ACKNOWLEDGMENTS: BROWNIE NEIGHBORHOOD PARK PLANNING PROCESS

City of Austin
Parks and Recreation Department (PARD)

North Lamar/Georgian Acres Neighborhood Team

Design Team
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LEGEND

1. Existing Playground
2. Undeveloped Parcel A
3. Undeveloped Parcel B
4. Undeveloped Parcel C
5. Dr. Guerrero-Thompson Elementary School
6. IDEA Rundberg School
7. Drainage Swale

SITE CONTEXT

1. NORTH LAMAR NEIGHBORHOOD
2. GEORGIAN ACRES NEIGHBORHOOD

BROWNIE NEIGHBORHOOD PARK MASTERPLAN 2018
SITE PHOTOS

Existing Brownie Playground looking north from Brownie Drive (image: Google Street View)

View of Parcel A from existing playground
SITE PHOTOS

View of Parcel A looking west

View south on Access Road toward IDEA School; drainage swale at east of road
SITE PHOTOS

View of Parcel C looking east

View north toward Brownie Drive and Parcel B from Parcel C
PLANNING PROCESS + DESIGN PRIORITIES
OBJECTIVES

Objective 1: Create One Park
Currently, the proposed park is composed of three parcels separated by streets or a creek tributary prone to flooding. To connect these parcels into a cohesive landscape, the design:
• Provides Loop path, play equipment, and adjacent spaces that support walking, running, biking,Intricacies, climbing, stretching, and other forms of aerobic activity.

Objective 2: Amplify Resources
The park is uniquely located near a number of amenities and programs that would expand its function as one of the community’s central social spaces. To facilitate this role, the design:
• Establishes a Geo-fence to alert passersby of the park as one entity.

Objective 3: Amplify Resources
The success of Brownie Neighborhood Park is contingent on supporting a range of recreational programs for different age, interests, and community needs. To achieve this the design:
• Provides meeting space or event space for community groups, programs, or activities.
• Provides lighting to support night-time activity, illuminate the park, and discourage illicit uses.

Objective 4: Ensure Safety
People use parks that feel comfortable and safe. To meet this vision, the design:
• Provides open sight lines across the park to ensure visibility.
• Provides a Loop path, play equipment, and adjacent spaces that support walking, running, biking, Intricacies, climbing, stretching, and other forms of aerobic activity.

Objective 5: Enhance Ecology
The park is uniquely located near a number of amenities and programs that would expand its function as one of the community’s central social spaces. To facilitate this role, the design:
• Establishes a Geo-fence to alert passersby of the park as one entity.

Objective 6: Facilitate Management
Long-term management of any public park is challenged by the everyday use and maintenance that its surfaces, equipment, and plantings undergo. To ensure the park’s cleanliness and appearance, as well as its ecological performance, the park:
• Utilizes robust materials appropriate for their function.
• Incorporates a network of waste collection bins distributed at appropriate locations and intervals to accommodate disposal of waste, recycling, and dog waste.

Building on these amenities, the park’s proposed plant palette, surfaces, and programs:
• Uplift native canopy, understory, and herbaceous species that are adapted to the region, invertebrate drought, and require less maintenance.
• Establish areas for storm water infiltration to reduce runoff and flooding.
• Create habitat for pollinators, birds, and other fauna. Topsoil and fine particulates and sediments before they enter the creek tributary.

Map of challenges, opportunities, and desired activities from November 18th Workshop.
COMMUNITY ENGAGEMENT

Community feedback was gathered through (1) an electronic survey, (2) a survey of elementary school students, and (3) three community design workshops on November 18, 2017, January 15, 2018, and March 3, 2018.

1. Online survey

This survey consisted of 17 questions designed to understand which Austin parks residents currently use, how they use Austin parks, and desires for a park in the Rundberg neighborhood. The survey was made available on the City of Austin website.

Direct quotations from respondents:

"Busy Gameplays on 4 courts with parking, lights and restrooms. Great social interaction and community networking."

"Connected to bicycle network, bike parking, tennis courts, open green space."

"Well lit, nice facilities, community-centric."

"Bigger playground where children, parents, pets can play together."

"Hiking trails, community garden, picnic tables and bbq pits, soccer field or baseball field, walls or a wall with murals created by Austin artists, splash pad."

"A clean and safe space for all members of the community."

2. Survey of students at the Walnut Creek Elementary 34 respondents

This survey was undertaken by the young resident, photographed on page 21.

| Average # of people in household | 5 |
| Average # of children | 3 |
| How often do you go to a park? | 26% |
| Picnic | 53% |
| Walk | 44% |
| Hang Out | 59% |
| Play with kids | 43% |
| What do you want to see in Brownie Park? | Walking trails | 52% |
| Playground | 74% |
| Duck pond | 32% |
| Nature | 52% |
| Covered Picnic Areas | 35% |
| Exercise Equipment | 38% |
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| What do you do when visiting a park now? | Picnic | 38% |
| Walk | 44% |
| Soccer | 44% |
| Hang Out | 59% |
| Play with kids | 43% |

Community feedback was gathered through (1) an electronic survey; (2) a survey of elementary school students; and (3) three community design workshops on November 18, 2017; January 15, 2018; and March 3, 2018.

3. Community Design Workshops

Community Design Workshops permitted an understanding of what residents desired for their future park, and where activities should happen. Three workshops were held, two at the Gus Garcia YMCA, and one at the Brownie Park.

The first workshop (11/18/17), held at YMCA North Austin Community Recreation Center, involved the use of large aerial maps, and icons of activities and challenges identified through the survey. Participants were asked to locate their house, and their observations of challenges, opportunities, and potential activities for Brownie Park. Three plans were presented and discussed among participants.

The second workshop (1/15/18) was held in Brownie Park, and involved the presentation of a general framework for Brownie Park, based on the findings of the surveys and the first meeting. The second meeting involved feedback from younger neighborhood residents. Three plans were presented and discussed among participants.

The third workshop (3/3/18) was held at the Brownie Park, and involved the presentation of a plan that met the majority of social, spatial, and environmental management needs.
ANALYSIS WORKSHOP: JANUARY 15, 2018

Workshop in Brownie Park: PARD, ISSAU, and Neighborhood Residents, and a request for "a lot of slides."
WEAVE THE LOOP + CONNECT PARCELS
The Loop—which supports walking, running, biking, and tricycles—is inset between existing trees to preserve shade and maintain the park’s character. The park is connected to adjacent parcels—which house a community garden, nature play, and unstructured play areas—and the IDEA Rundberg Charter School via The Bridge and designated crosswalks.

A Geofence, set up along Brownie Drive and the park’s entry, triggers an SMS text message alert on smart phones that enter the zone. As a virtual geographic boundary, the geofence will communicate park amenities and events to park users, the community, and passersby.

LIGHT THE PARK
Lighting is located along The Strip and The Loop to improve visibility of park spaces and increase a sense of safety for all park visitors.

INSERT PROGRAM
Sports courts, a covered picnic area, and sandboxes, are organized in The Strip (2). The linear space concentrates program and paved surfaces along the park’s western edge. If appropriate, programs can be phased or constructed into the space over time. The Loop’s undulation among the trees creates a space for The Field (11), a 30 yard x 50 yard area that supports soccer or flag football games. Within the Loop’s northern interior, nature play (7) areas and climbing walls accommodate a range of inter-generational activities for children and adults.

Parcels to the north and west of the main park support a community garden (14) and additional play areas (7).

PARK DIAGRAMS

DEFINE EDGES: PLANT NEW TREES
Planting new trees strengthens the park’s edges and provides a clear identity for the park’s boundaries, especially adjacent to the access road, the Entry Grove, and The Loop. Additional trees are planted to ensure benches have shade.

PROVIDE SEATING + WASTE COLLECTION
Benches are distributed throughout the park to provide places for rest, people-watching, or supervision of play areas. Waste collection bins have also been provided at strategic locations to facilitate the disposal of trash, recycling, and dog waste and maintain park cleanliness and order.

PRESERVE THE TREES
Currently, the site supports a number of mature trees that provide needed shade, habitat, and other ecosystem services. These trees should be surveyed and assessed for their health and potential value in accord with the City’s protected and heritage tree ordinances (refer to Austin Municode Chapter 23-5, Subchapter B, Article 1, Divisions 1-3).

As a significant layer of ready-made, instant overstory and understory canopy layers, the trees structure the park’s recreational programs, enhance its ecological performance, and contribute to the park’s spatial character.

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PHASE 1: 50%
1 Parking
2 Activity Strip
4 Covered Picnic/Party Area
7 Nature Play
8 Traditional Play Equipment
10 Climbing Wall
12 Teaching Garden
13 Main Loop + Tricycle Loop
17 Bridge to IDEA School

Signage + Wayfinding
Stormwater Infrastructure
Lighting + Electrical Infrastructure
Irrigation System
Bench
Waste Receptacles

PHASE 2: 25% (75% COMPLETED)
3 Basketball Court
5 Game Courts + Sandboxes
6 Entry Grove
10 Pollinator Meadow
13 Loop Extension
Signage + Wayfinding
Lighting
Bench
Waste Receptacles

PHASE 3: 10% (85% COMPLETED)
3 Basketball Court
14 Community Garden

Signage + Wayfinding
Irrigation System
Bench
Waste Receptacles

PHASE 4: 15% (100% COMPLETED)
7 Nature Play
13 Unstructured Play
19 Community Garden Shelter

Signage + Wayfinding
Plant Trees
Bench
Waste Receptacles

Note: Program numbers refer to Site Plan legend.