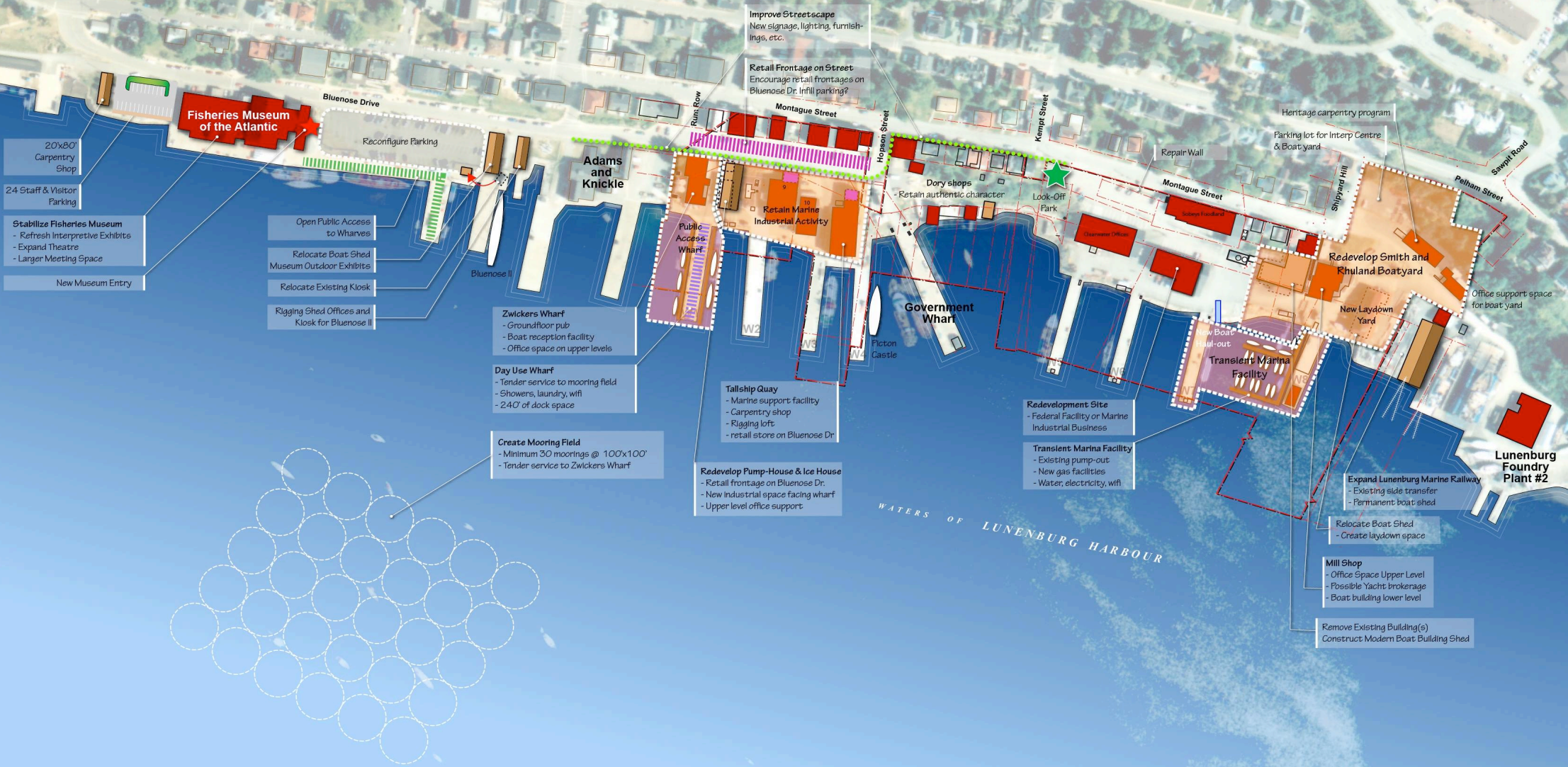


Lunenburg Waterfront Development Concept



0' 300' 600'

June 2011



20x20' Carpentry Shop

24 Staff & Visitor Parking

Stabilize Fisheries Museum

- Refresh Interpretive Exhibits
- Expand Theatre
- Larger Meeting Space

New Museum Entry

Open Public Access to Wharves

- Relocate Boat Shed
- Museum Outdoor Exhibits

Relocate Existing Kiosk

Rigging Shed Offices and Kiosk for Bluenose II

Zwickers Wharf

- Groundfloor pub
- Boat reception facility
- Office space on upper levels

Day Use Wharf

- Tender service to mooring field
- Showers, laundry, wifi
- 240' of dock space

Create Mooring Field

- Minimum 30 moorings @ 100x100'
- Tender service to Zwickers Wharf

Redevelop Pump-House & Ice House

- Retail frontage on Bluenose Dr
- New industrial space facing wharf
- Upper level office support

Tallship Quay

- Marine support facility
- Carpentry shop
- Rigging loft
- retail store on Bluenose Dr

Retail Frontage on Street

- Encourage retail frontages on Bluenose Dr. Infill parking?

Improve Streetscape

- New signage, lighting, furnishings, etc.

Government Wharf

- Fiction Castle

Redevelopment Site

- Federal Facility or Marine Industrial Business

Transient Marina Facility

- Existing pump-out
- New gas facilities
- Water, electricity, wifi

Repair Wall

Heritage carpentry program

Parking lot for Interp Centre & Boatyard

Expand Lunenburg Marine Railway

- Existing side transfer
- Permanent boat shed

Relocate Boat Shed

- Create laydown space

Mill Shop

- Office Space Upper Level
- Possible Yacht brokerage
- Boat building lower level

Remove Existing Building(s)

- Construct Modern Boat Building Shed

Lunenburg Foundry Plant #2

Office support space for boat yard

Redevelop Smith and Rhuland Boatyard

- New Laydown Yard

Transient Marina Facility

- New Boat pull-out

Lock-Off Park

Dory shops

- Retain authentic character

Public Access Wharf

- Retain Marine Industrial Activity

Adams and Knickle

Reconfigure Parking

Fisheries Museum of the Atlantic

WATERS OF LUNENBURG HARBOUR