

Community Park Advisory Committee Meeting #2, January 11, 2011 Meeting Summary

Background

As the community park planning process began, the City of Wildwood formed an advisory committee comprised of nineteen Wildwood residents (two residents per ward, two City Council liaisons and one at-large resident). Prior to this meeting, the Community Park Advisory Committee (CPAC) had met twice – first, to learn about the project and second, to tour the proposed community park site. For its third meeting, the CPAC:

- Reviewed the site's existing conditions;
- Learned about the consulting team's four design alternative options;
- Selected a preferred design concept; and
- Created several ideal park designs based on typography, community open space guidelines and amenity preferences.

Presentation Summary

Bill Burke of Oates & Associates began the 30-minute presentation by acquainting the members with the project schedule and stating that the project is now in Phase 3, with approximately three to four months remaining. He reviewed his recent stakeholder interviews with surrounding municipalities and discussed how the online survey results influenced the four design alternatives. In addition to the major amenities desired, Burke mentioned the following design goals:

- Restore, celebrate local ecologies – meadow, forest, and stream;
- Create cohesive series of park elements;
- Create memorable places and spaces;
- Design for all four seasons;
- Design for low and high use (weekday, weekend, event);
- Create a flexible structure for future adaptation;
- Consider phasing opportunities; and
- Ensure accessibility and connectivity.

Four design frameworks – low road, high road, loop and stub, were presented to the CPAC and each framework addressed the design goals, especially accessibility, to varying degrees. Following the presentation, CPAC members asked questions and prepared to create park designs.

Park Design Results

CPAC members were divided into three groups and were asked to individually rate and rank the four schemes based on program inclusivity, balance of active and passive areas and connectivity. After the individual rankings, each team designed the park area with amenities and trails.

Most Preferred Scheme

Team 1

Four of the five members ranked the loop scheme as their first preference because of its accessibility using a one-way looped road and ability to buffer the eastern edge neighborhoods. One member preferred the high road scheme because it allowed more "untouched" space and didn't bisect the park.

Team 2

For three of five members, the low road and loop schemes were tied as the most preferred schemes. The remaining two members preferred the loop scheme. Team members felt that both preferred schemes provided the greatest amount of accessibility. While somewhat divided individually, this team, after discussing the merits of each scheme, chose the loop scheme as the most preferred scheme.

Team 3

Five of the six members ranked the loop scheme as their first preference because of accessibility, usability and the ability to phase development over multiple years. One member preferred the stub scheme because it provided the greatest protection to existing typography by using trails as connectors, rather than roads.

Least Preferred Scheme

Team 1

Four of five members ranked the stub scheme as least preferred because it limited accessibility and created a two-park system. One member ranked both the low and high road schemes as least favorable because both schemes had a higher degree of paved surfaces, such as roads.

Team 2

All five members ranked the stub scheme as least preferred because it limited accessibility and lacked connectivity.

Team 3

Five of six members ranked the stub scheme as least preferred because it limited accessibility and created a two-park system. One individual ranked the loop scheme as being least preferred because he or she felt that the park acreage (63 acres) insufficient to accommodate the loop scheme.

Overall, the most preferred scheme was the loop design, followed by the low road design. The least preferred scheme was the stub design.

Placement of Amenities

After selecting the preferred scheme, CPAC members were instructed to design the park site by placing the most preferred (as indicated from the online survey) passive and active amenities on the scheme’s map. Then, using yarn, CPAC members created a trail system throughout the park. With the park design almost complete, members were asked to review the list of moderately preferred and least preferred amenities and select one or two from the list to include in the park design. The table below details a list of active and passive amenities by preference.

	Active Amenities	Passive Amenities
Most Preferred	<ul style="list-style-type: none"> • Multi-Use Trails • Sledding Hill • School-age Playground • Toddler Playground • Open Play Lawn • Stocked Fishing Lake • Single-Use Trails (pedestrians) 	<ul style="list-style-type: none"> • Park Pavilions • Trail Connections (major destinations) • Amphitheater • Natural Open Play Lawn • BBQ Pits • Trail Connections (neighborhoods)
Moderately Preferred	<ul style="list-style-type: none"> • Swimming Pool • Basketball Courts • Tennis Courts • Soccer Fields • Special Needs Playground • Baseball Fields • Single-Use Trails (cyclists) • Softball Fields 	<ul style="list-style-type: none"> • Water Features • Farmers’ Market Space • Natural Wildflower Garden • Dog Park • Botanical Labeling of Plants
Least Preferred	<ul style="list-style-type: none"> • Volleyball Courts • Rock Climbing Wall • Fitness Stations • Frisbee Golf • Ropes Course • Horseshoe Pits • Skateboard Park • Equestrian Trails 	<ul style="list-style-type: none"> • Public Art Sculptures • Interpretive Signage • Butterfly Garden • Rain Garden • Vegetable Garden

Among all three teams, the playgrounds, stocked fishing lake, open play lawn, amphitheater and sledding hill were placed in the same location. Placement for these amenities (for all teams) was:

- Toddler and school-age playgrounds – open meadow at northwest corner of property;
- Stocked fishing lake – southeast corner of property covering detention basin;
- Amphitheater and sledding hill – western edge of property along a cedar covered slope; and
- Open play lawn – centered between the playgrounds and amphitheater/sledding hill area.

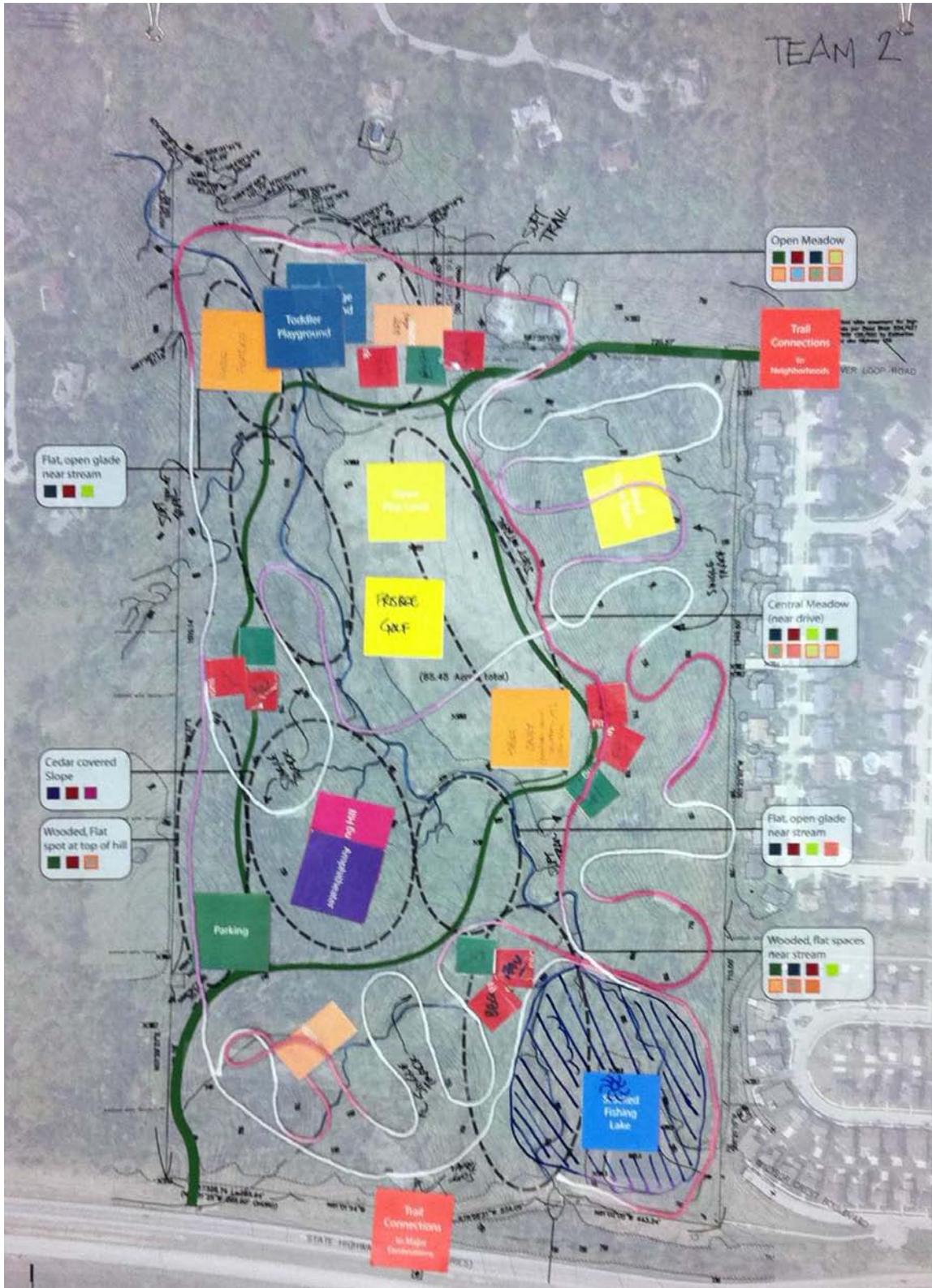
Park pavilions, BBQ pits, restrooms and parking lots were placed generously around the major activity areas, such as the playgrounds, fishing lake and amphitheater.

Regarding the moderately and least preferred amenities, each team chose different amenities to enhance the park experience.

- Team 1 decided not to add amenities from these categories.
- Team 2 chose a sprinkler-type water feature near the playground area, and a sports court for volleyball, basketball and frisbee golf in the open play lawn. Additionally, this team desired a natural trail for mountain biking and a soft trail for running, walking and pushing strollers.
- Team 3 chose a dog park, fitness stations along the trail and a water feature near the playground. The team also chose an art sculpture to be placed at the northeast entrance of the park.

The maps for each team can be found in the appendix.

Park Plan Design – Team 2



Park Plan Design – Team 3

