

LEES + ASSOCIATES

LANDSCAPE ARCHITECTS + PLANNERS

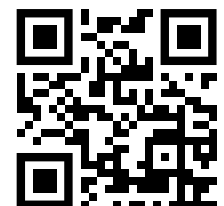
604.899.3806 INFO@ELAC.CA ELAC.CA

OUR KEY SERVICES

Master Planning
Feasibility Studies and Policy
Community and Stakeholder
Engagement
Conceptual Design
Detailed Site Design
Construction Documentation
Construction Administration



We create places of **beauty** and **enjoyment**,
connection and **memory**. We partner with our clients
and their communities to **connect people** with
meaningful landscapes.



Recent Projects

PARKS, TRAILS, AND RECREATION

Nitainlaih Territorial Park Natural Playground | Government of Northwest Territories
Trails & Pathways Master Plan | City of Moose Jaw
Electoral Areas B and E Parks and Trails Master Plan | Regional District of Bulkley-Nechako
Recreation Facility Planning and Ballfield Relocation | Kwanlin Dün First Nation
Recreation and Parks Master Plan | Village of Burns Lake
Golden Spruce Trail Extension Feasibility | Village of Port Clements
Parks & Trails Strategy | Qathet Regional District
Queensborough Ecological Restoration and Trail Development | City of New Westminster
Parks & Trails Active Mobility Planning | Northern Rockies Regional Municipality
Parkland Acquisition Strategy | City of Port Moody
Tse'k'wa National Historic Site Amphitheatre | Tse'k'wa Heritage Society
General Brock Park Design + Construction Administration | City of Vancouver
Village of Carmacks Recreation Strategic Plan | Village of Carmacks
Parks, Recreation and Culture Master Plan 2024-2033 | City of Chilliwack
David Douglas Botanical Garden Expansion | David Douglas Botanical Garden Society



ADDITIONAL SERVICES:

Capacity Analyses • Land Acquisition Strategies • Environmental Audits • GIS Mapping • Land Needs Assessment • Maintenance Manuals and Operational Guidelines • Policy, Standard Operating Procedures • Site planning • Perpetual Care Fund Analyses • Cemetery Bylaws • Cemetery Market Research • Cremation Interment Research • Cemetery Conference Presentations • Lectures and Seminars • Cemetery Trends Workshops