

Result of the Projects Survey

	Suggested Projects	Weighting
1	New bridge across the Lower Lake near the boating house.	1094
2	Restoration of gates and surrounds at main entrances	1068
3	Improve refreshment room at Central Cross Drive	883
4	Improve lighting, litter collection and life saving equipment and additional parking to keep parked cars off the busy Evesham road.	874
5	Improve lighting around Pump Room, band stand and Agg Gardner Pavilion	835
6	Make lower lake island a conservation area	814
7	Planting of flower beds	803
8	New paths: perimeter and from Albemarle gate to the boat house	799
9	Restoration of the bandstand.	799
10	Additional benches and leisure exercise features	786
11	Water feature, such as a fountain, either in the lake or in front of the Pump Room.	778
12	Barrier round western area to prevent illegal vehicle access to the Park area.	769
13	Improve Park drainage	755
14	New tunnel joining the East and West halves of the Park	746
15	Move roller board area to proximity of Sports centre near Tommy Taylors Lane.	725
16	Concentrate the facilities in the one area adjacent to the swimming pool and indoor cricket courts and Prince of Wales stadium and add facilities as possible. eg Rugby pitch, football, cricket pitch; boules etc.	681
17	A new conservation area behind Dunalley School to link School, new St Vincent's development and Park with controlled access to the two private areas.	669
18	Replace Scout Hut	656
19	Placement of Heritage Boards at Pittville gates and elsewhere in the Park	643
20	Screening within the Park to soften the features such as tennis courts and skateboarding area.	607
21	Return Golf Hut to original (Albemarle Gate) position	602
22	Contouring around dam to improve the appearance at the extreme west end of the Lake.	600
23	Perimeter screening to soften the impact of the housing surrounding the western Park.	591
24	Relocation of Western Play Area	445
25	Levelling Pitch and Putt Area at west end of Lower Park	388
26	Restore railings in Wellington and Clarence Squares	243