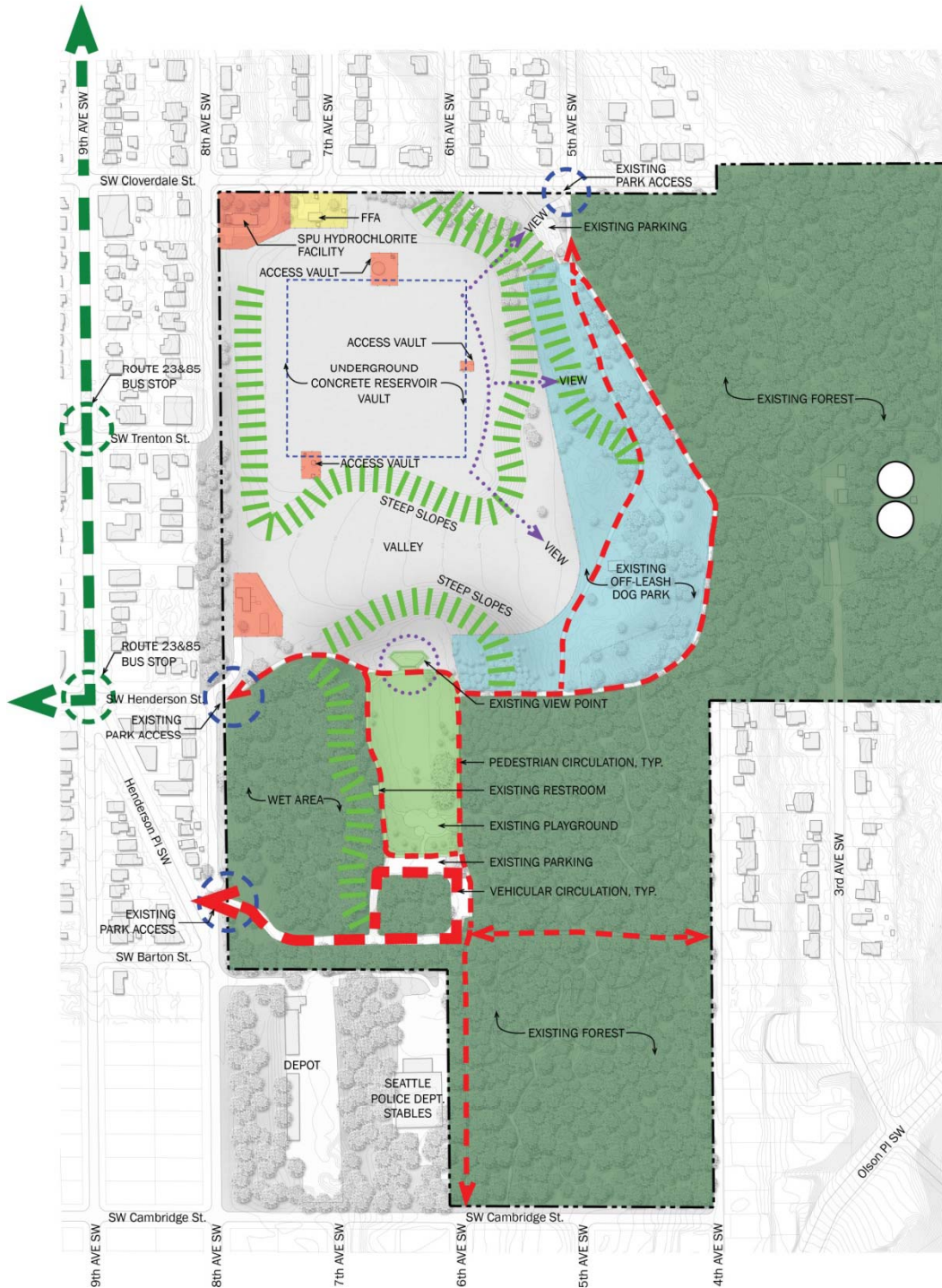




# EXISTING CONDITIONS



# SITE ANALYSIS



climbing wall exercise stations lighting  
disc golf sidewalks skate element  
swings art views bocce  
open space Walking Trails  
picnic areas parking  
community gardens restroom improvements  
gathering space signage  
dog park improvements  
playground improvements drainage

# GOALS

Make the park **accessible**.

Make the park **safe**.

Make the park **whole**.

Create **walking** opportunities.

Capitalize on the **views**.

Provide **multi-generational** gathering spaces.

Provide **unprogrammed** open space.

Integrate **art** into the park.

Provide adequate **parking**.

Improve the **drainage**.

# CONCEPT #1

- 1 PARKING
- 2 PAVED PATH, TYP.
- 3 UNPAVED PATH, TYP.
- 4 GATHERING AREA/VIEWPOINT
- 5 COMMUNITY GARDENS
- 6 PLAY
- 7 DOG PARK
- 8 RESTROOMS
- 9 FOREST
- 10 RAIN GARDEN
- 11 GRASSES/PLANTING, TYP.
- 12 LAWN, TYP.





# CONCEPT #2

- 1 PARKING
- 2 PAVED PATH, TYP.
- 3 UNPAVED PATH, TYP.
- 4 GATHERING AREA/VIEWPOINT
- 5 COMMUNITY GARDENS
- 6 PLAY
- 7 DOG PARK
- 8 RESTROOMS
- 9 FOREST
- 10 RAIN GARDEN
- 11 GRASSES/PLANTING, TYP.
- 12 LAWN, TYP.





# CONCEPT #3

- 1 PARKING
- 2 PAVED PATH, TYP.
- 3 UNPAVED PATH, TYP.
- 4 GATHERING AREA/VIEWPOINT
- 5 COMMUNITY GARDENS
- 6 PLAY
- 7 DOG PARK
- 8 RESTROOMS
- 9 FOREST
- 10 RAIN GARDEN
- 11 GRASSES/PLANTING, TYP.
- 12 LAWN, TYP.

