Workshop 1: The Grove Public Parks Master Plan
Meeting Summary

March 21, 2017

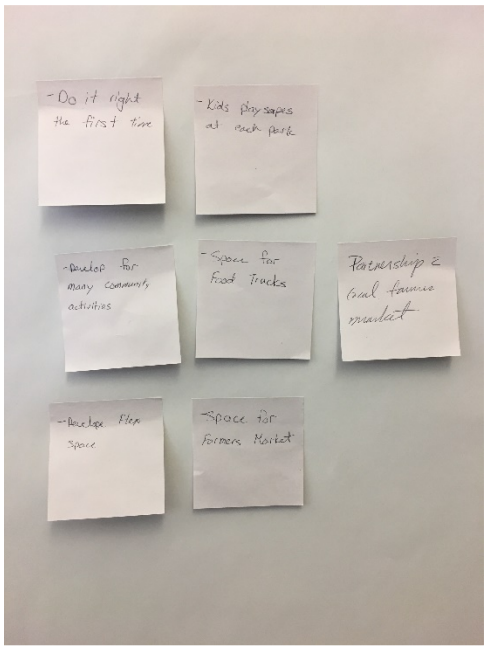
Introduction: Charles Mabry, PARD Marilyn Lamensdorf, PARD	Charles introduced the master planning process for the public parks within the Grove at Shoal Creek. Marilyn updated stakeholders on decisions made during the PUD process and what the roles and responsibilities of PARD and the developer would be moving forward.
Existing Conditions Review: Caitlin Admire	Caitlin updated stakeholders on site conditions that will have some influence on the outcomes of the master plan such as existing and planned edge conditions, drainage and heritage trees. Members of the public asked for clarification about the pond – what is its purpose, what is driving its size and shape and how does it relate to the overall watershed hydrologic dynamics? The size and design of the pond are determined by engineering considerations. The pond will provide water quality and detention for a large portion of The Grove property including the park and must be designed in compliance with the Environmental Criteria Manual and Drainage Criteria Manual of the City of Austin. Final design will be reviewed and approved by the Watershed Protection Department and will also be reviewed by a third party engineer per the PUD agreement.
Precedent Park Review: Rebecca Leonard, AIG Bull Creek	Rebecca reviewed a number of parks that could be used as inspiration for elements in the Signature Park. Members of the public suggested the designers find less urban parks that will more directly relate to the scale of the commercial around the park. The designers will bring more imagery of parks to the upcoming meetings.
Stakeholder Brainstorm: Rebecca Leonard, AIG Bull Creek	Rebecca had the stakeholders work in pairs or tables to identify the biggest needs and desires for the parks in The Grove. Members of the public asked for a summary of the information the designers collected at previous meetings for the PUD. PARD and the developer expressed that the previously collected information will be considered when developing the master plan, but there was a desire to provide the opportunity for newcomers to the process to have input. Survey results from both the original survey conducted in January of 2015 (regarding the entire development) and a subsequent survey conducted in December of 2015 (regarding the parks in particular) are attached here.
Brainstorm Organization/ Categorization: Rebecca Leonard, AIG Bull Creek	Rebecca asked the stakeholders to work together at their tables to categories their sticky notes into three piles: Goals, Amenities, Program.

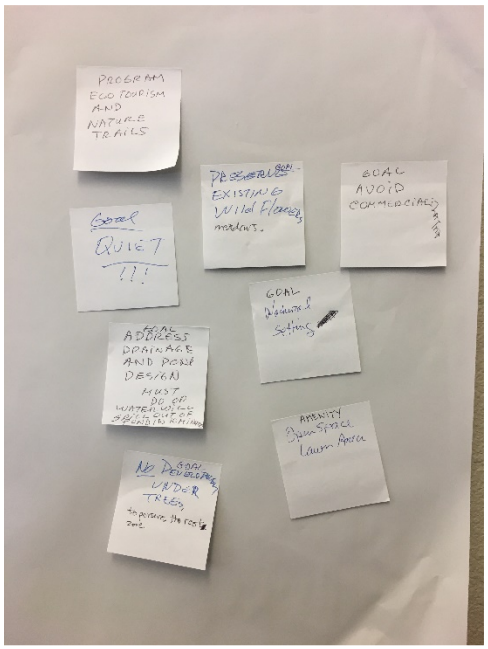
<table>
<tr>
<td>Report Back:
Rebecca Leonard, AIG Bull Creek</td>
<td>Each table was given an opportunity to state their top goals, top amenities and top programs.
A common goal that was heard throughout the evening was an emphasis on nature, whether that be retaining the natural landscape that can be found on this site, incorporating native trees and vegetation into the proposed plan, designing nature playscapes that blend with the existing surroundings, or creating nature and wildlife programs that community members can get involved in. There are various ways in which community members would like to retain the aesthetic qualities of the current site while still showing a desire for amenities and programs that lend to a park that will be inviting to all age groups of the surrounding community.

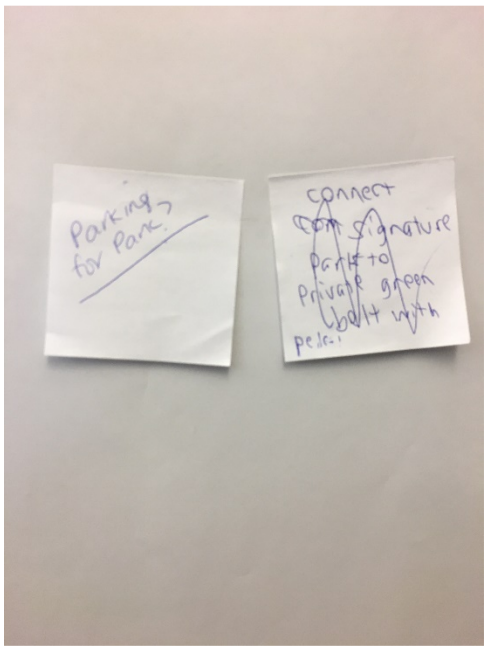
The following is a recap of the most common themes from the tables:
<table>
<tr><th>Goals:</th><th>Amenities:</th><th>Program:</th></tr>
<tr><td>Keep more natural areas and less hardscape.</td><td>Natural, native planting areas</td><td>Farmers market</td></tr>
<tr><td>Make this a quiet, natural escape for the users.</td><td>Soft trails and bicycle access</td><td>Environmental education classes (i.e. birding)</td></tr>
<tr><td>Provide pedestrian access to the park and natural areas within.</td><td>Open lawn</td><td>Fitness classes</td></tr>
<tr><td>Preserve natural landscape, particularly the trees.</td><td>Amenities for off-leash dog usage</td><td>Entertainment (music, movies and storytelling)</td></tr>
<tr><td>Create opportunities for active and passive recreation</td><td>Wildlife habitat</td><td></td></tr>
<tr><td>Ensure a multi-generational park</td><td>Children’s play areas</td><td></td></tr>
</table>
</td>
</tr>
<tr>
<td>Next Steps:
Rebecca Leonard</td>
<td>Rebecca and Charles informed stakeholders about the schedule and next steps.</td>
</tr>
</table>

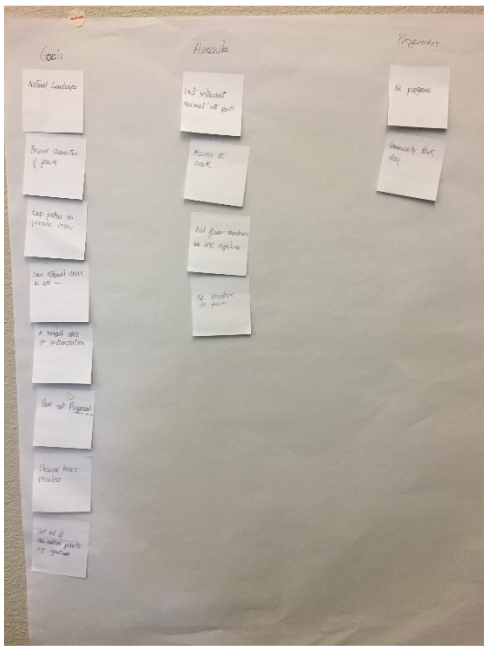
Workshop 1: The Grove Public Parks Master Plan
Facilitated Table Brainstorms

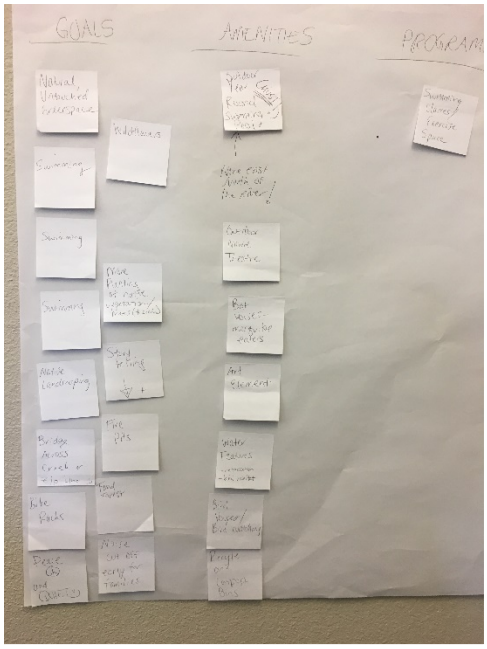
March 21, 2017

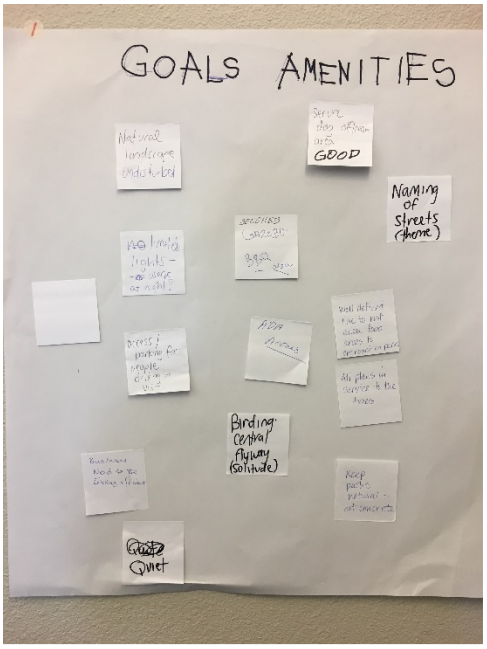


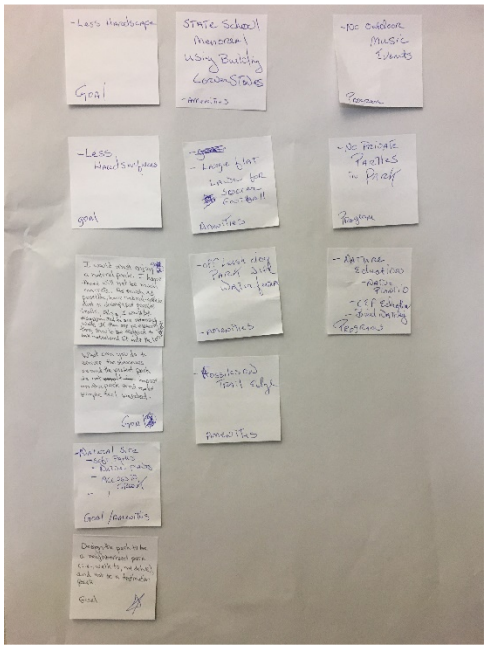


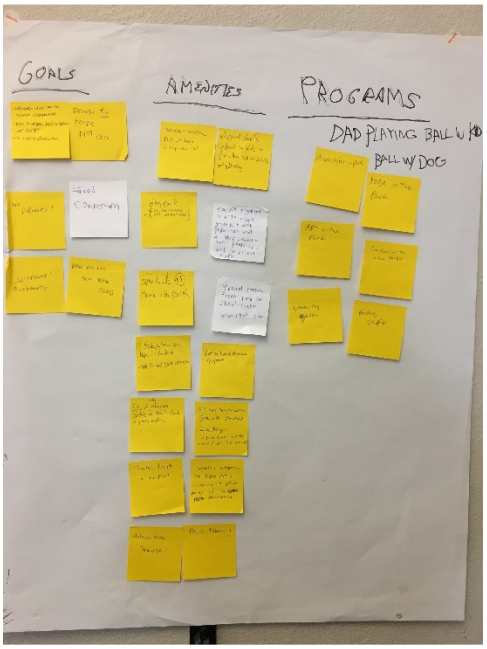


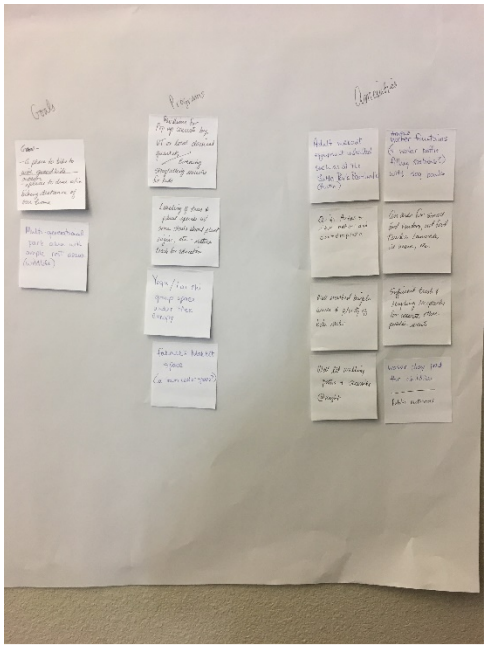


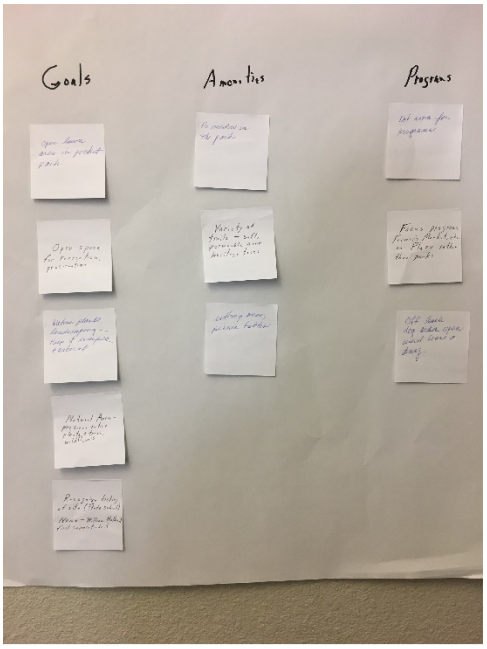

GOALS
AMENITIES
PROGRAM

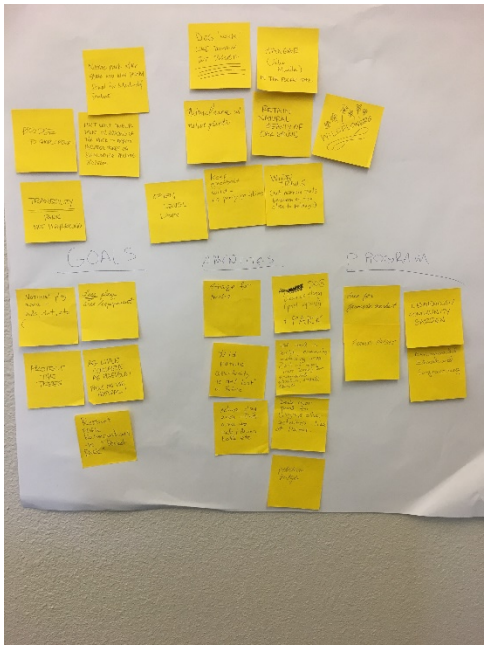

GOALS AMENITIES
GOOD
Naming of streets (theme)
Birding central flyway (solitude)

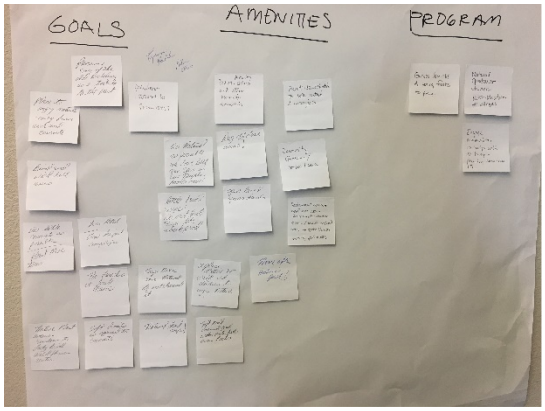

-Less Hardscape
Goal
STATE School Mandated Wing Building Corner Stores
-No outdoor Music Events
-Less Hardscape
goal
-No Private Parties in Park
Program
Goal
Goal frequencies

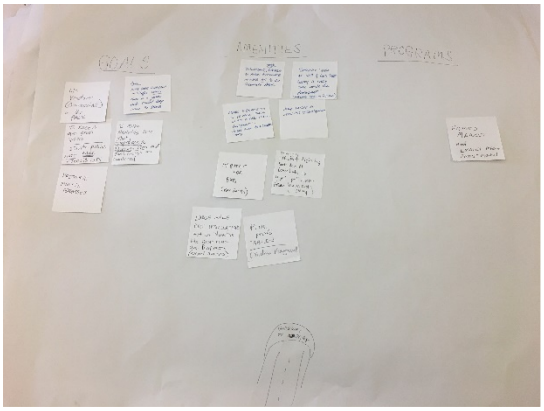

GOALS
AMENITIES
PROGRAMS
DAD PLAYING BALL W/ DOG
BALL W/ DOG

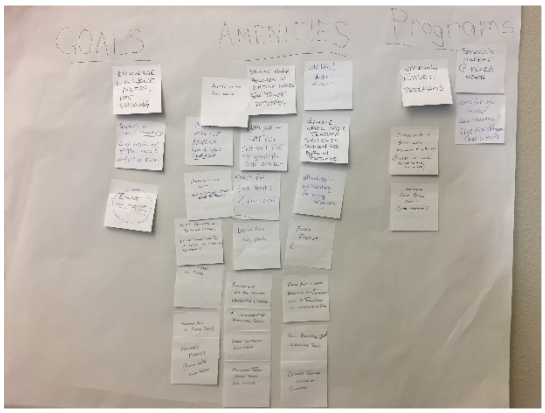


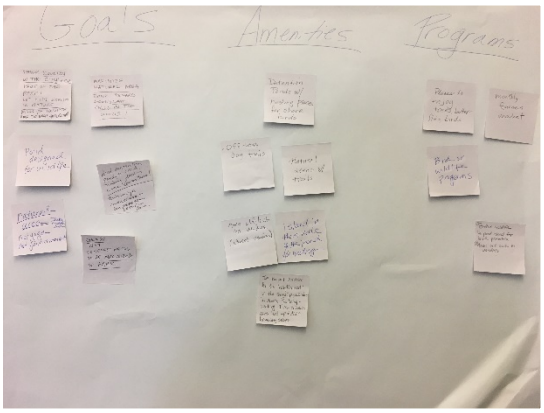

Goals
Activities
Programs

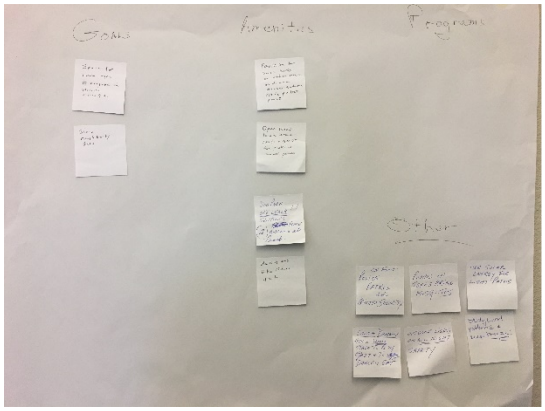

GOALS

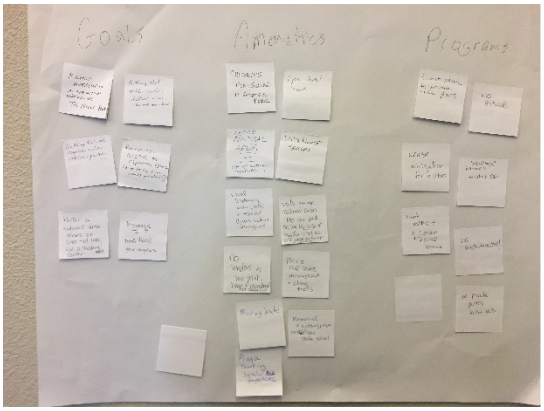

GOALS
AMENITIES
PROGRAM

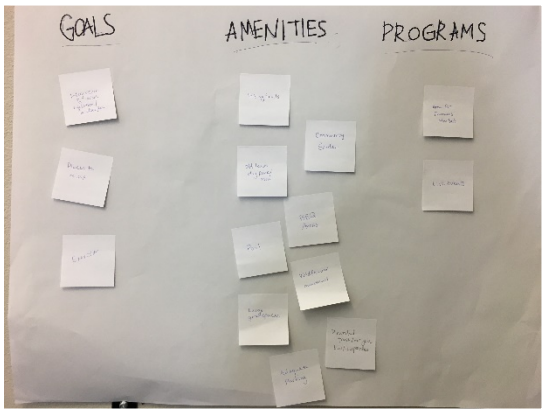

GOALS
AMENITIES
PROGRAMS


GOALS
AMENITIES
Programs


Goals
Amenities
Programs


Goals
Amenities
Programs
Other


Goals
Amenities
Programs


GOALS
AMENITIES
PROGRAMS

Prior Stakeholder Input

2015 and 2016

Bull Creek Visioning Aggregate Survey Results
08.27.2015

This survey was conducted at two community workshops (January 21st and 28th, 2015) as well as being available online. 216 surveys were collected at the workshops and 488 were taken online, for a total of 704 surveys. The surveys received break down by neighborhood as follows:

75	Allandale
19	Brykerwoods
53	Highland Park West / Balcones
104	Oakmont Heights
90	Ridgelea
172	Rosedale
70	Westminster
121	Other

Station 1: Residential Character

To what extent are the following types of residential development appropriate for this site? This only refers to the developed areas and does not include future open space. Disregard architectural style and materials for this exercise.

Please rate each image on a 1 to 4 scale, based on the following criteria. The type of development shown is:

1. Not appropriate on the site in any situation.
2. Appropriate in Low Density areas of the site.
3. Appropriate in High Density areas of the site.
4. Appropriate in all areas of the site

Station 1: Residential Character
Image 1.1: Average Score = 2.6

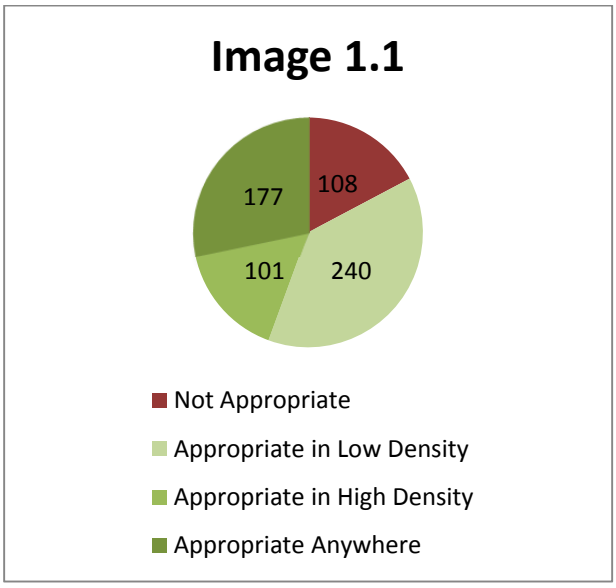


Image 1.2: Average Score = 2.5

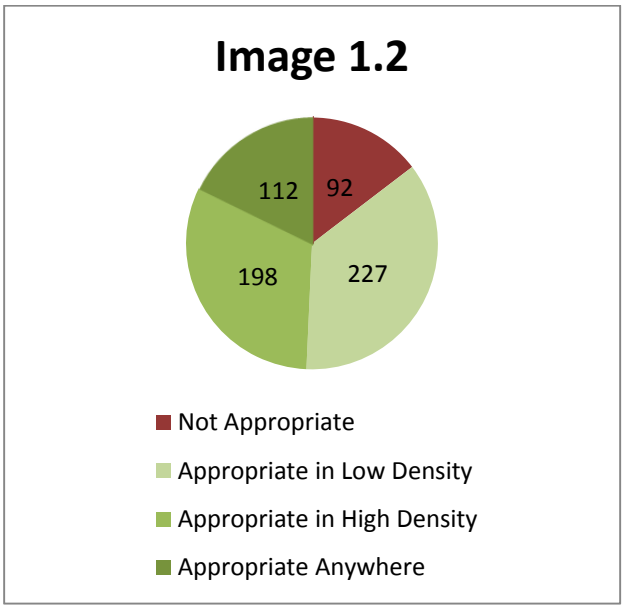


Image 1.3: Average Score = 2.3

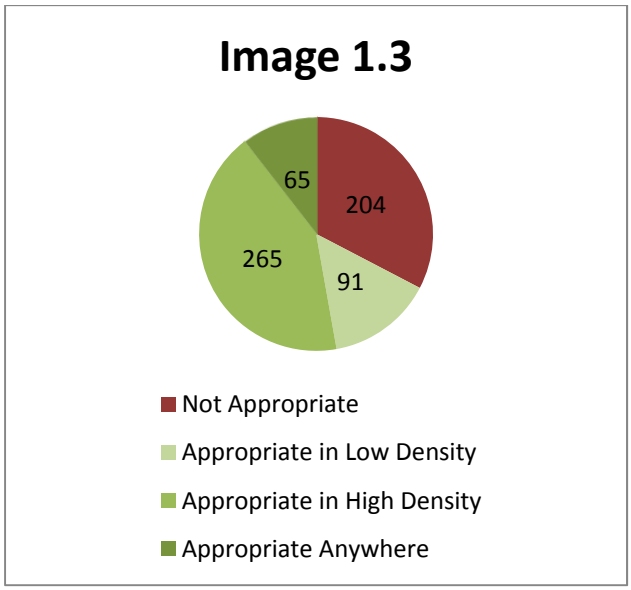


Image 1.4: Average Score = 2.1

Image 1.5: Average Score = 1.8

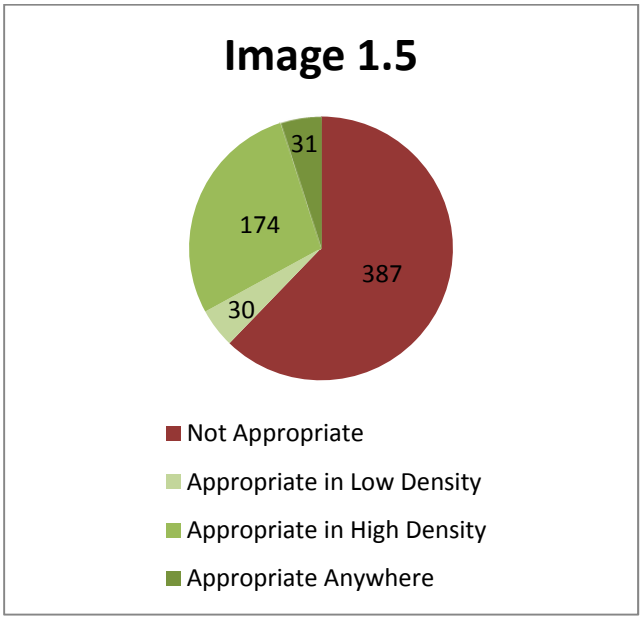


Image 1.6: Average Score = 1.3

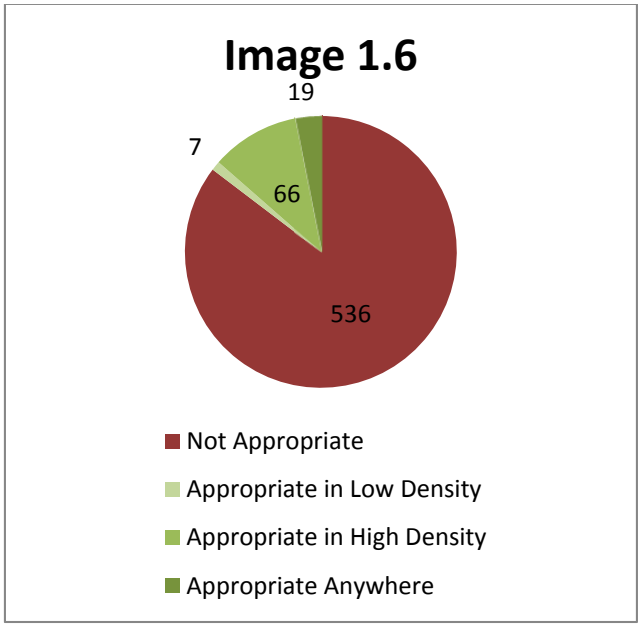


Image 1.7: Average Score = 2.7

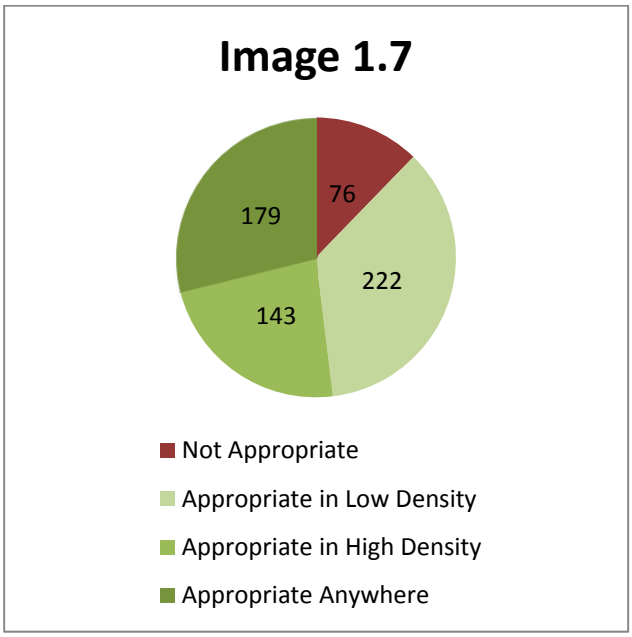


Image 1.8: Average Score = 2.4

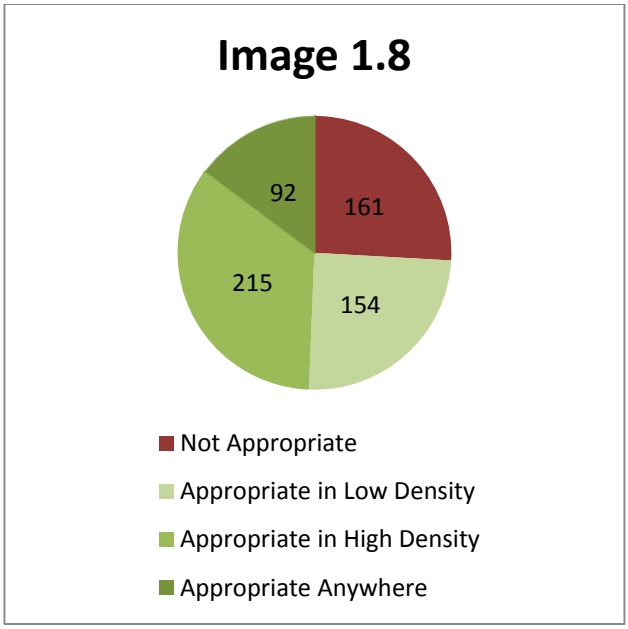


Image 1.9: Average Score = 1.9

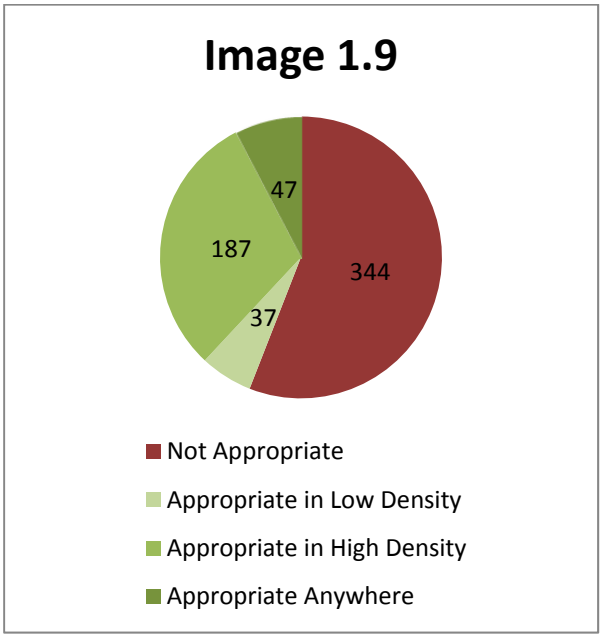


Image 1.10: Average Score = 1.5

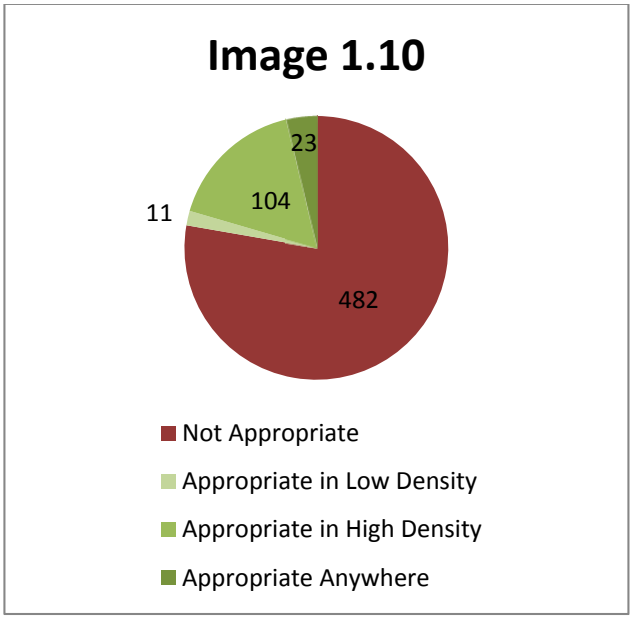


Image 1.11: Average Score = 2.2

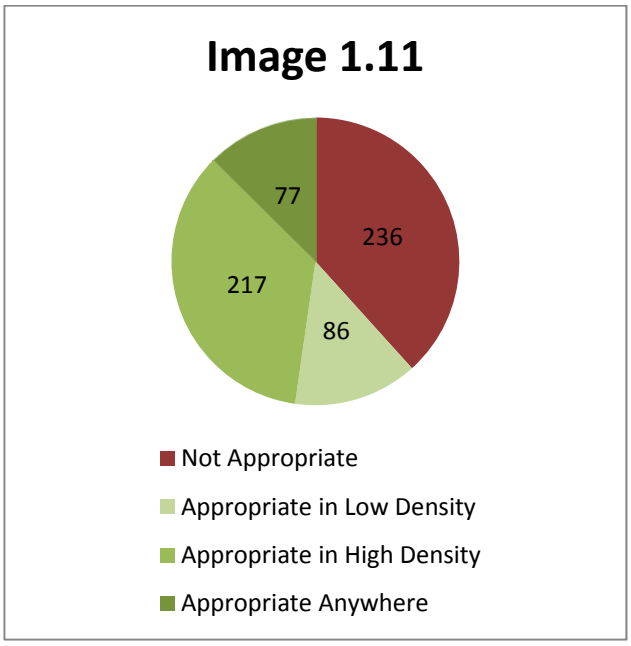
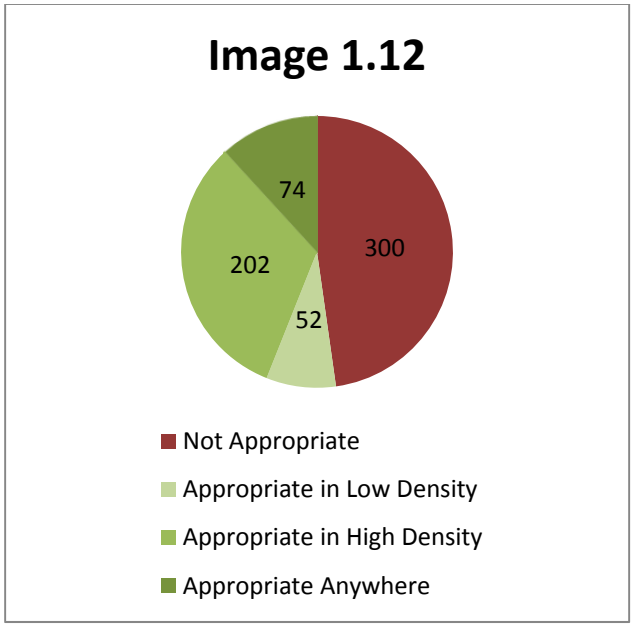


Image 1.12: Average Score = 2.1



Station 2: Commercial Character

To what extent are the following types of commercial development appropriate for this site? This only refers to the developed areas and does not include future open space. Disregard architectural style and materials for this exercise.

Please rate each image on a 1 to 4 scale, based on the following criteria. The type of development shown is:

1. Not appropriate on the site in any situation.
2. Appropriate in Low Density areas of the site.
3. Appropriate in High Density areas of the site.
4. Appropriate in all areas of the site.

Image 2.1: Average Score = 2.3

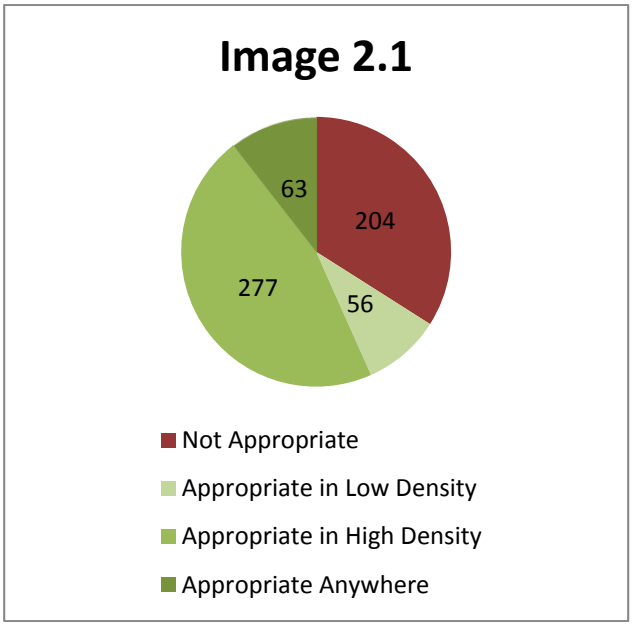


Image 2.2: Average Score = 1.4

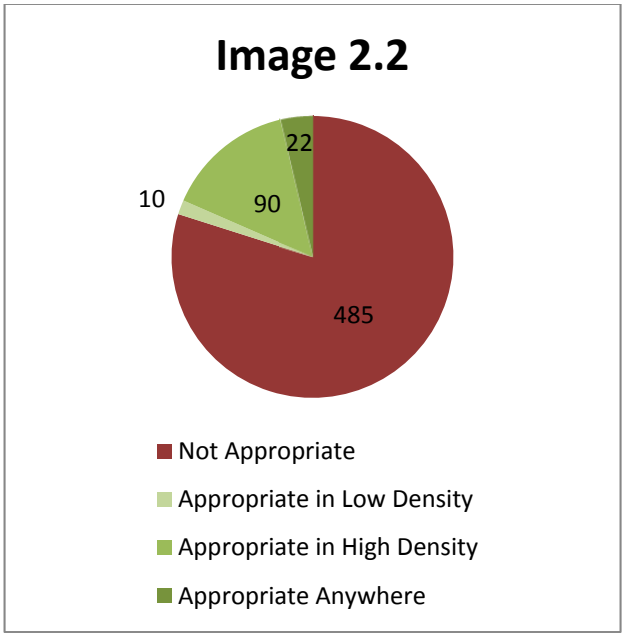


Image 2.3: Average Score = 1.7

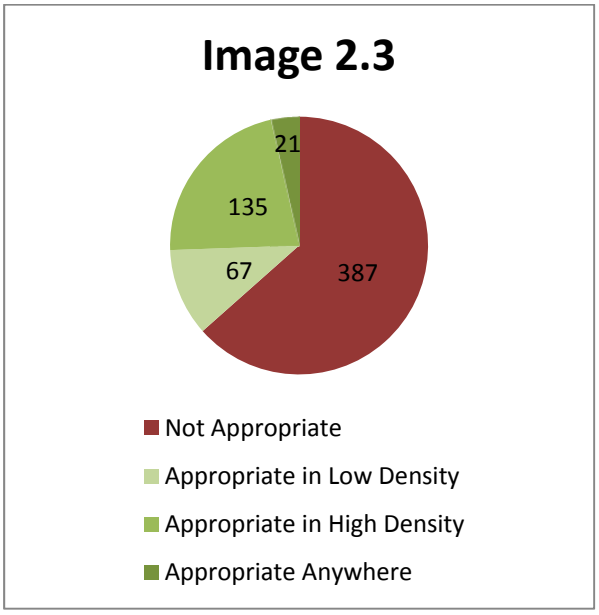


Image 2.4: Average Score = 1.2

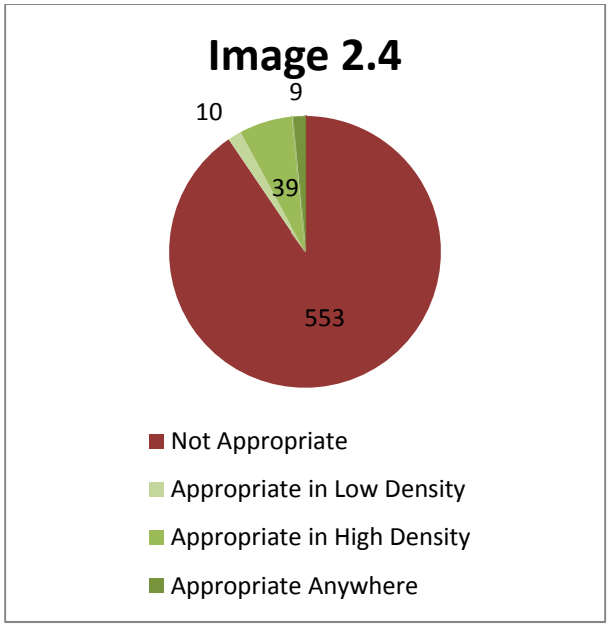


Image 2.5: Average Score = 2.3

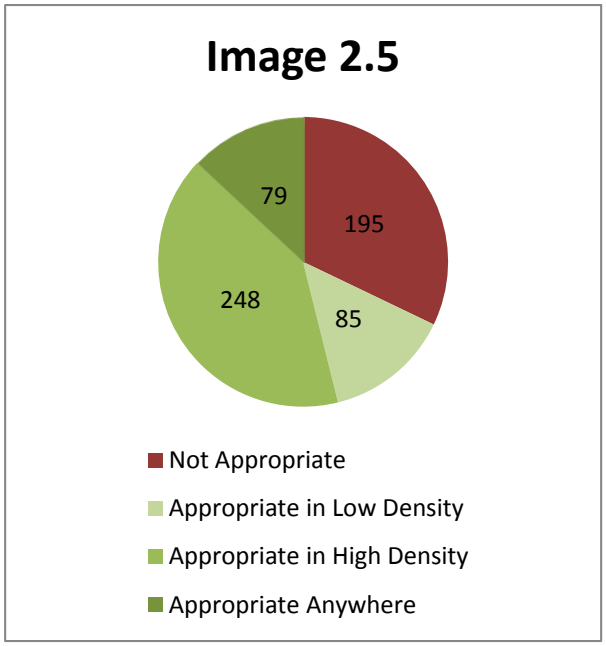


Image 2.6: Average Score = 1.4

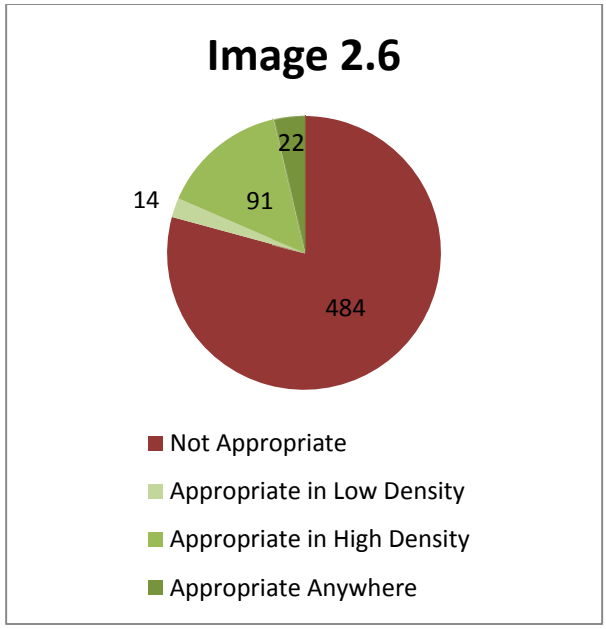


Image 2.7: Average Score = 2.9

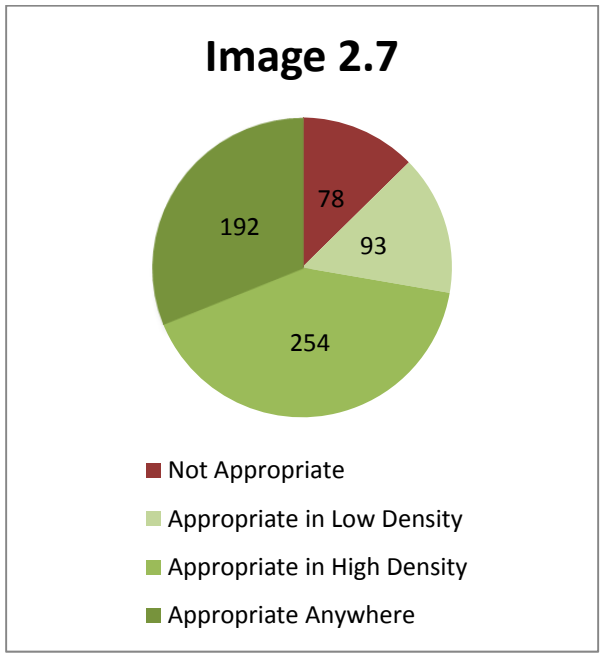


Image 2.8: Average Score = 2.4

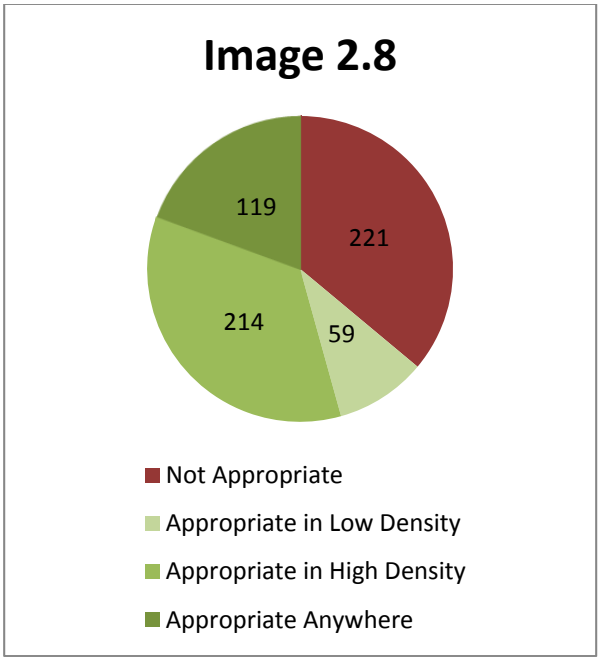


Image 2.9: Average Score = 1.5

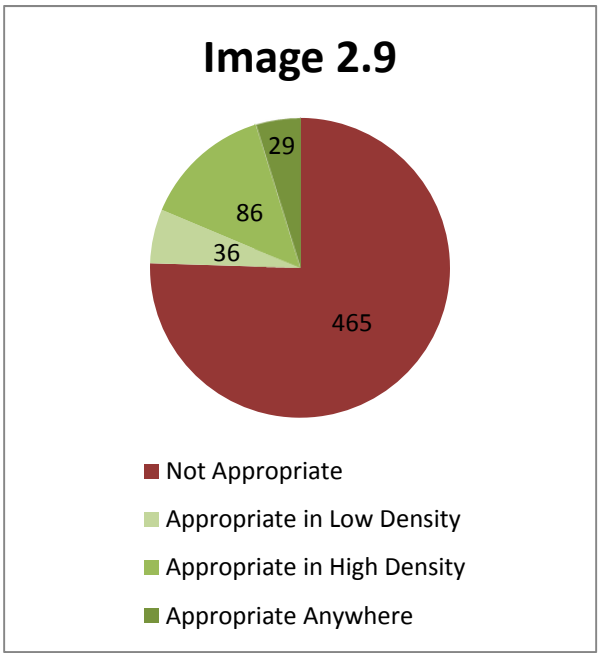


Image 2.10: Average Score = 1.9

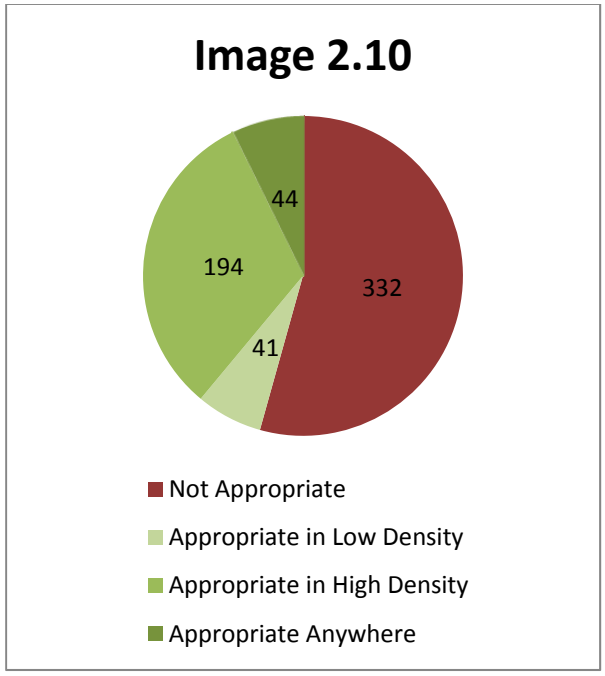


Image 2.11: Average Score = 2.7

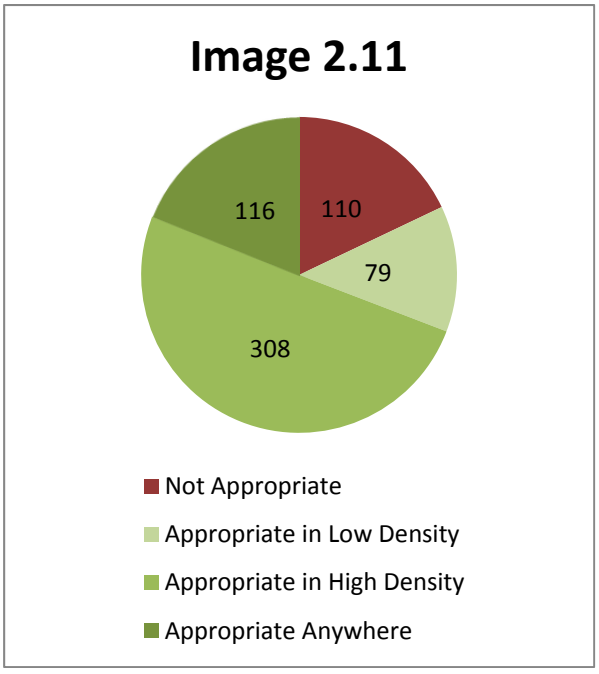


Image 2.12: Average Score = 2.9

PUNCHO

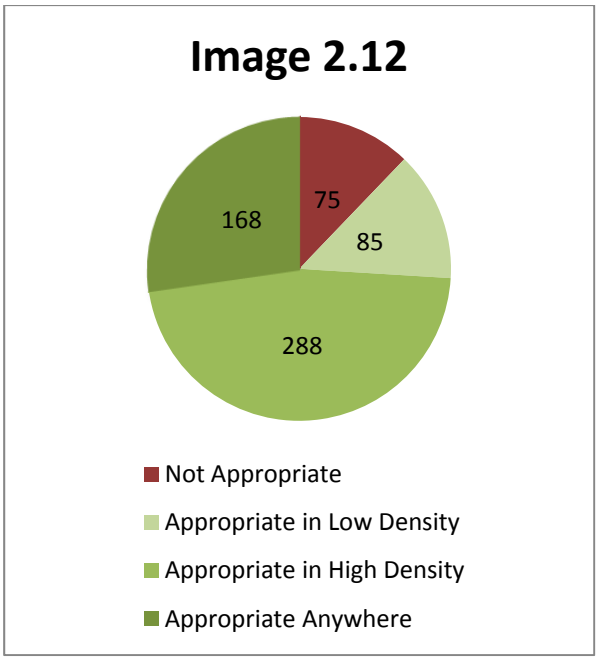


Image 2.12
75
85
288
168
Not Appropriate
Appropriate in Low Density
Appropriate in High Density
Appropriate Anywhere

Station 3: Open Space Character

The following images reflect various characters and types of open space that may be developed or preserved on the site. To what extent should each type of open space be represented on the site?

Please rate each image on a 1 to 4 scale, based on the following criteria. The type of open space shown:

1. Should not be present on the site.
2. Should be minimally present on the site.
3. Should be well represented on the site.
4. Should be the majority of open space on the site.

Image 3.1: Average Score = 3.2

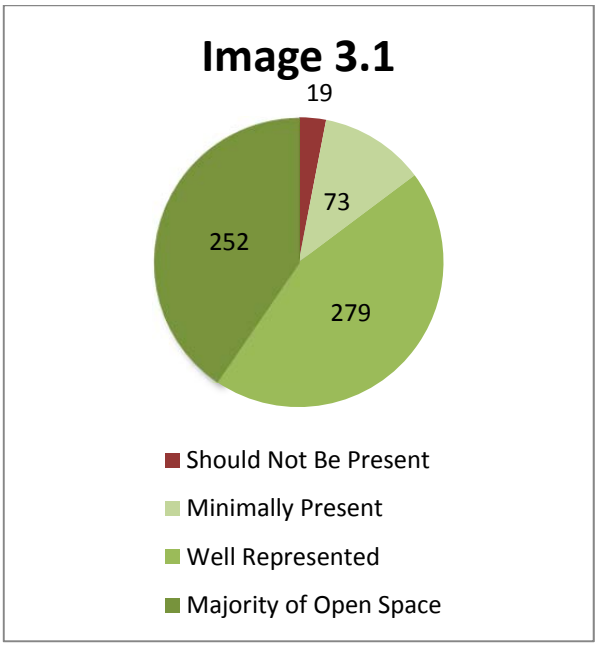


Image 3.2: Average Score = 2.9

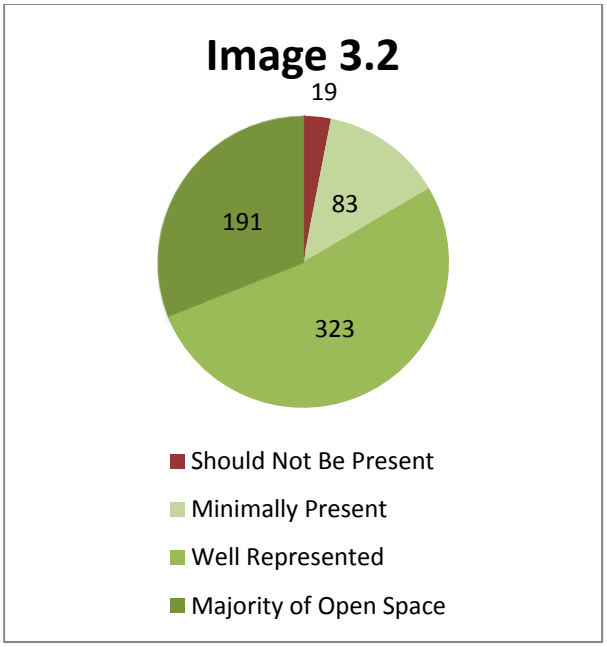
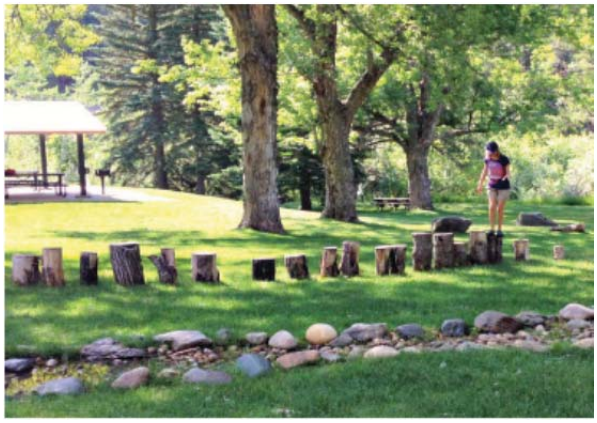


Image 3.3: Average Score = 2.6



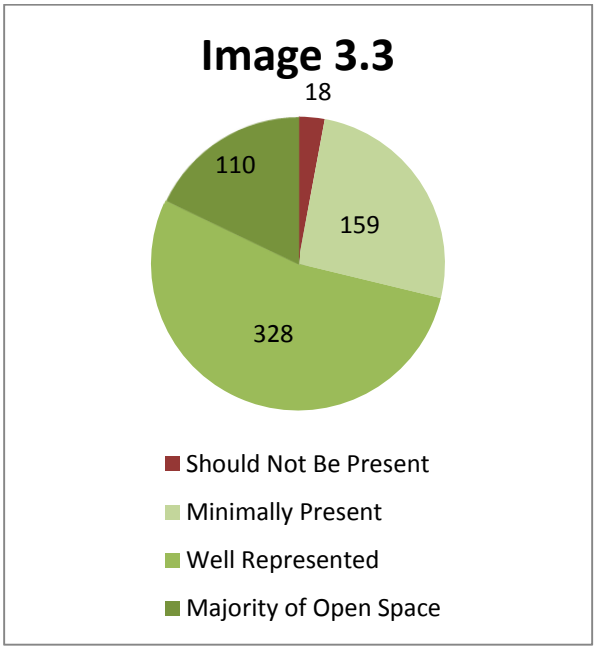


Image 3.4: Average Score = 2.6

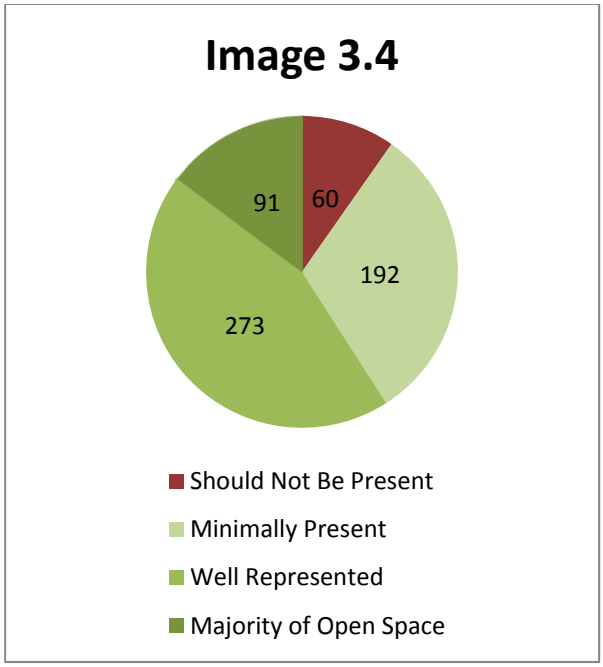


Image 3.5: Average Score = 2.4

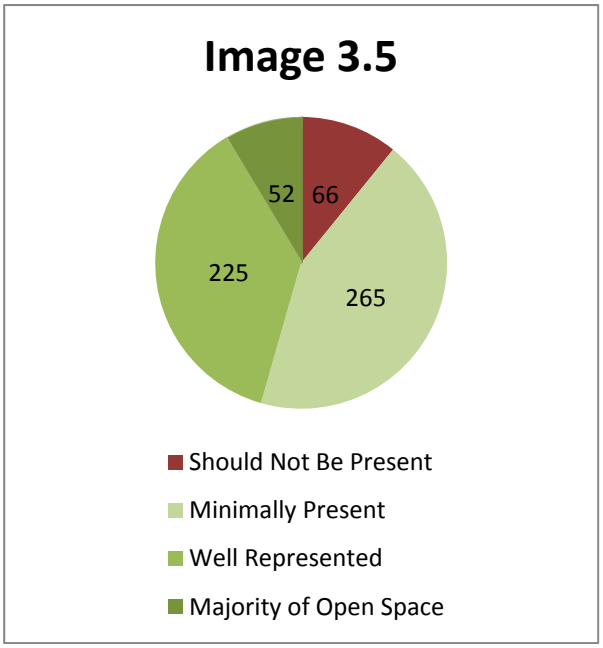


Image 3.6: Average Score = 1.7

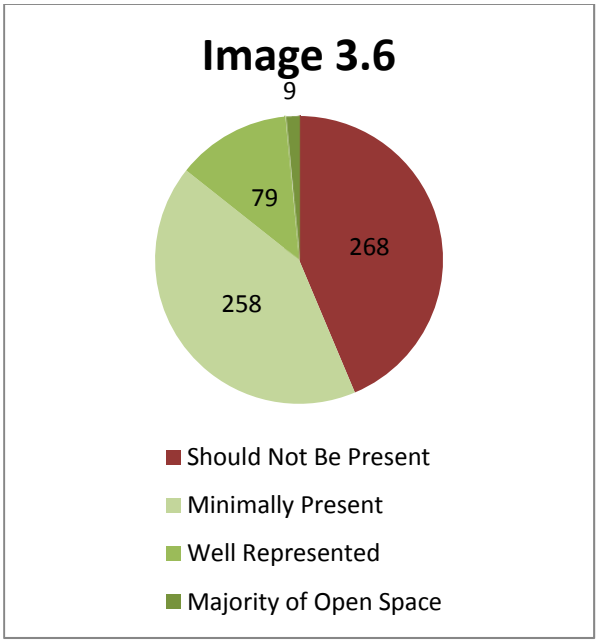


Image 3.7: Average Score = 2.1

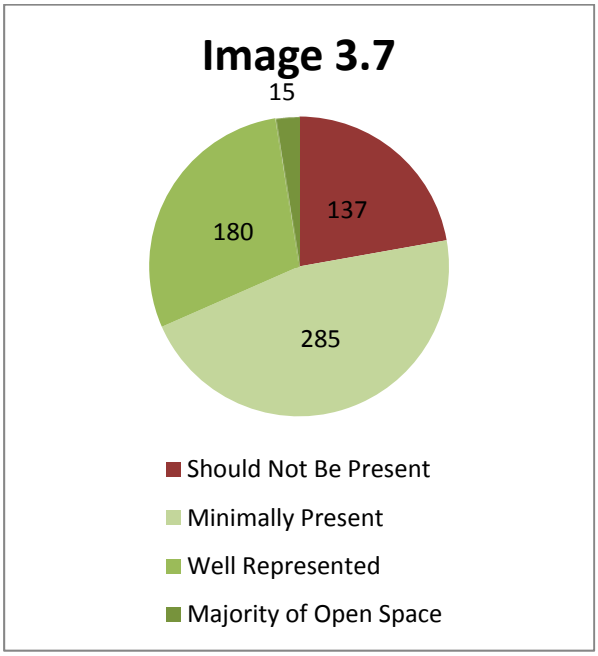
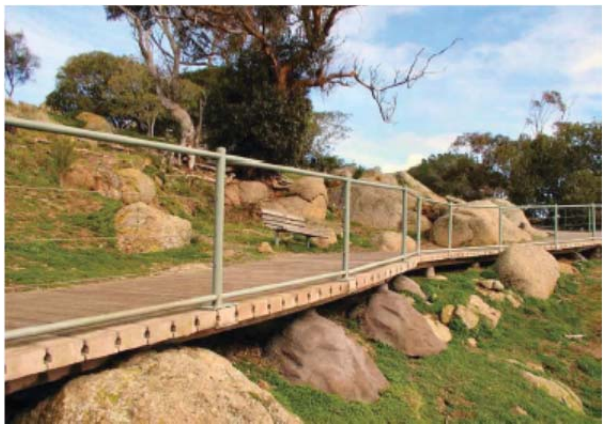


Image 3.8: Average Score = 3.0



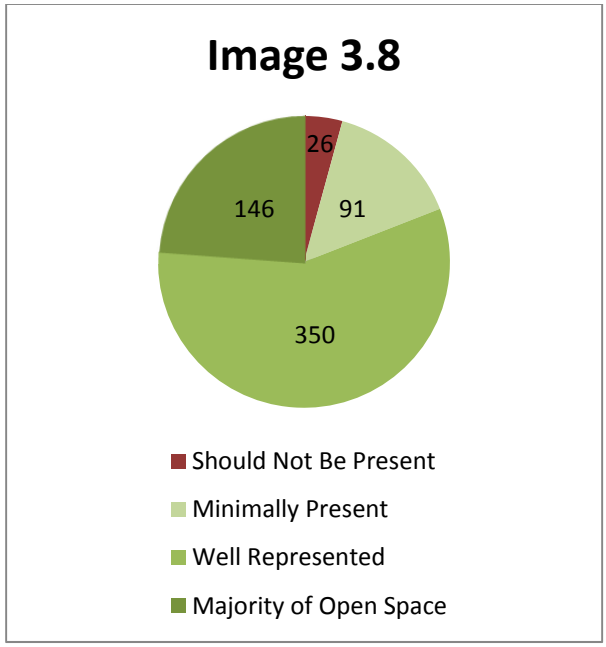


Image 3.9: Average Score = 2.8

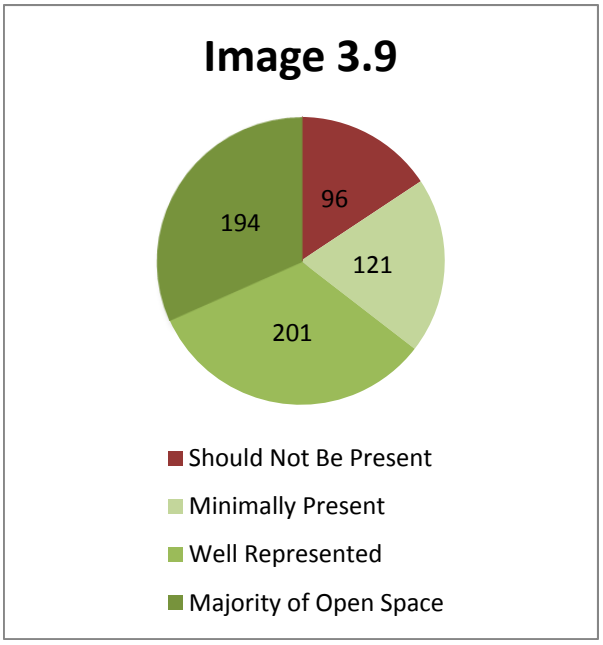


Image 3.10: Average Score = 2.0

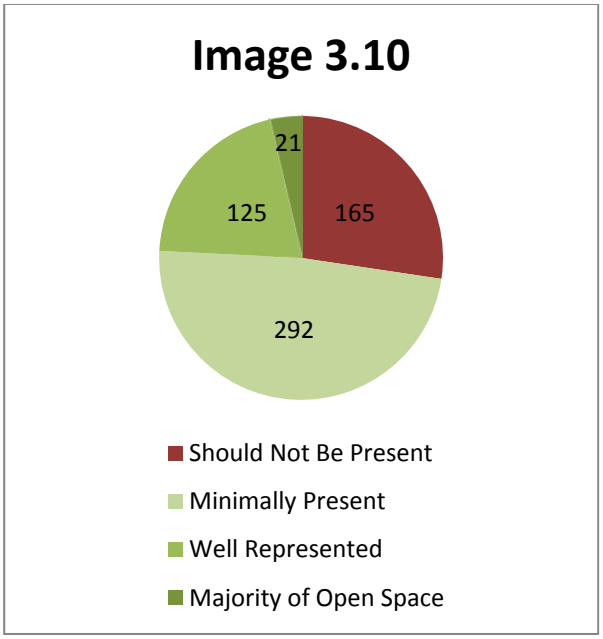


Image 3.11: Average Score = 3.1

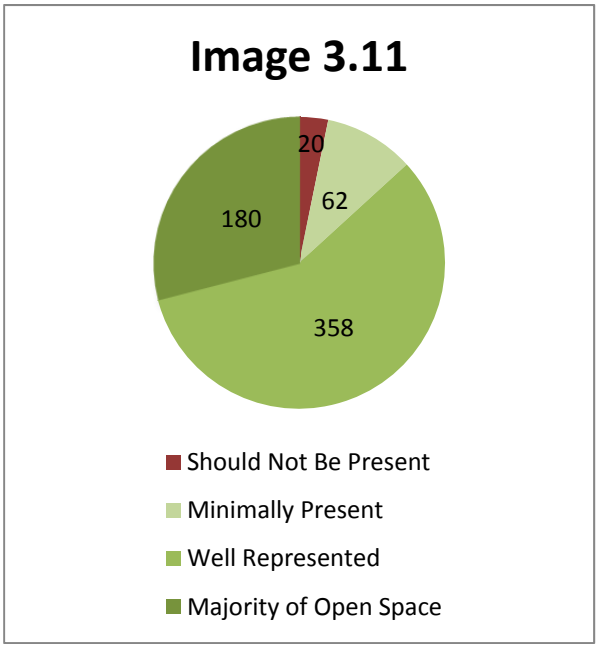
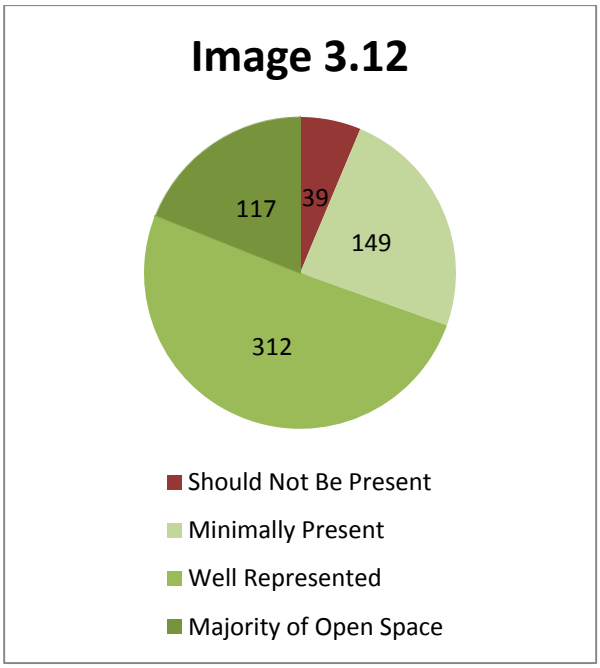


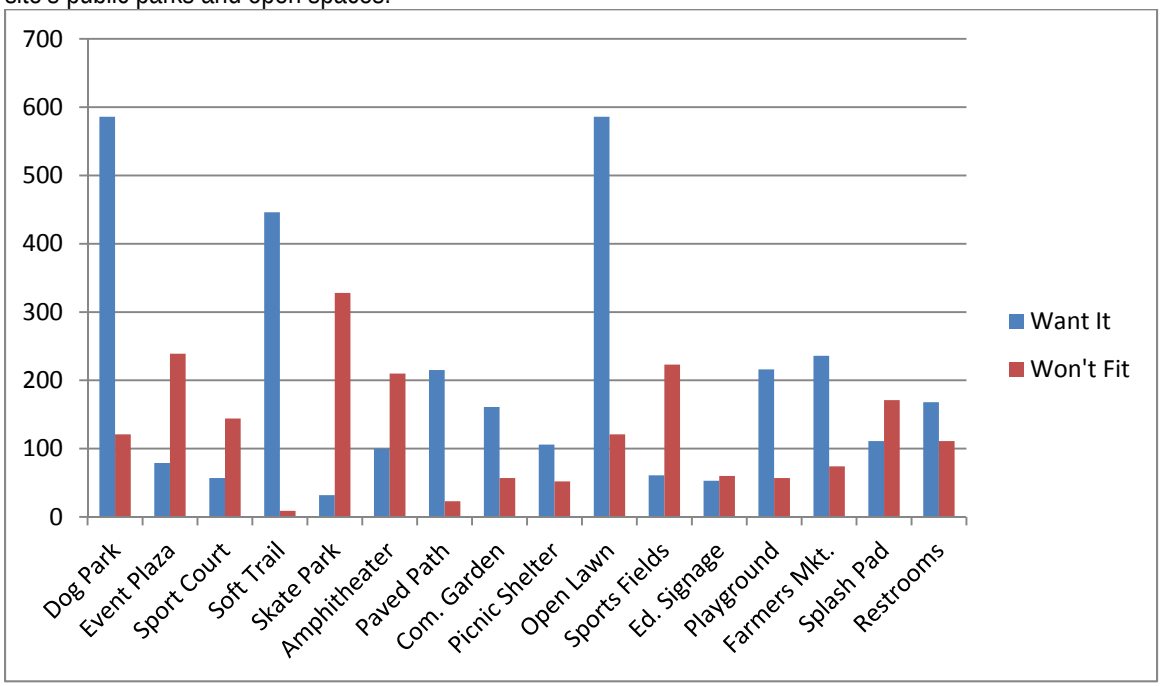
Image 3.12: Average Score = 2.8



Station 4: Park Amenities

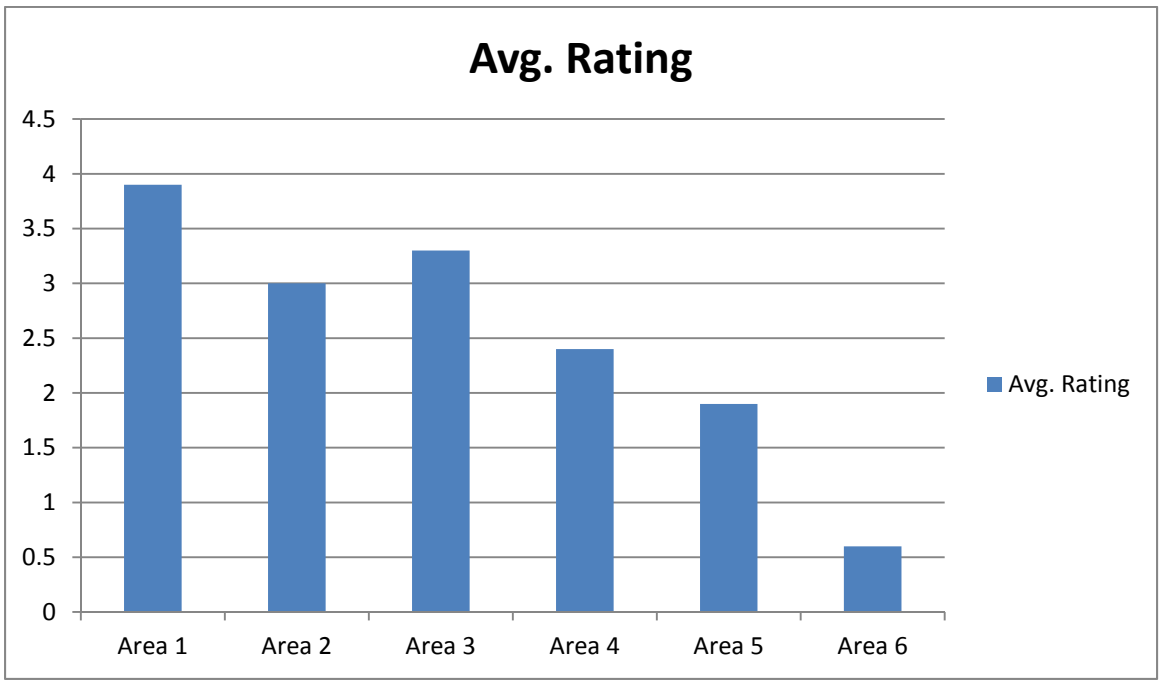
What amenities would you like to have available within the public parks and open spaces on this site?

Please list the 5 amenities you would most like to see and list up to 5 amenities that you think would not fit into the site's public parks and open spaces:

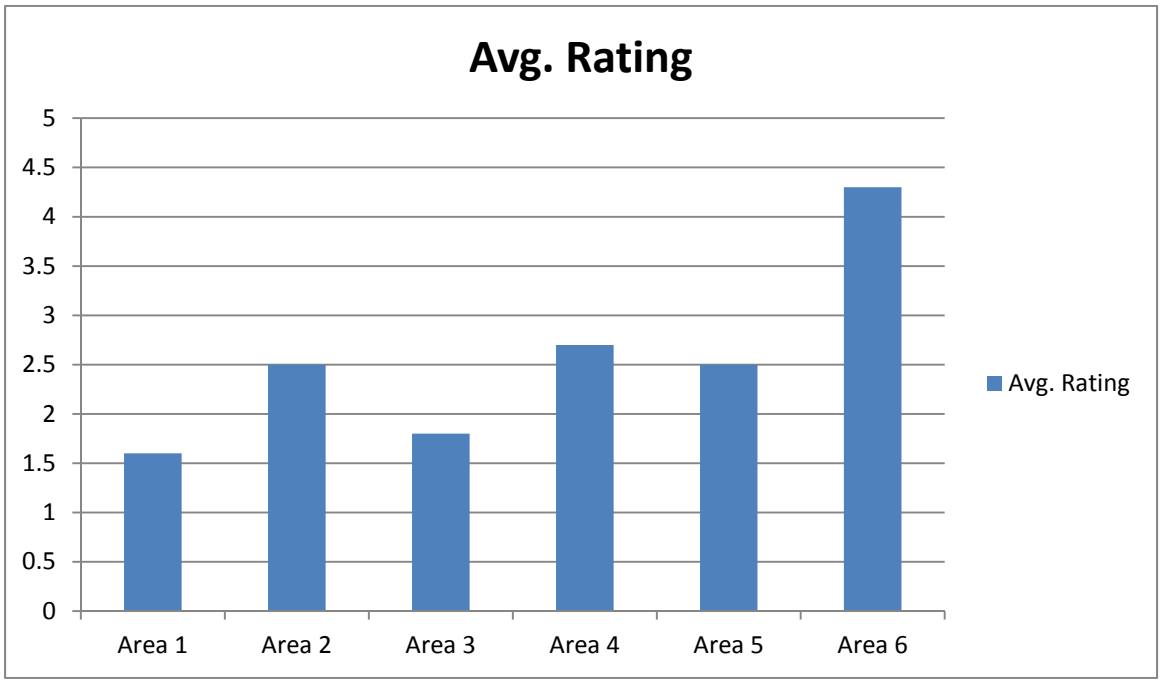


Station 5: Development Density

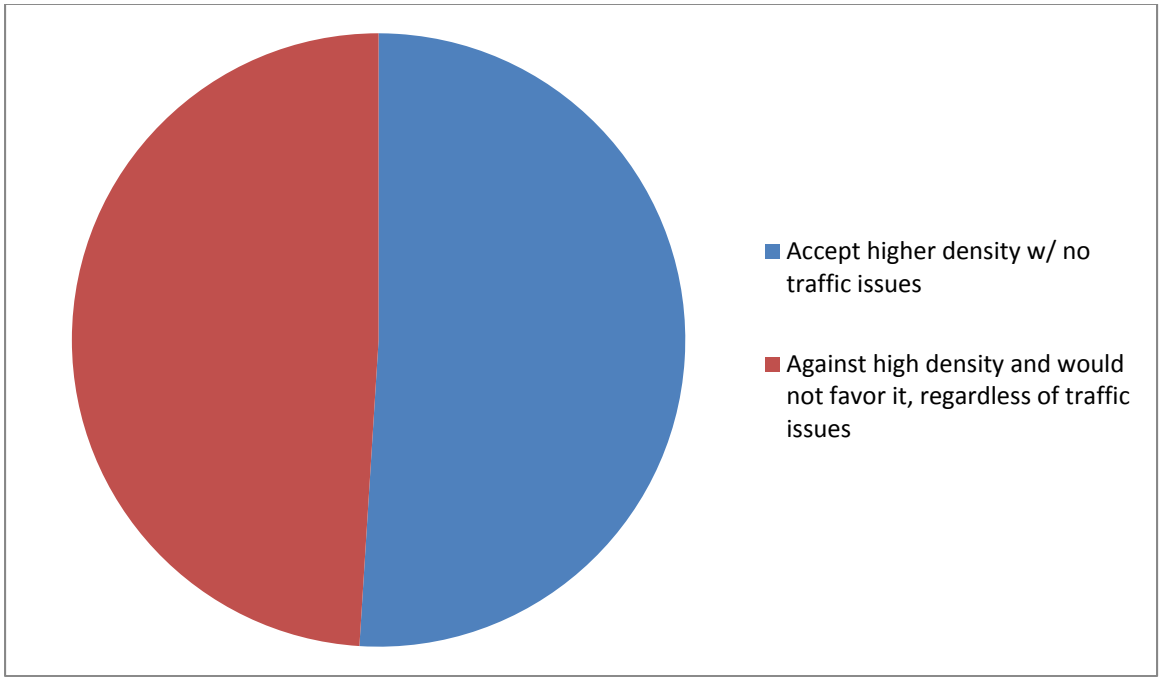
Most Appropriate for Higher Density



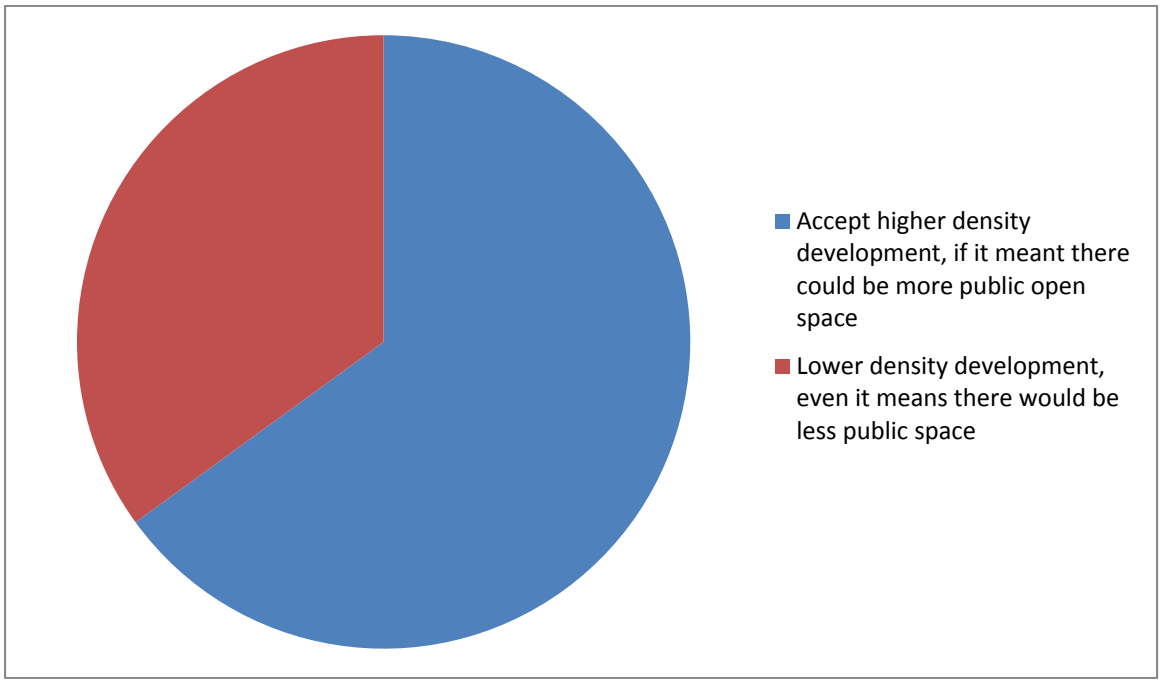
Most Appropriate for Open Space



Density Development on this Site

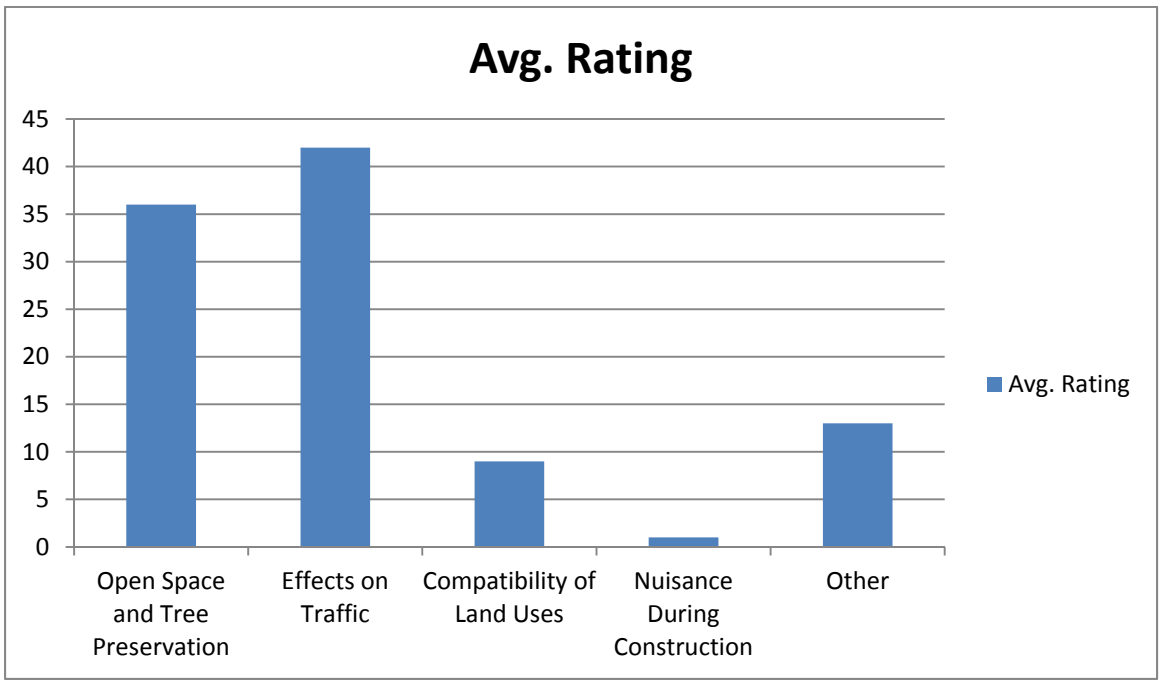


Disregarding Traffic Issues, Density Development on this Site



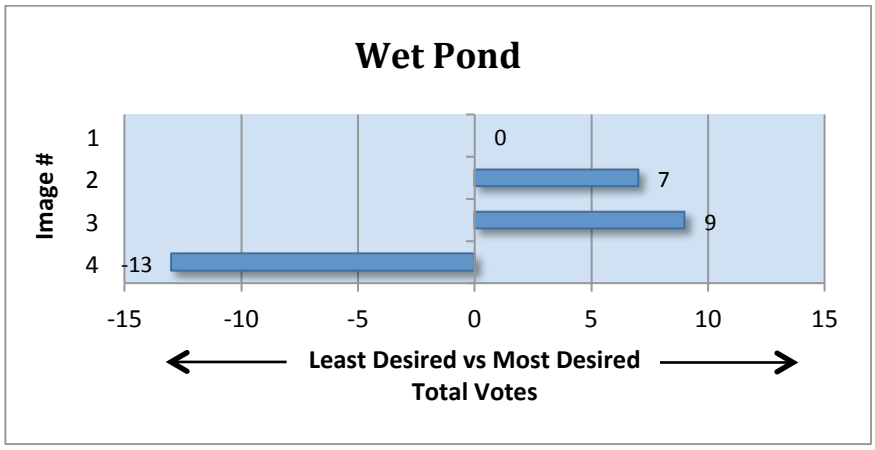
Station 6: Additional Questions

Greatest Overall Concerns

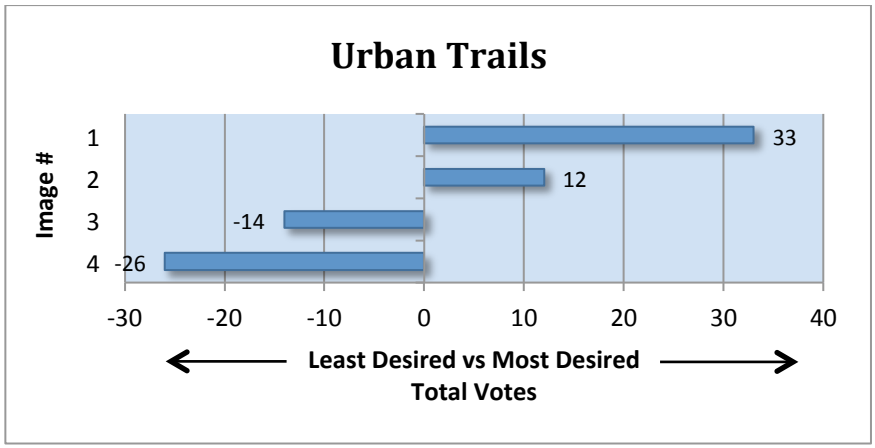


Grove at Shoal Creek
Park Design Meeting Survey Results
Meeting Held: 12/12/15

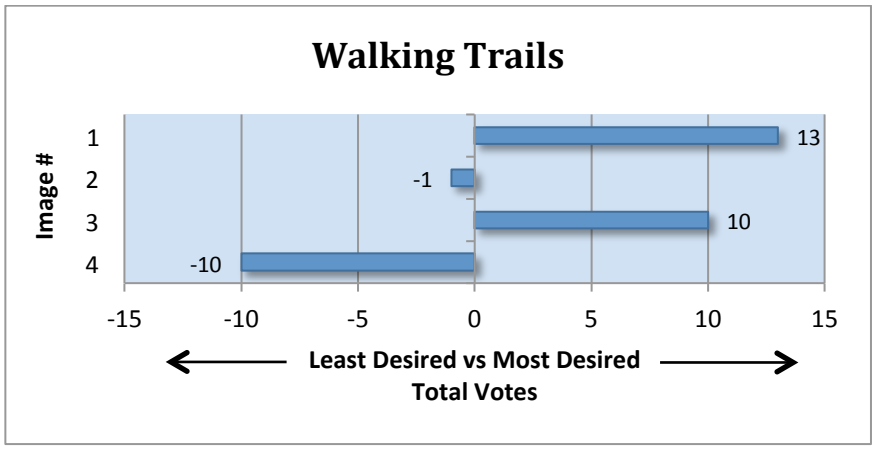
STATION #1 – Park and Amenity Character



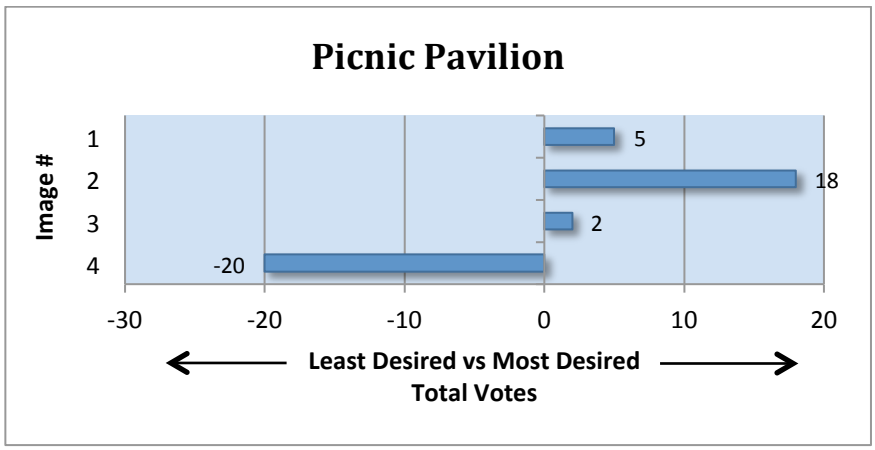
WET POND



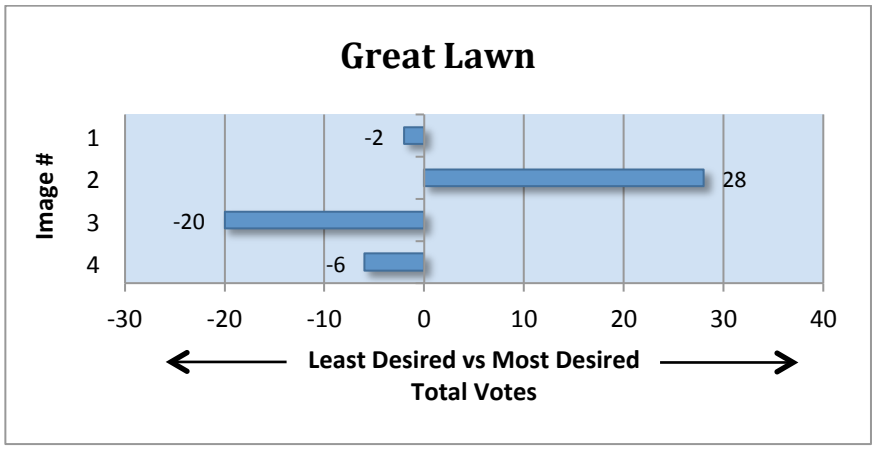
URBAN TRAILS



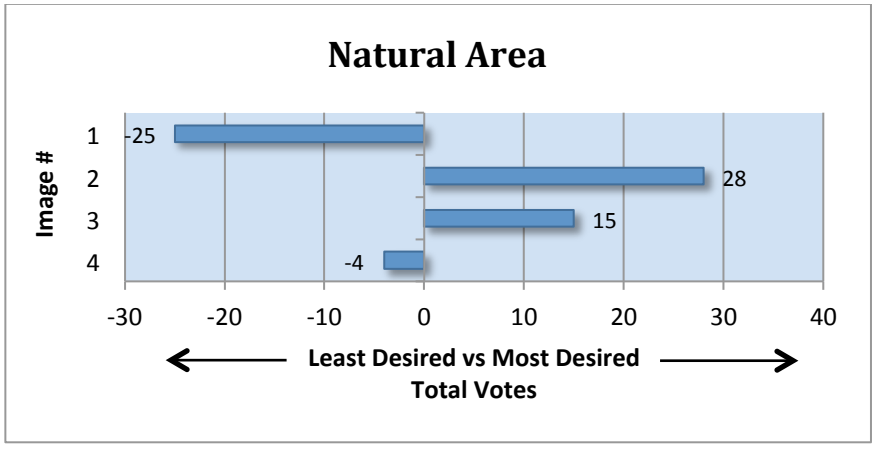
WALKING TRAILS



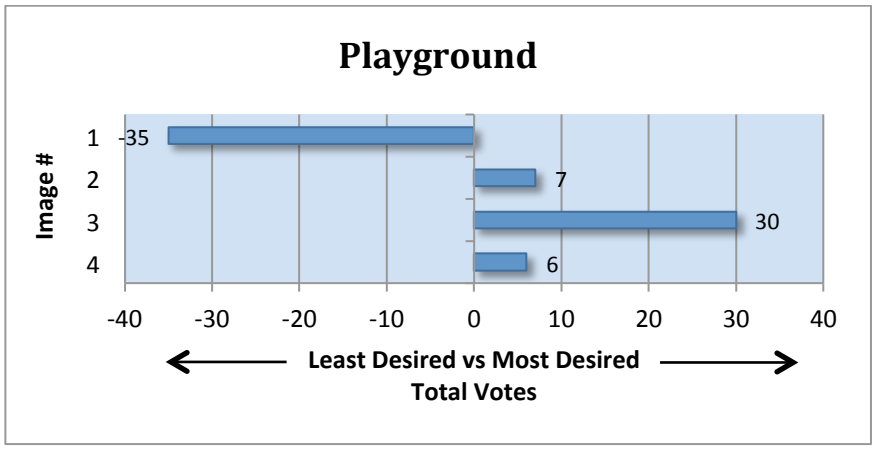
PICNIC PAVILION



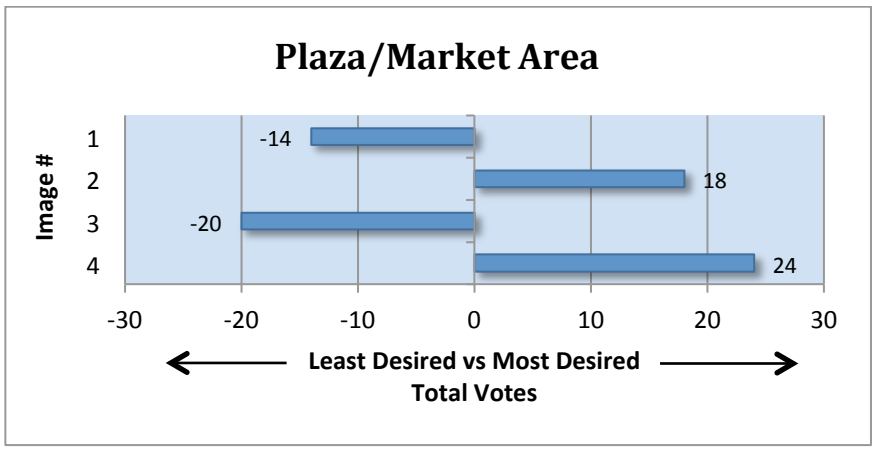
GREAT LAWN



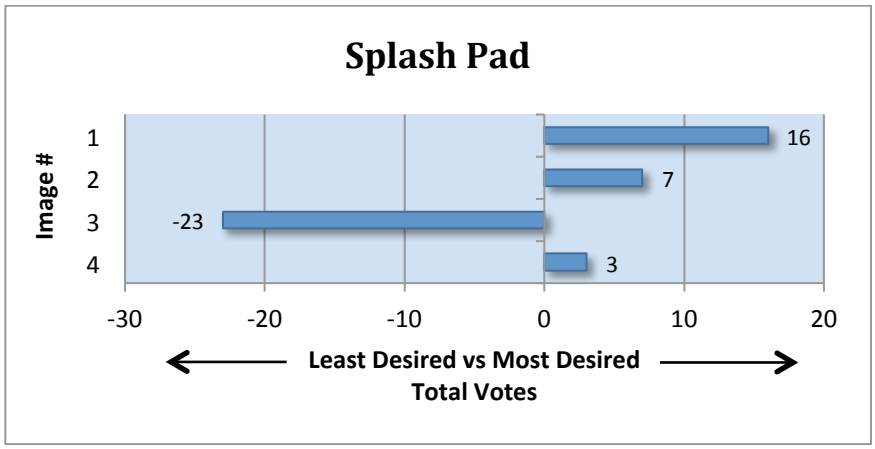
NATURAL AREA



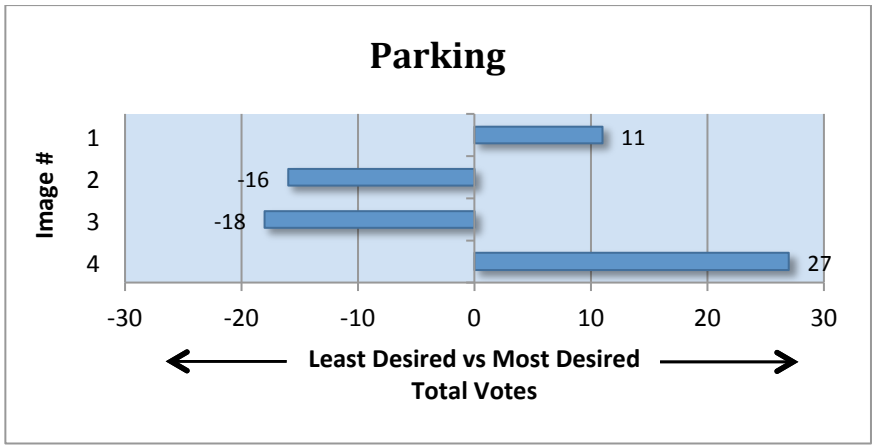
PLAYGROUND



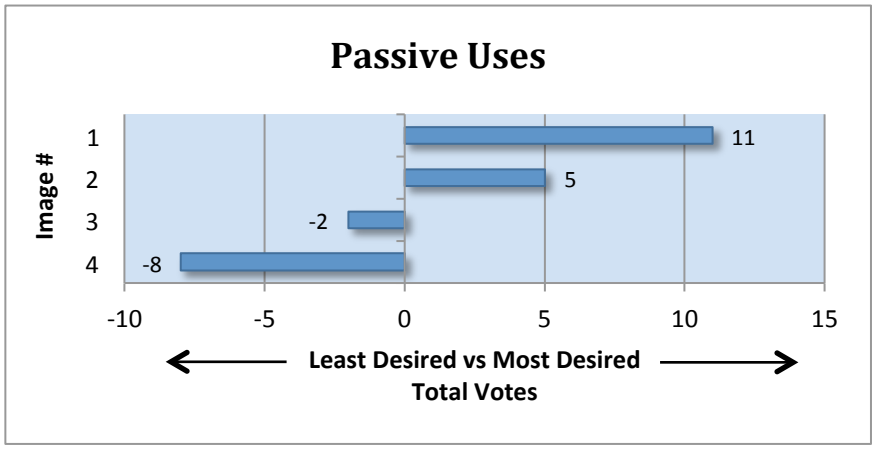
PLAZA/ MARKET AREA



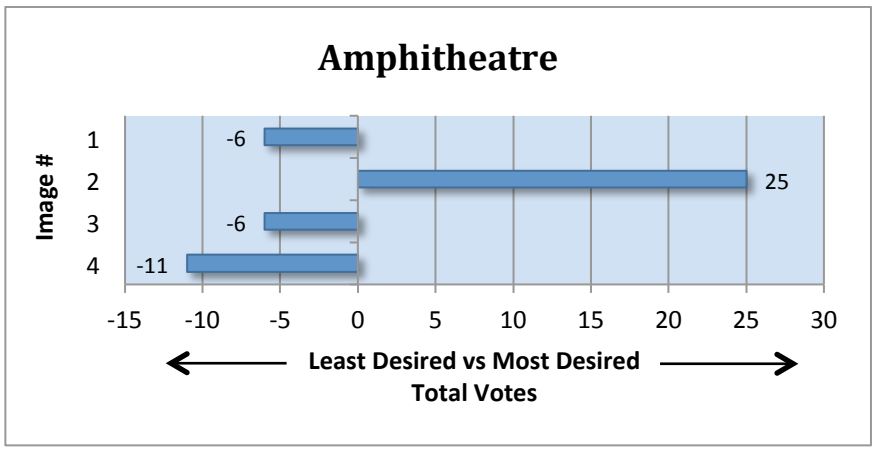
SPLASH PAD



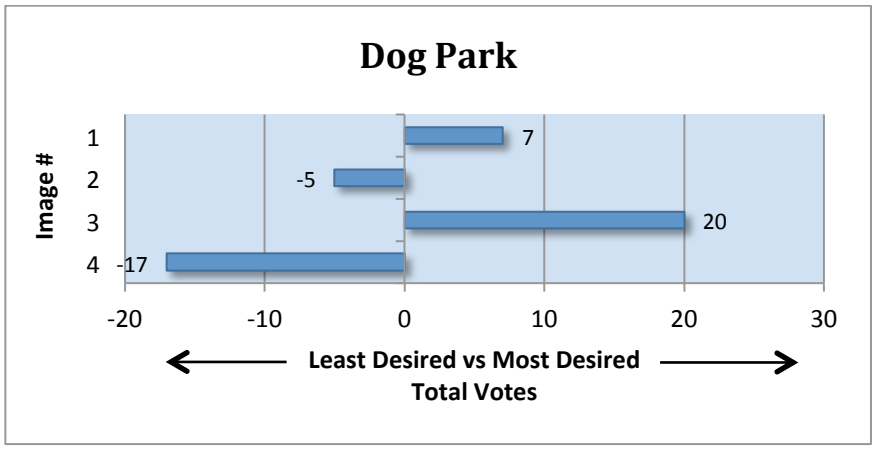
PARKING



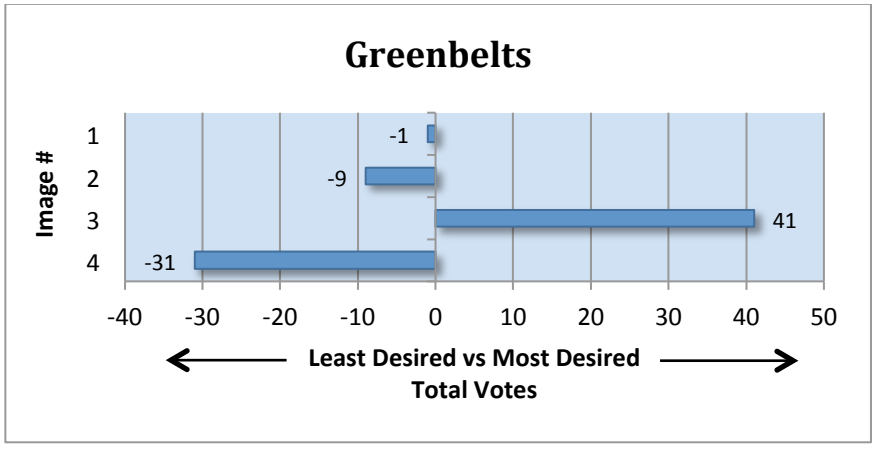
PASSIVE USES



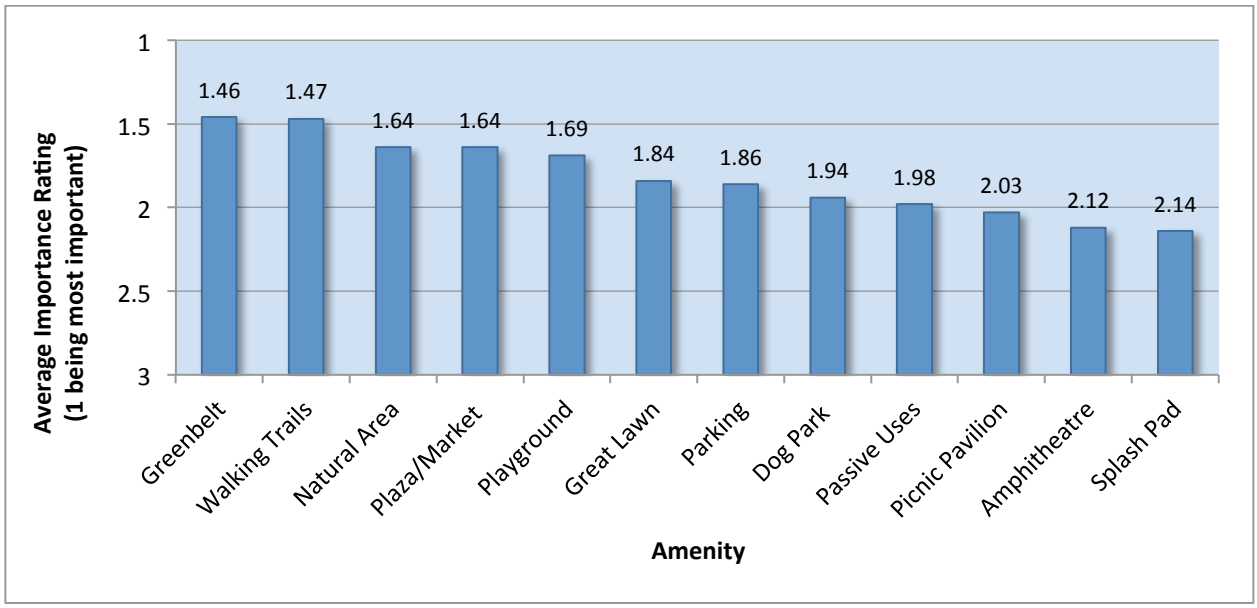
AMPHITHEATER



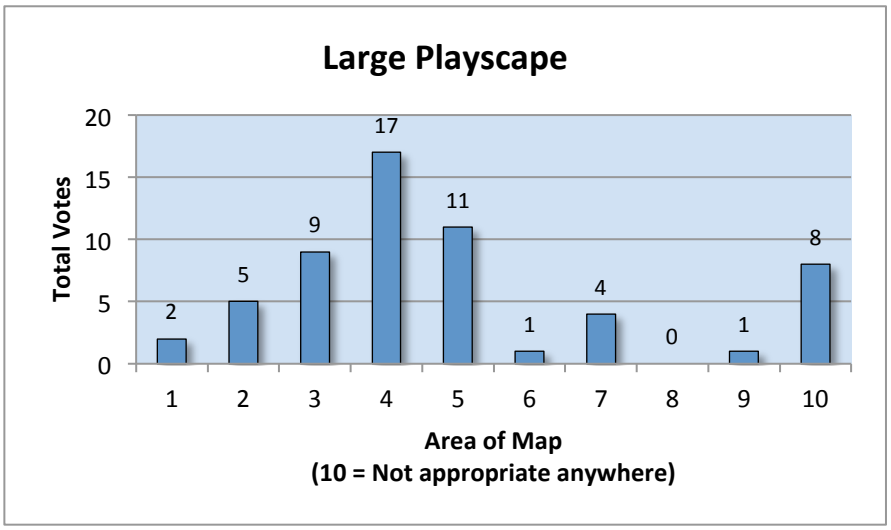
DOG PARK

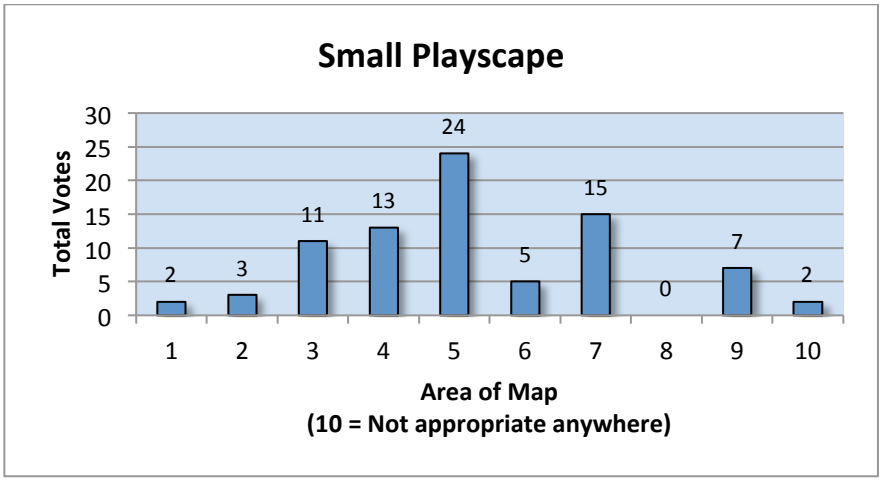


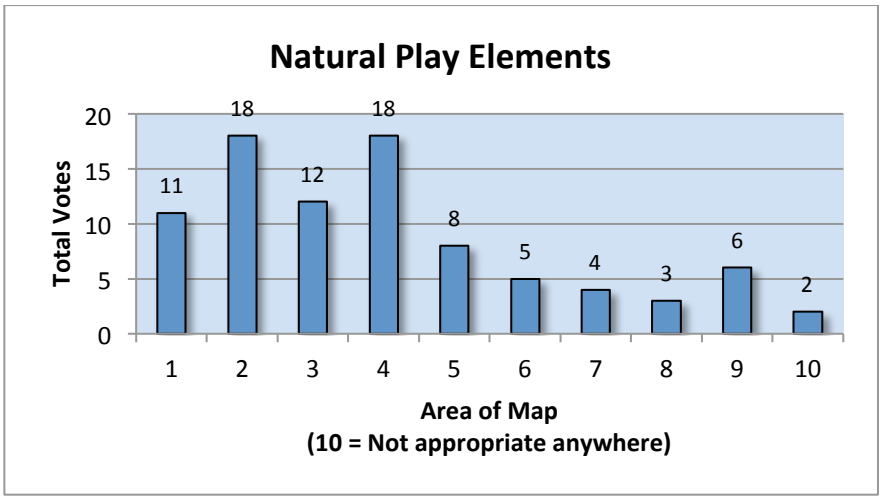
GREENBELT

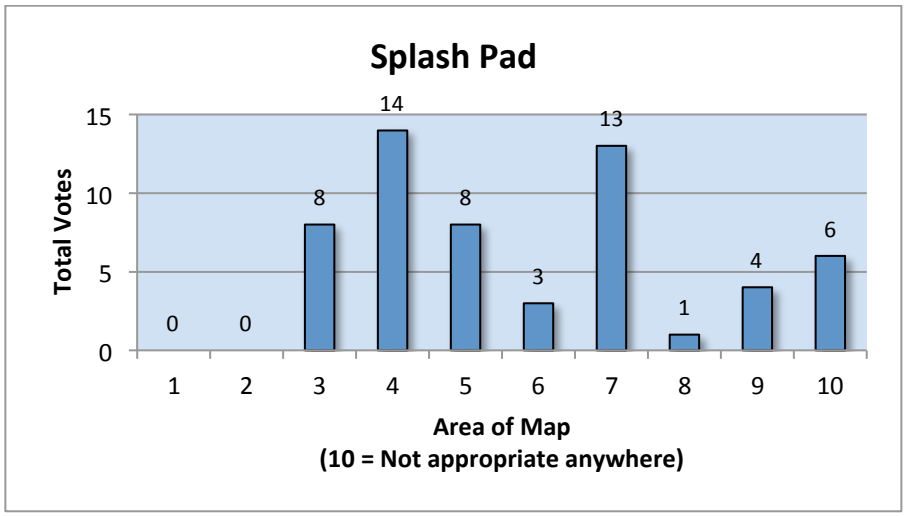

Average Importance Rating
(1 being most important)
1
1.5
2
2.5
3
1.46
1.47
1.64
1.64
1.69
1.84
1.86
1.94
1.98
2.03
2.12
2.14
Greenbelt
Walking Trails
Natural Area
Plaza/Market
Playground
Great Lawn
Parking
Dog Park
Passive Uses
Picnic Pavilion
Amphitheatre
Splash Pad
Amenity

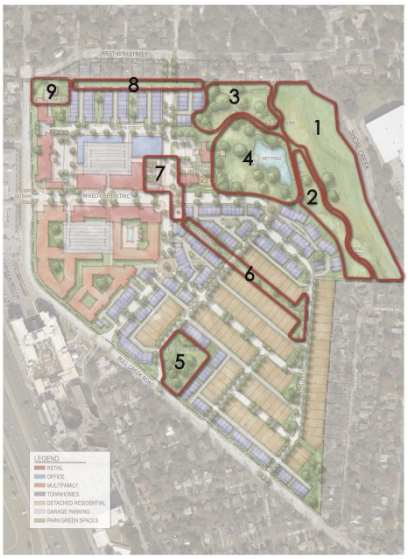
STATION #2 – Site Opportunities

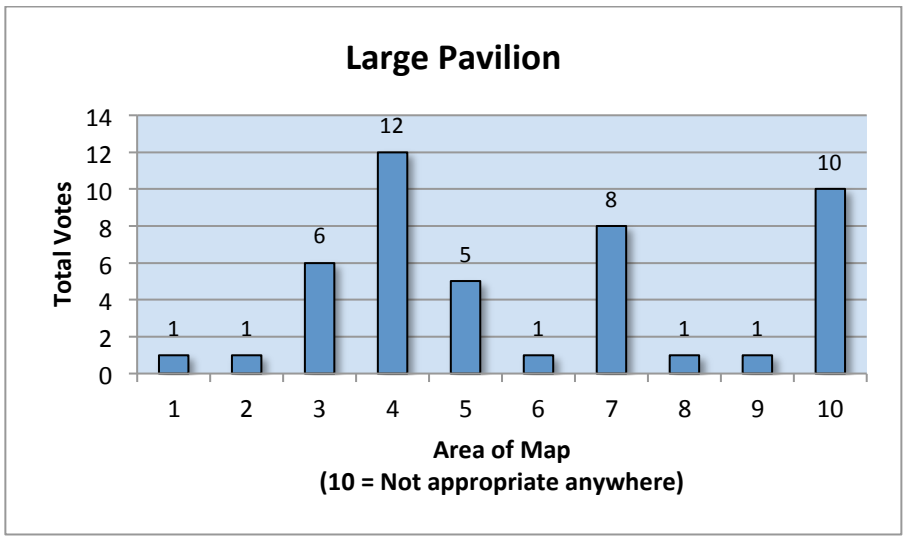


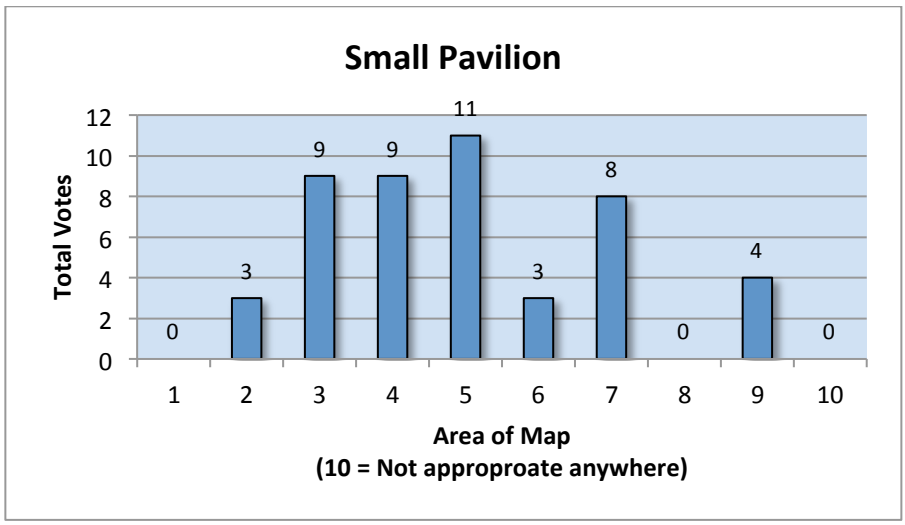


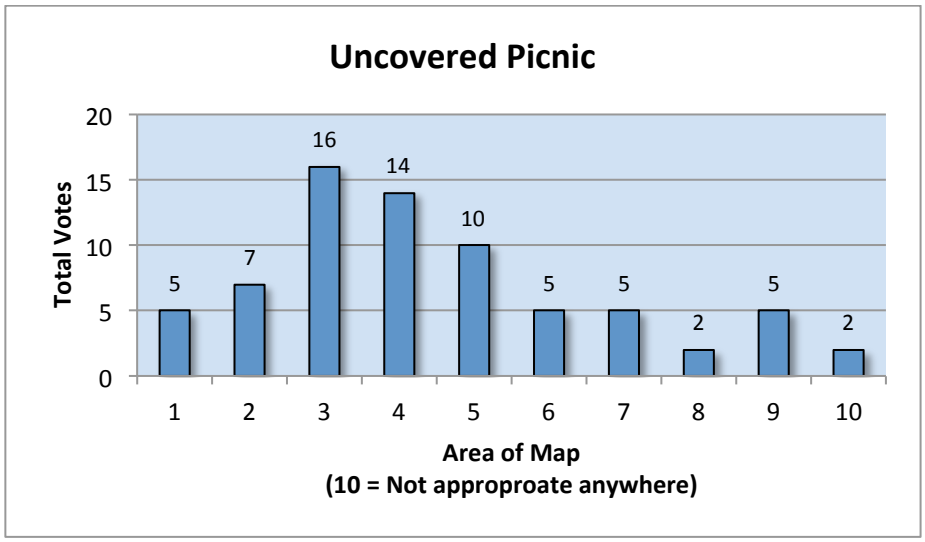



Splash Pad
Total Votes
0 0 8 14 8 3 13 1 4 6
1 2 3 4 5 6 7 8 9 10
Area of Map
(10 = Not appropriate anywhere)

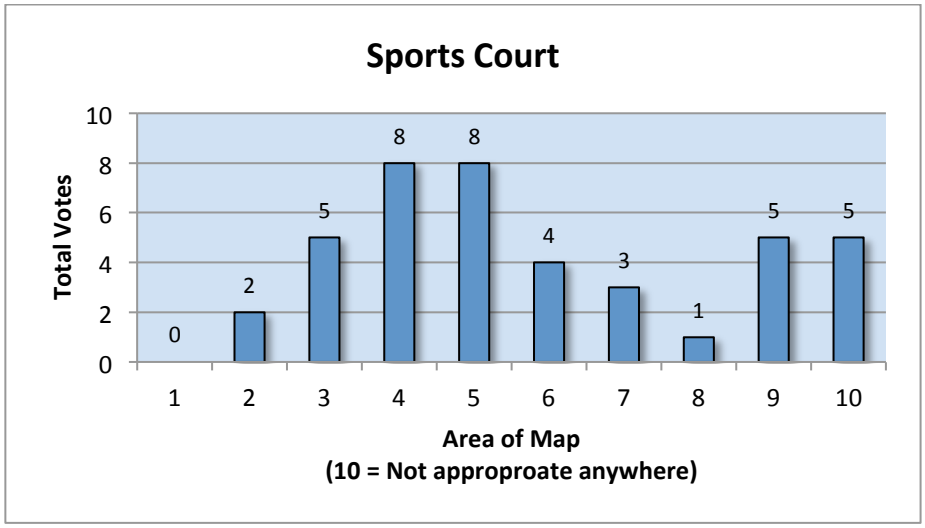

9
8
3
1
4
7
2
6
5

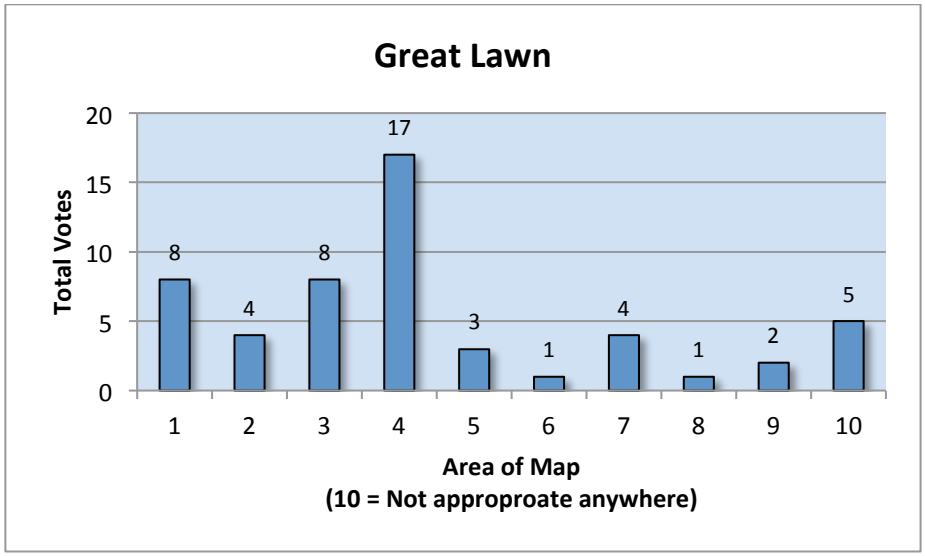

Large Pavilion
Total Votes
1 1 6 12 5 1 8 1 1 10
1 2 3 4 5 6 7 8 9 10
Area of Map
(10 = Not appropriate anywhere)

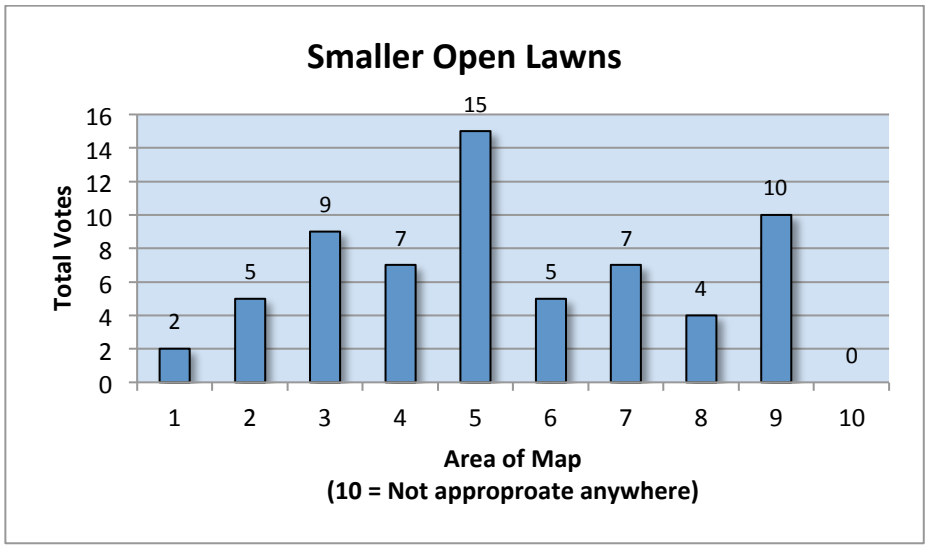

Small Pavilion
Total Votes
0 3 9 9 11 3 8 0 4 0
1 2 3 4 5 6 7 8 9 10
Area of Map
(10 = Not approproate anywhere)

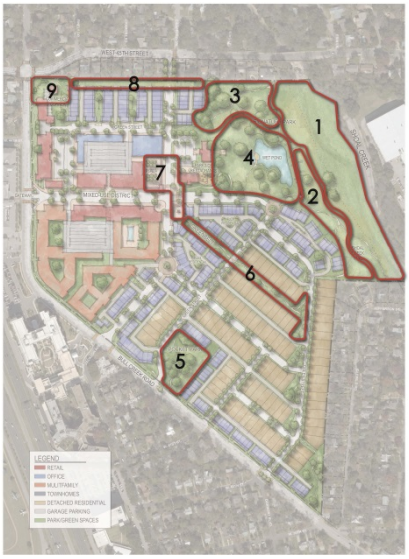

Uncovered Picnic
Total Votes
20
15
10
5
0
5
7
16
14
10
5
5
2
5
2
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

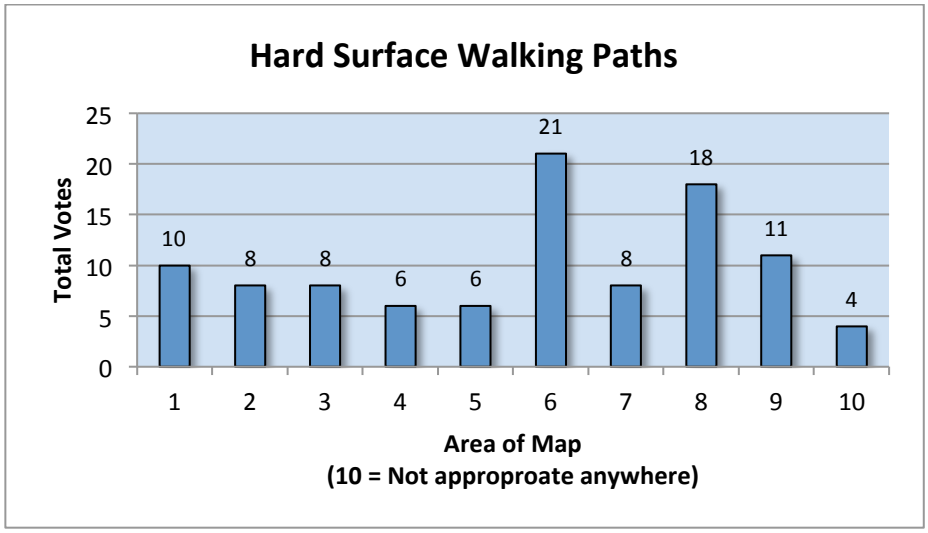
9
8
3
1
4
7
2
6
5

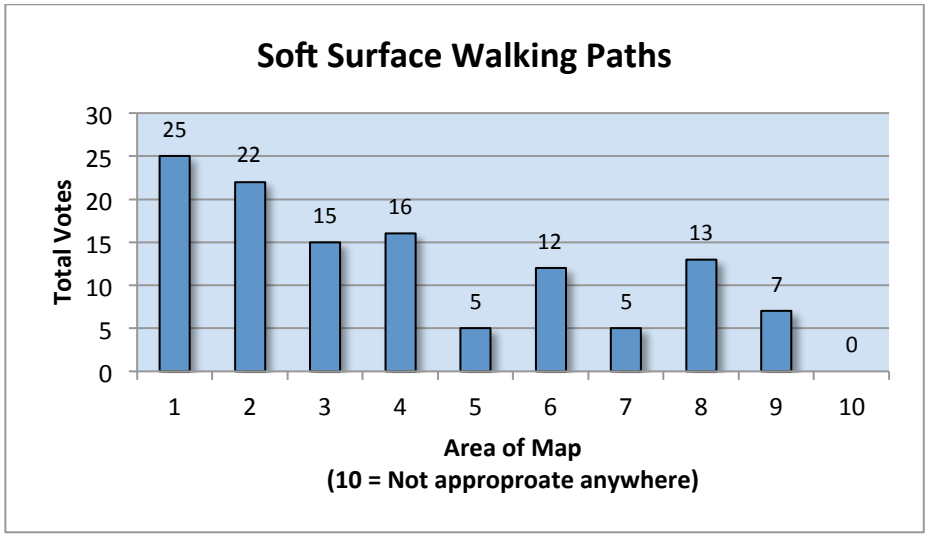

Sports Court
Total Votes
10
8
6
4
2
0
0
2
5
8
8
4
3
1
5
5
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

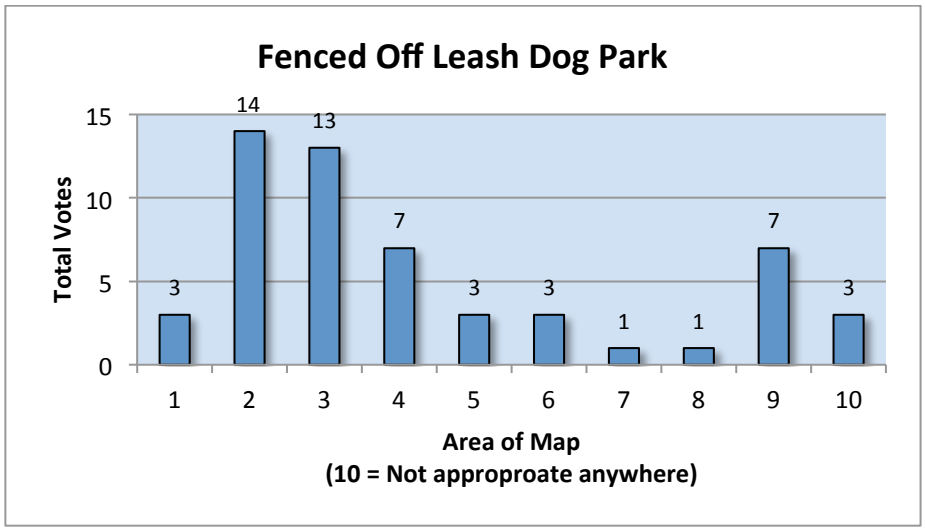

Great Lawn
Total Votes
20
15
10
5
0
8
4
8
17
3
1
4
1
2
5
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

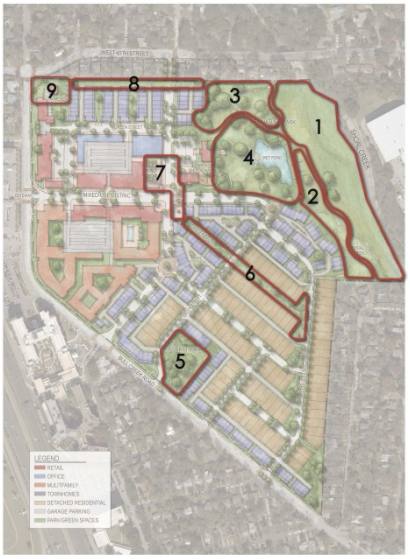

Smaller Open Lawns
Total Votes
16
14
12
10
8
6
4
2
0
2
5
9
7
15
5
7
4
10
0
1 2 3 4 5 6 7 8 9 10
Area of Map
(10 = Not approproate anywhere)

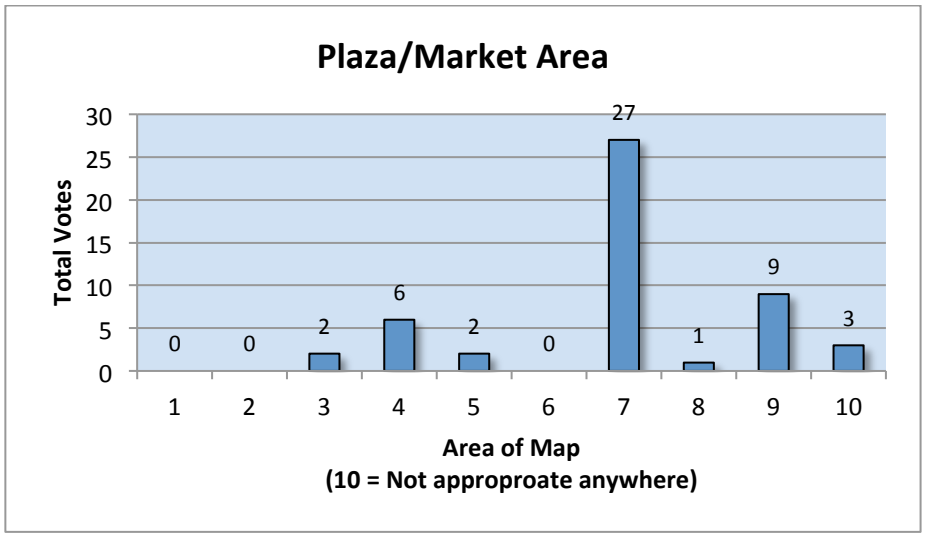

9
8
3
1
4
7
2
6
5

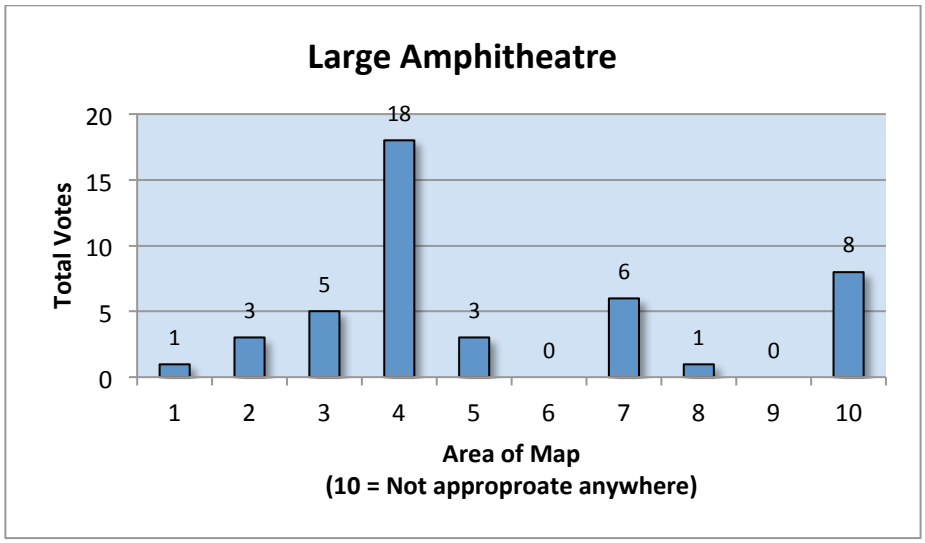

Hard Surface Walking Paths
Total Votes
25
20
15
10
5
0
10
8
8
6
6
21
8
18
11
4
1 2 3 4 5 6 7 8 9 10
Area of Map
(10 = Not approproate anywhere)

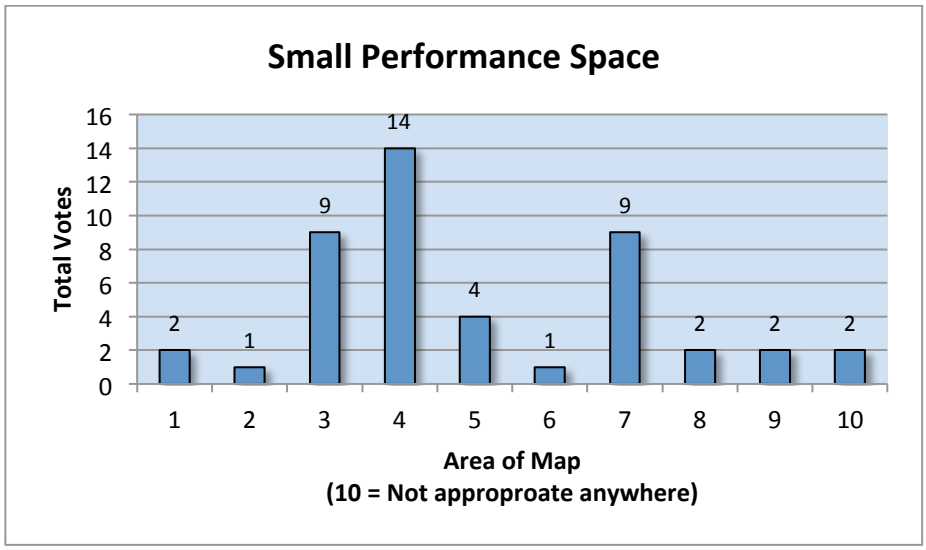

Soft Surface Walking Paths
Total Votes
30
25
20
15
10
5
0
25
22
15
16
5
12
5
13
7
0
1 2 3 4 5 6 7 8 9 10
Area of Map
(10 = Not approproate anywhere)


Fenced Off Leash Dog Park
Total Votes
0
5
10
15
3
14
13
7
3
3
1
1
7
3
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

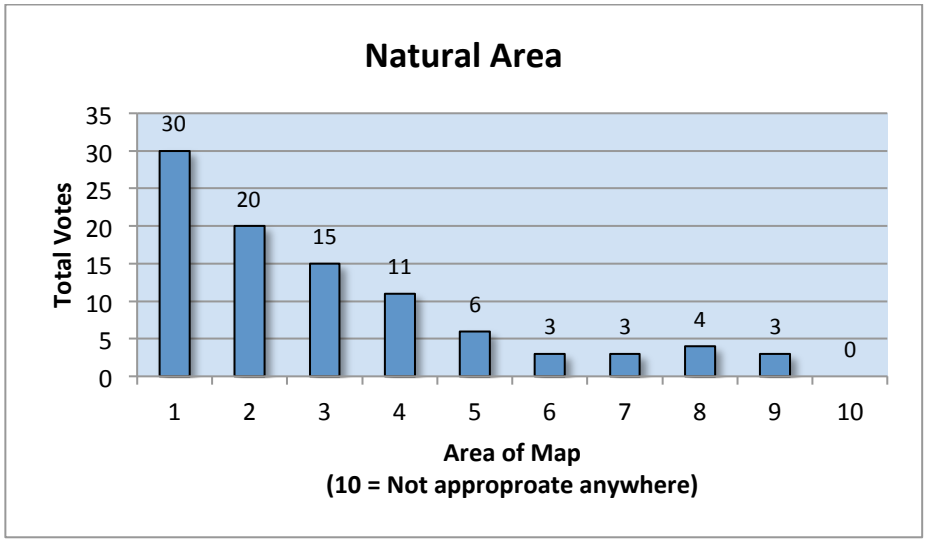

9
8
3
1
4
7
2
6
5

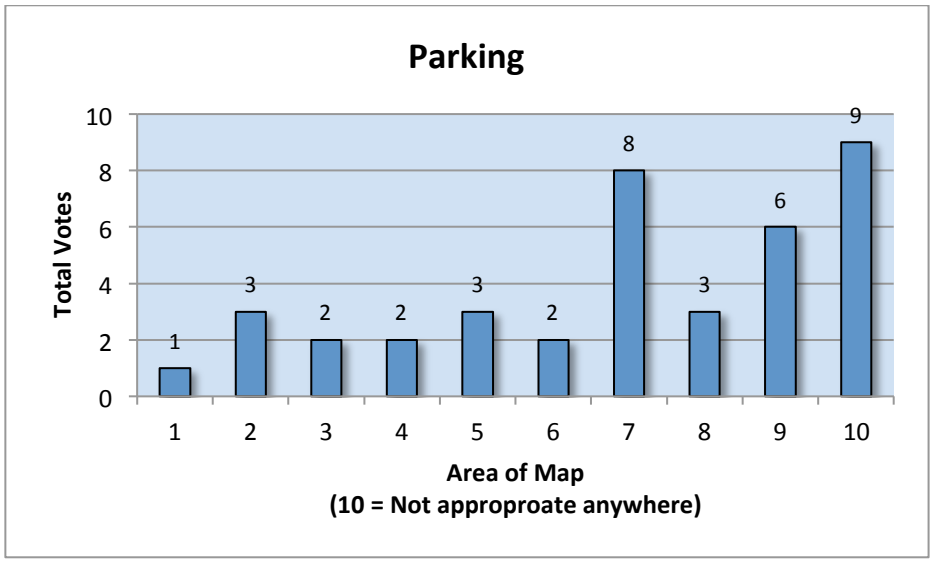

Plaza/Market Area
Total Votes
0
5
10
15
20
25
30
0
0
2
6
2
0
27
1
9
3
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

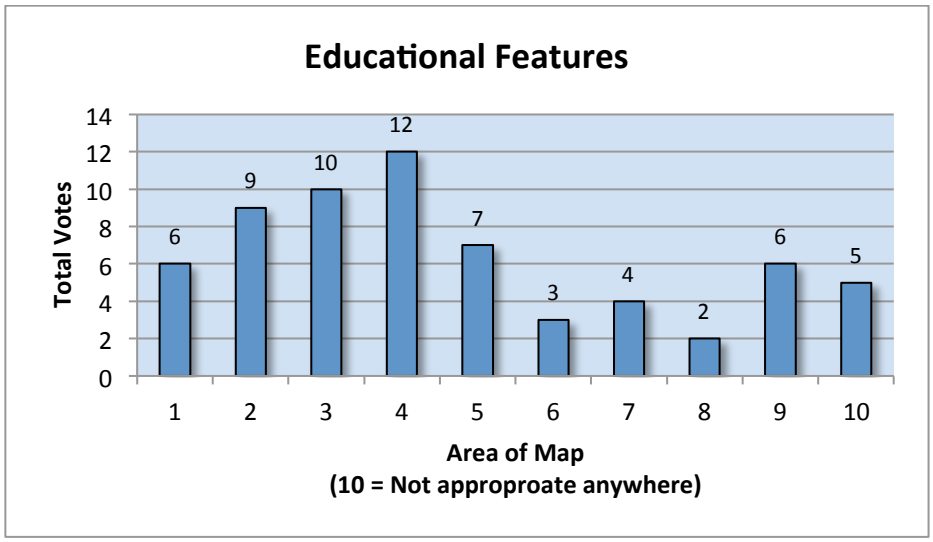

Large Amphitheatre
Total Votes
0
5
10
15
20
1
3
5
18
3
0
6
1
0
8
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)


Small Performance Space
Total Votes
16
14
12
10
8
6
4
2
0
2
1
9
14
4
1
9
2
2
2
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

9
8
3
1
4
7
2
6
5


Natural Area
Total Votes
35
30
25
20
15
10
5
0
30
20
15
11
6
3
3
4
3
0
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)

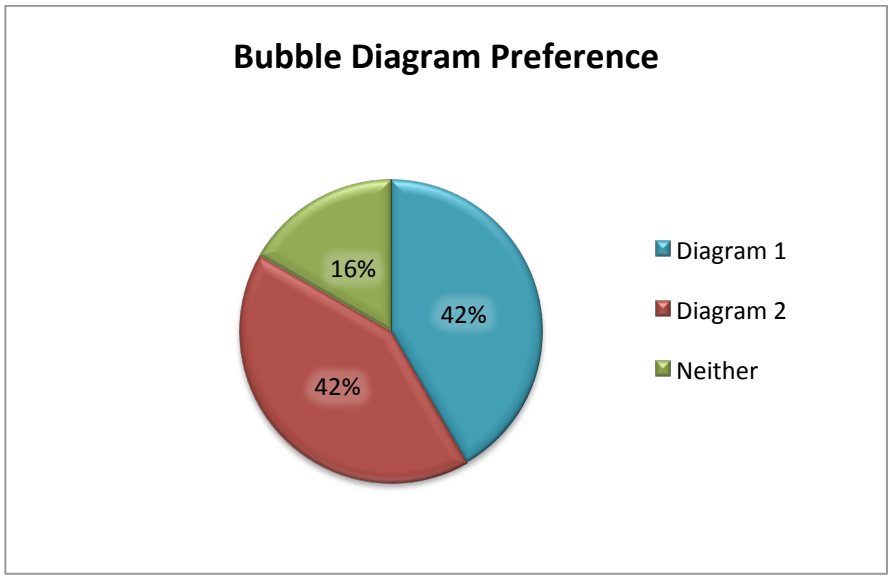

Parking
Total Votes
10
8
6
4
2
0
1
3
2
2
3
2
8
3
6
9
1
2
3
4
5
6
7
8
9
10
Area of Map
(10 = Not approproate anywhere)



Other/Write-in Suggestions:

- Adult Swings (1)
- Bocce Ball (1)
- Pickleball (1)
- Bike path connection to Shoal Creek Trail (1)
- Bridge across Shoal Creek (2)
- Overlook @ pond/creek (1)
- Public Art (2)
- Rock Climbing (2)
- Waterfall (1)
- **Trail loops (3)**
- Greenbelt along Tract E (1)
- **More Park Acreage (5)**
- Bike Parking (1)
- Benches throughout (1)
- Farmer's Market (2)
- **Community Garden (3)**
- Wild Food Forest (1)
- Wifi (2)
- Community Pool (2)
- Art/Culture Center (1)
- Public Restrooms (1)
- **Ball Fields, Soccer and Softball (4)**
- Splash Pad (1)
- Local Shopping (1)
- Restaurant w/ outdoor seating near playground (1)
- Rain Gardens (1)
- Mini "Rittenhouse Square" (1)
- Wildlife (1)
- Fitness Stations (2)
- Biergarten (1)
- Basketball Court (1)
- Small Water Feature (1)

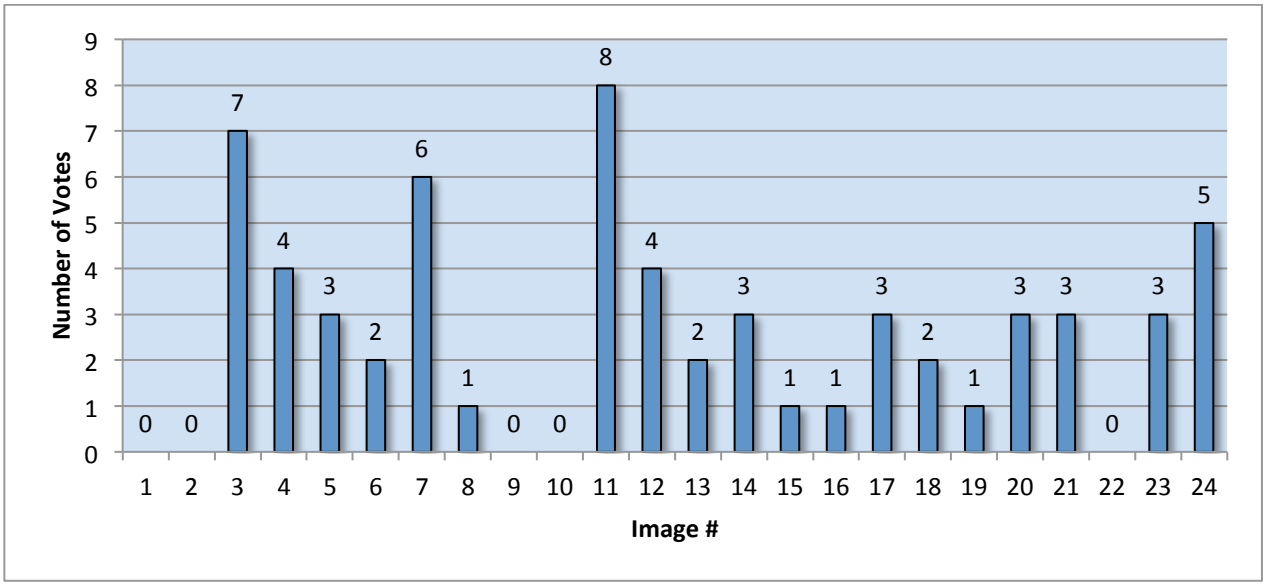
STATION #3 – Bubble Diagrams

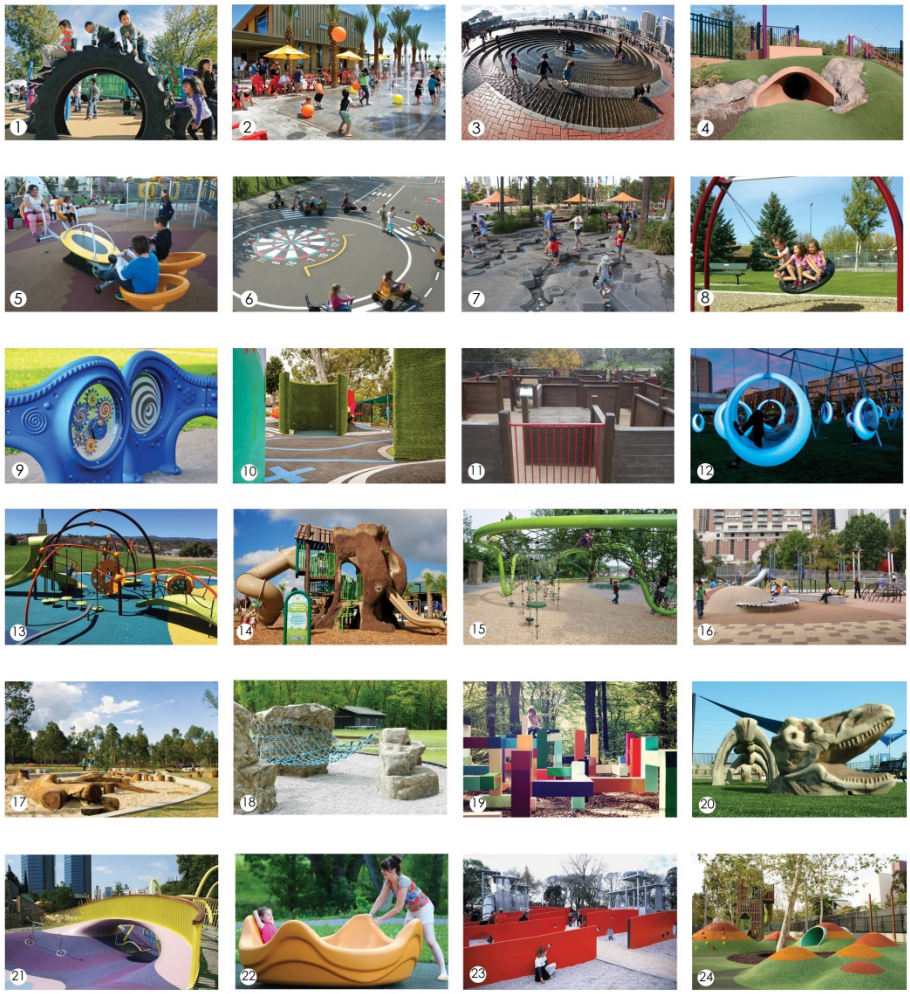


Bubble Plan - Concept 1

Bubble Plan - Concept 2

Kid's Station





Summary of Common Notes from Surveys and Maps

- Many people mentioned more park land so that they don't have to choose between natural and improved – they want both.
- Pretty divided on wanting a natural or improved park, but even those who want more amenities desire elements that are smaller and more natural in character.
- Parking doesn't seem like a huge priority, bike parking is important though. Instead of providing actual parking just provide a loading/unloading zone.
- Sustainability: drought tolerant, especially in the case of the large lawn area.
- How do we incorporate more green into the development without using more acreage – green roofs, green walls, rain gardens, lots of street trees, etc
- Trails that are accessible and provide large loops are desired.
- People are very torn on the dog park.
- People want shade in their great lawn.
- A desire for choices – large gathering vs intimate conversation, walk in nature vs play ball on the lawn, sun vs shade.
- The idea of interactive/adventure learning for kid's amenities, playground and splash pad. Do something different and innovative.
- Can we make the creek area more useable? Many people mentioned that they often just go down in there and poke around with their kids, would love to continue doing that but maybe get it cleaned up a little bit and provide stairs for easier access down the embankment
- Public art comes up a lot, specifically interactive.
- Safety is a concern – lighting and separation of peds/bikes/cars