

Brentwood Park Master Plan & Improvements

Tonight's Agenda:

- Presentation
- "Voting" and Discussion
- Site Walk



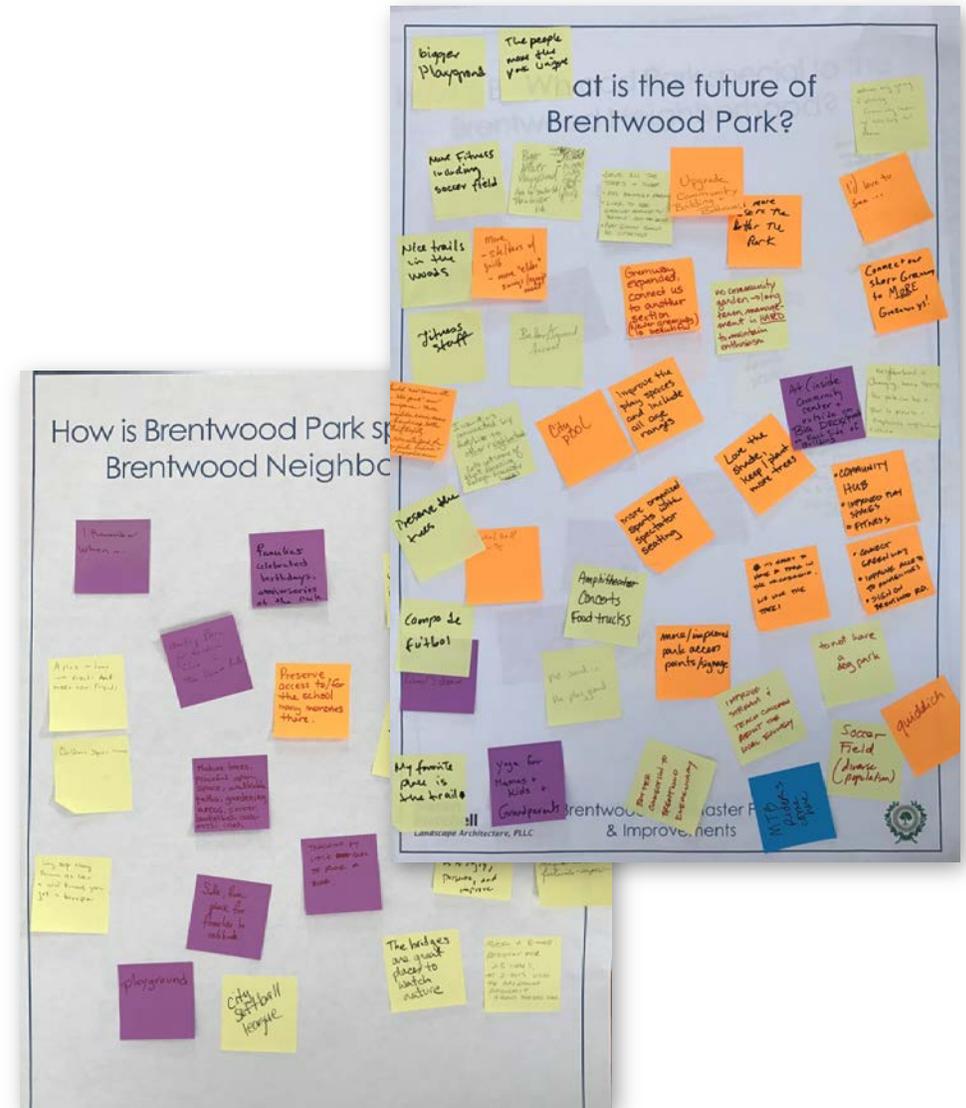
Comments from Public Meeting #1: May 2, 2017

How is Brentwood Park special to the Brentwood Neighborhood?

- Dog walks
- Family photos
- Preserve access to/for the school, many memories there
- A place to bring friends and meet new friends
- Cooking out
- Great history here
- Stop at the bridges to view the creek, watch nature

What is the future of Brentwood Park?

- Community hub
- Connect our short greenway to more greenways!
- Upgrade community building
- Preserve the trees
- Improve play spaces and include all age ranges
- Great history here



Comments from Public Meeting #1: May 2, 2017

Park Values or Themes:

- Nature = 16
- Fitness = 11
- Accessibility = 15
- Community = 8
- Education = 10
- Play = 24
- Sustainability = 7
- Fun = 6
- Connectivity = 16
- Interactive = 12
- Safety = 14
- Multi-generational = 10
- Hub = 7
- Family = 13
- Happy = 4



Top rated Park Values:

Play
Nature
Safety
Connectivity
Accessibility

Comments from Public Meeting #1: May 2, 2017

Program Elements:

- View of Stream = 12
- Picnic = 8
- Environmental Education = 8
- Greenway = 19
- Sustainability = 8
- Sprayground = 13
- Public Art = 9
- Natural Play = 9
- Shade = 8
- Open Play = 10
- Soccer = 24
- Tennis = 3
- Restroom = 13
- Community Garden = 6
- Playground = 23
- Festival Space/ Community Events = 7
- Wildlife = 10
- Neighborhood Center = 19
- Basketball = 7
- Ball Field = 5

Additional Elements:

- Pickleball
- Incorporate history
- Exercise classes
- No dog park
- Staffed Neighborhood Center

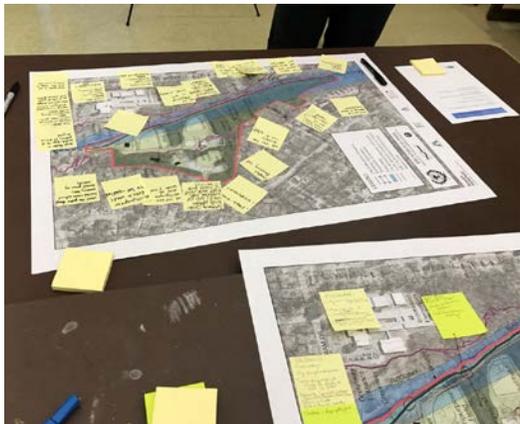
Top rated elements:

Open play/Multi-use
Playground/Nature play
Nature
Neighborhood Center
Greenway
Sprayground
Restroom

Comments from Public Meeting #1: May 2, 2017

What works well:

- Plantings and mature trees, open space
- Field gets lots of use (soccer and kickball)
- Greenway and trails
- Glen Raven Bridge & Entrances
- Wildlife: deer, fox, owls
- Shelters are heavily used



What's not working well:

- Drainage in field, creek overflow
- Pedestrian circulation & accessibility
- Entrances and wayfinding
- Concerns about maintenance
- Not enough shelters, seating and shade
- Basketball courts and playground too small, tennis not used
- Perception of safety
- Lack of vegetation on creek bank, debris
- Building is outdated, creepy
- Restrooms often locked

Summary of Issues

Flooding – this has to be planned for, ongoing maintenance

solutions: add vegetated buffer, move facilities out of the floodway

Accessibility – we can fix this

solutions: design all facilities with proper access

Safety & Security – perceived vs. real, CPTED principles, we can help this

solutions: improve visibility, encourage more park use, improve accessibility

Connectivity/Circulation – we can fix this

solutions: provide better internal circulation as well as more connectivity to neighborhood

Vision Statement

Top rated
Park Values:

Play
Nature
Safety
Connectivity
Accessibility

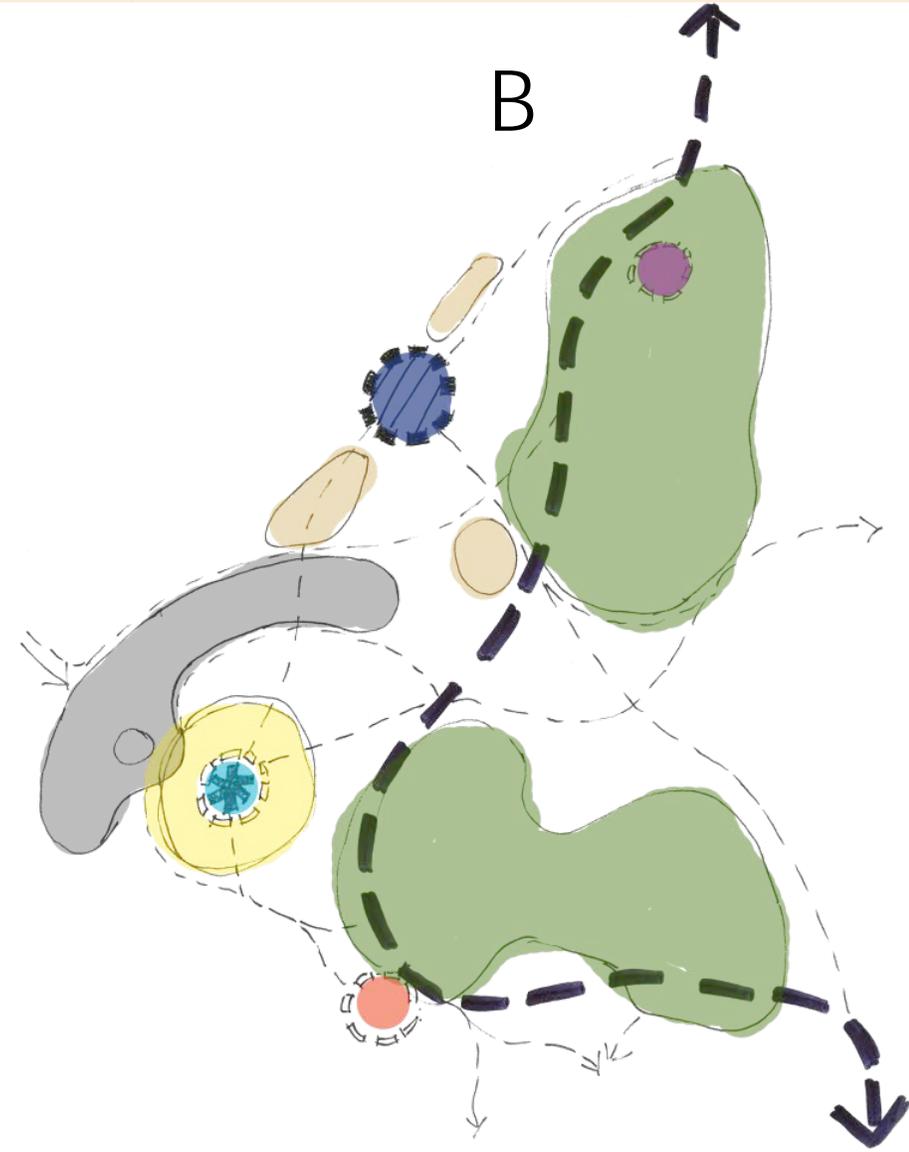
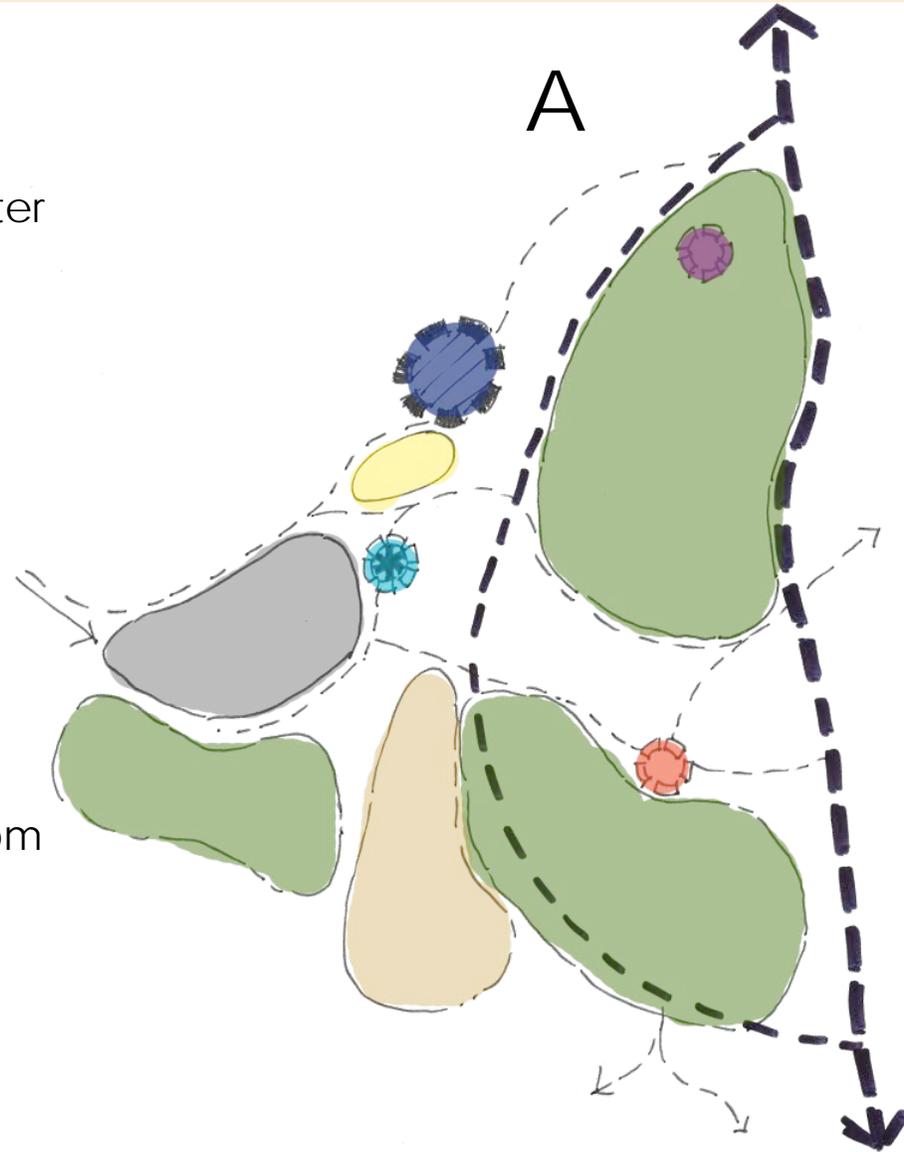
Brentwood Park will increase accessibility and connectivity for a diverse community of all ages and abilities to safely gather, play exercise and enjoy nature.

Proposed Park Program – Top 5 Values

- **Play**
 - New playground – accessible for all
 - New sprayground – flat area with interactive nozzles
 - Open play areas – soccer, kickball, etc
 - Basketball
 - Pickleball
 - Outdoor gym/fitness stations
- **Nature**
 - Small nature play area
 - Stream restoration and interpretive areas
 - Nature observation of various habitats
 - Public art
 - Ornamental garden area
- **Safety**
 - Renovate building
 - CPTED principles
 - Reconfigure parking to allow for emergency vehicles
- **Connectivity**
 - Improve entrances, internal circulation, and wayfinding
 - Sidewalks and trails, boardwalks
 - Expand greenway
 - Neighborhood history
- **Accessibility**
 - New sidewalks and trails
 - Renovate building
 - Additional shelters/shade

Draft Park Concepts - Diagrammatic

- Neighborhood Center
- Parking
- Open Play
- Active Play
- Existing Shelter
- New Shelter
- New Shelter/Restroom
- Playground



Concept A – Play Zones

- Renovated Neighborhood Center with new entrance, plaza and trellis
- Ramp extends through the existing trees to the north
- Terraced play area with spray plaza at pedestrian entrance to the park
- Wide set of ramps provides accessibility to lower park
- Combination Restroom/picnic shelter and playground near the Center
- STEM/nature play space
- Improved accessibility and circulation
- 45 space parking lot, loop for emergency vehicles
- Existing greenway alignment adjusted to add a vegetated buffer
- Several loops for fitness walking
- Paths, boardwalk and nature play at existing drainageway
- Three areas of open play, two with picnic shelters
- Ball field is removed, basketball remains, tennis courts converted to pickleball, new outdoor gym area
- Pollinator garden along edge of open play area with new shelter/outdoor classroom
- Nature trails, boardwalks, overlooks and observation areas in forested wetland area in the southern portion of the site



Concept B - Interactive

- Expanded and renovated Neighborhood Center
- A wide patio overlooks the park
- Boardwalk through the existing trees to the north
- Small "tree house" challenge course
- Improved accessibility and circulation
- Outdoor gym area at Center, single basketball court
- 50 space parking lot, loop/drop off area for emergency vehicles
- Planted detention areas - nature and sustainability study
- Paths, boardwalk and nature play at existing drainageway
- Combination restroom/shelter and large playground with integrated seating and planting at park entrance
- Mist sculpture - new park icon
- Small pollinator garden and climbing sculptures/public art
- Greenway re-aligned through the park, connecting amenities, vegetated buffer along creek
- Several loops for fitness walking
- Three areas of open play, two with picnic shelters
- Shelter/outdoor classroom at open play area - hub for nature trails, boardwalks, overlooks and observation areas



A



B

