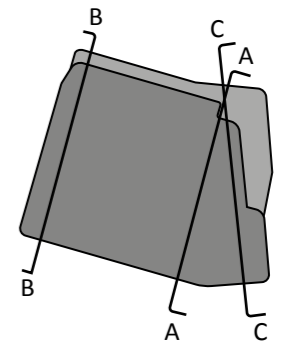


Leisure Centre First Floor Plan

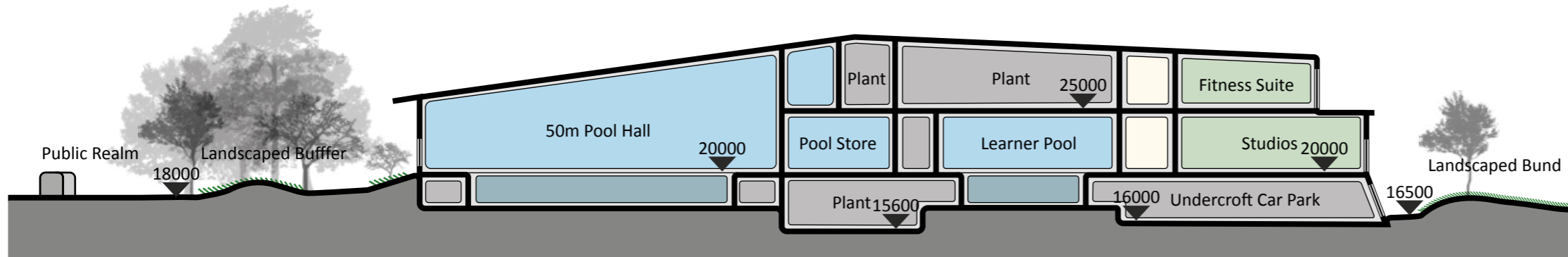
Please note diagrams are indicative only and further design development is required - Please refer to landscape architect for landscape design.



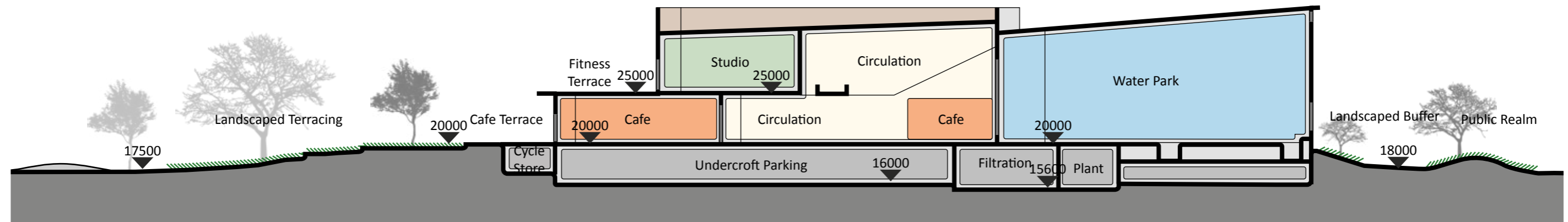
Leisure Centre Typical Sections



Site Section A-A



Site Section B-B



Site Section C-C

Leisure Centre

50m Pool Hall CGI



Leisure Centre Water Park CGI



Landscape

Key Moves



Strategic Connectivity

The site sits at the centre of a wider network linking the adjacent open spaces and the future park facilities.



Riverine Environment

- Climate positive approach
- Acknowledge and celebrate Brent River Valley and its ecology
- Promote access to and the site's relationship with the river, bring people closer to the water corridor



A Place of Intensity

- Ecological intensity, a setting for human programme
- Riverine woodland as the primary landscape character
- Sports programme integrated within woodland
- Woodland could be a food forest as a nexus of growing, allied to the allotments and supporting existing and new communities

Illustrative Landscape Masterplan

This slide shows the current illustrative masterplan.

- 01 Designated Play
- 02 Pump Track
- 03 Skatepark (incl. Skatepark Bowl)
- 04 Outdoor Gym
- 05 Wetland Volume/Attenuation Basin
- 06 Seating Slope
- 07 Leisure Centre Entrance
- 08 Community Street
- 09 Residential Courtyard
- 10 Arrival Forest
- 11 Attenuation Channel (Peal Gardens Edge)

KEY:

— Site Boundary



Riverine Woodland & Sports Provision: Precedents



1



2



3



4



5



6

1. Skatepark Continua, Boissy-Le-Châtel, France by MBL Architectes
2. Drapers Field, Leyton, London
3. Tossols Basil Athletics Stadium, Olot, Spain by RCR Arquitectes
4. Gallilei Grundschule, Berlin
5. Amphitheatre at Swarthmore College, USA
6. Talauenpark Waiblingen, Germany by RMP Stephan Lenzen Landschaftsarchitekten

View 01 : Skate Park, seating slope and terrace

The view opposite shows the proposed skatepark, the seating slope and the cafe terrace in teh backgroudn



Key Plan



View 02: Pump Track, Park Woodland

The view opposite shows the proposed pump track, the primary path linking Argyle Road and the proposed tree planting with existing riverine vegetation in the background



Key Plan



View 03: Wetland / Attenuation Feature, Boardwalks, Play Area

The view opposite shows the proposed seasonal attenuation features in the park, the relationship with the various paths and the play area on the left-hand side.



Key Plan



Benefits of the Scheme

Benefits



Improvements to Parkland

Improved pedestrian and cycle access through and within the MOL

Extensive sport and play throughout the park that are accessible to all

Increased number of trees to improve biodiversity

Improved flood resilience and drainage strategy to MOL



Wider Benefits of Improvements to Parkland

Creating a safer and more attractive park which will be better used by the wider community.

Improved accessibility through the park will increase walking and cycling in the local area.

Open parkland designed to foster social interaction creating a stronger sense of community.



Design Quality of the Leisure Centre

Leisure centre located on the same site as the existing to minimise impact on MOL

High quality design to modern standards that is adaptable for the future

New Leisure centre will create a gateway into the MOL - improving the relationship with Ruislip Road.

Provides active frontages onto Ruislip Road East and the Park



Wider Benefits of the Leisure Centre

Re-establishing the area as a much-needed sports hub and bringing a closed public leisure facility back into use.

Strengthening of local communities and improving public health benefits by providing additional and higher quality sporting facilities

New job opportunities for the local community and employment creation for the construction of the proposed development.

As a modern facility it will incorporate sustainable technologies to ensure it operates with ultimate efficiency.



Wider Benefits of Residential

Provides much needed housing, contributing to Ealing and London's housing supply.

Provides up to 35% affordable housing (subject to viability).

Enabling development to help fund the leisure centre

Medium-term employment creation during the construction phase.

The improvement of the public realm around Ruislip Road East.

The generation of S106 financial contributions to the Borough.



Sketch view of the landscape route between the housing and the leisure centre

Upcoming Engagement Events

Meet the Team

Perceval House
Saturday 24th February
10am - 12pm / 1pm - 3pm

Pop-up events at Leisure Centres 4-6pm

Acton - Tuesday 27th February
Northolt - Wednesday 28th February
Dormers Wells - Thursday 29th February