

## 2014 CONCEPT PLAN UPDATE

CONCEPT DEVELOPMENT 

### 2014 CONCEPT GOALS:

Create an "awesome" facility, a model park that:

- Balances regional/national pull with city-specific demand
- Has a high level of design, concept, and finish
- Is truly multi-generational, for all community users
- Becomes a success story
- Meets unmet community recreation needs
- Secures funding and public/private partnerships
- Engages user groups and community partners for implementation and operations

### 2014 CONCEPT GOALS:

Create an "awesome" facility, a model park that:

- Creates multi-use destination where uses can co-exist and avoid multi-use conflicts
- Allows for flexibility of future uses/changing community desires
- Creates inclusive community gathering places for large and small community events
- Addresses environmental issues (prairie dogs, wildlife, wetlands, floodplain, etc.)
- Considers connections/access

### 2014 DRAFT CONCEPT MAJOR USE AREAS

#### TYPES OF MAJOR USES AND PROPOSED FACILITIES OR ELEMENTS

##### Unprogrammed Passive Parkland and Reserved Areas

- areas that are dedicated to non-programmed activities that are more passive in nature or that are dedicated to providing transitions between some uses and adjacent park properties

- Open turf areas
- Trails and multi-use paths
- Areas and facilities for picnicking
- Buffers and other setbacks
- Road system

##### Programmed Athletic Fields

- Multi-use fields that accommodate a variety of programmed diamond and rectangular field activities. Primarily practice fields. Fields would be programmed to allow for unscheduled, open use.
- 3 Softball / Little League fields
- 1 Field 90' bases
- 4 Rectangular fields approx. 220' x 330'

##### Disc Golf

- Professionally designed course primarily for disc golf use. "Community" or "recreational level" in size. The area can also accommodate opportunities for cross country running, Nordic skiing, and trails at specified times.
- 16.5 acre area for recreational disc golf course
- Area designed with mounds, trees, and other 'hazards' for enhanced playing experience

##### Unprogrammed Active Recreation

- Areas of the park that facilitate a variety of active recreation opportunities that are unprogrammed / unscheduled
- Adventure play / universally accessible playground
- Opportunities of nature play
- Opportunities for running track, emerging sports, court sports

##### Community Facilities and Parking

- Areas that provide a wide variety of community related facilities and opportunities
- Aquatics facility with outdoor water play
- Possible field house
- Opportunities for concessions and other food services
- Community building (re-purposed Park Operations building)
- Possible nature education center
- Neighborhood commercial

