



John Meade Park and Alan Hutto Memorial Commons

Community Meeting 1 - May 24, 2016

May 24 - community meeting

- Brief Presentation
 - 2015 Masterplan Highlights
 - Existing Site Conditions
 - Conceptual Design Alternatives
- 3D animation
- Gather input from community
- Opportunity to explore the site

process

- MASTERPLAN
- **FINAL DESIGN**
- CONSTRUCTION DOCUMENTS
- CONSTRUCTION

2015 Master Plan Goals

1. Create a community gathering place
2. Create a connection between park users and the environment
3. Create a community-appropriate performance area within the park and Alan Hutto Memorial Commons
4. Maintain/increase current floodplain capacities
5. Increase park usage and accessibility
6. Create a park that is maintenance friendly

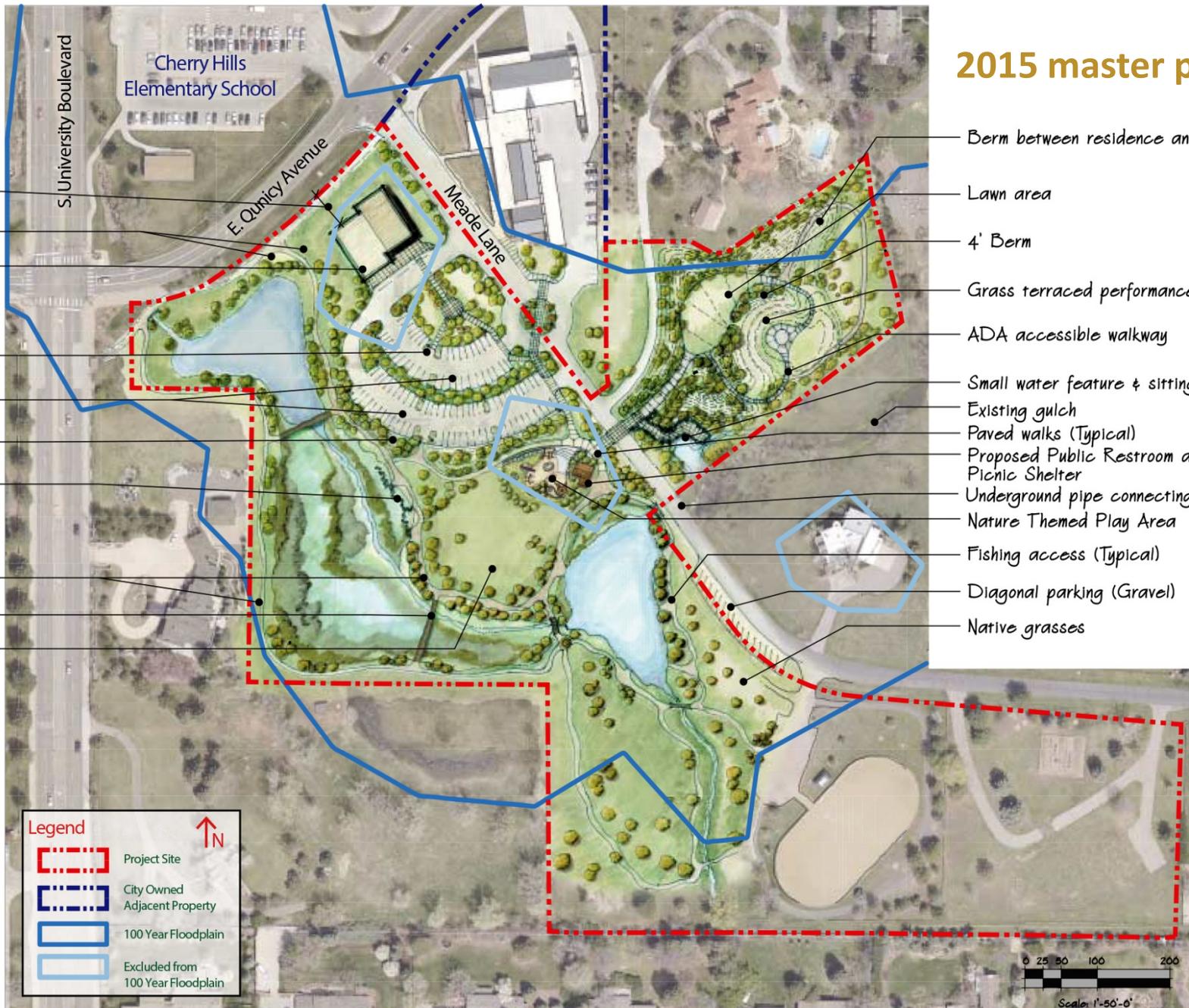


2015 Master Plan Park Program

1. Village Center / City Hall (future)
2. Performance Area
3. Restroom and Picnic Shelter
4. Nature-Themed Play Area
5. Gathering Space
6. Informal Lawn
7. Wetlands
8. Pedestrian Walks and Trails
9. Equestrian Trails and Riding Area
10. Parking and Vehicular Access and Circulation
11. Floodplain and Floodway
12. Vegetation and Irrigation



2015 master plan



Cherry Hills Elementary School

S. University Boulevard

E. Quincy Avenue

Meade Lane

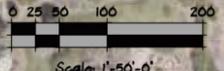
- 50' setback
- Native grasses
- Relocated City Hall
-2 stories
-8,500 sf footprint
- Dark sky lamps
- Parking
(100 spaces +/-)
- Berm around parking area
- Stepping stones as interactive area within wetland
- Gravel trail (Typical)
- Wetland boardwalk
- Informal lawn area
-Active & passive activities
* Gathering area
* Unprogrammed play
* Picnics
* Sports activities
* Kite flying

- Berm between residence and park
- Lawn area
- 4' Berm
- Grass terraced performance area
- ADA accessible walkway
- Small water feature & sitting area
- Existing gulch
- Paved walks (Typical)
- Proposed Public Restroom and Picnic Shelter
- Underground pipe connecting ponds
- Nature Themed Play Area
- Fishing access (Typical)
- Diagonal parking (Gravel)
- Native grasses

Legend

- Project Site
- City Owned Adjacent Property
- 100 Year Floodplain
- Excluded from 100 Year Floodplain

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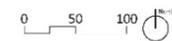




LEGEND

- ① Floodway
- ② Floodplain
- ③ Existing Trail
- ④ Existing Parking
- ⑤ Existing Buildings
- ⑥ Equestrian Facility
- ⑦ Manicured Turf Grass
- ⑧ Russian Olive
- ⑨ Cattail Wetlands
- ⑩ Blue Grama | Fescue Mix
- ⑪ Salt Grass
- ⑫ Mix of Native | Non Native Grasses
 - Poa
 - Bromus
 - Elymus
 - Festuca

existing conditions





existing cattail monoculture in wetland



example of restored wetland area

The following elements are proposed for all three concepts:

- Preserve existing vegetation where appropriate
- Remove unwanted non-native plants
- Stabilize pond banks with native vegetation
- Regrade wetlands, remove cattails, and replant with diverse wetland species
- Provide ADA access
- Provide visual and sonic buffers around perimeter
- Create sight lines that highlight park features, distant views, and connections between spaces



PLAN SKETCH

- | | | |
|--------------------------------|----------------------|-----------------------|
| 1 Lawn Irrigated Turf | 6 5-12 Play Area | 11 Conveyance Channel |
| 2 Restored Wetland | 7 Tot Lot | 12 Trickle Channel |
| 3 Restored Riparian Vegetation | 8 Shelter Restroom | 13 Boardwalk |
| 4 Native Upland Vegetation | 9 Plaza | 14 Fishing Pier |
| 5 Structured Landform | 10 Pond | |

Concept A Highlights

- Centralized play areas and amenities can be graded to lie outside of the floodplain
- Wetland boardwalk and overlook provide interaction with nature
- Alan Hutto Commons design integrates lawn, performance area, and gathering space
- Performance area features a terraced landform bound by low stone walls

concept A: centralized



concept A



PLAN SKETCH

- | | | |
|--------------------------------|-----------------------|--------------------|
| 1 Lawn Irrigated Turf | 7 Tot Lot | 12 Trickle Channel |
| 2 Restored Wetland | 8 Shelter | 13 Boardwalk |
| 3 Restored Riparian Vegetation | 9 Plaza | 14 Fishing Pier |
| 4 Native Upland Vegetation | 10 Pond | 15 Restroom |
| 5 Sloped Lawn | 11 Conveyance Channel | 16 Equestrian Loop |
| 6 5-12 Play Area | | |

Concept B Highlights

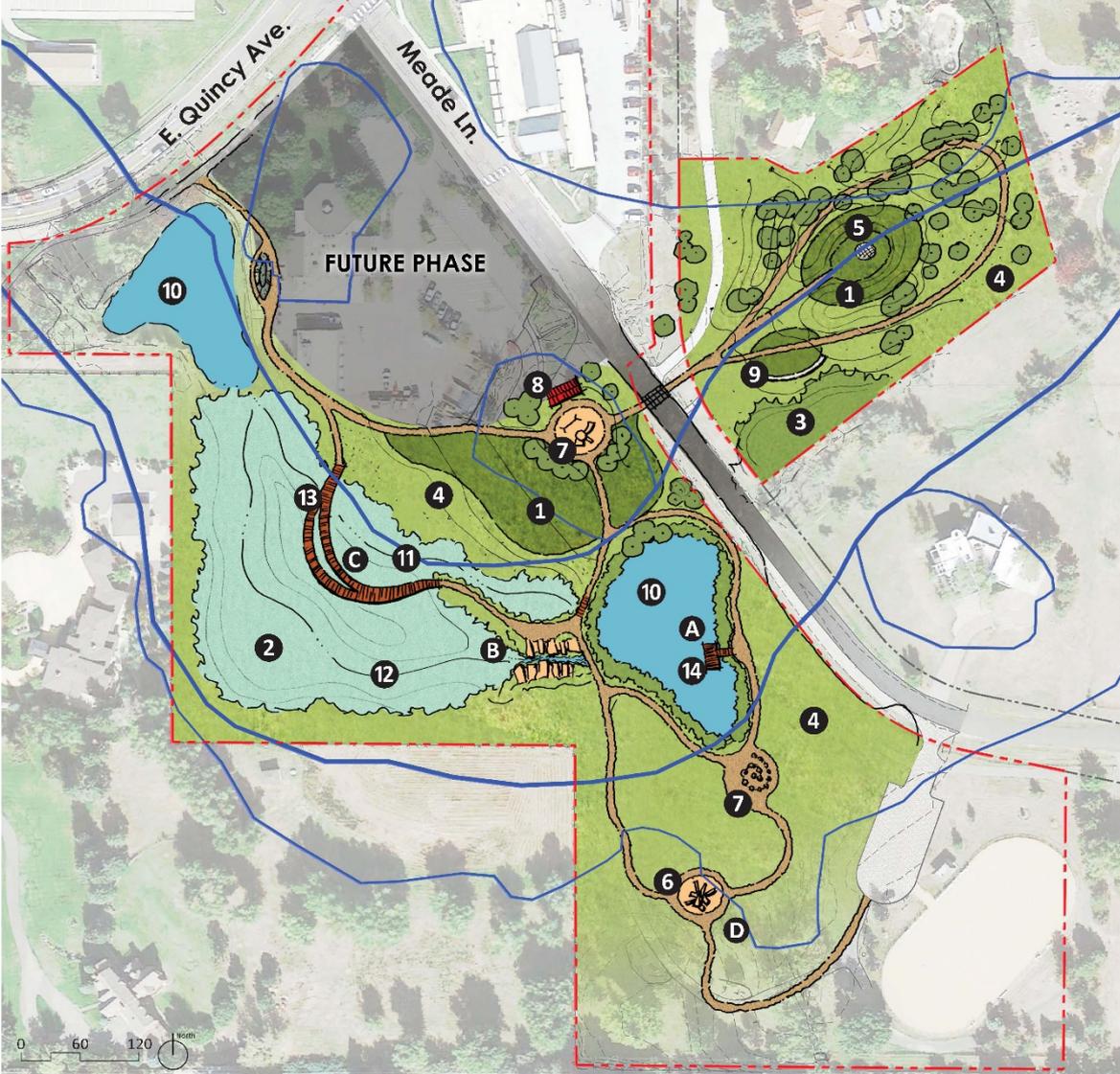
- Play areas are concentrated in two primary nodes that can be graded to sit outside of the floodplain
- Landforms provide park gateway and flexible play space
- Large lawn connects play area and wetlands
- Wetland perimeter trail is buffered by native vegetation
- Alan Hutto Commons performance area is a sloped lawn with canopy trees

concept B: high and dry



Imagery Date: 10/9/2015

concept B



PLAN SKETCH

- | | | |
|--------------------------------|----------------------|----------------------|
| ① Lawn Irrigated Turf | ⑥ 5-12 Play Area | ⑪ Conveyance Channel |
| ② Restored Wetland | ⑦ Tot Lot | ⑫ Trickle Channel |
| ③ Restored Riparian Vegetation | ⑧ Shelter Restroom | ⑬ Boardwalk |
| ④ Native Upland Vegetation | ⑨ Gathering Space | ⑭ Fishing Pier |
| ⑤ Oval Landform | ⑩ Pond | |

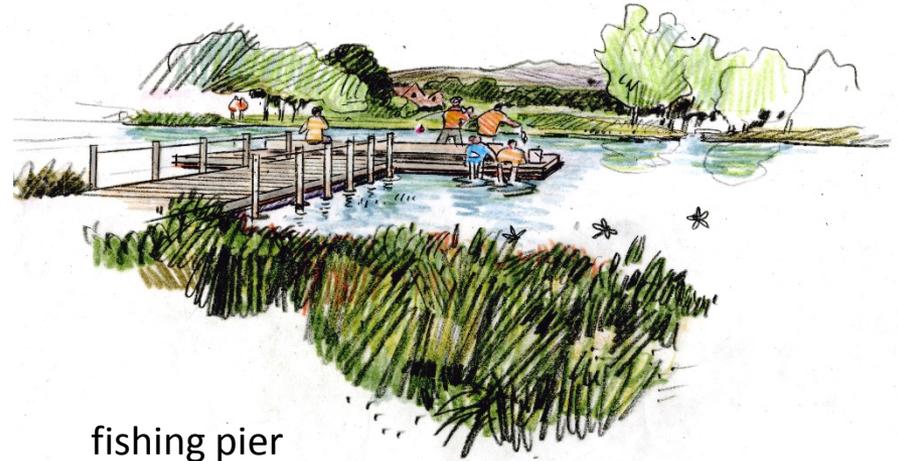
Concept C Highlights

- Nature play activities are dispersed throughout park in “eco-zones”
- Small playground and lawn are adjacent to combined restroom/picnic shelter
- Wetland boardwalk and overlook provide interaction with nature
- Alan Hutto Commons design includes oval landform enclosing performance area/flex space and separate gathering lawn

concept C: eco-zones



nature play at trickle channel



fishing pier



wetland boardwalk and climbing net



climbing arch

concept C

**3D animated movies
(15 minutes total running time)**