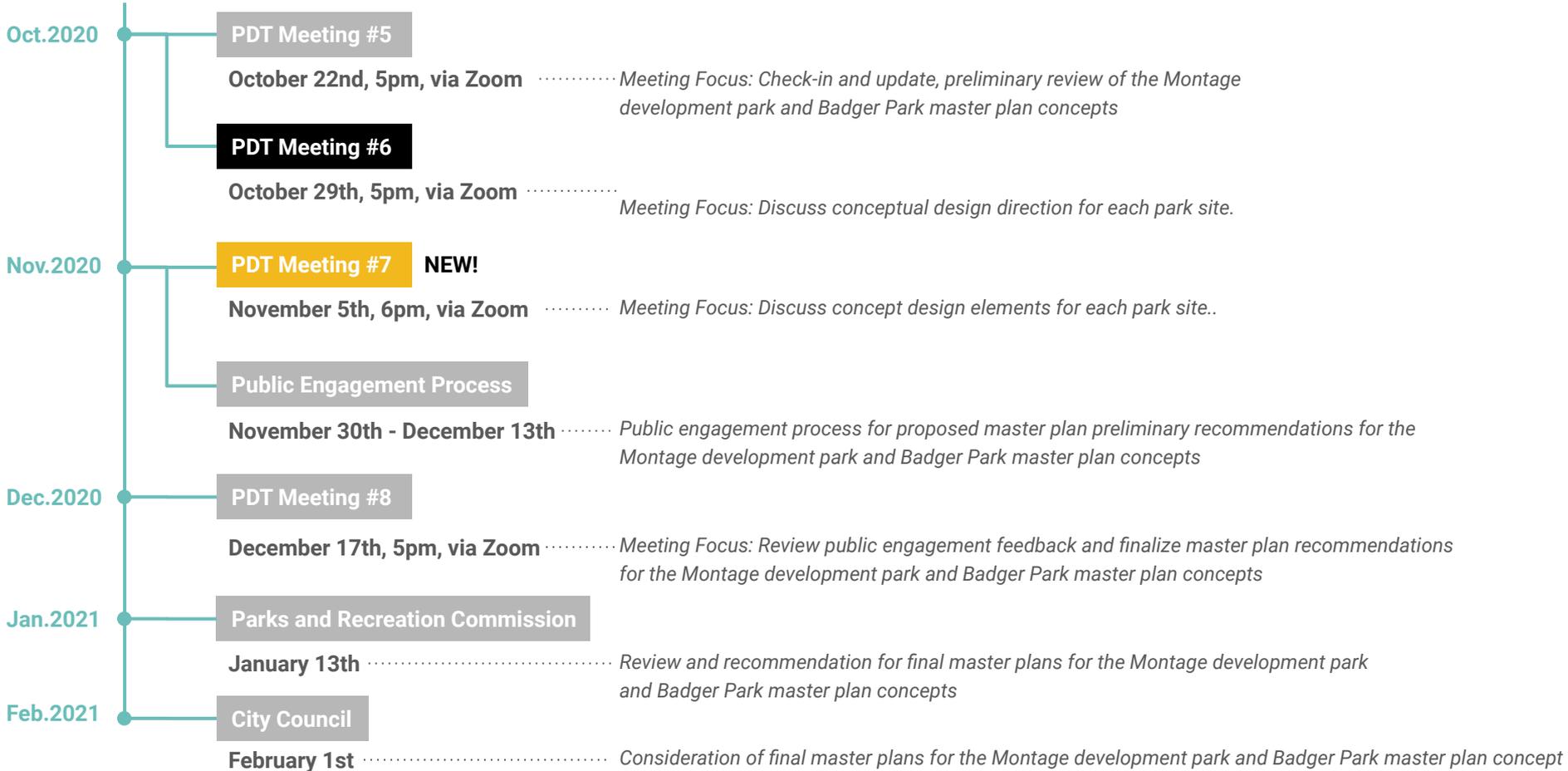




AGENDA

1. MONTAGE DEVELOPMENT PARK DISCUSSION *(30 min.)*
2. BADGER PARK + RIVER ACCESS DISCUSSION *(30 min.)*
3. NEXT STEPS

SCHEDULE





AGENDA

1. MONTAGE DEVELOPMENT PARK DISCUSSION *(30 min.)*
2. BADGER PARK + RIVER ACCESS DISCUSSION *(30 min.)*
3. NEXT STEPS

SUMMARY

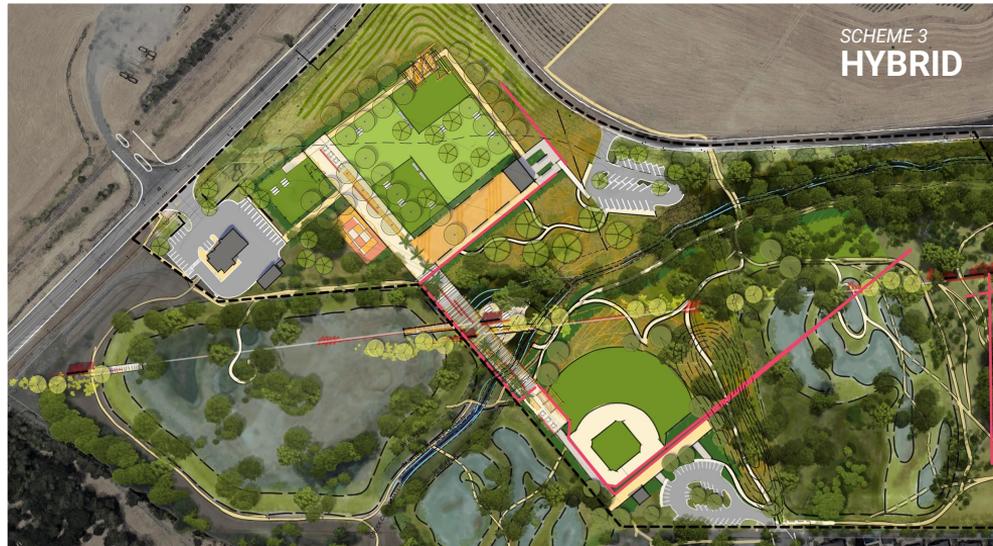
SCHEME 1
ACTIVE



SCHEME 2
PASSIVE

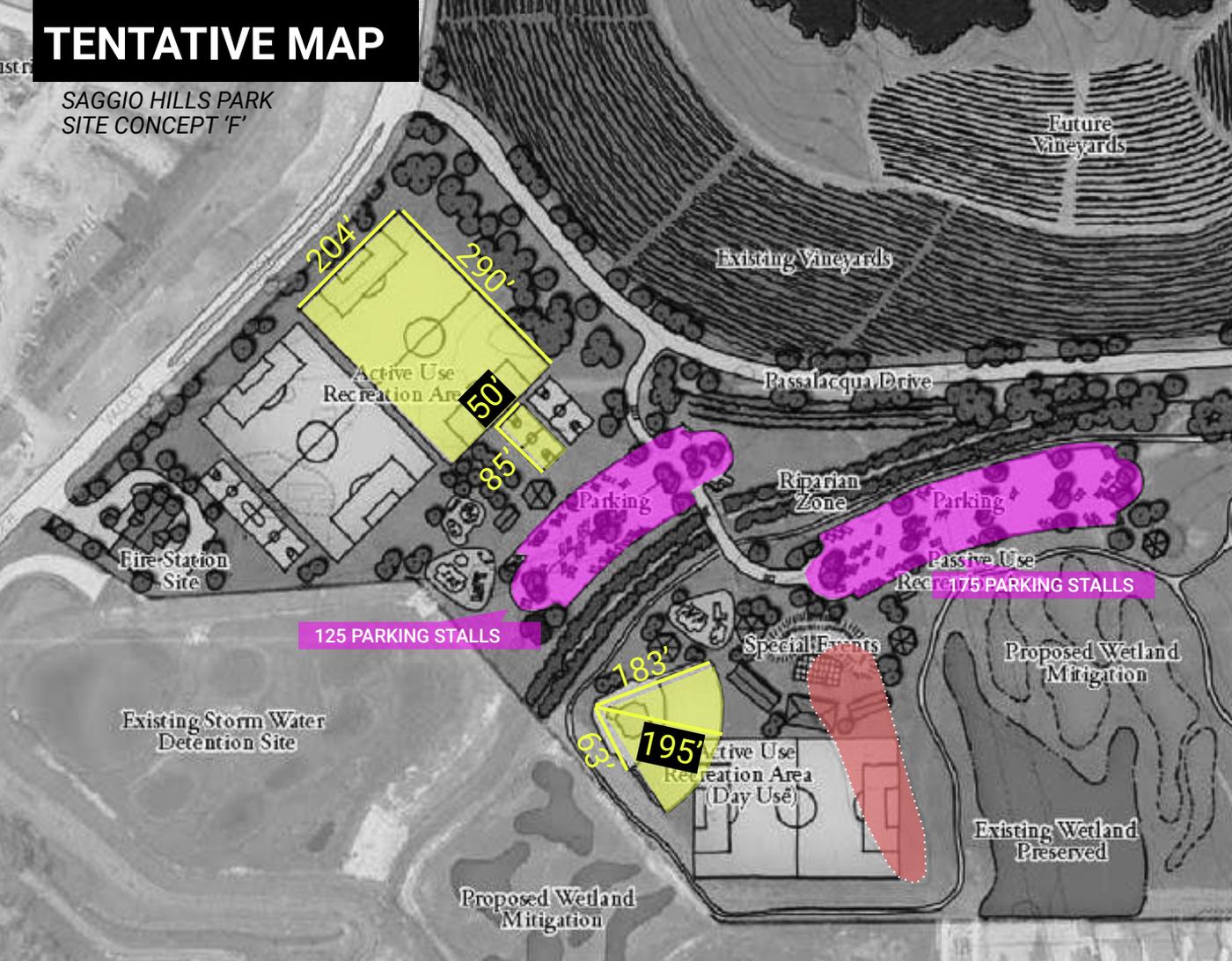


SCHEME 3
HYBRID

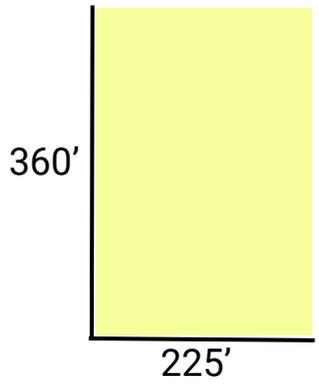


TENTATIVE MAP

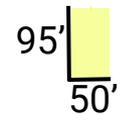
SAGGIO HILLS PARK
SITE CONCEPT 'F'



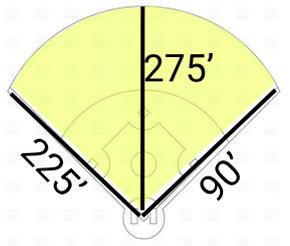
SOCCER



BASKETBALL



BASEBALL



BASE PLAN

EXISTING VEGETATION



- ① FOSS CREEK
- ② FOSS CREEK REALIGNMENT
- ③ STORMWATER DETENTION
- ④ EXISTING WETLANDS
- ⑤ PROPOSED WETLANDS
- ⑥ EXISTING VEGETATION
- ⑦ KNOLL
- ⑧ VIEWPOINT AT HIGH POINT
- ⑨ PARKING AREA
- ⑩ FIRESTATION (TBC)
- ⑪ VINE PLANTINGS
- ⑫ REALIGNED TRAILS THROUGH WETLANDS

BASE PLAN

RE-VEGETATED (15+ YEARS)



- ① FOSS CREEK
- ② FOSS CREEK REALIGNMENT
- ③ STORMWATER DETENTION
- ④ EXISTING WETLANDS
- ⑤ PROPOSED WETLANDS
- ⑥ EXISTING VEGETATION
- ⑦ KNOLL
- ⑧ VIEWPOINT AT HIGH POINT
- ⑨ PARKING AREA
- ⑩ FIRESTATION (TBC)
- ⑪ VINE PLANTINGS
- ⑫ REALIGNED TRAILS THROUGH WETLANDS

'ACTIVE' PLAN

SCHEME 1

- ① SYNTHETIC TURF SOCCER & BASEBALL
- ② MULTI-PURPOSE COURT
- ③ THE KNOLL
- ④ TENNIS COURTS
- ⑤ BASKETBALL COURTS
- ⑥ REC. AMENITY
- ⑦ OPEN LAWN AREA
- ⑧ PLAY AREA
- ⑨ CREEKSIDE SEATING
- ⑩ PROMENADE
- ⑪ 'RIBBON' FENCE
- ⑫ OVERLOOK & STAIRS
- ⑬ PICNIC AREA
- ⑭ SUPPORT BUILDING
- ⑮ RESTROOMS
- ⑯ PARKING
- ⑰ FIRESTATION



'ACTIVE' AERIAL



- ① SYNTHETIC TURF
SOCCER & BASEBALL
- ② MULTI-PURPOSE COURT
- ③ WETLANDS
- ④ TENNIS COURTS
- ⑤ BASKETBALL COURTS
- ⑥ REC. AMENITY
- ⑦ OPEN LAWN AREA
- ⑧ PLAY AREA
- ⑨ CREEKSIDE SEATING
- ⑩ PROMENADE
- ⑪ 'RIBBON' FENCE
- ⑫ OVERLOOK & STAIRS
- ⑬ PICNIC AREA
- ⑭ VISITOR CENTER
- ⑮ RESTROOMS
- ⑯ PARKING
- ⑰ FIRESTATION

'PASSIVE' PLAN

SCHEME 2

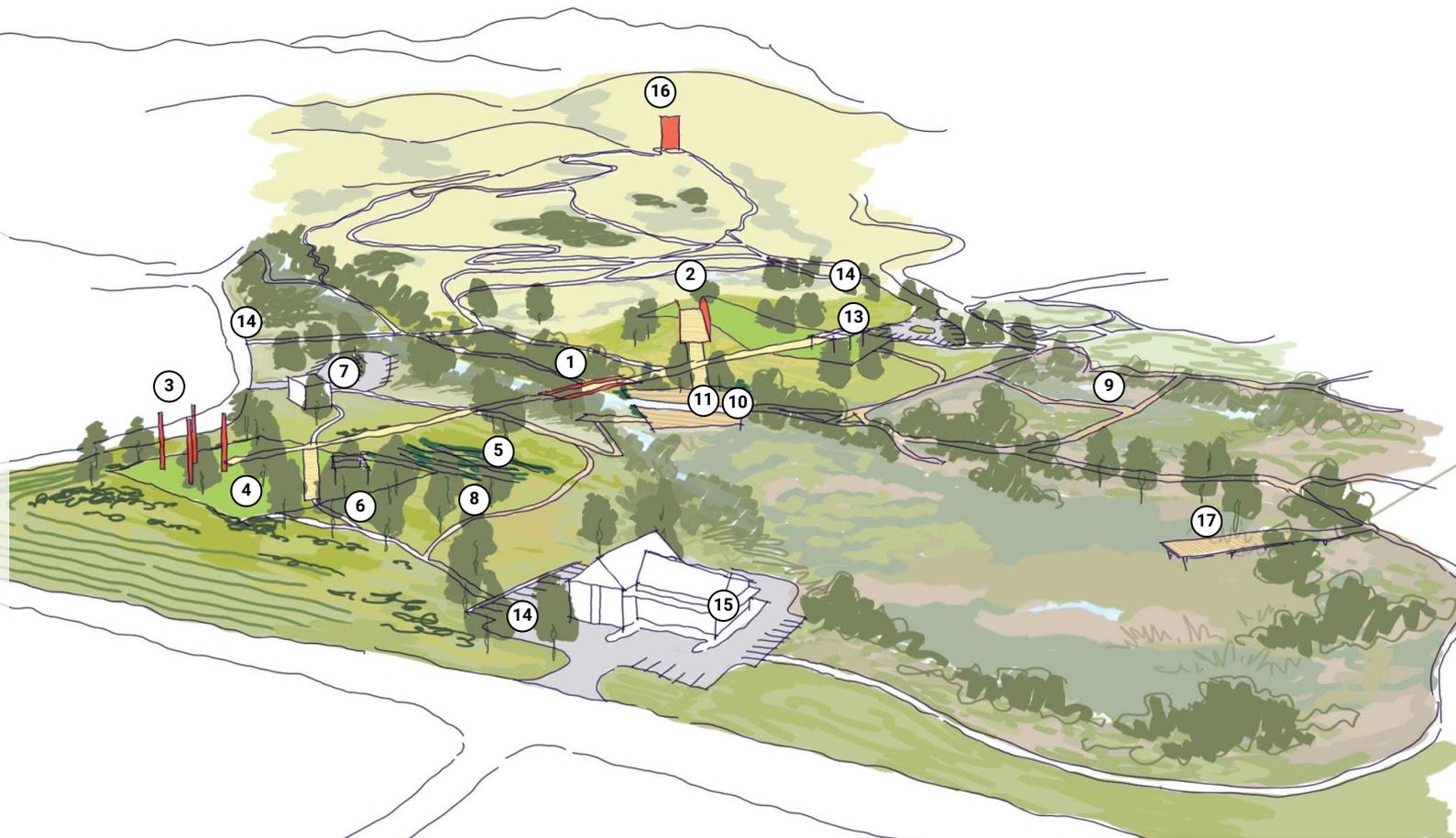
- ① BRIDGE
- ② TUNNEL
- ③ MONUMENT
- ④ OPEN LAWN AREA
- ⑤ COMMUNITY GARDEN
- ⑥ ORCHARD
- ⑦ NATURE PLAY AREA
- ⑧ EASY LOOP TRAIL
- ⑨ BOARDWALK
- ⑩ AMPHITHEATER
- ⑪ PICNIC AREA
- ⑫ VISITOR CENTER
- ⑬ RESTROOMS
- ⑭ PARKING
- ⑮ FIRESTATION



'PASSIVE' AERIAL



- ① BRIDGE
- ② TUNNEL
- ③ MONUMENT
- ④ OPEN LAWN AREA
- ⑤ COMMUNITY GARDEN
- ⑥ ORCHARD
- ⑦ NATURE PLAY AREA
- ⑧ EASY LOOP TRAIL
- ⑨ BOARDWALK
- ⑩ AMPHITHEATER
- ⑪ PICNIC AREA
- ⑫ VISITOR CENTER
- ⑬ RESTROOMS
- ⑭ PARKING
- ⑮ FIRESTATION
- ⑯ TOWER
- ⑰ 'PIER'

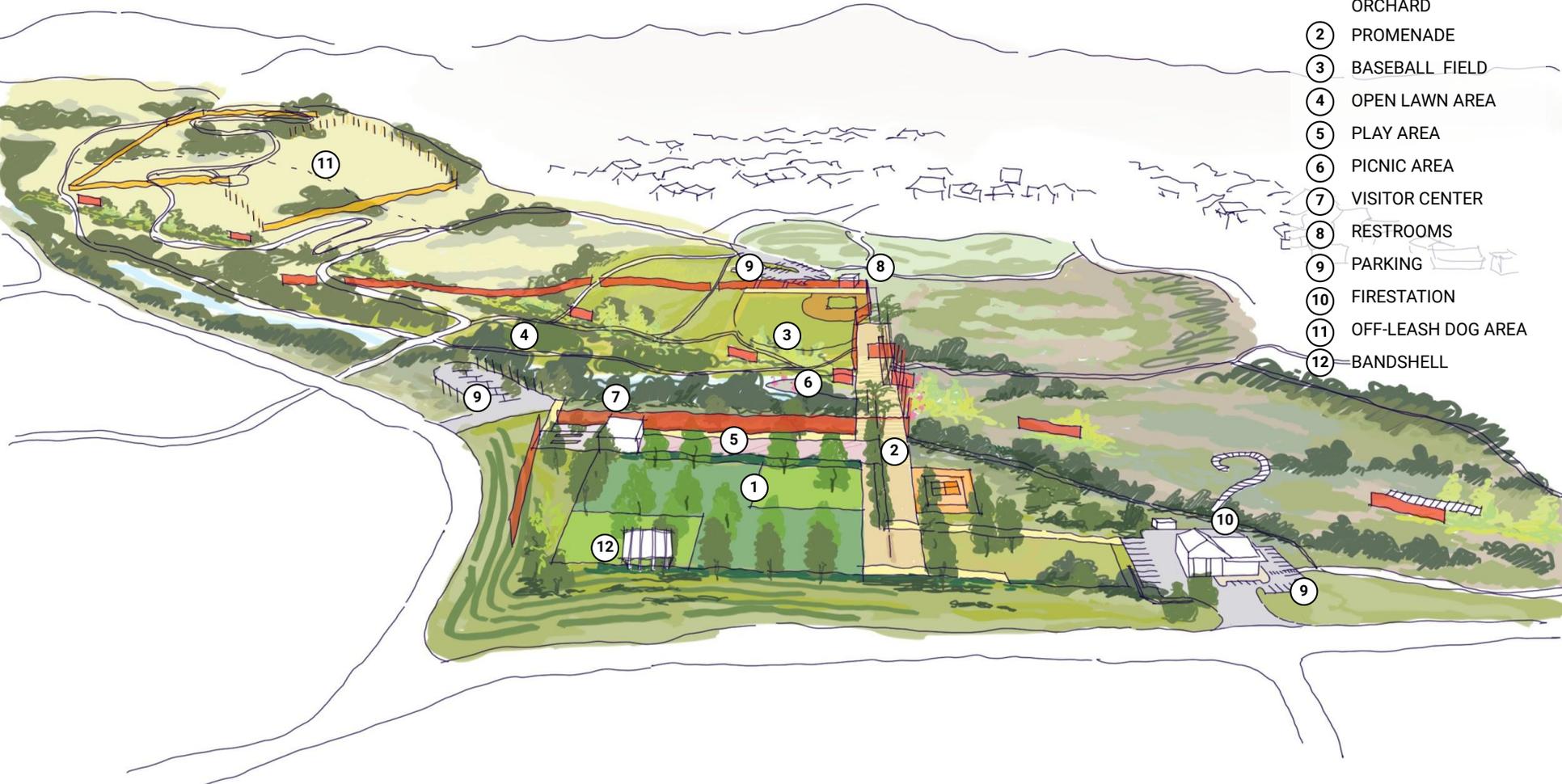


'HYBRID' PLAN

SCHEME 3

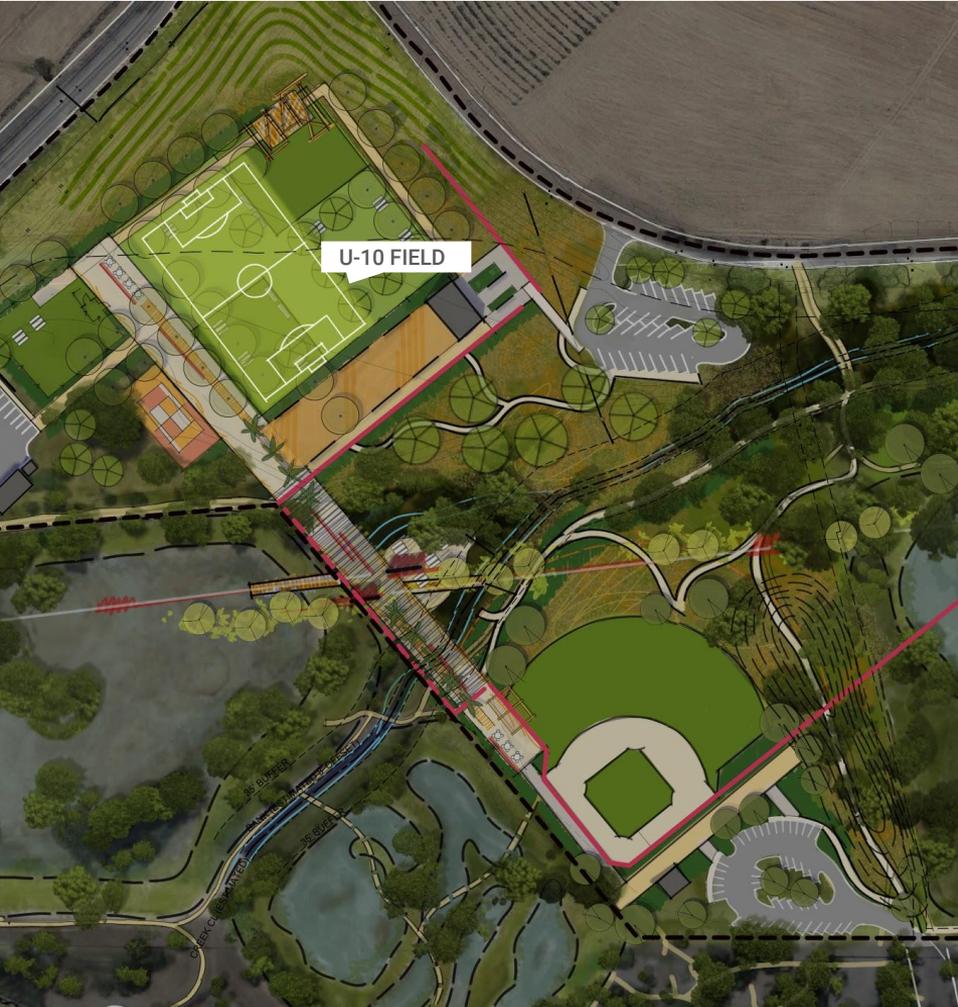
-
- 1 MULTI-PURPOSE OPEN SPACE + ORCHARD
 - 2 PROMENADE
 - 3 BASEBALL FIELD
 - 4 OPEN LAWN AREA
 - 5 PLAY AREA
 - 6 PICNIC AREA
 - 7 VISITOR CENTER
 - 8 RESTROOMS
 - 9 PARKING
 - 10 FIRESTATION
 - 11 DOG PLAY AREA
 - 12 RIBBON FENCE
 - 13 CONCERT PAVILION
 - 14 TENNIS COURT

'HYBRID' AERIAL



- ① MULTI-PURPOSE TURF & ORCHARD
- ② PROMENADE
- ③ BASEBALL FIELD
- ④ OPEN LAWN AREA
- ⑤ PLAY AREA
- ⑥ PICNIC AREA
- ⑦ VISITOR CENTER
- ⑧ RESTROOMS
- ⑨ PARKING
- ⑩ FIRESTATION
- ⑪ OFF-LEASH DOG AREA
- ⑫ BANDSHELL

SOCCER?



SUMMARY

SCHEME 1
ACTIVE



SCHEME 2
PASSIVE



SCHEME 3
HYBRID



GENERAL DISCUSSION REGARDING DESIGN DIRECTION + CONTEXT

5 MINUTES

How do the conceptual design directions achieve
your answers to the previous questions?