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*Park Facility
Development Programs
Willamalane Park and Recreation District
Springfield Oregon*

Cameron & Associates

Landscape Architects

186 EAST 14TH AVENUE ■ EUGENE, OREGON 97401 ■ (503) 485-7385

1 March 1983

Willamalane Park & Recreation District
765 North A Street
Springfield, Oregon 97477

Attention: Parks Subcommittee, WPRD Staff

Subject: PARK FACILITY DEVELOPMENT PROGRAMS
RECOVERY ACTION PLAN (WRAP)

Ladies & Gentlemen:

Transmitted herewith are the documents describing the Program Development Phase of the Park Facilities Design portion of the WRAP project. Your approval of these documents will constitute completion of the first phase of our services.

The Park Facility Programs described herein carry forward the facility standards and recreation needs identified in the District's 1980 Comprehensive Plan, and describe, in general, the recreation experience opportunities which hope to be accommodated through the providing of the identified recreation facilities.

During the next phase of our work, more detailed information will be generated for your evaluation and approval. At that time, Schematic Master Plans, Facility Development Costs, Phasing Opportunities, and Implementation Schedule will be addressed.

We appreciate the extensive participation by all of you. You have assisted substantially in permitting the planning efforts to proceed towards developing some important additions to the Willamalane Park and Recreation District.

Sincerely,



Richard M. Satre, ASLA
Director of Service Delivery

RMS/kg

Park Facility Development Programs

*Willamalane Park and Recreation District
Springfield Oregon*

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Jay Penning.....Director
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Recovery Action Plan Committee-Parks

Dennis Meyers Lewis Southmayd
Sheila Brechtel Sally Bodmer
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Willamalane Community Park

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42nd Street Neighborhood Park

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Page School Neighborhood Park

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Introduction

This document represents the culmination of approximately three months of intensive effort on the part of Willamalane Park and Recreation District Administration and Staff, the Willamalane Recovery Action Plan (WRAP) Committee, and the Park Planning Consultants.

The goal which this three-parted group has adopted for the Facility Development Programs is to provide a document which identifies the most appropriate recreation facilities for certain Park District sites. To accomplish this goal of providing maximum opportunity for quality recreation experiences, the group developed an objective to include the identification and analysis of desired Activities as well as desired Facilities. The understanding of what one might desire in terms of a recreation experience, coupled with knowing what degree of participation one wants to engage, is intended to be the link between these park programs and their subsequent physical design manifestations. It's the difference between pushing park parts and facilitating recreation experiences.

The strategy employed was one of substantial citizen involvement in the identification of potential park facilities and review of their activity orientation. The following explanation of methodology outlines the process employed. The documents included in the Appendix detail the specific steps the group has taken during this Program Development Activity.

Methodology

The methodology employed in developing the Park Facility Development Programs has been one in which regular citizen input and review sessions have been utilized in identifying desired recreation facilities and their accompanying activity orientation. This citizen participation process will continue beyond this program development phase to assist in reviewing the design conceptualization of facilities which will support desired activities and experiences. The identification and analysis of developmental issues which will arise when the desired facilities and their respective sites are brought together; the generation of physical solutions; and the documentation of objectives, strategies, and recommendations for realization of these recreation opportunities are all processes which will follow.

The particular process for the Park Facility Development Programs has been as follows:

I. RAW INPUT

On 8 December 1982 and on 4 January 1983 input relating to park facilities was collected in encouraging, unrestricted, "biases and prejudices are okay" brainstorm sessions from the WPRD Staff and the WRAP Parks Subcommittee respectively.

Two lists of desired park facilities were generated to document the input collected at the two sessions.

II. SYNTHESIZED AND PRIORITIZED INPUT

The raw input was next synthesized into a single list. Input relating to facility components was extracted from input relating to design considerations. Additionally, input relating to facilities listed in WPRD's Comprehensive Plan but not generated earlier was added to the list. This synthesized list documented input as follows: For each of the four parks in the program development stage input was categorized as primary, optional, or support facilities and as functional or aesthetic considerations.

This synthesized input was then analyzed from three specific points of view: Did it fall within the realm of acceptable standard facilities documented in the WPRD Comprehensive Plan; how did it rate when compared to the need for it as documented in the WPRD Comprehensive Plan; and lastly, how difficult was it going to be to accommodate that particular facility at that particular site.

The input was prioritized according to the degree of suitability it had with these three points of view. On 18 January 1983, the Parks Subcommittee reviewed, slightly modified, and subsequently approved the categorized and prioritized input.

III. NET INPUT AND FACILITY DETERMINATION

The synthesized input was further synthesized by utilizing the input received at the 18 January meeting and extracting specific facility component input from the adjectives, modifiers, qualifiers, and descriptions which were present in the whole of the original input statements. The result was a specific list of "facilities we hope to accommodate" at each park site.

IV. ACTIVITY ORIENTATION AND ANALYSIS

By reviewing the input received at the 1 February Parks Subcommittee meeting relating to the Facility Determination and the ensuing discussions of the implications of providing particular facilities at a particular site, and identification of "desired activities" began to emerge.

The desired activities comments were subsequently documented in the form of: identifying the desired level at which one would want to participate in an activity; the expectations one might have as to the level of development, amount of amenities, type of support provisions which would (should) be provided with each activity opportunity; and lastly, the extent of park facility development which would need to occur to support the desired activities, participation levels, and experience expectations. This was documented in the form of two statements for each facility hoped to occur at each park site as "Participation Level" and "Experience/Development Norm".

Now having described the desired activities, each facility was analyzed from the points of view of functional characteristics and aesthetic considerations which would be required to be accommodated (satisfied) if participation and experience opportunities were to be successful. The original staff and subcommittee input statements were utilized at this time to generate statements of functional characteristics and aesthetic considerations which were supportive of, and companion to, the desired activity descriptions. This has been referred to as "Activity Analysis".

The sum of the two statements of desired participation levels and recreation experience opportunities and the two statements of functional characteristics and aesthetic considerations has been referred to as "Activity Orientation and Analysis" or "Activity Conception".

V. AREA SUMMARY AND AREA DIAGRAMS

Generated as companions to documentation of Facilities and Activities were two items referenced informally to as reality checks. The area summaries were created to indicate the physical size that the park would have to be if all facilities determined to date were to be accommodated. Specific facility areas at this point are only a rough estimate and most likely will change with the evolving physical designs. With the three park programs where specific sites exist, this will help to design facilities which will fit while not eliminating any activity opportunities. With the one park program where a specific site has not yet been selected, this will help to select a site which would succeed in facility and activity accommodation.

VI. FACILITY CONCEPTION

Lastly, serving as a transition tool from facility programs to physical design, two summary statements have been generated.

"Nature of Use" seeks to document experiential opportunities provided for when utilizing the activity conception in designing for physical facilities.

"Character of Facility" seeks to document the physical qualities which would be made present when satisfying nature of use.

This is Recreation Facility Program Development. The products identified in the above process description are the components of each park facility development program found herein.

The next phase of activity will occur in two steps. The first is conceptual design where the narrative format of facilities and activities discussions will be translated into a graphic format applying the physical requirements of facilities and activities to each particular site. At this point the locations of, and relationships between, the facility components will be explored. Additionally, any developmental issues which might arise as a result of attempted facility and activity accomodation will be identified, documented, and examined. A strategy would be subsequently generated to propose how to go about resolving such issues. The second step is schematic design. In this the specific shape, size, and location of all facility components will be established. In addition, a recommended strategy for resolving any developmental issue which may exist will be included. Accompanying the Schematic Design Master Plans will be documentation of estimated facility development costs and explorations into phasing alternatives and implementation schedules.

Thurston Community Park

Thurston Community Park

I. Program Objectives & Activity Conception

A. Facility Determination

RECREATION FACILITIES

Softball Diamond	Game Tables
Football/Soccer Fields	Horseshoes
Multipurpose Fields	Lawn Bowling
Open Play Areas	Jogging Path/Fitness Course
Multipurpose Courts	*Aquatic Facility
*Tennis Courts	*Community Recreation Center
Childrens Play Area	Bandstand
Tot Play Area	Amphitheatre
Picnic Areas	

SUPPORT FACILITIES

Park Shelters	Bulletin Kiosk
Recreation Equipment Provisions	Signage Provisions
Service/Storage/Work Area	Irrigation
Concession Area	Drinking Water
Indoor/Outdoor Pool Area	Potable Water System
Restrooms	Sanitary and Waste Water System
Parking	Storm Water System
Service Delivery	Solid Waste System
Bus Stop	Power and Lighting System
Bike Parking	Health, Safety, Emergency Provisions
Pay Phones	

B. Activity Orientation & Analysis for Recreation Facilities

1. Softball Diamonds

PARTICIPATION LEVEL

Essentially competitive only.

EXPERIENCE/DEVELOPMENT NORM

Modified Intermediate

FUNCTIONAL CHARACTERISTICS

Participants: Users would be adults as players/participants and would be individuals as spectators. Participation rates would be totally a function of competitive league program.

Activities: Provide highly developed activity structured with specialized rules and regulations restricting, defining, and influencing the play, conduct, reservations, and schedules. Activity period would be essentially summer with substantial volume and regular frequency. Night time use would also occur.

Facility: Provide better than adequate facility. Specialized spatial, environmental, and engineering requirements will be employed to provide size, configuration, orientation, containment, vegetation, soil, drainage, gradient, and surface treatment meeting regulation standards. Access to facility will be controlled.

Support: District will provide all but personal equipment. Permanent spectator seating provided also.

Lighting, power, irrigation, drinking water, sanitation, refreshment, and emergency provisions required.

Highly specialized and daily maintenance is required during season.

Provisions for District Staff programs and operations will be accommodated.

AESTHETIC CONSIDERATIONS

Facility should appear a part of overall park although access is restricted. Spatial definition and material character should aid in this.

2. Football/Soccer Fields

PARTICIPATION LEVEL

Essentially, for competitive play.

EXPERIENCE/DEVELOPMENT NORM

Modified Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Users would be adults as players/participants and would be individuals as spectators. Participation rates would be totally a function of competitive league program.

Activities: Provide highly developed activity structured with specialized rules and regulations restricting, defining, and influencing the play, conduct, reservations, and schedules. Activity period would be

essentially summer with substantial volume and regular frequency. Night time use would also occur.

Facility: Provide better than adequate facility. Specialized spatial, environmental, and engineering requirements will be employed to provide size, configuration, orientation, containment, vegetation, soil, drainage, gradient, and surface treatment meeting regulation standards. Access to facility will be controlled.

Support: District will provide all but personal equipment. Permanent spectator seating provided also.

Lighting, power, irrigation, drinking water, sanitation, refreshment, and emergency provisions required.

Highly specialized and daily maintenance is required during season.

Provisions for District Staff programs and operations will be accommodated.

AESTHETIC CONSIDERATIONS

Facility should appear a part of overall park although access is restricted. Spatial definition and material character should aid in this.

3. Multipurpose Fields

PARTICIPATION LEVEL

For unstructured, skills-improvement, and programmed use.

EXPERIENCE/DEVELOPMENT NORM

Basic

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation opportunity at minimum level of development. Users could be any District patron. Participation a function of District youth programs.

Activities: Allow as a multi-use area shared with other activities. Established rules or regulations and activity period a consideration only when District using as a skills-improvement or programmed facility.

Facility: Control of outside distractions or access not a consideration. Spatial (environmental or engineering) requirements only as necessary to provide a youth play facility.

Support: Some equipment provided by District. Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

This facility is to contribute to the general park open space.

4. Open Play Areas

PARTICIPATION LEVEL

Unstructured.

EXPERIENCE/DEVELOPMENT NORM

Basic

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation at minimum level of development. Users could be anyone seeking recreation activity. Participation a function of weather, proximity, and convenience.

Activities: Allow as a multi-use area shared with other needs. No special established rules or regulations apply to use. Activity period is a function of weather and desire.

Facility: No special spatial, environmental, or engineering requirements. Equipment provided by users.

Support: Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

Facility to be a fundamental part of park open space. Trees, turf, and other plant material may be incorporated as desired.

5. Multipurpose Courts

PARTICIPATION LEVEL

Provide primarily as an unstructured recreation opportunity. Allow for some skills improvement or programmed use.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic

FUNCTIONAL CHARACTERISTICS

Participants: Users could be anyone seeking recreation. Participation a function of weather, proximity, and convenience.

Activities: Provide as part of a multi-use activity area. Established rules and regulations would apply to scheduling requirements. Activity a function of programming. Provide for evening use.

Facility: Apply spatial, environmental, and engineering considerations as required to provide a facility which would function at all times during year and for all age groups. Facility equipment by District. Developed to youth regulation play requirements.

Support: Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Although paved, courts should contribute to park open space. Color and texture to be utilized in materials and equipment to blend in with park character.

6. Childrens and Tots Play Areas

PARTICIPATION LEVEL

Provide for unstructured and vicarious recreation opportunity.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be any adolescent seeking recreation. Participation is essentially a function of proximity, convenience, and, to a lesser degree, weather.

Activities: Provide facility highly developed to ensure a substantial play experience. Rules, regulations would not be a special consideration. Activity would occur primarily in daylight hours.

Facility: Spatial, environmental, and engineering requirements would be considered to provide a facility which could accomodate participants in large numbers at one time and still not detract from recreation experience. Area, containment, drainage, visibility, are all important considerations. Provide for separation between younger and older participants. Provide for spectators to participate either as watching for enjoyment or for caution.

Support: Play equipment provided by District.

Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Facility would need to be visible both from within and out. Materials and color need to be integral with park character.

7. Picnic Areas

PARTICIPATION LEVEL

Provide for unstructured as well as some programmed use.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for both spontaneous and planned use. Users could be anyone. Participation would be a function of availability, convenience, and weather.

Activities: Provide for individual and group activity. Special rules and regulations would impact scheduling and duration of activity. Activity could occur all year but greatest in summer.

Facility: Provide some facilities for all season or all weather activity. Provide for some evening use. Size, configuration, containment, surface treatment, structure, drainage are all special considerations. Convenient access to dropoff, loading, restroom, other recreation facilities important. Provide for some food preparation opportunities.

Support: Regular special maintenance would be required with sanitation and solid waste issues. Facility designed to facilitate such.

Provide primary facility equipment.

AESTHETIC CONSIDERATIONS

Provide facility which integrates and opens itself into park whole. Trees are all important considerations.

B. Game Tables, Horseshoes, and Lawnbowling

PARTICIPATION LEVEL

Essentially unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Spontaneity important. Users could be any Park District patron although target group is seniors. Participation would be a function of availability, convenience, proximity, and weather.

Activities: Provide for daytime use. Provide for some scheduling and reservation requirements. Provide for individual as well as small group activity.

Facility: Provide spatial, environmental, and engineering considerations to ensure a facility which functions well under moderate to heavy use and recuperates rapidly from use, maintenance, and weather.

Support: Facility equipment provided by District.

AESTHETIC CONSIDERATIONS

Facility to integrate well into park whole. Should not be contained, but visible. Should appear as part of open space.

9. Jogging Path / Fitness Course

PARTICIPATION LEVEL

Entry-level, skills-improvement, programmed, competitive, and unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for users of all ages and experience levels. Participation a function of proximity and convenience.

Activities: Provide for programmed classes and competition opportunities as well as spontaneous use. Activity would occur essentially in daylight.

Facility: Provide spatial, environmental, and engineering requirements as necessary to ensure potential high use of low to moderate volume for long duration. Use could occur all year long. Width, length, and surface treatment critical.

Support: Fitness equipment and stations provided by District. Incorporate marathon finish area into facility.

AESTHETIC CONSIDERATIONS

Facility should be integral with park yet not highly visible. Fitness stations should be isolated for the privacy comfort of participants yet visible enough to satisfy security criteria.

10. Bandstand and Amphitheater

PARTICIPATION LEVEL

Unstructured and vicarious.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for spectators and users of all ages. Participation would be a function of District programming.

Activities: Provide facility which would be developed for specialized use of small scale plays, concerts, etc. Schedules and reservations would need to be accommodated. Activity period would be a function of agreeable weather. Some evening use is to be accommodated.

Facility: Facility would need to accommodate small groups of performers and small to moderately large groups of spectators. Amphitheatre would need to withstand periodic extreme activity loads.

Support: Facility equipment by District. Personal equipment by participant.

Special support considerations such as frequent maintenance, health and safety, access, seating, containment, lighting, power, and other utilities would need to be accommodated.

AESTHETIC CONSIDERATIONS

Facility should be highly visible and a significant part of park yet harmonize with overall character.

C. General Criteria for Both Recreation and Support Facilities

FUNCTIONAL CHARACTERISTICS

- Park shelters to be small, multi-use, lighted, and with electric outlets.
- Childrens play areas to be: wood, expandible, quality, properly designed, large.
- Keep tot play areas separate from childrens play areas.
- Do not use sand in play areas.
- Integrate nature informative walks into park circulation.
- Provide jogging opportunities with fitness courses.
- Include practice and play walls at court games.
- Provide some covered recreation facilities.
- Provide covered bus stops and patron waiting, loading, unloading areas.
- Provide lots of open lawn areas for informal play.
- Provide adequate bike circulation and accessible, simple, covered parking.
- Provide bicycle access to community.
- Provide pedestrian access to neighborhoods.
- Provide adequate internal park access and circulation.
- Provide accessible facilities.
- Provide adequate and off-street parking.
- Walkways should be paved.
- Provide separate delivery areas.
- Provide seating at competitive or team facility.
- Provide many seating opportunities at parks.
- Provide covered, anchored, picnic facilities with paved ground surface.
- Provide vandal resistant facilities.
- Provide storage for recreation equipment.
- Avoid maintenance problems.
- Provide turf facilities which drain and are essentially all weather.
- Remember health, safety, and emergency provisions.
- Provide lighting for security as well as night time activity use.
- Park signage to be visible, comprehensive, integral, informative.

AESTHETIC CONSIDERATIONS

- Irrigate parks.
- Light parks.
- Drain parks.
- Integrate nature into parks.
- Forests in parks.
- Lots of big trees in parks.
- Flowers in parks.
- Year round color in parks.
- Lots of lawn in parks - open meadow - neighborhood green.
- Art in parks.
- Parks should be visible to community.

SPECIAL CONSIDERATIONS

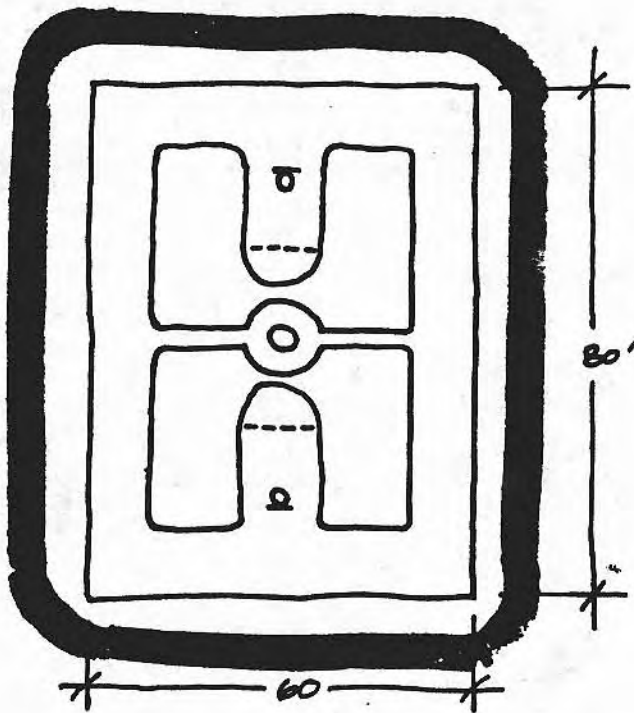
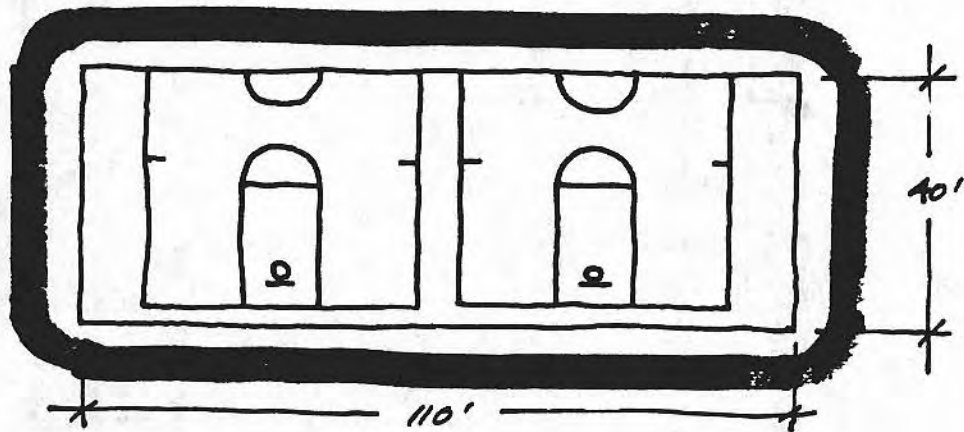
- Provide for equalization of recreation opportunities between east and west Springfield.
- Provide for state-of-the-art recreation facilities.
- Provide for quality up front to save maintenance later.
- Provide for substantial and memorable recreation experiences.
- Provide for maximum opportunity for quality recreation experiences.
- Provide innovative design solutions for recreation facilities.
- Provide recreation facilities which set the standard and are models for civic image and pride.
- Provide recreation facilities which exude timelessness and permanence.

D. Area (Spatial) Summary

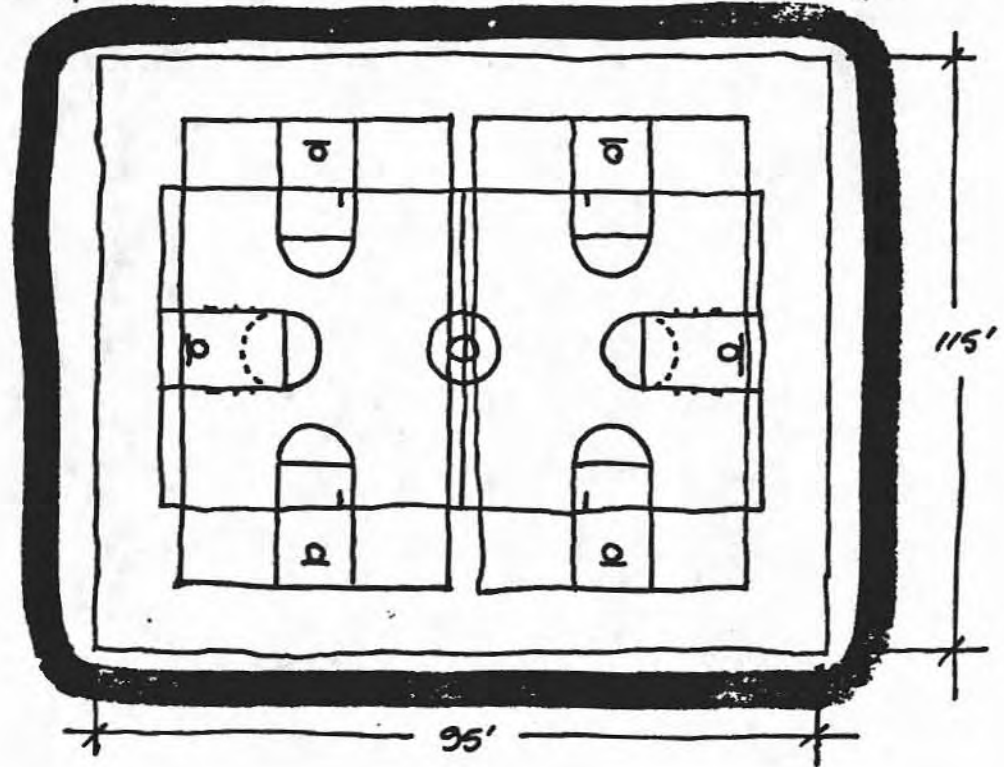
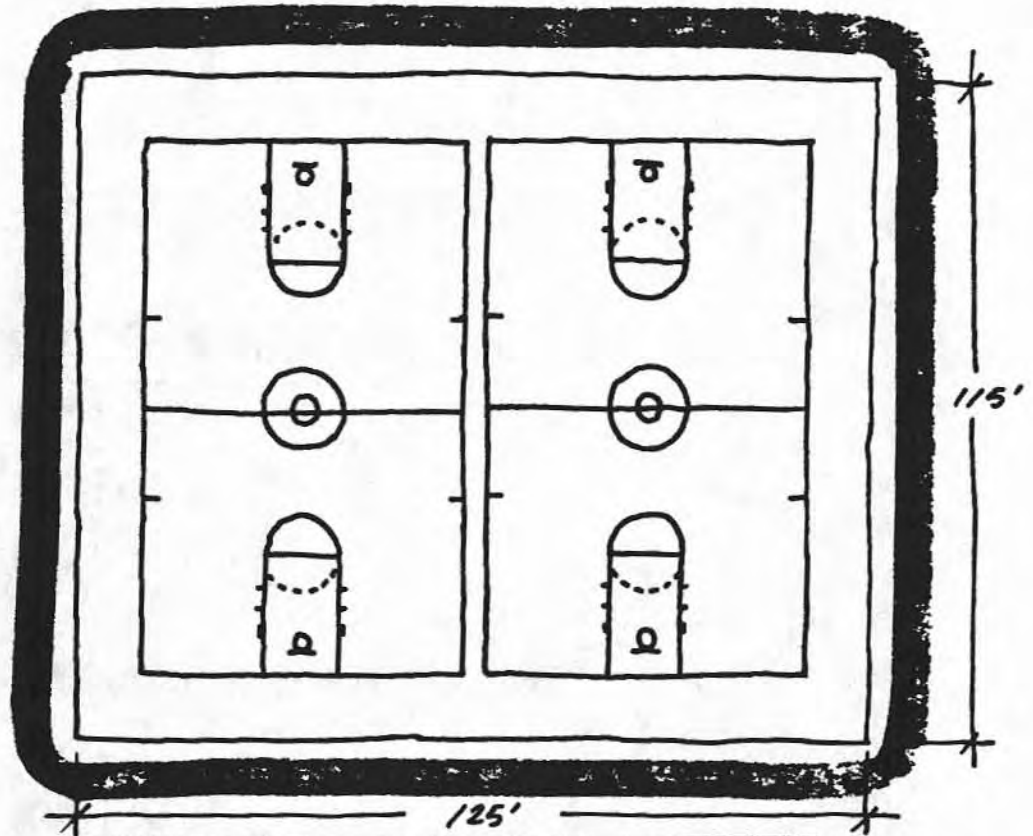
Recreation Facilities	902,500 sf
Aquatics Facility	47,000
Community Recreation Center	24,000
Parking	<u>177,300</u>
Total Area Required	1,150,800 sf (26.6 Acres)

E. Area (Spatial) Diagrams

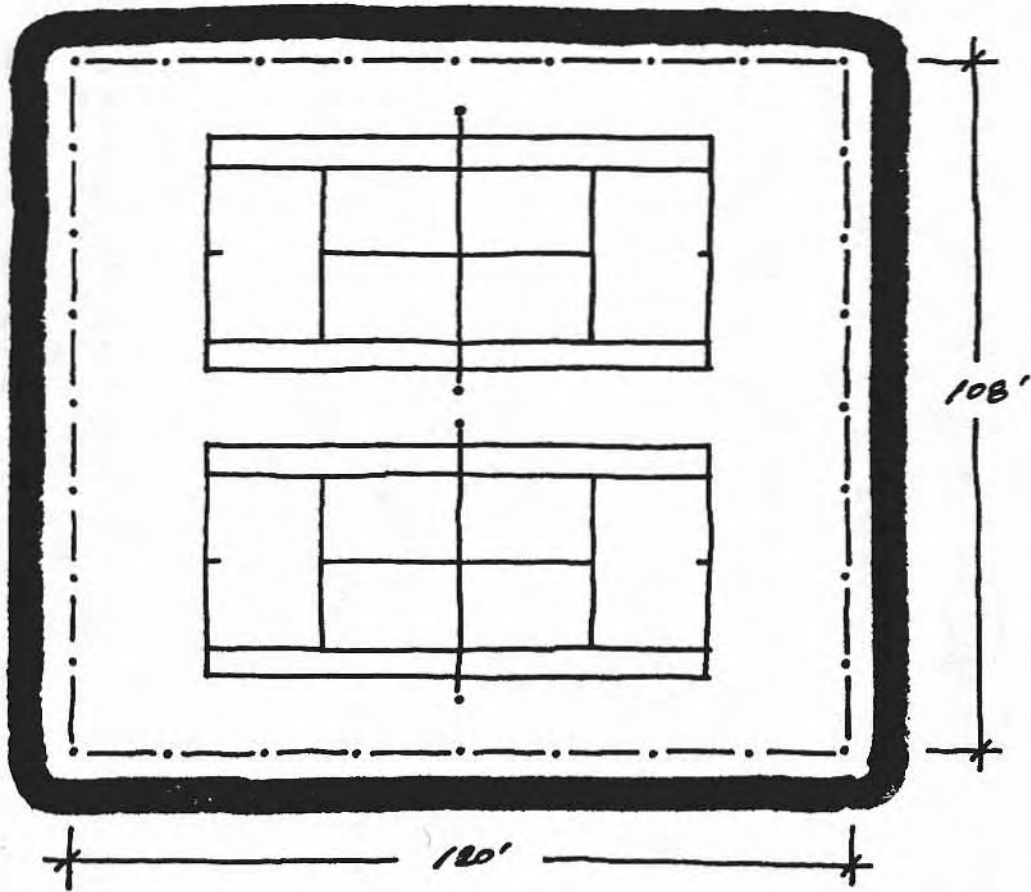
Half Court Basketball Courts



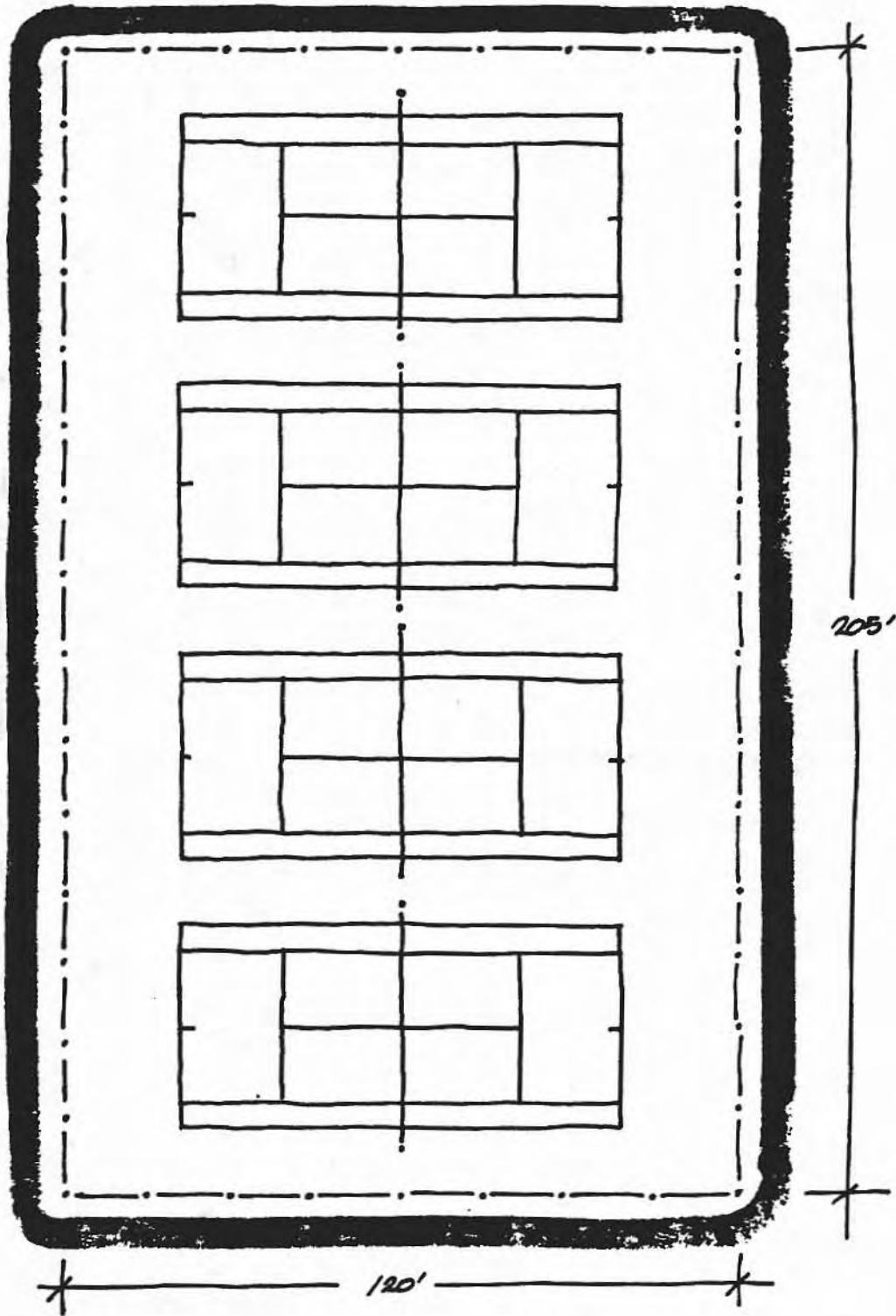
Regulation Basketball Courts



Two Court Tennis Complex

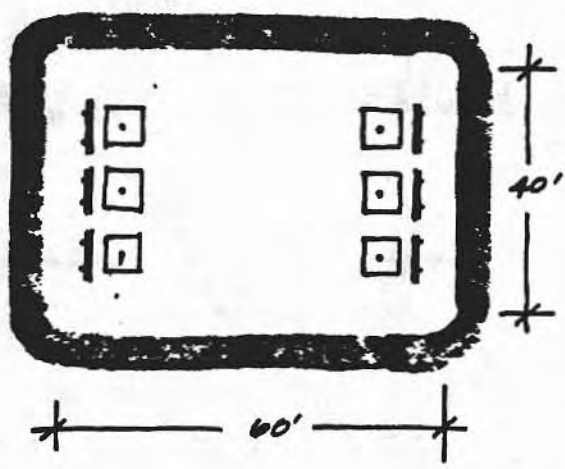


Four Court Tennis Complex

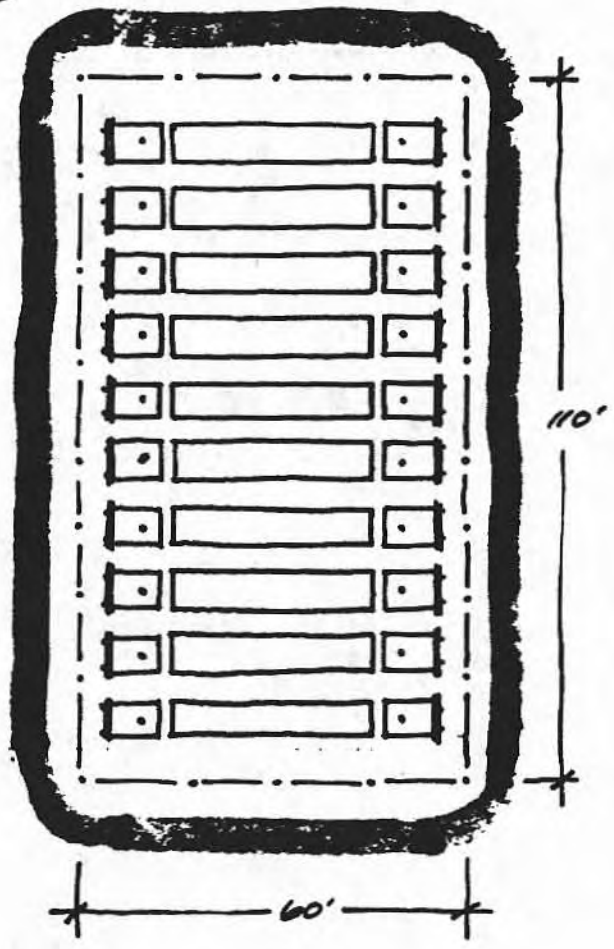


Horseshoes

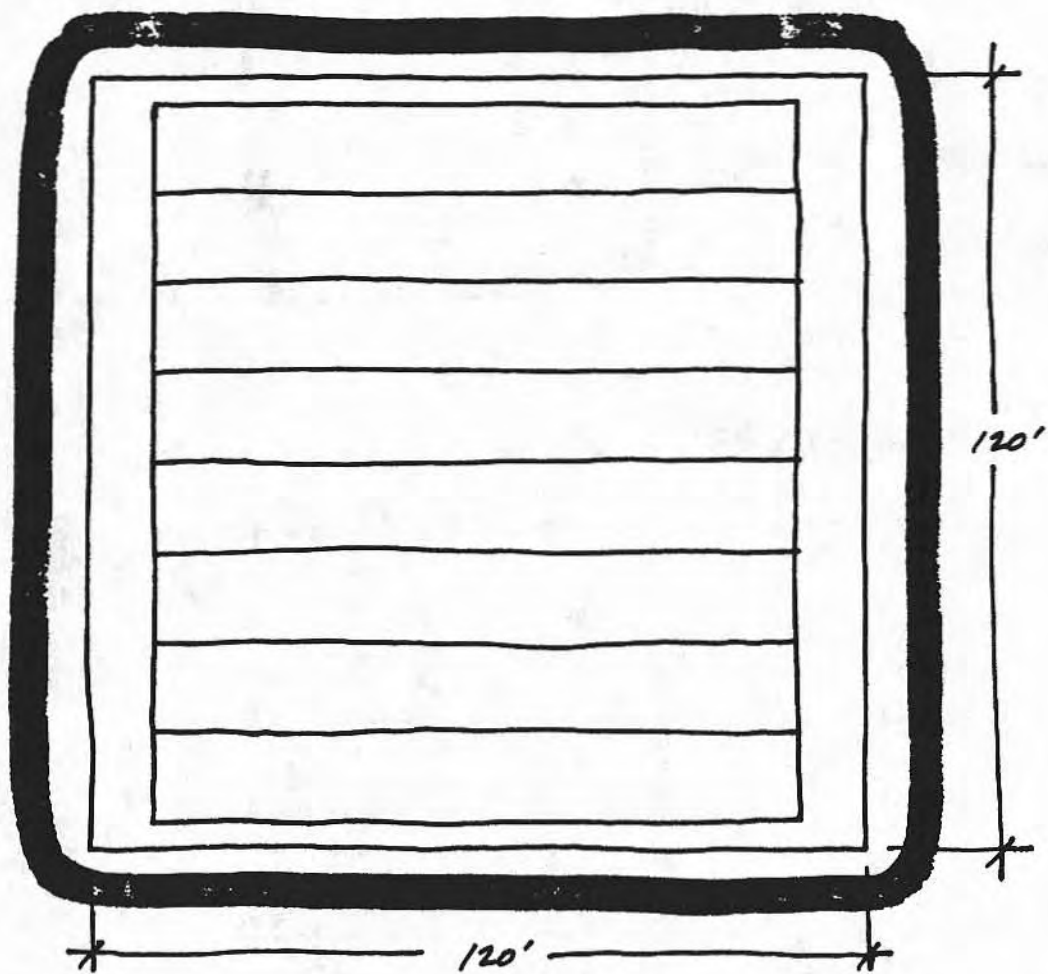
Neighborhood Park Scale



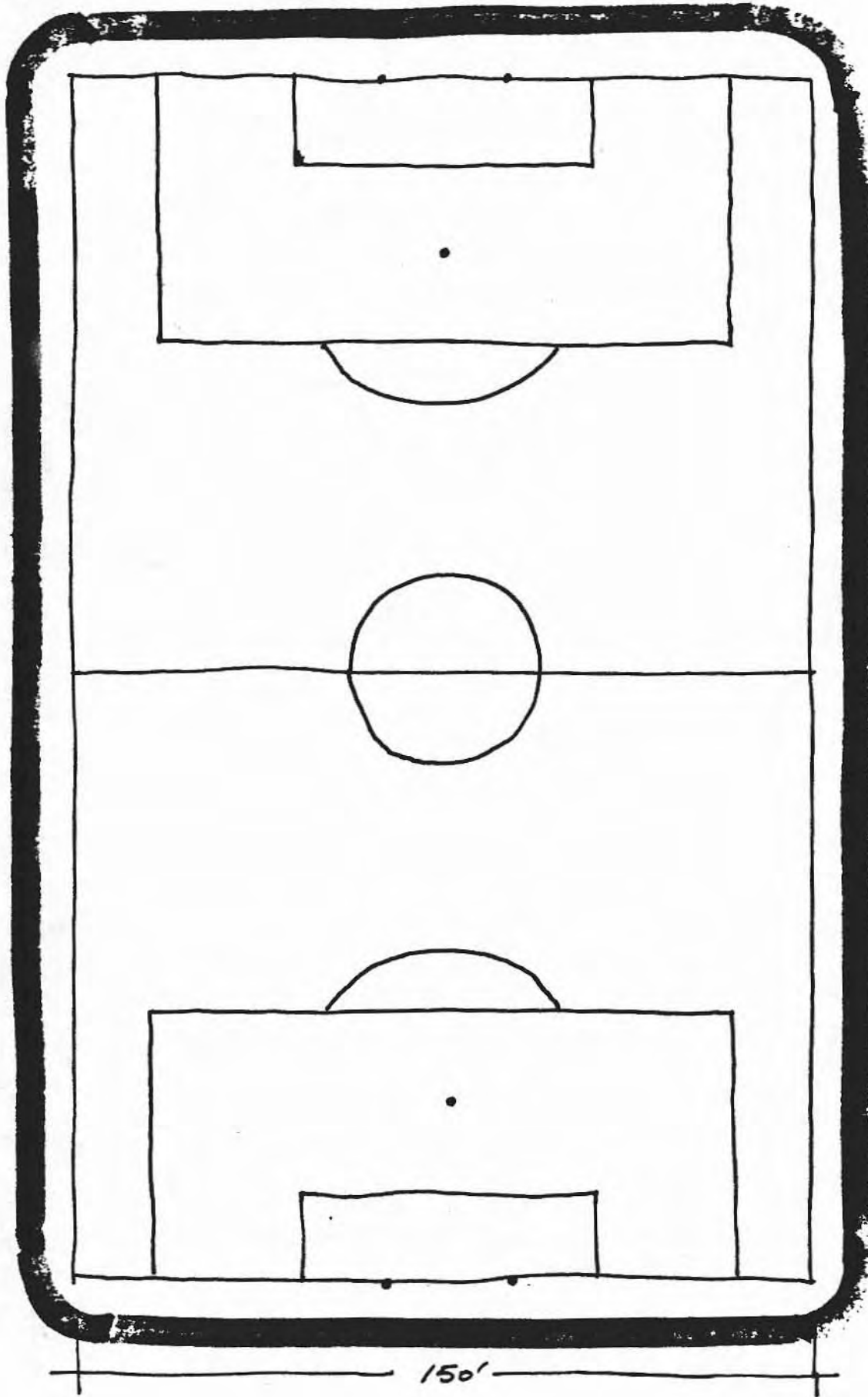
Community Park Scale



Eight Lane Lawnbowling Facility



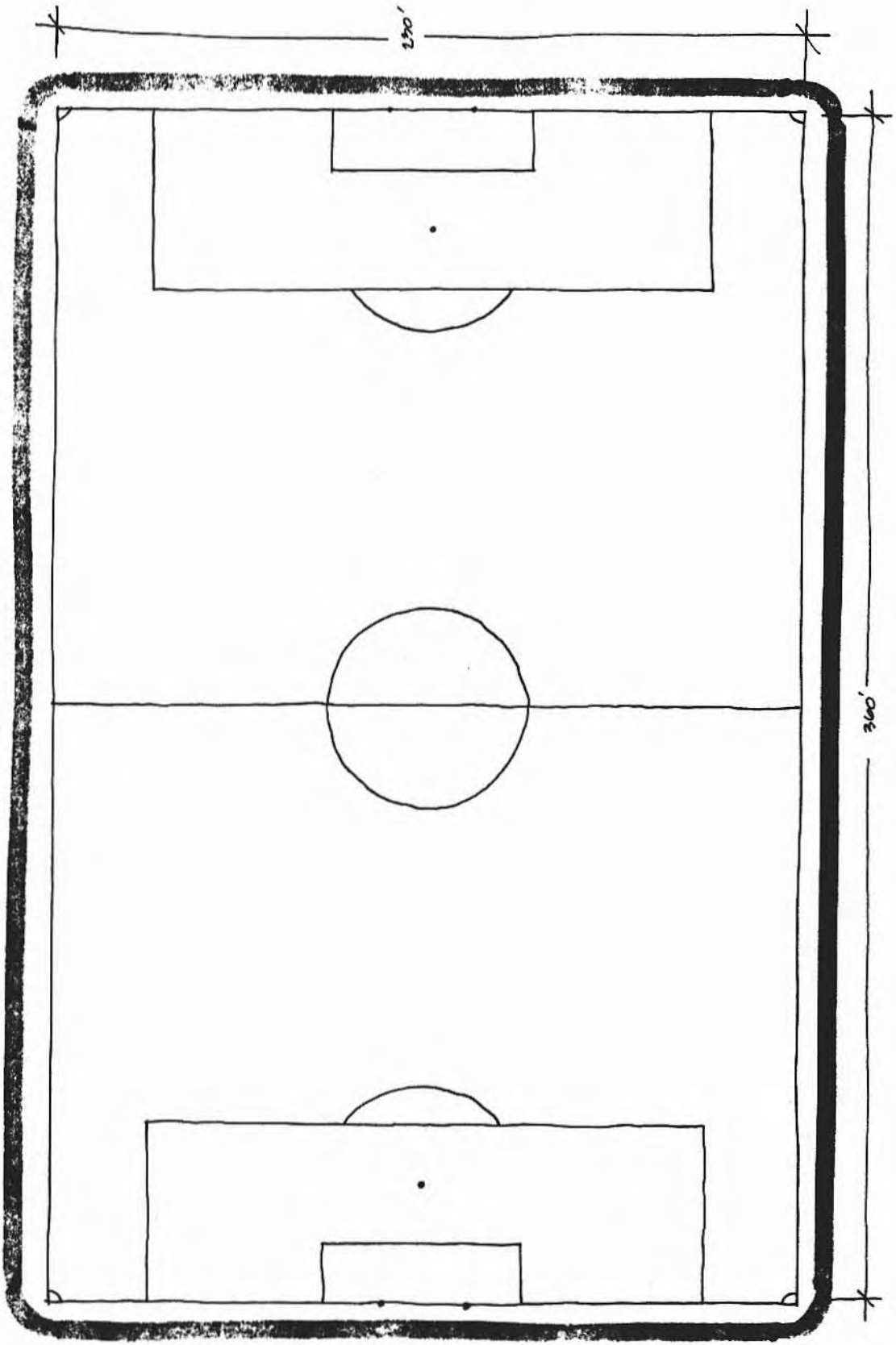
A.Y.S.O. Soccer Field



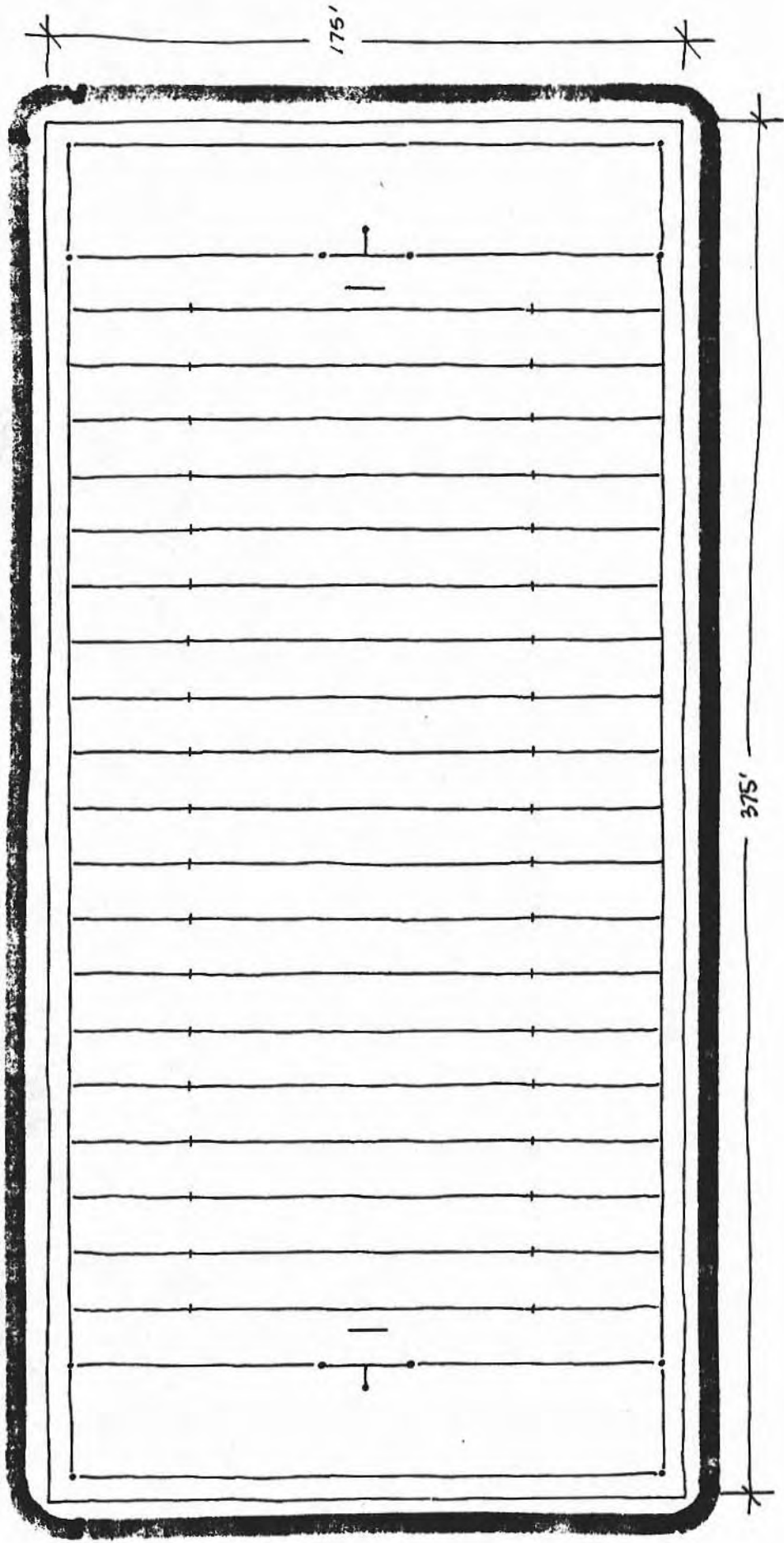
245'

150'

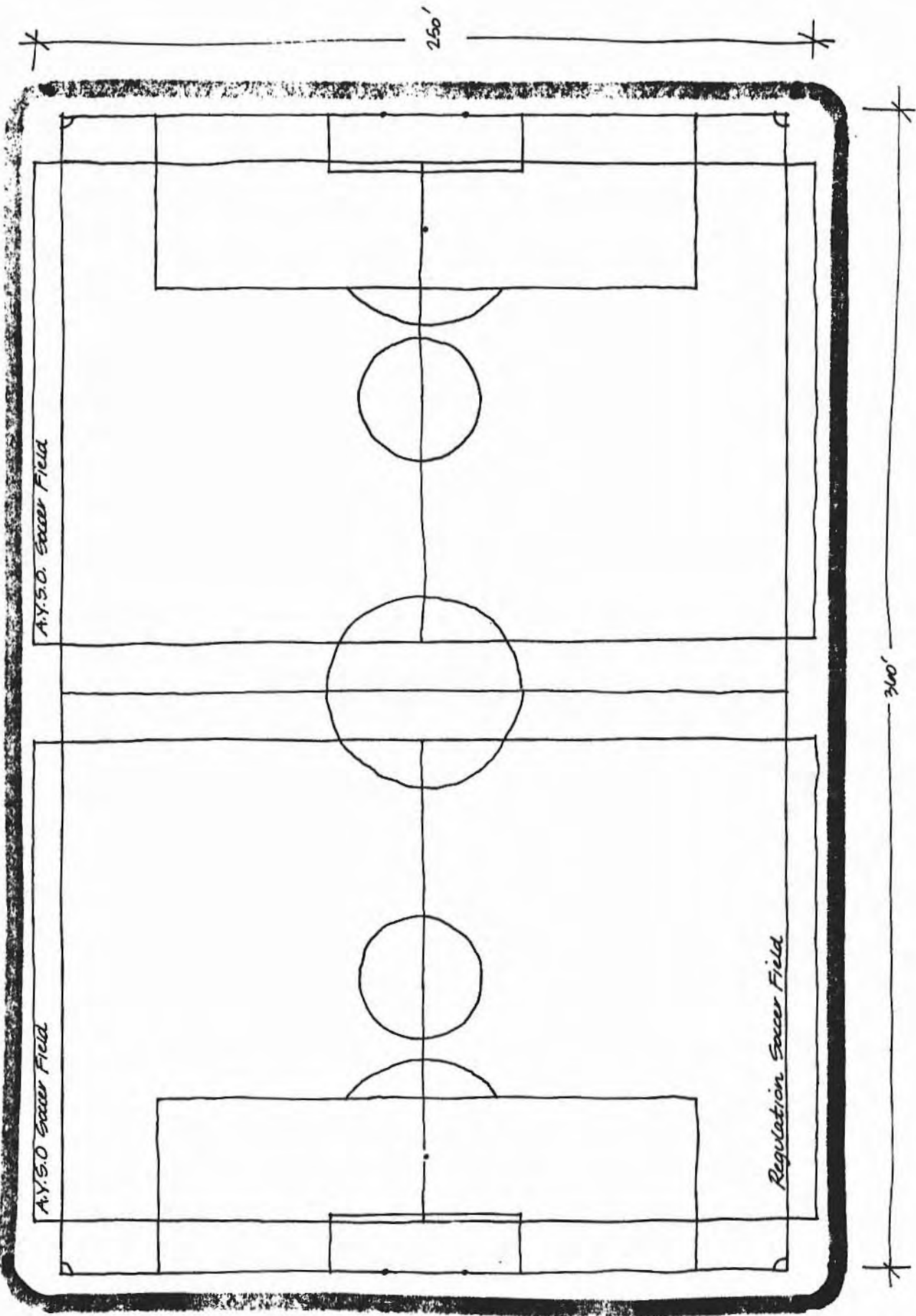
Regulation Soccer Field



Regulation Football Field



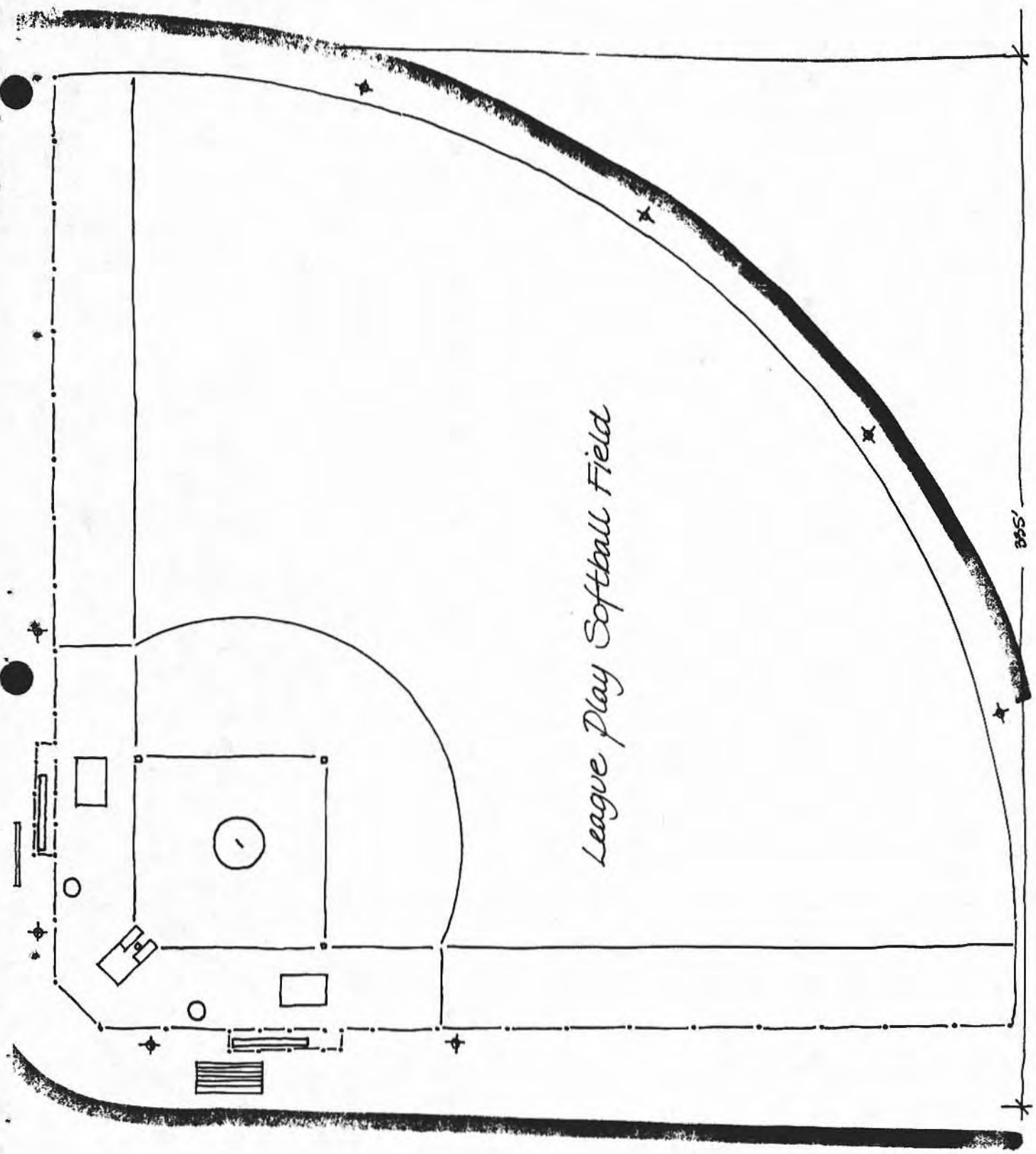
Large Scale Multipurpose Field

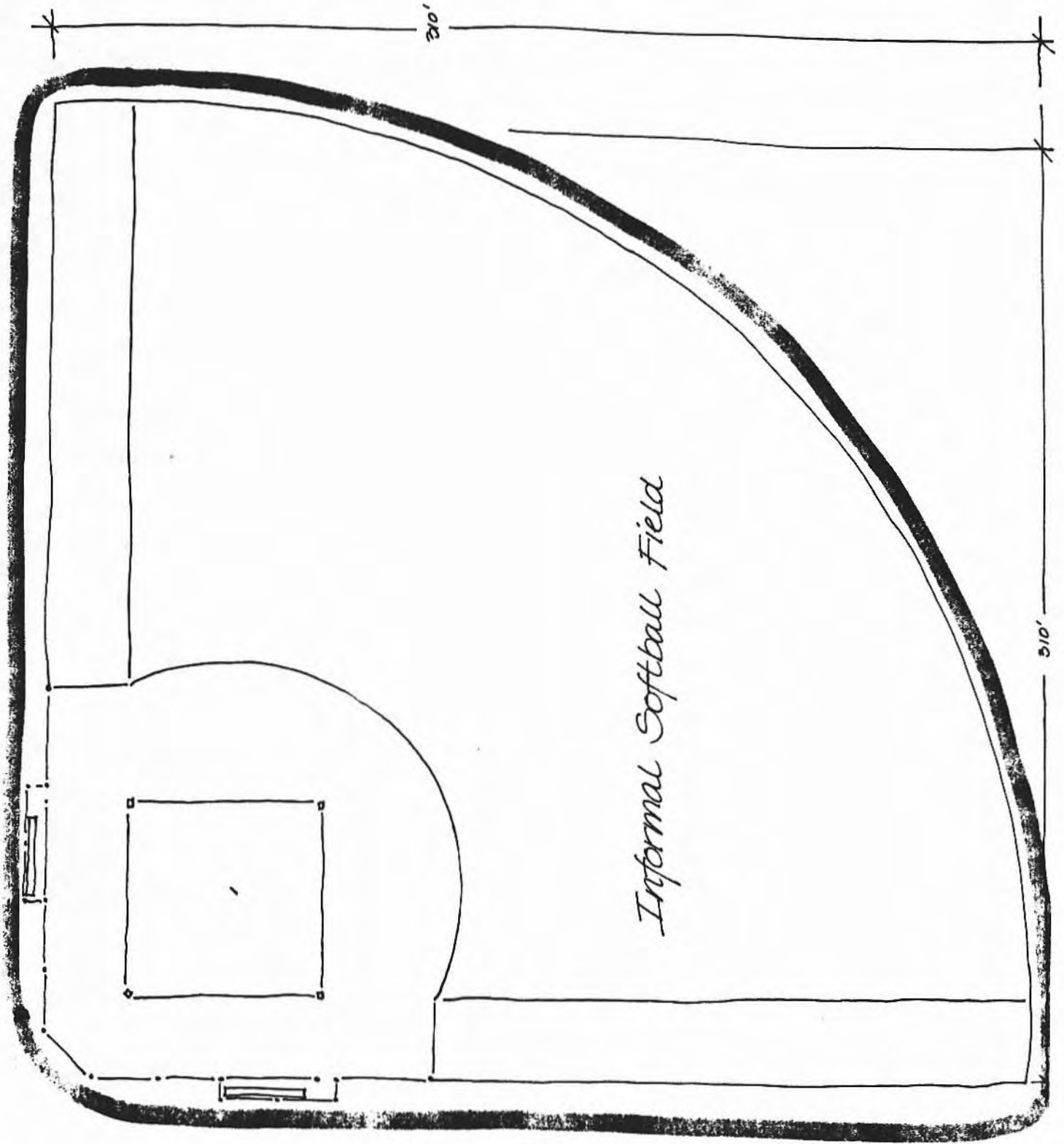


335'

355'

League Play Softball Field





210'

510'

Informal Softball Field

II. Facility Conception

A. Nature of Use

Major uses in the park will be centered around intensive recreation activities, however a variety of passive uses will also be accomodated. Competitive activities as well as both structured and unstructured skill-learning or development will be of major importance. It is intended that uses will incorporate users of all age groups ranging from tots to seniors. Special events, cultural programs, specialized recreation as well as neighborhood and community activities will all be accomodated.

B. Character of Facility

Thurston Community Park will be the District's most substantial and comprehensive recreation center to date. Much of the park's character will be derived from the sensitive accomodation of a large number and wide variety of high quality recreation facilities. The nucleus of the park will be a series of structures housing facilities providing recreation opportunities of varied types for a wide range of user groups.

A substantial portion of the remainder of the park's area will be developed as lush green, well-drained athletic fields. Nestled along the edges of these fields will be a number of both soft and hard surfaced play and special use areas. Plantings of large trees in masses and belts will knit these different elements together and provide both enclosure and unification to the park as a whole. As with all the parks being considered for development at this time a multitude of flowers and year-round color provided by shrub and tree plantings will be a major theme.

Willamalane Community Park

Willamalane Community Park

I. Program Objectives & Activity Conception

A. Facility Determination

RECREATION FACILITIES

Softball Diamond
Multipurpose Fields
Openplay Areas
Multipurpose Courts
*Tennis Courts
Childrens Play Area
Tot Play Area
Picnic Area
Game Tables
Horseshoes

Lawn Bowling
Jogging Path/Fitness Course
*Aquatic Facility
*Community Fitness Center
Bandstand
Amphitheatre
Outdoor Dance
Bon-Fire Area
Ice Skating Area
Childrens Play-Spray Area

SUPPORT FACILITIES

Park Shelters
Recreation Equipment Provisions
Service/Storage/Work Areas
Concession Area
Indoor/Outdoor Pool Area
Restrooms
Parking
Service Delivery
Bus Stop
Bike Parking
Pay Phones

Bulletin Kiosk
Signage Provisions
Irrigation
Drinking Water
Potable Water System
Sanitary and Waste Water System
Storm Water System
Solid Waste System
Power and Lighting System
Health, Safety, Emergency Provisions

B. Activity Orientation & Analysis for Recreation Facilities

1. Softball Diamonds

PARTICIPATION LEVEL

Primarily unstructured but should allow for skills-improvement and programmed level participation also.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for adolescent and adult users. Children may use in conjunction with adults. Participation is a function of weather, proximity, and convenience.

Activities: Provide for family, picnicker, or group use as an unstructured activity. Provide for District skills-improvement use also. Some recreation and schedule rules would apply. Activity would be greatest in summer. Evening use should also be provided for.

Facility: Provide facility meeting the spatial, environmental, and engineering requirements of a regulation facility. All but personal equipment would be provided by District. Spectator seating would be minimal.

Support: Access to facility is not regulated or controlled. No special maintenance activity would need occur.

AESTHETIC CONSIDERATIONS

Facility should appear as an integral part of park open space.

2. Multipurpose Fields

PARTICIPATION LEVEL

For unstructured, skills-improvement, and programmed use.

EXPERIENCE/DEVELOPMENT NORM

Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation opportunity at minimum level of development. Users could be any District patron. Participation a function of District youth program.

Activities: Allow as a multi-use area shared with other activities. Established rules or regulations and activity period a consideration only when District using as a skills-improvement or programmed facility.

Facility: Control of outside distractions or access not a consideration. Spatial (environmental, or engineering) requirements only as necessary to provide a youth play facility. Some equipment provided by District.

Support: Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

This facility is to contribute to the general park open space.

3. Open Play Areas

PARTICIPATION LEVEL

Unstructured.

EXPERIENCE/DEVELOPMENT NORM

Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation at minimum level of development. Users could be anyone seeking recreation activity. Participation a function of weather, proximity, and convenience.

Activities: Allow as a multi-use area shared with other needs. No special established rules or regulations apply to use. Activity period is a function of weather and desire.

Facility: No special spatial, environmental, or engineering requirements. Equipment provided by users.

Support: Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

Facility to be a fundamental part of park open space. Trees, turf, and other plant material may be incorporated as desired.

4. Multipurpose Courts

PARTICIPATION LEVEL

Provide primarily as an unstructured recreation opportunity. Allow for some skills improvement or programmed use.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic

FUNCTIONAL CHARACTERISTICS

Participants: Users could be anyone seeking recreation. Participation a function of weather, proximity, and convenience.

Activities: Provide as part of a multi-use activity area. Established rules and regulations would apply to scheduling requirements. Activity a function of programming. Provide for evening use.

Facility: Apply spatial, environmental, and engineering considerations as required to provide a facility which would function at all times during year and for all age groups. Facility equipment by District. Developed to youth regulation play requirements.

Support: Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Although paved, courts should contribute to park open space. Color and texture to be utilized in materials and equipment to blend in with park character.

5. Childrens and Tots Play Areas

PARTICIPATION LEVEL

Provide for unstructured and vicarious recreation opportunity.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be any adolescent seeking recreation. Participation is essentially a function of proximity, convenience, and, to a lesser degree, weather.

Activities: Provide facility highly developed to ensure a substantial play experience. Rules, regulations would not be a special consideration. Activity would occur primarily in daylight hours.

Facility: Spatial, environmental, and engineering requirements would be considered to provide a facility which could accomodate participants in large numbers at one time and still not detract from recreation experience. Area, containment, drainage, visibility, are all important considerations. Provide for separation between younger and older participants. Provide for spectators to participate either as watching for enjoyment or for caution.

Support: Play equipment provided by District.

Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Facility would need to be visible both from within and out. Materials and color need to be integral with park character.

6. Picnic Areas

PARTICIPATION LEVEL

Provide for unstructured as well as some programmed use.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for both spontaneous and planned use. Users could

be anyone. Participation would be a function of availability, convenience, and weather.

Activities: Provide for individual and group activity. Special rules and regulations would impact scheduling and duration of activity. Activity could occur all year but greatest in summer.

Facility: Provide some facilities for all season or all weather activity. Provide for some evening use. Size, configuration, containment, surface treatment, structure, drainage are all special considerations. Convenient access to dropoff, loading, restroom, other recreation facilities important. Provide for some food preparation opportunities.

Support: Regular special maintenance would be required with sanitation and solid waste issues. Facility designed to facilitate such.

Provide primary facility equipment.

AESTHETIC CONSIDERATIONS

Provide facility which integrates and opens itself into park whole. Trees, turf, facility materials are all important considerations.

7. Game Tables, Horseshoes, and Lawnbowling

PARTICIPATION LEVEL

Essentially unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Spontaneity important. Users could be any Park District patron although target group is seniors. Participation would be a function of availability, convenience, proximity, and weather.

Activities: Provide for daytime use. Provide for some scheduling and reservation requirements. Provide for individual as well as small group activity.

Facility: Provide spatial, environmental, and engineering considerations to ensure a facility which functions well under moderate to heavy use and recuperates rapidly from use, maintenance, and weather.

Support: Facility equipment provided by District.

AESTHETIC CONSIDERATIONS

Facility to integrate well into park whole. Should not be contained, but visible. Should appear as part of open space.

8. Jogging Path / Fitness Course

PARTICIPATION LEVEL

Entry-level, skills-improvement, programmed, competitive, and unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate

FUNCTIONAL CHARACTERISTICS

Participants: Provide for users of all ages and experience levels. Participation a function of proximity and convenience.

Activities: Provide for programmed classes and competition opportunities as well as spontaneous use. Activity would occur essentially in daylight.

Facility: Provide spatial, environmental, and engineering requirements as necessary to ensure potential high use of low to moderate volume for long duration. Use could occur all year long. Width, length, and surface treatment critical.

Support: Fitness equipment and stations provided by District. Incorporate marathon finish area into facility.

AESTHETIC CONSIDERATIONS

Facility should be integral with park yet not highly visible. Fitness stations should be isolated for the privacy comfort of participants yet visible enough to satisfy security criteria.

9. Bandstand and Amphitheater

PARTICIPATION LEVEL

Unstructured and vicarious.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for spectators and users of all ages. Participation would be a function of District programming.

Activities: Provide facility which would be developed for specialized use of small scale plays, concerts, etc. Schedules and reservations would need to be accommodated. Activity period would be a function of agreeable weather. Some evening use is to be accommodated.

Facility: Facility would need to accommodate small groups of performers and small to moderately large groups of spectators. Amphitheatre would need to withstand periodic extreme activity loads.

Support: Facility equipment by District. Personal equipment by participant.

Special support considerations such as frequent maintenance, health and safety, access, seating, containment, lighting, power, and other utilities would need to be accommodated.

AESTHETIC CONSIDERATIONS

Facility should be highly visible and a significant part of park yet harmonize with overall character.

10. Outdoor Dance

PARTICIPATION LEVEL

Programmed.

EXPERIENCE/DEVELOPMENT NORM

Modified Intermediate.

FUNCTIONAL CONSIDERATIONS

Participants: Users will expect preplanned and structured experiences. Users could be any District patron. Different age groups and group types may use this facility at different times. Participation rates are a function of programmed opportunities, convenience, special experience, and weather.

Activities: Considered a social event. Users expect activity experience to be better than average, memorable. Use, conduct, fees, reservations, schedules will influence activity. Activity period could be day or evening. Crowds could be large. Events could be frequent in nice weather.

Facility: A better than average facility developed for exclusive use. Containment and access would need to be controlled. Area would need to accommodate large numbers of participants. Surface would need to be durable. Facility should offer substantial protection from weather. Special equipment would be provided by District.

Support: Special maintenance would occur during periods of use. Programming and Operations activities would need to be accommodated. Access to power, lighting, water, restrooms, solid waste would have to be convenient. Seating would need to be an integral part of facility. Proximity to bandstand vital.

AESTHETIC CONSIDERATIONS

Facility would integrate with park circulation and open space: would harmonize with park character; be enclosed and contained yet views outward to park would be captured. The context would not detract from the experience.

11. Bon - Fire Area

PARTICIPATION LEVEL

Programmed.

EXPERIENCE/DEVELOPMENT NORM

Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be anyone seeking recreation experience. Participation rates would be a function of District programming, convenience, weather.

Activities: Activity would be highly structured with respect to occurrence, duration, frequency, and role of participants. Evening use almost exclusively. Frequency would be occasional.

Facility: Size of facility would need to accommodate small to large crowds both standing and sitting. Configuration, orientation, and containment would need to support activity yet not detract from adjacent recreation. Surface treatment would need to tolerate frequent crowds of large volume for significant duration. Water would need to be adjacent. Vegetation would need to be distant. District would provide equipment.

Support: Regular special maintenance would occur during seasons of use. Health, safety, emergency provisions would need to be adjacent. Access would need to be substantial yet controlled. Support utilities would need to be nearby yet not necessarily adjacent.

AESTHETIC CONSIDERATIONS

Facility would need to be adjacent to park open space which could serve as spectator area.

12. Ice Skating Area + Childrens Play - Spray

PARTICIPATION LEVEL

Entry-level, programmed, unstructured, and vicarious.

EXPERIENCE/DEVELOPMENT NORM

Modified basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be anyone seeking recreation experience. Participation rate is dependent on weather and special programs.

Activities: Activity is special and unique in District. Could be a facility which is shared at other times and seasons with other events. Activity periods would essentially be low volume of long duration but highly seasonal.

Facility: Provide a facility which would accommodate thin expanses of either ice or water. Large, flat area necessary. Capability of containment is essential. Drainage also critical. Ice making, clearing, equipment provided by District.

Support: Special maintenance would need to be provided at times of activity. Access, circulation, proximity, visibility, and adjacent uses would need to be compatible. Spectator accommodations would need to be provided as well as nearby refreshment, solid waste, restroom, health and safety, and water.

AESTHETIC CONSIDERATIONS

Facility really does not exist until special weather conditions make it a possibility or desirable. Could double up with some other paved multipurpose area.

C. General Criteria for Both Recreation and Support Facilities

FUNCTIONAL CHARACTERISTICS

- Park shelters to be small, multi-use, lighted, and with electric outlets.
- Childrens play areas to be: wood, expandible, quality, properly designed, large.
- Keep tot play areas separate from childrens play areas.
- Do not use sand in play areas.
- Integrate nature informative walks into park circulation.
- Provide jogging opportunities with fitness courses.
- Include practice and play walls at court games.
- Provide some covered recreation facilities.
- Provide covered bus stops and patron waiting, loading, unloading areas.
- Provide lots of open lawn areas for informal play.
- Provide adequate bike circulation and accessible, simple, covered parking.
- Provide bicycle access to community.
- Provide pedestrian access to neighborhoods.
- Provide adequate internal park access and circulation.
- Provide accessible facilities.
- Provide adequate and off-street parking.
- Walkways should be paved.
- Provide separate delivery areas.
- Provide seating at competitive or team facility.
- Provide many seating opportunities at parks.
- Provide covered, anchored, picnic facilities with paved ground surface.
- Provide vandal resistant facilities.
- Provide storage for recreation equipment.
- Avoid maintenance problems.
- Provide turf facilities which drain and are essentially all weather.
- Remember health, safety, and emergency provisions.
- Provide lighting for security as well as night time activity use.
- Park signage to be visible, comprehensive, integral, informative.

AESTHETIC CONSIDERATIONS

- Irrigate parks.
- Light parks.
- Drain parks.
- Integrate nature into parks.
- Forests in parks.
- Lots of big trees in parks.
- Flowers in parks.
- Year round color in parks.
- Lots of lawn in parks - open meadow - neighborhood green.
- Art in parks.
- Parks should be visible to community.

SPECIAL CONSIDERATIONS

- Provide for state-of-the-art recreation facilities.
- Provide for quality up front to save maintenance later.
- Provide for substantial and memorable recreation experiences.
- Provide for maximum opportunity for quality recreation experiences.
- Provide innovative design solutions for recreation facilities.
- Provide recreation facilities which set the standard and are models for civic image and pride.
- Provide recreation facilities which exude timelessness and permanence.

D. Area (Spatial) Summary

Recreation Facilities	518,400 sf
Aquatics Facility	43,000
Community Fitness Center	17,500
Parking (404 Aquatics and Community and 67 park)	<u>141,300</u>
Total Area Required	720,200 sf (16.5 Acres)
Total Area Available	662,100 sf (15.2 Acres)

E. Area (Spatial) Diagrams

(See Thurston Park)

II. Facility Conception

A. Nature of Use

The redevelopment of Willamalane Community Park will provide for a wide range of park and civic activities ranging from intensive to passive use. The park will serve as the hub of community-scale recreation opportunities and facilities for the west end of the City. The recreation facilities at Willamalane are further complimented by those community facilities at the Memorial Building, Senior Adult Activity Center and Guy Lee and Meadow Parks. Activities and facilities of like character or nature will be clustered together in groups on the periphery of the grassy open meadow.

In general more intensive activities will be sited on the south and west sides of the park while more passive activities will take place on the north and east sides of the park.

The aquatics center further separates intensive activities and levels of use into two separate areas. To the west of the aquatics center will be more inwardly focused and structured recreation activities including tennis, basketball and other court sports and a new community physical fitness center. To the east of the aquatics center will be located more outwardly focused park uses including paved picnicking areas, both outdoors and under shelter, complimented by a concession area that also serves the outdoor pool deck area. Also in this area will be areas to sit, people watch, read and play board games as well as soft surfaced tot and childrens play areas.

More passive recreation activities, sited elsewhere, will include horseshoes, lawn games, and an outdoor dancing area and bandstand for musical activities or special events. In the park, group and individual picnic areas will be sited on the north side of the great meadow.

The great meadow itself will also allow for softball and soccer activities along with less structured open play including kite flying, playing catch, frisbee and sunning.

B. Character of Facility

The recognition of Willamalane Community Park as the heart of Springfield's greensward system will be the unifying theme for the redevelopment of the park's character. This character will reinforce the major landscape

development undertaken by McKenzie Willamette Memorial Hospital, directly across Mohawk Boulevard. The park and hospital's greensward will act as a gateway between Springfield's central downtown area and the City's major commercial center to the north on Mohawk Boulevard.

The park will be both a focus and display for civic pride in the City as a whole and in the District's park and recreation system. The unique and unifying element in the development of the park's character will be the realignment and design of the grassy swale running through the center of the park. It will become both an attractive and functional element in the park.

Its softly sloping, grassy banks will continue to serve as a retention basin in the City's stormwater system while at the same time providing places for a subtly contoured outdoor amphitheatre, outdoor stage and bandstand. The swale will meander through a grassy open play area appearing as a great meadow substantially enclosed by major deciduous and evergreen tree masses. These tree masses will provide shelter, refuge and a back drop to community and park activities.

42nd Street Neighborhood Park

42nd Street Neighborhood Park

I. Program Objectives & Activity Conception

A. Facility Determination

RECREATION FACILITIES

Open Play Areas
Multipurpose Courts
Childrens Play Area
Tot Play Area
Picnic Facilities

Game Tables
Horseshoes
Jogging Path
Arboretum/Horticultural Garden

SUPPORT FACILITIES

Park Shelter
Recreation Equipment Provisions
Parking
Bike Parking
Pay Phone
Bulletin Kiosk
Signage Provisions
Irrigation

Drinking Water
Potable Water System
Sanitary & Waste Water System
Storm Water System
Solid Waste System
Power and Lighting System
Health, Safety, and Emergency Provisions

B. Activity Orientation & Analysis for Recreation Facilities

1. Open Play Areas

PARTICIPATION LEVEL

Unstructured

EXPERIENCE/DEVELOPMENT NORM

Basic

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation at minimum level of development. Users could be anyone seeking recreation activity. Participation a function of weather, proximity, and convenience.

Activities: Allow as a multi-use area shared with other needs. No special established rules or regulations apply to use. Activity period is a function of weather and desire.

Facility: No special spatial, environmental, or engineering requirements. Equipment provided by users.

Support: Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

Facility to be a fundamental part of park open space. Trees, turf, and other plant material may be incorporated as desired.

2. Multipurpose Courts

PARTICIPATION LEVEL

Provide primarily as an unstructured recreation opportunity. Allow for some skills improvement or programmed use.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be anyone seeking recreation. Participation a function of weather, proximity, and convenience.

Activities: Provide as part of a multi-use activity area. Established rules and regulations would apply to scheduling requirements. Activity a function of programming. Provide for evening use. Basketball half-court games would be emphasized.

Facility: Apply spatial, environmental, and engineering considerations as required to provide a facility which would function at all times during year and for all age groups. Facility equipment by District. Develop to youth regulation play requirements.

Support: Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Although paved, courts should contribute to park open space. Color and texture to be utilized in materials and equipment to blend in with park character.

3. Childrens and Tots Play Areas

PARTICIPATION LEVEL

Provide for unstructured and vicarious recreation opportunity.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be any adolescent seeking recreation. Participation is essentially a function of proximity, convenience, and, to a lesser degree, weather.

Activities: Provide facility highly developed to ensure a substantial play experience. Rules, regulations would not be a special consideration. Activity would occur primarily in daylight hours.

Facility: Spatial, environmental, and engineering requirements would be considered to provide a facility which could accommodate participants in large numbers at one time and still not detract from recreation experience. Area, containment, drainage, visibility, are all important considerations. Provide for separation between younger and older participants. Provide for spectators to participate either as watching for enjoyment or for caution.

Support: Play equipment provided by District.

Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Facility would need to be visible both from within and out. Materials and color need to be integral with park character.

A. Picnic Facilities

PARTICIPATION LEVEL

Unstructured.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users would be any neighborhood resident. Participation rates a function of availability, proximity, and weather.

Activities: Provide for informal, unstructured, casual, simple individual or small group activity. No special rules would apply. Activity would occur with frequency, in low volume, and for periods of low duration. Use could occur all year, though use would increase with compatible weather, and in daylight hours.

Facility: Facility will need to accommodate small numbers of people at one time. Some protection from weather should occur. Configuration, orientation, and containment a function of adjacent uses. Picnic equipment provided by District. No food preparation provisions available.

Support: No special maintenance, programming, or operations requirements will exist. Circulation and access is function of adjacent park facilities. Drinking water, waste water, and solid waste utilities are necessary.

AESTHETIC CONSIDERATIONS

Provide facility which integrates and opens itself into park whole. Trees, turf, facility materials are all important considerations.

5. Gametables and Horseshoes

PARTICIPATION LEVEL

Essentially unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Spontaneity important. Users could be any park District patron although target group is seniors. Participation would be a function of availability, convenience, proximity, and weather.

Activities: Provide for daytime use. Provide for some scheduling and reservation requirements. Provide for individual as well as small group activity.

Facility: Provide spatial, environmental, and engineering considerations to ensure a facility which functions well under moderate to heavy use and recuperates rapidly from use, maintenance, and weather.

Support: Facility equipment provided by District.

AESTHETIC CONSIDERATIONS

Facility to integrate well into park whole. Should not be contained, but visible. Should appear as part of open space.

6. Jogging Path

PARTICIPATION LEVEL

Entry-level, skills-improvement, programmed, competitive, and unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for users of all ages and experience levels. Participation a function of proximity and convenience.

Activities: Provide for programmed classes and competition opportunities as well as spontaneous use. Activity would occur essentially in daylight.

Function: Provide spatial, environmental, and engineering requirements as necessary to ensure potential high use of low to moderate volume for long duration. Use could occur all year long. Width, length, and surface treatment critical.

Support: Incorporate marathon finish area into facility.

AESTHETIC CONSIDERATIONS

Facility should be integral with park yet not highly visible.

7. Arboretum / Horticultural Garden

PARTICIPATION LEVEL

Primarily unstructured but with some programmed use.

EXPERIENCE/DEVELOPMENT NORM

Modified basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be any individual seeking arboretum experience. Participation rates would be a function of weather, seasons, convenience.

Activities: Experience would be passive, casual, informal, and simple. On occasion, small groups may participate in a horticulture identification program, otherwise experience would be unstructured also. Activity would occur primarily in the daylight. Low volume of long duration, high frequency.

Facility: Special area, environmental, and engineering processes would be utilized to address size, configuration, orientation, containment, land, water, vegetation, climate, wildlife, soil, drainage, surface, and gradient requirements.

Support: Special maintenance of moderate to high frequency would need to occur.

AESTHETIC CONSIDERATIONS

The facility would be a fundamental part of park character and other amenities and open space.

C. General Considerations for Both Recreation and Support Facilities

FUNCTIONAL CHARACTERISTICS

- Park shelters to be small, multi-use, lighted, and with electric outlets.
- Childrens play areas to be: wood, expandible, quality, properly designed.
- Keep tot play areas separate from childrens play areas.
- Do not use sand in play areas.
- Include practice and play walls at court games.
- Provide lots of open lawn areas for informal play.
- Provide adequate bike circulation and accessible, simple, covered parking.
- Provide bicycle access to community.
- Provide pedestrian access to neighborhoods.
- Provide adequate internal park access and circulation.
- Provide accessible facilities.
- Provide adequate parking.
- Walkways should be paved.
- Provide many seating opportunities at parks.
- Provide covered, anchored, picnic facilities with paved ground surfaces.
- Provide vandal resistant facilities.
- Provide storage for recreation equipment.
- Avoid maintenance problems.
- Provide turf facilities which drain and are essentially all weather.
- Remember health, safety, and emergency provisions.
- Provide lighting for security as well as night time activity use.
- Park signage to be visible, comprehensive, integral, informative.

AESTHETIC CONSIDERATIONS

- Irrigate parks.
- Light parks.
- Drain parks.
- Integrate nature into parks.
- Forests in parks.
- Lots of big trees in parks.
- Flowers in parks.
- Year round color in parks.
- Lots of lawn in parks - open meadow - neighborhood green.
- Art in parks.
- Parks should be visible to community.

SPECIAL CONSIDERATIONS

- Provide for state-of-the-art recreation facilities.
- Provide for quality up front to save maintenance later.
- Provide for substantial and memorable recreation experiences.
- Provide for maximum opportunity for quality recreation experiences.
- Provide innovative design solutions for recreation facilities.
- Provide recreation facilities which set the standard and are models for civic image and pride.
- Provide recreation facilities which exude timelessness and permanence.

D. Area (Spatial) Summary

Recreation Facilities	243,200 sf
Parking	<u>10,400</u>
Total Area Required	253,600 sf (5.8 Acres)
Total Area Available	270,000 sf (6.2 Acres)

E. Area (Spatial) Diagrams

(See Thurston Community Park)

II. Facility Conception

A. Nature of Use

The serene, pastoral character of the park is designed to primarily encourage passive park use and activity. Strolling along the periphery of the open meadow and under the canopy of the arboretum's deciduous woodland will be the park's major activity. In addition the open meadowland will allow for a number of informal or unstructured park activities including kite flying, frisbee tossing, playing catch and sunning. Vicarious enjoyment of these major activities as well as secluded places to sit, read, people watch, and play board games will also be of major importance. Picnic facilities will be developed for both individuals and groups. Subordinate to these major uses will be more typical neighborhood activities designed for tot play, childrens play, horseshoes, and court games.

B. Character of Facility

The theme unifying this park's design and development is one of a rural deciduous woodland in the setting of a softly undulating grassy meadowland. The deciduous woodland will actually be an arboretum of carefully chosen and picturesquely composed trees selected for their qualities of spring greening and flowering, summer shade patterns, fall coloring and winter branching patterns. The grassy meadowland will extend under the cover of the deciduous trees thus maintaining a very open feel throughout the park. Grassy swales heavily planted with spring and fall bulbs, sedges, and rushes will meander along the edge between the deciduous canopy of the woodland and the open meadow and will terminate in a marsh-like, bog garden.

Page School Neighborhood Park

Page School Neighborhood Park

I. Program Objectives & Activity Conception

A. Facility Determination

RECREATION FACILITIES

Softball Diamond
Multipurpose Fields
Open Play Areas
Multipurpose Courts
Tennis Courts
Childrens Play Area

Tot Play Area
Picnic Facilities
Game Tables
Jogging Path
Nature Interpretive Walk

SUPPORT FACILITIES

Park Shelter
Recreation Equipment Provisions
Parking
Bike Parking
Pay Phone
Bulletin Kiosk
Signage Provisions
Irrigation

Drinking Water
Potable Water Supply
Sanitary and Waste Water System
Storm Water System
Solid Waste System
Power and Lighting System
Health, Safety, and Emergency Provisions

1. Softball Diamonds

PARTICIPATION LEVEL

Primarily unstructured but should allow for skills-improvement and programmed level participation also.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for any District patron. Children may use as apart of school programs. Participation is a function of weather,

proximity, convenience, availability, scheduling.

Activities: Provide as an unstructured activity for neighborhood use. Some District program and School program activity will occur. Priority is school use, neighborhood use, District skills improvement use, and lastly District programmed use. Activity periods would be essentially all year long but in daylight only.

Facility: Provide facility meeting the spatial, environmental, and engineering requirements of a regulation facility. All but personal equipment would be provided by District. Spectator seating would be minimal.

Support: Access to facility is not regulated or controlled. No special maintenance activity would need occur.

AESTHETIC CONSIDERATIONS

Facility should appear as an integral part of park open space.

2. Multipurpose Fields

PARTICIPATION LEVEL

For unstructured, skills-improvement and programmed use.

EXPERIENCE/DEVELOPMENT NORM

Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation opportunity at minimum level of development. Users could be any District patron. Participation a function of District youth programs.

Activities: Allow as a multi-use area shared with other activities. Established rules or regulations and activity period a consideration only when District using as a skills-improvement or programmed facility.

Facility: Control of outside distractions or access not a consideration. Spatial (environmental, or engineering) requirements only as necessary to provide a youth play facility. Some equipment provided by District.

Support: Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

This facility is to contribute to the general park open space.

3. Open Play Areas

PARTICIPATION LEVEL

Unstructured.

EXPERIENCE/DEVELOPMENT NORM

Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for basic recreation at minimum level of development. Users could be anyone seeking recreation activity. Participation a function of weather, proximity, and convenience.

Activities: Allow as a multi-use area shared with other needs. No special established rules or regulations apply to use. Activity period is a function of weather and desire.

Facility: No special spatial, environmental, or engineering requirements. Equipment provided by users.

Support: Special maintenance or other support activity not a consideration.

AESTHETIC CONSIDERATIONS

Facility to be a fundamental part of park open space. Trees, turf, and other plant material may be incorporated as desired.

4. Multipurpose Courts

PARTICIPATION LEVEL

Provide primarily as an unstructured recreation opportunity. Allow for some skills improvement or programmed use.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be anyone seeking recreation. Participation a function of weather, proximity, and convenience.

Activities: Provide as part of a multi-use activity area. Established rules and regulations would apply to scheduling requirements. Activity a function of programming. Provide for evening use. Basketball half-court opportunities would be emphasized.

Facility: Apply spatial, environmental, and engineering considerations as required to provide a facility which would function at all times during year and for all age groups. Facility equipment by District. Develop to youth regulation play requirements.

Support: Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Although paved, courts should contribute to park open space. Color and texture to be utilized in materials and equipment to blend in with park character.

5. Tennis Courts

(This is an existing facility. It is relatively new and needs no alteration.)

6. Childrens and Tots Play Areas

PARTICIPATION LEVEL

Provide for unstructured and vicarious recreation opportunity.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be any adolescent seeking recreation. Participation is essentially a function of proximity, convenience, and, to a lesser degree, weather.

Activities: Provide facility highly developed to ensure a substantial play experience. Rules, regulations would not be a special consideration. Activity would occur primarily in daylight hours.

Facility: Spatial, environmental and engineering requirements would be considered to provide a facility which could accomodate participants in large numbers at one time and still not detract from recreation experience. Area, containment, drainage, visibility, are all important considerations. Provide for separation between younger and older participants. Provide for spectators to participate either as watching for enjoyment or for caution.

Support: Play equipment provided by District.

Regular maintenance is required.

AESTHETIC CONSIDERATIONS

Facility would need to be visible both from within and out. Materials and color need to be integral with park character.

7. Picnic Facilities

PARTICIPATION LEVEL

Unstructured.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users would be any neighborhood resident. Participation rates a function of availability, proximity, and weather.

Activities: Provide for informal, unstructured, casual, simple individual or small group activity. No special rules would apply. Activity would occur with frequency, in low volume, and for persons of long duration. Use could occur all year, though use would increase with compatible weather, and in daylight hours.

Facility: Facility will need to accomodate small numbers of people at one time. Some protection from weather should occur. Configuration, orientation, and containment a function of adjacent uses. Picnic equipment provided by District. No food preparation provisions available.

Support: No special maintenance, programming, or operations requirements will exist. Circulation and access is function of adjacent park facilities. Drinking water, waste water, and solid waste utilities are necessary.

AESTHETIC CONSIDERATIONS

Provide facility which integrates and opens itself into park whole. Trees, turf, facility materials are all important considerations.

8. Gametables

PARTICIPATION LEVEL

Essentially unstructured.

EXPERIENCE/DEVELOPMENT NORMS

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Spontaneity important. Users could be any park District patron although target group is seniors. Participation would be a function of availability, convenience, proximity, and weather.

Activities: Provide for daytime use. Provide for some scheduling and reservation requirements. Provide for individual as well as small group activity.

Facility: Provide spatial, environmental, and engineering considerations to ensure a facility which functions well under moderate to heavy use and recuperates rapidly from use, maintenance, and weather.

Support: Facility equipment provided by District.

AESTHETIC CONSIDERATIONS

Facility to integrate well into park whole. Should not be contained, but visible. Should appear as part of open space.

9. Jogging Path

PARTICIPATION LEVEL

Entry-level, skills-improvement, programmed, competitive, and unstructured.

EXPERIENCE/DEVELOPMENT NORM

Intermediate.

FUNCTIONAL CHARACTERISTICS

Participants: Provide for users of all ages and experience levels. Participation a function of proximity, convenience.

Activities: Provide for programmed classes and competition opportunities as well as spontaneous use. Activity would occur essentially in daylight.

Facility: Provide spatial, environmental, and engineering requirements as necessary to ensure potential high use of low to moderate volume for long duration. Use could occur all year long. Width, length, and surface treatment critical.

Support: Incorporate marathon finish area into facility.

AESTHETIC CONSIDERATIONS

Facility should be integral with park yet not highly visible.

10. Nature Interpretive Walk

PARTICIPATION LEVEL

Primarily unstructured but with some programmed use.

EXPERIENCE/DEVELOPMENT NORM

Modified Basic.

FUNCTIONAL CHARACTERISTICS

Participants: Users could be any individual seeking plant community experience. Participation rates would be a function of weather, seasons, convenience.

Activities: Experience would be passive, casual, informal, and simple. On occasion, small groups may participate in a plant community identification program, otherwise experience would be unstructured also. Activity would occur primarily in the daylight. Low volume of long duration, high frequency.

Facility: Special area, environmental, and engineering processes would be utilized to address size, configuration, orientation, containment, land, water, vegetation, climate, wildlife, soil, drainage, surface, and gradient requirements.

Support: Special maintenance of moderate to high frequency would need to occur.

AESTHETIC CONSIDERATIONS

This facility would be a fundamental part of park character and compliment other amenities and open space.

C. General Considerations for Both Recreation and Support Facilities

FUNCTIONAL CHARACTERISTICS

- Park shelters to be small, multi-use, lighted, and with electric outlets.
- Childrens play areas to be: wood, expandible, quality, properly designed.
- Keep tot play areas separate from childrens play areas.
- Do not use sand in play areas.
- Include practice and play walls at court games.
- Provide lots of open lawn areas for informal play.
- Provide adequate bike circulation and accessible, simple, covered parking.
- Provide bicycle access to community.
- Provide pedestrian access to neighborhoods.
- Provide adequate internal park access and circulation.
- Provide accessible facilities.
- Provide adequate parking.
- Walkways should be paved.
- Provide many seating opportunities at parks.
- Provide covered, anchored, picnic facilities with paved ground surfaces.
- Provide vandal resistant facilities.
- Provide storage for recreation equipment.
- Avoid maintenance problems.
- Provide turf facilities which drain and are essentially all weather.
- Remember health, safety, and emergency provisions.
- Provide lighting for security as well as night time activity use.
- Park signage to be visible, comprehensive, integral, informative.

AESTHETIC CONSIDERATIONS

- Irrigate parks.
- Light parks

- Drain parks.
- Integrate nature into parks.
- Forests in parks.
- Lots of big trees in parks.
- Flowers in parks.
- Year round color in parks.
- Lots of lawn in parks - open meadow - neighborhood green.
- Art in parks.
- Parks should be visible to community.

SPECIAL CONSIDERATIONS

- Provide for state-of-the-art recreation facilities.
- Provide for quality up front to save maintenance later.
- Provide for substantial and memorable recreation experiences.
- Provide for maximum opportunity for quality recreation experiences.
- Provide innovative design solutions for recreation facilities.
- Provide recreation facilities which set the standard and are models for civic image and pride.
- Provide recreation facilities which exude timelessness and permanence.
- Provide for compatible shared use of facility between school and District users.

D. Area (Spatial) Summary

Recreation Facilities	430,800 sf
Parking	<u>10,400</u>
Total Area Required	441,200 sf (10.1 Acres)
Total Area Available	460,000 sf (10.6 Acres)

E. Area (Spatial) Diagrams

(See Thurston Community Park)

II. Facility Conception

A. Nature of Use

Anticipated uses for the school park are primarily intensive activities, many of them structured and directed at athletic skill learning and improvement. The multiple-use characteristics of the park will also provide for more passive school park uses but the variety of athletic facilities to be provided will encourage intensive activities for a wide range of age groups and users.

Multipurpose athletic field will facilitate youth soccer and football. The regulation softball field will allow both youth and adult play. Lighted tennis and multipurpose courts will provide for extended hours of use. More typical neighborhood park facilities will include soft surfaced tot and childrens play areas emphasizing major skill coordination and large muscle development as well as socialization skills. The park shelter will not only provide for sitting and picnicking but will also create a sheltered open area for structured school recreation activities during the rainy season.

B. Character of Facility

The character to be established here is one of a unified school park composed primarily of high quality athletic facilities and well drained athletic fields enclosed by tree belts and masses growing on rolling grass berms.

Trees will also be used to further separate the lush green athletic fields from other soft or hard surfaced areas designed for a variety of different school or park activities. A major focus in developing the school park's character will be to subtly separate school and park users and activities while the elementary school is in session yet still allow for use of the entire school park by all types of users when the school is not in session.

The enclosure provided by the tree belts and masses and rolling grass berms will also serve to buffer or screen views of adjoining land uses while creating visual connections between the school park and the forested hillsides that surround the community on three sides.

Appendix

4 January 1983

WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)

PARK FACILITY DESIGN INPUT SESSION #1
WILLAMALANE SENIOR ADULT ACTIVITY CENTER
7:30 PM

ORIENTATION

This first input session is designed to initiate active participation by citizens in the identification of recreation demands. We will be documenting all input for utilization in creating park facility programs.

To accomplish this, each of you will be encouraged to verbalize your own idea(s) about what should occur at each park site (or at park sites in general). Your ideas, comments, statements, etc. will be written down and posted on a large, wall sized, matrix. At the end of the session, the input will be collected by the consultants for use in identifying possible park facility content.

You are encouraged to speak out at this session. Your prejudices and biases are allowed. We will encourage you to speak from your particular point of view; be it as a participant in organized athletics; as a neighbor concerned about noise, traffic, or lights at night; as an individual interested in passive open space; or as a taxpayer worried about utilization of your dollars; etc.

As it is our concern to assist in park facility design, we request only that you keep park facilities in mind while speaking. We will not be discussing or taking input concerning services, programs, or schedules. Your statement, for example, that a particular program ought to be offered more often or at a different time will not assist us in facility design. However, stating that a particular program ought to be offered at a particular park site and in a particular manner will help and we will be able to use that comment in our work. Similarly, input concerning buildings or building design will not be of much help. But, comments about whether a particular building, building use, or building type is needed at a particular park is useful. For example, it is beyond the scope of our topic to say a building should have a double door air lock entry, but if you think we need a community center somewhere we want to know it.

BACKGROUND DATA

Enclosed you will find four pieces of background information.

The first identifies the seven specific park sites which have been identified for facility development during the next five years. Of those, three sites have been previously programmed and have had initial schematic designs prepared. Those

three are in the design refinement phase and will not be a part of this input session. They will, however, be included in later design discussions.

The second piece of information is a collection of excerpts from the District's Comprehensive Plan. This data includes park classifications, recreation inventory, recreation needs, and park standards. If you are not already familiar with this data, we ask that you review this work prior to the input session.

A way in which to utilize this information is to apply a formula to any input which you may have. The formula is as follows:

A site + its classification + the park and recreation standards for that classification = an idealized Facility Program.

The third piece of information is a glossary of "Park and Recreation Facility Design" terms. This vocabulary is a familiar one to those involved in Facility Design. We ask that you review this prior to the input session and hope that you utilize it to your benefit throughout the WRAP process.

And lastly, we have enclosed a Generic Checklist of Park Facility Components. This is a list of criteria which is frequently utilized during a typical facility design process. We have included this list hoping to assist you in thinking about your new park facilities. Any input you have which falls within any of this criteria would be of benefit in creating our park facility programs.

4 January 1983

WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)

FACILITIES PROGRAMMED FOR DEVELOPMENT
FIRST 5 YEAR SEGMENT OF ACTION PLAN

<u>FACILITY SITE</u>	<u>CLASSIFICATION</u>
<u>A. PROGRAM DEVELOPMENT PHASE</u>	
1. 42ND STREET PARK	Neighborhood
2. PAGE SCHOOL PARK	Neighborhood
3. THURSTON (AQUATICS CENTER) COMMUNITY PARK	Community
4. WILLAMALANE COMMUNITY PARK	Community
<u>B. DESIGN REFINEMENT PHASE</u>	
1. 58TH STREET PARK	Neighborhood
2. BOB ARTZ MEMORIAL ATHLETIC PARK	Community
3. ISLAND PARK	Metropolitan

4 January 1983

WILLAMALANE PARK AND RECREATION DISTRICT RECOVERY ACTION PLAN (WRAP)

GLOSSARY PARK FACILITY DESIGN TERMS

(RECOVERY) ACTION PLAN - A document which identifies and analyzes the recreation needs of a community and presents a plan for action to meet those identified needs. The document must also identify how the system will be revitalized, operated, serviced, and maintained.

(RECOVERY) ACTION PROGRAM - A documentation of the activities to be undertaken by a community to restore, upgrade, expand, and maintain its recreation system. Lists activities by priority. Includes costs, finance sources, agencies responsible, and implementation schedule.

AQUATICS CENTERS - Indoor swimming facilities capable of handling a multitude of programming needs including instructive, therapeutic, competitive, and general swimming needs. Facilities may include wading, training, therapy, and diving areas as well as having the capability of functioning as either 25 or 50 meter competitive swimming areas.

ARCHERY RANGE - Improved facilities for archery competition and practice. May include both target areas as well as field course.

BASEBALL DIAMONDS - 90' diamonds and fields of sufficient dimension and development to handle competitive/league play.

BASKETBALL HALF COURTS - Facilities for practice or informal play not suitable for league or competitive play.

BICYCLE MOTOCROSS AREAS - Outdoor tracks and auxiliary facilities including sanitary facilities and parking suitable for competition and practice.

BIKE PATH - A designated route for bicycle mode of transit. Either recreational or utilitarian. Either paved and improved or partially not. Either special, separate facility or shared with other element.

BOAT RAMPS - Hard paved launching facilities for small boats, rafts, kayaks, and canoes adjacent to bodies of moving or standing water. Areas should include parking and sanitary facilities.

BUFFER - Physical separation between elements, activities, places, spaces.

CAMPING FACILITIES - Areas suitable for both tent camping and separate areas for the use of mobile homes, trailers, and pickup-campers.

CAPITAL IMPROVEMENT BUDGET - That part of the total district budget earmarked specifically for land acquisition and development of facilities.

CAPITAL IMPROVEMENT PLAN - A document outlining a plan for action towards providing physical facilities.

CHARACTER - Refers to the aggregate of distinctive or distinguishable qualities which identify or describe a place.

CHILDREN'S PLAY AREAS - Areas including play structures or apparatus suitable for children ages 7-12.

CLASSIFICATION - Refers to the designation of a set of development, utilization, content standards to a particular site in the Willamalane Park and Recreation District planning process. (i.e. the 42nd Street site is classified as a neighborhood park. The neighborhood park classification carries with it a pre-determined set of standards which are used as a criteria screen in developing a facility program).

COMMUNITY CENTERS - Indoor facilities for the leisure and recreation needs of a large portion of the District's population. Facilities might include a gymnasium, meeting rooms, shops, cooking facilities, classrooms, restrooms, and offices.

COMMUNITY GARDENS - Large plots of arable land (with irrigation facilities) available for a fee to District residents for use as individual vegetable garden plots.

COMMUNITY PARK - Serves surrounding metropolitan residents (usually a number of neighborhoods) with a variety of specialized recreational facilities and programs such as aquatics, tennis, cultural arts, organized sports and league play.

COMPATIBILITY - In planning and design; adjacent elements, components, activities, uses, events, and facilities which do not cause any problems or conflicts.

COMPREHENSIVE PLAN - The document which inventories and evaluates existing recreation opportunities in a District, identifies recreation needs, explores options available to meet that need, develops a strategy and makes recommendations towards realizing the use needs.

CONCEPTUAL DESIGN - A cycle in a typical design phase which establishes the basic locational relationships of the facility components for a particular site.

CONSTRAINT - In the design process; refers to limitations or restrictions placed upon freely implementing a facility program.

CRITERIA SCREEN - A set of design or service issues which are utilized to check (critique, rate) the value, quality, usefulness, practicality, etc. of a particular design element or design solution.

CULTURAL AREA OR SITE - An area with important manmade improvements for specific use(s), a recognized area or site of cultural importance.

CULTURAL ENVIRONMENT - The set of factors which has influence on an event, experience, or place and which are of humanoid or social origin.

DEMAND - A seeking or state of being sought after, urgent need.

DRAINAGEWAY - A natural or manmade channel through which water flows.

ECONOMIC ENVIRONMENT - Similar to cultural environment but which is of a budgetary or fiscal origin.

ENDORSEMENT - The action of accepting, adopting, or approving something.

EQUESTRIAN FACILITIES - Areas including stables or boarding facilities, riding rings and riding trails.

EXPOSURE - (1) A condition or an instance of being exposed (as in the condition of being exposed to the elements) or (2) A position with respect to the points of the compass or to climate or weather conditions.

EXPRESSED NEEDS - The vocalization, or externalization, of a set of desires based on the identification of a set of shortcomings. The request to provide more regulation softball facilities because there are not enough to go around is an expressed need.

FACILITY - (1) Something that promotes the ease of an action, operation, or course of conduct, or (2) Something that is built, installed or established to serve a particular purpose.

FINDING - Factual statement resulting from investigations, analysis, or observation.

FISHING ACCESS - Lands open to the public adjacent to bodies of moving or standing water where recreational fishing opportunities exist.

FITNESS COURSE - Courses that combine jogging trails or paths with specific areas equipped with exercise apparatus.

FLOOD PLAIN - Land which would be inundated or submerged by a particular volume of water.

FOOTBALL/SOCCER FIELDS - Fields of sufficient dimension, development, and maintenance to facilitate competitive or league play.

FRAMEWORK - In design; refers to the establishment of the working relationships necessary for preparing documents.

GOAL - Broad statement of philosophy that describes the hopes of the people of the district or community for the future of the district or community. A goal may never be completely attainable but is used as a point to strive for.

GUIDELINE - A reference to, or outline of, a particular policy or objective. Frequently a "Rule Book" companion to a strategy.

"H.C.R.S." (HCRS) - "Heritage Conservation and Recreation Service". A non-land managing agency within the Department of the Interior responsible for identifying, protecting, and ensuring the beneficial use of our important cultural, natural, and recreational resources.

HABITAT - The place or type of site where a plant or animal naturally or normally lives and grows.

HISTORIC AREAS - Areas including structures and specific landscape features that have historic resource value to the general public.

HORSESHOE FACILITIES - Areas at times separated by fences including all permanent facilities necessary for the play of horseshoes.

IMPACT ASSESSMENT - The process of evaluating implementation recommendations by assessing their effect on the system.

IMPLEMENTATION - Refers to the phase in the design process where the documented decisions are actualized.

IMPLICATIONS - The implied result of allowing a certain condition to continue or a certain action to occur. All findings or conclusions of an evaluation process have implications.

"INTERFACE CONSTRUCTION" - Refers to the influence that the locational relationship of two or more physical elements have upon construction methods or design decisions.

INVENTORY - In planning; refers to a set of existing elements, parts, etc.

ISSUE - A statement of contrasting, but valid, views requiring resolution. Usually relating to implications of conclusions drawn from evaluating a recreation system inventory.

JOGGING PATHS - Path systems usually with soft surfaces, such as bark, suitable for recreational running. Jogging paths may be combined with bike paths, fitness courses, or other.

LCDC - Land Conservation and Development Commission, State of Oregon.

LCOG - Lane Council of Governments, Lane County, Oregon.

LEISURE - Freedom provided by the cessation of required activities, particularly time free from work or duties.

LIGHTS - Two different kinds of lighting are included in park areas. Lighting for safety and lighting of facilities for evening use.

MODE - A particular form or variety of something as in mode of transportation (bicycle, bus, car, train, plane, etc.).

MULTI-PURPOSE COURTS - Three-wall, outdoor facilities suitable for use in the play of paddleball, handball, raquetball, and the practice of tennis.

MULTI-PURPOSE FIELDS - Large, flat, turfed areas suitable for the practice or informal play of field games. These fields are generally of insufficient proportions, levels of development, or maintenance to be suitable for competitive or league play.

MULTI-PURPOSE LAWNS - Fenced, well drained, highly maintained lawn areas suitable for croquet, lawn bowling, bocci ball or other similar lawn games.

MULTI-USE - A place or building that has the capacity to simultaneously facilitate different uses or that is capable of adapting to different uses at different times.

NATURAL AREAS - Preserved areas incorporating a valuable natural resource such as significant vegetation, wildlife habitat, unique geologic features, etc.

NATURAL RESOURCE - A material, condition, capacity or source of something supplied by nature.

NEEDS ASSESSMENT - A process wherein a recreation system discovers, documents, and explores the Community's recreation needs. Looks at physical, service, organization, administration, financing needs. Draws conclusions, identifies implications, documents issues. In the HCRS process, a needs assessment includes: inventory, evaluation, conclusions, implications, issues.

NEIGHBORHOOD - A readily identifiable area with people living in close proximity and sharing similar living or environmental conditions.

NEIGHBORHOOD CENTERS - Indoor facilities including meeting, classroom, or craft spaces in addition to restrooms suited to meet the leisure program needs of a specific neighborhood area.

NEIGHBORHOOD PARK - A park designed for and shared by people of a particular neighborhood.

NET NEED - The aggregate needs for parks, facilities, or programs in a particular neighborhood or service area.

NRPA - National Recreation and Park Association, Washington, D.C.

OBJECTIVE - An attainable target that the community attempts to reach in striving to meet a goal. An objective may also be considered an intermediate point that will help fulfill the overall goal. Frequently identified as a particular route to take towards reaching the goal.

OPEN PLAY AREAS - Turfed areas of irregular proportions that are suitable for general or informal recreational play. These areas have more varied topography than multi-purpose fields and may be interspersed with landscape plantings such as shrub beds or occasional trees.

OPEN SPACE - Vacant lands or lands used for agricultural or forest purposes or lands that conserve, enhance or preserve natural or scenic resources, or have some recreation potential

OPERATING BUDGET - That part of the total district budget that is specifically earmarked for administration, maintenance, or program facilitation.

OPERATIONS - Refers to the events related to services delivery and management activities within an organization.

OPPORTUNITY - In the design process; refers to an option which is available to explore or utilize in the act of creating a set of decisions.

ORIENTATION - In the planning process; refers to the actions relating to establishing a project framework.

PERCEPTUAL USER - One who uses a facility through indirect, absent, subconscious, separate, or imaginary activity. One who appreciates a park facility simply because its there or simply because they pass by it and see it in daily activities.

"PHASED CONSTRUCTION" - Refers to the influence that building (or implementing) only a portion of a facility has on construction methods or design decisions.

PHYSICAL ENVIRONMENT - Similar to cultural environment but which is of a natural or geotechnical origin.

PICNIC AREAS - Facilities for individuals or for groups. Individual areas may only include a table and benches. The addition of shelters allow for all-weather use. Group areas may include numerous tables and benches and may include a large shelter or permanent barbeque facilities.

POLICY - (1) A definite course or method of action selected among alternatives and in light of given conditions to guide and determine present and future decisions. (2) A high-level overall plan or decision embracing the general goals and acceptable procedures of a particular political body.

PRESERVATION - (1) To keep safe from injury, harm, or destruction, or (2) An area of restricted use for the protection and preservation of certain resources.

PRIORITY - Rating, rank, or position in relative precedence (as in importance or superiority).

PROCESS - A system or method by which conclusions are drawn or decisions are made.

PROGRAM - (1) In the planning and design processes; refers to the set of elements which are to be incorporated into the facility (facility contents). (2) A structured plan of recreation or leisure activity under which action may be taken toward answering a recognized need or goal. (3) In recreation, refers to the delivery of a specific service.

PROGRAMMING - The first phase in the planning and design process. Wherein the product is a facilities program.

RECOMMENDATIONS - The set of specific decisions as to the how, what, when, where, and why to implement the actions decided upon to satisfy a particular recreation need.

RECREATION CORRIDOR - Linear park or open space.

REGIONAL PARK - Serves the entire regional population and is designed to draw from a large or wide area incorporating facilities or programs that cannot be supplied at the smaller community or neighborhood parks.

REHABILITATION - The process of, or the planning for, the correcting of deficiencies in an existing facility.

RESEARCH (AND ANALYSIS) - In planning and design processes; the act of gathering background or additional data relating to a particular subject. Analysis is the utilization of the collected data in order to develop a clearer understanding of a particular subject.

RESTROOMS - Permanent developed structures incorporating sanitary facilities.

SCORP - Statewide Comprehensive Outdoor Recreation Plan, State of Oregon.

SCS - Soil Conservation Service, U.S. Department of Agriculture.

SCHEMATIC DESIGN - A cycle in a typical design phase which establishes the general size, shape, and location of all facility components. A master plan is one frequent result of the schematic design activity.

SENIOR CENTERS - Indoor (and outdoor) facilities specifically designed to meet the leisure and recreation needs of the senior adult population. Facilities may include meeting, class, shop, and game rooms as well as auditorium and dining spaces including kitchen facilities and restrooms. A senior is a person over 55 years of age.

SERVICES - The items, elements, activities which are delivered or made available, to an entity's constituents. The delivery of recreation opportunities in a recreation district.

SHOOTING RANGE - An area for practice and competitive use of firearms. Area may include both field and target ranges.

SOFTBALL DIAMONDS - 60 foot diamonds with fields of sufficient dimension, development, and maintenance to be suitable for programming of both youth competitive hardball and softball as well as adult league softball.

SOIL PERCOLATION - The action, or ability, of soil to absorb, handle, move, store, dispose, or deposit water.

SPECIAL PARK - A park, open space, or facility incorporating or taking advantage of a unique recreational opportunity, (i.e. recreation corridors, trail or bikeway systems along millrace or drainageways, living history park, etc.), or serving special interests or interest groups (i.e. golf course).

SPECIALIZED RECREATION - A program designed to the specific or specialized needs of its participants. (i.e. physically or emotionally handicapped).

STANDARD - A value, model, characteristic, quantity or dimension held in common by similar entities.

STORM DRAINAGE - The action of collecting, handling, moving, storing, dispersing, or depositing water which is present in a site due to weather, irrigation, or maintenance activities and is not containing anything which would be a danger to health, safety, and welfare of public.

STRATEGY - Details about 'how to' go about something. In recreation, a strategy would be about how to proceed in selecting a particular course of action for delivering services or achieving an objective.

STRATEGY DEVELOPMENT - The generation of goals, objectives, and possible choices for action, which result in the identification of a particular strategy. In the HCRS process: Strategy development follows needs assessment and leads to the making of implementation recommendations.

SYNTHESIS - In the design process; the act of utilizing what was learned during the research and analysis mode in order to generate possible solutions of, and to document particular actions towards, implementing a facility program.

TENNIS COURTS - Facilities of standard dimensions, and singular use for the instruction and play of tennis.

'U.P.A.R.R.' (UPARR) - 'Urban Park and Recreation Recovery'. A 5-year, \$725 million program for park and recreation rehabilitation and innovation efforts. Administered by HCRS and intended to assist communities with improving the delivery of recreation services.

UNDERDEVELOPED LAND - Lands which have not been developed to attain their maximum utilization or highest and best use.

UNDEVELOPED LAND - Complete tax lots that are vacant, used for forestry, or used for agricultural purposes.

'UNIT CONSTRUCTION' - Refers to individual elements or materials in discussions concerning construction methods or design decisions, free from influence of adjacent elements or implementation schedules.

VISTA - A distant view through or along an avenue or opening.

WATERCOURSE - A natural or manmade channel through which water flows.

WATERSHED - A region or area measured from ridgeline to ridgeline bounded peripherally by a water parting and draining ultimately to a particular watercourse or body of water.

ZONE - A region or area set off as distinct from surrounding or adjoining parts.

3. Ease of Vehicular Access: Approach
Turning Lanes
Visibility
Signage
4. Pedestrian Access: How Much
After Hours
Internal Circulation
Connection to Context
5. Acclimitization: Seasonal Sheltered
Year-Round Heated
Protected
Open
Artificial Lighting

DEVELOPMENT

1. Nature of Facility (Physical Development Norms): Intensive Passive
Fully Developed N'hood Use
Organized Commun. Use
2. Character of Facility (Experiential Norms): Open Urban Residential
Enclosed Natural Friendly
Pastoral N'hood
3. Appearance of Facility: Low Budget Temporary
Finished Timelessness
Permanence
4. Maintenance of Facility: Easy
Low
Convenient
Irrigated
Yes/No
5. Materials Utilized: Hard Colorful Cheap
Soft Subtle Permanent
Native Natural Timelessness
6. Health, Safety, & Welfare: Lighting Telephone
Locking Regulated
Monitored Visible
First Aid Emergency Access

FACILITIES

1. Users: Tots Adult Community
Youth Senior Individuals
Teen Neighborhood Groups
2. User Intensity: Active
Passive

3. User Types: Organized School Programs
 Competitive Handicapped
 General Recreation Civic Organizations
 Learners Clubs
4. Activities: Tot Lots Multipurpose Courts Camping
 Play Areas Volleyball Archery
 Picnic Tennis Vegetable Gardens
 Open Play Softball Equestrian Areas
 Horseshoes Baseball Jogging/Fitness Courses
 Multipurpose Lawns Football Outdoor Theater
 Bike Paths Soccer Indoor Recreation
 Hiking Trails Multipurpose Fields Outdoor Education Programs
 Natural Areas Fishing
 Basketball Courts Boating/Canoeing
5. Support Services: Restrooms Scoring System
 Drinking Water Staff Office
 Lighting System Food/Vending Service
 Storm Drainage Public Telephone
 Park Office Community Center
 Available Play Equipment Neighborhood Center
 Maintenance Building/Storage Park Shelter
 Signs & Graphics Refuse Disposal
 Sound System
6. Special Features: Surface Water Seasonal Color/Flowers
 Fountains Botanical Gardens
 Wading Pools Arboretum
 Trees/Forested Wildlife Supportive
 Plazas/Courtyards

18 JANUARY 1983

TO: PARKS SUBCOMMITTEE, WILLAMALANE PARK AND RECREATION DISTRICT STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)

EVENT: PARK FACILITY DESIGN INPUT SESSION #2
WILLAMALANE SENIOR ADULT ACTIVITY CENTER
MAIN MEETING ROOM
7:30 PM

I. INTRODUCTION

A. TONIGHT'S GOAL

This second input session is designed to facilitate the continued participation of citizens in the formulation of park facility programs. At tonight's session we will review

1. The synthesis of earlier input sessions;
2. The compatibility of facility input with recreation standards and site constraints; and
3. The preliminary suitability of facility input for a particular park site.

The goal of tonight's session is to arrive at a common understanding of this "Preliminary Input Suitability" and to leave here in general agreement with the ranking of the input that the preliminary suitability implies. A bonus for tonight would be to actually filter out some of the obviously unsuitable input and to thereby generate a "Preliminary Facility Content List" for each of the four park sites under construction.

B. WHAT HAS HAPPENED SINCE OUR LAST SESSION

1. Categorical Sieve

We began by reviewing the input received from the two earlier sessions. From this initial look into the nature of the input, we saw that there was input relating to facility components (park parts) and input relating to design considerations (quality, aesthetics, etc.).

We knew

- a. that our task was to eventually arrive at a Facility Program for each park site and that a typical program document not only documented facility components but frequently discussed design considerations (both for each component and the facility as a whole);
- b. that we had before us both site-specific input and non-site-specific (generic) input; and
- c. that some (most) of the generic input could be applied to a specific site (or sites).

So we developed and employed a categorizing and synthesizing process, the results of which you see on the wall tonight. Essentially this Categorical Sieve identified:

- a. All specific input for each park site,
- b. All generic input which could appropriately be applied to each park site, and further identified.
- c. All input as being either primary, optional, or support facility components or functional or aesthetic considerations.

(The source of the input is explained below)

The breakdown of facility component input into primary, optional, or support categories was derived from the park standards found in WPRD's Comprehensive Plan. Input was considered a Functional Consideration if it related to the technical requirements of site activity. Input was considered an Aesthetic Consideration if it related to the experiential opportunities of site activity.

2. Recreation Analysis Sieve

Once we had this categorized input before us, we looked at it from the specific points of view of

- a. WPRD Standards for park and recreation facilities, and
- b. the WPRD Net Need for park and recreation facilities within the District by 1985.

We compared the facility component input received with these two points of view (POV) and sought to document this comparison by applying a value to each input statement based on its

- a. Conformance to park standards, and
- b. Anticipated need:

(The details of this valuation are explained below)

3. Site Analysis Sieve

Next, we looked at the input from the specific point of view of Site Accomodation. We compared the facility component input with a preliminary, survey level, analysis of the park site and its immediate context. We applied a value to each input statement based on the potential degree of difficulty in accomodating that facility at that site.

(See below for an explanation of this valuation.)

C. WHAT YOU SEE TONIGHT

1. The Cards

<u>COLOR</u>	<u>SOURCE OR MEANING</u>
White	Staff Input
Yellow	Subcommittee Input
Blue	Park Standards not identified in other input
Green	Questions relating to input
Pink	Input Categories

The underlined portions of the statement on a card refer to the category that that particular input card was applied to.

2. The Dots

You see on each input statement relating to facility components a green, yellow, or red dot. These dots were applied as a result of combining the valuations derived from the input comparisons to the standards, net needs, and site accommodations explained above. In detail, the input was valued as follows:

<u>PARK STANDARDS</u>	
Explicit Conformance	3
Implied Conformance	2
Remote Conformance	1
Non Conformance	0
<u>RECREATION NEEDS</u>	
100% + Additional Facilities	3
50% Additional Facilities	2
Some Additional Facilities	1
No Additional Facilities Needed	0
<u>SITE ACCOMODATION</u>	
No difficulty	3
Some difficulty	2
Lots of difficulty	1
Substantial difficulty	0

From these 3 points of view (or criteria) any input statement could have a theoretical value of 0 to 9. The attempt here is to begin to prioritize the input by ranking the statements according to their degree of suitability. We did not want to simply begin by subjectively throwing out input. We wanted to look at all of the input in order to start our program development process with as comprehensive an input base as possible. Therefore, we have not yet eliminated potential park site facility content. We have simply identified facility suitability as follows:

<u>FACILITY COMPONENT</u>	<u>VALUATION</u>	<u>DOT COLOR</u>
Highly Suitable	7-9	Green
Moderately Suitable	4-6	Yellow
Not Very Suitable	0-3	Red

3. What Does This Mean

Identifying preliminary suitability means we now have a way to go about evaluating the input. (Remember our overall goal is to arrive at a facility component (park parts) list which realistically could be incorporated into a Facility Program and, ultimately, a Facility Design.)

An examination into the suitability designation would tell us:

<u>SUITABILITY</u>	<u>MEANS</u>
High	Green light, no problems (yet), go for it
Moderate	Yellow light, some problems (probably solvable), think about it
Low	Red Light, substantial problems (very likely not solvable), don't do it

An examination into the theoretical range of valuation would tell us:

<u>VALUATION</u>	<u>MEANS</u>
0	Non conformance with park standards (input has been identified as a standard facility of a WPRD park of a different classification), <u>no real need</u> with District for additional facilities of this type, and some characteristic of the site or its immediate context prohibits use.
9	Explicitly stated as a standard for a park of that classification, is in <u>great need</u> for more, and can be accommodated with no measurable impact on site, context, etc.

Further, an examination into some possible situation would tell us:

A card could have a red dot (meaning drop it from consideration) and still be something in high demand or substantial need within the District (Needs Value of 3) but it might be some activity designated for a different park classification (Standards Value of 0) and be something which would: not fit physically on the site, be incompatible with neighborhood, or not be able to be serviced by utilities, etc. (Site Accommodation Value of 0).

II. FILTERING

What we intend to do now is review the suitability designations of each input statement. We will do this for each facility component in each park site. With this we intend to gather your reactions, thoughts, comments and hope to receive your general agreement with what has been done.

Secondly, we will look at each park site as a whole; review our current understanding of the site and review the implications of ranking, or prioritizing, the facility input when keeping in mind the generating of (as we stated earlier) a preliminary facility content list.

III. WRAP-UP

After a short (5 minutes) break to give you an opportunity to review, in detail, what is on the wall, we will discuss:

"What Happens Next"

18 January 1983

TO: PARKS SUBCOMMITTEE, WILLAMALANE PARK AND RECREATION DISTRICT STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
STAFF INPUT - PARK FACILITY DESIGN

The following staff input was received at a Facility Program Development Brainstorm Session held at Willamalane Senior Adult Activity Center on 8 December 1982 at 1:30 PM.

I. PARK FACILITIES

A. GENERIC (NON SITE-SPECIFIC) INPUT

Neighborhood Parks: Covered Area - over tables, cooking stuff
Visibility
Indoor Recreation Spaces - walls with 1 car garage
Security Lighting
Bollards - to restrict vehicles, set in concrete
Wheelchair Ramps
Education space for Preschool
Multipurpose park corridors - link parks
Indoor Theatre
Vehicle Access Park - with 1 on turf areas
Colors and lighting for appropriate psychological impacts
Raquetball - handball, squash
Bob Artz - might include community center
Wells for irrigation
Covered Tennis
Mud bowl - for kids
Off street parking
Place for remote control planes and cars
Vandal proof and winterized rest rooms
Observation Room - 1 way mirrors
Allow for adequate bike traffic
Solar heater fountain spray
Irrigation heads at grade
Covered bike racks
Manual switch to override lighting

Padded basketball poles
BMX Track for east side
Lawn bowling
Outdoor shuffleboard - near Senior Center
Nature interpretive walks
Collapsible bleachers
Outdoor dance
Batting cage with pitching machine
Greenhouse - park users
Amphitheatre
Day camp sites
All weather soccer fields - multipurpose
Spas and saunas
Storage Rooms - for large equipment - canoes, bikes, rafts
Frisbee golf-course
Driving range
Go-cart track
Quality-finish areas for road race
Standard signage - park rules and entry and district I.D.
Community Center joined to Aquatics Center
Skateboard track
Electricity Access
Water slide - summer, regular slide in winter
Paved cycle track
Play equipment - Big Toy type
Handicap Access
Covered Basketball courts - multipurpose
Lots of trees
Tennis courts visible from street
Visibility for safety
Dog areas
Pay phones
Covered bus stops near parks
Paved access to all courts
Game tables
Innovative facilities
Vandal proof (metal) kiosks for bulletins
Graffiti Wall
No Parking on hard-surface play areas
Plant bigger trees

B. SPECIFIC INPUT

1. WILLAMALANE COMMUNITY PARK

Community Center
Concession Areas
Fitness or weight room
Gym with wheelchair access
Horseshoe
Para course - Pre's trail
Indoor gym - 10' minimum clearance to pole

- Softball fields
- Keep open - neighborhood green
- More parking
- Recreational vehicle area - cause of pool events, visitors
- Public baths or showers
- Preserve swale
- More basketball with lights

2. THURSTON COMMUNITY PARK

- Community Center - neighborhood and community focus
- Arts and crafts
- Dance
- Concession areas
- Para course - Pre's Trail
- Gym and fitness room
- Equipment (large) storage at community parks
- Solar access - for buildings
- Therapy Pool

3. PAGE NEIGHBORHOOD PARK

- Softball fields
- Tot lot - separate from others
- Hard-surface (basketball) area for adults during day

4. 42ND STREET NEIGHBORHOOD PARK

II. PARK SERVICES

A. GENERIC INPUT

- Paved parking
- Model image and civic pride
- Astronomy
- Hiking trails
- Park art
- Temporary Petting Zoo
- Sliding pit - for practice of baseball or softball skills
- Stor and Lok - facilities at parks
- Innovative services
- Public baths/showers
- Round the clock park sites
- Bandstand
- Rock climbing
- Bonfire area
- Adventure playground
- Indoor gun/rifle range
- Overnight camping for bicyclists
- Rollerskating
- Covers for tot and child play areas
- Hosebibs for supervised play and correct space
- Sports Park - BMX, Model Airplanes, Go-Carts

Raucus Activity
Community vegetable garden
Separate offices at school
Year round color
Large covered play areas
Group picnic areas like Jasper Park
Single picnic areas
Ice skating surface - paved area to be sprayed

B. SPECIFIC INPUT

1. ADMINISTRATIVE SERVICES

Separate Administration Offices - adjacent to other agencies
Staffing increase

2. COMMUNITY RELATIONS

3. LEISURE SERVICES

4. SPECIALIZED RECREATION

5. CULTURAL ARTS

6. OUTDOOR PROGRAMS

7. HEALTH MAINTENANCE

8. MAINTENANCE SERVICES

Greenhouse maintenance
Metal roof on all shelters
Picnic tables anchored hard surface - vandal proof
Include staff for shrub maintenance
Low maintenance shrub beds
Mowable slopes
Concrete light poles

9. AQUATICS

Wading pools

10. SPORTS

Scaled down sports facilities for smaller children
Coordinate construction with service delivery

11. SENIOR

12. COMMUNITY SCHOOLS

13. FINANCE

Budget for replacement of plants

Cameron & Associates

Landscape Architects

186 EAST 14TH AVENUE ■ EUGENE, OREGON 97401 ■ (503) 485-7385

18 January 1983

TO: PARKS SUBCOMMITTEE, WILLAMALANE PARK & RECREATION DISTRICT STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
SUBCOMMITTEE INPUT - PARK FACILITY DESIGN

The following input was received from the Parks Subcommittee at a Facility Program Development Brainstorm Session held at Willamalane Senior Adult Activity Center on 4 January 1983 at 7:30 PM:

I. PARK FACILITIES

A. GENERIC INPUT

- Basketball half-courts
- Open Meadow
- Electric outlets in Picnic Areas
- Open lawns for kite flying
- Forest area
- Rose Garden
- Teeter Totters
- Irrigation Wells where available
- Many short benches
- Arboretum horticultural garden
- Portable Volleyball nets
- Year-round storm water drainage
- No sandboxes
- Don't plant areas that will cause maintenance problems
- Horseshoes
- Permanence and community pride should be displayed
- Bike racks:
 - Simple
 - Away from mowers
 - Visible
 - Accessible
- Properly designed sand-surfaced play areas
- Higher quality initially to save money later
- Larger Children's Play area
- Childrens Play:
 - Wood
 - Expandable
 - Quality
- Separate tots from older children

Slides should not face south or southwest
Flowers in parks
Vandal proof structures
Full season park planting - color, flowers
Spray-play areas for children instead of wading pools
Multiple locations for bike racks near all high use facilities
Public phones
Metal or tile roofs on shelters
Practice walls adjoining tennis courts
Tot Lots - separate from childrens play

B. SPECIFIC INPUT

1. WILLAMALANE COMMUNITY PARK

Covered tennis courts
Some picnic tables should be covered (small structures)
Facilities for hospital patients and staff
Adequate parking
Get rid of existing play area and equipment

2. THURSTON COMMUNITY PARK

Covered tennis courts
Indoor tennis
Adequate parking
Bike path interconnecting community
Raquetball courts
Outdoor raquetball
Some picnic tables should be covered (small structures)
Running trail w/fitness stations
Picnic area covered shelter
Soccer
Softball
Concrete wing walls for one on one = Basketball, Tennis, Raquetball
Horseshoe Pit
Portable Volleyball
Play equipment
Artificial lake for water facilities
Spray Pool
Lots of Parking

3. WILLAMALANE AND THURSTON COMMUNITY PARKS

Indoor-outdoor area around pools for:
 eating
 socializing
 sunning
 teen gatherings
 shady areas
Benches to lay on around pools
Restrooms at Community Parks

4. 42ND STREET NEIGHBORHOOD PARK

BMX Track
Small multi-use shelters

5. PAGE SCHOOL NEIGHBORHOOD PARK

Para-course
Softball field
Soccer fields
Tot lot - separate from school activities
Landscape buffers to separate students and park users
Small multi-use shelters
Park signage on street
Covered bike parking

6. 42ND STREET NEIGHBORHOOD AND PAGE SCHOOL NEIGHBORHOOD PARKS

More visibility of neighborhood parks
More picnic tables at neighborhood parks
Park signage on main streets, bike paths and community gathering spots
Park storage shelter for equipment, etc. balls
No league facilities at neighborhood parks
Skill development facilities not league play at neighborhood parks -
flexible

18 January 1983

TO: PARKS SUBCOMMITTEE, WILLAMALANE PARK AND RECREATION DISTRICT
STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
SYNTHESIZED INPUT - PARK FACILITY DESIGN

The following is the synthesis of both staff input and subcommittee input into a single outline. In addition to the site - specific input received, all generic input, as appropriate, was applied to one or more of the four facilities currently in the program development phase. Input relating to facility components documented in the District's Comprehensive Plan Park Standards but which was not identified by either staff or subcommittee, was generalized by Cameron & Associates.

I. 42ND STREET NEIGHBORHOOD PARK

A. PRIMARY FACILITY

1. Small multi-use shelters (picnic)
2. More picnic tables at neighborhood parks
3. Many short benches
4. Open lawns (multipurpose) for kite flying
5. Childrens play
 - o Wood
 - o Expandable
 - o Quality (include teeter-totters)
6. Tot Lot (separate from other)
7. BMX Track
8. Paved Walkways

B. OPTIONAL FACILITY

1. Basketball half-courts
2. Nature Walk
3. Jogging Paths
4. Arboretum Horticultural Garden.
5. Bike paths
6. Horseshoes
7. Multipurpose Court
8. Neighborhood Center

C. SUPPORT FACILITY

1. Off street parking
2. Park storage shelter for equipment etc., balls
3. Pay phones
4. Electric outlets
5. Covered Bike Racks
6. Dog Areas
7. Irrigation Wells (where available)
8. Drinking Fountain
9. Park signage on main streets, bike paths and at community gathering spots.
10. Lighting
11. Storm Water Drainage

D. FUNCTIONAL CONSIDERATION

1. More visibility of neighborhood parks
2. Don't plant areas that will cause (avoid) maintenance problems.
3. Skill development facilities not league play at neighborhood parks.
4. No sandboxes
5. Vandal-proof and winterized rest rooms (and other shelters)
6. Tot areas separate from Children areas
7. Handicap access

E. AESTHETIC CONSIDERATION

1. Flowers in parks
2. Model Image and Civic Pride
3. Lots of Trees

II. PAGE SCHOOL NEIGHBORHOOD PARK

A. PRIMARY FACILITY

1. Neighborhood parks covered area (picnic) over tables, cooling stuff
2. Picnic tables - anchored hard surface (vandal proof)
3. Many short benches
4. Open lawns
5. Properly designed sand-surfaced childrens play area
6. Tot Lot separate from school activities
7. All weather soccer fields (multipurpose)
8. Paved walkways

B. OPTIONAL FACILITY

1. Hard-surface (basketball) area for adults during day
2. Nature Interpretive Walks
3. Para-course
4. Softball Field
5. Bike Paths
6. Horseshoes

7. Multipurpose Court
8. Neighborhood Center

C. SUPPORT FACILITY

1. Adequate parking
2. Park Storage for equipment
3. Pay phones
4. Electricity Access
5. Covered bike parking
6. Dog areas
7. Irrigation from wells if possible
8. Separate offices at school
9. Portable Volleyball nets (and office equipment)
10. Drinking fountain
11. Park signage on street
12. Lighting
13. Year-round storm water drainage

D. FUNCTIONAL CONSIDERATION

1. Visibility for safety
2. Low Maintenance shrub beds
3. No League Facilities at neighborhood parks
4. No sandboxes
5. Metal or tile (vandal proof) roofs on shelters
6. Landscape buffers to separate students and park users
7. Tot lots separate from childrens play
8. Handicap Access

E. AESTHETIC CONSIDERATION

1. Year round color
2. Image - Pride - Permanence
3. Trees

III. THURSTON COMMUNITY PARK AND AQUATICS CENTER

A. PRIMARY FACILITY

1. Para-course "pre's trail"
2. Teeter-totters (and other childrens play equipment)
3. Tot lot
4. Bike path interconnecting community
5. Horseshoes
6. Soccer fields
7. Football
8. Softball Fields
9. Baseball diamond

10. Aquatics Center
11. Community Center (neighborhood and community focus)
12. Community Vegetable Garden
13. Tennis Courts
14. Multipurpose Lawn
15. Multipurpose Fields

B. OPTIONAL FACILITY

1. Wading Pools
2. Solar Heater Fountain Spray
3. Outdoor Raquetball
4. Indoor Gym (10' minimum) and Recreational Center
5. Group picnic
6. Individual Picnic
7. Multipurpose Courts

C. SUPPORT FACILITY

1. Public Stor & Lok facilities at parks
2. Equipment (large) storage at community parks
3. Wells for irrigation
4. Concession areas
5. Benches to lay on around pools (indoor-outdoor area)
6. Indoor/Outdoor area at pools
7. Bus Stop
8. Adequate parking
9. Service (and maintenance) delivery access
10. R.V. parking (for out of town pool tourneys)
11. Multiple Locations for bike racks near all high-use facilities
12. Info kiosk
13. Solid walls for b.ball, v.ball, tennis, etc.
14. Portable volleyball
15. Play equipment
16. Collapsible bleachers
17. Drinking Fountain
18. Public phones
19. Rest rooms
20. Electric outlets
21. Lighting

D. FUNCTIONAL CONSIDERATION

1. Innovative services
2. Multipurpose park corridors link parks
3. Quality up/front
4. Paved Court connections
5. Vehicle Control
 - o Bollards
 - o No Access on Play Courts
 - o Access to Fields

6. H.C. Access
7. Covers for tot and child play areas
8. Covered tennis
9. Some picnic tables should be covered (small structure)
10. Covered b.ball
11. Signage
12. Low Maintenance Designs
13. Visibility
14. Vandal-proof metal roof on all shelters
15. Concrete light poles
16. Wheelchair ramps
17. Community Center joined to Aquatics Center
18. Tots separate from older children
19. Solar access for buildings
20. Padded basketball poles

E. AESTHETIC CONSIDERATIONS

1. Permanence and pride
2. Color, flowers and full seasons
3. Art in parks
4. Big BIG trees at start
5. Open meadow (multipurpose lawn)
6. Colors and lighting for appropriate psychological impacts

IV. WILLAMALANE COMMUNITY PARK AND AQUATICS CENTER

A. PRIMARY FACILITY

1. Para course - pre's trail
2. Larger Children's Play Area
3. Tot Lot
4. Bike paths
5. Horseshoes
6. Soccer fields
7. Football
8. Softball Fields
9. Baseball diamond
10. Aquatics Center
11. Community Center (community focus)
12. Community Vegetable Gardens
13. Greenhouse park users
14. Covered tennis courts
15. Multipurpose Lawns
16. Multipurpose Fields

B. OPTIONAL FACILITY

1. Indoor Recreation Center spaces, walls, with 1 car garage
2. Group picnic areas (like Jasper Park)
3. Single picnic areas
4. Outdoor dance
5. Bon fire area
6. Bandstand

7. Amphitheatre
8. Game tables
9. Rose Garden
10. Outdoor shuffleboard near senior center
11. Lawn bowling
12. Rollerskating - (not a track, not an exclusive use)
13. Quality finish areas for jogging road races
14. Graffiti Wall
15. Adventure Playground
16. Frisbee Golf-course - if multipurpose lawn
17. Place for remote control planes and cars - if multipurpose lawn
18. Multipurpose courts
19. Scaled-down sports facilities for smaller children if multipurpose court or lawn
20. Ice skating surface paved area to be sprayed
21. Spray pool
22. Spray-play areas for children instead of wading pools
23. Lake for water recreation
24. Water slide summer, reg. slide in winter
25. Preserve swale as a rolling, smooth, open place to roll down a hill
26. Mud bowl for kids

27. Separate administration offices - adjacent to other agencies
28. Astronomy
29. Indoor gun/rifle range
30. Driving range
31. Batting cage with pitching machine
32. Sliding pit - for practice of baseball or softball skills
33. Temporary petting zoo
34. Rock climbing
35. Hiking trails
36. Overnite camping for bicyclists
37. Day camp sites
38. Theme parks
39. Sports park - BMX - Model Airplanes - Go-carts
40. Raucus Activity Park
41. Round the Clock park sites
42. Go Cart track
43. Paved cycle track
44. Skateboard track

C. SUPPORT FACILITY

1. More parking
2. Coordinated construction with service delivery
3. Covered bus stops near parks
4. Recreation vehicle parking area (cause of pool events, tourists)
5. Security lighting
6. More basketball with lights
7. Electric outlets in picnic areas
8. Drinking fountains vandal-proof
9. Bike racks - simple, away from mowers, visible, accessible

10. Public phones
11. Rest rooms at community parks
12. Vandal proof (metal) kiosks for bulletins
13. Concession areas
14. Indoor-outdoor area around pools for eating, socializing, sunning, teen gatherings, shady areas
15. Portable volleyball
16. Play equipment
17. Collapsible bleachers
18. Practice walls adjoining tennis and other courts
19. Storage rooms for large equipment-canoes, bikes, rafts.
20. Irrigation

D. FUNCTIONAL CONSIDERATIONS

1. Get rid of existing play area and equipment
2. Higher quality initially to save money later
3. Innovative facilities
4. Facilities for hospital patients and staff
5. Paved parking
6. No parking on hard-surface play areas
7. Bollards to restrict vehicles - set in concrete
8. Vehicle access park with one one turf areas
9. Paved access to all courts
10. Allow for adequate bike traffic
11. Handicap access
12. Some picnic tables should be covered (small structures)
13. Covered b.ball courts (multipurpose)
14. Large covered play areas for tots
15. Covered Tennis Courts
16. Separate tots from older children
17. Padded basketball poles
18. Tennis Courts visible from street
19. Slides should not face south or southwest
20. Vandal proof structures
21. Concrete light poles
22. Manual switch to override lighting
23. Stand signage park rules included
24. Movable slopes and other low maintenance

E. AESTHETIC CONSIDERATIONS

1. Permanence and community pride should be displayed
2. Full season park planting - color, flowers
3. Park Art
4. Plant bigger trees
5. Keep open neighborhood green
6. Forest Area

V. MISCELLANEOUS INPUT

A. COMMUNITY CENTER COMPONENTS

1. Arts and Crafts Facilities
2. Ed. Space for pre-school
3. Indoor tennis
4. Raquetball - handball, squash
5. Gym with wheelchair access
6. Public baths or showers
7. Fitness or weight room
8. Indoor theatre facility
9. Dance

B. AQUATICS CENTER COMPONENTS

1. Public baths/showers
2. Spas and saunas
3. Therapy pool
4. Observation room - 1 way mirrors

1 FEBRUARY 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)

EVENT: PARK FACILITY DESIGN - PROGRAM DEVELOPMENT SESSION
WILLAMALANE SENIOR ADULT ACTIVITY CENTER
MAIN MEETING ROOM
7:30 PM

I. INTRODUCTION

A. TONIGHT'S GOAL

This "Program Development" Session is designed to present to you the Park Facility Development Programs in their current outline stage. You are encouraged to continue your input participation by reviewing and commenting on what you hear, read, or see at tonight's meeting. Your copy of the synthesized input, which you should have received earlier, could serve as a good check list against the content of the programs.

At tonight's session we will review:

- a) The strategy and methodology for program development;
- b) Some preliminary results of the program development process, and
- c) The beginnings of some specific applications of preliminary facility development programs.

The goal of tonight's session is to arrive at a common understanding of the nature of the facility development program content and to leave here in general agreement with the potential implications of eventual program actualization.

B. WHAT HAS HAPPENED SINCE OUR LAST SESSION

1. Facility Determination

By utilizing the input received at our last session, we were able to further synthesize the synthesized input. A total of three criteria screens have now been applied to the original input statements:

- a) Prior to our last session, the input as it related to facility components was ranked according to its suitability with park standards, District needs, and site accomodation;
- b) During our last session, this suitability was either agreed with or modified. A facility component was chosen to remain, moved to another site, or removed entirely from consideration; and,
- c) Since our last session, the input was further simplified by extracting the specific facility components (park parts) from the whole of the input statement.

(An example of further synthesis or synthesized input: We received input relating to picnic facilities as follows:

- a) Small multi-use shelters (picnic)
- b) More picnic tables at parks
- c) Covered area (picnic) over tables, cooking stuff
- d) Picnic Tables - anchored, hard surface, vandal proof

And what we did is simply separate facility input from design consideration input. Facility input is "shelters", "picnic tables", and "cooking stuff". This was further simplified into "Picnic Facilities".)

The net result of all of this is that we have now determined what facilities we hope to accomodate at each park site. The specific list of facilities for each site can be found in your package of handouts tonight. This information will eventually be documented in Part 1 (Program Objectives) of each park facility development program.

It is important to note two things at this time:

- a) First, we just stated (above) that these are facilities which we hope to accomodate. Although that hope may be in the 98th percentile, our accomodation process is not really finished until we have completed schematic design, (the "fitting" together of the program and the site.)
- b) Second, where as we may have identified facilities, we have not yet documented the hoped for activities. We must remind ourselves that in talking about park parts (physical elements), where a discussion about activity would include descriptions of recreation opportunities.

(An example of Facility vs. Activity: We could state that a softball field is a facility whereas softball is an activity. Further description/definition of the softball facility might include listing of such components as: backstop, bleachers, benches, drinking fountain, infield, lawn, irrigation, storm drainage, lights, etc. Further description/definition of the softball activity might include listing of such items as: non-league, informal, unscheduled, family, etc.

2. Experiential Orientation

After contemplating, for a moment, the difference between facility and activity, you most likely would reach the conclusion that:

- a) A thorough exploration into, and documentation of, a facility development program must include discussion of both facilities and activities.
- b) A Facility Program which does not include a discussion of anticipated activities which are to occur within a hoped for facility runs the risk of failing to provide for the recreation needs of the users. You might end up providing a fully developed regulation slowpitch softball field when the activity need was for an informal stickball opportunity.

(An example of Facility vs. Activity Congruency: You might have noticed that the descriptions of softball facility and softball activity (in the example) above are indeed an example of such facility/activity incongruency.)

To satisfy the need to provide facilities which live up to the anticipated activities occurring in our parks, we must identify/describe/define the recreation opportunities we hope to make possible by provision of certain levels of facility development.

This "Activity Determination" begins with three statements:

- a) Experiential Opportunity. Identifying the level, or type, of participation one hopes to accommodate in a recreation facility. Six typical levels of experiential opportunity are:

- Entry-level participation
- Skills-improvement participation
- Programmed participation
- Competitive participation
- Unstructured participation
- Vicarious participation

Providing for different ways to enjoy an activity is valid. Not all levels of experiential opportunities are necessary for every activity, facility, or park. Some experiential opportunities will be predominant while others subordinate. Inadequate consideration of opportunity could limit the ultimate recreation experience.

- b) Experiential Norms. Recreationists have different expectations and realize different levels of satisfaction for activity participation. Activity participation levels (experiential opportunities) frequently have no bearing on the experiential satisfaction. Some achieve a high level of pleasure at basic, simple, unadorned, and uncomplicated facilities. Others receive enjoyment from an activity only when they can indulge themselves in conveniences, embellishments, and extra amenities.

(An example of experiential norms: A skier may only enjoy the activity as "packaged" by luxurious winter resorts. While another may ski with gusto on an undeveloped slope.)

It is important therefore to describe the way in which one may desire to experience a recreation opportunity. Five typical levels of experience expectation are:

Basic
Modified Basic
Intermediate
Modified Intermediate
Refined

- c) Development Norms. The extent to which the natural environment is modified for resource oriented activities, or refinements included for facility oriented activities is directly related to experiential norms. The degree to which an opportunity for a recreation experience is successful depends on what is done (provided) to accommodate both the level of participation and the experience expectation. An environmental modification/facility development norm can be identified to accompany each experiential expectation level. These would include standards for development of facilities. Documentation of development norms is the link between activity determination and facility determination.

3. Activity Analysis

At this point in developing a facility program we would have generated:

- a) The Facility Determination: Identification of the facilities we hope to accommodate.
- b) The Activity Determination (Experiential Orientation): Identification of the participation opportunities we hope to provide. The appropriate experience expectations which would support/expand participation opportunities. The type of facility development which would accompany/support both participation opportunities and experience expectations.

The next step would be to apply the goals, expectations, and standards of the experiential orientation rather thoroughly and specifically to each of the proposed facilities. In this way, we accomplish an analysis which serves as:

- a) A definition of each facility through documentation and description of the component parts.
- b) A tool for identifying the nature of the use (activities) and the character of the facility (place) both for each facility and the park as a whole.
- c) A tool for assessing the impact upon the site of accomodating these facilities and activities.
- d) A tool for gauging the suitability, appropriateness, practicality, reality of providing these facilities and activities.
- e) A tool for generating subsequent design criteria and actualization guidelines to be utilized in implementing the program.
- f) A tool for monitoring the program implementation (design) process.

(There are several specific factors which are a part of this activity analysis. They are documented and defined in separate enclosures titled "Activity Analysis Check List").

A summary of the activity analysis would become a part of the facility development program. The analysis itself would be an appendix to the program. The summary will look at the analysis of each facility and generate a description of the nature of the use and the character of the facility.

4. Site Analysis

Similar to analyzing the hoped for facilities and activities, the site is analyzed with the goal of generating an understanding of potential opportunities and possible constraints for program implementation. Just as with the activity analysis, a summary of the site analysis documenting what is learned would be a part of the program document.

(See separate enclosure titled "Site Analysis Check List" for the factors utilized in the analysis.)

5. Impact Assessment

With the documentation of facilities and activities; with the analysis of the facilities/activities and of the site; with the identification of nature and character of the proposed development; we now have, although thorough, information which is still, in a sense, generic.

Our understanding of facilities, activities, nature, character has not yet been applied to the specific site in question. Likewise, our understanding of the site has not thoroughly encompassed our statements about what we hope to provide. In this light, we realize that a significant portion of the program is, in reality, a complex set of goals and objectives. This is okay. That is what a program often is: Documentation of things anticipated, a wish list, a set of desires and hopes.

The programs for the park facilities before us will go one step beyond the wish list state. By bringing together facilities, activities, nature, and character wishes with site analysis realities we can generate an "Assessment of the Probable Impact."

This Impact Assessment will be documented by the following statements:

- a) Identification of the incongruence between site and program. The resultant problems and their parts (what, where, how much). This will be called limitations for program actualization.
- b) Identification of the ways in which the site and program fit well together; better yet: identification of areas where the site can enhance the program. This will be called opportunities for program actualization.
- c) Lastly, by extracting and synthesizing a list of the limitations we can start a statement of suitability. This suitability statement is the part of the link between analysis of the program and generation of a design solution.

6. Design Criteria and Actualization Guidelines

By bringing together our wish list (facilities, activities, nature, and character), our understanding of the place, and our identification of opportunities, limitations, and suitability we have all the ingredients of a recipe which will deliver us a design solution which, when implemented, will provide maximum opportunities for desired recreation experiences.

In the program this will be documented in the form of four sets of statements:

- a) Project Goals - Statements of opportunities for recreation.
- b) Design Objectives - Statements of accomodation, orientation, and actualization.
- c) Resolution Strategy - Statements of possible choices for action which could be taken to satisfy goals and objectives. This would be accompanied by observations about how to go about implementing actions.

- d) Specific Recommendations - Statements of which, or what, action to take to successfully accomodate, orient, and actualize the program.

C. WHAT YOU SEE TONIGHT

1. Handouts

What you have before you tonight are four things:

- a) Facility Determination. Documentation of the park parts we hope to accomodate.
- b) Activity Analysis Check List. The list of considerations which will be utilized in defining the facilities. Your input seen previously as functional or aesthetic considerations will reappear here.
- c) Site Analysis Check List. The list of various realms of information gathered and analyzed as relating to our project.
- d) Program Content Outline. A "Table of Contents" from the Facility Development Programs. The bulk of what we have discussed tonight will appear here.

2. The Graphics

What you see on the wall tonight are:

- a) Preliminary Site Analysis. The first cycle of developing understanding of existing conditions.
- b) Opportunities for Development. The first cycle of an intuitive level impact assessment.
- c) Nature of Use. The first cycle of an intimate look at the activities which might occur on the site.

This is all like a big quadratic equation:

The "problem" is the program objective.
The "work" is our analysis and assessment.
The "answers" will be the "program".

II. FILTERING

Tonight we would like to share the current stage of program development with the intent of receiving your comments on:

Facility Determination
Activity and Site Check Lists
Program Content

The graphics are to be used tonight to facilitate this.

III. WRAP-UP

1 February 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
FACILITY DETERMINATION - PARK FACILITY DESIGN

Below you will find the results of our second facility related input synthesizing process. We have now separated specific facility input (park parts) from design consideration input completely. For each of the four parks now in program development, you will find a specific list of facilities we hope to accommodate. Those which are underlined are of staff or committee origin, all others are of Comp Plan (or other) origin.

1. PAGE SCHOOL NEIGHBORHOOD PARK

A. PRIMARY FACILITIES

1. Open Play Areas
2. Childrens Play Area
3. Tot Play Area
4. Picnic Facilities
5. Paved Walkways
6. Benches

B. OPTIONAL FACILITIES

1. Softball Field
2. Multipurpose Fields
3. Multipurpose Courts
4. Basketball Half-courts
5. Horseshoes
6. Nature Interpretive Walks
7. Jogging Paths
8. Neighborhood Center
9. Bike Path

C. SUPPORT FACILITIES

1. Park Shelter
2. Recreation Equipment Provisions
3. Service/Storage/Work Area
4. Park Office
5. Parking
6. Irrigation
7. Pay Phone
8. Bike Parking
9. Signage Provisions
10. Drinking Fountain
11. Potable Water System
12. Sanitary & Waste Water System
13. Storm Water System
14. Solid Waste System
15. Power & Lighting System
16. Health, Safety, & Emergency Provisions

2. 42ND STREET NEIGHBORHOOD PARK

A. PRIMARY FACILITIES

1. Open Play Areas
2. Childrens Play Area
3. Tot Play Area
4. Picnic Facilities
5. Paved Walkways
6. Benches

B. OPTIONAL FACILITIES

1. Multipurpose Courts
2. Basketball Half-Courts
3. Horseshoes
4. Nature Walk
5. Jogging Path
6. Arboretum/Horticultural Garden
7. Neighborhood Center
8. Bike Path

C. SUPPORT FACILITIES

1. Park Shelter
2. Recreation Equipment Provisions
3. Service/Storage/Work Area
4. Park Office
5. Parking
6. Irrigation
7. Pay Phone
8. Bike Parking
9. Signage Provisions
10. Drinking Fountain
11. Potable Water System
12. Sanitary & Waste Water System
13. Storm Water System
14. Solid Waste System
15. Power & Lighting System
16. Health, Safety, & Emergency Provisions

3. WILLAMALANE COMMUNITY PARK

A. PRIMARY FACILITIES

- | | |
|----------------------------------|--|
| 1. <u>Baseball Diamond</u> | 9. <u>Tot Play Area</u> |
| 2. <u>Softball Diamond</u> | 10. <u>Horseshoes</u> |
| 3. <u>Football/Soccer Fields</u> | 11. <u>Community Garden</u> |
| 4. <u>Multipurpose Fields</u> | 12. <u>Jogging Path/Fitness Course</u> |
| 5. <u>Multipurpose Lawns</u> | 13. <u>Aquatic Facility</u> |
| 6. <u>Open Play Areas</u> | 14. <u>Community Center</u> |
| 7. <u>Tennis Courts</u> | 15. <u>Bike Path</u> |
| 8. <u>Childrens Play Area</u> | |

B. OPTIONAL FACILITIES

- | | |
|-------------------------------|-------------------------------------|
| 1. <u>Lawn Bowling</u> | 9. <u>Game Tables</u> |
| 2. <u>Multipurpose Courts</u> | 10. <u>Shuffleboard</u> |
| 3. <u>Picnic Areas</u> | 11. <u>Ice Skating Area</u> |
| 4. <u>Greenhouse</u> | 12. <u>Play-Spray Area</u> |
| 5. <u>Outdoor Dance</u> | 13. <u>Lake</u> |
| 6. <u>Bon-Fire Area</u> | 14. <u>Water Slide</u> |
| 7. <u>Bandstand</u> | 15. <u>Mud Bowl</u> |
| 8. <u>Amphitheatre</u> | 16. <u>Indoor Recreation Center</u> |

C. SUPPORT FACILITIES

- | | |
|---|---|
| 1. <u>Park Shelters</u> | 12. <u>Pay Phones</u> |
| 2. <u>Recreation Equipment Provisions</u> | 13. <u>Bulletin Kiosk</u> |
| 3. <u>Service/Storage/Work Area</u> | 14. <u>Signage Provisions</u> |
| 4. <u>Park Office</u> | 15. <u>Irrigation</u> |
| 5. <u>Concession Area</u> | 16. <u>Drinking Water</u> |
| 6. <u>Indoor/Outdoor Pool Area</u> | 17. <u>Potable Water System</u> |
| 7. <u>Restrooms</u> | 18. <u>Sanitary & Waste Water System</u> |
| 8. <u>Parking</u> | 19. <u>Storm Water System</u> |
| 9. <u>Service Delivery</u> | 20. <u>Solid Waste System</u> |
| 10. <u>Bus Stop</u> | 21. <u>Power & Lighting</u> |
| 11. <u>Bike Parking</u> | 22. <u>Health, Safety, & Emergency Provisions</u> |

4. THURSTON COMMUNITY PARK

A. PRIMARY FACILITIES

- | | |
|----------------------------------|--|
| 1. <u>Baseball Diamond</u> | 9. <u>Tot Play Area</u> |
| 2. <u>Softball Diamond</u> | 10. <u>Horseshoes</u> |
| 3. <u>Football/Soccer Fields</u> | 11. <u>Community Garden</u> |
| 4. <u>Multipurpose Fields</u> | 12. <u>Jogging Path/Fitness Course</u> |
| 5. <u>Multipurpose Lawns</u> | 13. <u>Aquatic Facility</u> |
| 6. <u>Open Play Areas</u> | 14. <u>Community Center</u> |
| 7. <u>Tennis Courts</u> | 15. <u>Bike Path</u> |
| 8. <u>Childrens Play Area</u> | |

B. OPTIONAL FACILITIES

1. Multipurpose Courts
2. Picnic Areas
3. Game Tables
4. Shuffleboard
5. Bandstand
6. Amphitheatre
7. Indoor Recreation Center

C. SUPPORT FACILITIES

- | | |
|---|---|
| 1. <u>Park Shelters</u> | 12. <u>Pay Phones</u> |
| 2. <u>Recreation Equipment Provisions</u> | 13. <u>Bulletin Kiosk</u> |
| 3. <u>Service/Storage/Work Area</u> | 14. <u>Signage Provisions</u> |
| 4. <u>Park Office</u> | 15. <u>Irrigation</u> |
| 5. <u>Concession Area</u> | 16. <u>Drinking Water</u> |
| 6. <u>Indoor/Outdoor Pool Area</u> | 17. <u>Potable Water System</u> |
| 7. <u>Restrooms</u> | 18. <u>Sanitary & Waste Water System</u> |
| 8. <u>Parking</u> | 19. <u>Storm Water System</u> |
| 9. <u>Service Delivery</u> | 20. <u>Solid Waste System</u> |
| 10. <u>Bus Stop</u> | 21. <u>Power & Lighting</u> |
| 11. <u>Bike Parking</u> | 22. <u>Health, Safety, & Emergency Provisions</u> |

1 February 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
ACTIVITY (EXPERIENCE) ORIENTATION* - PARK FACILITY DESIGN

Below you will find definitions of two preliminary considerations which must be identified and documented for any facility proposed for development. This orientation subsequently serves as a basis for the activity analysis.

I. PARTICIPATION LEVELS (EXPERIENCE OPPORTUNITIES)

There are six role experiences inherent in every recreational activity. These different ways to enjoy an activity are all valid experiences. Park planners must carefully consider each opportunity when planning to provide an activity. Not all experiences are necessary for every activity or for every park. Some experiences will be more appropriate, desired, needed; while others less so or not at all. Inadequate considerations of any of these could limit the ultimate recreational experience.

A. ENTRY-LEVEL PARTICIPATION

Possessing, or developing, the basic skills of an activity is the essence of this initial experience role. Every recreation activity has rudimentary skill requirements. Use of, or instruction in, these skills may be organized, programmed, and structured; or may be casual, informal, or impromptu. Instruction, supervision, special equipment, area, and facilities would need to be tailored when the desire to accommodate this recreation opportunity is present.

B. SKILLS-IMPROVEMENT PARTICIPATION

Many recreationists are not satisfied with basic skills or mediocre achievement. Opportunities for skills improvement require special program planning as well as special facility areas for technique development.

C. PROGRAMMED PARTICIPATION

Many recreationists enjoy a structured opportunity to participate in an activity. Whether it be for skills improvement or simple recreation, these participants seek regular, scheduled experiences. The characteristics of regularity, scheduling, reservations, and rules or controls are an integral part of this experience. Demands upon recreation facilities and impact upon support facilities are of primary concern for park planners. Dual and team sports, individual and fitness activities, and social events are commonly affected by programmed participation desires.

D. UNSTRUCTURED PARTICIPATION

Some activities or recreation desires are prone to inclination. The event may or may not have been preplanned by the participants. Providing the opportunity for "makeup" recreation experiences are of primary importance to park planners when providing for such activity. Unstructured recreation necessitates the need for secondary recreation activities and support facilities because of the inherent casualness, long activity period, and simplicity of the unstructured event and the resultant possibility that a recreationist's interest will shift to some other activity while at the facility.

E. COMPETITIVE PARTICIPATION

Many recreationists enjoy an activity because it enables them to compare, compete, and evaluate. This may occur individually, in pairs, in groups, or in teams. Planning considerations would include scheduling, officiating, special equipment, special facility development, special maintenance, and provision of adequate efficient support and auxiliary facilities for spectators, media and participants alike. All sports programs are examples of competitive participation.

F. VICARIOUS PARTICIPATION

Enjoyment of a sport, game, or other recreational activity is not limited to actual participant. Individuals may enjoy a recreational experience of simply observing some activity. Some activities have inherent and significant primary orientation to spectators. Other activities could allow for vicarious participation while not detracting from the activity experience itself. Planning for spectators should not be an incidental, casual, or accidental consideration.

II. EXPERIENCE AND DEVELOPMENT NORMS

One should recognize that there is a range of recreation experience desires. Recreationists have different expectations and realize different levels of satisfaction or gratification for activity participation. Some achieve a high level of pleasure at basic, simple, unadorned, and uncomplicated levels of activity. This does not imply that their activity competencies are low. Their skill or proficiency may even be outstanding. Their experience needs are not dependent on extraneous amenities and refinements. At the other end of the satisfaction stimulus range are the recreationists who enjoy participation in an activity more when they can indulge themselves in conveniences, embellishments, and extras. (One novice skier may only enjoy the activity as "packaged" by a luxurious resort when another learns with gusto on an undeveloped slope.) Experience desires are independent of participation desires. It is important, therefore, that park planners know the prospective recreationists experience desires in addition to the recreationists participation desires.

The extent to which the natural environment is modified for resource-oriented activities, or refinements included for facility-oriented activities, is directly related to experience desires. Development norms exist to describe the typical (or example) level of facility provision which would support the experience desire.

There are five recognized experience/development norms for facility-oriented activities:

1. BASIC

EXPERIENCE NORM

Primarily interested in physical activity only. Use of activity facility is related to its proximity during free time. Street dress common. Use dependent upon weather; willing to maintain facility. Players will supply all basic equipment. Considers this a physical activity.

DEVELOPMENT NORM

Basic activity facilities at minimum level. May not be regulation size. May be multiple use area shared with other activity or other needs. Economy of development of primary importance. No frills or amenities. No attempt to control outside distractions. No special maintenance or other service support.

2. MODIFIED BASIC

EXPERIENCE NORM

Primarily interested in activity. Use of activity facility is related to availability and informal scheduling. Athletic shoes may be worn by some. Use dependent upon weather. Willing to do routine maintenance, appreciate provision of special maintenance. Will supply most equipment.

DEVELOPMENT NORM

Activity facilities developed to regulation. May have seasonable multiple use. Water, sanitation provisions available but not convenient. Day use only. Occasional special maintenance. May have voluntary instruction services for short period of use season. No provisions for activity containment.

3. INTERMEDIATE

EXPERIENCE NORM

Interested in activity and social atmosphere. Use of facility subject to regulated control. Athletic dress common. Use dependent on weather. Does not expect to do any maintenance. Will supply personal equipment. Expects extra services for special events.

DEVELOPMENT NORM

Facility for exclusive use for specific activity. General water, sanitation provisions convenient and adequate. May have activity lights for evening use. Regular special maintenance. Programmed use of facility provided. May have some seating for players, spectators. Suitable for sanctioned competition. May have some provisions for activity containment and control of outside distractions.

4. MODIFIED INTERMEDIATE

EXPERIENCE NORM

Interested in activity at "nice" facility. Expects high level of support services. Enjoys pseudoexclusive atmosphere. May wear special activity clothing; change shoes at center. Considers this a social and athletic event.

DEVELOPMENT NORM

Better than adequate activity facility development. Some refinements and extras provided. Separate support facilities (parking, water, restrooms, refreshments, supplies dispersing) convenient and well done. Activity and safety lights provided for night use. Reservation system. Regular special maintenance. Facility is supervised during open hours. Program services available by well developed schedule or special arrangement. Facility is separated from other use areas. May be protected for year-round use.

5. REFINED

EXPERIENCE NORM

Interested in social ramifications of participation. Activity is part of image. May arrive in sports clothes, change into specialty clothes in locker room, play, shower, and change into other clothes for meal and social activities. Considers this a social status privilege.

DEVELOPMENT NORM

Elaborate facility development. Many refinements and extras provided. Exclusive atmosphere. Entire center "well appointed". Activity, safety, and aesthetic lighting. Access and reservation controls. Specialized facilities, equipment and services for skills development. Complimentary activities provided, including meal and refreshment service. Center provides year-round use.

- * The concept and vocabulary of activity experience orientation is from Monty L. Christiansen, THE APPLICATION OF A RECREATION-EXPERIENCE COMPONENTS CONCEPT FOR COMPREHENSIVE RECREATION PLANNING, Pennsylvania Department of Community Affairs, Harrisburg, PA, 1974.

1 February 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
ACTIVITY ANALYSIS CHECK LIST - PARK FACILITY DESIGN

The following are the various factors which are to be considered when developing a thorough definition of facilities to be provided and a full understanding of the impact of the activity determination upon those facilities.

I. FUNCTIONAL CONSIDERATIONS

A. PARTICIPANT FACTORS

- | | |
|--|--|
| 1. Participant Experiential Requirements | From Activity Determination: Technical requirements of experiential opportunity. |
| 2. User Profile | Descriptions of Specific User Population: Age, sex, skill levels, disabilities, recreational time patterns, etc. |
| 3. Participation Rates | Per activity period, daily, seasonal, peaks, current, projected, maximum capacity. |

B. ACTIVITY FACTORS

- | | |
|---------------------------------------|---|
| 1. Recreation Experience Requirements | From Activity Determination: Technical requirements of experiential norm: Activity conception, expectations, etc. |
| 2. Established Rules and Regulations | Yes/no. Play, conduct, fees, reservations, schedules, etc. Focus on physical accomodation impact. |
| 3. Activity Period | Frequency, duration, volumn. |

C. RESOURCE AND FACILITY FACTORS

1. Facility Development Requirements
From Activity Determination: Technical requirements of development norms.
2. Area (spatial) Requirements
Size, configuration, orientation, containment.
3. Special Environmental Requirements
Land, water, vegetation, climate, wildlife.
4. Engineering Requirements
Soil, drainage, structural, surface treatment, gradients, etc.
5. Equipment Needs
Yes/no. By whom (participant, agency, other). What. How (bring, rent, etc.). Include furniture, fixtures, etc...

D. SUPPORT FACTORS

1. Maintenance Requirements
Daily and recurrent care, replenishment, grooming of apparatus, areas, and facilities. Focus on activity, frequency, duration.
2. Programming Requirements
Instruction, supervision, etc. Focus on recreation staff activities.
3. Operations Requirements
Fee collection, scheduling, control and manipulation of technical equipment and support facilities. Focus on activities.
4. Health, Safety, and Emergency
Lifeguards, first aid, medical personnel, rangers, police, security officers, rescue crews. Focus on activities.
5. Utilization Requirements
Proximity, visibility, adjacent use compatibility.
6. Circulation and Access Requirements
Vehicular, pedestrian, signage, bicycle, wheelchair and other handicaps. Inside and adjacent to facility.

7. Support Facilities

Shelter, office, storage, service/work area required. Include focus on maintenance programs, operations, and emergency activity needs.

8. Utility Requirements

Power, lighting, communications, waste water, sanitary, storm, drinking, irrigation.

II. AESTHETIC CONSIDERATIONS

A. PARTICIPANT FACTORS

1. Participant Experiential Opportunity

From Activity Determination: experiential aspects of participation level.

2. Participant Capacity

Optimum people at one time for maximum experiential (psychological) capacity/recreation opportunity.

B. ACTIVITY FACTORS

1. Recreation Experiential Opportunity

From Activity Determination: Experiential aspects of experiential norm: Activity conception, participant expectations and orientation, etc.

C. RESOURCE AND FACILITY FACTORS

1. Facility Experiential Opportunity

From Activity Determination: Experiential aspects of development norms: Personality of place.

2. Environmental Experiential Opportunity

From Activity Determination: Experiential aspects of development norms and environmental modification norms.

D. SUPPORT FACTORS

1. Support Experience

Level of expected support.

1 February 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
SITE ANALYSIS CHECK LIST - PARK FACILITY DESIGN

The following are some of the various factors which are to be considered when developing a thorough understanding of site opportunities and limitations for activity accomodation and experiential orientation actualization.

I. PHYSICAL CONSIDERATIONS

A. NATURAL REALM FACTORS

1. Geology
2. Floodplains and Surface Water
3. Soil Classifications, Characteristics
4. Wildlife
5. Vegetation
6. Park Site Size

B. SOCIAL/CULTURAL REALM FACTORS

1. Vacant Lands
2. Existing Land Use/Development
3. Utility Systems
4. Transportation System
5. Historic Sites
6. Scenic Areas
7. Visual Characteristics
8. Noise

II. POLITICAL CONSIDERATIONS

A. NATURAL REALM FACTORS

1. Park Site Service Area
2. Service Area Population

B. SOCIAL/CULTURAL REALM FACTORS

1. Annexations and jurisdictional boundaries
2. Landuse - Zoning
3. Landuse - Metro Plan
4. Park Site Classification

1 February 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
PROGRAM CONTENT - PARK FACILITY DESIGN

Below is an outline of the information which will appear in each of the park facility development programs. It is the intent of each program to provide more than a simple listing of the park facilities to be provided. The programs will document the recreation experiential opportunity which could be achieved through understanding the activities as well as the facilities.

I. PROGRAM OBJECTIVES

A. FACILITY DETERMINATION

1. Primary Facilities
2. Optional Facilities
3. Support Facilities

B. ACTIVITY DETERMINATION - EXPERIENTIAL ORIENTATION

II. ACTIVITY CONCEPTION

A. SUMMARY OF ACTIVITY ANALYSIS

1. Nature of Use
2. Character of Facility

III. DEVELOPMENT ISSUES

- A. SUMMARY OF SITE ANALYSIS
B. IMPACT ASSESSMENT

1. Opportunities and Limitations

- a. Facility Accommodation
- b. Activity Orientation
- c. Nature & Character Actualization

2. Suitability Statement

- a. Potential Problems Needing Resolution

IV. DESIGN INTENTIONS

A. DESIGN CRITERIA

1. Project Goals - Opportunities for Recreation Experiences
2. Design Objectives
 - a. Facility Accomodation
 - b. Activity Orientation
 - c. Nature & Character Actualization
3. Resolution Strategy - Anticipitory Problem Solving

B. ACTUALIZATION GUIDELINES

1. Specific Recommendations
 - a. Facility Accomodation
 - b. Activity Orientation
 - c. Nature & Character Actualization

Cameron & Associates

Landscape Architects

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15 February 1983

TO: PARKS SUBCOMMITTEE, WPRD STAFF

FROM: RICK SATRE, BRIAN MCCARTHY, RON CAMERON

SUBJECT: WILLAMALANE PARK AND RECREATION DISTRICT
RECOVERY ACTION PLAN (WRAP)
IMPACT ASSESSMENT: FACILITY ACCOMODATION:
POINT OF VIEW - AREA REQUIREMENTS

Below you will find a SUMMARY of just one of the functional considerations of the Activity Analysis: area requirements. Added to the list of Park Facilities was the quantity, the physical area required for one unit of each facility, the total area required for that facility at that park site, and, lastly, the total area required if all facilities in the initial Facility Determination (1 February 1983) are to be accomodated.

<u>FACILITY</u>	<u>FACILITY AREA</u>	<u>PARK AREA</u>
<u>1. PAGE SCHOOL NEIGHBORHOOD PARK</u>		
A. RECREATION FACILITIES	436,800	
B. NEIGHBORHOOD CENTER	7,500	
C. PARKING	<u>10,400</u>	
TOTAL AREA REQUIRED		454,700 (10.5 acres)
TOTAL AREA AVAILABLE	460,000 (10.6 acres)	
<u>2. 42ND STREET NEIGHBORHOOD PARK</u>		
A. RECREATION FACILITIES	213,200	
B. NEIGHBORHOOD CENTER	7,500	
C. PARKING	<u>10,400</u>	
TOTAL AREA REQUIRED		231,100 (5.3 acres)
TOTAL AREA AVAILABLE	240,000 (6.2 acres)	

FACILITY	FACILITY AREA	PARK AREA
<u>3. WILLAMALANE COMMUNITY PARK</u>		
A. RECREATION FACILITIES	886,000	
B. AQUATICS FACILITY	42,000	
C. COMMUNITY CENTER	24,000	
D. PARKING	<u>166,500</u>	
TOTAL AREA REQUIRED		1,118,500 (25.9 acres)
TOTAL AREA AVAILABLE	660,000 (15.2 acres)	
<u>4. THURSTON COMMUNITY PARK</u>		
A. RECREATION FACILITIES	1,138,500	
B. AQUATICS FACILITY	47,000	
C. COMMUNITY CENTER	24,000	
D. PARKING	<u>186,300</u>	
TOTAL AREA REQUIRED		1,395,800 (32.3 acres)