



**WILDWOOD**

# Community Park Forum



**Oates Associates Vector Communication Nelson Byrd Woltz  
January 2011**



# WELCOME & INTRODUCTIONS

## Welcome...

Mayor Tim Woerther

Council Liaisons: Tammy Shea (Ward 3) & Michele Bauer (Ward 8)

### **Citizen Volunteers / CPAC Members**

Ward One: Veronica Leah and Mary Kenny

Ward Two: Mikel Garret & Darren Dunkle

Ward Three Sam Visintine & Mark Perez

Ward Four: Katie Dodwell & Kerry Huffines

Ward Five: Julie McMillen & Katie Plamquist

Ward Six: John Graas & Carol Dean

Ward Seven: John Valenti & Charissa Fisher

Ward Eight: Andrea Ellebrecht & Doug Carlson

Member At large: Judy Hartz

### **Planning & Park Staff**

Joe Vujnich - Planning Director, Gary Crews - Superintendent of Parks & Recreation, & Terri Gaston - Planner

### **Planning & Design Team**

Bill Burke - Project Manager Oates Associates

Breck Gastinger - Lead Designer NBWLA

Jessica Perkins - Public Engagement Specialist Vector Communication

Barb Anderson - Park Designer Oates Associates



## MEETING OBJECTIVES

- Review existing conditions, survey results, site analysis overview and planning team efforts.
- Present and discuss the three alternative design options (frameworks: High, Low, and Loop)
- Pick an individually preferred option from the three design alternatives and provide feedback.
- Pick a group preferred option from the alternatives, participate in the chip game and provide feedback on group discussion
- Provide feedback related to preferred park amenities.

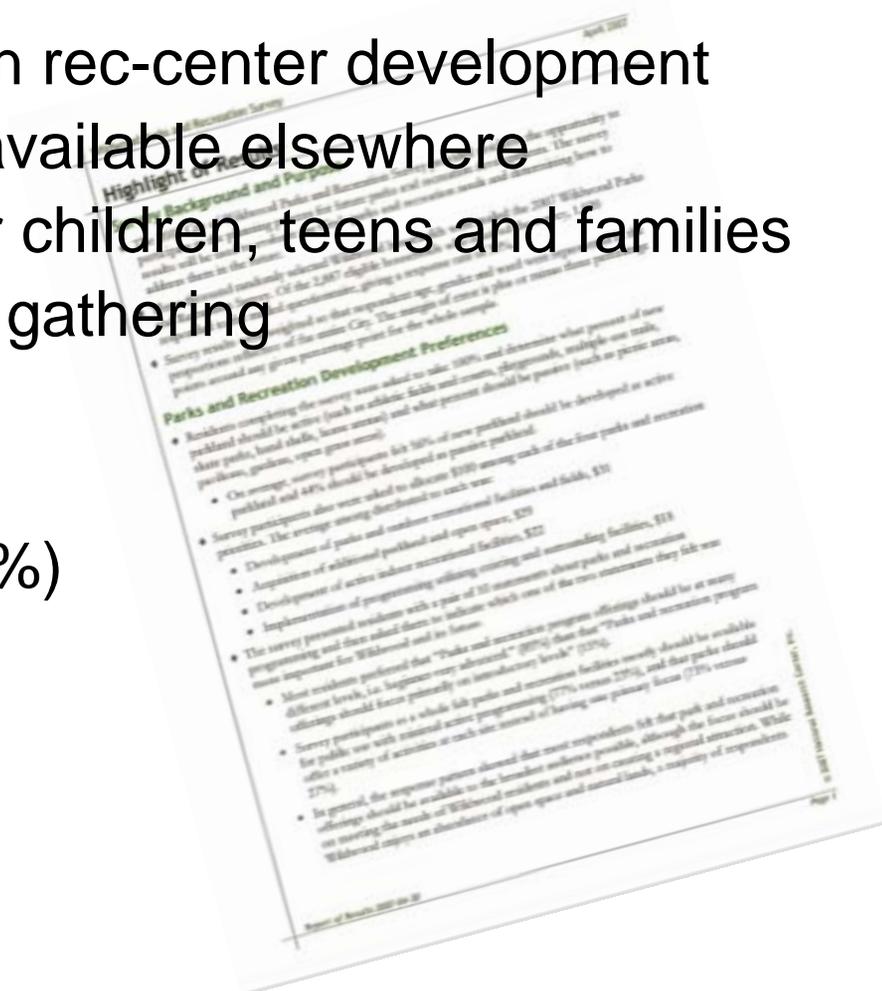


## **2007** CITIZENS COMMITTEE & SURVEY

- Programming:** Partner to provide a broad range of recreational services for a broad age group while avoid duplication.
- Facilities:** Expand commitments to the development of all types of trails and increase connections.
- Acquisition:** First action to be a parcel for a community park within the central city near 109 and 100.
- Funding:** Implement steps necessary to examine funding opportunities.

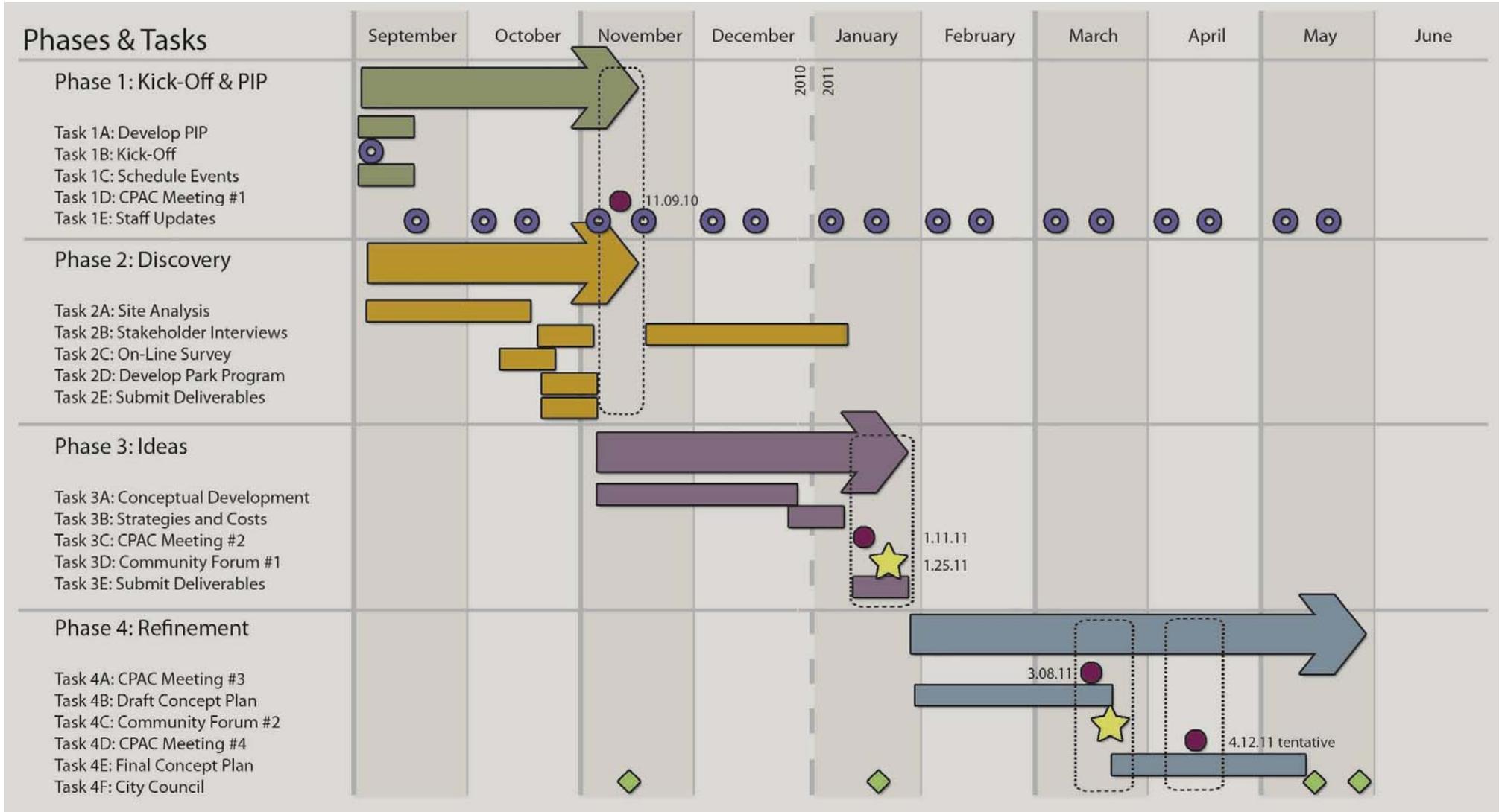
## 2007 CITIZENS COMMITTEE & SURVEY

- 1020 Respondents
- Passive rated slightly lower than active (44%/56%)
- Serve broadest audience possible
- Park development more critical than rec-center development
- Avoid replicating existing facilities available elsewhere
- Emphasize fitness and wellness for children, teens and families
- Foster opportunities for community gathering
- Top amenities:
  - Playgrounds (69%)
  - Natural and open space (60%)
  - Multi-use trails (56%)
  - Pavilions/BBQ Pits (52%)
  - Additional Bike Trails (52%)



# PROJECT OVERVIEW

Conduct a two step planning program beginning with 1.) a public engagement process to obtain opinions, recommendations and input from residents of Wildwood and 2.) interpret that information for the purposes of developing a conceptual plan for the property.



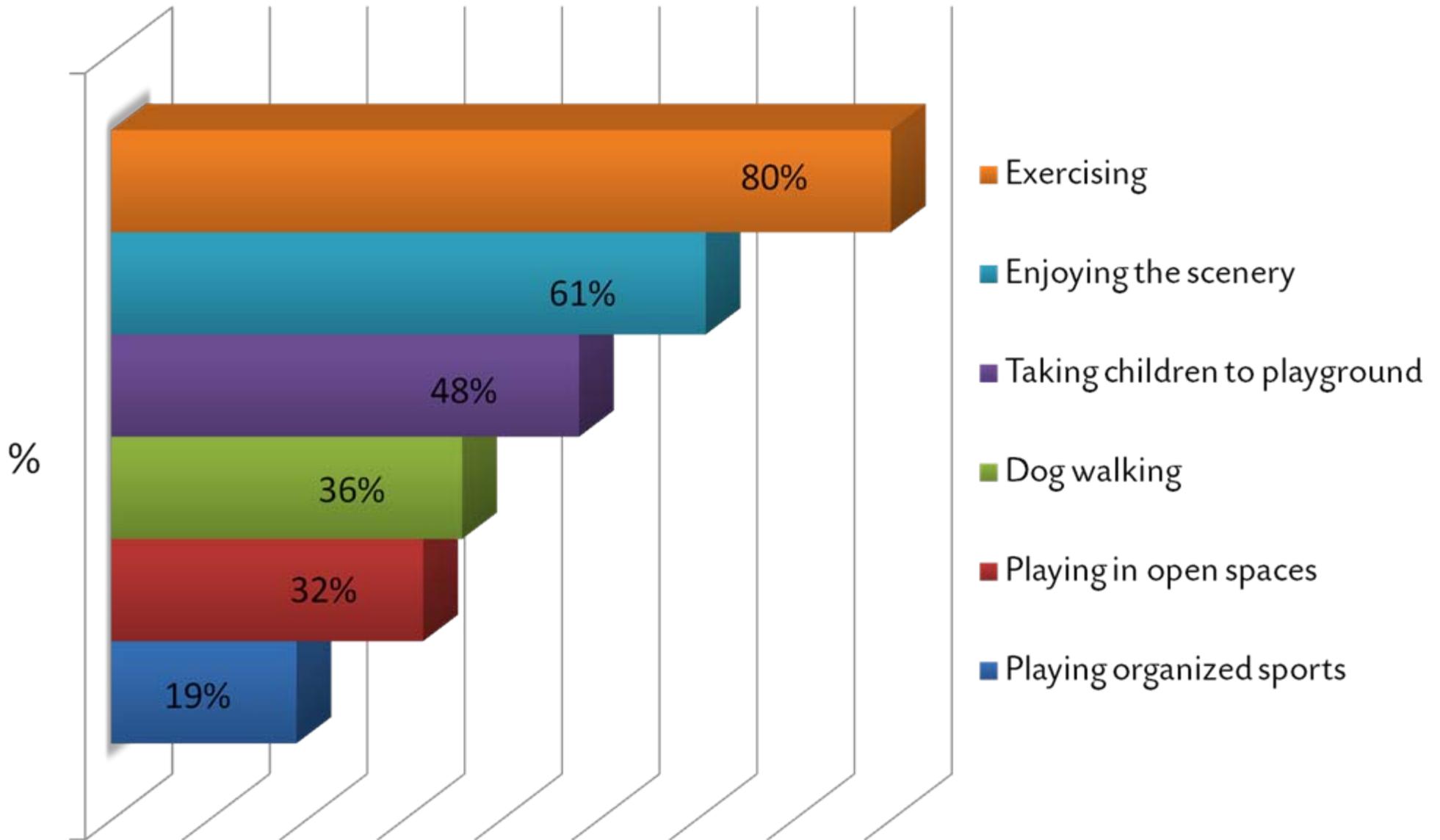
## 2010 ON-LINE SURVEY RESULTS

- 965 Respondents
- 4% population; 9% households
- 53% live within a mile
- 40% frequent park users
- 65% have children
- 64% are between 35 and 54 years of age
- 40% identified as living in wards 4, 5, 6, 7, 8



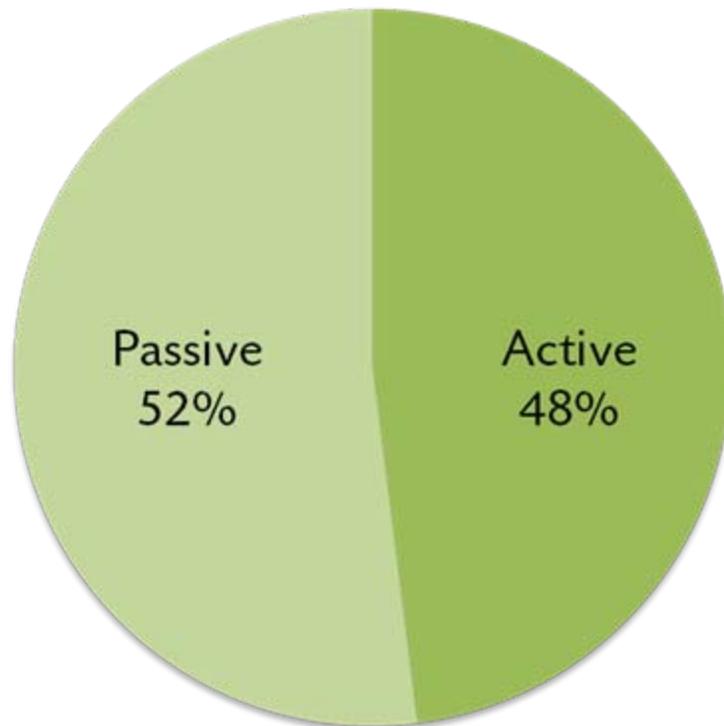
## 2010 ON-LINE SURVEY RESULTS

### CURRENT PARK USAGE



## 2010 ON-LINE SURVEY RESULTS

# Respondents Desire Slightly More Passive Recreational Space



- 44% rated passive higher than active
- 24% rated passive equal to active
- 32% rated active higher than passive

## PASSIVE AMENITIES – RESPONSES AT-A-GLANCE

### GREAT IMPORTANCE PRIMARY ELEMENTS

 Park Pavilions

 Trail Connections

to Major Destinations

 Amphitheater

 Natural Open Play Lawn

 BBQ Pits

 Trail Connections

to Neighborhoods

### AVERAGE MODERATELY PREFERRED

Water Features

Space for Farmer's Market

Natural Wildflower Garden

Dog Park

Botanical Labeling of Plants

### LEAST PREFERRED

Public Art Sculptures

Interpretive Signage of Features

Butterfly Garden

Rain Garden

Vegetable Garden

## ACTIVE AMENITIES – RESPONSES AT-A-GLANCE

### GREAT IMPORTANCE PRIMARY ELEMENTS

Multi-Use Trails pedestrians & cyclists

Sledding Hill

School-age Playground

Open Play Lawn

Stocked Fishing Lake

Single-Use Trails pedestrians

Toddler Playground

### AVERAGE MODERATELY PREFERRED

Swimming Pool

Basketball Courts

Tennis Courts

Soccer Fields

Special Needs Playgrounds

Baseball Fields

Single-Use Trails cyclists

Softball Fields

### LEAST PREFERRED

Volleyball Courts

Rock Climbing Wall

Fitness Stations

Frisbee Golf

Ropes Course

Horseshoe Pits

Skateboard Park

Equestrian Trails



## PLANNING **PRINCIPLES** (per Wildwood Survey)

- Connect to Wildwood Trails
- Protect and enhance existing streams
- Create space for community activities
- Protect wildlife
- Low maintenance
- Minimize stormwater runoff
- Protect and restore native ecology
- Connect surrounding neighborhoods
- Mitigate effects of park lighting and noise

# REGIONAL CONTEXT





# SITE AERIAL PHOTOGRAPH



PORTLAND CREST

POND GROVER LOOP  
ROAD

LAFAYETTE  
TRAILS

WINDSOR CREST

HWY 100

HWY 109

66 ACRES... SCALING GRID 208 x 208

SITE DIMENSIONS  
1/4 MILE X 1/2 MILE  
1,320' X 2,640' (roughly)  
ACRE: 43,560 SF 208 X 2

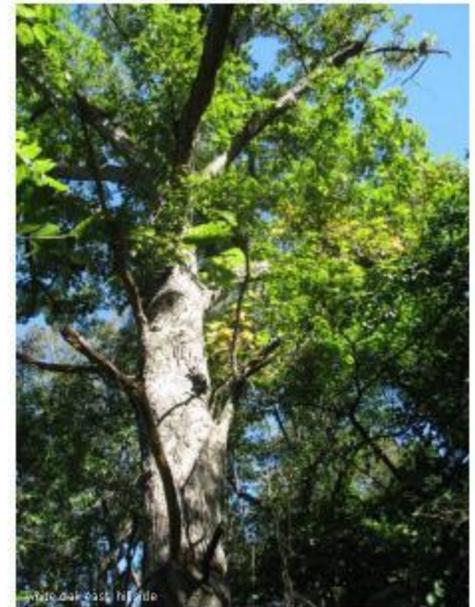
ACRE

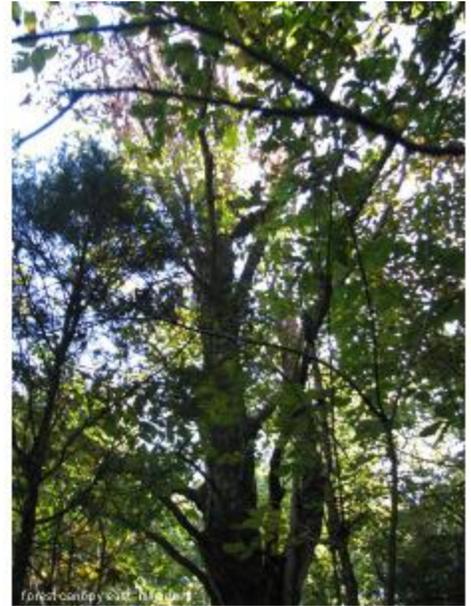
# SCALE COMPARISONS



# TREE HABITAT & COVERAGE









old road on west hillside



forest view of west hillside



old road on west hillside



view from new path on west hillside





trail near creek and retention pond



retention pond



retention pond outlet



utility corridor along eastern edge



utility corridor along eastern edge



utility corridor along eastern edge



woodland hanesuckle



woodland ferns



summer wildflowers



55 forest opening east of field



turtle in woods



summer wildflowers



meadow view looking south



meadow edge near creek bank



meadow grasses



meadow view from creek bank



meadow wildflowers



meadow view from creek bank



meadow view looking south





grass on west side



cedar trees on west hillside



old road on west side



forest clearing on west hillside



tree canopy on west hillside



trail over drainage swale near creek and retention pond



view south from old road entry at Hwy 100



pond grove loop road looking west



view west from old road entry at Hwy 100



pond grove loop road looking west



view east from old road entry at Hwy 100



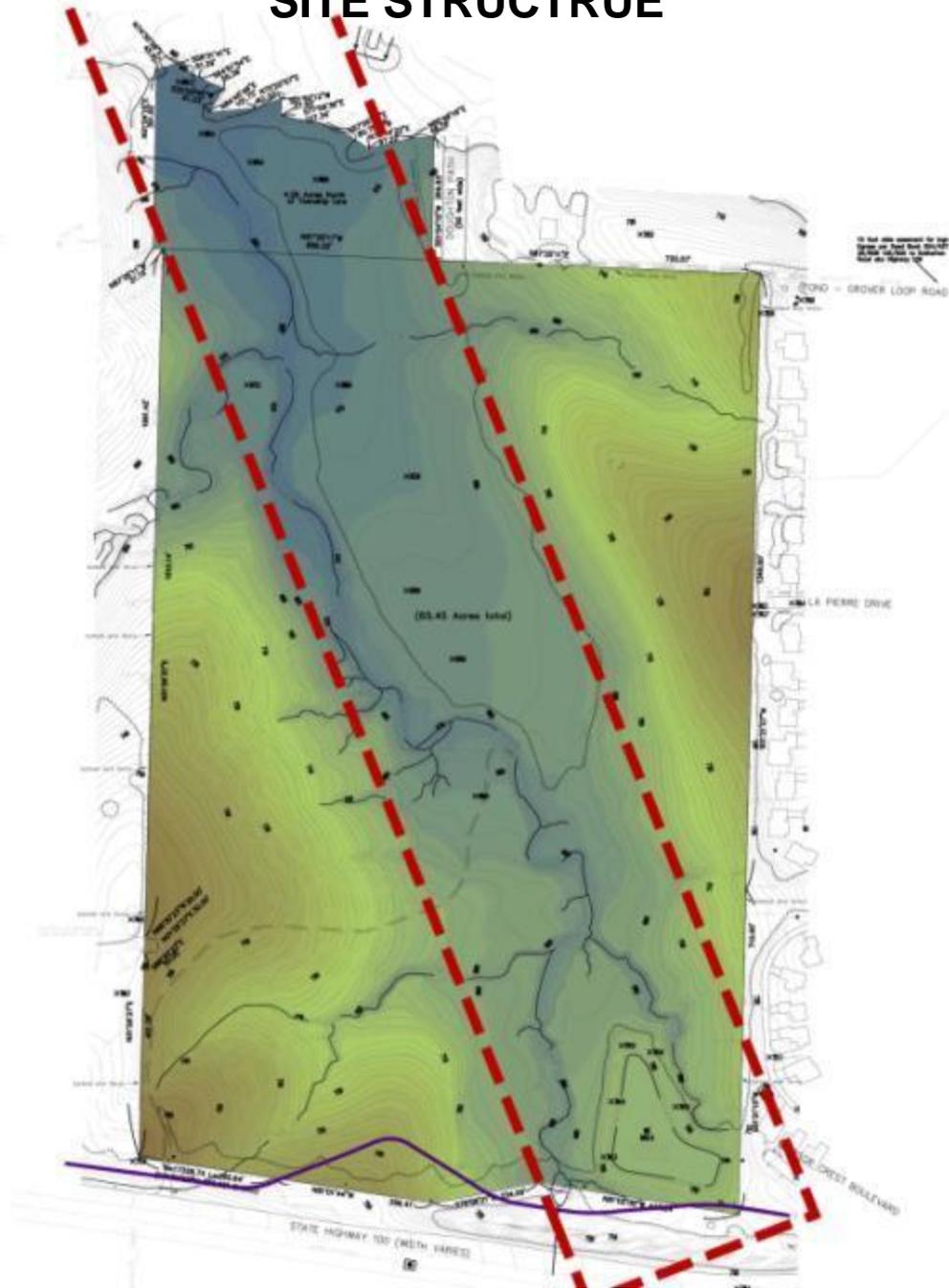
utility corridor northeast corner of site



## SITE HIGHLIGHTS & ASSETS

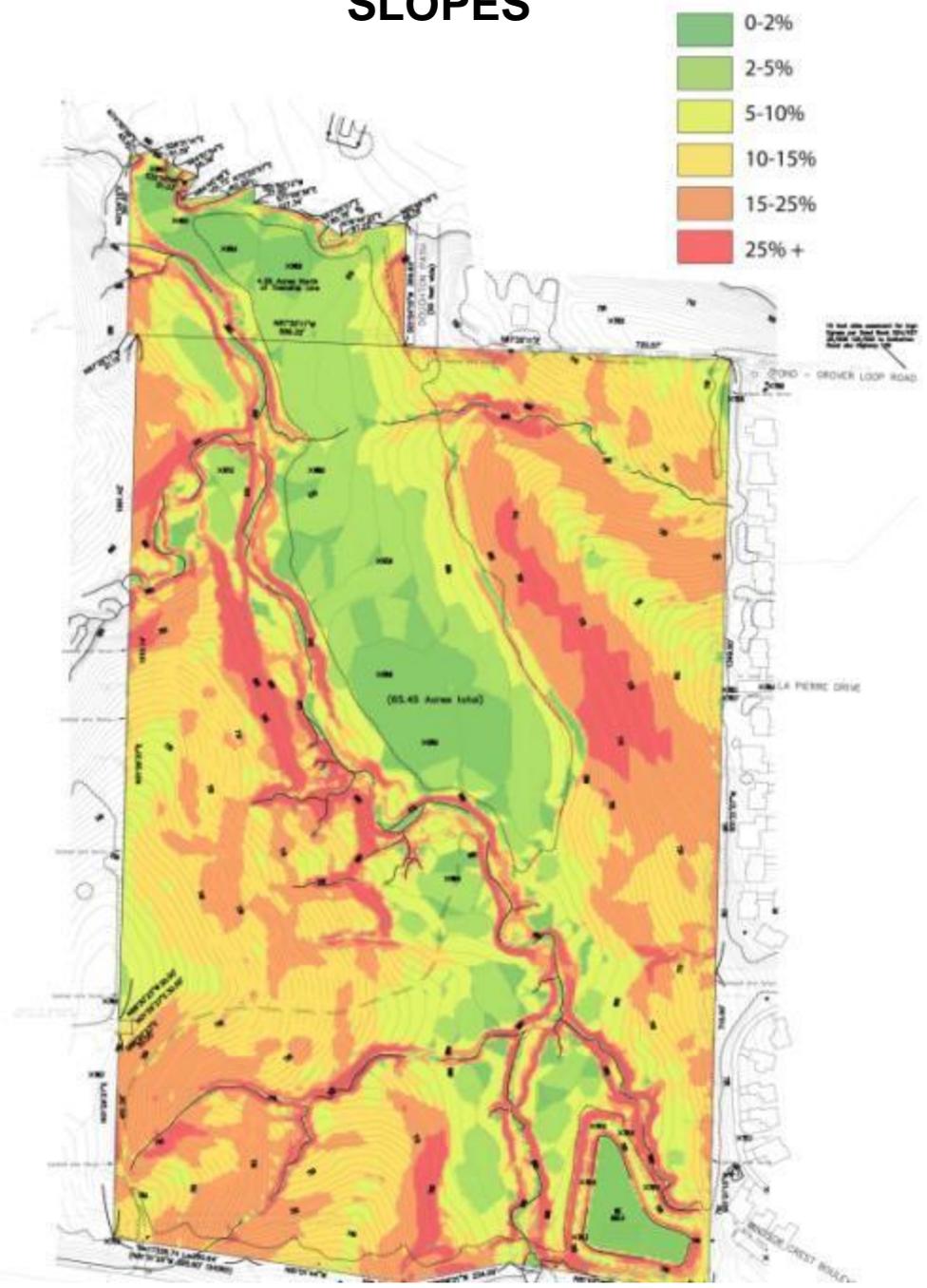


# SITE STRUCTURE





# SLOPES



## INITIAL PARK PROGRAM IDEAS

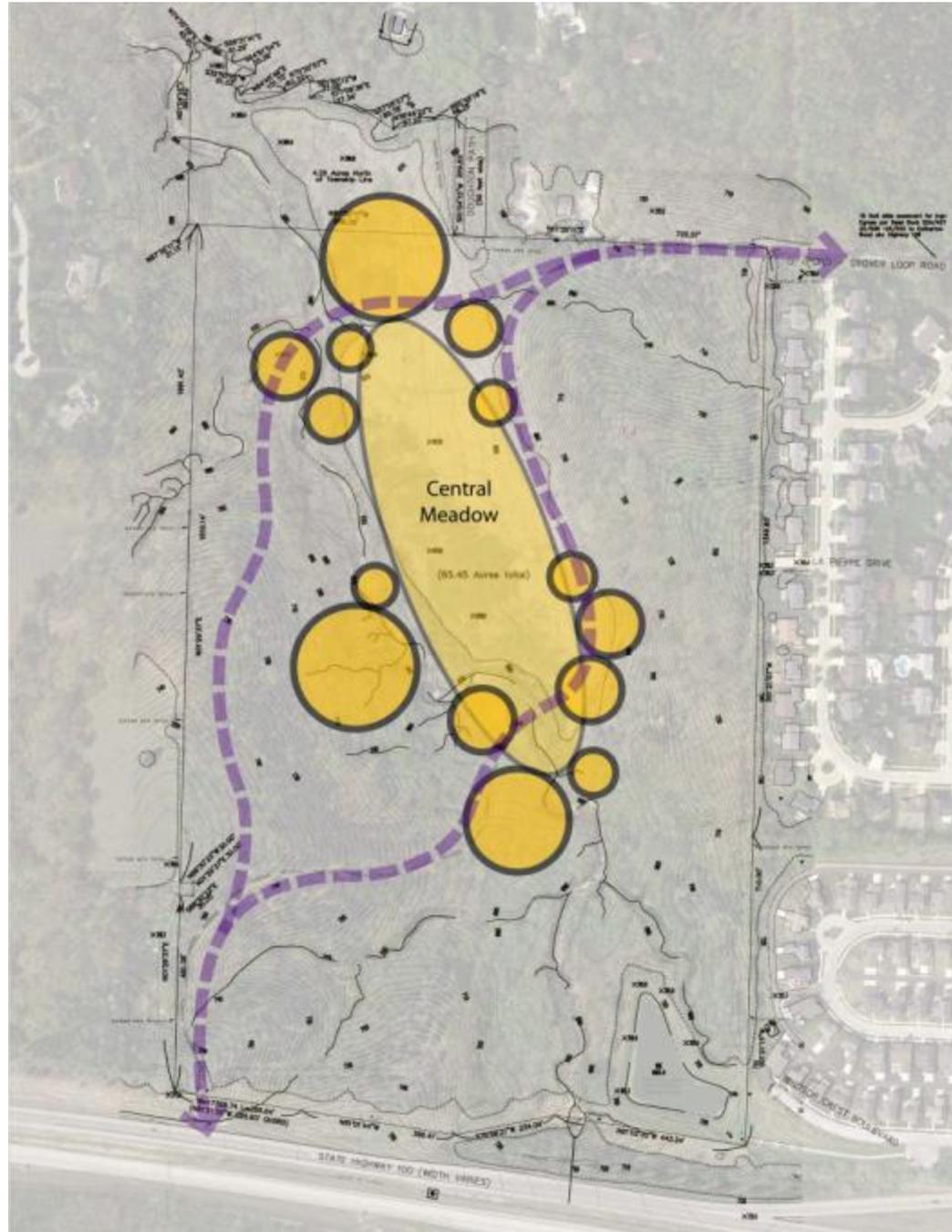
- Playgrounds
- Open Space Play Areas
- Natural Environment
- Community Gathering Place
- Multi-Use Trails
- Pavilions & Picnic Areas
- Fishing Lake
- Sledding Hills





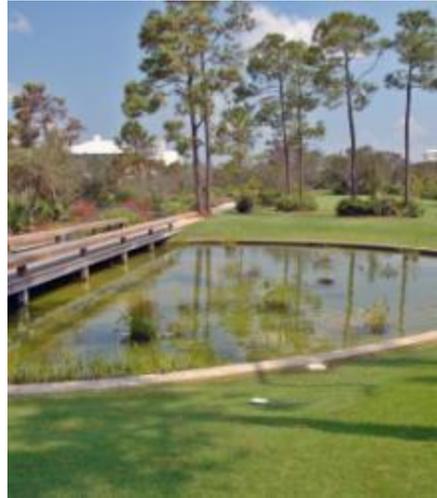


## Distributed Program



## Centralized Program

# PLANNING PRECEDENTS & IMAGES



More Wild

More Urban





## DESIGN GOALS

- Restore, celebrate local ecologies – meadow, forest, and stream
- Create a cohesive series of park elements
- Create memorable places and spaces
- Design for all four seasons
- Design for low and high use (weekday, weekend, event)
- Flexible spaces for future adaptation
- Consider phasing opportunities
- Universal Accessibility



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- Pick a group preferred option from the alternatives and provide feedback.
- Provide feedback related to preferred park amenities.

## FRAMEWORK PREFERENCE – INDIVIDUAL (pink form)

- **Program Inclusivity** – the framework’s ability to serve as a gathering spot for most Wildwood residents; and to meet the needs of those residents with a diverse variety of possible activities.
- **Balance of Active and Passive Areas** – the framework’s ability to preserve native areas, while providing space for active amenities.
- **Connectivity** – the framework’s ability to link active and passive areas within the park; and to link the park to major destinations and neighborhoods

*Score framework preference criteria on a scale of 1 to 5, with one being low. Then, add the total points for each framework; and rank the frameworks based on the preference scores.*

	<b>Program Inclusivity</b>	<b>Balance of Active and Passive Areas</b>	<b>Connectivity</b>	Total Points	Final Ranking
Framework 1 – Low Road Scheme					
Framework 2 – High Road Scheme					
Framework 3 – Loop Scheme					

General Comments about **most** appealing framework

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General Comments about **least** appealing framework

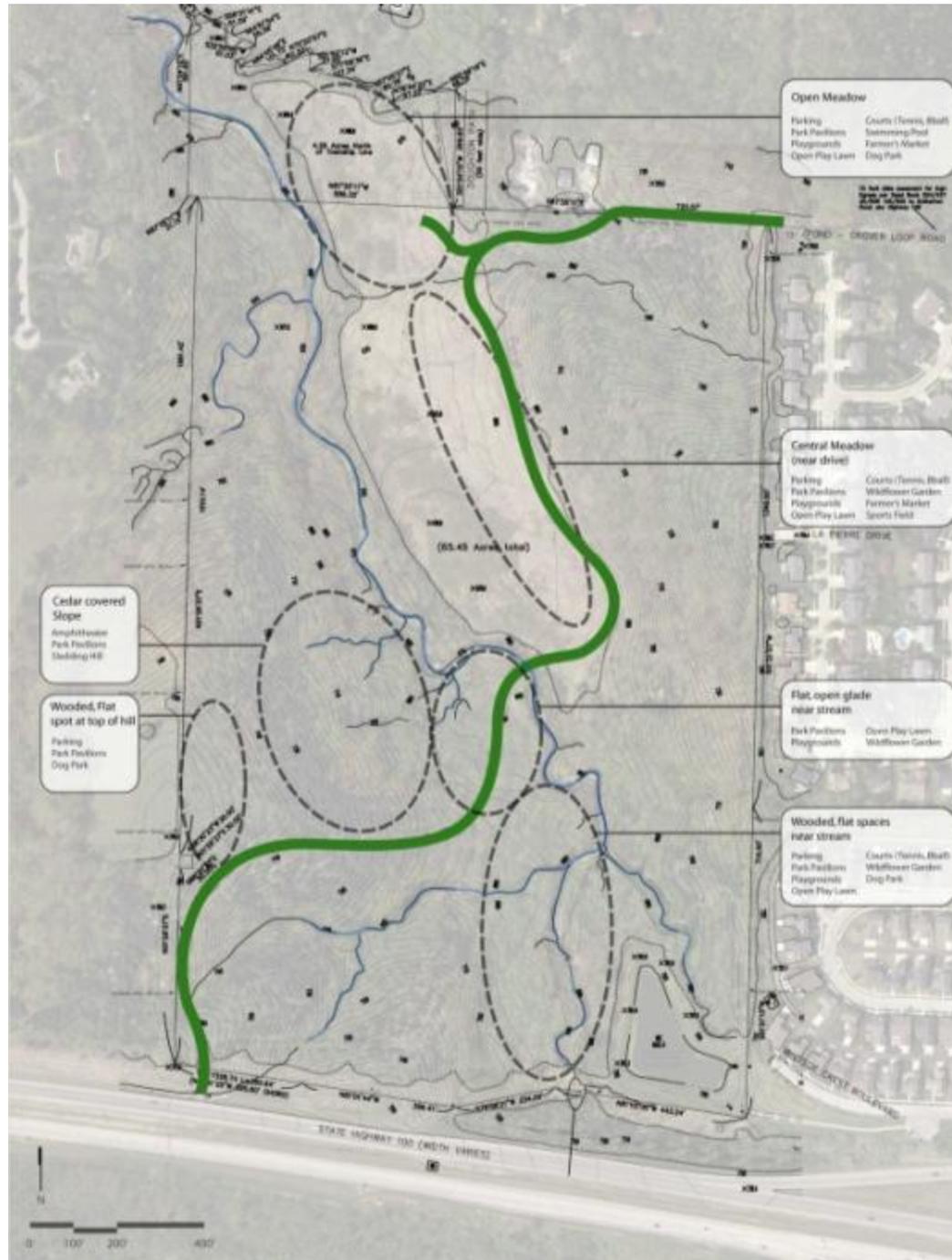
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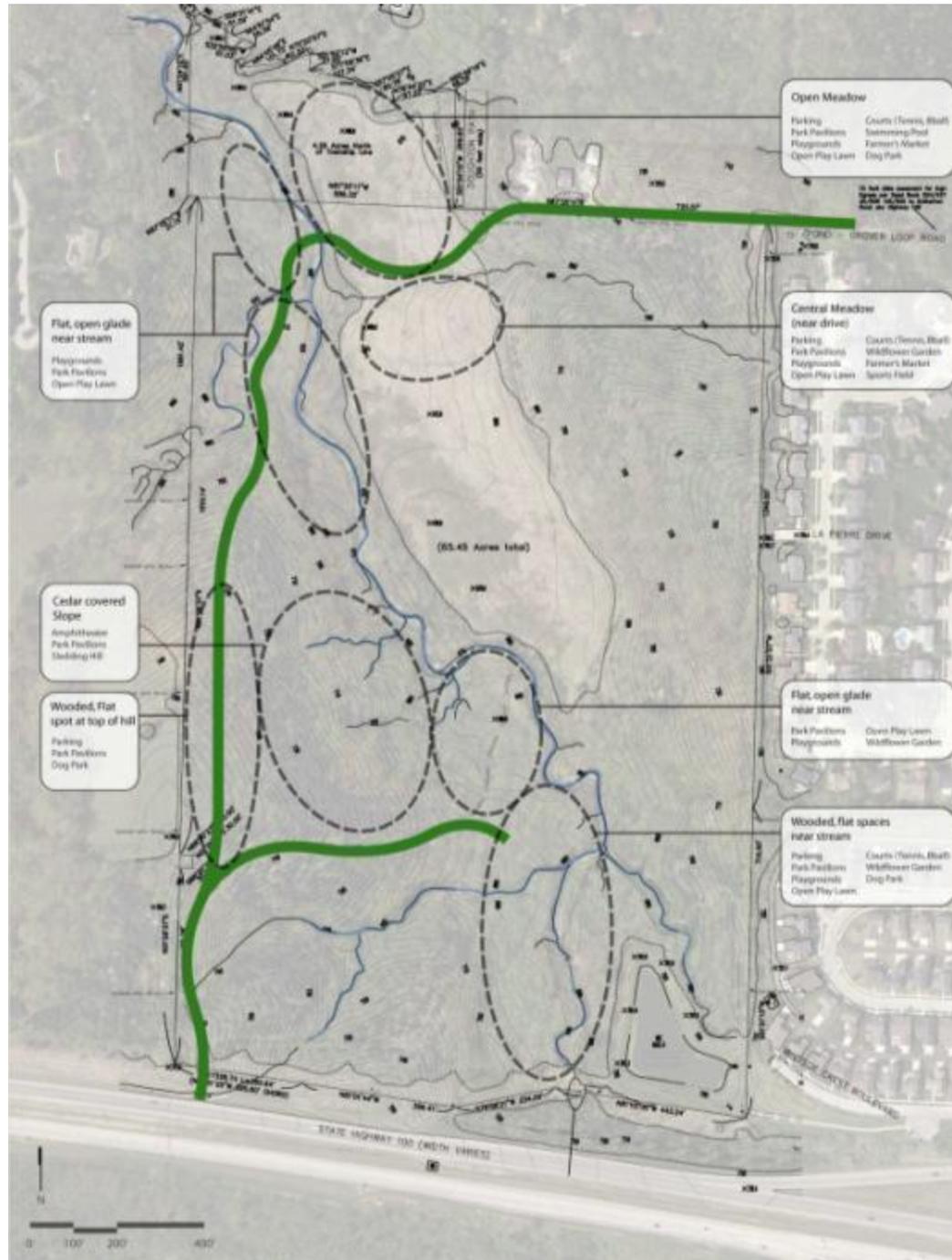
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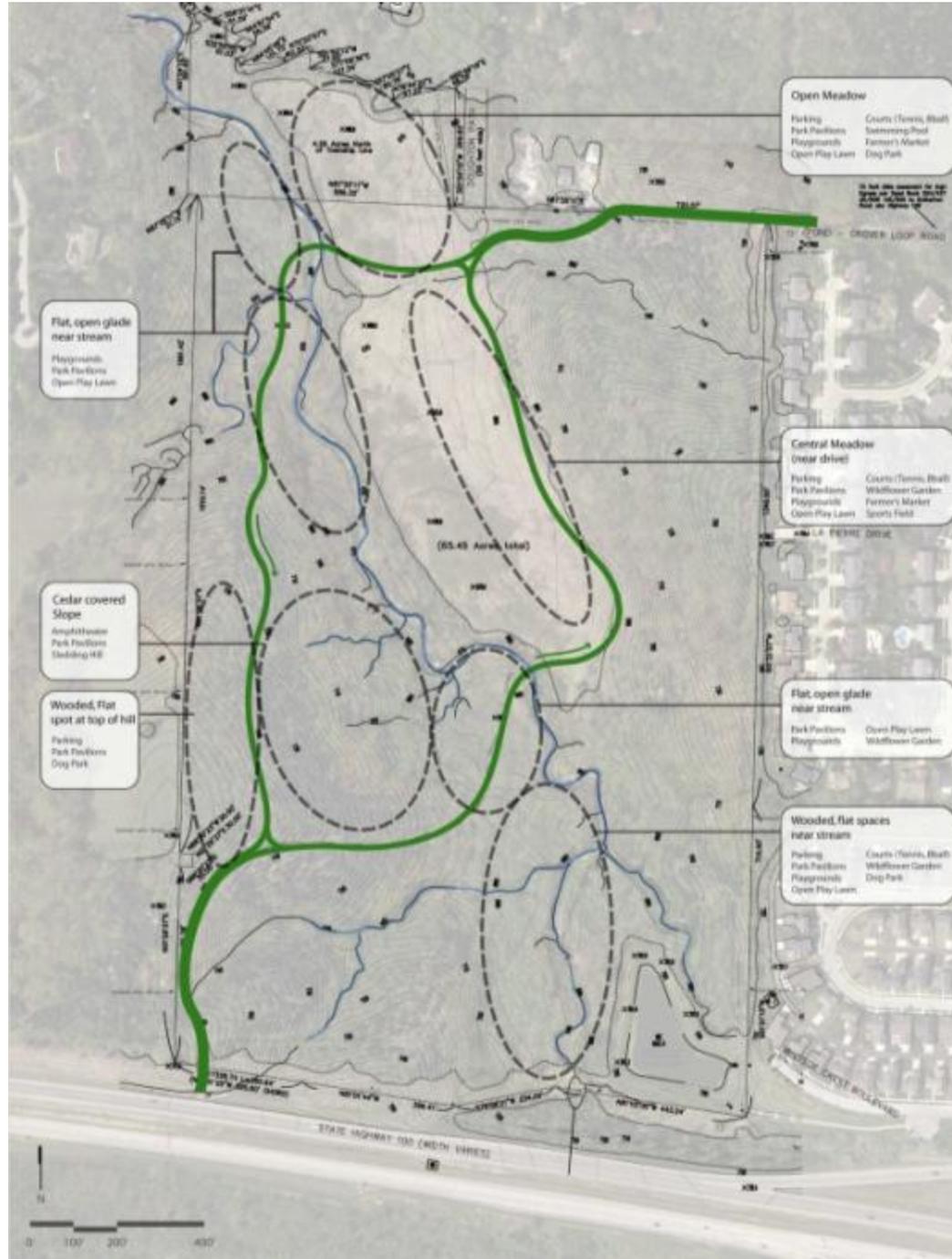
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# Framework #1 LOW Road Scheme



## Framework #2 HIGH Road Scheme



## Framework #3 LOOP Road Scheme

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## GAMING SESSION

- A. Each group: select a Leader/Speaker, select a Note Taker.
- B. As a group discuss the most preferred & second most preferred frameworks. Answer Question I on the blue form.
- C. As a group from the preferred framework: Place primary amenities around the site.
- D. Review moderately and least preferred amenities for any Wild Cards. Consider using no more than one or two Wild Cards. (see the responses at-a-glance list) Answer question II on the blue form.
- E. Using the String: Design a trail system for the park.
- F. Secure game pieces to the Board.

Majority Rules, Note the Rationale & Keep the Game Moving.

Turn in the pink forms, blue forms and the preferred framework plan.

## FRAMEWORK & AMENITY DISCUSSION – GROUP/TABLE (blue form)

### I. Framework Preference

	Rationale
Most Preferred Framework:	<ul style="list-style-type: none"> <li>•</li> <li>•</li> <li>•</li> <li>•</li> <li>•</li> <li>•</li> </ul>
Second Most Preferred Framework:	<ul style="list-style-type: none"> <li>•</li> <li>•</li> <li>•</li> <li>•</li> <li>•</li> <li>•</li> </ul>

### II. Wildcard Amenities Selected

<i>Amenity (in Preference Order)</i>	Rationale

## ACTIVE AMENITIES – PRIMARY ELEMENTS DECISION MAKING CRITERIA

### ACTIVE AMENITIES PRIMARY ELEMENTS

- Multi-Use Trails pedestrians & cyclists
- Sledding Hill
- School-age Playground
- Open Play Lawn
- Stocked Fishing Lake
- Single-Use Trails pedestrians
- Toddler Playground

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Rock Climbing Wall

Fitness Stations

Frisbee Golf

Ropes Course

Horseshoe Pits

Skateboard Park

Equestrian Trails





## **THANK YOU... CONTACT INFORMATION & ADJOURNMENT**

### **Bill Burke**

Project Manager  
618.530.5947 cell

[bill.burke@oatesassociates.com](mailto:bill.burke@oatesassociates.com)

Wildwood City Hall  
183 Plaza Drive  
Wildwood, MO 63040  
(636) 458-0440

(636) 458-6969 – fax

[www.cityofwildwood.com](http://www.cityofwildwood.com)

### **Gary Crews, Superintendent of Parks & Recreation**

Ext. 126

[gary@cityofwildwood.com](mailto:gary@cityofwildwood.com)

### **Joe Vujnich, Planning Director**

Ext. 115

[joe@cityofwildwood.com](mailto:joe@cityofwildwood.com)