

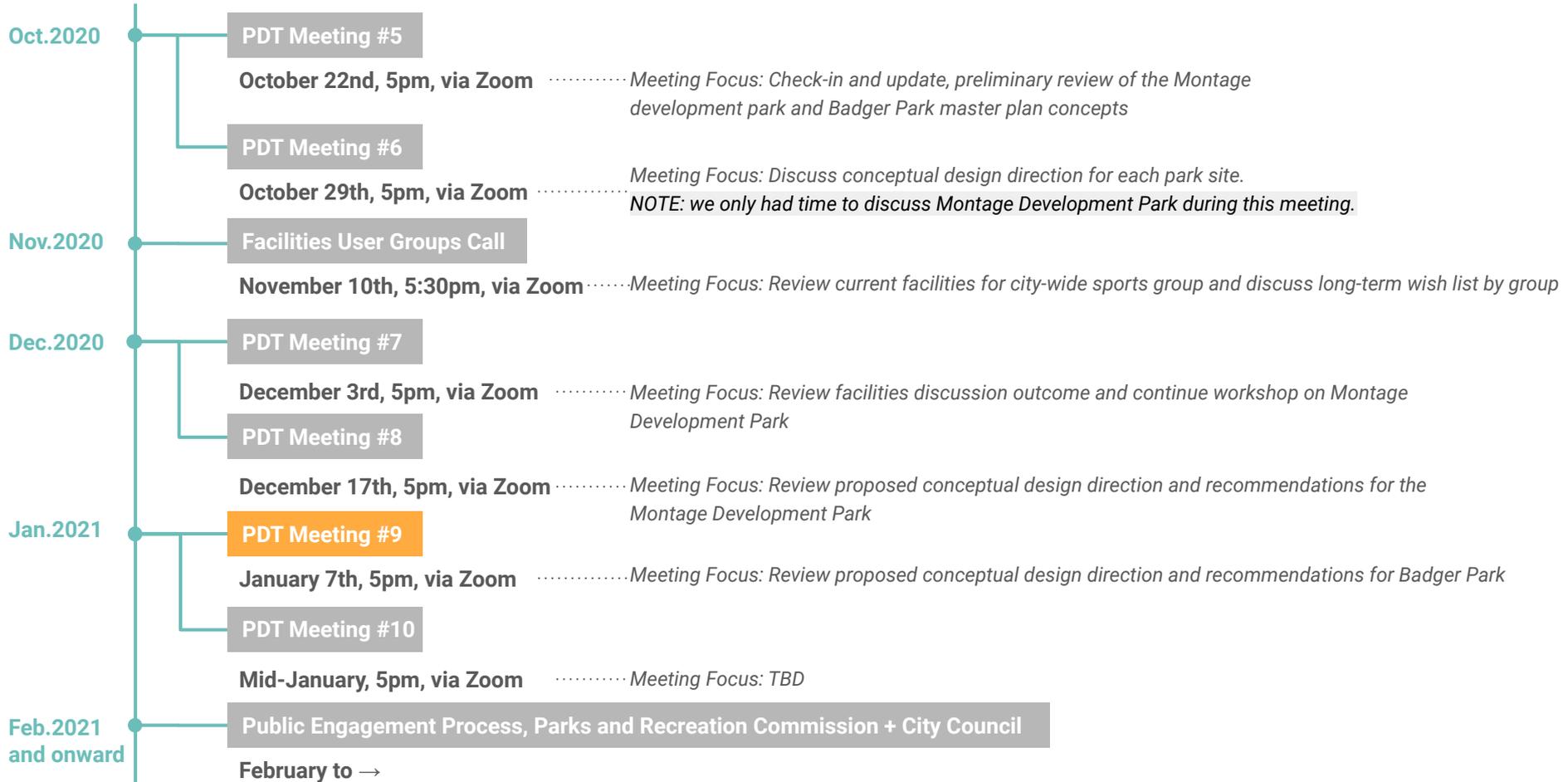




## AGENDA

1. WELCOME BACK!
2. BADGER PARK DESIGN *(35 min.)*
3. DISCUSSION *(35 min.)*
4. NEXT STEPS

# SCHEDULE *UPDATED*





## AGENDA

1. WELCOME BACK!
2. BADGER PARK DESIGN *(35 min.)*
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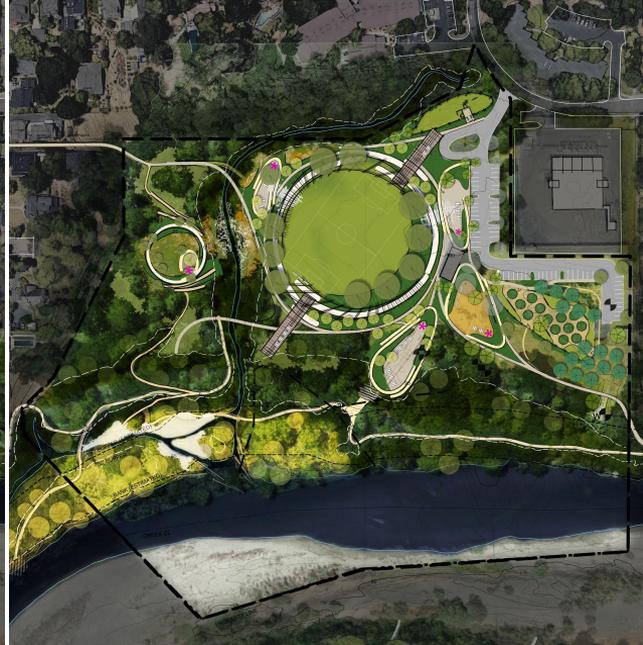
# OVERVIEW



SCHEME A  
**ACTIVE**



SCHEME B  
**PASSIVE**



SCHEME C  
**HYBRID**



# BASE PLAN

RIPARIAN AREA AS-IS

- 1 CENTRAL LAWN
- 2 PLAY AREA
- 3 COMMUNITY GARDEN
- 4 CREEK
- 5 REALIGNED PARKING
- 6 DROP-OFF AREA
- 7 TRAIL TO SYAR GRAVEL BAR
- 8 ELECTRICAL SUBSTATION
- 9 RUSSIAN RIVER
- 10 ACCESS TO TILLEY GROVE



# BASE PLAN

RIPARIAN AREA THINNED

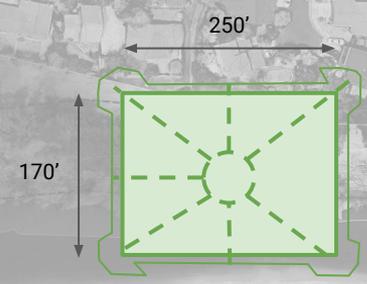
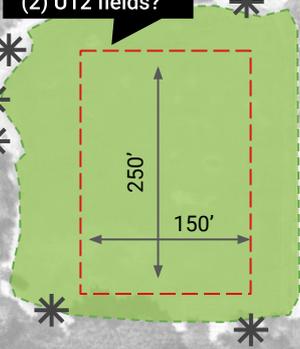


- ① CENTRAL LAWN
- ② PLAY AREA
- ③ COMMUNITY GARDEN
- ④ CREEK
- ⑤ REALIGNED PARKING
- ⑥ DROP-OFF AREA
- ⑦ TRAIL TO SYAR GRAVEL BAR
- ⑧ WILLOW ISLAND
- ⑨ WILLOW BEACH
- ⑩ WEST FOREST (THINNED)
- ⑪ ELECTRICAL SUBSTATION
- ⑫ RUSSIAN RIVER
- ⑬ ACCESS TO TILLEY GROVE

# EXISTING PROGRAMS

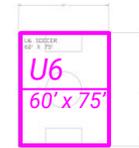
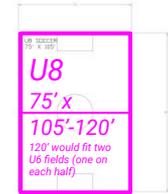
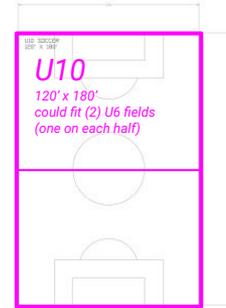
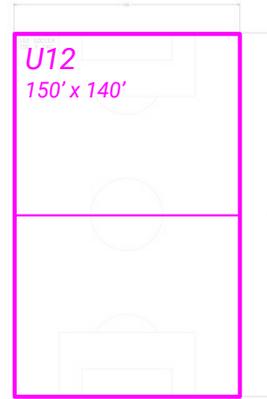
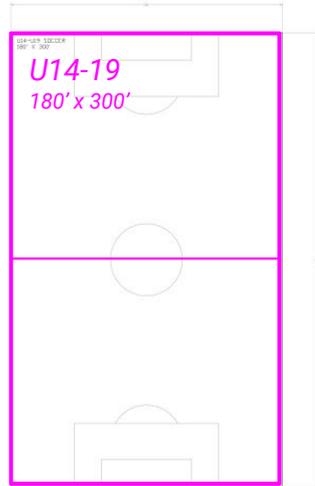
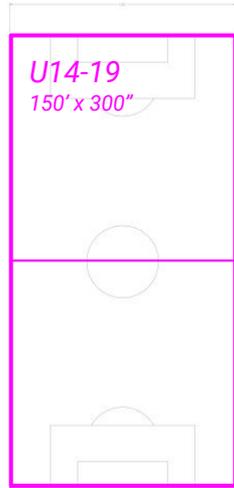
(1) U14-U19?  
(2) U12 fields?

- ① NATURAL GRASS / FIELDS
- ② PLAY AREA
- ③ COMMUNITY GARDEN
- ④ DOG PLAY AREA
- ⑤ SPORTS COURTS
- \* PICNIC AREAS
- ▲ RIVER VIEWS



SIZE COMPARISON:  
HEALDSBURG PLAZA

# SOCCER FIELD TEMPLATES



SCHEME A  
**'ACTIVE'**

# 'ACTIVE' PART I

SCHEME A

SECONDARY AXES

PRIME AXES

PROGRAMS

TERMINUSES

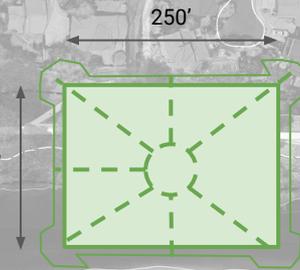
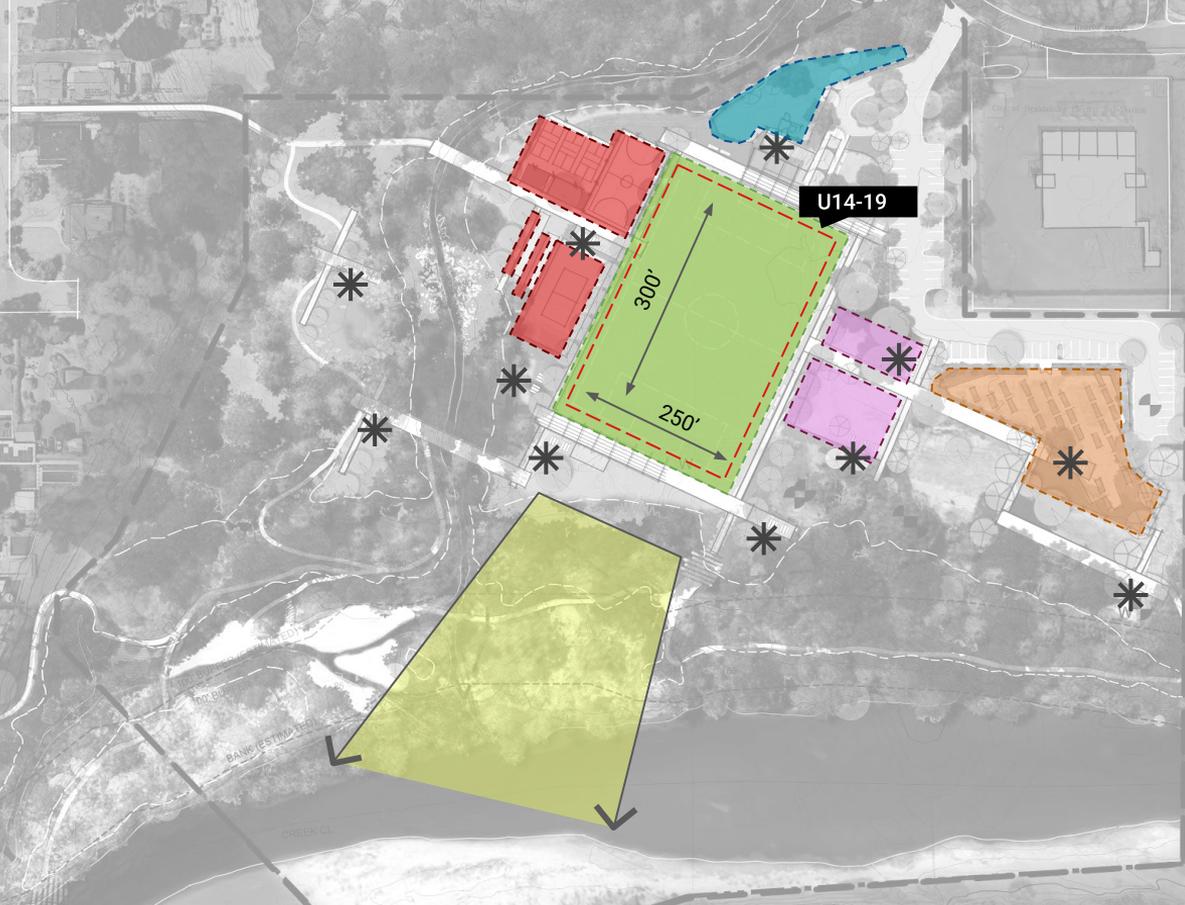
RIVER VIEWS



# 'ACTIVE' PROGRAMS

SCHEME A

- ① NATURAL GRASS / FIELDS
- ② PLAY AREA
- ③ COMMUNITY GARDEN
- ④ DOG PLAY AREA
- ⑤ SPORTS COURTS
- \* PICNIC AREAS
- ▲ RIVER VIEWS



SIZE COMPARISON:  
HEALDSBURG PLAZA

# 'ACTIVE' PLAN

SCHEME A



- ① CENTRAL LAWN / SOCCER
- ② RIVER ORIENTED PROMENADES
- ③ EAST-WEST PROMENADES
- ④ PLAY AREA
- ⑤ PICNIC AREA EXAMPLE
- ⑥ DOG PLAY AREA
- ⑦ RESTROOMS
- ⑧ COMMUNITY GARDEN
- ⑨ BASKETBALL COURT
- ⑩ PICKLEBALL COURTS
- ⑪ BOCCE BALL COURTS
- ⑫ VOLLEYBALL / TENNIS
- ⑬ (2) OVERLOOKS
- ⑭ CREEK CROSSING
- ⑮ BANDSHELL

# 'ACTIVE' AERIAL



- ① CENTRAL LAWN / SOCCER
- ② RIVER-ORIENTED PROMENADES
- ③ EAST-WEST PROMENADES
- ④ PLAY AREA
- ⑤ PICNIC AREA
- ⑥ DOG PLAY AREA
- ⑦ RESTROOMS
- ⑧ COMMUNITY GARDEN
- ⑨ BASKETBALL COURT
- ⑩ PICKLEBALL COURTS
- ⑪ BOCCE BALL COURTS
- ⑫ VOLLEYBALL / TENNIS
- ⑬ (2) OVERLOOKS
- ⑭ CREEK CROSSING
- ⑮ BANDSHELL

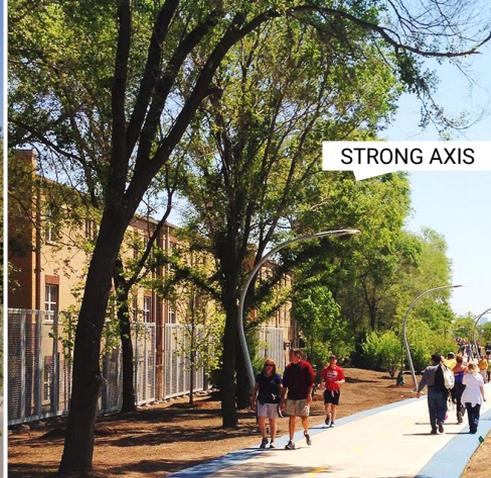
# 'ACTIVE' PRECEDENTS



FENCED COURTS



LINEAR SHADE STRUCTURE

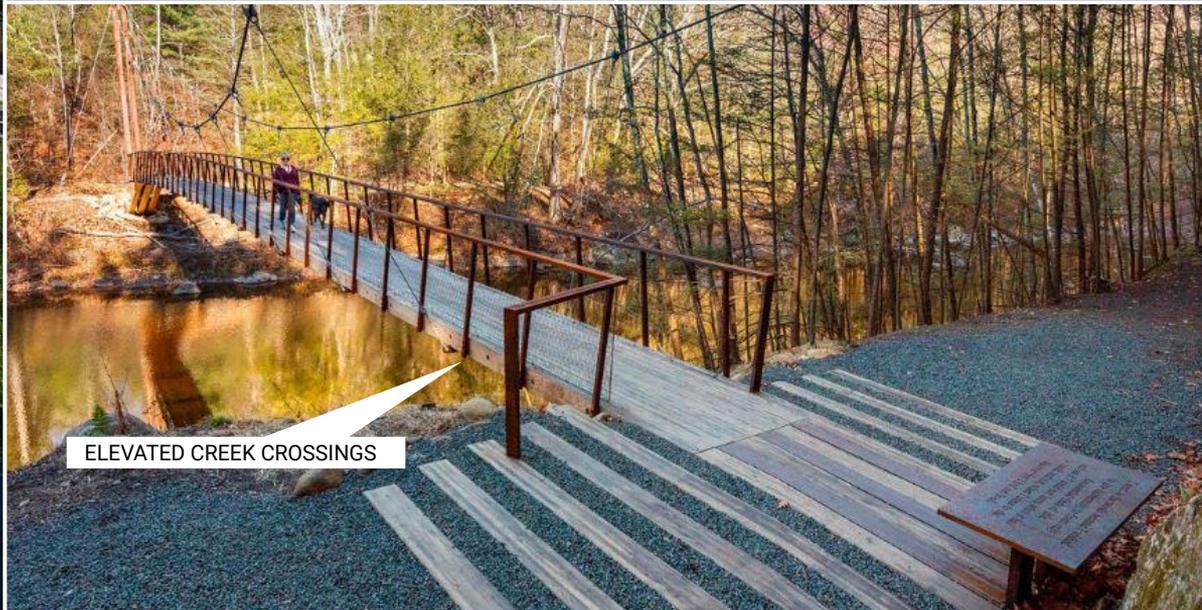
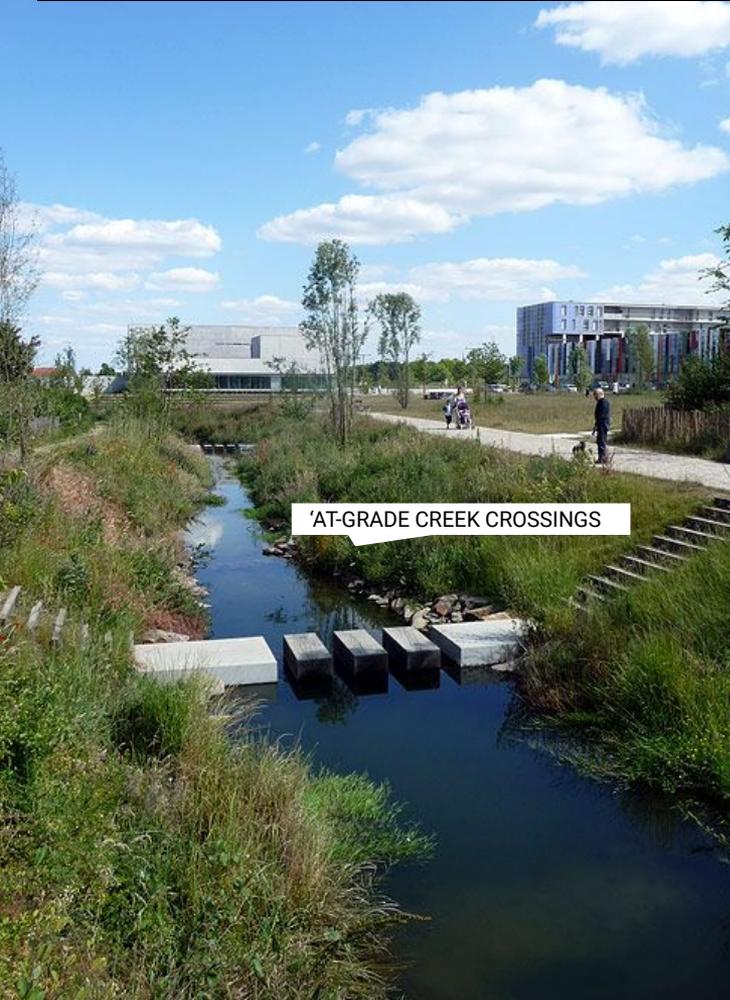


STRONG AXIS



MULTI-SPORT COURTS?

# CREEK CROSSING PRECEDENTS



SCHEME B  
**'PASSIVE'**

# 'PASSIVE' PART I

SCHEME B

clockwise

counter-clockwise

CENTRAL WHIRLPOOL

CHANNELS

EDDIES

RIVER VIEWS



# 'PASSIVE' PROGRAM

SCHEME B

U-10 & U-12

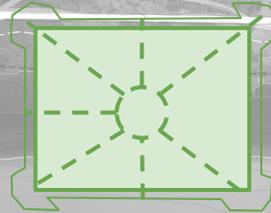
240'

150'

- ① CENTRAL LAWN / FIELDS
- ② PLAY AREA
- ③ COMMUNITY GARDEN
- ④ DOG PLAY AREA
- ⑤ PLAZA AREAS
- \* PICNIC AREAS
- ▲ RIVER VIEWS

250'

170'



SIZE COMPARISON:  
HEALDSBURG PLAZA

# 'PASSIVE' PLAN

SCHEME B



- 1 CENTRAL LAWN
- 2 RESTROOMS
- 3 ENTRY PLAZA
- 4 PICNIC AREA
- 5 DOG PLAY AREA
- 6 PLAY AREA
- 7 COMMUNITY GARDEN
- 8 ORCHARD TREES
- 9 LOOP TRAIL
- 10 FOREST CLEARING
- 11 OVERLOOK
- 12 CREEK CROSSING
- 13 PLANTED BERMS
- 14 WILLOW ISLAND

# 'PASSIVE' AERIAL

- 
- ① CENTRAL LAWN
  - ② RESTROOMS
  - ③ ENTRY PLAZA
  - ④ PICNIC AREA
  - ⑤ DOG PLAY AREA
  - ⑥ PLAY AREA
  - ⑦ COMMUNITY GARDEN
  - ⑧ 'WILLOW ISLAND'
  - ⑨ LOOP TRAIL
  - ⑩ FOREST CLEARING
  - ⑪ OVERLOOK
  - ⑫ CREEK CROSSING
  - ⑬ PLANTED BERMS

# 'PASSIVE' PRECEDENTS

FORMAL GATHERING IN  
NATURAL SETTING



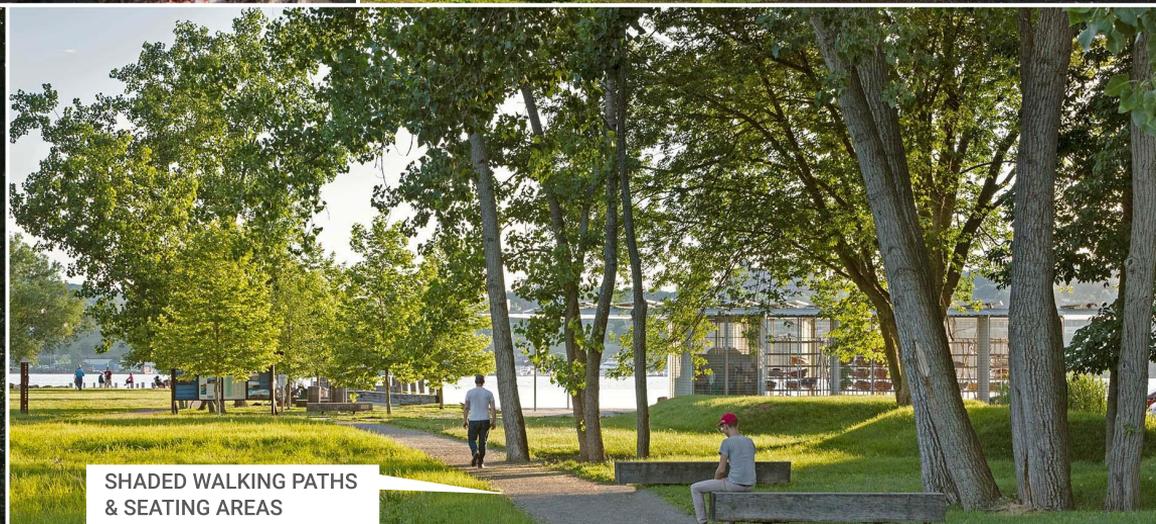
HISTORIC GROVES



MANAGED LANDSCAPE



SHADED WALKING PATHS  
& SEATING AREAS





SCHEME C  
**'HYBRID'**

# 'HYBRID' PARTI

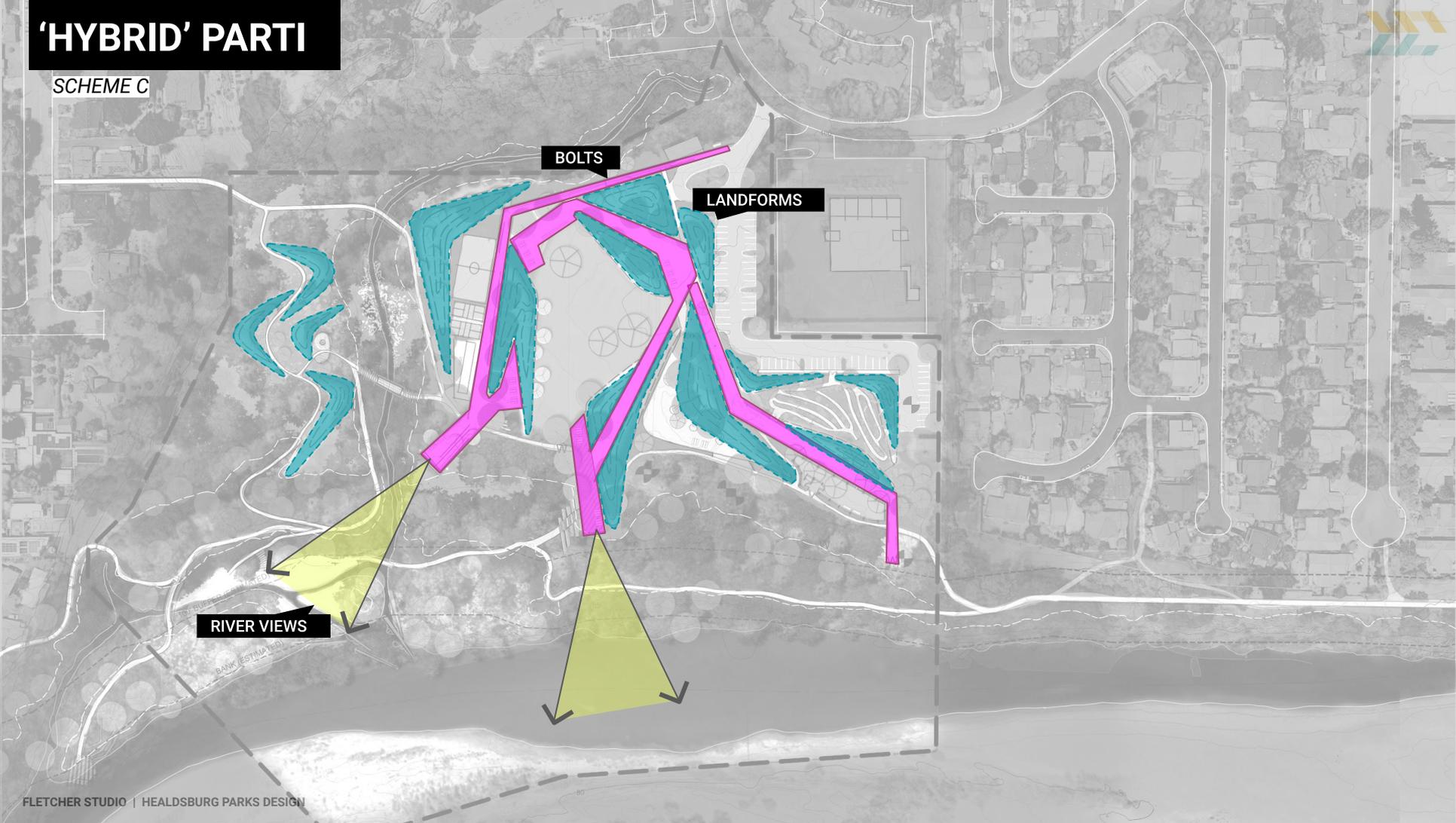
SCHEME C

BOLTS

LANDFORMS

RIVER VIEWS

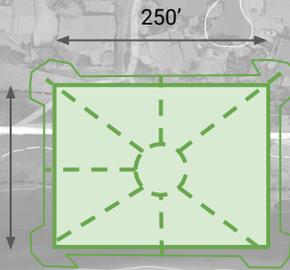
BANK (ESTIMATED)



# 'HYBRID' PROGRAMS

SCHEME C

- ① CENTRAL LAWN
- ② PLAY AREA
- ③ COMMUNITY GARDEN
- ④ DOG PLAY AREA
- ⑤ SPORTS COURTS
- ⑥ LANDFORMS
- \* PICNIC AREAS
- ▲ RIVER VIEWS



SIZE COMPARISON:  
HEALDSBURG PLAZA

# 'HYBRID' PLAN

SCHEME C

- ① CENTRAL LAWN
- ② MAIN PROMENADES
- ③ GRASSY BERMS
- ④ PLAY AREA
- ⑤ PICNIC AREA
- ⑥ DOG PLAY AREA
- ⑦ RESTROOMS
- ⑧ COMMUNITY GARDEN
- ⑨ BASKETBALL COURT
- ⑩ (2) PICKLEBALL COURTS
- ⑪ (2) BOCCE BALL COURTS
- ⑫ (3) OVERLOOKS
- ⑬ CREEK CROSSING



# 'HYBRID' AERIAL



- ① CENTRAL LAWN
- ② MAIN PROMENADE
- ③ GRASSY BERMS
- ④ PLAY AREA
- ⑤ PICNIC AREA
- ⑥ DOG PLAY AREA
- ⑦ RESTROOMS
- ⑧ COMMUNITY GARDEN
- ⑨ BASKETBALL COURT
- ⑩ (2) PICKLEBALL COURTS
- ⑪ (2) BOCCÉ BALL COURTS
- ⑫ (3) OVERLOOKS
- ⑬ CREEK CROSSING

# 'HYBRID' PRECEDENTS



Long Dock Park, Hudson, NY

## LANDFORMS FRAME VIEWS



# SUMMARY



SCHEME A  
**ACTIVE**



SCHEME B  
**PASSIVE**



SCHEME C  
**HYBRID**



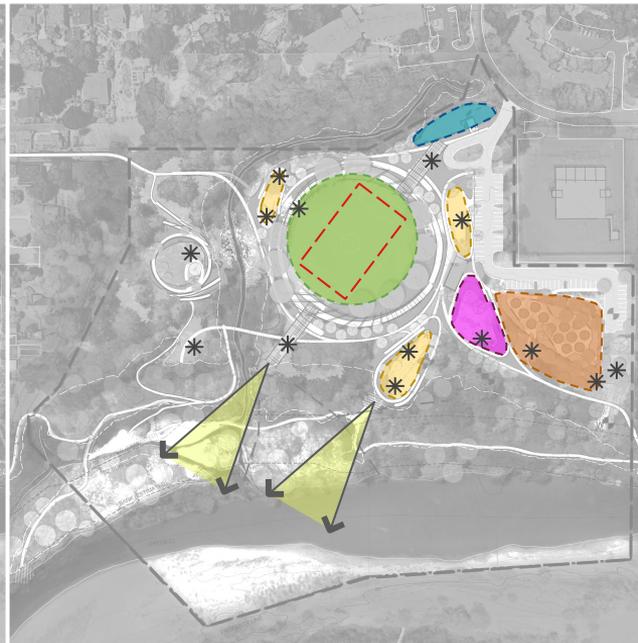
# SUMMARY



SCHEME A  
**ACTIVE**



SCHEME B  
**PASSIVE**



SCHEME C  
**HYBRID**



 CENTRAL LAWN

 DOG PLAY AREA

 PICNIC PLAZAS

 PLAY AREA

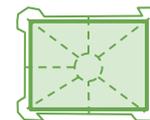
 SPORTS COURTS

 PICNIC AREAS

 COMMUNITY GARDEN

 LANDFORMS

 RIVER VIEWS



SIZE COMPARISON:  
**HEALDSBURG PLAZA**

# RIVER ACCESS

# RUSSIAN RIVER

BADGER PARK

THE BIRDS NEIGHBORHOOD

SYAR GRAVEL BAR

SYAR INDUSTRIES

BADGER PARK

RUSSIAN RIVER

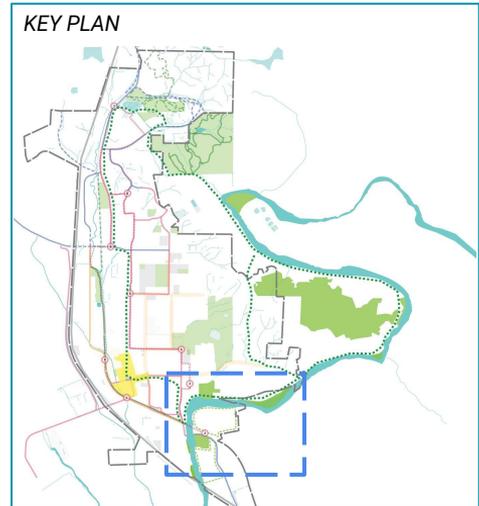
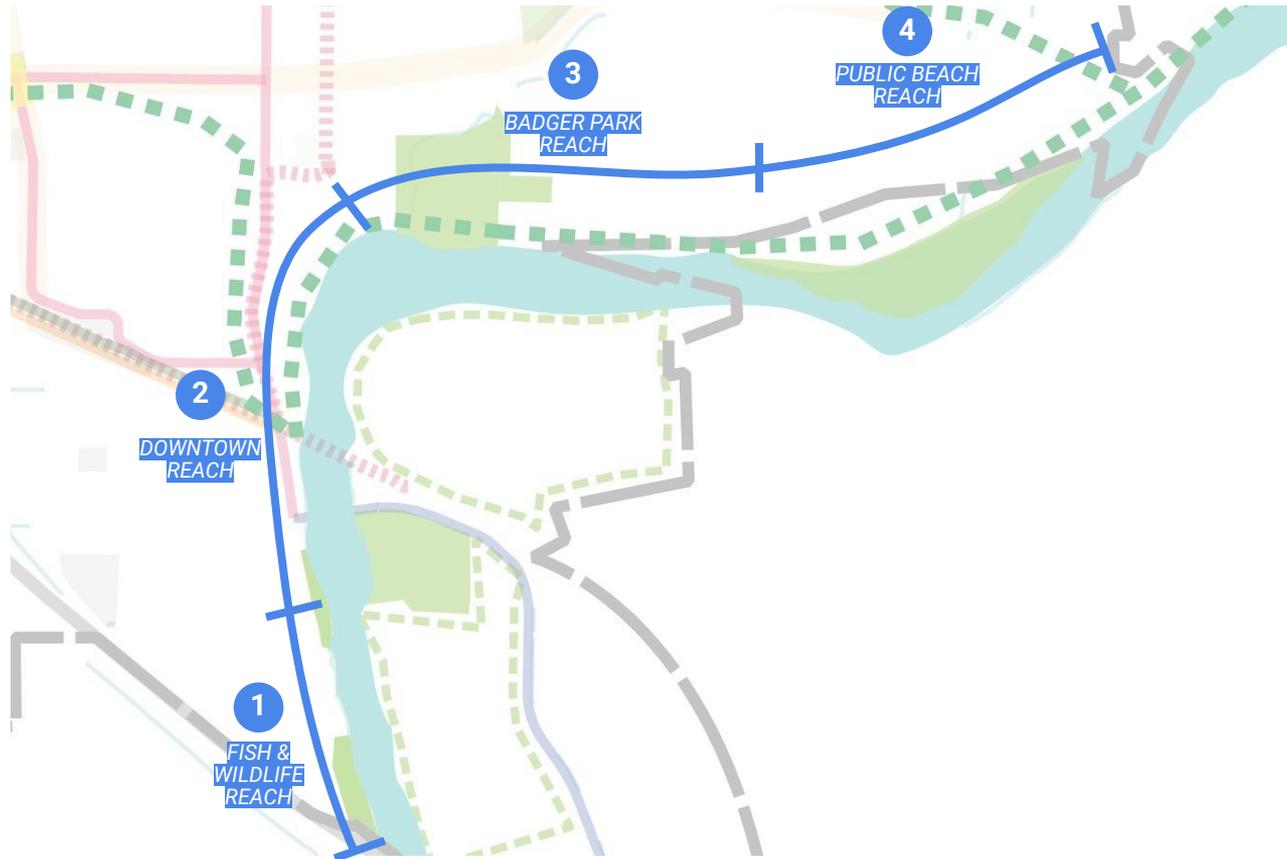
'WILLOW ISLAND'



# RUSSIAN RIVER



## THE FOUR REACHES



# RUSSIAN RIVER

BADGER PARK REACH + PUBLIC BEACH REACH



# RUSSIAN RIVER

BADGER PARK REACH

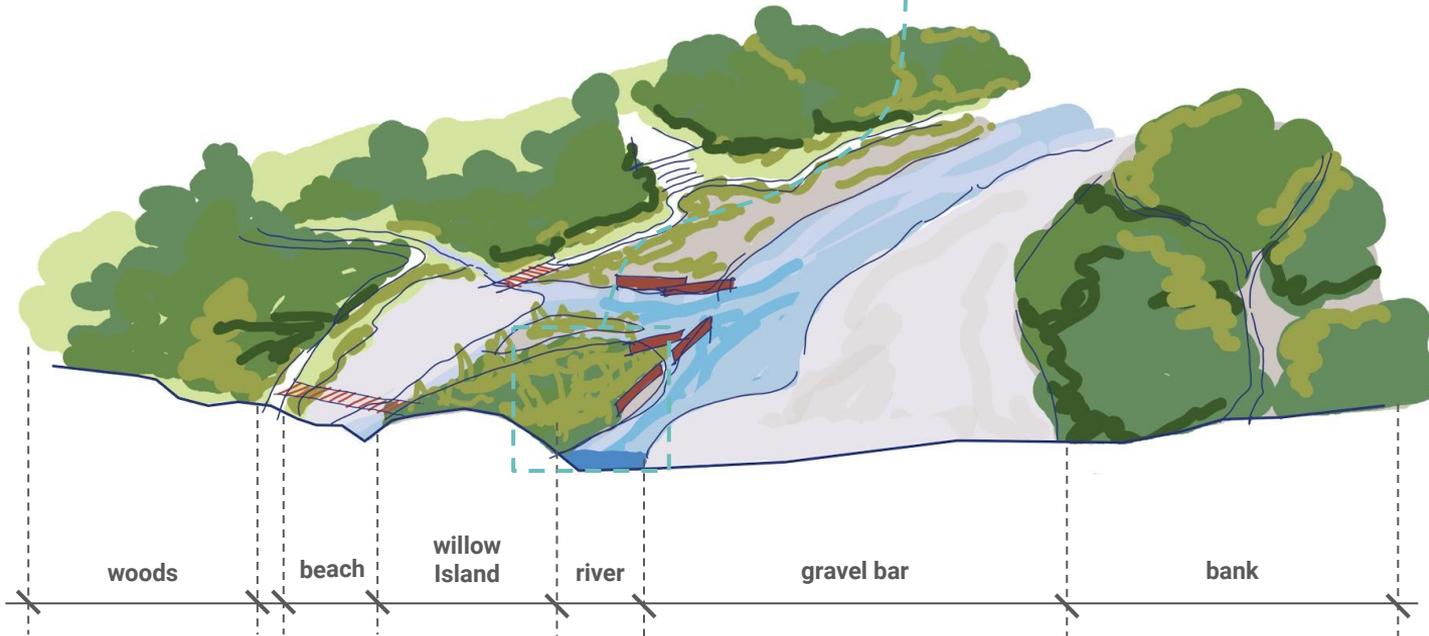
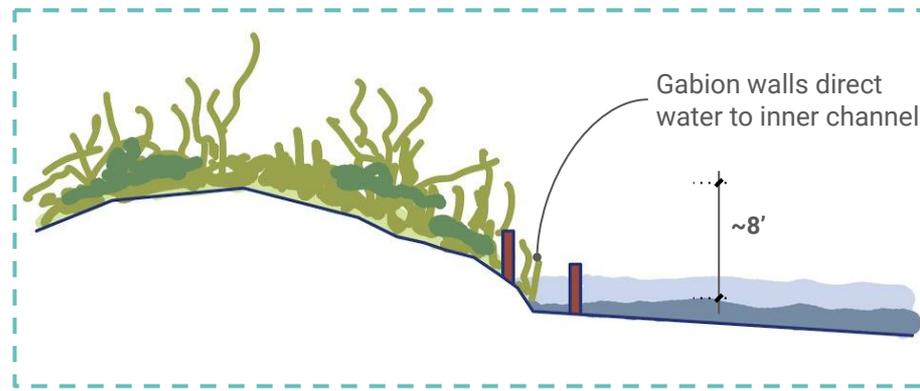
BADGER PARK

SYAR INDUSTRIES

- 
- ① ACCESS STAIRS
  - ② OVERLOOK
  - ③ BANK-SIDE SEATING
  - ④ WILLOW ISLAND
  - ⑤ RIVERWALK TRAIL
  - ⑥ FOSS CREEK PATHWAY
  - ⑦ CLEARED UNDERSTORY
  - ⑧ CREEK CROSSING
  - ⑨ PEDESTRIAN BRIDGE
  - ⑩ BOAT LAUNCH? KAYAK PUT-IN? WATER-CALMING MEASURES?

# RUSSIAN RIVER

BADGER PARK REACH



# RUSSIAN RIVER

PUBLIC BEACH REACH

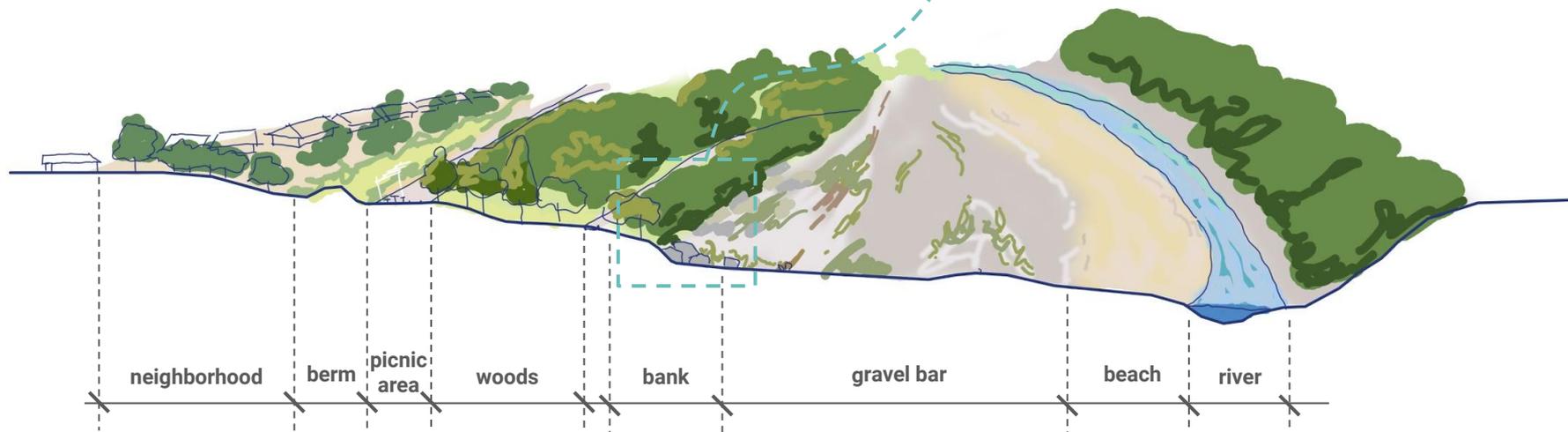
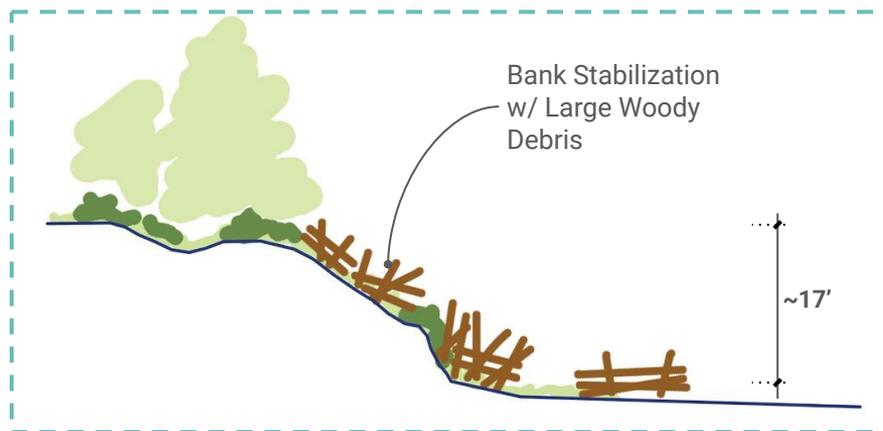


- ① GRAVEL BAR BEACH
- ② ELEVATED PICNIC AREA
- ③ RESTROOMS/ STORAGE
- ④ BERM
- ⑤ 5% MAX. TRAIL
- ⑥ BEACH ACCESS STEPS
- ⑦ CLEARED UNDERSTORY
- ⑧ VIEWS OF RIVER
- ⑨ BANK STABILIZATION
- ⑩ SWIMMING DIVING DOCK
- ⑪ WILLOW TREES
- ⑫ OAK TREES

NOTE: Conceptual only. City needs to engage property owner to discuss this concept.

# RUSSIAN RIVER

PUBLIC BEACH REACH



# REACH 2

DOWNTOWN REACH



- ① BANKSIDE SEATING
- ② BEACH
- ③ RIVERWALK
- ④ VEHICULAR BRIDGE
- ⑤ WILLOW GROVE
- ⑥ PEDESTRIAN CROSSING  
(FUTURE LIGHTRAIL)



# REACH 1

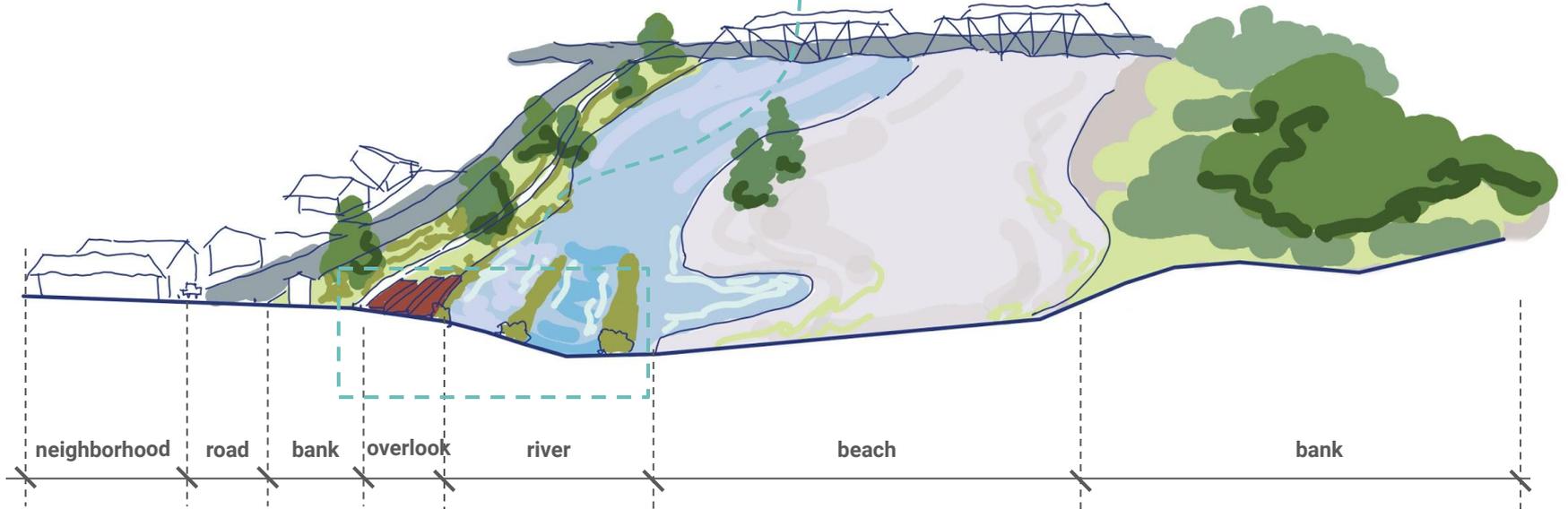
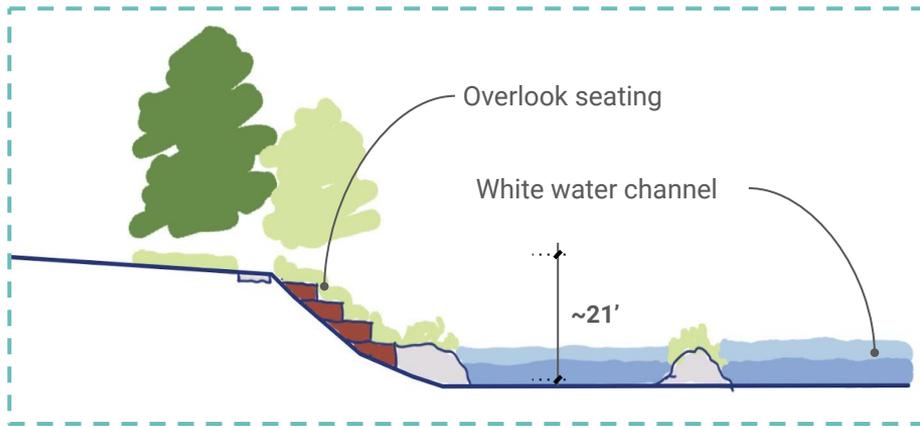
FISH & WILDLIFE REACH



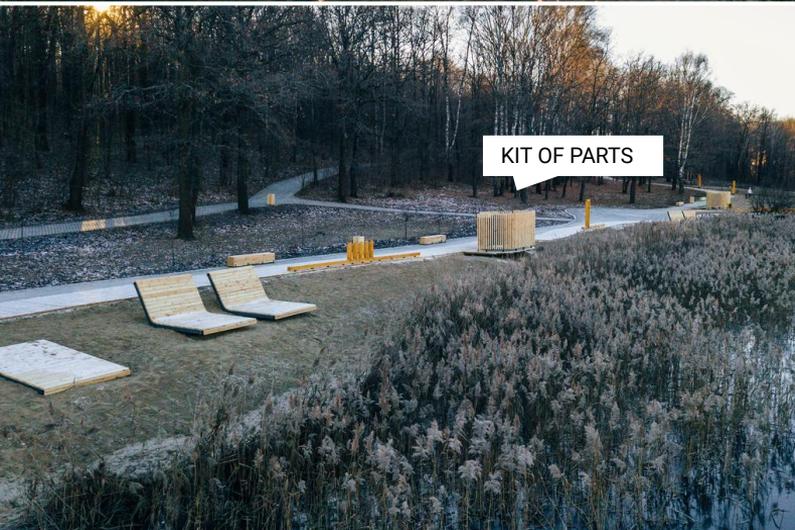
- ① BANK STABILIZATION?
- ② WHITEWATER CHANNEL
- ③ SPECTATOR SEATING
- ④ SAFE-PASSAGE CHANNEL
- ⑤ KAYAK PUT-IN
- ⑥ BEACH
- ⑦ RIVERWALK
- ⑧ WILLOW GROVE
- ⑨ US-101

# REACH 1

FISH + WILDLIFE REACH



# PRECEDENTS



# DISCUSSION

*25 MINUTES*

# SUMMARY



SCHEME A  
**ACTIVE**



SCHEME B  
**PASSIVE**



SCHEME C  
**HYBRID**









Think of at least one reason why you would go to Badger Park, and answer the questions below:

I want to go to Badger Park with \_\_\_\_\_ to do \_\_\_\_\_ and stay for \_\_\_\_\_.

*who* *what* *how long?*

.....

I want my experience at Badger Park to be \_\_\_\_\_.

*description*

Which conceptual design direction below **most closely achieves** your answers to the previous questions?

SCHEME A  
**ACTIVE**



SCHEME B  
**PASSIVE**



SCHEME C  
**HYBRID**



# DISCUSSION

~10 MINUTES

SCHEME A  
**ACTIVE**



SCHEME B  
**PASSIVE**



SCHEME C  
**HYBRID**





## AGENDA

1. WELCOME BACK!
2. BADGER PARK DESIGN *(35 min.)*
3. DISCUSSION *(35 min.)*
4. NEXT STEPS

# SCHEDULE *UPDATED*

