

# Parks and Recreation Commission

Special Meeting, September 1, 2021



## 1. Call to Order

- a) Roll Call
- b) Pledge of Allegiance
- c) Changes (Deletions) from Agenda
- d) Approval of Minutes (April and May, 2021)



## 2. Old Business

### a) Parks, River Access, and Connectivity Master Planning Process

*Review the proposed master plan for the new public park in the Montage Development, the proposed redevelopment master plan for Badger Park, and proposed Russian River access enhancements*



# AGENDA

## 1. RECAP

- BACKGROUND ON THE PLANNING PROCESS
- COMMUNITY ENGAGEMENT PROCESS
- ADDITIONAL DESIGN FEEDBACK AND CONSIDERATIONS SINCE JULY 14 COMMISSION MEETING

## 2. DESIGN UPDATES

- MONTAGE DEVELOPMENT PARK
- BADGER PARK
- RUSSIAN RIVER ACCESS

# PLANNING PROCESS



## Master Planning

Master plans are the vision for the park. A master plan identifies a general layout for the park, proposed components, and preliminary cost estimates. Master plans are submitted for environmental review prior to moving to the next stage.

## Design Development & Construction Drawings

Design development takes the master plan vision and formalizes the ideas. Specific decisions are made on items such as lighting design, play structures, architectural components, and construction materials. Design development leads to developing construction drawings.

## Bidding & Construction

Bidding is the process to secure a responsible contractor to build the project at the lowest possible price. After negotiations, the contractor is then hired to build the project.

# PLANNING PROCESS

## MULTI-YEAR EFFORT...



This planning process is being led by approximately 50 community members who make up the Parks Design Team (PDT). The planning process began in the summer of 2019 but unfortunately was interrupted by the Kincade Fire and the COVID-19 pandemic, both delaying the project.

The Parks Design Team has met 13 times throughout the process to become familiar with the opportunities and challenges of each of the sites, discuss different design approaches and considerations, and review a variety of concepts for the proposed designs. The City and Fletcher Studio are grateful for the participation and thoughtful input of the Parks Design Team members.

### FALL 2019

PDT SITE WALKS  
PDT MEETING #1, #2, #3  
**TOPIC: CONNECTIVITY**  
STAKEHOLDER INTERVIEWS  
CONNECTIVITY BIKE-ABOUT

*COMMUNITY ENGAGEMENT  
EVENT, CANCELLED DUE TO  
KINCADE FIRE*

### EARLY SPRING 2020

PDT MEETING #4  
**TOPIC: COMMUNITY OUTREACH  
PLANNING**

*PUBLIC OUTREACH SURVEY,  
POSTPONED DUE TO PANDEMIC*

### FALL 2020

PDT MEETING #5, #6, #7, #8  
**TOPIC: PARKS DESIGN +  
RIVER ACCESS**

### SPRING 2021

PDT MEETING #9, #10, #11,  
#12, #13  
**TOPIC: DESIGN  
FINALIZATION**

### SUMMER 2021

COMMUNITY ENGAGEMENT  
PARKS & REC COMMISSION  
CITY COUNCIL

# PLANNING PROCESS

MULTI-YEAR EFFORT...



2021-22



2022-2023



2023-24



2024-25



ENVIRONMENTAL  
FUNDING

DESIGN  
CONSTRUCTION DRAWINGS  
PHASING DETERMINATION

CONSTRUCTION  
PHASING?

PROJECT COMPLETION

# PLANNING PROCESS



PROJECT SITE WALKS



STAKEHOLDER INTERVIEWS



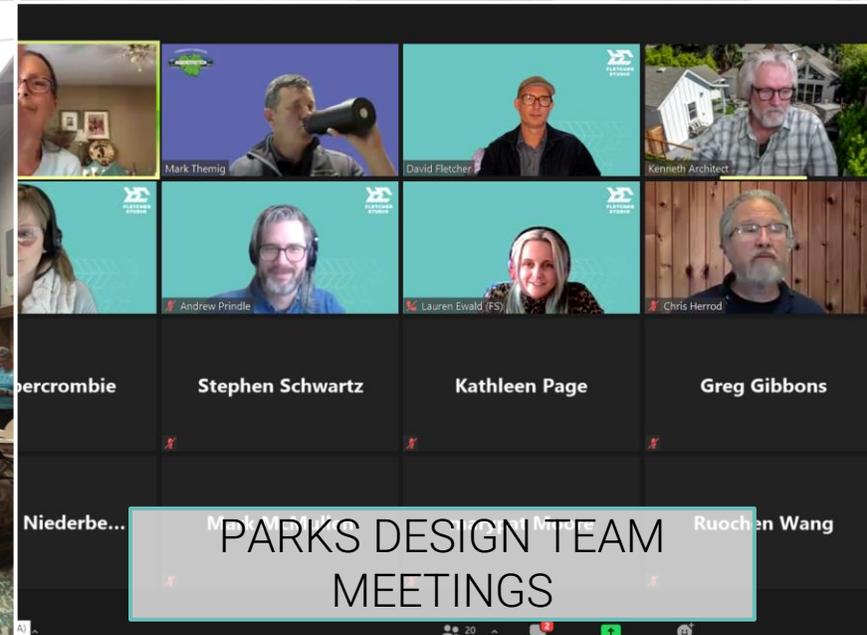
CONNECTIVITY BIKE-ABOUT



PARKS DESIGN WORKSHOPS



CONNECTIVITY WORKSHOPS

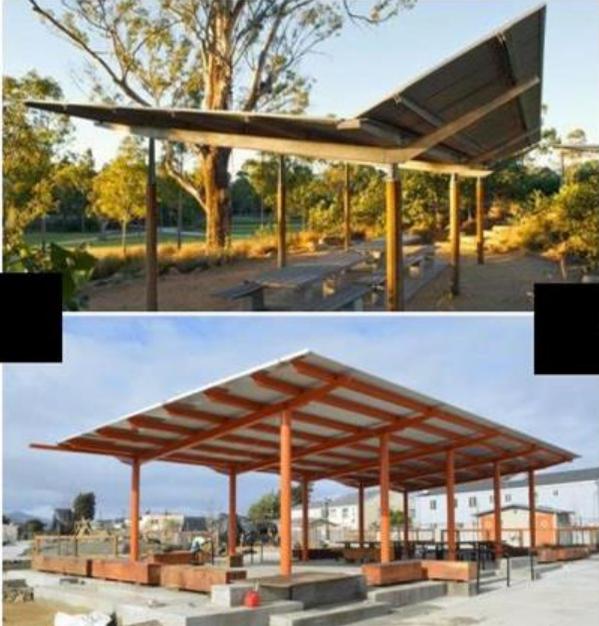


PARKS DESIGN TEAM MEETINGS



# PARKS DESIGN TEAM DECISION MAKING

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

TRADITIONAL	AGRARIAN-LIKE	SCULPTURAL
		
<b>35% PREFER</b>	<b>50% PREFER</b>	<b>15% PREFER</b>

**ADDITIONAL WRITTEN FEEDBACK:**

“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?”

# INITIAL COMMUNITY OUTREACH SUMMARY

- Climate Change
  - Drawings and illustrations need to reflect a design approach that is less dependent on water in the future
  - Community conversation: advantages and disadvantages of natural turf compared to synthetic turf for park areas
  - Potential for greater access to recycled water?
  - More than turf: landscaping and trees

- River Access
  - Opinions differ on goal for enhancing river access outside of Badger Park property (e.g. Syar Gravel Bar)
  - Seems to be agreement about convening a discussion about managing river access and its impact
  
- Right Sizing
  - As plans move to the design stage, need to ensure facilities are the right size based on most relevant information (e.g. community gardens, picnic areas)

- Comité Corazón Conversation
  - Community needs space for large events (500 ppl), enclosed like a hall, cost is a concern
    - 3 North Street Project?
  - Access to Montage Park for the community is far from town
    - Foss Creek Pathway and Transit Stop
  - Need programs to help people get to know open spaces
    - City's partnership with Landpaths
  - Make the parks feel like they are everyone's parks; make them feel welcoming
    - Need to consider signage, rental policies, etc. to help encourage inclusion and equity
  - Why is there a focus on building this park when housing is not available for many to live in Healdsburg?
    - ?

## ADDITIONAL INPUT

1. PARKLAND FARMS NEIGHBORHOOD MEETING
2. PUBLIC WORKS AND UTILITY DEPARTMENT REVIEW
3. PUBLIC SAFETY REVIEW
4. DESIGN UPDATES
5. COST ESTIMATING

# WHAT WE HAVE BEEN WORKING ON...



- **Parkland Farms Neighborhood Meeting:**
  - Barbieri Park upgrades
    - Plan for after new park construction so there continues to be park opportunities (dependent on funding)
  - Vehicles and traffic
    - Traffic bollards at Saddle Draw, operational decisions can be made after park is complete
    - Emergency vehicle access opportunities
  - Playgrounds designed for all ages
  - Recycled water availability?
  - Staffing and operations?
  - Sound system for sports facilities?
- See attachment in staff report for more information

# WHAT WE HAVE BEEN WORKING ON...



- **Public Works and Electric Utility Teams Review**

- **Badger Park**

- Lift Station: Design Team will incorporate space for the lift station on the park property near the entrance in the master plan
    - Storm Water: Treated on site; should use existing outlets if at all possible
    - Trail Widths for Servicing Wells: Design team will widen designated trails for access by service vehicles.
    - Ground Grid: Electric will confirm location of the ground grid at the substation; any park improvements will remain outside of the grid as needed
    - Electric Vaults: Need to maintain access to electric vaults located throughout the site for servicing.
    - Car Barriers: Design Team will ensure parking lot has car barrier (either curb and gutter or curb stops)
    - EV Charging Stations: Design Team will add EV charging station designation to the plan

- **Montage Park**

- Stormwater: Stormwater would be treated on site and discharged into basin
    - Utilities: Serve each side of the site separately

# WHAT WE HAVE BEEN WORKING ON...



- **Fire Department and Police Department Review:**
  - Vegetation management strategies along park perimeter to reduce fuel ladders
  - Addition of fire hydrants
  - Ease of circulation for patrol vehicles
  - Rescue boat access to the Russian River
- **Design Updates**
- **Pricing Plans and Cost Estimates:** ROM estimates (rough order of magnitude), given the preliminary nature of the master plans

# MONTAGE DEVELOPMENT PARK MASTER PLAN

# MONTAGE DEVELOPMENT

## PARK



- ① HEALDSBURG AVE
- ② PASSALACQUA RD
- ③ FOSS CREEK
- ④ STORMWATER DETENTION
- ⑤ CONSTRUCTED WETLANDS
- ⑥ BARBIERI PARK
- ⑦ KNOLL
- ⑧ HIGH POINT
- ⑨ MONTAGE RESORT
- ⑩ AFFORDABLE HOUSING SITE
- ⑪ FIRE STATION SITE

# SAGGIO HILLS (MONTAGE) DEVELOPMENT AGREEMENT REQUIREMENTS

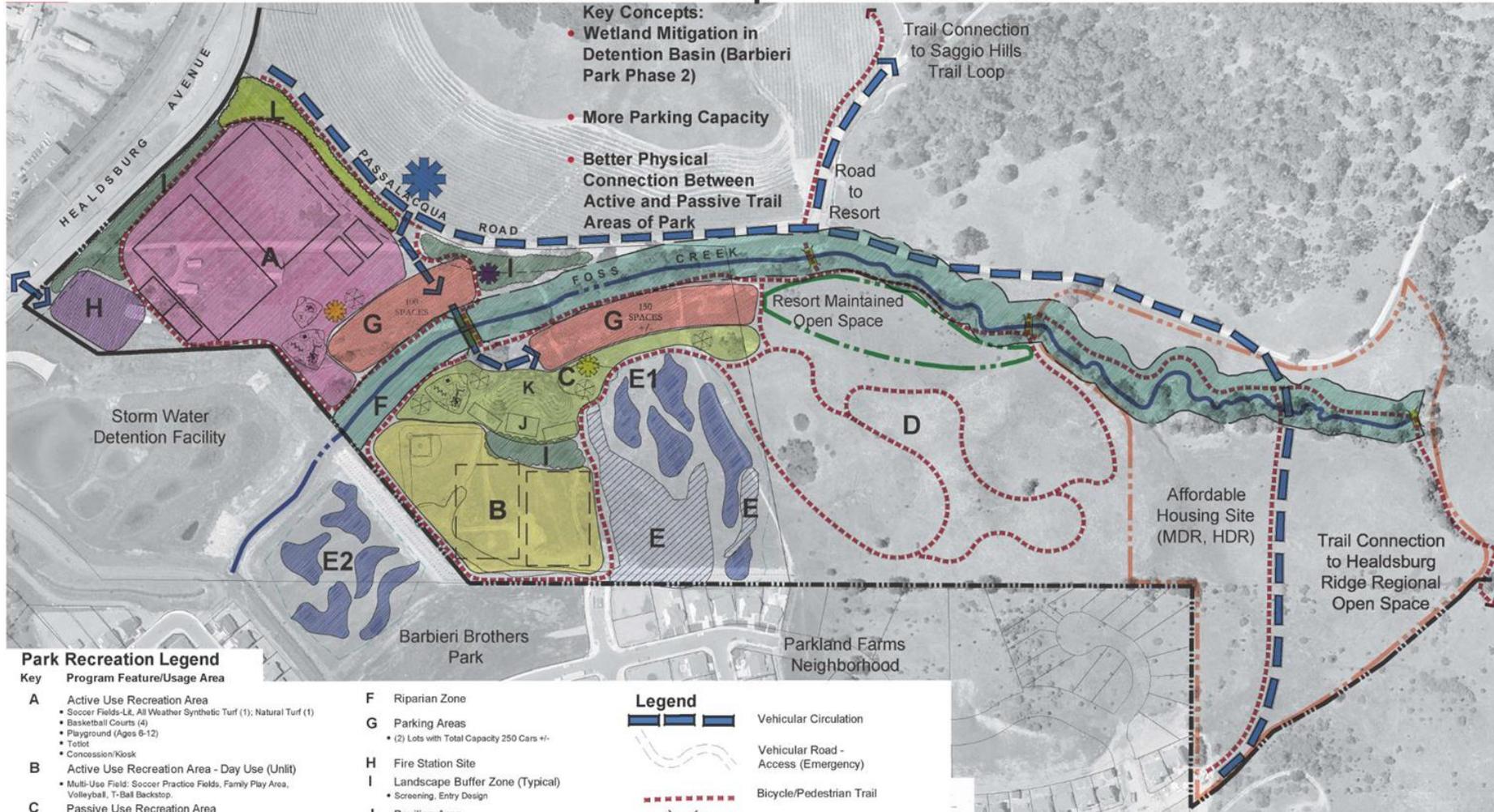


- PROVIDE APPROXIMATELY 36 ACRES OF LAND FOR A PUBLIC PARK
- MASS GRADE THE PARK SITE
- DESIGN AND CONSTRUCT MULTI-PURPOSE TRAIL
- PROVIDE \$3 MILLION FOR THE DESIGN AND CONSTRUCTION OF THE PARK
- PARK SHALL HAVE
  - Active recreation use areas
  - Passive recreation use areas
  - Public Trails
  - Existing and new wetlands
  - A riparian zone for Foss Creek
  - Parking areas
  - A pavilion area
  - Landscaped areas

# DEVELOPMENT AGREEMENT CONCEPT PLAN (2006)



## Park Site Concept F - Final Master Plan



- Key Concepts:**
- Wetland Mitigation in Detention Basin (Barbieri Park Phase 2)
  - More Parking Capacity
  - Better Physical Connection Between Active and Passive Trail Areas of Park

Trail Connection to Saggio Hills Trail Loop

Road to Resort

Resort Maintained Open Space

Affordable Housing Site (MDR, HDR)

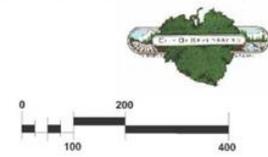
Trail Connection to Healdsburg Ridge Regional Open Space

### Park Recreation Legend

Key	Program Feature/Usage Area
<b>A</b>	<b>Active Use Recreation Area</b> • Soccer Fields-L&L, All Weather Synthetic Turf (1); Natural Turf (1) • Basketball Courts (4) • Playground (Ages 6-12) • Totlot • Concession/Kiosk
<b>B</b>	<b>Active Use Recreation Area - Day Use (Unit)</b> • Multi-Use Field: Soccer Practice Fields, Family Play Area, Volleyball, T-Ball Backstop
<b>C</b>	<b>Passive Use Recreation Area</b> • Group Picnic Areas (Shelters - 75 People Capacity) (4) • Covered Pavilion Area (Conjunctive Use with Special Events) • Totlot (1)
<b>D</b>	<b>Trail Network</b> • Linkages to Off-site Recreation Areas (Fox Pond and County Open Space) • Scenic Overlooks
<b>E</b>	<b>Existing Wetlands - Preserved - 1.69 Acres</b> • Fill Area - 0.63 Acres
<b>E1</b>	<b>Proposed Wetland Mitigation Area</b> • Wetland Basins - 1.07 Acres • Wetland Uplands/Watershed Buffer Area - 4.6 Acres (Net)
<b>F</b>	<b>Riparian Zone</b>
<b>G</b>	<b>Parking Areas</b> • (2) Lots with Total Capacity 250 Cars +/-
<b>H</b>	<b>Fire Station Site</b>
<b>I</b>	<b>Landscape Buffer Zone (Typical)</b> • Screening, Entry Design
<b>J</b>	<b>Pavilion Area</b> • Special Events • Picnic Area
<b>K</b>	<b>Landscape Berm</b>
<b>L</b>	<b>Resort Maintained Landscape Easement (40' Wide)</b>
<b>E2</b>	<b>Proposed Wetland Mitigation Area in Detention Basin</b> • Wetland Basins - 0.92 Acres • Wetland Uplands/Watershed Buffer Area - 2.0 Acres (Net)

### Legend

	Vehicular Circulation
	Vehicular Road - Access (Emergency)
	Bicycle/Pedestrian Trail
	Bridge
	Primary Entrance
	Restroom Building Location (2)
	Picnic Shelter (75-100 People)
	Trailhead Staging Area and Kiosk for Regional Trail Connections

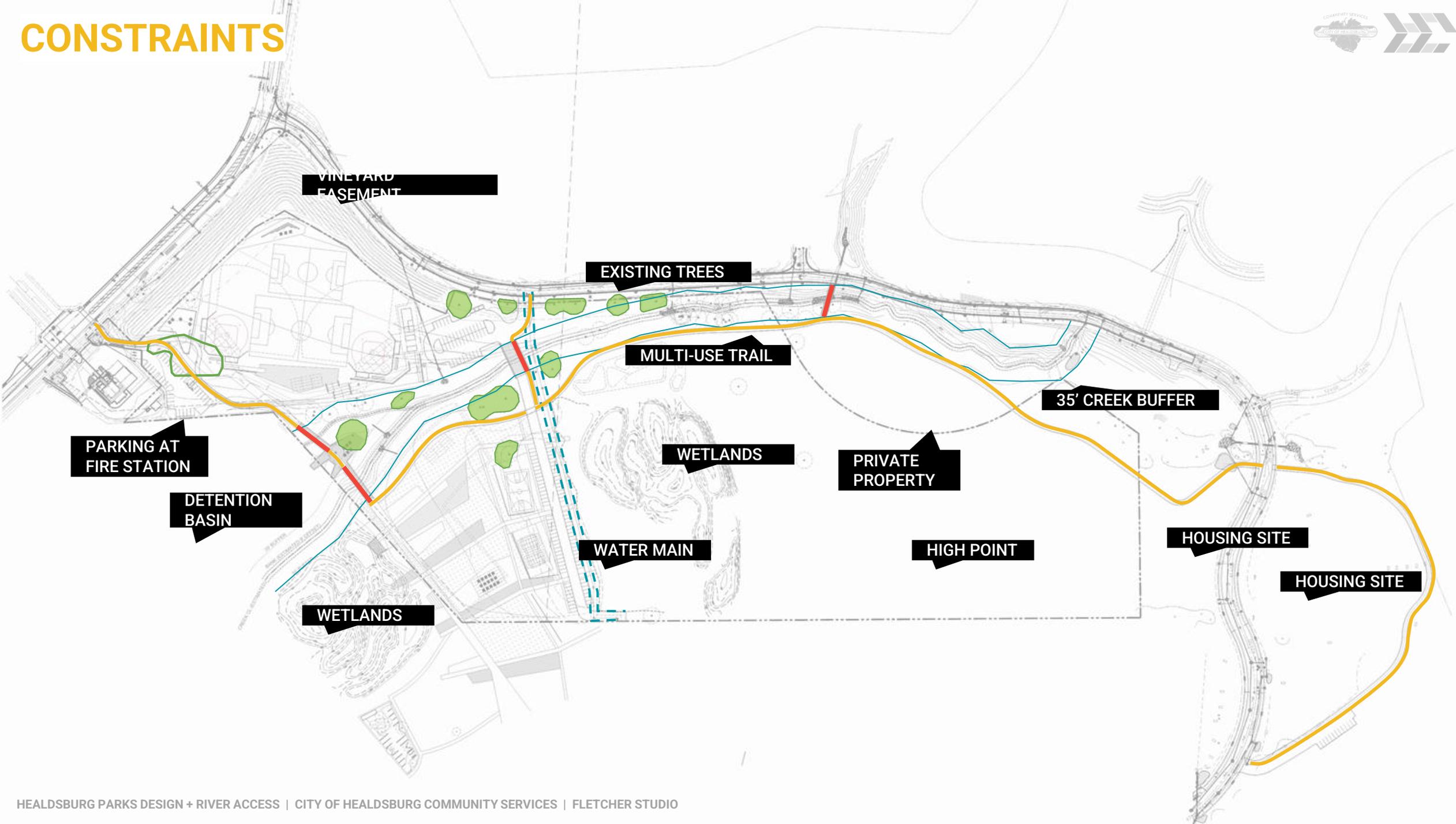


*Healdsburg Park*  
City of Healdsburg

MAY 22, 2006

pros consulting  
Carter Burgess

# CONSTRAINTS



# DESIGN PROCESS



# INITIAL MASTER PLAN FOR COMMUNITY FEEDBACK

## MONTAGE DEVELOPMENT PARK



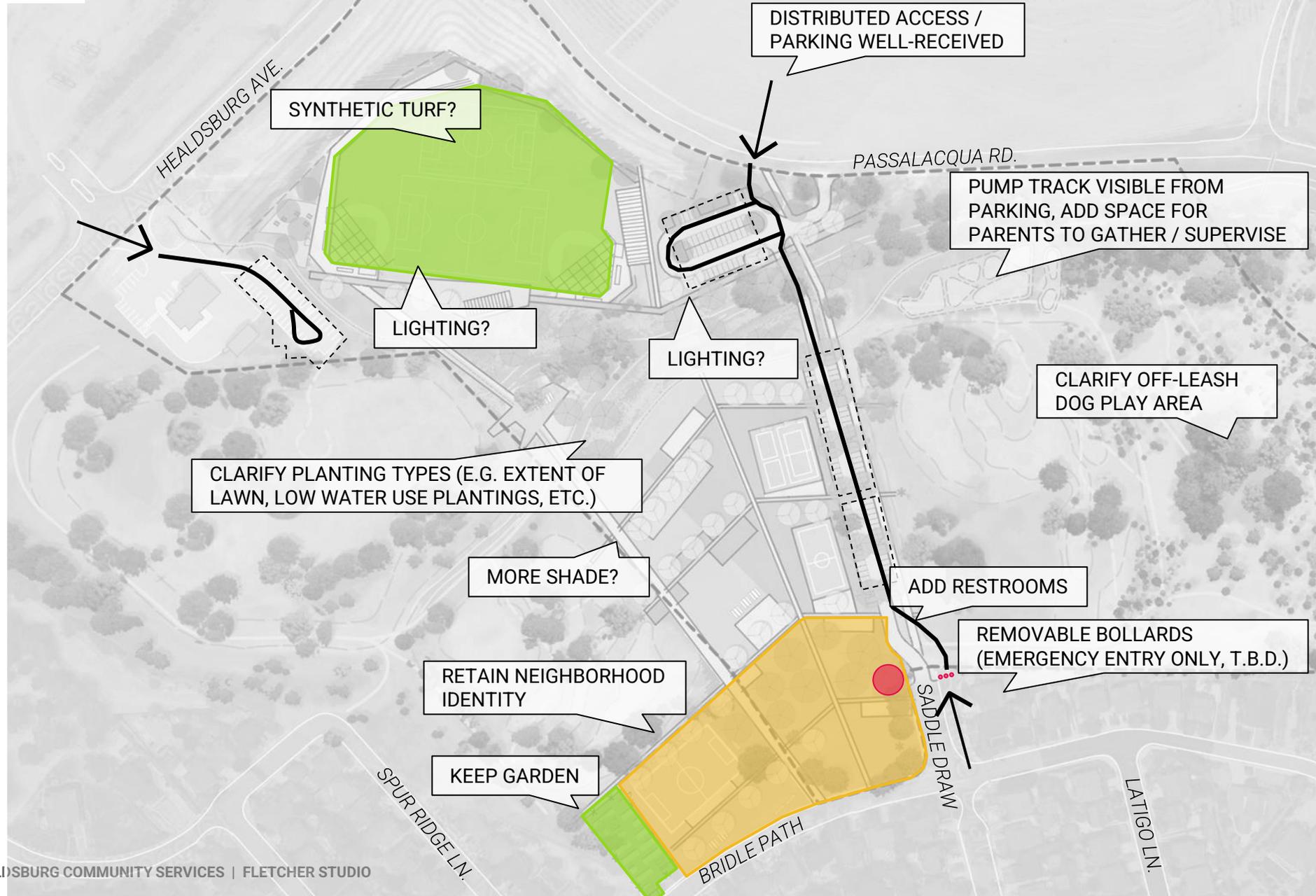
- ① SPORTS FIELDS
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ PROMENADES
- ⑤ PARKING
- ⑥ RESTROOMS + CONCESSIONS
- ⑦ DOG PLAY AREA
- ⑧ HIKING TRAILS
- ⑨ SPORTS COURTS
- ⑩ PUMP TRACK
- ⑪ COMMUNITY GARDEN
- ⑫ OAK GROVE
- ⑬ OPEN LAWN
- ⑭ SPECIAL USE GARDENS
- ⑮ PICNIC PAVILION
- ⑯ BANDSHELL
- ★ POSSIBLE ART

# COMMUNITY FEEDBACK

## MONTAGE DEVELOPMENT PARK



- Retain the neighborhood identity for Barbieri Park
- Add space for parents and spectators to gather at the pump track
- Support for primary park access from Passalaqua and Healdsburg Ave.; add removable bollards at Saddle Draw
- Support for clustered parking approach
- Support for new fire substation
- To work on further during Detailed Design phase:
  - Increase shade.
  - Lighting compliant with dark sky cutoffs and natural environment.
  - Clarify low water use plantings, meadows, hybrid bermuda grass and synthetic turf areas.



# PRELIMINARY MASTER PLAN

## MONTAGE DEVELOPMENT PARK

SPORTS FIELDS  
(NORTH OF THE CREEK)

CREEK RESTORATION

STORMWATER FEATURES

WETLANDS

TRAILS NETWORK

OFF-LEASH DOG PLAY AREA

COMMUNITY PARK  
(SOUTH OF THE CREEK)

BARBIERI PARK INTEGRATION



# PRELIMINARY MASTER PLAN

## MONTAGE DEVELOPMENT PARK

- ① SPORTS FIELDS
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ PROMENADES
- ⑤ PARKING
- ⑥ RESTROOMS + CONCESSIONS
- ⑦ DOG PLAY AREA
- ⑧ HIKING TRAILS
- ⑨ SPORTS COURTS
- ⑩ PUMP TRACK
- ⑪ COMMUNITY GARDEN
- ⑫ OAK TRANSITION
- ⑬ OPEN LAWN
- ⑭ SPECIAL USE GARDENS
- ⑮ PICNIC PAVILION
- ⑯ BANDSHELL
- ⑰ MULTI-USE TRAIL
- ✱ POSSIBLE ART



# PRELIMINARY MASTER PLAN

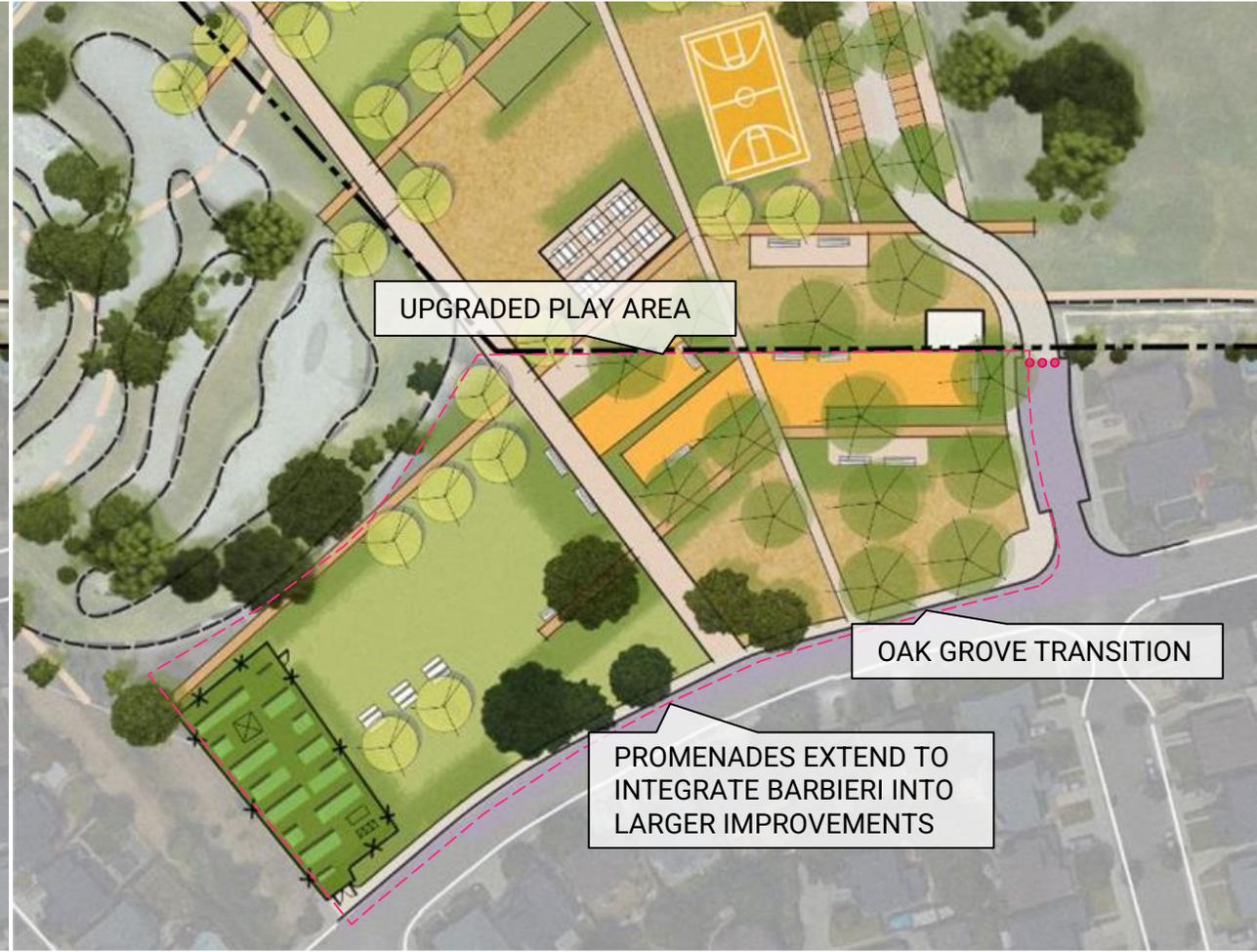
## BARBIERI PARK INTEGRATION



PROPOSED: PARK AMENITIES AND DESIGN REMAIN AS IS



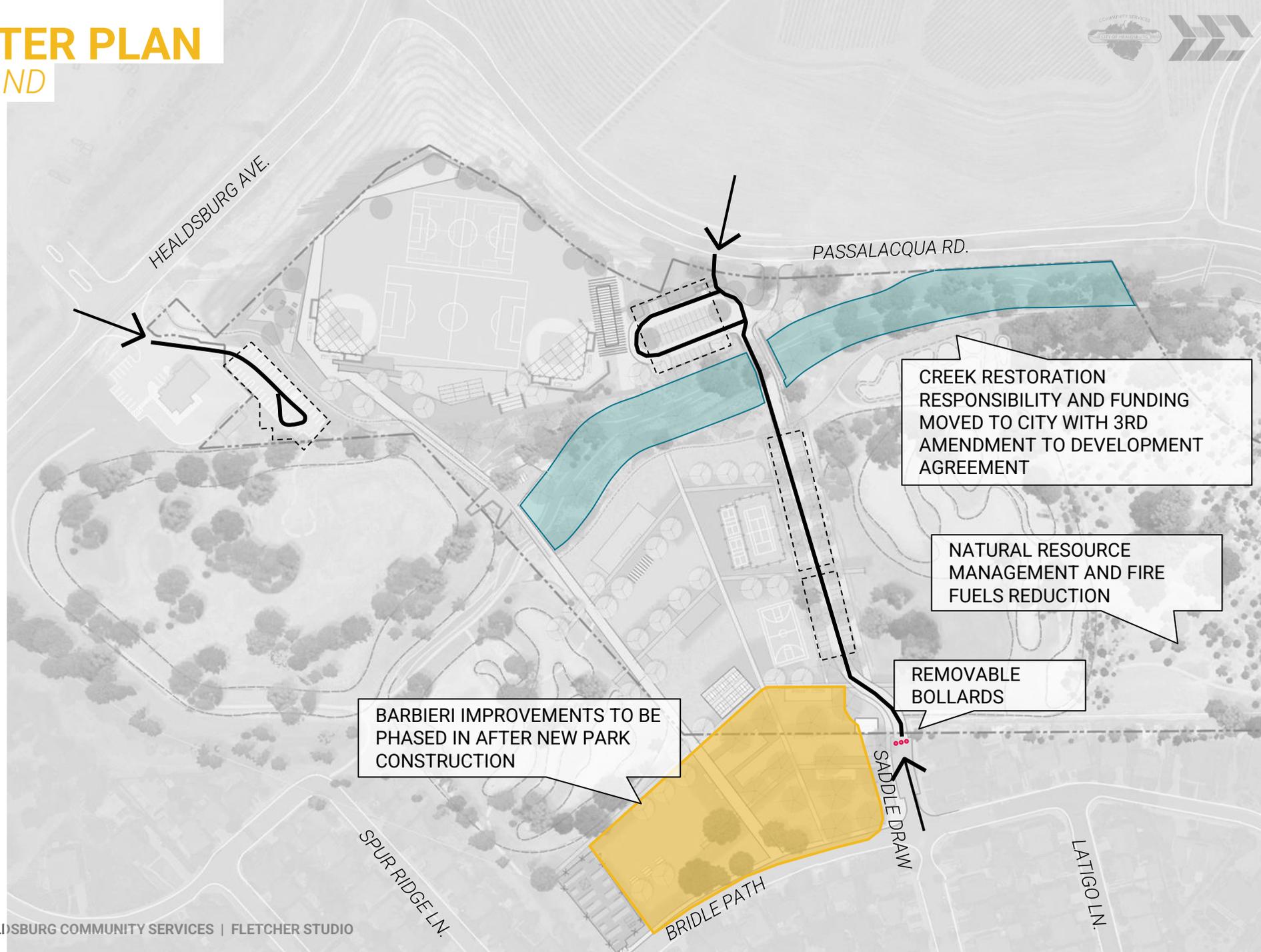
FUTURE: AMENITIES UPGRADED WHEN REDEVELOPMENT IS NEEDED



# PRELIMINARY MASTER PLAN

## ADDITIONAL COMMENTS AND CONSIDERATIONS

- Overall consensus to incorporate Barbieri Park
- Creek restoration was planned in 2008 and responsibility of the developer; responsibility and funding moved to the City with 3rd amendment to the Development Agreement
- Removable bollards at entry from Saddle Draw was well-received, allowing residents to change traffic patterns
- Color palette revised, bright colors act more as accents
- Incorporate natural resource management and fire fuels reduction work
- Incorporate Public Works, Utility, and Public Safety considerations



# PROPOSED MASTER PLAN

## MONTAGE DEVELOPMENT PARK

SPORTS FIELDS  
(NORTH OF THE CREEK)

CREEK RESTORATION

NATURAL RESOURCE  
MANAGEMENT AND FIRE  
FUELS REDUCTION

TRAILS NETWORK

STORMWATER FEATURES

WETLANDS

OFF-LEASH DOG PLAY AREA

COMMUNITY PARK  
(SOUTH OF THE CREEK)

BARBIERI PARK INTEGRATION



# PROPOSED MASTER PLAN

## MONTAGE DEVELOPMENT PARK

- ① SPORTS FIELDS
- ② PLAY AREAS
- ③ PICNIC ISLAND
- ④ PROMENADES
- ⑤ PARKING
- ⑥ RESTROOMS + CONCESSIONS
- ⑦ DOG PLAY AREA
- ⑧ HIKING TRAILS
- ⑨ SPORTS COURTS
- ⑩ PUMP TRACK
- ⑪ COMMUNITY GARDEN
- ⑫ OAK GROVE
- ⑬ OPEN LAWN
- ⑭ SPECIAL USE GARDENS
- ⑮ PICNIC PAVILION
- ⑯ BANDSHELL
- ✱ MULTI-USE TRAIL
- POSSIBLE ART



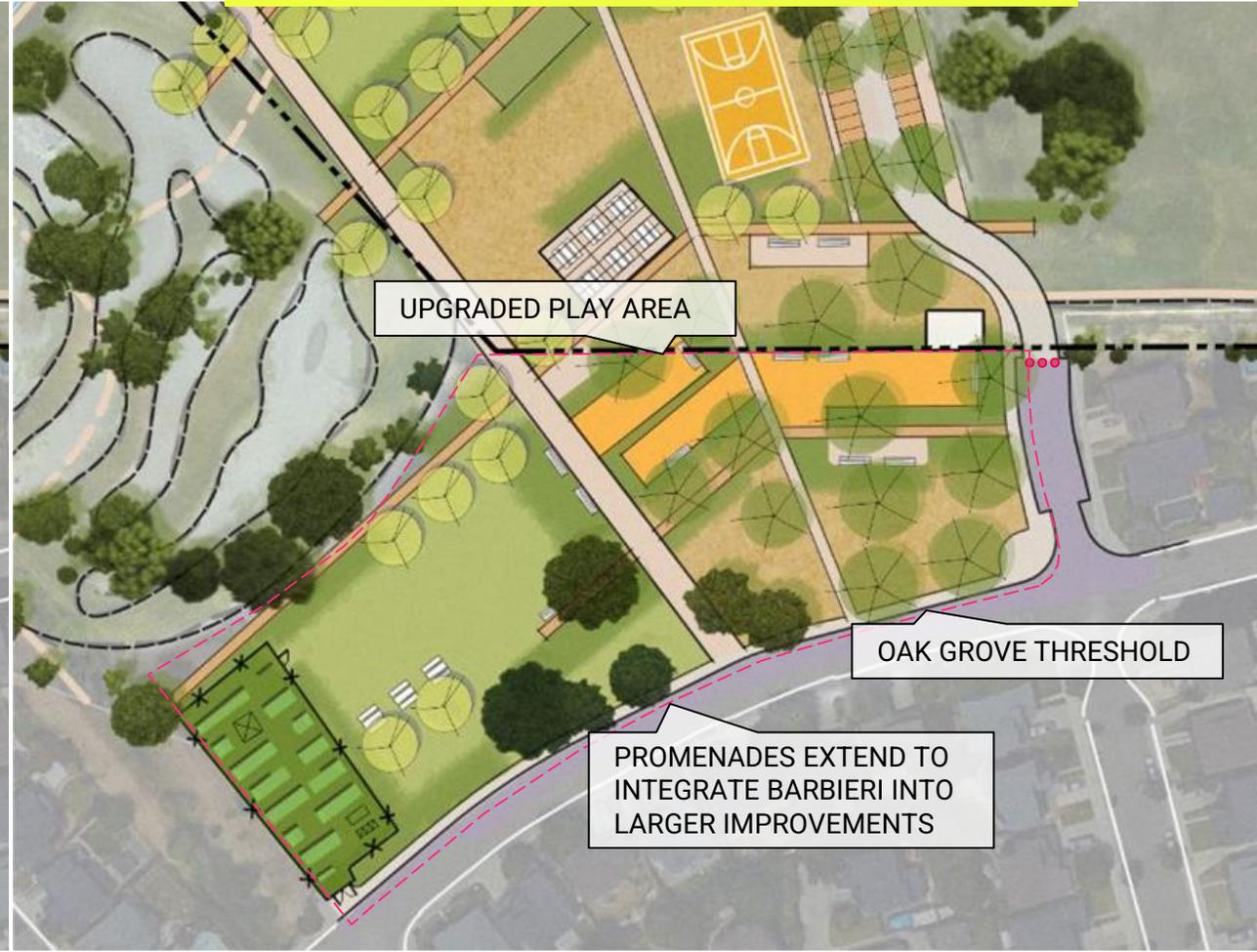
# PROPOSED MASTER PLAN

## BARBIERI PARK INTEGRATION

INITIAL: PARK AMENITIES AND DESIGN REMAIN AS IS



FUTURE: AMENITIES UPGRADED AFTER NEW PARK DEVELOPED



# PROPOSED MASTER PLAN PROGRAMS

## MONTAGE DEVELOPMENT PARK



-  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

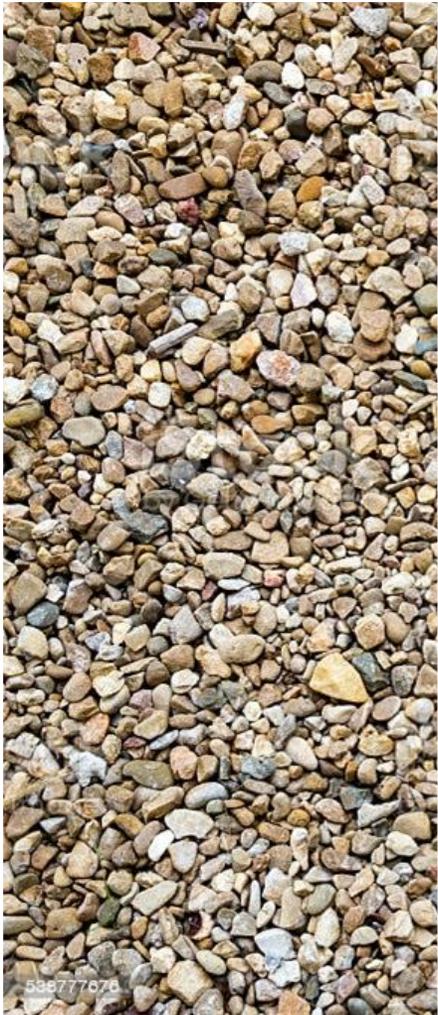


# PROPOSED MASTER PLAN MATERIAL PALETTE

## MONTAGE DEVELOPMENT PARK



**GRAVEL**



**DECOMPOSED GRANITE**



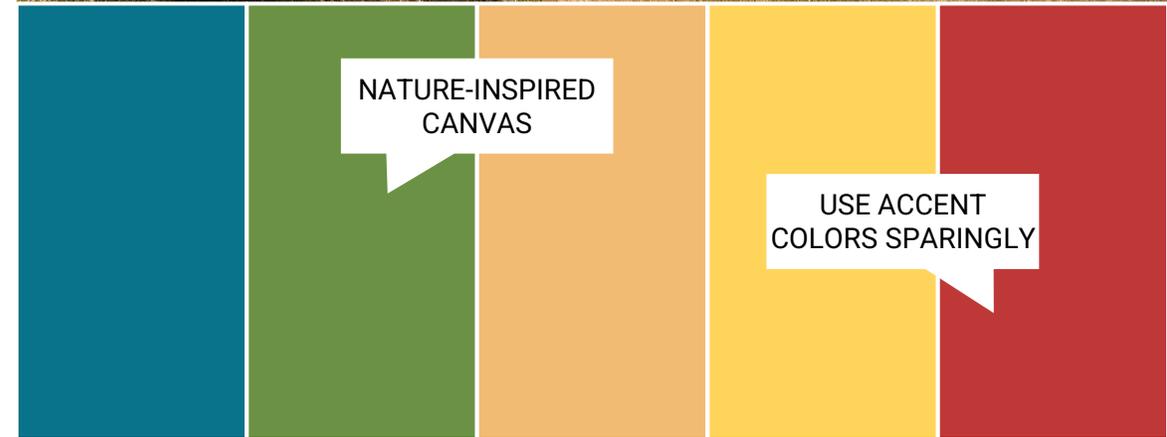
**CONCRETE**



WARM TONES TO MATCH GRASSES



GRASS LANDSCAPE IS CANVAS FOR COLOR



NATURE-INSPIRED CANVAS

USE ACCENT COLORS SPARINGLY



PAVILION FOR 100



AGRARIAN STYLE



ADVENTURE PLAY



ARCHITECTURAL FENCING



SHADED DUGOUTS



PROMENADES



SPORTS FIELD LIGHTING

# AERIAL LOOKING SOUTHEAST

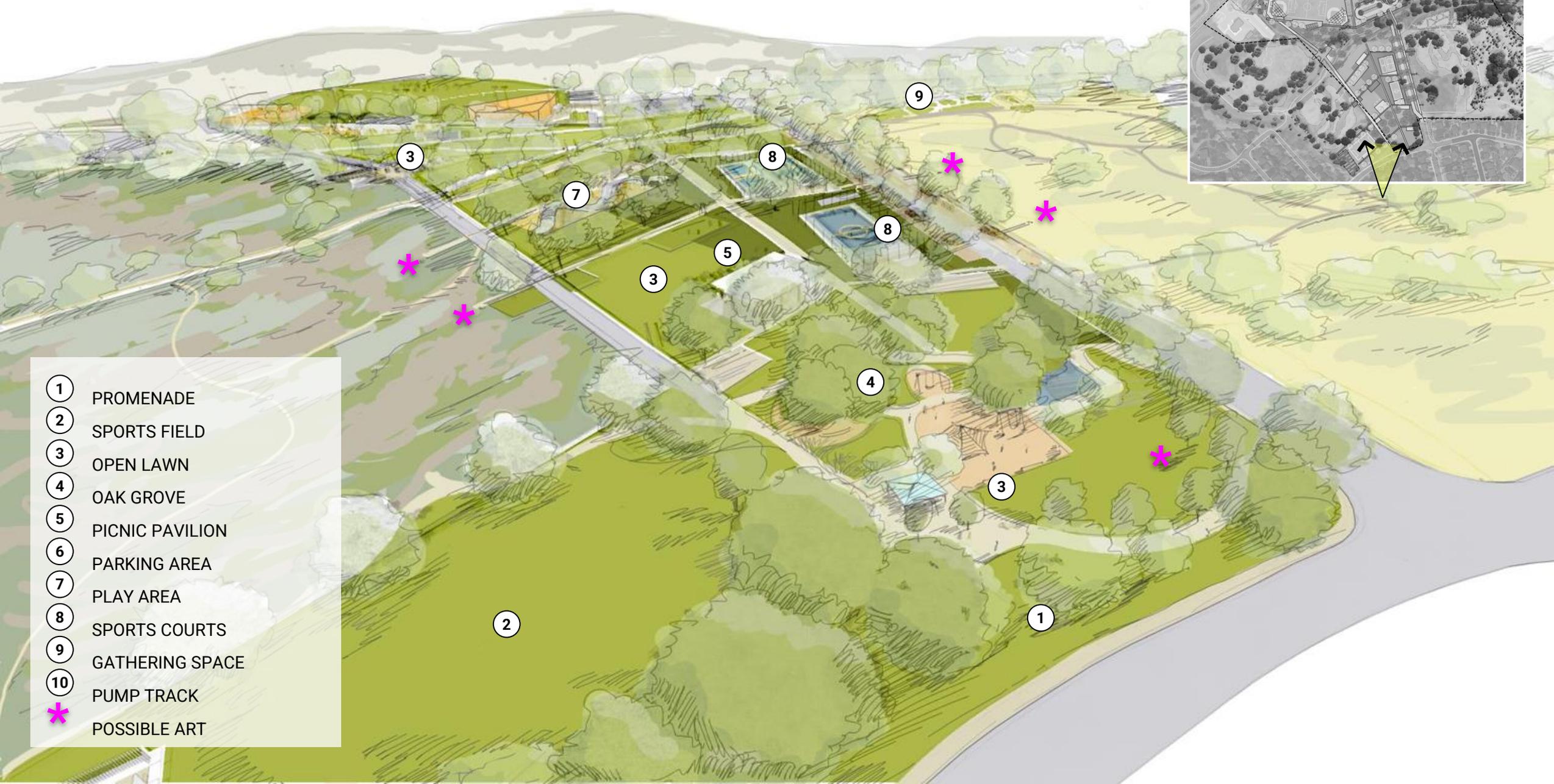


- ① SPORTS FIELDS
- ② PLAY AREA
- ③ RESTROOMS + CONCESSIONS
- ④ DUGOUTS + BLEACHERS
- ⑤ GATHERING SPACE
- ⑥ PICNIC ISLAND
- ⑦ FOSS CREEK
- ⑧ PARKING AREA
- ⑨ DOG PLAY AREA (FENCED)
- ⑩ FIRESTATION (BY OTHERS)

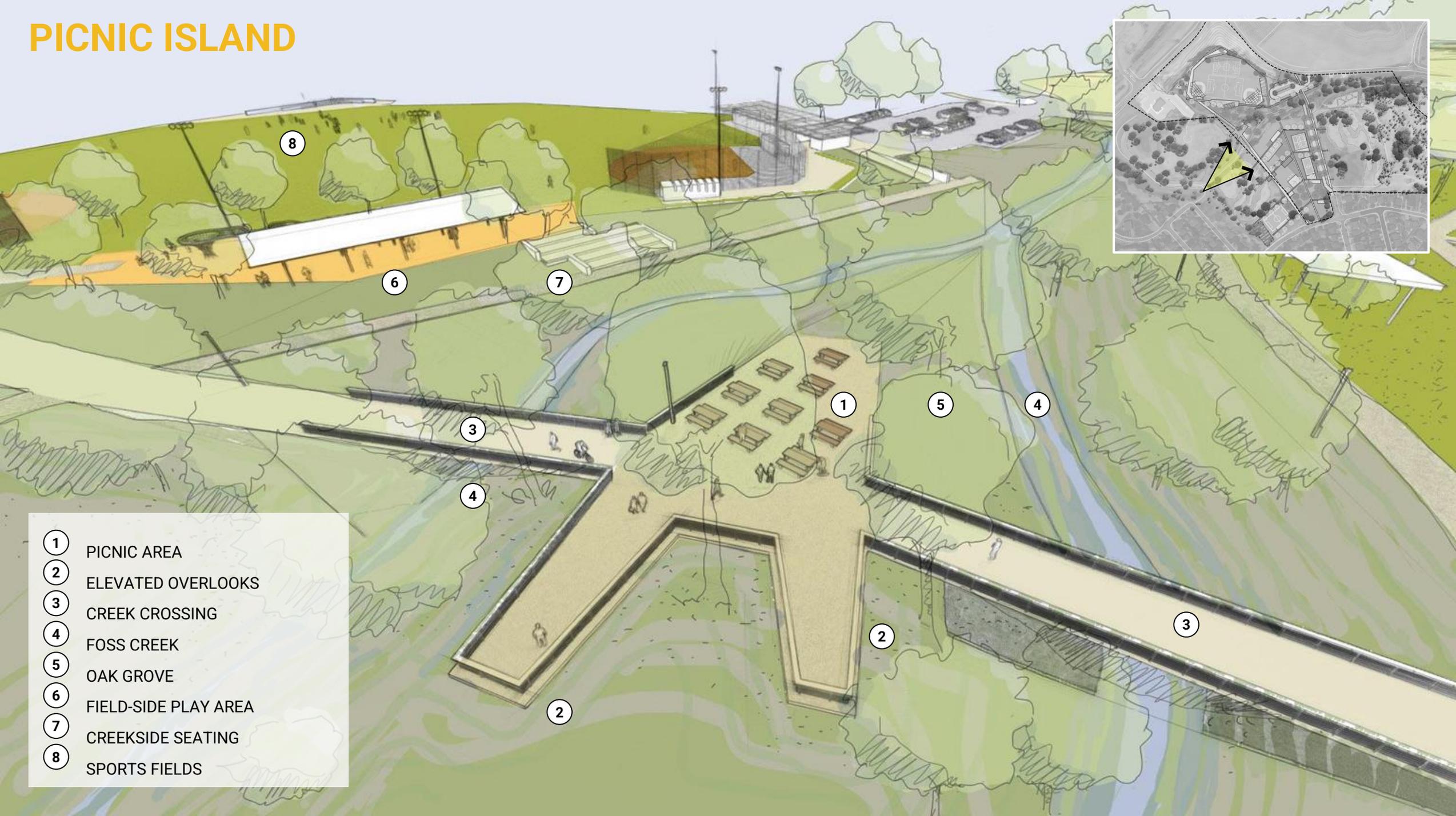
# AERIAL LOOKING NORTH



- ① PROMENADE
- ② SPORTS FIELD
- ③ OPEN LAWN
- ④ OAK GROVE
- ⑤ PICNIC PAVILION
- ⑥ PARKING AREA
- ⑦ PLAY AREA
- ⑧ SPORTS COURTS
- ⑨ GATHERING SPACE
- ⑩ PUMP TRACK
- \* POSSIBLE ART



# PICNIC ISLAND



- ① PICNIC AREA
- ② ELEVATED OVERLOOKS
- ③ CREEK CROSSING
- ④ FOSS CREEK
- ⑤ OAK GROVE
- ⑥ FIELD-SIDE PLAY AREA
- ⑦ CREEKSIDE SEATING
- ⑧ SPORTS FIELDS

# PROPOSED MASTER PLAN

MONTAGE DEVELOPMENT PARK

SPORTS FIELDS  
(NORTH OF THE CREEK)

CREEK RESTORATION

NATURAL RESOURCE  
MANAGEMENT AND FIRE  
FUELS REDUCTION

TRAILS NETWORK

STORMWATER FEATURES

WETLANDS

OFF-LEASH DOG PLAY AREA

COMMUNITY PARK  
(SOUTH OF THE CREEK)

BARBIERI PARK INTEGRATION



# MONTAGE DEVELOPMENT PARK MASTER PLAN DISCUSSION

# BADGER PARK REDEVELOPMENT MASTER PLAN

# BADGER PARK

THE BIRDS NEIGHBORHOOD

GRAVEL BAR

SYAR  
INDUSTRIES

BADGER PARK

RUSSIAN RIVER

'WILLOW  
ISLAND'



# BADGER PARK

SYAR  
INDUSTRIES

TILLEY GRO

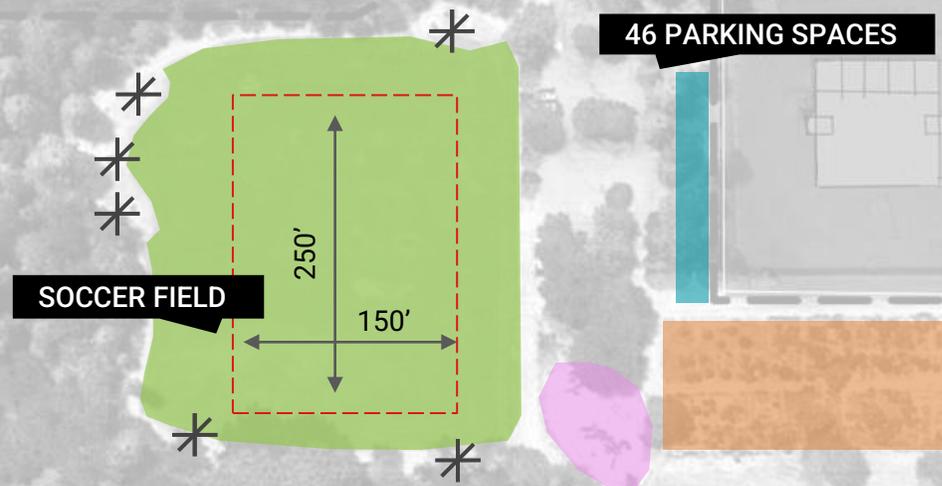
BADGER  
PARK

SUBSTATION

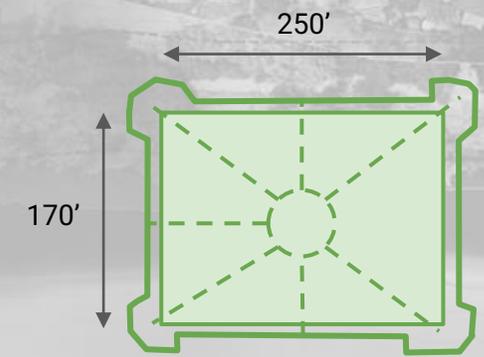


# EXISTING CONDITIONS

## BADGER PARK



- 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

# BASE PLAN

FOREST AREA AS-IS

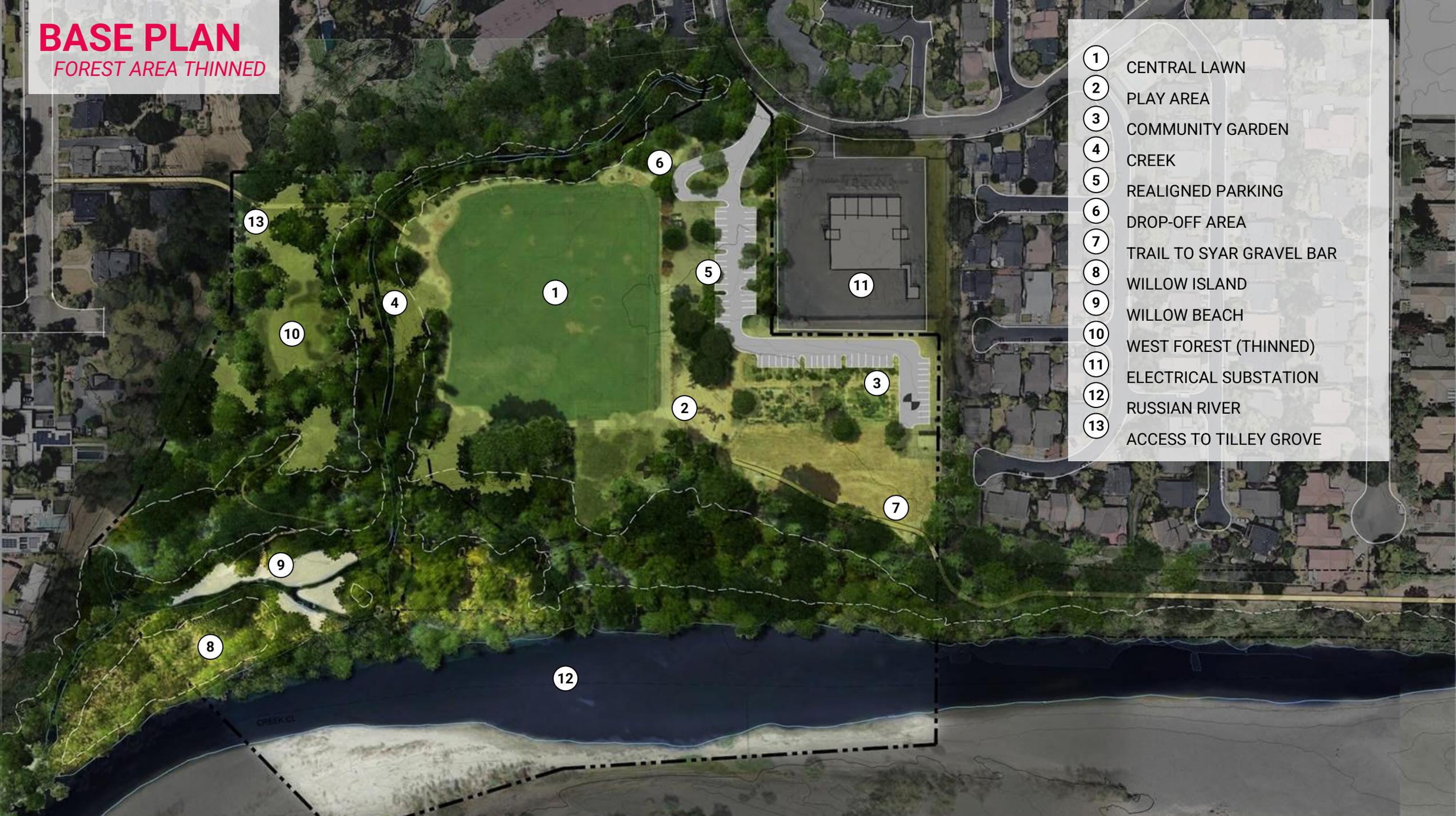
- 1 CENTRAL LAWN
- 2 PLAY AREA
- 3 COMMUNITY GARDEN
- 4 CREEK
- 5 REALIGNED PARKING
- 6 DROP-OFF AREA
- 7 TRAIL TO SYAR GRAVEL BAR
- 8 ELECTRICAL SUBSTATION
- 9 RUSSIAN RIVER
- 10 ACCESS TO TILLEY GROVE



# BASE PLAN

FOREST 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





# INITIAL MASTER PLAN FOR COMMUNITY FEEDBACK

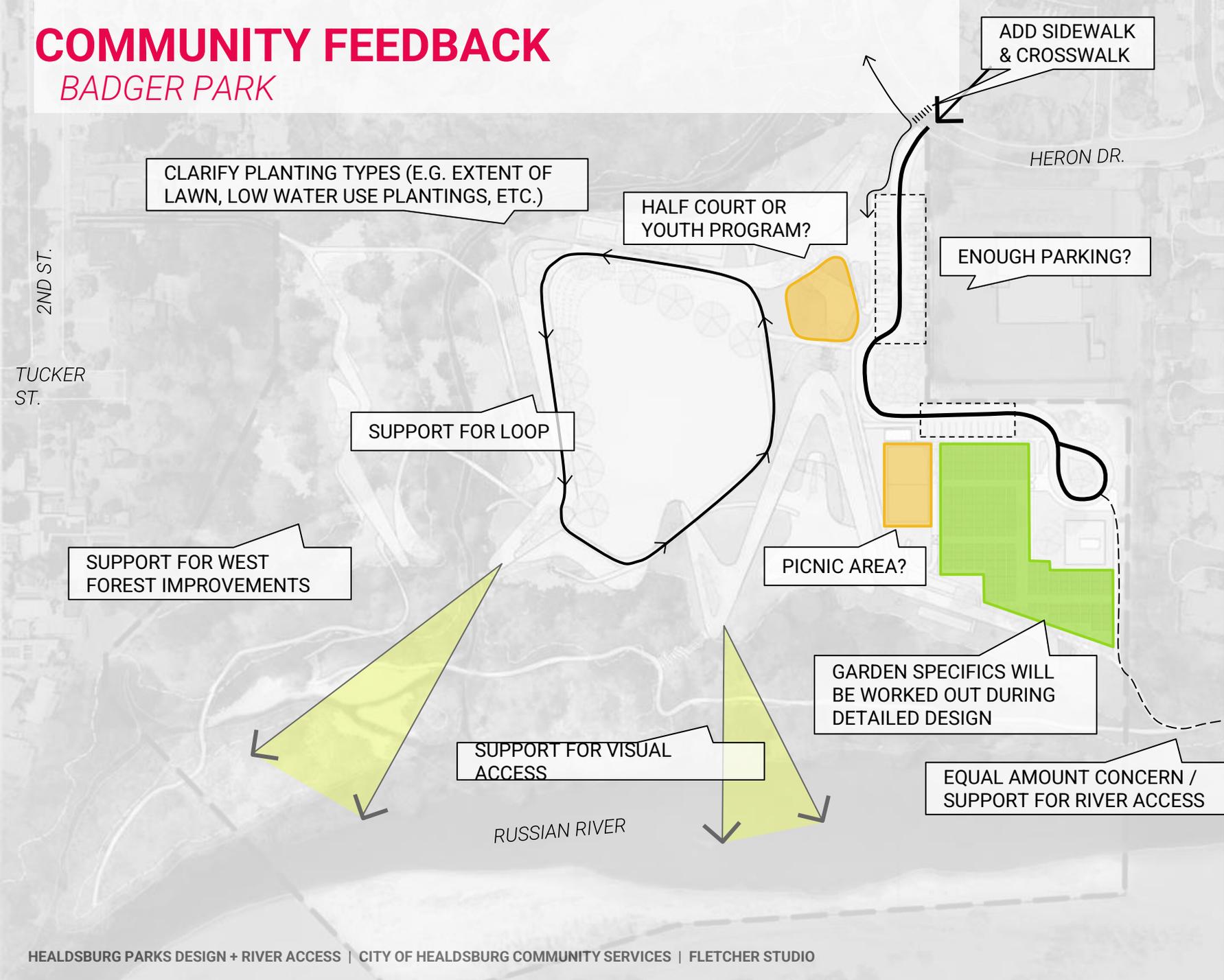
## BADGER PARK



- ① CENTRAL LAWN
- ② PROMENADE
- ③ RIVER OVERLOOKS
- ④ PLAY AREA
- ⑤ COMMUNITY GARDEN
- ⑥ DOG PLAY AREA
- ⑦ RESTROOMS
- ⑧ SPORTS COURTS
- ⑨ BOCCE COURTS
- ⑩ LOOP TRAIL
- ⑪ PLAZA
- ⑫ RIVER ACCESS DROP-OFF
- ⑬ PICNIC AREA
- ⑭ RIVERWALK TRAIL
- ⑮ WILLOW ISLAND
- ★ POSSIBLE ART

# COMMUNITY FEEDBACK

## BADGER PARK



- Overall positive reaction to masterplan
- Confirm proposed parking qty. is adequate to support proposed uses (river access, games, weekend activities)
- Support for keeping a walking loop, but with a surface that is less slippery during winter months.
- Equal amount of concern / support regarding river access.
- Some preference for keeping the dog play area in its current location, due to amount of insects that may be at proposed location.
- To work on further during Detailed Design phase:
  - Community garden specifics, e.g. how beds will be phased as gardeners vacate plots to make room for possible parking.
  - Clarify low water use plantings, meadows, hybrid bermuda grass and synthetic turf areas.

# PRELIMINARY MASTER PLAN

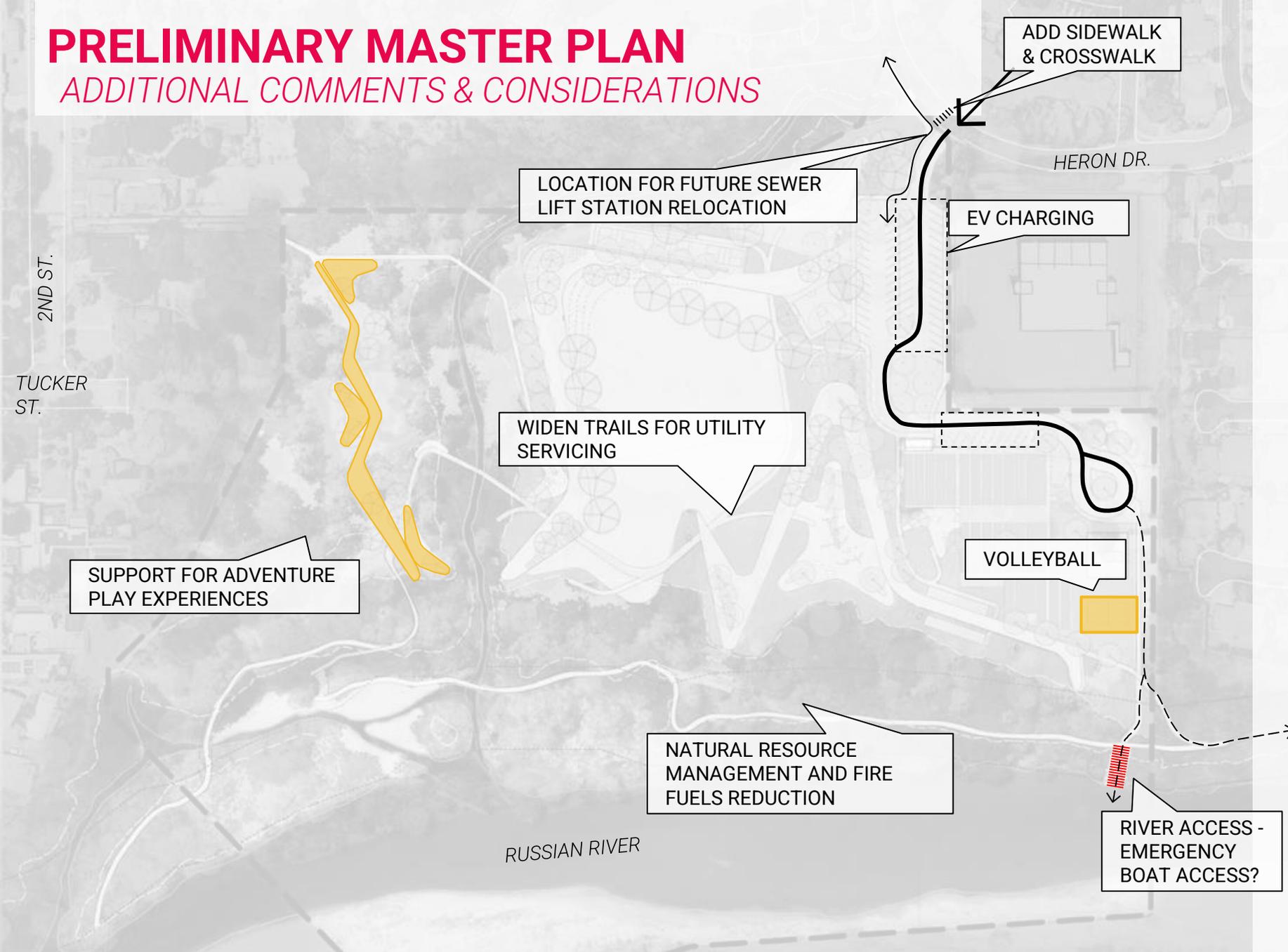
PREVIOUS



- ① CENTRAL LAWN
- ② PROMENADE
- ③ RIVER OVERLOOKS
- ④ PLAY AREA
- ⑤ COMMUNITY GARDEN
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- ⑩ LOOP TRAIL
- ⑪ PLAZA
- ⑫ RIVER ACCESS DROP-OFF
- ⑬ PICNIC AREA
- ⑭ RIVERWALK TRAIL
- ⑮ WILLOW ISLAND
- ★ POSSIBLE ART

# PRELIMINARY MASTER PLAN

## ADDITIONAL COMMENTS & CONSIDERATIONS



- Overall positive reaction to masterplan
- Support for river access via Badger Park -- commissioners suggested adding direct kayak / canoe access along eastern edge of park
- Volleyball court incorporated along river access connector
- Support for an adventure play experiences within the west forest area, including natural boulders and logs for spontaneous play
- Incorporate Public Works, Utility, and Public Safety considerations

# PROPOSED MASTER PLAN

UPDATED

FINAL PLAN WILL INCLUDE ADDITIONAL MINOR REVISIONS REQUESTED BY PUBLIC WORKS AND UTILITIES

- ① CENTRAL LAWN
- ② PROMENADE
- ③ RIVER OVERLOOKS
- ④ PLAY AREA
- ⑤ COMMUNITY GARDEN
- ⑥ DOG PLAY AREA
- ⑦ RESTROOMS
- ⑧ SPORTS COURTS
- ⑨ BOCCE COURTS
- ⑩ LOOP TRAIL
- ⑪ PLAZA
- ⑫ RIVER ACCESS DROP-OFF
- ⑬ PICNIC AREA
- ⑭ RIVERWALK TRAIL
- ⑮ WILLOW ISLAND
- ✱ POSSIBLE ART



# MATERIAL PALETTE

BADGER PARK

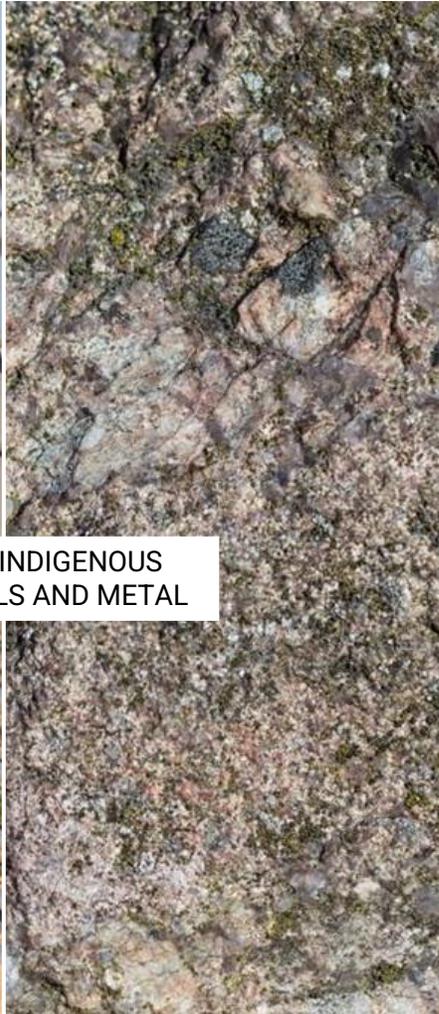
## WOOD



## METAL



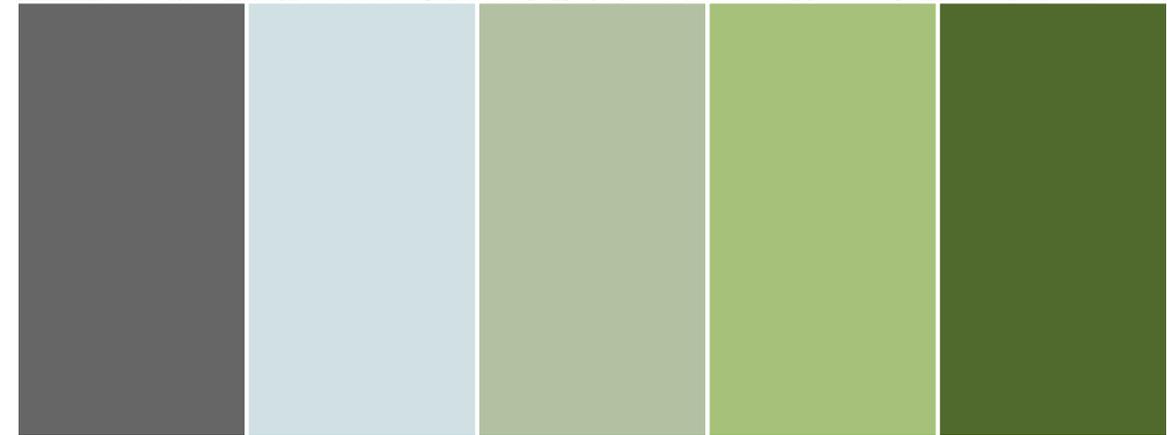
## STONE



MIX OF INDIGENOUS MATERIALS AND METAL



MUTED COLOR PALETTE MATCHES RIVER COLORS





'AT-GRADE CREEK CROSSINGS



OVERLOOKS



COMMUNITY GARDEN



MULTI-SPORT COURTS



ARTISTIC FENCE



'RIVER' NATURAL PLAY

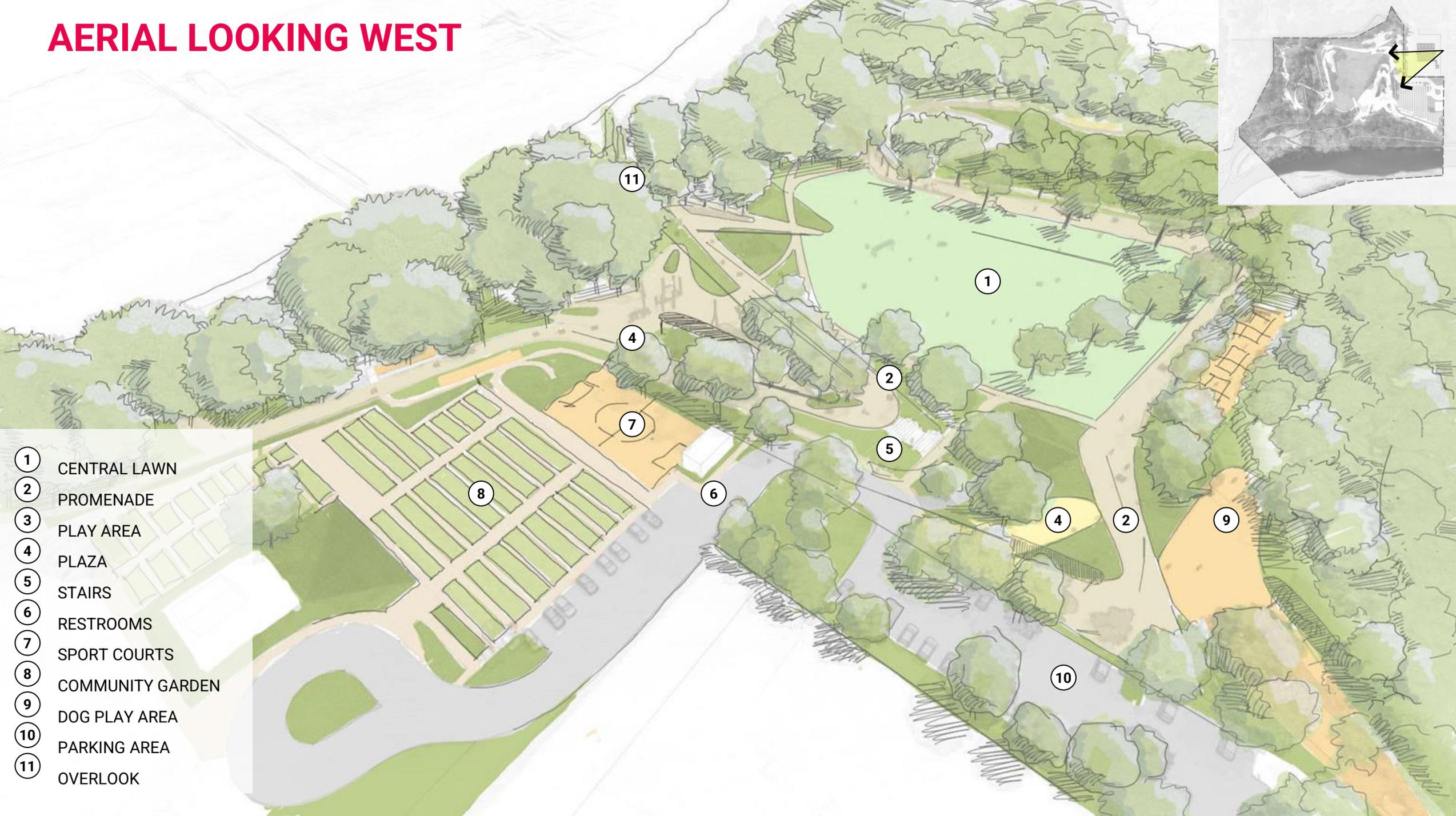
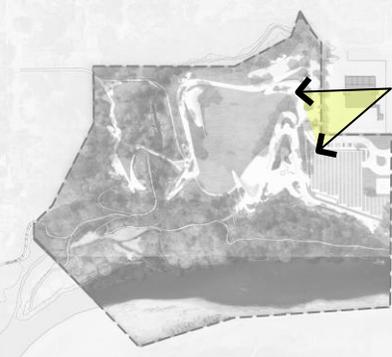


INDUSTRIAL PAVILION



LANDFORMS FRAME VIEWS

# AERIAL LOOKING WEST



- 1 CENTRAL LAWN
- 2 PROMENADE
- 3 PLAY AREA
- 4 PLAZA
- 5 STAIRS
- 6 RESTROOMS
- 7 SPORT COURTS
- 8 COMMUNITY GARDEN
- 9 DOG PLAY AREA
- 10 PARKING AREA
- 11 OVERLOOK

# PROMENADE



- ① PROMENADE
- ② GRASSY LANDFORMS
- ③ PLAY AREA BEYOND
- ④ PLANTING AREA

①

②

③

④

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- ⑬ PICNIC AREA
- ⑭ RIVERWALK TRAIL
- ⑮ WILLOW ISLAND
- ✳ POSSIBLE ART



# BADGER PARK REDEVELOPMENT MASTER PLAN DISCUSSION

# RUSSIAN RIVER ACCESS PRELIMINARY PLAN

# RUSSIAN RIVER

## THE FOUR REACHES

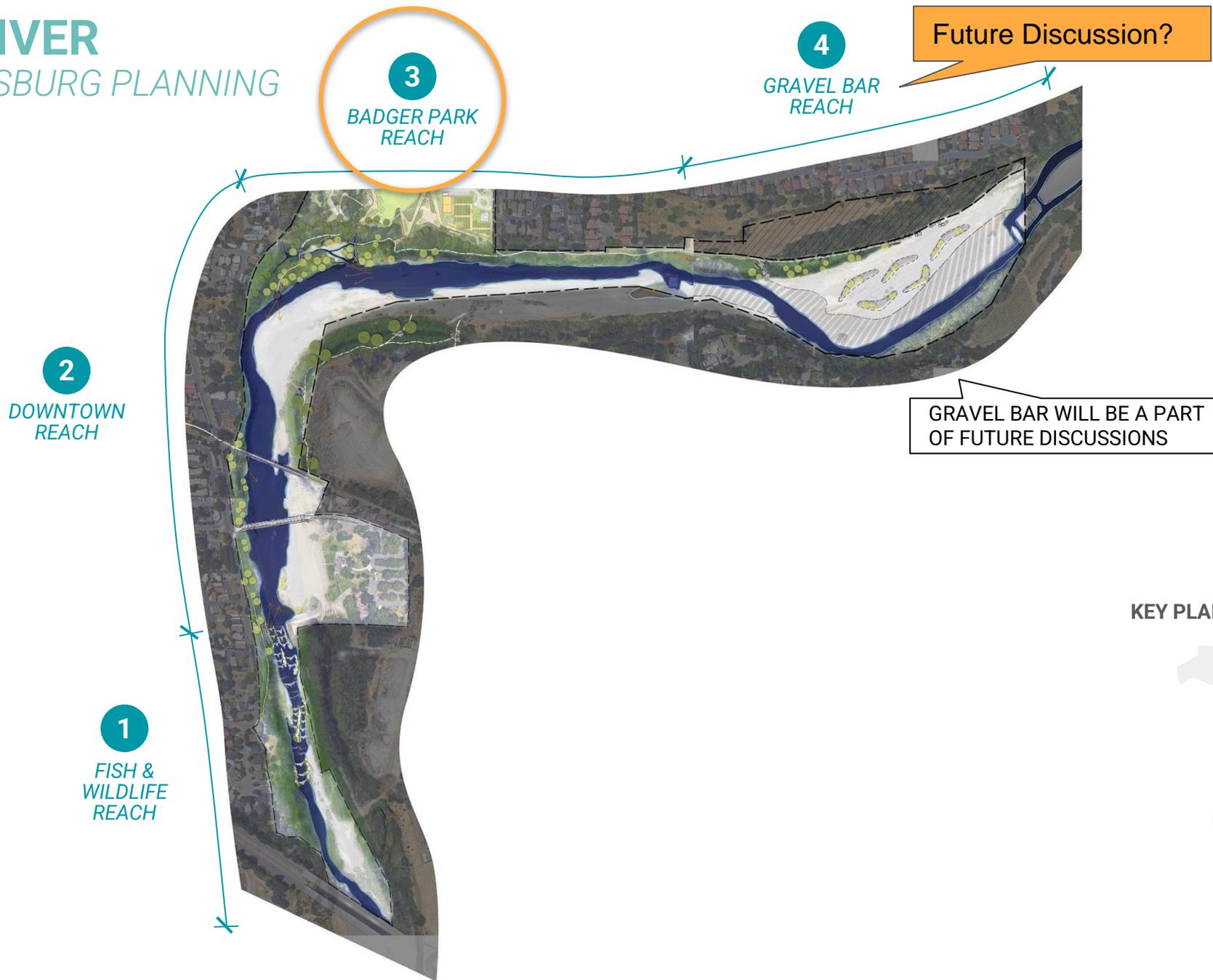


### KEY PLAN



# RUSSIAN RIVER

CITY OF HEALDSBURG PLANNING



## KEY PLAN



# RUSSIAN RIVER

THE BIRDS NEIGHBORHOOD

GRAVEL BAR

SYAR  
INDUSTRIES

BADGER PARK

RUSSIAN RIVER

'WILLOW  
ISLAND'



# RUSSIAN RIVER

## BADGER PARK REACH + GRAVEL BAR REACH



# BADGER PARK REACH

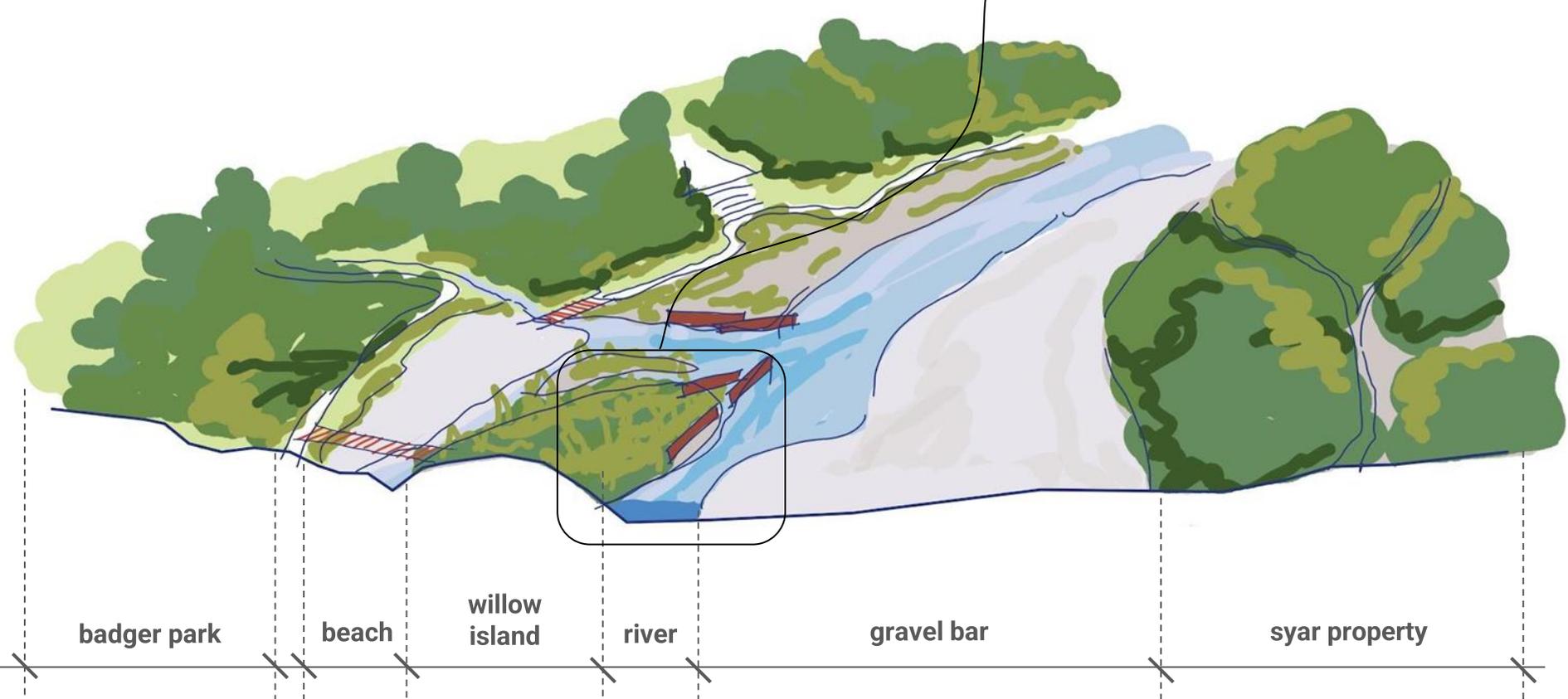
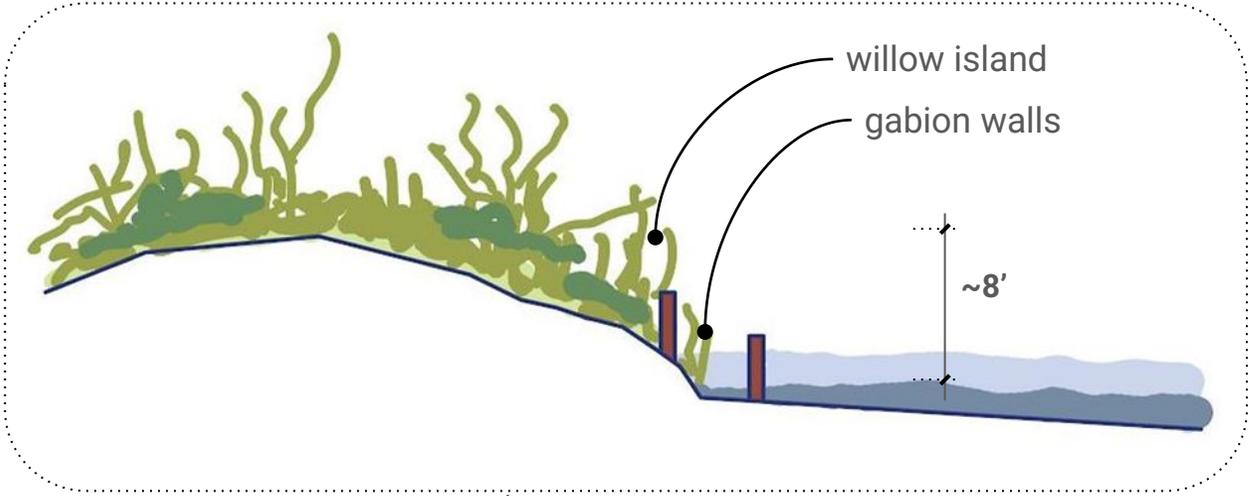


BADGER PARK

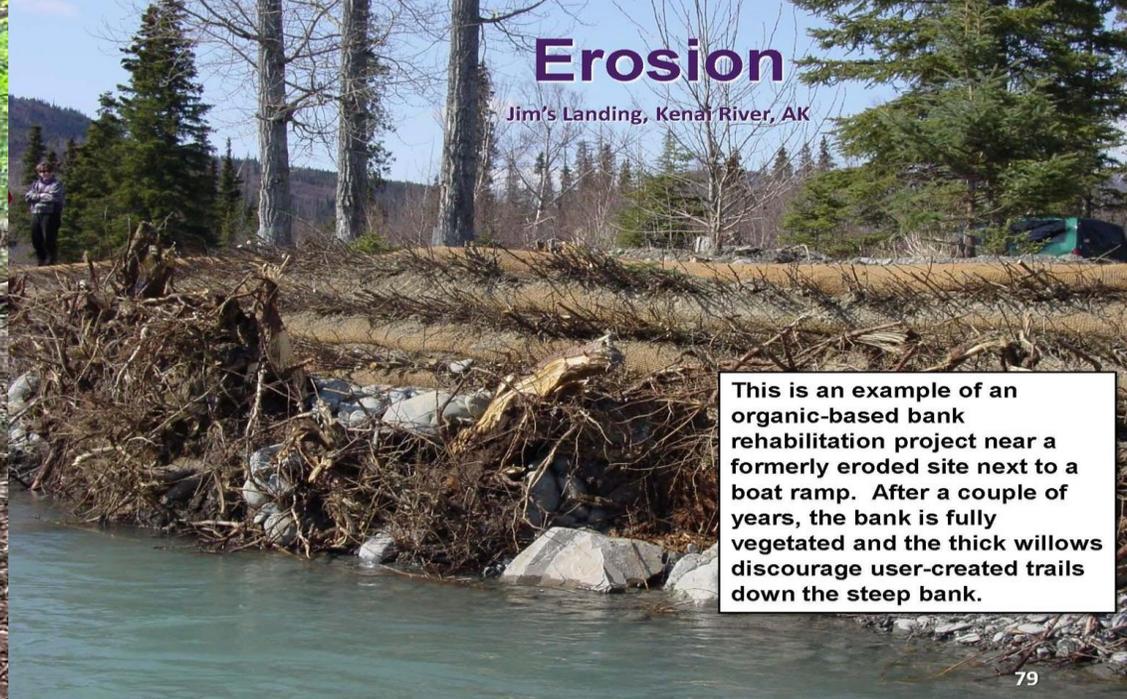
SYAR INDUSTRIES

- ① WILLOW ISLAND
- ② WILLOW BEACH
- ③ RIVERWALK TRAIL
- ④ OVERLOOK
- ⑤ ACCESS STAIRS
- ⑥ CREEK CROSSING
- ⑦ POSSIBLE KAYAK PUT-IN?
- ⑧ POSSIBLE TRAIL CONNECTION TO DOWNTOWN
- ⑨ POSSIBLE FUTURE TRAILS ON PRIVATE PROPERTY (CONCEPT ONLY)

# BADGER PARK REACH



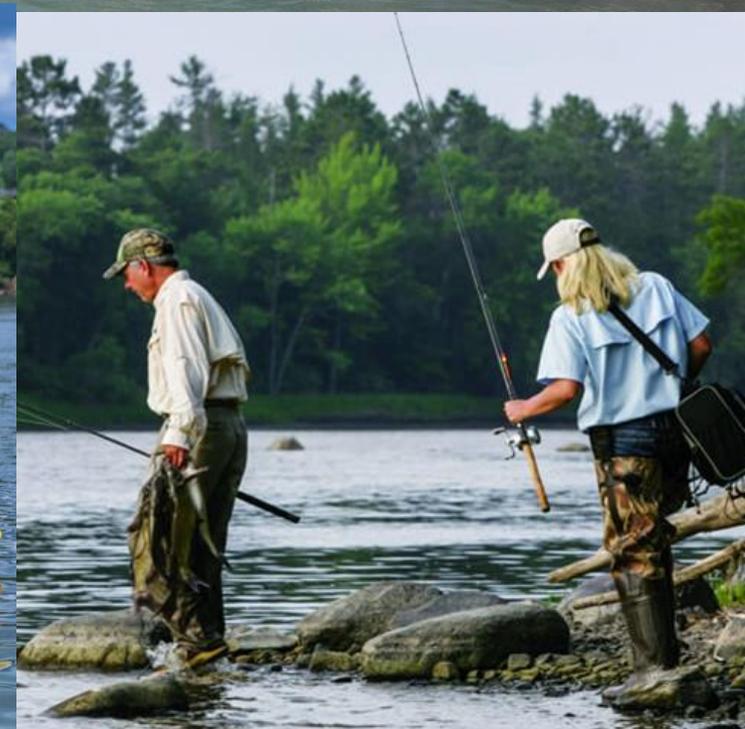
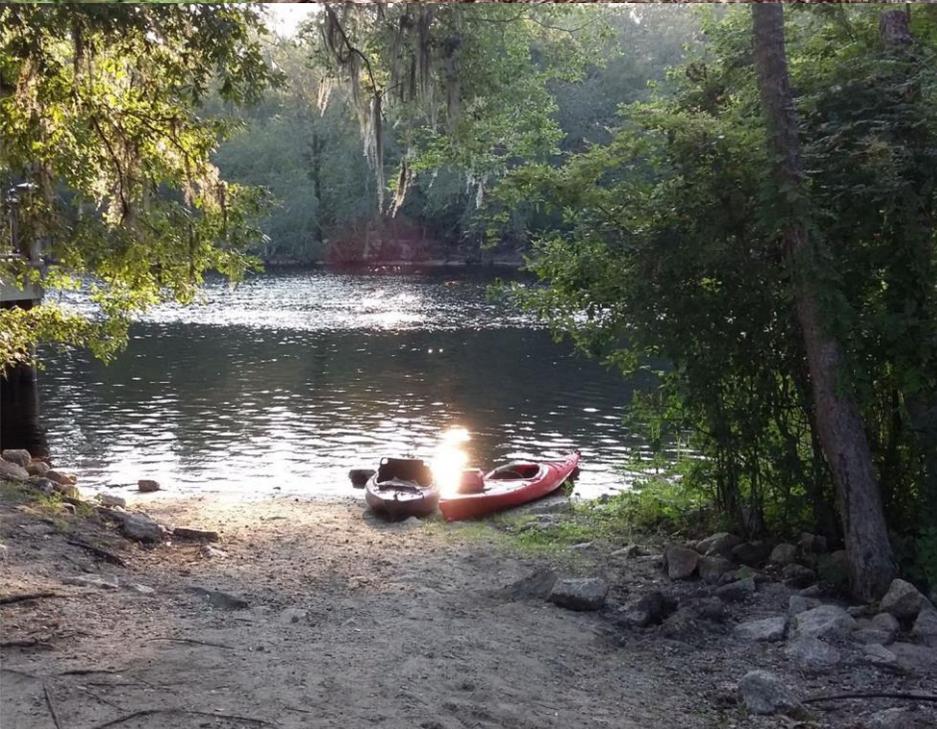
# PRECEDENTS



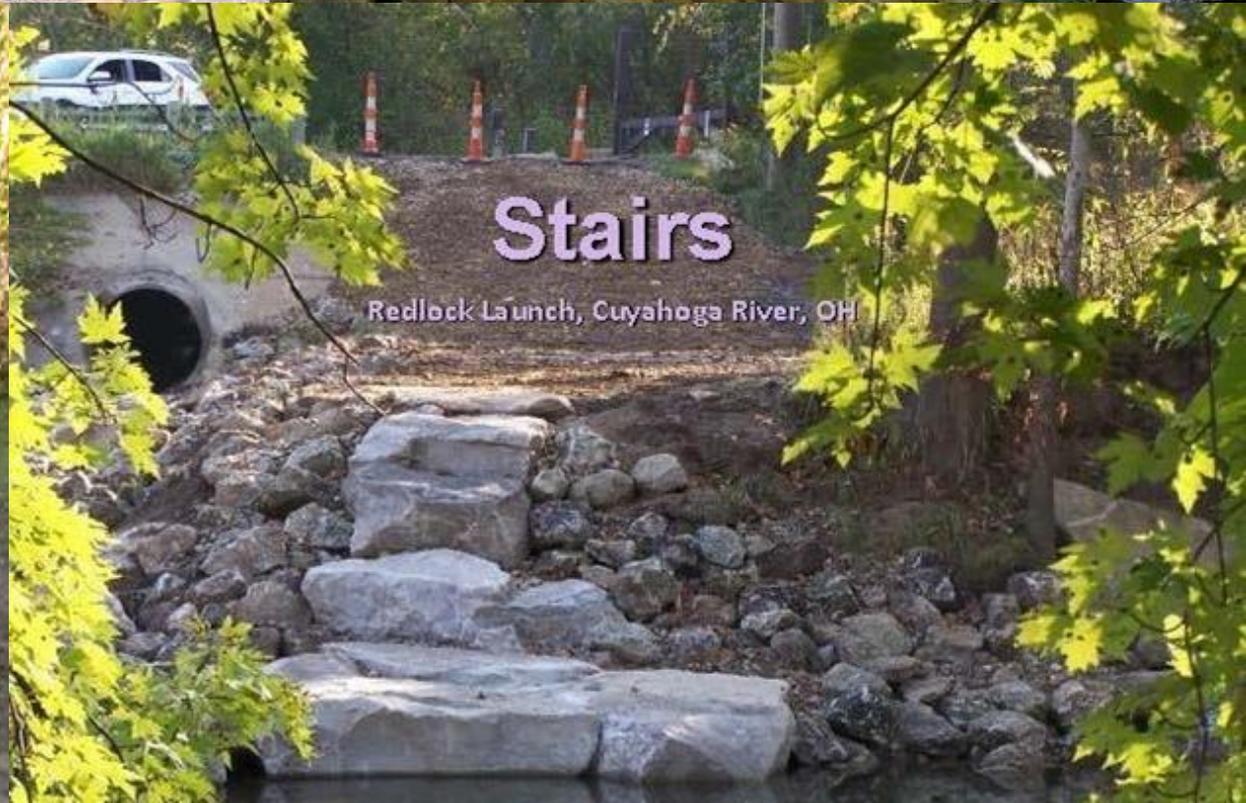
## Erosion

Jim's Landing, Kenai River, AK

This is an example of an organic-based bank rehabilitation project near a boat ramp. After a couple of years, the bank is fully vegetated and the thick willows discourage user-created trails down the steep bank.



# PRECEDENTS



# RUSSIAN RIVER

## SONOMA COUNTY REGIONAL PARKS PLANNING



### KEY PLAN



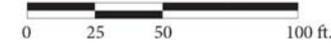
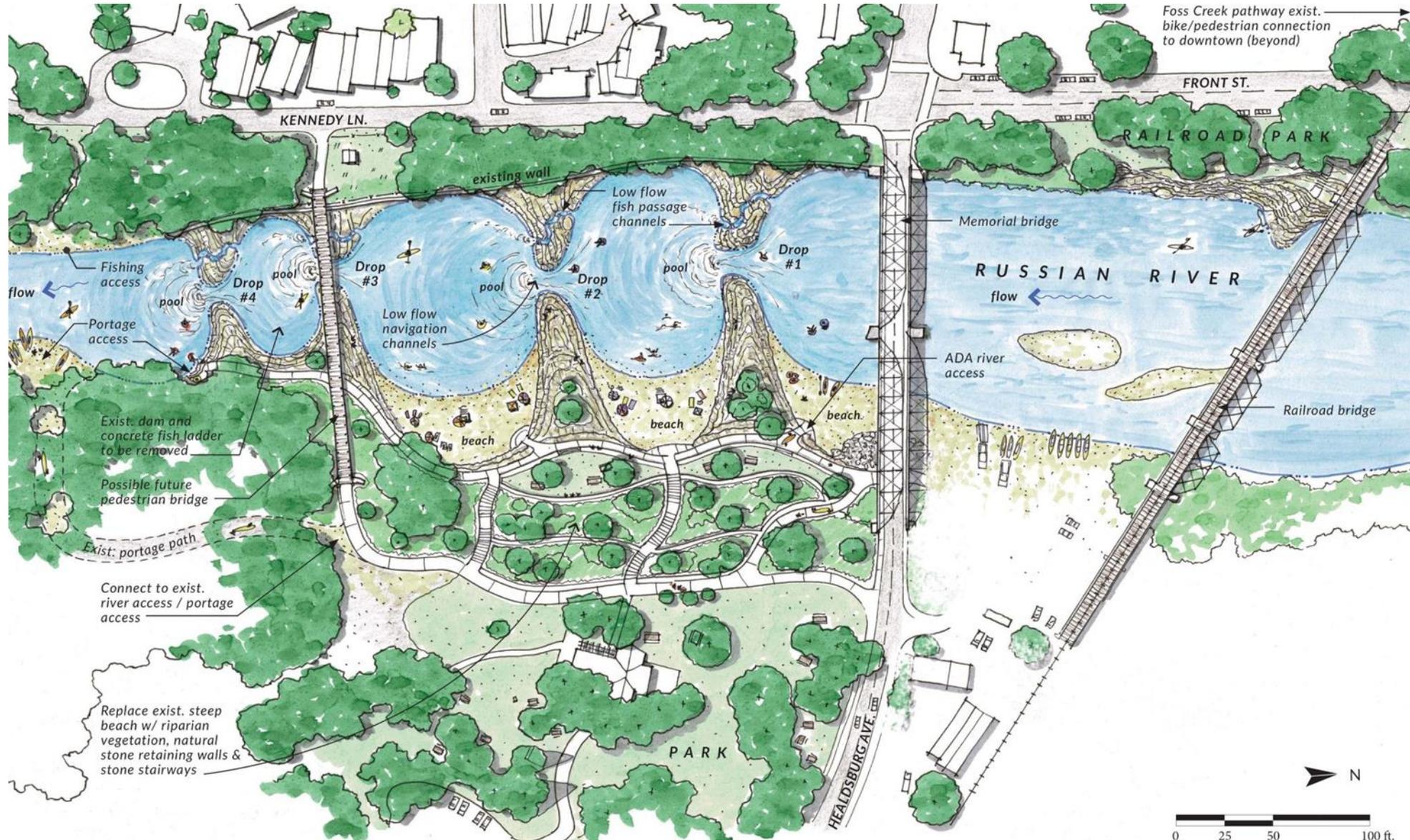
# SONOMA COUNTY REGIONAL PARKS



*RIVER PLANNING PROCESS*

# SONOMA COUNTY REGIONAL PARKS

## RIVER PLANNING PROCESS



# SONOMA COUNTY REGIONAL PARKS

RIVER PLANNING PROCESS



# SONOMA COUNTY REGIONAL PARKS

## RIVER PLANNING PROCESS



- **Badger Park:** Support for kayak put in along park's eastern boundary, as close to the vehicular drop-off area as possible. The commission expressed support for Willow Island beach access as well, for a more passive, picnic style river experience.
- **River Park Memorial Beach:** Excitement and support for these improvements. Commissioners are wanting to hear directly from Sonoma County's staff regarding the proposed plans.
- **Gravel Bar:** Residents of the Birds, Audubon, and Rivers communities expressed interest in talking about use of the gravel bar during the community engagement process
- **Next Steps:**
  - River access improvements within Badger Park (Willow Island and new kayak put-in areas) will be included in upcoming cost estimates
  - Continue to participate in Regional Parks planning processes
  - Convene representatives of the Birds, Audubon, and Rivers communities to discuss gravel bar use

# RUSSIAN RIVER ACCESS PRELIMINARY PLAN DISCUSSION

# SCHEDULE



# FINAL COMMENTS AND SUGGESTIONS



# Public Comment

*To provide public comment follow the instructions on the meeting agenda for the Zoom meeting:*

- 1. In the bottom center of the screen is a hand icon, click on "Raise Hand". The hand icon will place you in line to speak.*
- 2. When it is your turn to comment, the meeting moderator will call upon you to comment. State your first name, last name, address, and comment.*
- 3. When you are done commenting, please remember to lower hand.*

*Note: If joining the meeting by phone, press \*9 to raise your hand, and \*6 to speak*

Adjourn  
-  
Thank You!

