

Aerial image of the park looking South





Virtual Community Meeting #1

March 31, 2021 Meeting is being recorded

## **Virtual Info: Zoom Housekeeping**

- Participants can join by computer and/or phone
- This session is being recorded and will be posted at the conclusion.
- Participants will stay muted through the presentation.
- Questions can be shared in the comments section.
- "Raise hand" for sharing comments during questions session at end of presentation.





## Agenda

- Welcome and Introduction
- Meeting Overview: Virtual Meeting Info and Agenda
- Project Team introduction
- Park Information: History of the Park, Park Classification, and Phase 2 Scope
- Project Timeline
- Overview of adopted concept plan
- Schematic Design Variation A
- Schematic Design Variation B
- Guided Questions
- Questions and Comments



View from the West side of the park looking East





## **Introductions: Meeting Team**



Merritt Nolte-Roth, PARD Community Services Coordinator



Patrick Beyer, PARD Project Manager



Robert Deegan, Rialto Studio, Principal/Project Design Consultant



Keely Rizzato, Rialto Studio, Associate/Project Design Consultant





## **Introductions: Primary Contact**

### **Primary Project Contact**

Parks and Recreation Department

Patrick Beyer, PLA

**Project Manager** 

Patrick.beyer@austintexas.gov



Project information provided at <a href="http://www.austintexas.gov/HighlandParkProject">http://www.austintexas.gov/HighlandParkProject</a>

### **Project Consultant**

Rialto Studio

Robert Deegan, PLA

Principal







### **History of the Park**

- July 1, 2014 7.46 acres transferred from Watershed Protection to the Parks and Recreation Department
- 2015 Council provided funding for a Concept Plan
- 2016 <u>Concept Plan</u> developed with Norris Design - 3 community engagement meetings held
- 2019 PARD installed the new playground, first phase of concept plan implementation
- 2020 Watershed Protection storm water improvements complete, now in Warranty
- 2020 PARD initiates Project for second phase of concept plan implementation



Adopted Concept Plan, Norris Design





# **Park Classification: Neighborhood Park**

Classification	Size (acres)	Service Area	Access	Description	Features Mix
Metropolitan	201+	Citywide		neighborhood or in conjunctions with an elementary school or a greenhelt Local	Compact Multi-
District	31-200	2 miles			
Neighborhood	2-30	1 mile	Collector streets (bike and pedestrian)		Purpose Outdoor Athletics, Trails, Picnic Areas, Gardens,
Pocket	Under 2	1/4 mile			Playscapes, Nature Play, Passive Users
Button	.25 or less	1/4 mile			

### Highland Park, one of a kind

- Neighborhood Parks do not typically include restrooms, unless they're existing or called for in a concept plan
- Neighborhood parks do not typically include parking lots, unless property connects to high-use trails.
- League sports are typically not encouraged at Neighborhood Parks





### **Anticipated Scope of Phase 2**

- Improved sports fields with fencing in the northwest corner of the park
- Removal of the existing kickball field in the south east corner of the park.
- Removal of the two story building, plus the modest improvements to the single story building
- Field lighting for the improved kickball fields
- Loop walking trail and pedestrian circulation route
- Improved parking area
- Utility improvements including a designated area for future pavilion and restroom.
- New drinking fountain (Austin Parks Foundation Funding)



Adopted Concept Plan, Norris Design





## **Project Timeline**

### Design



### **Permitting and Construction**





**Anticipated Park Opening – Spring 2023** 

# **Concept Plan Opportunities and Restraints**







## **Key Themes from the Concept Plan**

- 1. Safety and visibility
- 2. Accommodate two complimentary users
- 3. Relocate fields and center shared spaces
- 4. Playground and loop trail were neighborhood priorities
- 5. Kickball and parking were UHO priorities





# **2016 Concept Plan**









# **Improvements to Date**



(1) WATERSHED IMPROVEMENTS









**Schematic Design Variation A** 

### **LEGEND**

- (1) ENTRY MONUMENT/MARKER
- (2) PARKING (56SPACES)
- (3) DROP-OFF
- (4) PLANTING BUFFER
- MAIN LAWN/GATHERING AREA
- (6) CENTRAL SPINE
- (7) FOOD TRUCK/BOOTH PADS
- LARGE PAVILION
- PICNIC AREA
- (10) 2-5 YEAR PLAY AREA (EXISTING)
- SAND PLAY AREA (EXISTING)
- (12) 5-12 YEAR PLAY AREA (EXISTING)
- NATURE PLAY AREA
- SWING AREA
- OPEN LAWN
- (16) CREEK RESTORATION
- (17) NO-MOW SLOPE
- HERBACEOUS & WOODY RESTORATION (37) 6' PRIVACY FENCE
- (19) FOOTBRIDGE

- (20) MULTI-USE COURT
- POND OVERLOOK
- BIO-FILTRATION POND (EXISTING)
- STORAGE FACILITY
- MAINTENANCE ACCESS
- OPEN LAWN/MULTI-USE FIELDS
- PERMANENT FENCING
- TEMPORARY FENCING
- DUGOUT
- 29) BLEACHERS
- EXISTING TREES, TYP.
- 31) PROPOSED TREES, TYP.
- FITNESS STATIONS
- LOW WATER CROSSING
- TRAIL-HEAD

- BIOSWALE

RAIN GARDEN











**Schematic Design Variation B** 

#### **LEGEND**

- (1) ENTRY MONUMENT/MARKER
- PARKING (26 SPACES)
- DROP-OFF
- PLANTING BUFFER
- MAIN LAWN/GATHERING AREA
- OVERFLOW PARKING (43 SPACES)
- FOOD TRUCK PARKING
- LARGE PAVILION
- PICNIC AREA
- 2-5 YEAR PLAY AREA (EXISTING)
- SAND PLAY AREA (EXISTING)
- 5-12 YEAR PLAY AREA (EXISTING)
- NATURE PLAY AREA
- (14) SWING AREA
- OPEN LAWN / FLEX FIELD
- CREEK RESTORATION
- NO-MOW SLOPE
- HERBACEOUS & WOODY RESTORATION (37) 6' PRIVACY FENCE
- (19) FOOTBRIDGE

- MULTI-USE COURT
- POND OVERLOOK
- BIO-FILTRATION POND (EXISTING)
- STORAGE FACILITY
- MAINTENANCE ACCESS
- OPEN LAWN/MULTI-USE FIELDS
- PERMANENT FENCING
- TEMPORARY FENCING
- DUGOUT
- **BLEACHERS**
- EXISTING TREES, TYP.
- PROPOSED TREES, TYP.
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- LOW WATER CROSSING
- TRAIL-HEAD
- RAIN GARDEN
- BIOSWALE

































**Variation A Community Hub** 



SWINGS | 0.05 acres



NATURE PLAY | 0.09 acres



SPORT COURT | 0.09 acres





4 SHADE PAVILION | 0.06 acres



5 FITNESS | 0.01 acres

- 6 PICNIC AREA | 0.12 acres
- (7) EXISTING PLAYGROUND | 0.1 acres





**Variation B Community Hub** 



1 SWINGS | 0.05 acres



2) NATURE PLAY | 0.13 acres



(3) SPORT COURT | 0.09 acres





4 SHADE PAVILION | 0.06 acres



5 FITNESS | 0.05 acres

- 6 PICNIC AREA | 0.12 acres
- 7) EXISTING PLAYGROUND | 0.1 acres



**Broader Concept** 







# Pause to answer community questions from the chat

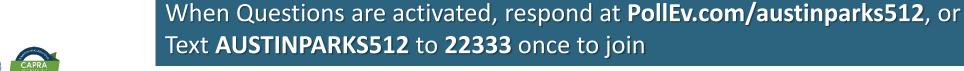




# Pause to set up Poll Everywhere

# PollEv.com/austinparks512, or

# Text AUSTINPARKS512 to 22333





## 1. What do you like to do when you are at the park?

### Select all that apply:

- A. Playground
- B. Open playfield (soccer, kickball, etc)
- C. Picnicking
- D. Walking
- E. Passive uses (sitting, lounging, relaxing)



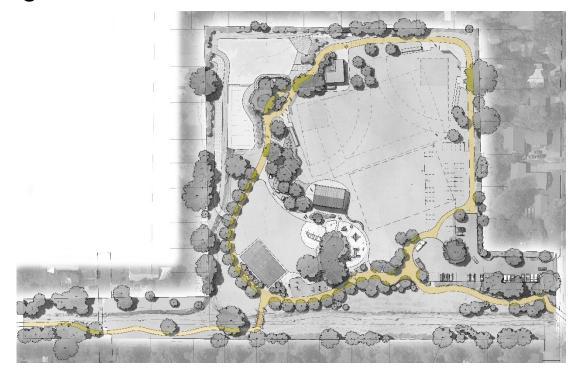
When Questions are activated, respond at **PollEv.com/austinparks512**, or Text **AUSTINPARKS512** to **22333** once to join

### 2. Loop trail question

Which loop trail would encourage more active neighborhood use of the trail?



Variation A - Shorter loop around the sports field and meanders around the playground, open lawn area and sport court.



Variation B – Larger loop around the outer edges of the park, encircling the sports fields, playground, open lawn area and sport court.



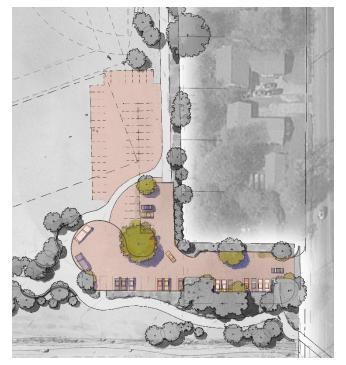


## 3. Parking lot question

Which parking lot would best balance the need for parking and the need for active park space?



Variation A – Traditional parking lot layout (56 asphalt spaces).



Variation B – Parking layout that accommodates peak demand with optional overflow parking (26 asphalt spaces and 43 grass spaces).





### 4. Open lawn/ sports field question

Which open lawn and sports field layout would be the most versatile for the needs of the neighborhood?



Variation A – Includes the sports field and two smaller open lawn areas on either side of the community hub. Total grass area is 2.5 acres.





Variation B – Includes a large combined sports field and open lawn area on the North and East sides of the park, and a smaller open lawn area on the south side of the community hub. Total grass area is 2.8 acres.

### 5. Community Hub Layout

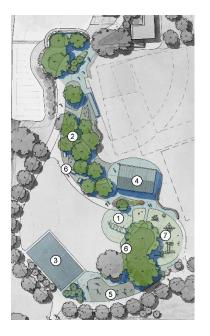
Which community hub layout would encourage the most usage of the included amenities? The community hub amenities may include a swing area, a nature play area, sports court, shade pavilion, fitness area, picnic area, and the existing playground.



Variation A – includes the community hub in a concentrated area in the center of the park, with fitness areas dispersed along the trail loop.







Variation B – includes the community hub amenities spread out along the central portion of the park and trail loop, encircling the smaller open lawn area. Variation B features a slightly larger nature play area and fitness area.

### 6. Additional Scope

The proposed scope of Phase 2 of the concept plan implementation anticipates the installation of a loop trail, improved sports fields, and parking. If additional funding became available, what small improvements or amenities would you like to see? (select 2):

- A. Entry/Visibility enhancement
- B. Swings
- C. Picnic Areas
- D. Tree and landscape enhancements
- E. Fitness Equipment
- F. Low-water crossing





# **Next Steps**

### Share with others

- Can provide additional feedback and view a recording of tonight's meeting by visiting the Parks and Recreation Departments project webpage:
- http://www.austintexas.gov/HighlandParkProject

### More information

Survey: <a href="https://publicinput.com/HighlandParkProject">https://publicinput.com/HighlandParkProject</a>
 (open now through April 21, 2021)

Community Meeting #2: Late Spring 2021











Project Contact:
Patrick Beyer, PLA
Patrick.beyer@austintexas.gov

# **Schematic Design Variation A**

### **LEGEND**

- ENTRY MONUMENT/MARKER
- PARKING (56SPACES)
- DROP-OFF
- PLANTING BUFFER
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- 2-5 YEAR PLAY AREA (EXISTING)
- SAND PLAY AREA (EXISTING)
- 5-12 YEAR PLAY AREA (EXISTING)
- NATURE PLAY AREA
- **SWING AREA**
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- MULTI-USE COURT
- POND OVERLOOK
- **BIO-FILTRATION POND (EXISTING)**
- STORAGE FACILITY
- MAINTENANCE ACCESS
- OPEN LAWN/MULTI-USE FIELDS
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- **BLEACHERS**
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- PROPOSED TREES, TYP.
- FITNESS STATIONS
- LOW WATER CROSSING
- TRAIL-HEAD
- RAIN GARDEN
- BIOSWALE



**Schematic Design Variation B** 

### **LEGEND**

- ENTRY MONUMENT/MARKER
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- DROP-OFF
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