



FORMER ELEMENTARY SITE PARK PLAN **CITY OF DETROIT, OREGON**

SEPTEMBER, 2013



UNIVERSITY OF OREGON



Community
Planning
Workshop

Acknowledgements

This plan was developed by the University of Oregon's Community Planning Workshop (CPW) for the City of Detroit, Oregon. CPW wishes to thank Detroit Mayor Shari Flanders, City Recorder Christine Pavoni, members of the Detroit Park Committee, and Detroit City Council for their assistance with this project, as well as the public who participated in interviews in Detroit with the project team.

Community Planning Workshop is an experiential learning program affiliated with the Department of Planning, Public Policy and Management at the University of Oregon. Students work in teams under the direction of faculty and Graduate Teaching Fellows to develop proposals, conduct research, analyze and evaluate alternatives, and make recommendations for possible solutions to planning problems in Oregon communities.

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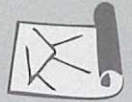


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Figure 1. View of existing site



I. Introduction & Background

The City of Detroit, Oregon contracted with the Community Planning Workshop (CPW) to design a new city park located on their former elementary school site. The park will be co-sited with a civic building and fire station.

The purpose of this plan is to identify the Detroit community's needs and desires for the park site, culminating with a City approved design concept. The vision for Detroit's new civic park captured in this document can be used as a communication tool as the City seeks and allocates funding for capital construction costs,

The CPW team met twice with city staff, a newly established Park Committee, and City Council, to determine the park's design program and to receive feedback on design concepts. In the first set of meetings project goals and an initial program for the park design were established. CPW then conducted an intercept survey during the 2013 Fireworks Over the Lake Festival to receive feedback from the public regarding three

proposed design alternatives. CPW used feedback from the second session to create a synthesized park design that was presented to City staff, the Park Committee and City Council in the third set of meetings. The product of those meetings is the final conceptual plan.

This document presents: (1) a description of the site's existing conditions and the design process; (2) final design recommendations, phasing plan, and cost estimate; and (3) appendices detailing initial design concepts as well as public and City feedback.

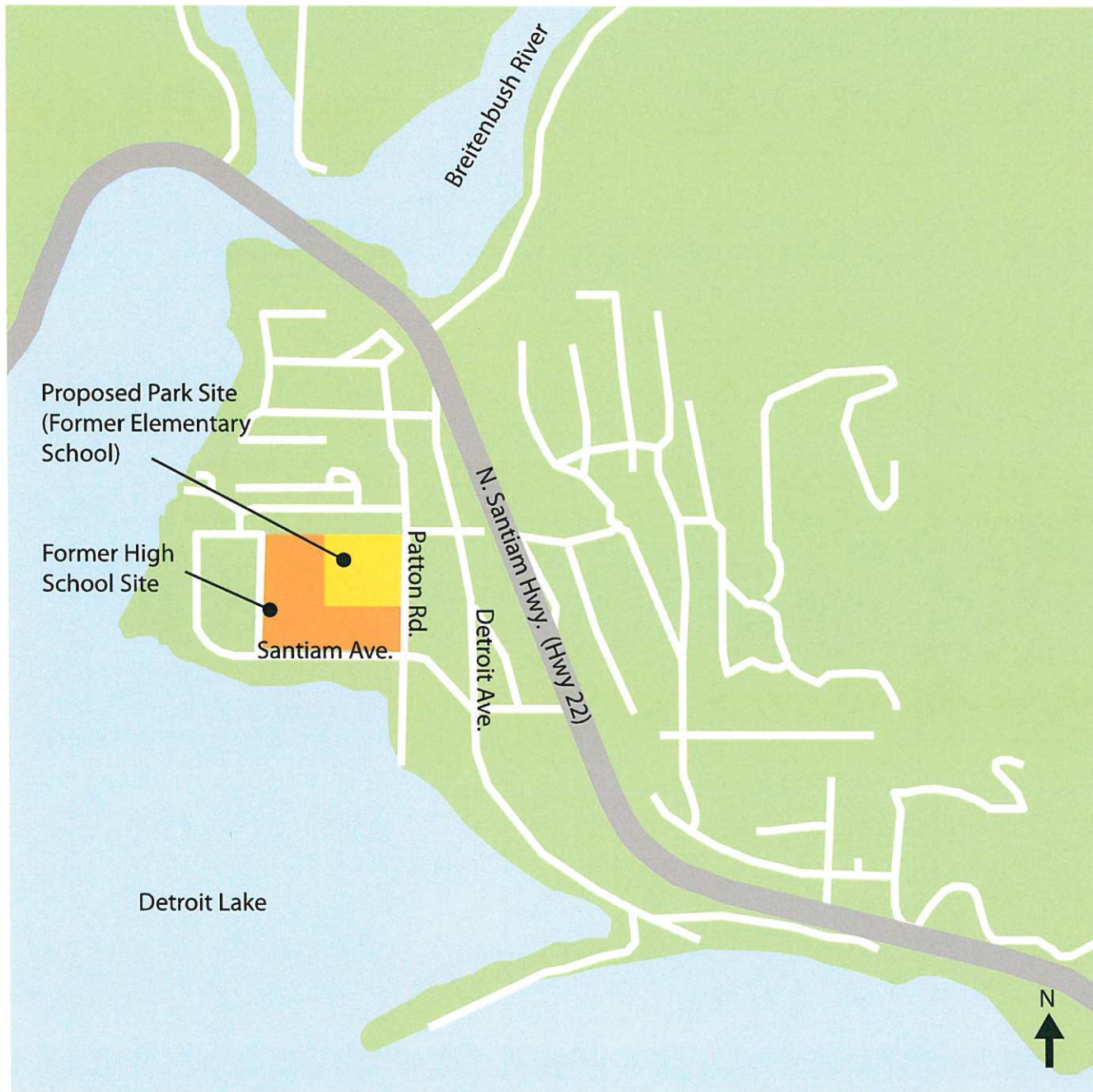


Figure 2. Site Context Map



Figure 3.1. Detroit Dam



Figure 3.2. Detroit Lake, Oregon



Figure 3.3. Detroit Ave., Detroit, Oregon

Site Context

The City of Detroit, located in Marion County, Oregon is 50 miles southeast of the state capital Salem and is accessed via Highway 22, the Santiam Highway.

Detroit, nested within the Willamette National Forest, was moved to its current location in 1952 when the Army Corps of Engineers began construction of Detroit Lake—an artificial reservoir impounded by Detroit Dam on the north Santiam River.

The nine-mile long lake was constructed primarily for flood control and power generation, and has also become a popular recreation destination.

As of 2010, Detroit's population was 202 with 96 households and 59 families. These numbers fell from 262 people, 119 households, and 69 families in 2000.

Although tourism has always been an important part of the Detroit economy, the

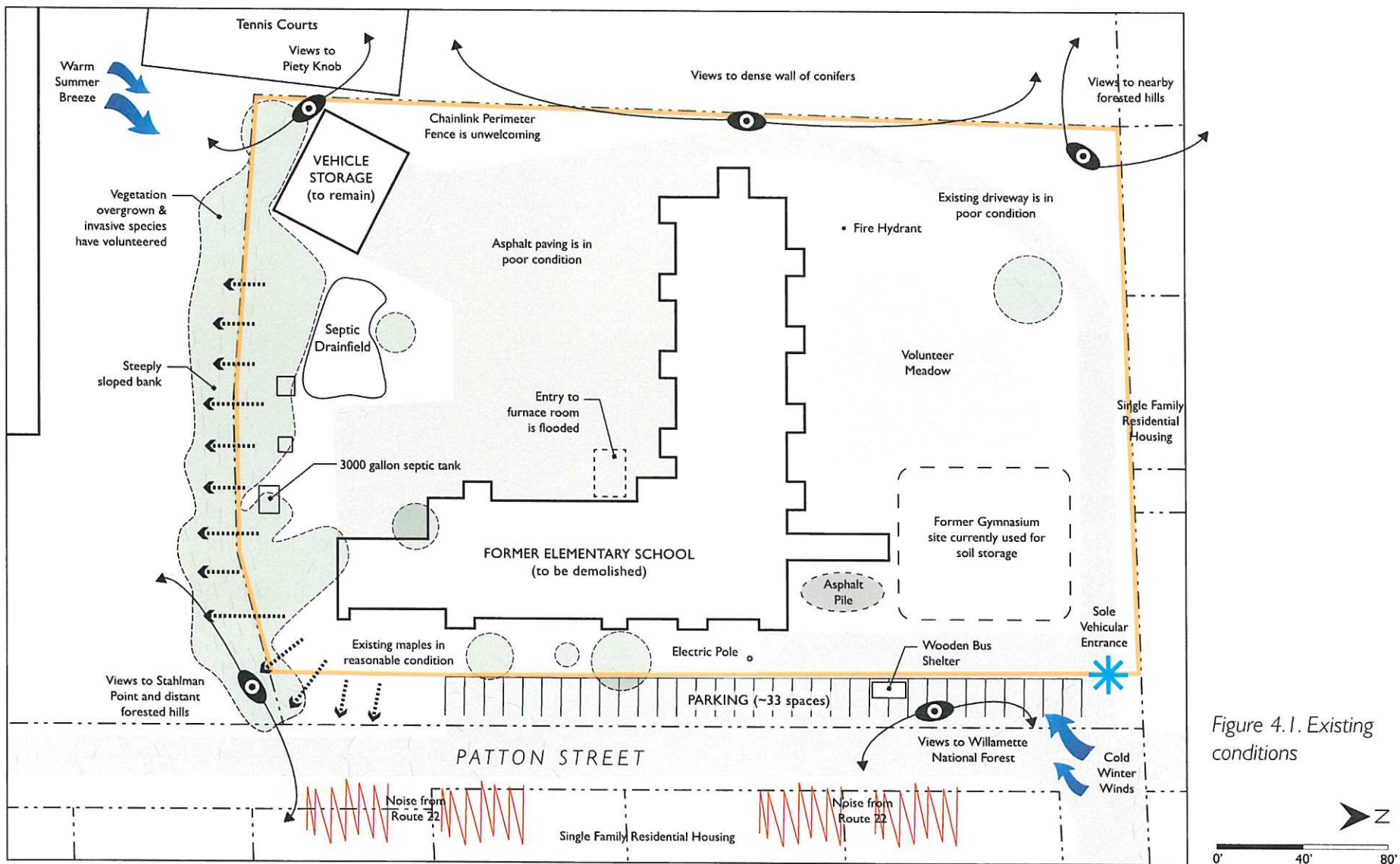
decline of the timber industry in the 1990s has left the City increasingly dependent on tourism. The city is an important wayside for skiers heading to Hoodoo Mountain Resort in the winter months. Thousands of tourists come to Detroit in the summer to recreate on the lake and in the surrounding mountains. Fishing, boating, and hiking are popular attractions.

The City of Detroit is home to number of annual events that attract tourists from across Oregon and the west coast including: the Detroit Fishing Derby in May; Fireworks Over the Lake; the Detroit Lake Cruze-in Classic Car Rally in September; and the Detroit Lake Mud Run in October. The new park design will accommodate these events.

Project Boundary

The proposed park is sited on the former elementary school site in central Detroit. The project boundary is defined by Patton St. to the east, the former high school site to the south and west, and single family residences to the north. The homes to north have backyards facing the park site. The park site is one block from Detroit Ave., the city's main commercial area and location of the current city hall and fire station. The site sits less than a quarter mile from Detroit Lake via Patton Road. This connection offers the opportunity to tie into a trail system that is currently under development by the US Forest Service along the lake front, making the site a critical link in the area's open space network.





Existing Conditions

This new park will sit on the site of Detroit's former elementary school, which was closed in 1985. The site is owned by the City of Detroit and is zoned as public land. The parcel is 2.69 acres. The L-shaped site surrounding the proposed park site is owned by a private entity, and although it is likely that homes will eventually be developed on the adjacent site, the future of the site is, at the time of this document, uncertain.

Code Restrictions

Setbacks:

- No building setbacks are required, but if provided, setbacks must be minimum of 3 feet in depth.
- Publicly zoned lots adjacent to residential zoned property shall maintain a yard of at least 10 feet in depth. For this site, this is interpreted to mean that the north edge of the park site shall maintain a 10 foot setback.

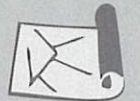
Height restrictions:

- 70 feet maximum
- Chimneys and antennas may exceed this height provided they do not exceed the height of the principal structure by more than 5 feet.
- For each foot the structure exceeds 35 feet, it must be setback 1 foot from every lot line.

Site Analysis

The primary findings of the site analysis are as follows (these findings correspond to figures 4.1 and 4.2):

- The site is currently fenced off with a six-foot chain-link fence on all edges. The only access to the site is from a gate at the site's northeast corner.
- The L-shape former elementary school building dominates the site. The building has been abandoned and has been identified as requiring remediation for asbestos before it can be deconstructed/demolished.
- An accessory structure in the southwest corner of the site (currently used for vehicle storage) is in sound condition and should remain in use. This accessory structure is accessed via a driveway that curves long the site's north and west edges. This driveway is in poor condition.
- The former schoolyard is paved with asphalt, which is in poor condition.
- The former gymnasium has been removed from the site and invasive plants have started to grow in the subsequent open area of ground.
- There are no existing easements on the site.
- Cement paths connect the former elementary school and the adjacent former charter school buildings and tennis courts.
- The site is generally flat and elevated relative to its surroundings. The south edge of the site drops off to a flat area. The southeast corner of the site drops off more dramatically to Patton Street while the west edge of the site drops off to the former running track/field. The east edge of the site is adjacent to Patton Street.
- 27 asphalt parking spaces exist on the east edge of the site, this parking is in poor condition.
- The steep slope on the south edge of the site has been colonized by volunteer vegetation including invasive species like Scotch broom (*Cytisus scoparius*) and Himalayan blackberry (*Rubus discolor*).
- The site has scenic views in all directions.
- Septic tank and drain field exist on the south side of the site.
- Powerlines, flagpole, a fire hydrant, and a basketball hoop all exist on site.



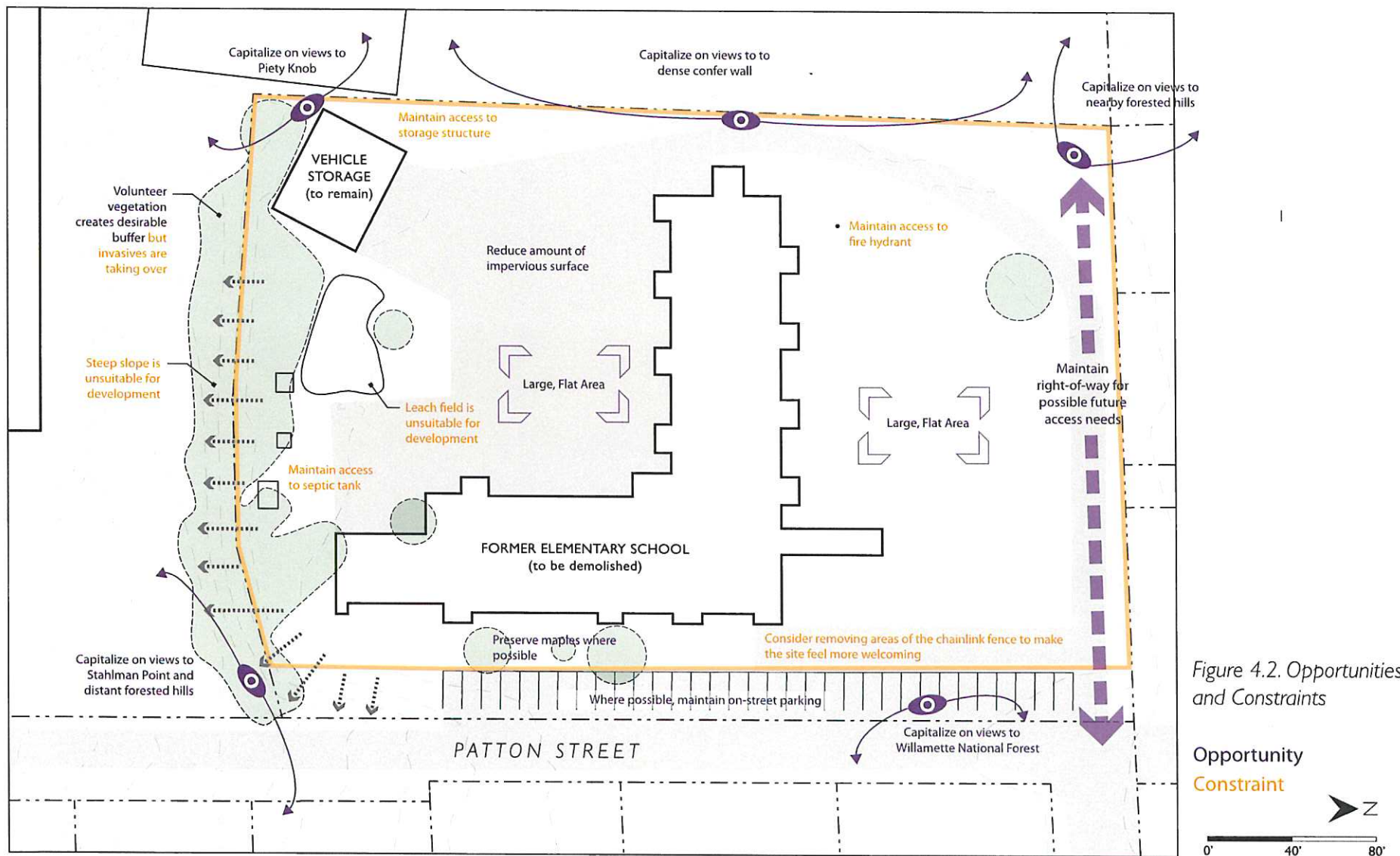


Figure 4.2. Opportunities and Constraints

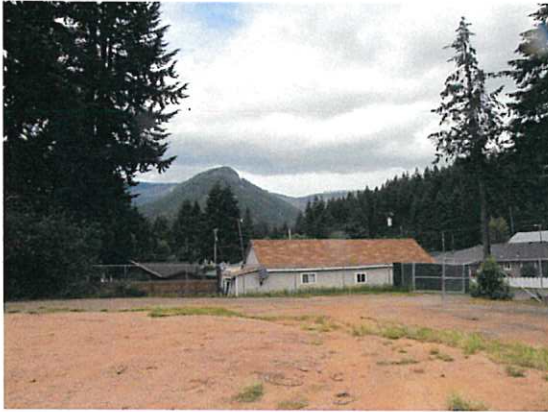


Figure 5.1. View to the NE of the site



Figure 5.2. View to the NW of the site



Figure 5.3. View to the SE of the site

Opportunities & Constraints

- Views to surrounding landscape should be capitalized upon.
- Take advantage of the site's relative flatness to save capital costs.
- Preserve maple trees on east edge of site.
- Preserve access to accessory garage building on site's southwest corner. This structure could house park maintenance equipment.
- Maintain existing parking on east edge of site, as possible.
- Maintain a right-of-way on north edge of site for compatibility with future development on adjacent site.
- Create a vegetated visual buffer to the adjacent site to compensate for lack of certainty regarding future development. This buffer can be thinned in the future if deemed appropriate.
- Site restroom and RV dumping near existing septic system.
- Site civic building/fire station for high visibility and easy access/exit for emergency vehicles.



Figure 5.4. Accessory garage building



Figure 5.5. Invasive plants provide a visual buffer to the adjacent site

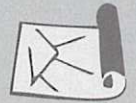




Figure 6. Future park-goers enjoy the large lawn.



II. Design Recommendations



The design concept developed by the project team is presented on the following pages. The design was informed by a process that included site analysis, community needs assessment, public engagement, and feedback from Parks Committee and City Council members.

The following section identifies the project goals and park program, and describes the final design concept at three levels of detail. First, the proposed layout of the park is illustrated with a plan drawing. This drawing shows where all programmatic elements would be sited in the park. Second, the experience of being in the park is illustrated with three perspective drawings. These drawings show how the design creates places within the park that can be used for both recreation of individuals and small groups as well as community events. Third, photos illustrate recommended materials for park elements.

These design recommendations can be used to describe the proposed park project to potential funding sources during the fundraising process. When adequate funds have been raised and a design firm has been selected for the project, the design concept can be used to begin the process of creating construction-ready design documents.





Project Goals

1. Envision an inviting and beautiful civic space that enhances the experience of the City of Detroit for residents and tourists.
2. Design a park that provides for the needs of local families, seasonal residents, and diverse recreational enthusiasts.
3. Use design features that highlight the history and natural beauty of Detroit and the surrounding natural areas.
4. Ensure that the site is accessible to all users regardless of ability level, which includes compliance with guidelines from the Americans with Disabilities Act.
5. Minimize the environmental impact of the project by taking advantage of existing site conditions, emphasizing use of locally available and/or sustainably sourced materials.
6. Create a site design that integrates recreational amenities with a new fire station/civic building.

Park Program

Collaborating with members of the Detroit Park Committee and the Detroit City Council, CPW assembled the following program to help guide the park design process.

Structures:

- 3, 000 sq. ft. Civic Building and Fire/EMS Station
- Public Restrooms
- Structured play facilities – 2,000 sq. ft.
- Pavilion – 900 sq. ft. to accommodate special events
- Covered picnic structure – 3,000 sq. ft. to include cooking facilities and movable furnishings
- RV Dumping Station located near parking area and existing septic system

Parking:

- Dedicated Parking for 30 vehicles
- Overflow parking for 40 vehicles

Landscape Needs:

- Civic lawn for un-programmed play
- Memorial garden/walkway
- Multi-use hardscape – 2,100 sq. ft. with basketball hoop
- Staging area for local events
- Water feature

Communication & Visitor Accommodations:

- Visitor Information Kiosk (including information about Forest Service amenities)
- Interpretive panels (city history, cultural resources & birding/recreational resources)
- Resources for bicyclists (fix-it station, shade, seating, information)



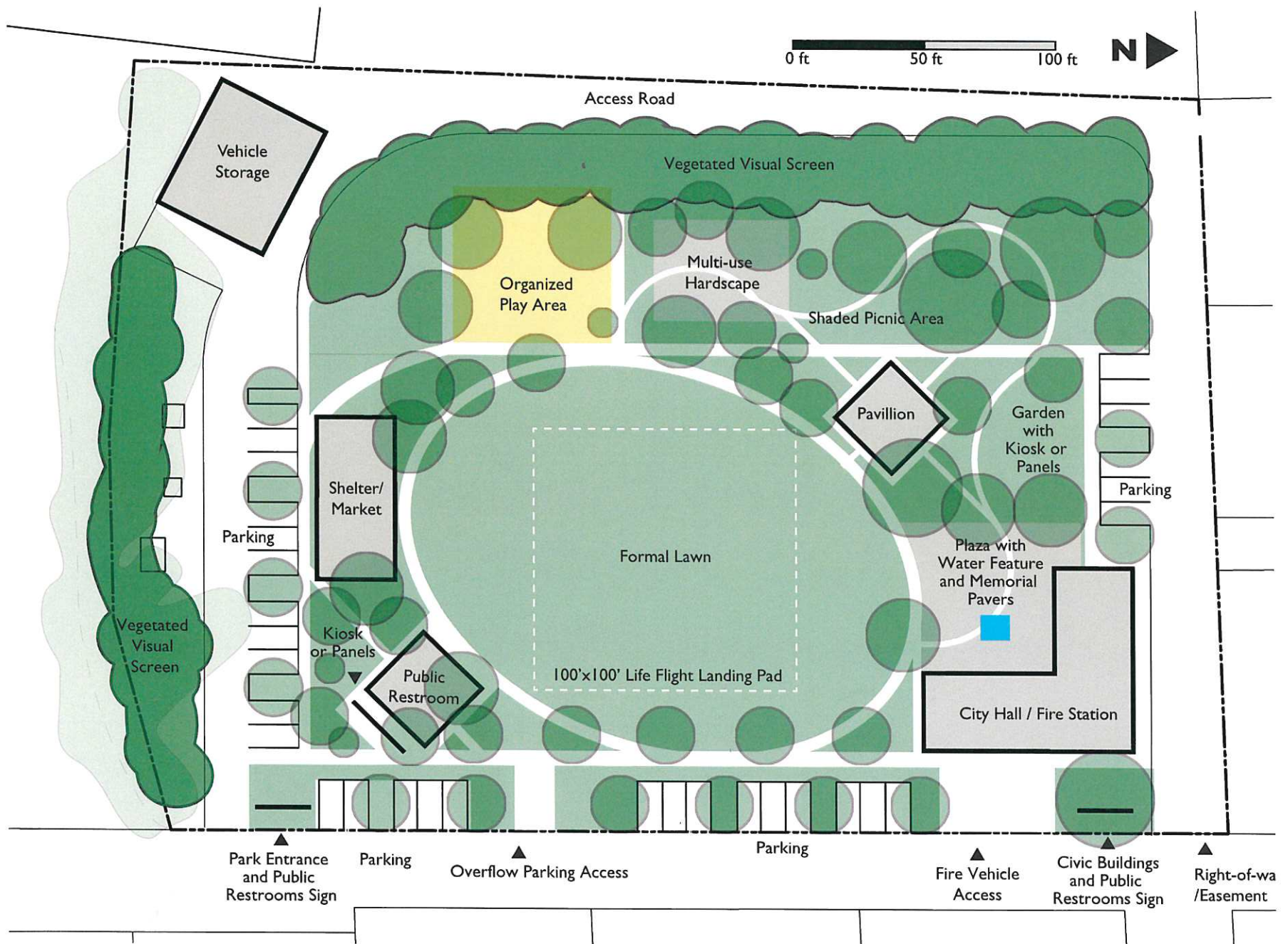


Figure 7. Final park concept plan

Final Design

The final, synthesized park concept centers around a civic lawn, surrounded by the other park elements. (See Appendix 1 and 2 for more detail on the planning process.) The design provides a variety of visitor experiences, through a combination of different vegetation types, path routes, and destination features.

Civic Lawn

The civic lawn is designed to be a flexible space for play, events, and overflow parking. It offers views to the surrounding peaks and an open view of the sky for fireworks watching and star gazing. The other park features connect to and are visible from the open lawn. It has appropriate dimensions for a life flight landing pad, in case of local emergency.

This area is designed to feel like an open meadow ringed by trees.

Civic Plaza

A plaza provides a transitional public space between the civic buildings, the lawn, and the strolling garden. This artfully paved area includes public seating and a water feature. It is a place to meet in pairs or small groups, sit and talk, eat lunch, splash in shallow water, and observe activity on the lawn.

We recommend that the City consider

making this hardscape and its permanent furniture compatible to skateboard use, to minimize potential damage and provide a space for this activity.

Water Feature

This sculptural element in the plaza provides a place for shallow water play when the weather is warm. When the water is turned off during cold weather, the feature still provides public seating and visual interest.

Picnic Shelter / Market

A timber shelter structure can be used to host picnics, potlucks, markets, or receptions. This space provides both shade and rain cover, depending on the season. The shelter engages with the lawn for events and play, and is easily accessible from the parking area so event materials can be unloaded quickly. An open floorplan, movable tables and seating, and a built in cooking surface and sink make the space flexible for different event types. A timber design evokes the cultural history of Detroit.

Pavilion

A timber pavilion connects the strolling garden to the lawn. This structure is smaller and more ornate than the shelter structure, making it an ideal space for

awards ceremonies and weddings or small gatherings. The lawn can be used as an adjacent audience space, while the strolling garden provides a vegetated backdrop.

This structure is a great opportunity for interpretive elements, such as identification of the park's surrounding peaks.

Strolling Garden

The strolling garden is situated to connect with the pavilion, plaza, and shaded picnic area. A memorial walkway winds through the garden, made of with pavers engraved with the names of donors to the park project.

This garden area is designed to feel like a madrone woodland, with flowering shrubs and dappled shade.

Shaded Picnic Area

The shaded picnic area offers users a more secluded experience than the open lawn and picnic shelter. This area provides a transitional space between the playground and the strolling garden, where visitors can eat at picnic tables and explore the several interconnected pathways that lead to the pavilion and the civic plaza.

This area is designed to feel like a maple forest, with high canopy and minimal understory.



Public Restrooms

An ADA accessible restroom building is located at the southeast corner of the park. It is clearly visible from the road, with signs to indicate its location for visitors and travelers.

Playground

An ADA accessible play area is situated to engage with the lawn, shelter/market, and shaded picnic area. This park feature provides a fenced area where kids can climb, jump, swing, slide, and explore. Older kids and adults can use the adjacent hardscape to play basketball.

The community would like to see a playground design using sturdy materials that fit the historic character of Detroit, but will require minimal maintenance.

Interpretive panels or kiosks

The park site is central to the geography of Detroit, connected to residents at the nearest measure, the lake and downtown at the median measure, and the surrounding hills at the farthest measure. Site features create the potential for the park to be the civic and cultural center of Detroit as well. Kiosks or interpretive panels will provide information on the natural and cultural history of Detroit and its environs. These elements should be placed in highly visible areas such as near the public restroom and/or in particularly meaningful areas such as the memorial walkway in the strolling garden.

Civic Buildings

A civic building or buildings will be constructed at the northeast corner of the site, with facilities for City Hall and the Fire Station. The Fire Station portion of the building faces the street for easy entry and exit for emergency vehicles. Parking is provided on both sides of the building for City officials and emergency personnel.

Vegetated Screens

Vegetated screens along the park's western and southern edges can be planted to maintain a visual separation from the adjacent site. These strips of native conifer forest with understory and mid-story can be thinned or cleared if future development of the adjacent site is compatible with park uses.

Civic Lawn



Figure 8. Perspective of the civic lawn facing north

This drawing illustrates what the expanse of the civic lawn would look like from the shaded area between the public restroom and the picnic shelter.

A small concert in the park is depicted to show how a temporary stage could be built to host performers. We recommend that electrical hook-ups be distributed throughout the park to accommodate the power needs of a variety of events.

The open expanse of lawn provides the benefit of visual connections. Good visibility from the street helps to discourage vandalism and promote safety. Sight-lines to the park's other features create a sense of order and cohesion. Views of the surrounding hills provide a sense of place and geographic identity for the park. And finally, a great view of the sky makes the large lawn an ideal place to watch fireworks during Detroit's Independence Day celebration.



Plaza with Water Feature

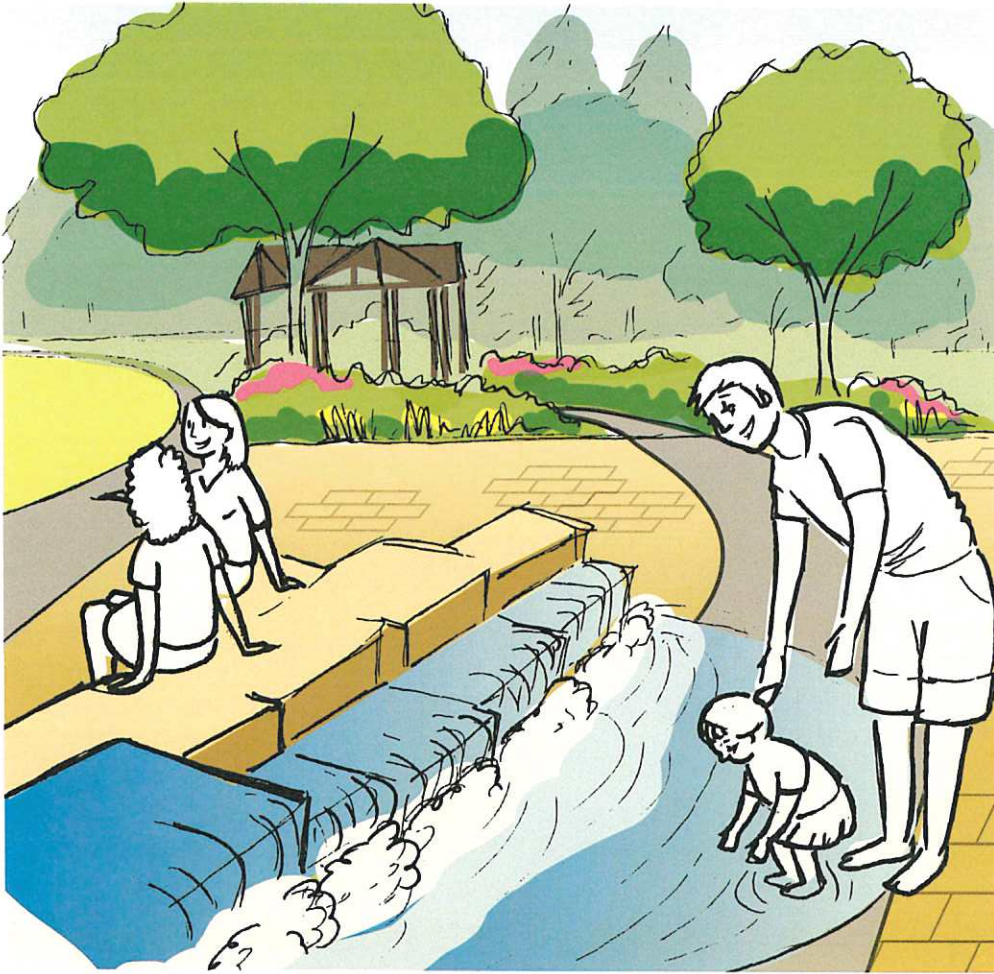


Figure 9. Perspective of the civic plaza facing west

This drawing illustrates how the plaza creates a transition space and an outdoor “room.” It depicts a view west, from behind the civic buildings. A mix of colored pavers and concrete paths create a sense of movement into and through the plaza, while the water feature provides a destination at which to linger.

The final design of the water feature should include functionality as both a space for water play, and a place to sit and socialize or observe.

Pavilion



Figure 10. Perspective of the pavilion facing northwest

This drawing illustrates how the pavilion engages with the large lawn to the front and the strolling garden behind. It provides a place both for celebration and contemplation.

The pavilion is universally accessible to ensure that it can be enjoyed by people of all abilities.

The memorial path through the strolling garden behind is made of founders' bricks, each imprinted with the name of donors who helped to sponsor the construction or maintenance of the park.



Materials

Paths & Hardscapes



The park's flat site creates a great opportunity for 100% ADA compliance for all paths and hard surfaces. Materials should be durable and relatively smooth to assure weather resistance and universal accessibility. Options include plain or colored/textured concrete, pavers, and/or brick. Different colors and textures can be combined to create visual interest and a sense of movement through a hardscaped space. Pavers can be permeable to allow for stormwater infiltration.

Structures



Park structures provide opportunity to express the cultural history of Detroit through local materials and building techniques. Timber frames recall the importance of forestry to the area, while arches echo wooden boat construction. Structures should be simple and accessible but graceful and well crafted. They will provide a dominant vertical element on the site until trees grow to maturity.

Vegetation



Plant species selected for the park should be hardy and suited to Detroit's climate. Native plants are preferred, with limited ornamentals to provide seasonal interest like flowers and fall color. No species considered invasive in the Pacific Northwest region will be planted. A few distinct plant communities, from grass meadow to madrone woodland to maple forest, will provide a variety of visitor experiences and wildlife uses.

Replacement of turf after events that include heavy foot or vehicular traffic should be included in the park's maintenance budget.

Playground



The play area ground surface should be durable, accessible, and safe. Rubber ground cover can be poured in place or built from modular tiles. Natural material alternatives include sand and wood chips.

Play structures should include ADA accessible elements and match the identity of the park's other structures, with timber craftsmanship and cultural/natural learning opportunities.

Lighting



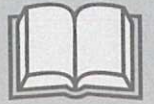
Visitors and residents value Detroit's remote natural setting and abundant wildlife. To preserve these important assets, park lighting technology should be carefully chosen to avoid unnecessary light pollution. Parking areas can be lit with down-focused overhead lights, scaled at 10 feet or less. Paths can be lit with 3-4 foot bollards.

Lighting should be integrated with electrical access for event needs.

Water feature



The water feature should use timeless materials such as textured stone and molded bronze. Water play should be accessible to everyone. This park element is a great opportunity to highlight cultural and natural history.



Suggested Project Phasing

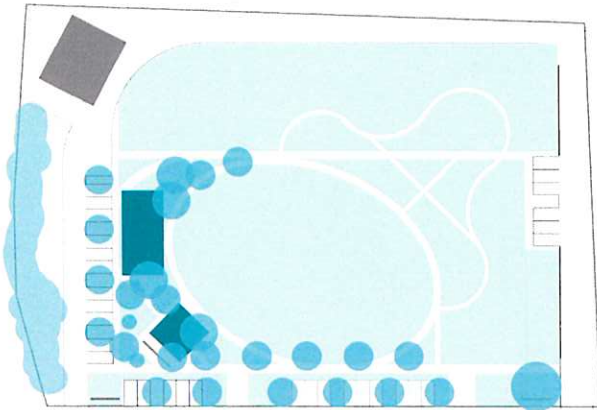


Figure 11.1. Phase I diagram

Phase I:

Site Preparation, Grading, and Opening of Tourist Node: In this phase of the project the entire site is open to the public and the southeast area of the park is fully functional.

Action Items:

- Demolish or deconstruct elementary school building and perform necessary site remediation
- Remove existing asphalt
- Remove invasive species on southern edge of site
- Grade site as recommended by landscape architect
- Install paved surfaces for paths, access roads, and parking areas
- Install turf
- Plant trees for vegetated buffer on southern edge of site
- Plant trees surrounding picnic shelter, parking on southern edge, and public restroom
- Plant trees on eastern edge of site
- Build restrooms & picnic/market structure
- Install kiosk/panels adjacent to restroom
- Install directional signage
- Install all fixed park benches
- Install water fountains
- Remove fences

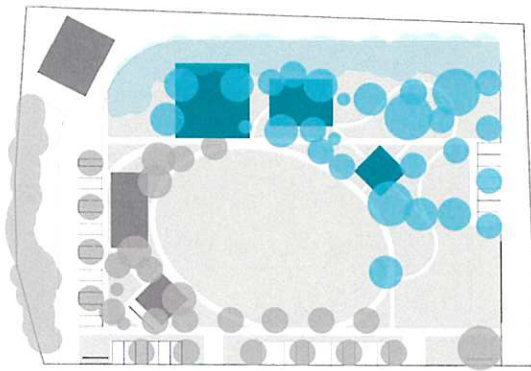


Figure 11.2. Phase 2 diagram

Phase 2:

Western Edge Development: This phase develops the structures and major vegetation on the park's western edge. When this phase is complete, all major vegetation will be planted on site.

Action Items:

- Install ground plane and structures for organized play area
- Install multi-use hardscape and basketball hoop

- Build pavilion
- Plant trees for vegetated buffer on the site's western edge
- Plant trees to surrounding organized play area, multi-use hardscape, and pavilion
- Plant garden area
- Install kiosks/panels in garden area
- Update signage

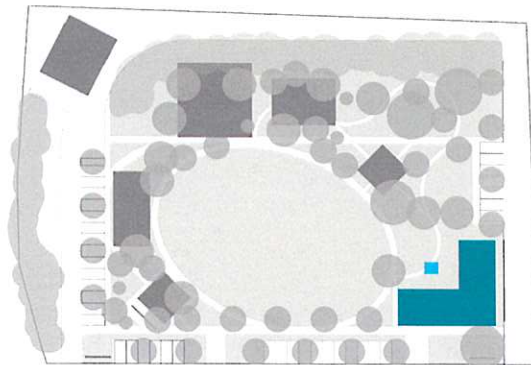


Figure 11.3. Phase 3 diagram

Phase 3:

Civic Building Area Development

Action Items:

- Building Fire Station/City Hall Building
- Update signage
- Build Water Feature
- Install Driveway for emergency vehicle access



Opinion of Capital Construction Costs-Detroit Civic Park

This Opinion of Capital Construction Costs has been prepared to illustrate potential construction costs that may be associated with items being considered for the Detroit Civic Park. Actual costs may be higher or lower than those estimated. This estimate does not include costs for the demolition of existing structures, environmental remediation, or construction costs for the civic building.

Programmatic Element	Quantity	Units	Unit Cost*	Cost
Structures				
Flush Toilet Building	1	Each	209,000.00	209,000.00
Pavilion Structure	900	Sq. Ft.	6.67	6,003.00
Picnic/Market Shelter with kitchen equipment	3000	Sq. Ft.	6.67	20,010.00
Water Feature	1	LS	75,000.00	75,000.00
Playground area	1	LS	50,000.00	50,000.00
Playground ground treatment	2000	Sq. Ft.	9.20	18,400.00
Paving				
Asphalt Paving (parking areas, access roads)	22000	Sq. Ft.	3.00	66,000.00
Concrete Paving (paths, pads under structures)	25000	Sq. Ft.	5.00	125,000.00
Paths with Brick Pavers	3000	Sq. Ft.	15.60	46,800.00
Multi-Use Hardcourt including basketball hoop	1	LS	10,500.00	10,500.00
Vegetation				
Grass Seeding	65,340	Sq. Ft.	0.10	6,599.34
Coniferous Trees	100	Each	150.00	15,000.00
Deciduous Trees	40	Each	250.00	10,000.00
Garden Plantings (shrubs, perennials, annuals)	8000	Sq. Ft.	2.00	16,000.00
Signage				
Visitor Information Kiosks (typ)	2	Each	1,700.00	3,400.00
Interpretive Panels (typ)	6	Each	5,000.00	30,000.00
Directional Signage (to direct people from highway and downtown)	8	Each	50.00	400.00
Site Furnishings				
Movable Tables	10	Each	1,000.00	10,000.00
Movable Chairs	40	Each	75.00	3,000.00
Fixed Park Benches	20	Each	1,000.00	20,000.00
Fixed Picnic Tables for Picnic Area	2	Each	1,500.00	3,000.00
Bicycle Fixit Station	1	Each	940.00	940.00
Water Fountains	2	Each	2,075.00	4,150.00
Garbage Receptacles	4	Each	500.00	2,000.00
Pedestrian Lighting (8' ft. post structure)	20	Each	1,150.00	23,000.00
Utilities				
RV Dumping Station	1	Each	7,700.00	7,700.00
Electric Utilities	1	LS	10,000.00	10,000.00
Water Utilities (plumbing, site drainage, etc.)	1	LS	50,000.00	50,000.00
Earthwork				
Grading, strip stockpile, and redistribute topsoil, etc.	117612	Sq. Ft.	0.85	99,970.20
<i>*To include labor</i>				
TOTAL				941,872.54

Appendix I. Public Feedback

On Saturday, July 6, 2013, CPW tabled at the City of Detroit's annual Fireworks Over the Lake Festival to gather direct feedback from the public regarding the park design. Residents of Detroit were invited to visit the table via a flyer included in a yearly mailing that was sent to their home addresses approximately two weeks before the tabling event.

CPW's presentation included three posters, each of which displayed a different design concept for the Detroit Park Design, along with precedent photos for materials and structures. The table also displayed project goals and the draft park program. It should be noted that the program for each park design remained the same although each park design varied widely.

In total, CPW received feedback from 15 passersby, the majority of which were either year-round or seasonal residents.

Visitors to the table were asked to comment on the following questions using sticky-notes:

1. What is working on the park designs, project goals, and program that you are viewing?

2. What is not working on the park designs, project goals, and program that you are viewing?

Visitors were also asked to place dot stickers on the images that they found most appealing. Visitors were made aware that they could mix and match favorite elements amongst the three posters, meaning they were not restricted to choose elements from only one poster.

In unstructured interviews with table visitors, CPW requested for more specific feedback regarding specific design elements, the program, and the park designs. CPW staff recorded these comments sticky notes and added them to the feedback boards.

After the July 6 event, City of Detroit staff posted 11" x 17" handouts of the designs in City Hall and asked for feedback from visitors using dot stickers and sticky notes.

Details regarding the designs presented and the feedback gathered can be found on the following pages.

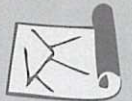
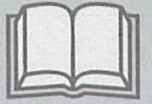




Figure 12.1. Village green concept poster

Village Green Concept

The Village Green Concept uses a large, formal lawn as a hub for all other park elements. The large lawn is central on the plan and highly visible from the street. It engages with a civic plaza to the north, a pavilion and formal garden to the south, and a restroom, playground, shaded picnic area and picnic shelter to the west. Parking is located on the north, east, and south sides. The materials paired with this design are concrete paths, a “market” style shelter with open floorplan and moveable chairs and tables, a sculptural water feature that gushes and pools and can also be used as public seating, a timber-framed pavilion, a sand-based playground with steel play structures, and an English-style formal garden with ornamental flowers.

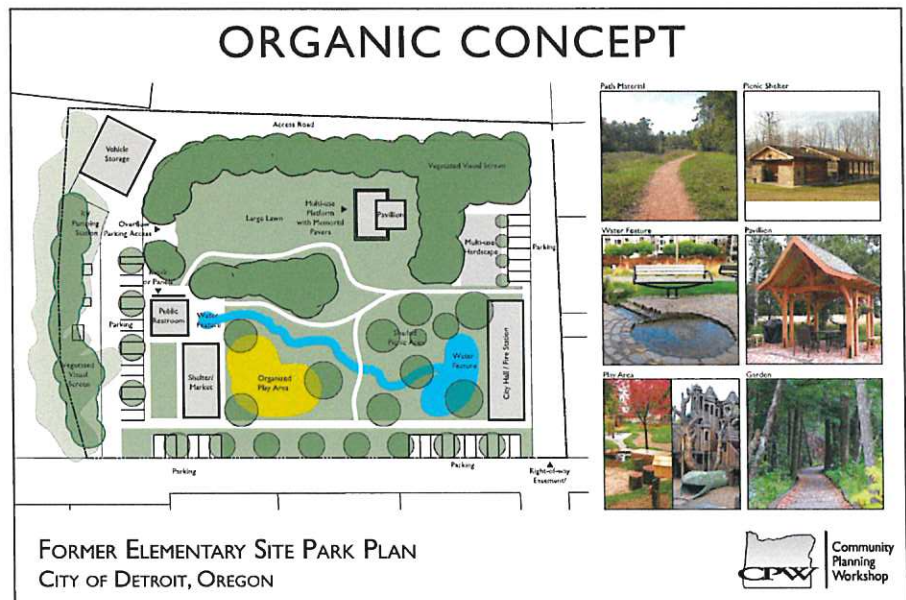


Figure 12.2. Organic concept poster

Organic Concept

The Organic Concept uses meandering paths and a man-made stream as central features to create a wooded, “natural” look and feel. A secluded pavilion is located on the west side with dense trees around its edges. A playground is located on the east side, along the street, and is grouped with a picnic shelter and restroom. The materials paired with this design are wood chip paths, a stone picnic structure with built-in tables and barbeque/hearth, a “spring” type water feature, an ornate wooden pavilion, a wood chip based playground with wooden play structures, and an evergreen wooded garden.

Raw Feedback

WHAT WORKS

Specific features:

- Paver walkways.
- Paved paths are more accessible. Whole site should be very accessible.
- Small perennial garden.
- Low maintenance plants and informal gardens.
- Flexible seating under picnic shelter.
- Flexible tables and seating for the picnic shelter.
- Seating wall around picnic shelter.
- Steeply pitched roofs for pavilion and picnic shelter.
- Like the wood structures.
- Likes the timber structures for the playground (jungle gym, swings).
- A water feature that kids can play on in the summer and makes sense in the winter (when the water is turned off).

Site layout and design:

- Village green feels most versatile.
- Group the picnic shelter with restrooms and playground.
- Access to power throughout the site is important for performances and events.
- Make lawn the right size for a landing zone for Life Flight: 100'x100'

- Lawn in front = eyes on the park.
- Parking on south side and split in the middle (like in plaza and organic concepts).
- Likes the lawn in the back of the park.
- Large civic lawn in the front of the site.
- Shade around picnic shelters.

User/community needs and desires:

- Make packets of concepts for people to look at back home.
- Changing room/area "back stage" for entertainers.
- A place for teenagers. (Skate park?)
- Picnic shelter is needed.
- Public restrooms very needed—businesses get people asking.
- Low maintenance.
- Accessibility is important for aging residents (and small grandchildren).
- Good staging area for the Mud Run.
- Native plants.

WHAT DOESN'T WORK

Specific features:

- Organic play area building is scary!
- Plaza is too urban feeling.
- Who manages the RV pumping station? Do we need it?
- No RV dumping, please.
- Need electricity in pavilion.
- No sand in the play area—becomes kitty litter!
- Wood playground would not hold up to weather.
- Not the stone pavilion.

Site layout and design:

- Fire station should be oriented along the street or at a diagonal.
- Drive-through design for the fire station.
- Would like a two-story firehall. (I WANT A FIRE POLE.)
- Pavilion should be in a more intimate area, like the shaded picnic area.
- Pavilions don't work for stage areas—these two uses need to be separated to provide for good sound at events.
- Shute Park in Hillsboro has a good precedent for a working permanent stage area.

- Needs an outdoor play area, a covered play area, and an interior space with a draw.
- Public restrooms should be near the street or should have good signs to make them obvious.

User/community needs and desires:

- “Zany Forest” could provide a year-round draw—interpretive center.
- Keep in mind potential future expansion: hostel with bus service from Portland? Community center? Things to draw local and international travelers.

DOT VOTES

ORGANIC CONCEPT: 5

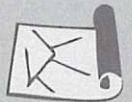
Path material: 0
 Picnic shelter: 1
 Water feature: 1
 Pavilion: 1
 Play Area: 2
 Garden: 4

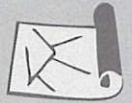
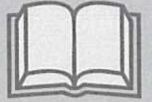
VILLAGE GREEN CONCEPT: 10

Path material: 2
 Picnic shelter: 5
 Water feature: 7
 Pavilion: 4
 Play area: 4
 Garden: 0

PLAZA CONCEPT: 0

Path material: 2
 Picnic shelter: 0
 Water feature: 0
 Pavilion: 1
 Play area: 0
 Garden: 3



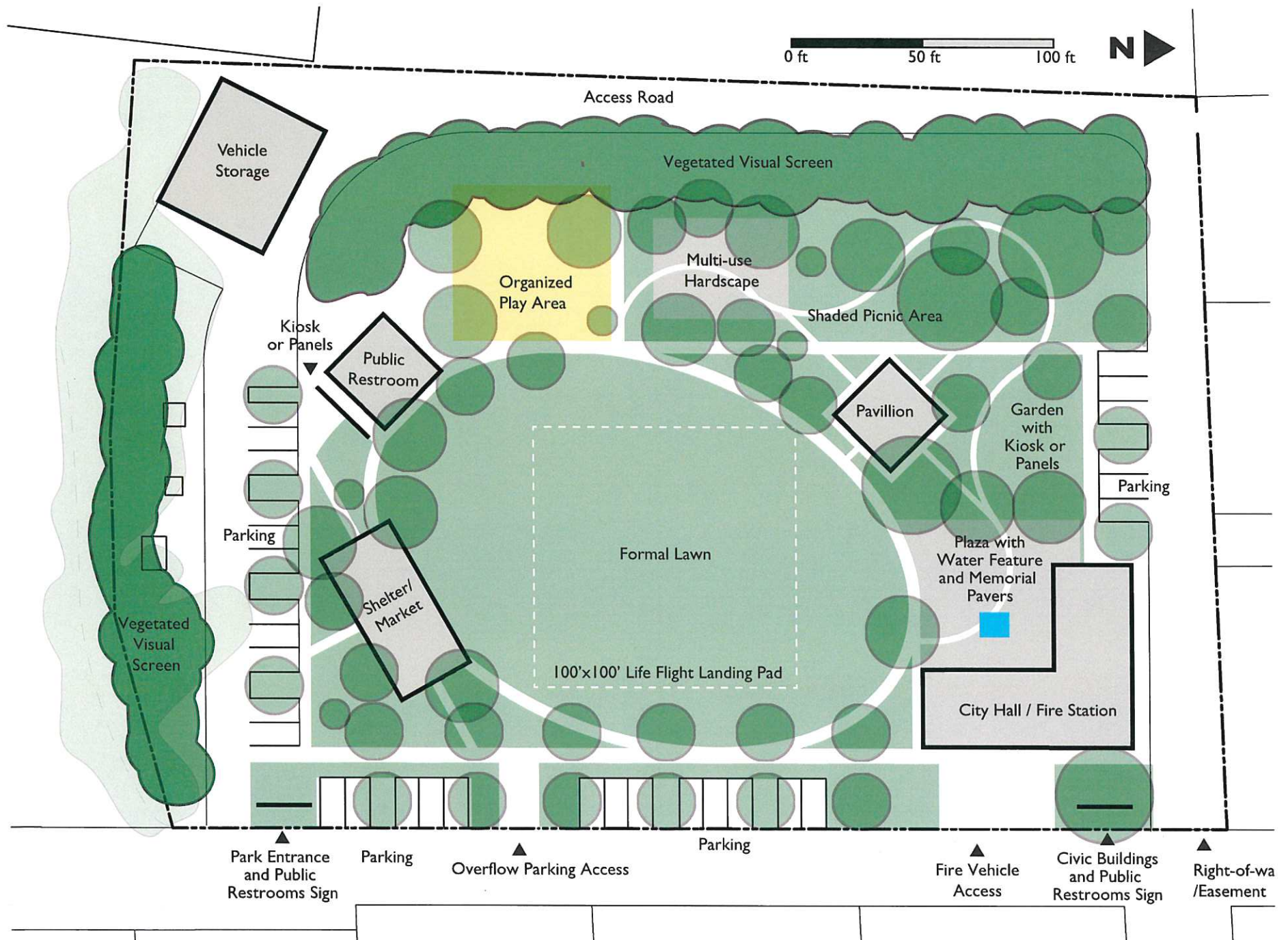


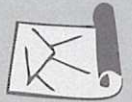
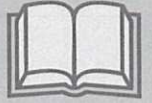
Appendix 2. City Feedback

On Tuesday, August 13, 2013, CPW presented a design concept that synthesized and incorporated feedback received from the public feedback session to the Detroit Park Commission and Detroit City Council. The presentation included a slideshow, which described the project scope, the design process, and a request for feedback on the program, project goals, and site design.

All members of the Detroit Park Commission were present for the meeting. Five of the six city councilors were present for the City Council meeting.

The site design and comments from the Detroit Park Commission and City Council meetings can be found on the following pages.





Park Commission and City Council Feedback

Both the Detroit Park Commission and City Council expressed overall satisfaction with the park design concept. CPW received the following feedback for changes or additions to the design and program:

- The multi-use hardscape element should include a basketball hoop.
- There should not be a separate skate-park element but the plaza should be designed to accommodate, not repel, skateboard users.
- Electrical outlets should be available throughout the site to accommodate community events.
- The location of the public restrooms should be moved to the southeast corner to most easily accommodate the needs of motorists. The location should be swapped with the location of the picnic/market shelter.