

# CONCEPT DESIGN

The new concept design consists of 7 project areas running from the upper valley water treatment facility to Dead Elk Pond at the bottom of the Wellington neighborhood. The design focuses on an overarching ecological strategy that integrates all 7 project areas into one functioning system combining remediation and recreational land uses. On a larger scale, hydrological, ecological, and circulatory systems for recreation run through the entire site and are woven through the concept plan's 7 project areas. On a smaller scale, each project area consists of environmental and time-based ecological design strategies that incrementally build new habitat, vegetative communities, and biodiversity, while cleansing water and soil degraded from previous landscape activities. Due to the construction logistics of building the housing areas, the 7 project areas are broken into 2 zones: Lower site and Upper site. The Lower site consists of 2 project components and the Upper has 5 components.

## RECLAMATION PHASING

Reclamation design will be constructed in phases starting with the lower portion of the site, which serves as the entrance to the Wellington Neighborhood and backcountry recreation trails systems.

### PHASE I

Dead Elk Pond regrading and hydrological setup

### PHASE II

Wet Seed Catchers  
 - Regrade to form ridge and valley system  
 - Replace organic matting for alluvium  
 Dry Seed Catchers  
 - Regrade to form ridge and valley system  
 - Replace organic material for seeding  
 - Permeable Reactive Barrier inserted

### PHASE III

Dead Elk Pond advances  
 Wet Seed Catchers  
 - Sparse bare-root plantings to catalyze revegetation  
 Trails  
 - Graded and surfaced for use

Upper Site regrading and hydrological setup  
 Community Use Zone

- Zone regraded  
 - Lawn/Amphitheater constructed  
 Wet Seed Catchers  
 - Regrade to form ridge and valley system  
 - Replace organic matting for alluvium  
 Dry Seed Catchers  
 - Regrade to form ridge and valley system  
 - Replace organic material for seeding

### PHASE III

Dead Elk Area Construction  
 Community Center  
 - Center building and circulation constructed / Lawn constructed  
 Upper Site Wetlands Construction  
 Wetland Retention Walls inserted  
 - Regrade to form ridge and valley system  
 - Replace organic matting for alluvium  
 Trails  
 - Graded and surfaced for use

Dead Elk Pond (Lower Site)



**SITE ACREAGE WELLINGTON NEIGHBORHOOD**  
 22 reclaimed acres

**DEVELOPMENT PHASE I**  
 122 homes

**DEVELOPMENT PHASE II**  
 48 homes

**DEVELOPMENT PHASE III**  
 112 homes

**STREAM LENGTH**  
 1.25 miles

**NEW WETLAND ZONES**  
 8 acres

**TRAIL LENGTH**  
 1.5 miles

Wellington-Oro Mine (Upper Site)



The 7 project areas making up the concept design are:

- Upper Site
  - A. Water Treatment
  - B. Upper Wetland Basin Filters
  - C. Dry seed catcher
  - D. Community Use Zone
  - E. Wet seed catcher
- Lower Site
  - F. Enhanced Confluence Wetlands
  - G. Dead Elk Pond (including wetlands, community center and activity green, terrace vista)

# SITE SYSTEMS

## LANDSCAPE SYSTEMS

