



STITH PARK

SULLIVAN'S ISLAND, SOUTH CAROLINA

PREPARED FOR:



MASTER PLANNING CONSULTANT:



ACKNOWLEDGMENTS

WE ARE THANKFUL TO ALL WHO PARTICIPATED IN THE DESIGN AND REVIEW PORTIONS OF THIS PROJECT. DUE TO THE COMMUNITY'S PASSION AND INPUT, AS WELL AS THE TOWNS LEADERSHIP, THE FUTURE OF STITH PARK WILL BE A SUCCESSFUL COMMUNITY SPACE THAT WILL CONTINUE TO SERVE ITS PEOPLE.

PROJECT STAFF

Anthony Stith – Fire Chief
Amanda Hawver – Deputy Chief
Bridget Welch – Clerk of Council
Joe Henderson – Deputy Administrator
Andy Benke – Administrator

PARK BOARD

Patrick M. O'Neil, Mayor
Justin Novak, Mayor Pro Tem and member of the Recreation Committee of Council
Ned Higgins, Member of Council and Chair of the Recreation Committee of Council
Carl Hubbard, Member of Council
Jody Latham, Member of Council and Member of the Recreation Committee of Council
Scott Millimet, Member of Council
Gary Visser, Member of Council

DESIGN TEAM



EXECUTIVE SUMMARY



INTRODUCTION

Stith Park is a public park, home to Sullivan's Island in South Carolina. There are a multitude of aspects to the park that make it an exceptional space for recreation, play, leisure, and entertainment. The entrance is situated along the town's main street and is walking distance to the beach, Sullivan's Island Elementary School, businesses, and restaurants. It backs up to the intercoastal waterway and is directly adjacent to Town Hall. Additionally, the town park is rich in history due to the old artillery mound located on the site that now serves as a slide for play and provides a sense of nostalgia to a generation of islanders.

Given the park's accessibility and usability, it is crucial that the space continues to serve its citizens effectively over time. The existing park includes amenities such as a playground, toddler park, covered picnic area, two tennis courts, tennis training wall, flex soccer field, and basketball court. In the park's green space, the town's iconic gazebo is placed among a grove of live oaks at the base of the mound. This master plan is centered on the creation of a community node along with the implementation of desired active and passive areas within the park. The following pages are intended to serve as a dynamic document, guiding future phases and development of Stith Park.

STITH PARK MASTER PLAN OBJECTIVES

- Create an inclusive playground for kids of all ages
- Utilize the existing mound as an opportunity for creative play within the park
- Create a park space that reflects the beach lifestyle and ambiance of Sullivan's Island
- Study opportunities for additional programming that may include: additional sports courts, trails, adult exercise areas, etc.
- Improve the existing drainage system within the park space
- Explore additional opportunities and programming that may be presented during the public input process



METHODOLOGY & FINDINGS

Summary

The design team facilitated a series of three public input meetings, providing a collaborative platform for the community to share their ideas, visions, and feedback for the park. Different master plan scenarios were presented to residents and stakeholders, and through these sessions, the design team identified themes and additional programming elements that would guide the master planning process.

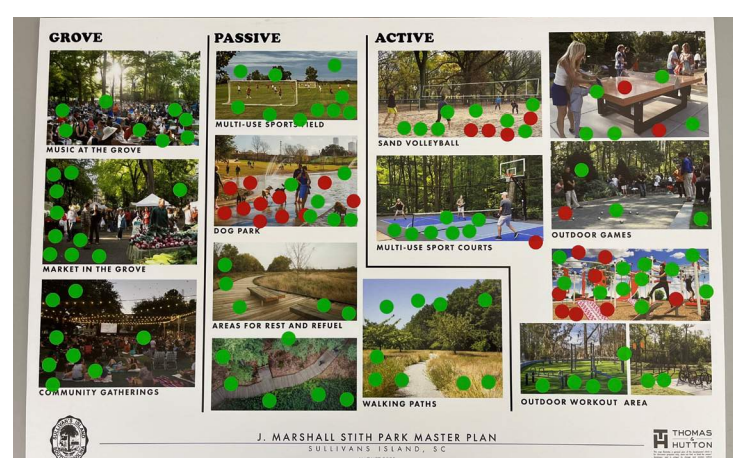
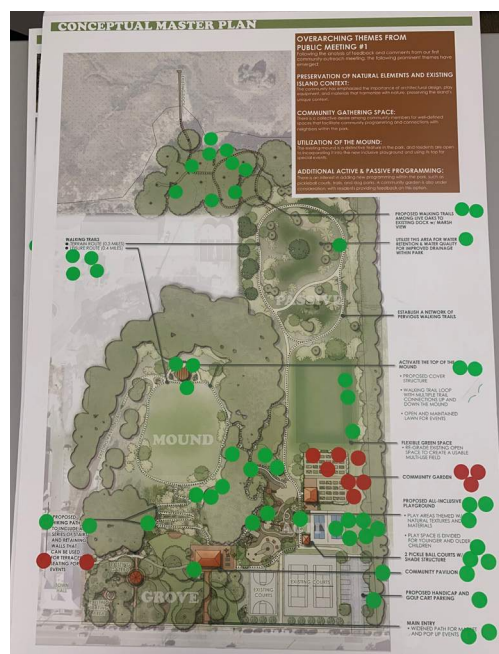
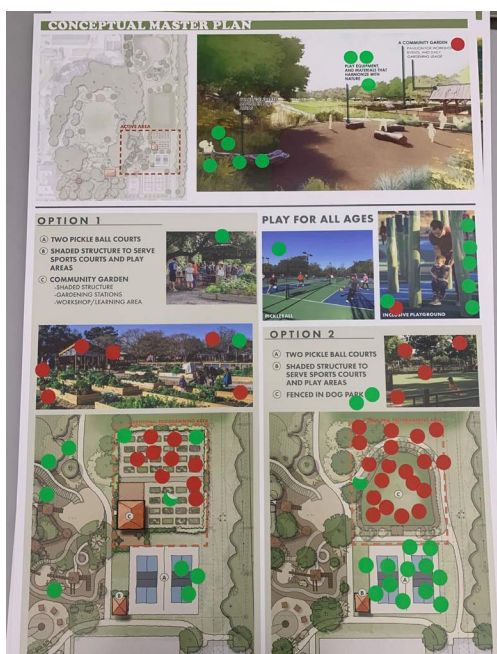
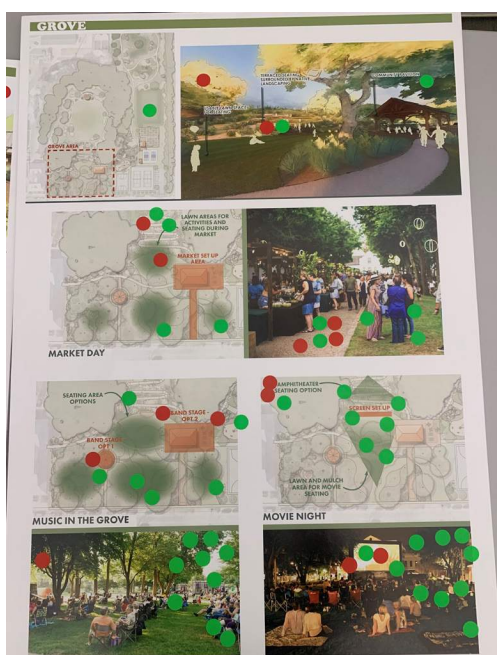
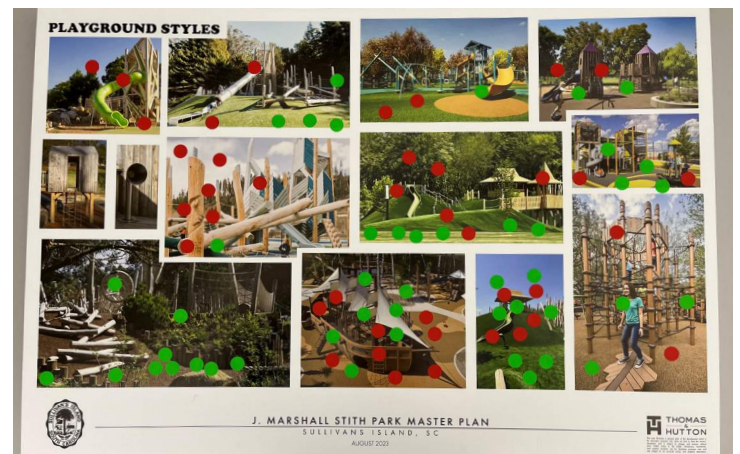


Stakeholder Meeting 1

For the first public meeting, the team's focus was to gather maximum feedback from local stakeholders regarding the current strengths and weaknesses of the park, as well as the future needs and desires for the space. Instead of presenting concept plans or designs, the emphasis was on showcasing an array of aesthetics and moods that reflect the town's character and personality. This included precedent imagery illustrating how the town could utilize the mound for play, entertainment, and recreation, as well as examples of built playground projects with a variety of textures and styles, along with active and passive programming ideas. The red dots and green dots on the plan represent positive and negative feedback received from attendees at the first town meeting.

Stakeholder Meetings 2 & 3

In preparation for the second and third public meeting, the team used the feedback from the previous meetings as a guide to develop a master plan. Multiple concept scenarios for different spaces within the park were explored. The final master plan is a combination of the different concepts that were explored and presented to the public. The red dots and green dots on the plan indicate positive and negative feedback received from the attendees.



CONCEPTUAL MASTER PLAN

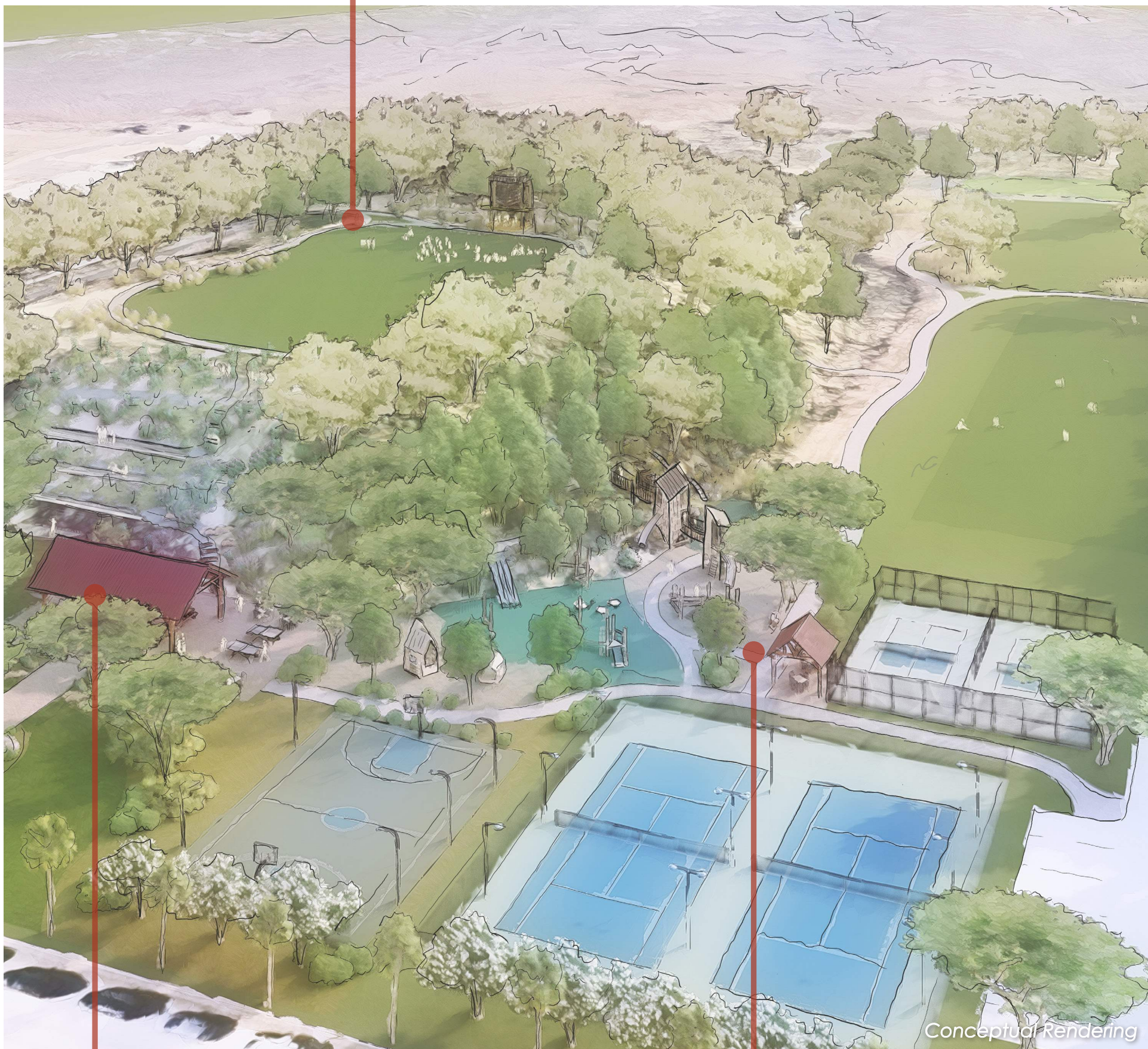
Following the analysis of feedback and comments from previous community outreach meetings, the following prominent themes have emerged:

UTILIZATION OF THE MOUND:

The existing mound presents a unique feature and an opportunity that should be better utilized in the park. Residents are open to integrating it into the new inclusive playground and using it for special events.

PRESERVATION OF NATURAL ELEMENTS AND EXISTING ISLAND CONTEXT:

The community has emphasized the importance of architectural design, play equipment, and materials that harmonize with nature, preserving the island's unique context.



COMMUNITY GATHERING SPACE:

There is a collective desire among community members for well-defined spaces that facilitate community programming and connections with neighbors within the park.

ADDITIONAL ACTIVE & PASSIVE PROGRAMMING:

There is an interest in adding new programming within the park, such as an inclusive playground, pickle ball courts, flexible lawn space and trails.

CONCEPTUAL MASTER PLAN



- WALKING TRAILS**
- LEISURE ROUTE (0.3 MILES)
 - TERRAIN ROUTE (0.4 MILES)

PRESERVE A PORTION OF THE SOUTH SIDE OF THE MOUND TO COMMEMORATE AND CELEBRATE THE LOCAL HISTORY AND NOSTALGIA OF STITH PARK

A PROPOSED TRAIL CONNECTION IS PLANNED TO RUN ALONG THE EXISTING SLOPE OF THE MOUND. GIVEN THE STEEP SLOPE, A SERIES OF STAIRS AND RETAINING WALLS WILL BE NECESSARY.

PROPOSED WALKING TRAILS AMONG LIVE OAKS TO EXISTING DOCK WITH MARSH VIEW

UTILIZE THIS AREA FOR WATER RETENTION & WATER QUALITY FOR IMPROVED DRAINAGE WITHIN PARK

BUFFER WASTE WATER TREATMENT PLANT

ESTABLISH A NETWORK OF PERVIOUS WALKING TRAILS

ACTIVATE THE TOP OF THE MOUND

- PROPOSED COVERED STRUCTURE
- WALKING TRAIL LOOP WITH MULTIPLE TRAIL CONNECTIONS UP AND DOWN THE MOUND
- OPEN AND MAINTAINED LAWN FOR EVENTS

FLEXIBLE GREEN SPACE

- RE-GRADE EXISTING OPEN SPACE TO CREATE A USABLE MULTI-USE FIELD

PROPOSED ALL-INCLUSIVE PLAYGROUND

- PLAY AREAS THEMED WITH NATURAL TEXTURES AND MATERIALS
- PLAY SPACE IS DIVIDED FOR YOUNGER AND OLDER CHILDREN

AREA FOR 2 FUTURE PICKLE BALL COURTS OR ADDITIONAL PROGRAMMING (TBD)

2 PICKLE BALL COURTS WITH SHADE STRUCTURE

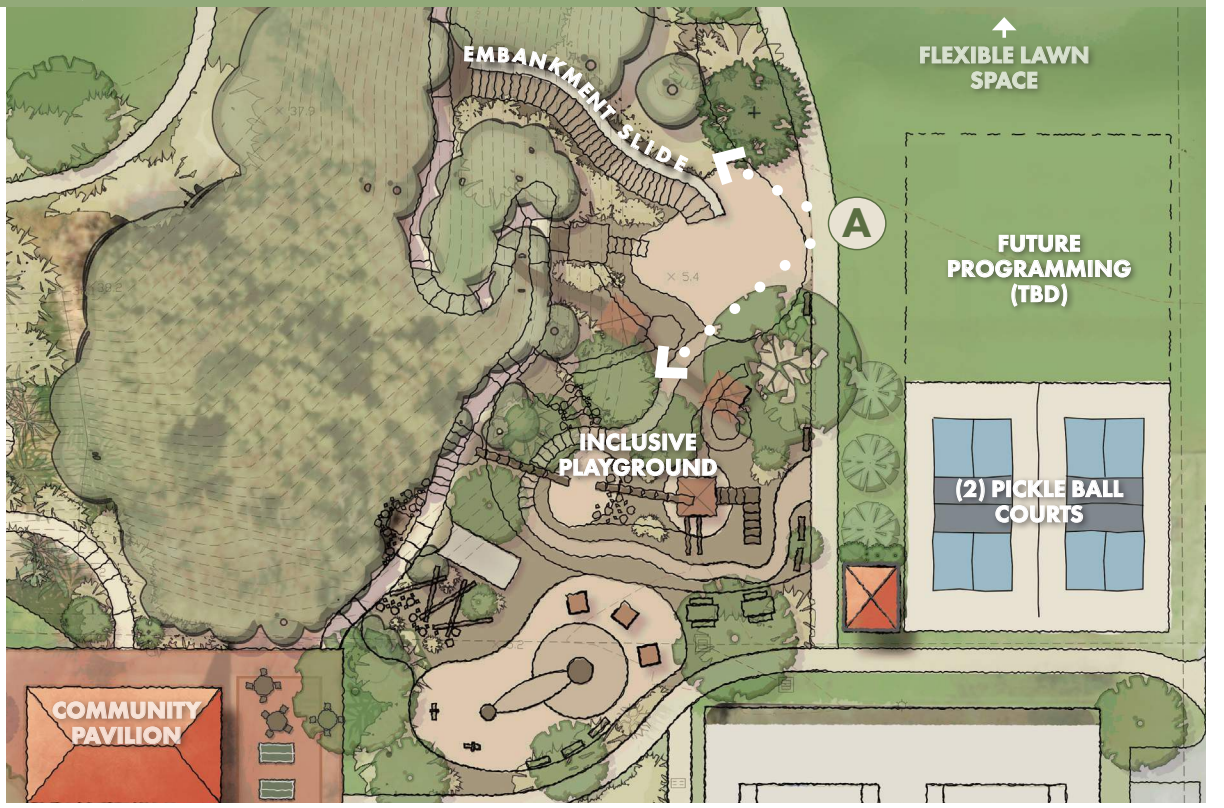
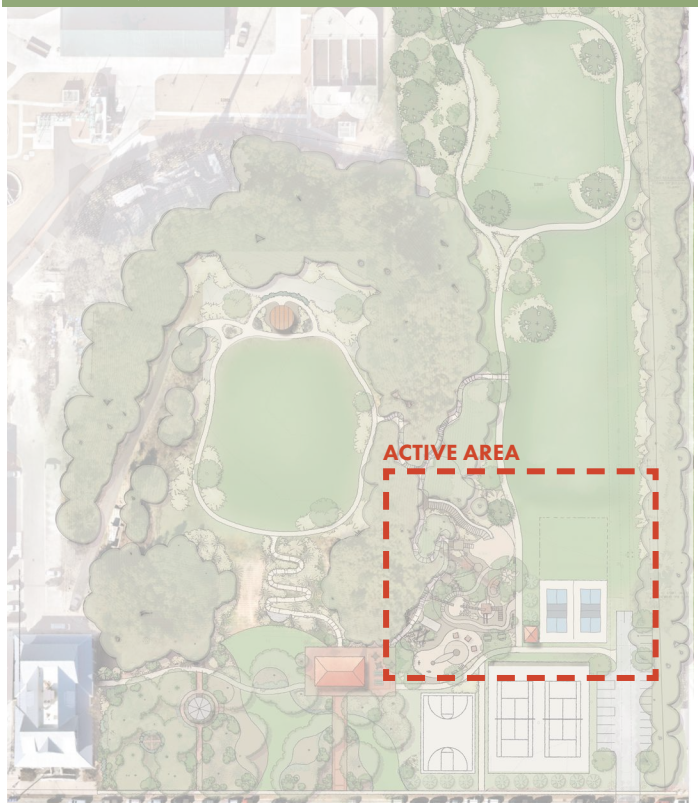
COMMUNITY PAVILION

PROPOSED HANDICAP AND GOLF CART PARKING

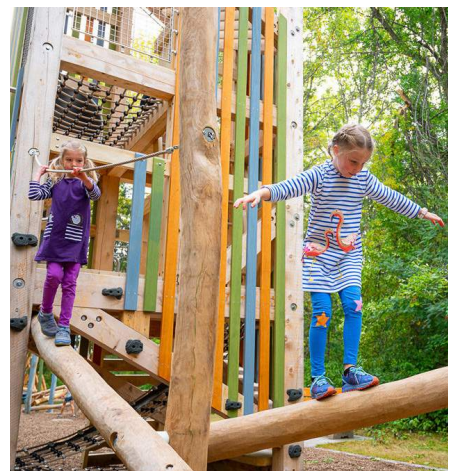
MAIN ENTRY

- WIDENED PATH FOR A DEFINED GATEWAY INTO PARK

CONCEPTUAL MASTER PLAN



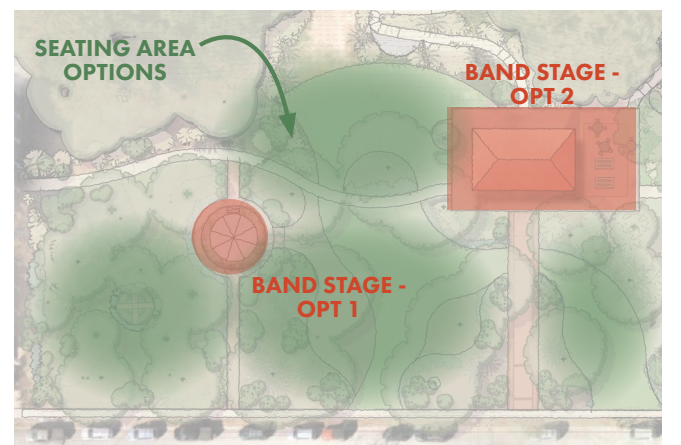
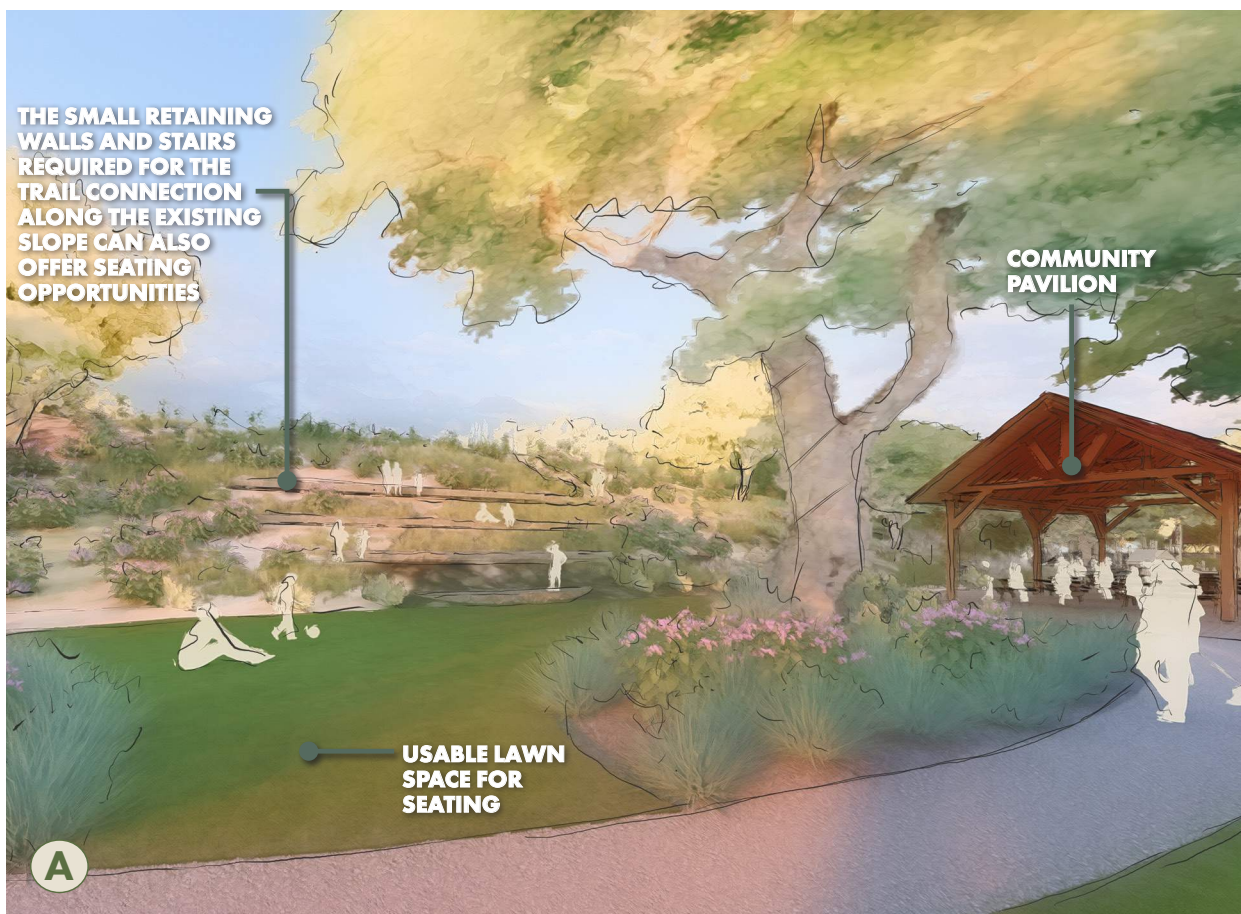
PLAYGROUND CONCEPT IMAGERY



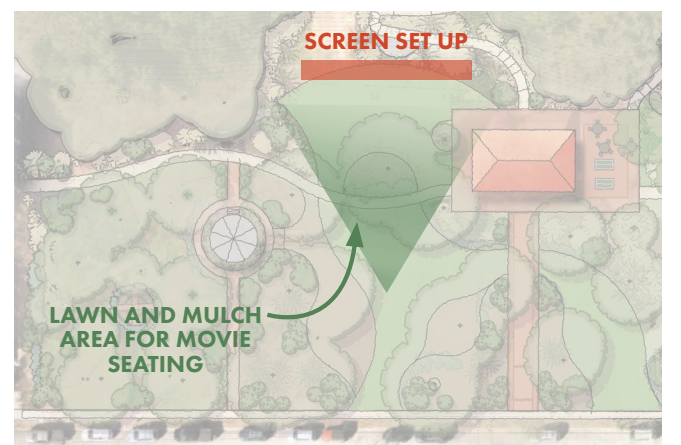
CONCEPTUAL MASTER PLAN



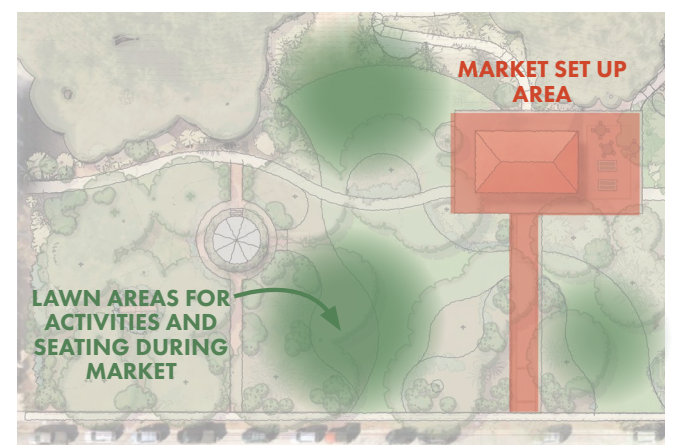
THE GROVE AT STITH PARK WILL BE A FLEXIBLE SPACE FOR LOCAL EVENTS, ANNUAL CELEBRATIONS, AND EVERYDAY COMMUNITY GATHERINGS.



MUSIC IN THE GROVE

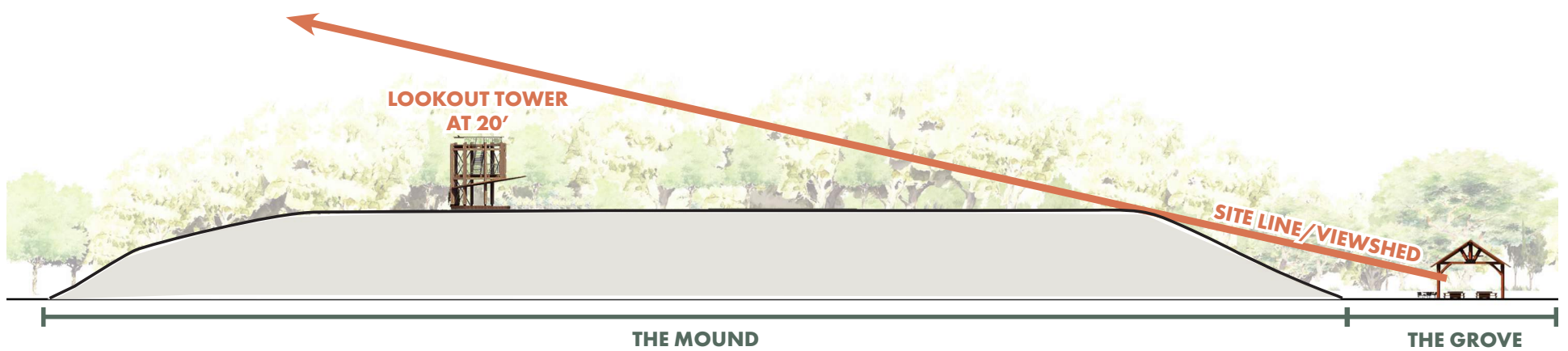
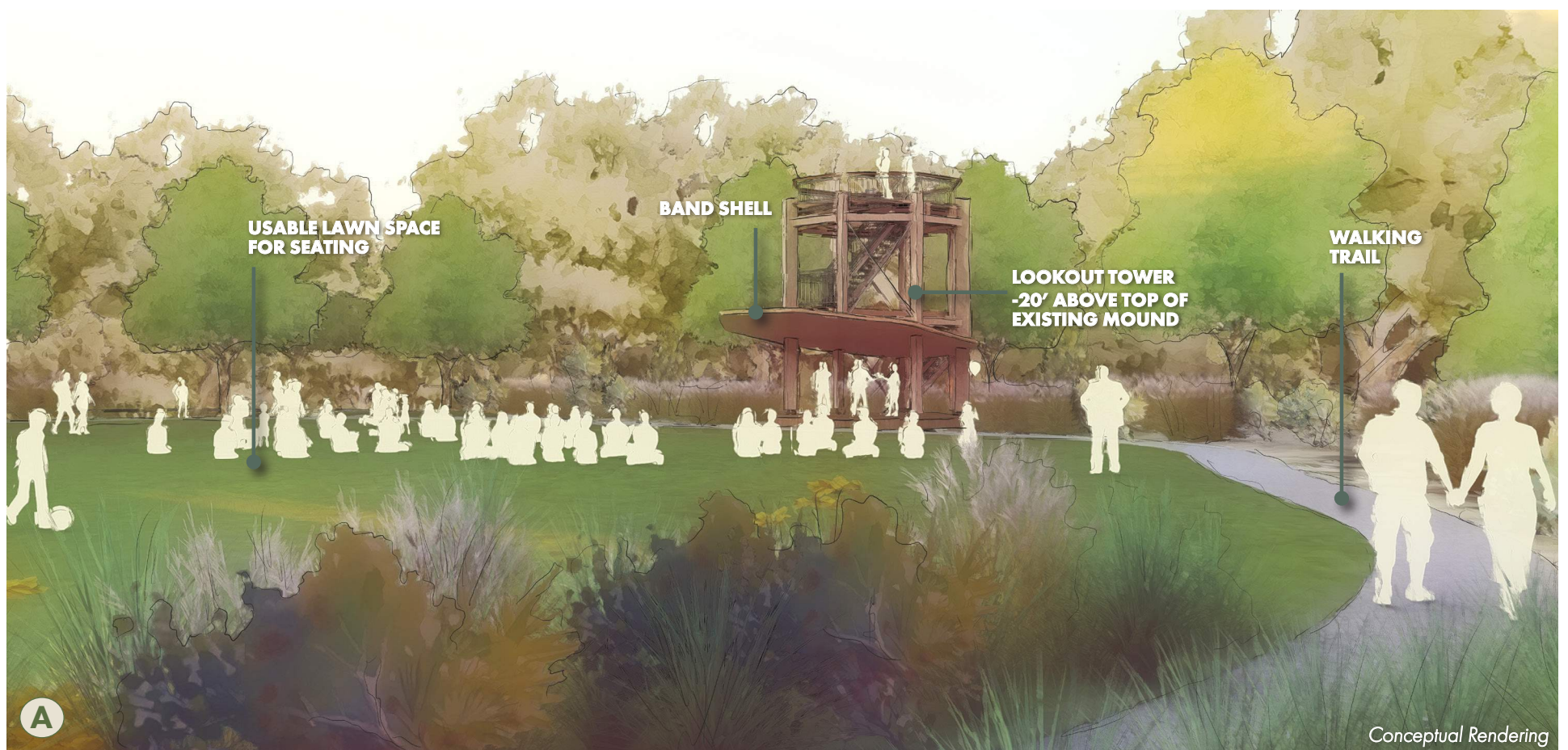


MOVIE NIGHT

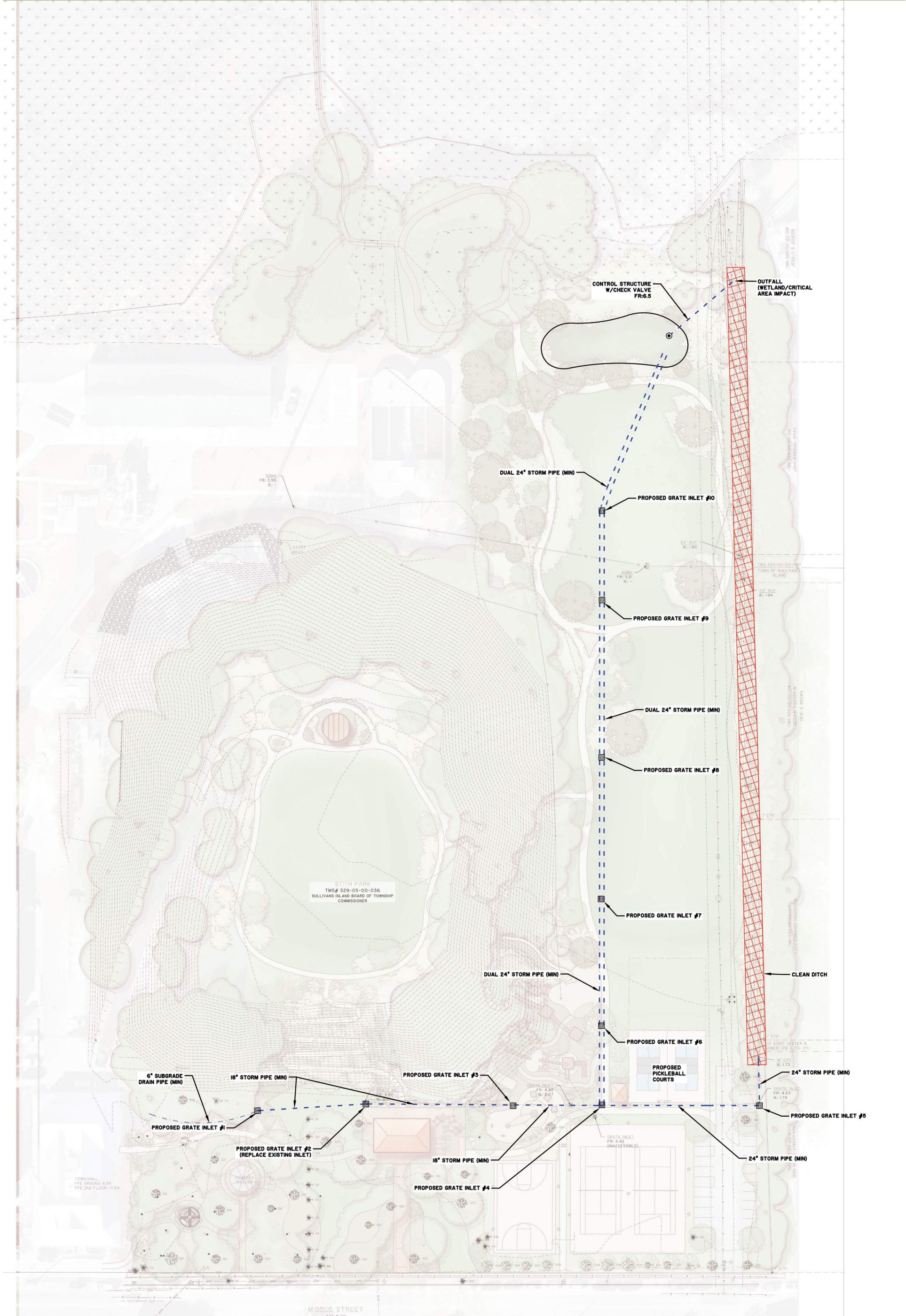


MARKET DAY

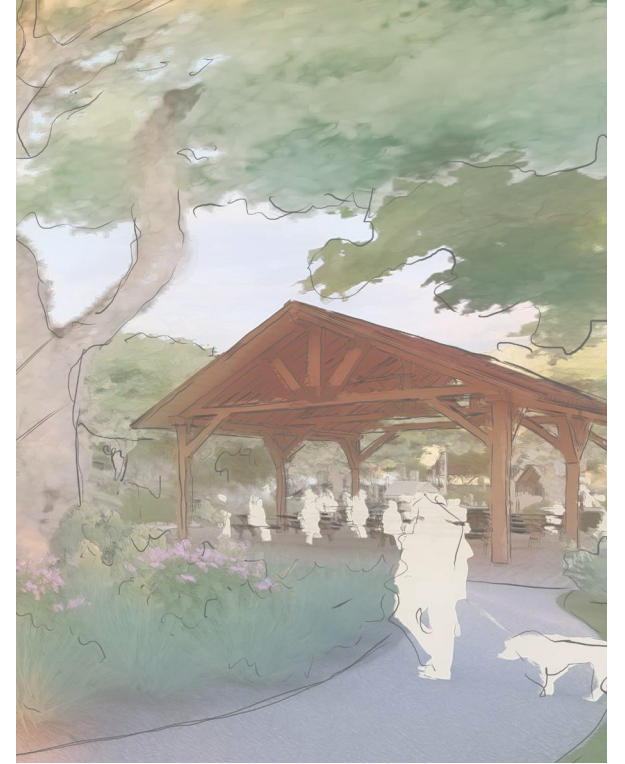
CONCEPTUAL MASTER PLAN



DRAINAGE IMPROVEMENTS



CONCLUSION



The Sullivan's Island community was passionate and engaged throughout the Stith Park master plan process. This plan reflects a comprehensive approach with extensive involvement from residents and stakeholders. The success of any planning document lies in its implementation. The master plan presents a community-driven vision that can be executed in phases, ultimately enhancing the recreational assets within the community.

