



MONTAGE DEVELOPMENT PARK AGENDA

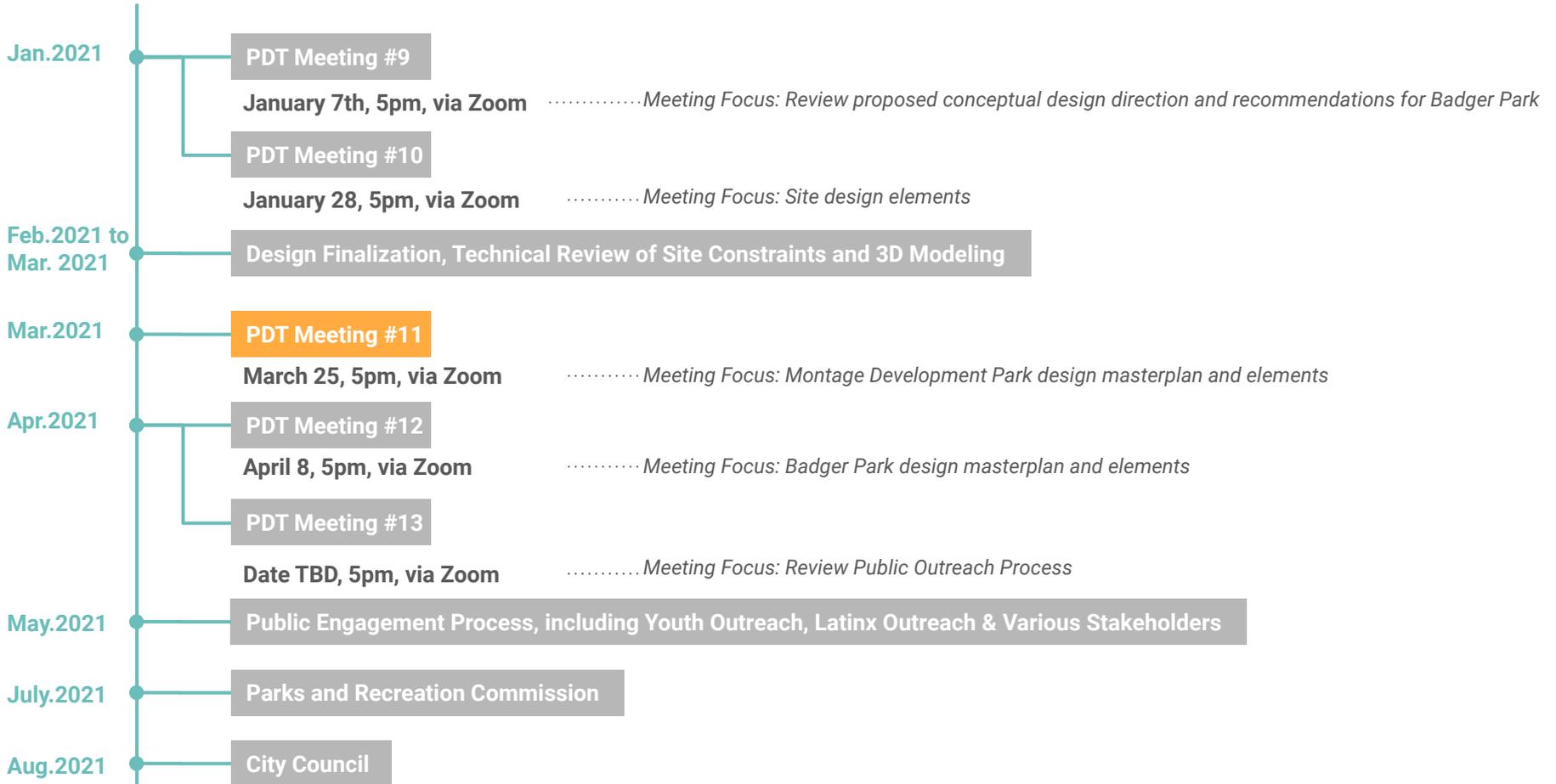
1. SCHEDULE
2. MASTERPLAN DESIGN *(45 min.)*
3. DESIGN WORKSHOP + DISCUSSION *(30 min.)*

MEETING GOALS



1. Review & provide comment on masterplan design direction for the park and multi-use trail.
2. Review & provide comment on design element approach.

SCHEDULE *UPDATED*





WHAT WE'VE BEEN UP TO...

1. MASTER PLAN REVISIONS
 - FIRE STATION SITE / SHARED ACCESS TO PARKING
 - TRAIL ALIGNMENT
 - OVERALL PARKING CONFIGURATION
 - TREE ASSESSMENT + SITE HYDROLOGY
2. TESTING THE DESIGN IN 3D MODELS
3. CONFIRMING SITE ASSUMPTIONS:
 - SERPENTINE KNOLL
 - PARK GRADING
4. MULTI-USE TRAIL COST ESTIMATING



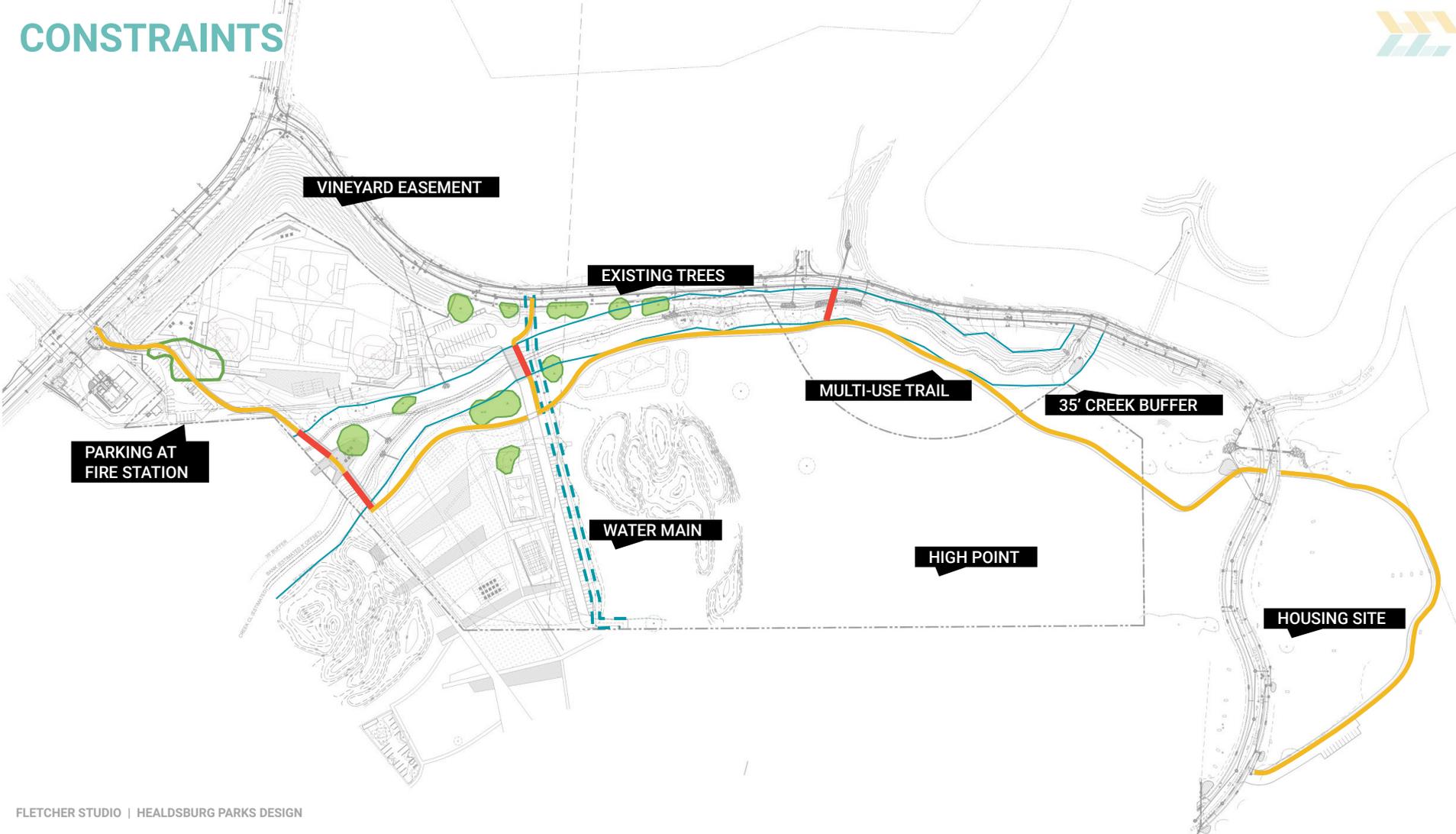
QUESTIONS TO KEEP IN MIND...

1. What did we get right with this phase of the park design?

2. What still needs work?

MONTAGE DEVELOPMENT PARK

CONSTRAINTS



SITE FEATURES



FOSS CREEK



WETLANDS + STORMWATER DETENTION



TRAIL



EXISTING
CREEKSIDE TRAIL



CONNECTION
TO RESORT

PREVIOUS

- ① MULTI-USE FIELDS
- ② PLAY AREA
- ③ PICNIC ISLAND
- ④ CREEK
- ⑤ REALIGNED PARKING
- ⑥ DROP-OFF AREA
- ⑦ WALKING TRAILS & PATHS
- ⑧ RIBBON FENCE
- ⑨ MULTI-USE COURTS
- ⑩ ACTIVE RECREATION
- ⑪ COMMUNITY GARDEN
- ⑫ HISTORIC GROVE
- ⑬ OPEN SPACE



MASTERPLAN

- ① BASEBALL / SOCCER FIELDS
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ FOSS CREEK
- ⑤ PARKING AREAS
- ⑥ DROP-OFF AREA
- ⑦ DOG PLAY AREAS
- ⑧ FIRESTATION (BY OTHERS)
- ⑨ MULTI-USE COURTS
- ⑩ PUMP TRACK
- ⑪ COMMUNITY GARDEN
- ⑫ OAK GROVE
- ⑬ OPEN LAWN
- ⑭ POLLINATOR / REPTILE GARDENS
- ⑮ PICNIC PAVILION (FOR 100)
- ⑯ PERFORMANCE BANDSHELL



PROGRAMS



-  1 OPEN LAWN
-  2 PLAY AREA
-  3 COMMUNITY GARDEN
-  4 DOG PLAY AREA
-  5 OFF-LEASH DOG PLAY AREA
-  6 ACTIVE USE AREAS (SOCCER, BASEBALL, COURTS, PUMP TRACK)
-  7 SPECIAL USE GARDENS
-  8 PASSIVE PROGRAM AREA
-  PICNIC AREAS
-  VIEWS



VEHICULAR ACCESS

157 STALLS TOTAL



1 LOOKING SOUTH FROM EXISTING KNOLL



2 LOOKING EAST TOWARDS PARKING

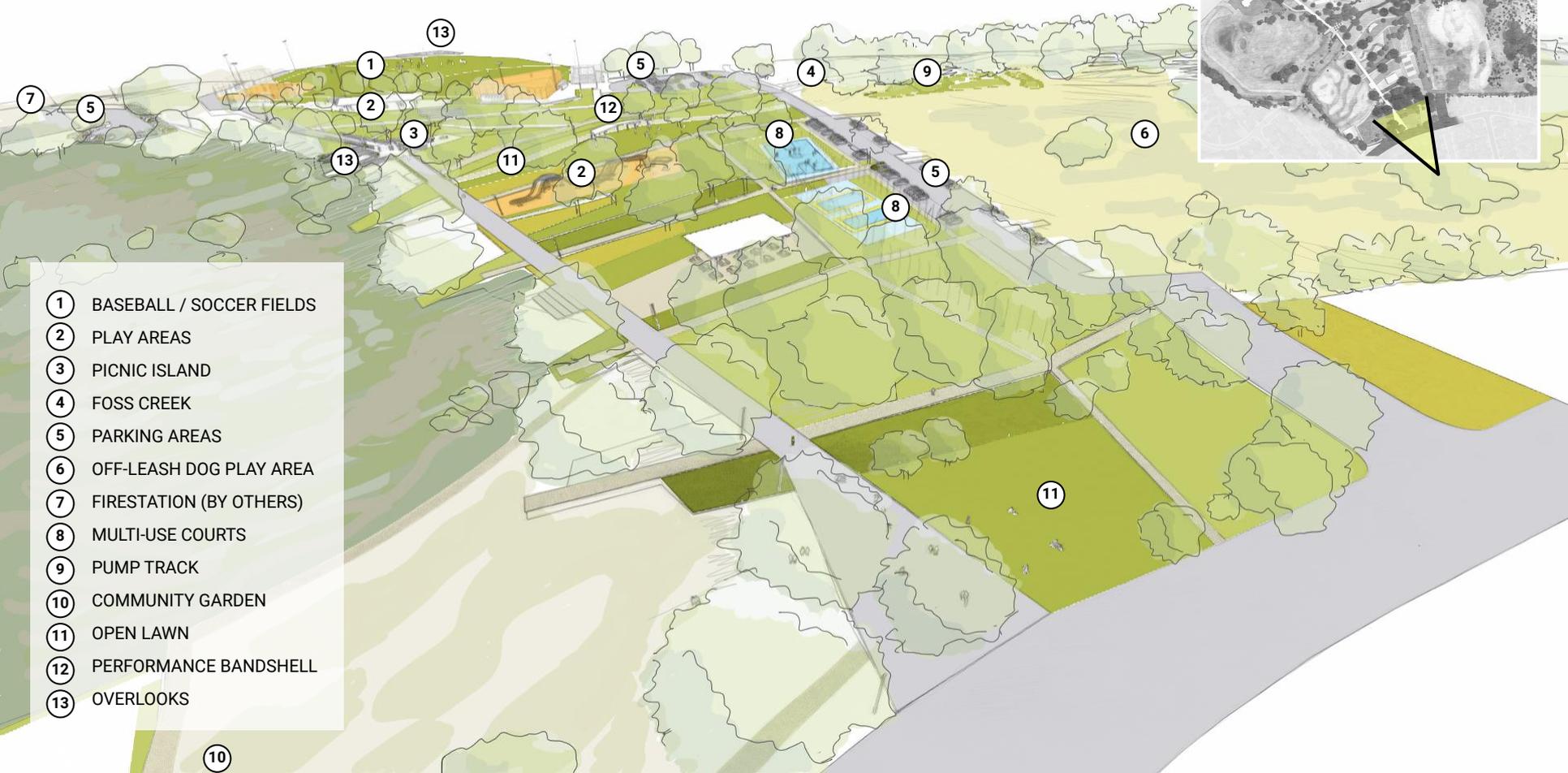


SITE AERIAL #1



- ① BASEBALL / SOCCER FIELDS
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ FOSS CREEK
- ⑤ PARKING AREAS
- ⑥ OFF-LEASH DOG PLAY AREA
- ⑦ DOG PLAY AREA (FENCED)
- ⑧ FIRESTATION (BY OTHERS)
- ⑨ PUMP TRACK
- ⑩ COMMUNITY GARDEN
- ⑪ OPEN LAWN
- ⑫ PERFORMANCE BANDSHELL

SITE AERIAL #2



- ① BASEBALL / SOCCER FIELDS
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ FOSS CREEK
- ⑤ PARKING AREAS
- ⑥ OFF-LEASH DOG PLAY AREA
- ⑦ FIRESTATION (BY OTHERS)
- ⑧ MULTI-USE COURTS
- ⑨ PUMP TRACK
- ⑩ COMMUNITY GARDEN
- ⑪ OPEN LAWN
- ⑫ PERFORMANCE BANDSHELL
- ⑬ OVERLOOKS

NORTHERN AREA

- ① BASEBALL / SOCCER FIELDS
- ② RESTROOMS, CONCESSIONS, STORAGE
- ③ PLAZA
- ④ MULTI-USE TRAIL
- ⑤ PLAY AREA
- ⑥ RAMP
- ⑦ STAIRS
- ⑧ FOSS CREEK
- ⑨ REALIGNED PORTION OF CREEK
- ⑩ VINEYARD EASEMENT
- ⑪ PICNIC ISLAND
- ⑫ PARKING AREAS
- ⑬ DROP-OFF AREA
- ⑭ FIRESTATION (BY OTHERS)
- ⑮ STORMWATER DETENTION
- ⑯ DOG PLAY AREA



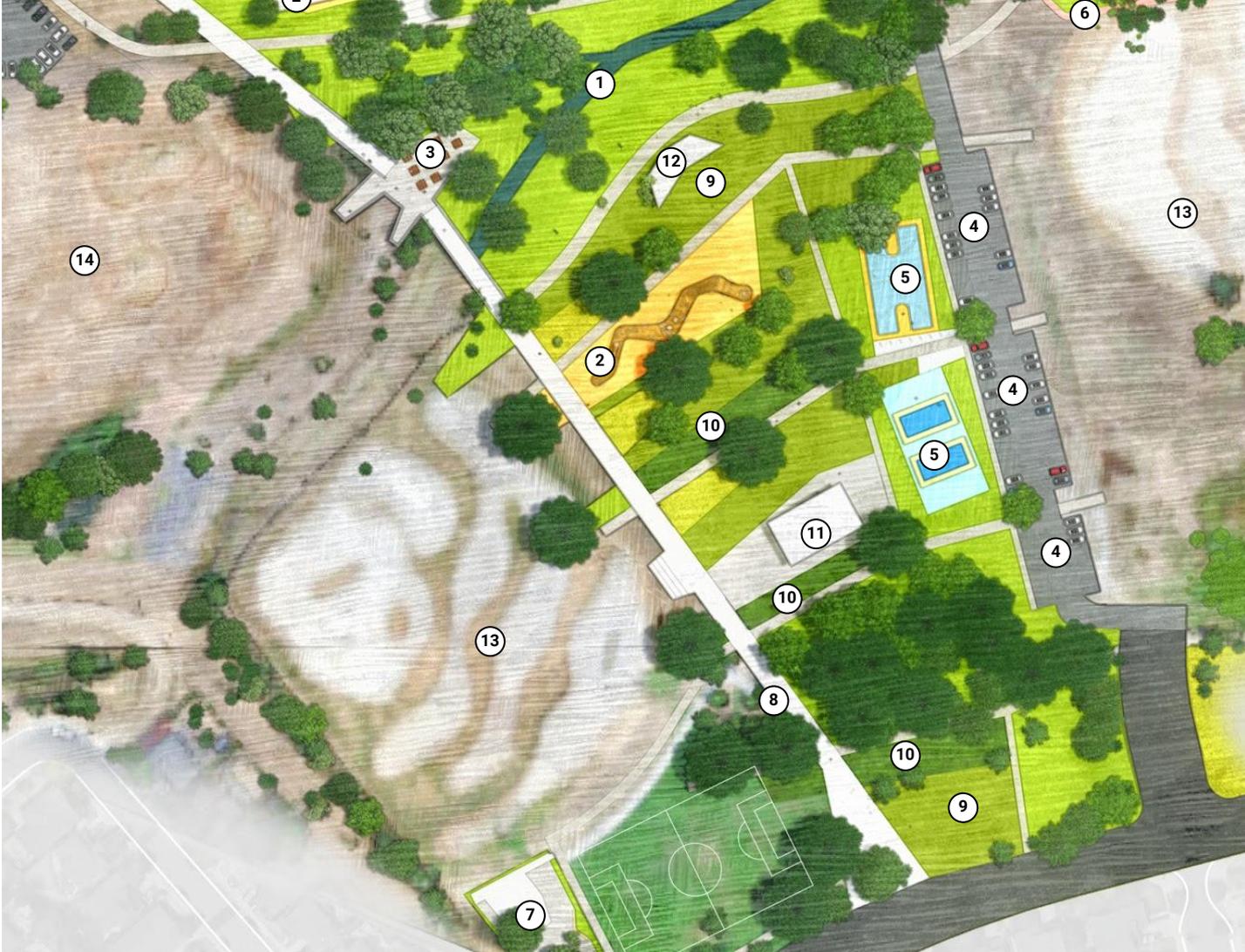
NORTHERN AREA



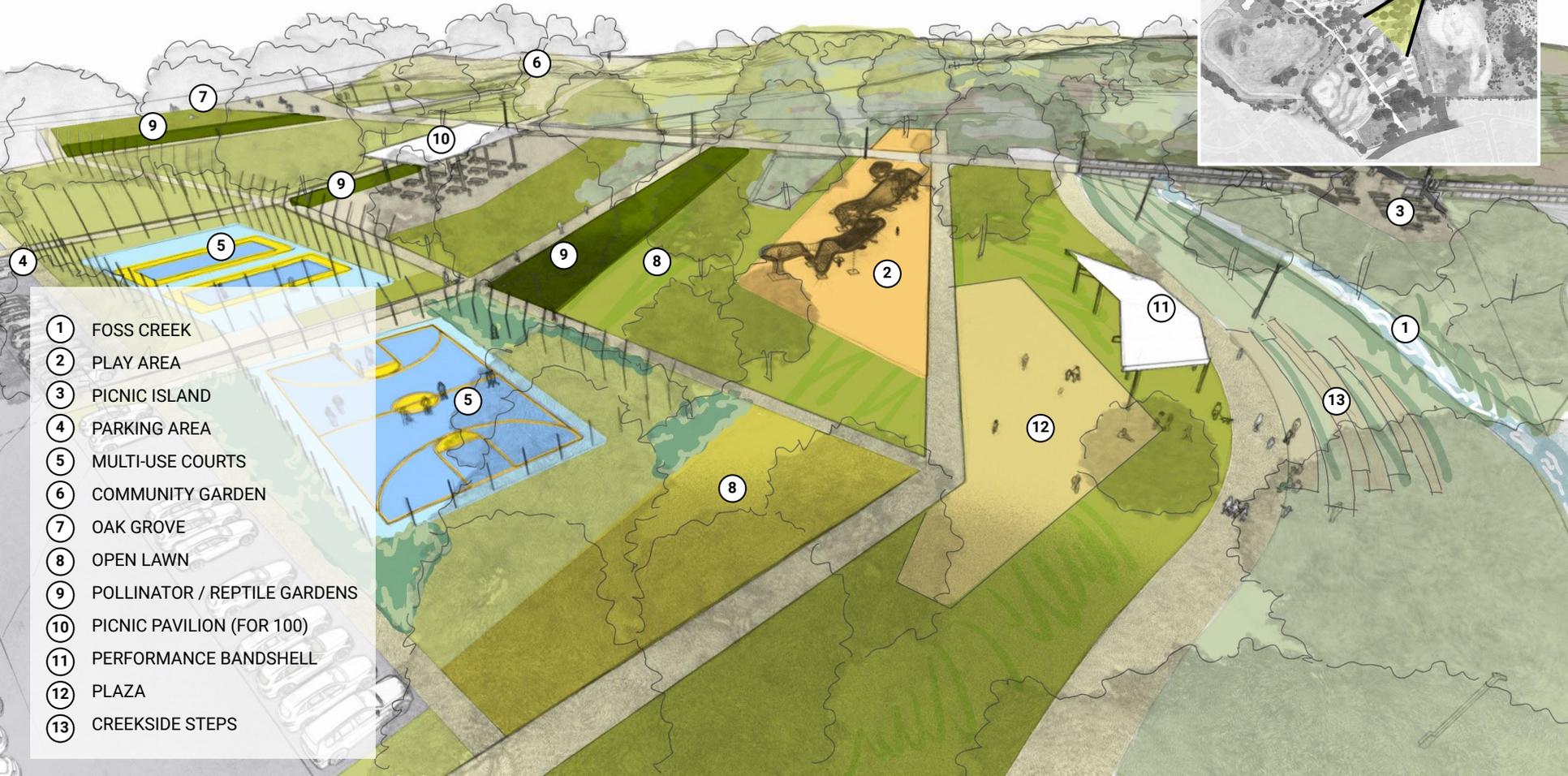
- ① BASEBALL / SOCCER FIELDS
- ② RESTROOMS, CONCESSIONS, STORAGE
- ③ PLAZA
- ④ PLAY AREA
- ⑤ RAMP
- ⑥ STAIRS
- ⑦ VINEYARD EASEMENT
- ⑧ OVERLOOK
- ⑨ DROP-OFF AREA
- ⑩ DOG PLAY AREA

SOUTHERN AREA

- ① FOSS CREEK
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ PARKING AREAS
- ⑤ MULTI-USE COURTS
- ⑥ PUMP TRACK
- ⑦ COMMUNITY GARDEN
- ⑧ OAK GROVE
- ⑨ OPEN LAWN
- ⑩ POLLINATOR / REPTILE GARDENS
- ⑪ PICNIC PAVILION (FOR 100)
- ⑫ PERFORMANCE BANDSHELL
- ⑬ CONSTRUCTED WETLANDS
- ⑭ STORMWATER DETENTION



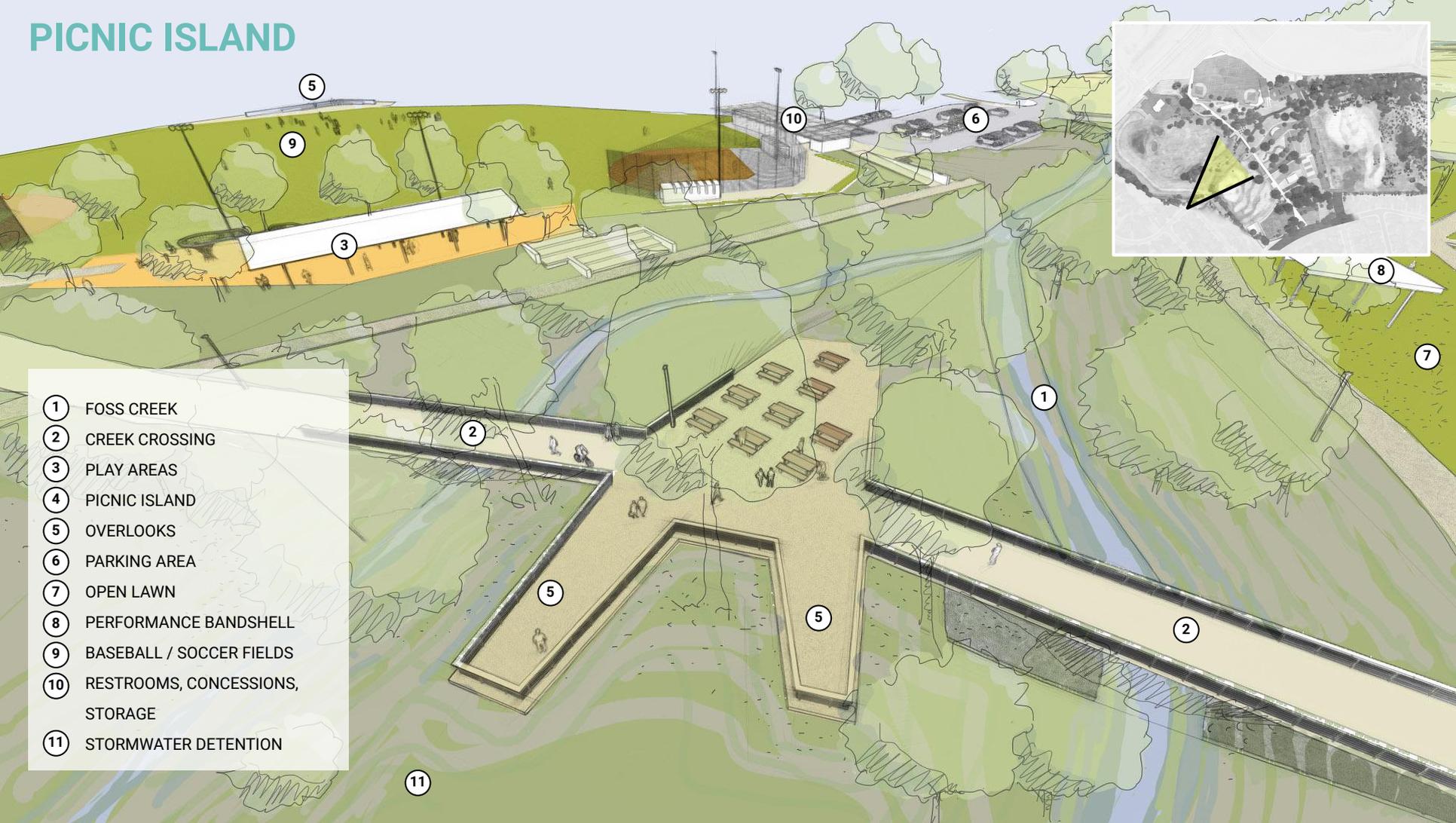
SOUTHERN AREA



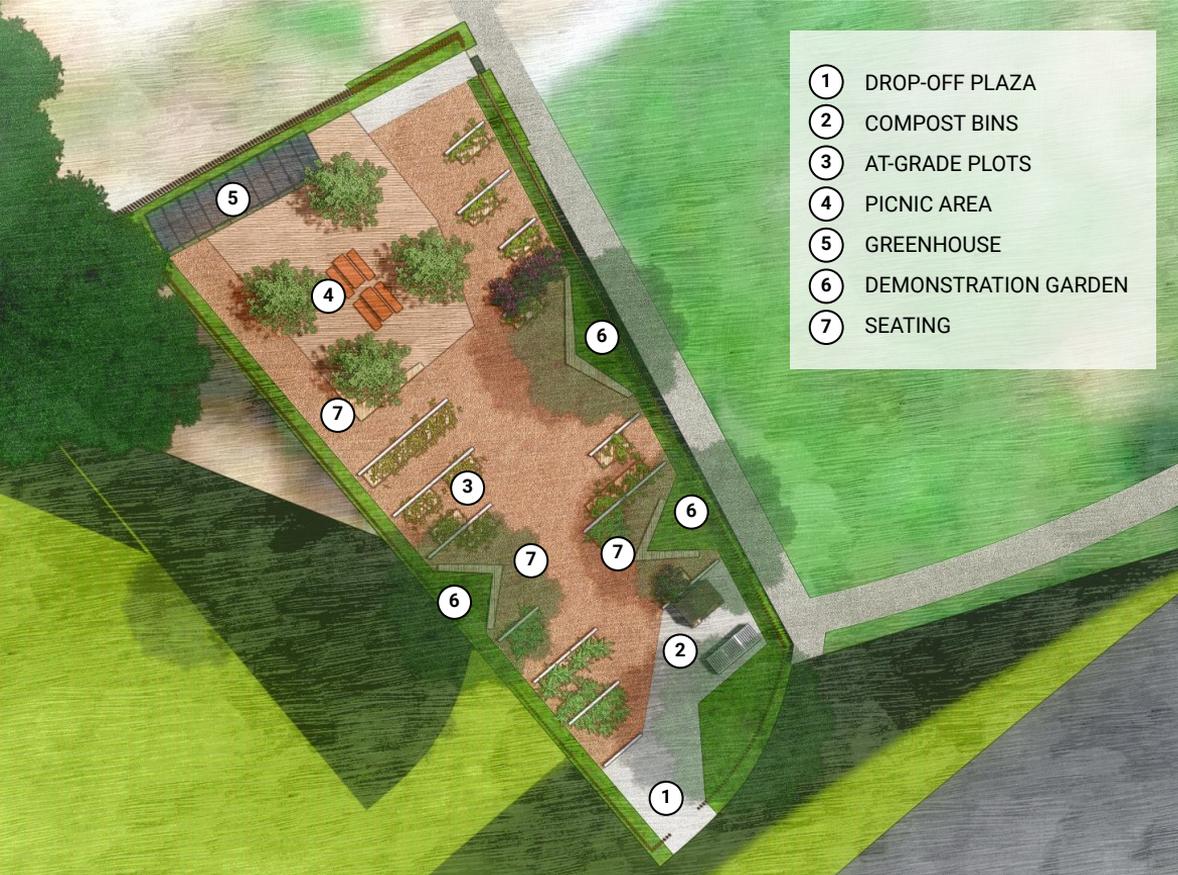
- ① FOSS CREEK
- ② PLAY AREA
- ③ PICNIC ISLAND
- ④ PARKING AREA
- ⑤ MULTI-USE COURTS
- ⑥ COMMUNITY GARDEN
- ⑦ OAK GROVE
- ⑧ OPEN LAWN
- ⑨ POLLINATOR / REPTILE GARDENS
- ⑩ PICNIC PAVILION (FOR 100)
- ⑪ PERFORMANCE BANDSHELL
- ⑫ PLAZA
- ⑬ CREEKSIDE STEPS

PICNIC ISLAND

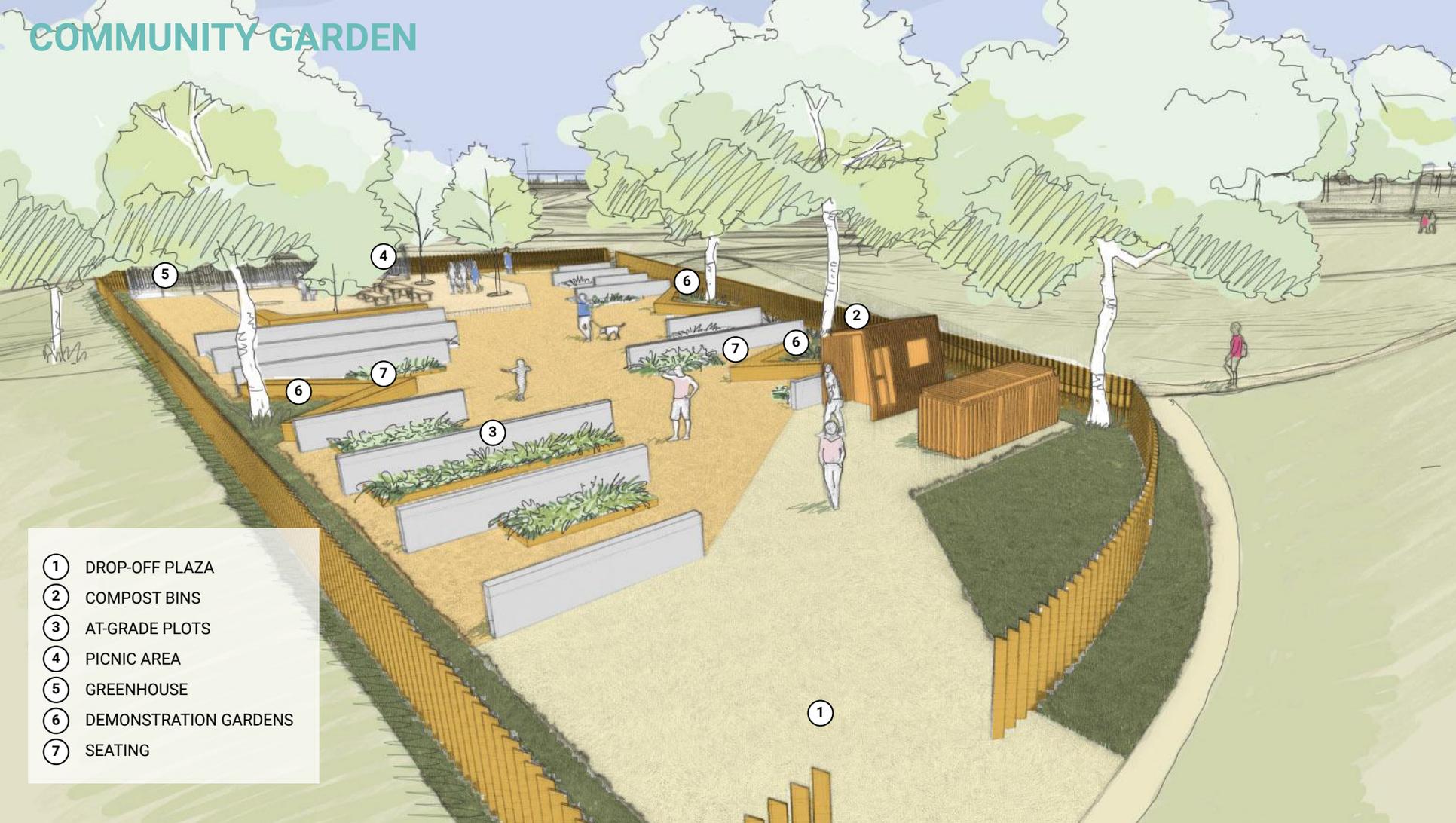
- ① FOSS CREEK
- ② CREEK CROSSING
- ③ PLAY AREAS
- ④ PICNIC ISLAND
- ⑤ OVERLOOKS
- ⑥ PARKING AREA
- ⑦ OPEN LAWN
- ⑧ PERFORMANCE BANDSHELL
- ⑨ BASEBALL / SOCCER FIELDS
- ⑩ RESTROOMS, CONCESSIONS, STORAGE
- ⑪ STORMWATER DETENTION



COMMUNITY GARDEN



COMMUNITY GARDEN



- ① DROP-OFF PLAZA
- ② COMPOST BINS
- ③ AT-GRADE PLOTS
- ④ PICNIC AREA
- ⑤ GREENHOUSE
- ⑥ DEMONSTRATION GARDENS
- ⑦ SEATING



PAVILION FOR 100



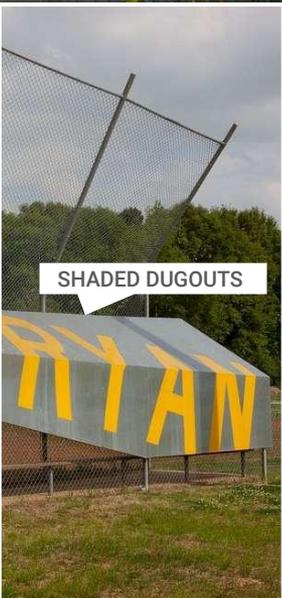
AGRARIAN-LIKE



ADVENTURE PLAY



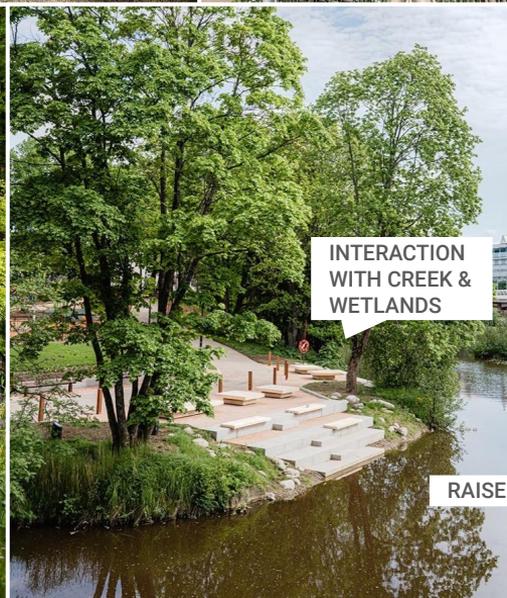
ARCHITECTURAL FENCING



SHADED DUGOUTS



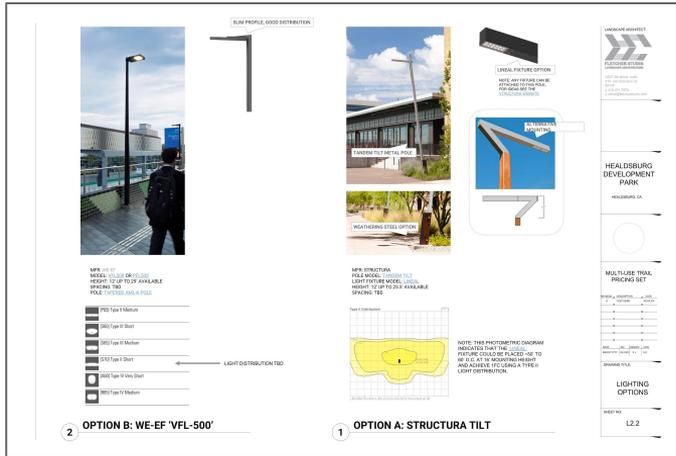
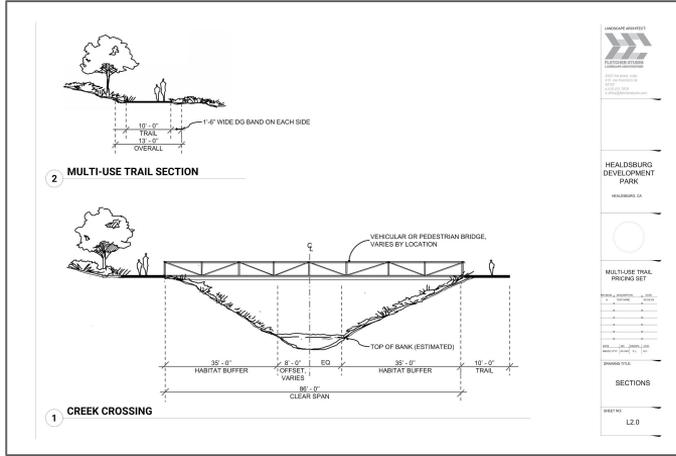
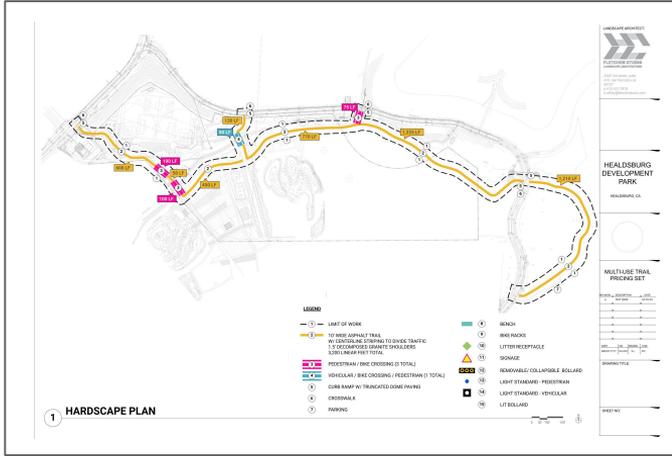
PROMENADES



INTERACTION WITH CREEK & WETLANDS



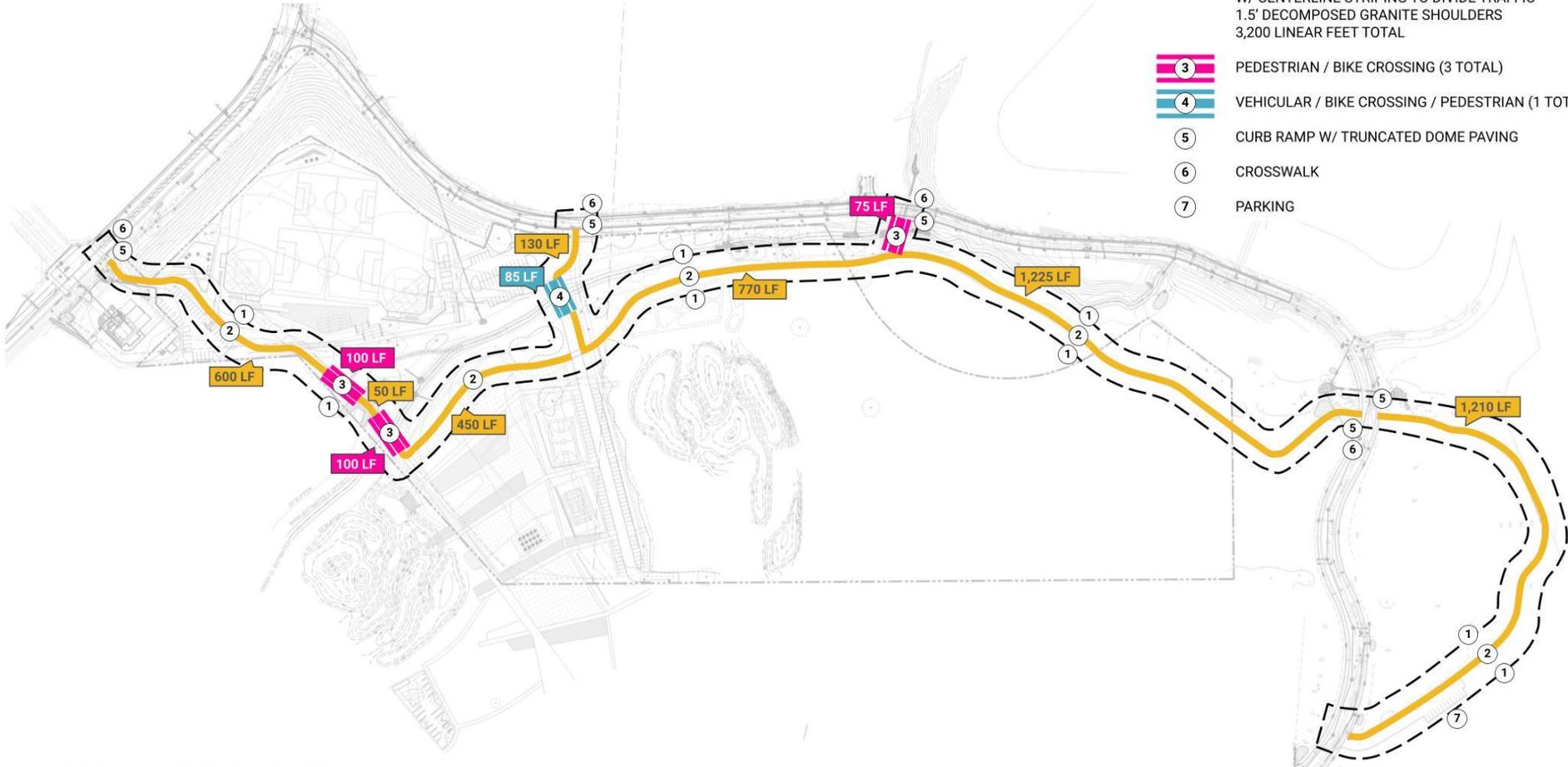
RAISED PLOTS



MULTI-USE TRAIL

LEGEND

- ① — LIMIT OF WORK
- ② — 10' WIDE ASPHALT TRAIL
W/ CENTERLINE STRIPING TO DIVIDE TRAFFIC
1.5' DECOMPOSED GRANITE SHOULDERS
3,200 LINEAR FEET TOTAL
- ③ — PEDESTRIAN / BIKE CROSSING (3 TOTAL)
- ④ — VEHICULAR / BIKE CROSSING / PEDESTRIAN (1 TOTAL)
- ⑤ — CURB RAMP W/ TRUNCATED DOME PAVING
- ⑥ — CROSSWALK
- ⑦ — PARKING



TRAIL MATERIALS



2 10' WIDE ASPHALT TRAIL WITH 1'-6" WIDE DG BAND ON EACH SIDE W/ CENTERLINE STRIPING TO DIVIDE TRAFFIC



ALUMINUM ASPHALT EDGE MFR: PERMALOC



COLLAPSIBLE BOLLARDS AT PED. CROSSINGS

10 REMOVABLE BOLLARD



VEHICULAR

3 4 CREEK CROSSINGS (SILVER METAL + CORTEN)



PEDESTRIAN ONLY



WITH BACK



BACKLESS

6 PRECAST CONCRETE TRAIL BENCHES
MFR: VESTRE
MODEL: KYOTO (MIX OF BACKLESS / WITH BACK)



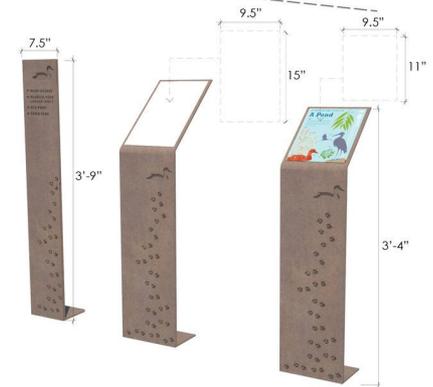
7 BIKE RACKS
MFR: VESTRE
MODEL: FORUM (WIDE)
FINISH: SILVER,
TO MATCH BENCHES



SILVER



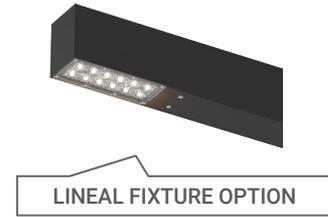
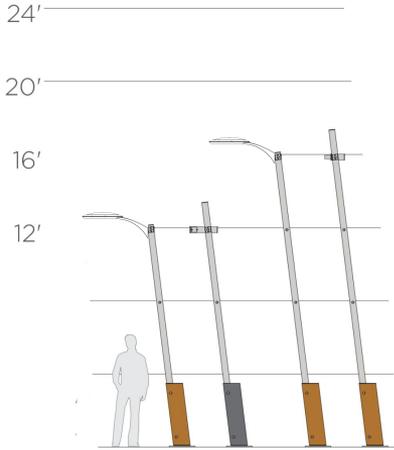
8 LITTER / RECYCLING
RECEPTACLE
MFR: VESTRE
MODEL: VROOM
FINISH: SILVER
GALVANIZED STEEL



9 INTERPRETIVE SIGNAGE & WAYFINDING
CORTEN STEEL OR ALUMINUM
GRAPHICS TBD



OPTION A: STRUCTURA TILT



MFR: STRUCTURA
 POLE MODEL: [TANDEM TILT](#)
 LIGHT FIXTURE MODEL: [LINEAL](#) OR [INVUE](#)
 HEIGHT: 12' UP TO 25.5' AVAILABLE
 SPACING: TBD

OPTION B: WE-EF 'VFL-500'



MFR: WE-EF
 MODEL: [VFL500](#) OR [PFL500](#)
 HEIGHT: 12' UP TO 29' AVAILABLE
 SPACING: TBD
 POLE: [TAPERED AML-K POLE](#)

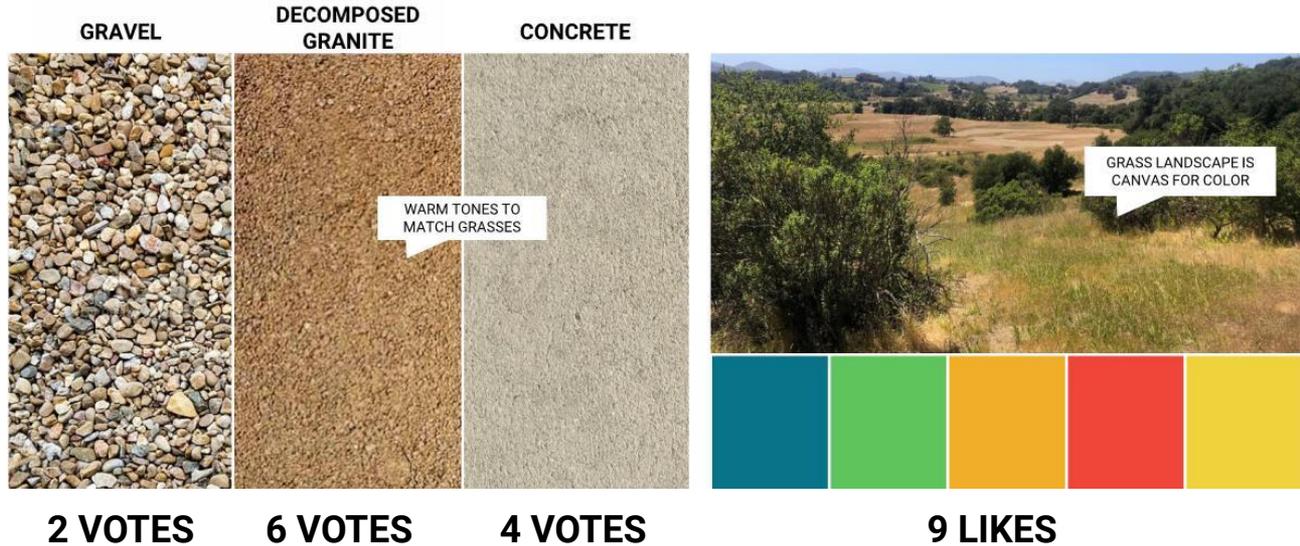
DESIGN WORKSHOP

30 MINUTES

SURVEY FEEDBACK SUMMARY



What are your thoughts on the proposed material palette below for Montage Development Park?



“I like that the concrete can be stamped or colored to change the appearance and add special touches. My concern about DG is that it does still get muddy in wet weather and breaks down easily.”

“[I like] the most aesthetically appropriate [materials], keeping in mind durability & maintenance”

“I think these materials all have a place depending on use. Concrete is the most durable and can conform to design and color easily.”

SURVEY FEEDBACK SUMMARY



How should we approach the design of site elements?

STANDARD



7 VOTES

ARCHITECTURAL



12 VOTES

ARTISTIC



8 VOTES

“Minimal - keep it as natural looking as possible - make gates and structure blend in with the natural environment”

“Mix of standard and architectural, but I believe function over form is very important with elements such as backstops and fencing.”

“Architectural, Artistic, Incorporating art within a durable iconic, yet user friendly, structures.”

SURVEY FEEDBACK SUMMARY



Which style of promenade do you prefer at Montage Development Park?

ACTIVATED



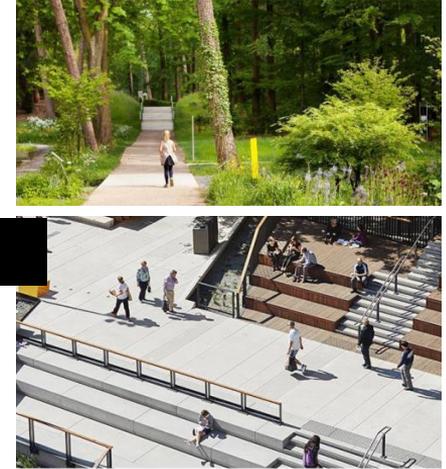
1 VOTES

OPEN + NON-PRESCRIPTIVE



9 VOTES

MIX OF BOTH



12 VOTES

vs.

vs.

“If the activated is limited to a few high-traffic communal areas, I support. The non-prescriptive for as much as possible”

“Mix of both Activated and Open / Non-Prescriptive, The land area should dictate this form.”

“Open + Non-Prescriptive, With maybe “some prescriptive elements like benches or grassy mounds clearly meant for sitting.”

SURVEY FEEDBACK SUMMARY



Which approach to the play area do you prefer out of the two options below for Montage Development Park?

TRADITIONAL PLAY



2 VOTES

vs.

CREATIVE PLAY



15 VOTES

“What will endure and interest children, not trendy”

“Look to develop structures that are friendly to special needs, including blind & deaf children. Pursue grants for this.”

“Maintainable”

SURVEY FEEDBACK SUMMARY



Which approach to the play area do you prefer out of the two options below for Montage Development Park?

ADVENTURE + CHALLENGE PLAY



16 VOTES

ARTISTIC + CREATIVE PLAY



3 VOTES

“Combo”

“Adventure + Challenge Play, Natural”

“I like both, but create spaces that include special needs.”

SURVEY FEEDBACK SUMMARY



Which style of community garden plots do you prefer for Montage Development Park?

AT-GRADE PLOTS



11 VOTES

vs.

RAISED PLOTS



6 VOTES

“Mix of the two”

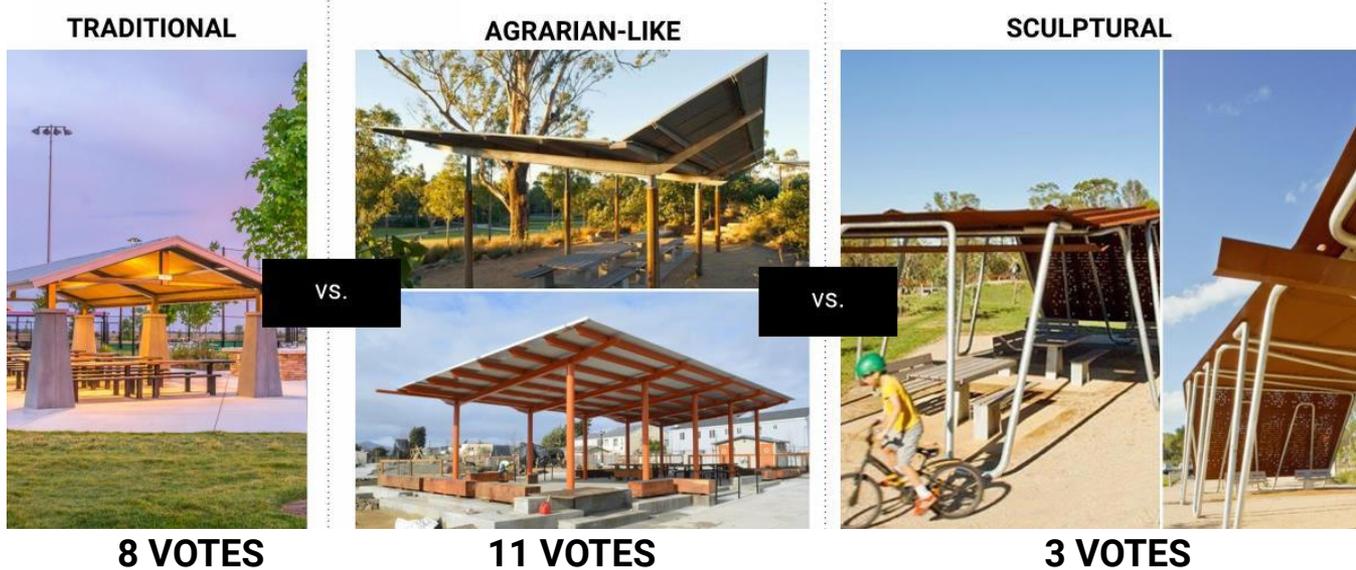
“Probably raised would be better for clay soil - but consult the experts!”

“12”h, 24”h, & 30”h appropriate heights for different age groups”

SURVEY FEEDBACK SUMMARY



Which style of pavilion do you prefer for Montage Development Park?



"Traditional, Agrarian-like, cost effective"

"Use unifying design elements - Montage resort architecture, North Village architecture, Plaza Gazebo, 3 North Street. Think complementary."

"I like the idea of sculptural as our direction, I just don't care much for this exact example"

"Could solar be used here for any park utilities?"

SURVEY FEEDBACK SUMMARY



How do you want to interact with the site ecology at Montage Development Park?

TRAVERSE THROUGH



VS.

GO TO AND SEE IT



5 VOTES

18 VOTES

“Go to and see it, Beach access to Healdsburg Reservoir for water interaction. Model RC seal boats, waters-edge exploration, other?”

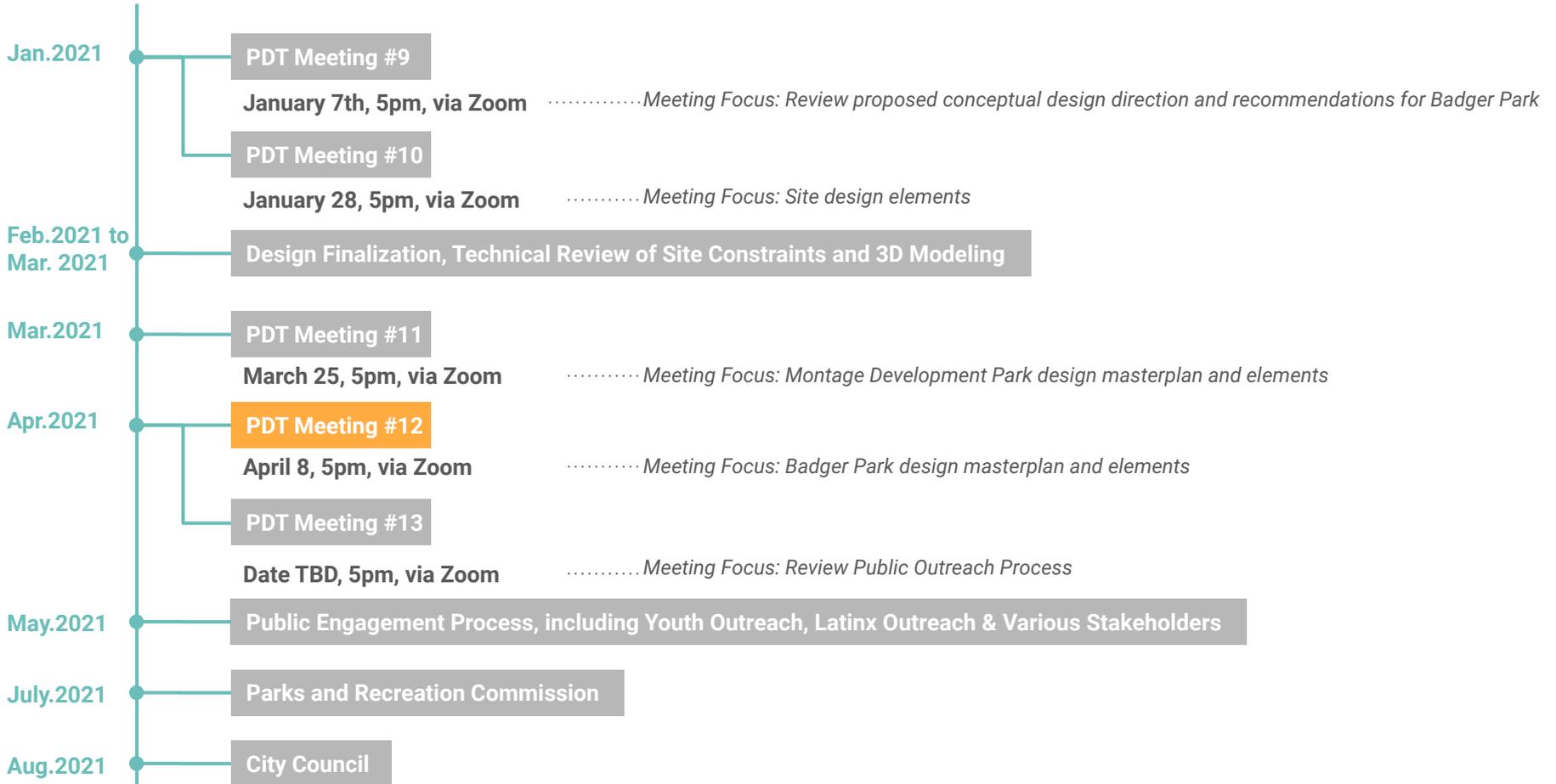
“Traverse through, Go to and see it, The land should dictate the best form.”

“I love the simple paths that are currently there. There are areas where my kids climb on rocks, and narrow trails where they wander through nature”

FINAL THOUGHTS?

5 MINUTES

SCHEDULE UPDATED





We need to show restrooms on south side

Pump track -- find nice examples

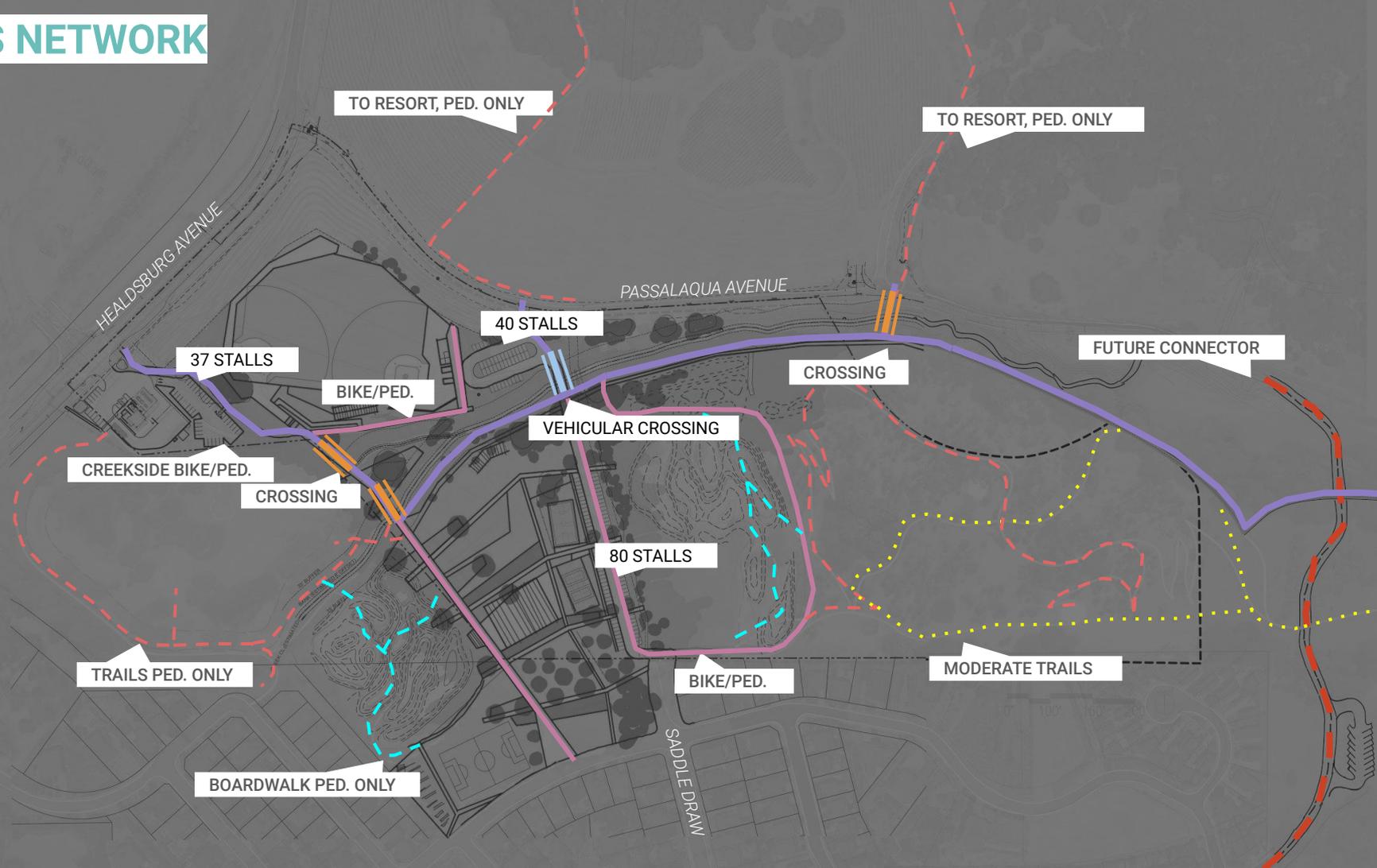
Walls, seating areas, etc.

Drinking fountains (as part of multi-trail package)

Show examples of off-leash dog areas -- find nice examples

Water play feature -- water use too high? Evaporation?

TRAILS NETWORK



RE-VEGETATION

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

RE-VEGETATION

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
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