



PARKS MASTER PLAN



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**We are Focused on Solutions
to Support Shared
Goals and Vision.**

**We Listen with Respect and
Compassion while Engaging in
Open Dialogue.**

**We are a Prepared and
Dedicated Group that Utilizes
Resources Effectively.**

**Our Team Works Together for a
Better Carver!**

City Council, Heritage Preservation
Commission, Parks Commission, and Planning
Commission

April 8, 2019

THANK YOU

Parks Commission Members

Jodi Edstrom
Anna Dinger
Jim Isaacs
Jasmine Linehan
Michael Rafferty
Kaley Swanson
McKenzie Tompt

City Council Members

Mayor Courtney Johnson
Glen Henry
Joy McKnight
Kristy Mock
Laurie Sayre

SETTING THE STAGE

Executive Summary

The Parks Master Plan is a guiding document that will support and set framework for park development and management for the City of Carver through 2040. The City of Carver is uniquely positioned in 2019 to undertake the Master Plan as a developing suburban community in the southwest metropolitan area of Minneapolis and St. Paul. As a community and Parks Commission, there is great opportunity and ability to learn from both the successes and struggles of other Minnesota communities in a State that both prioritizes and celebrates parks and open spaces.

Master Plan Outline:

1. Existing Conditions
2. Park Needs
3. Park Dedication
4. Determining the Nexus
5. Appendixes
 - Constraints Map
 - Landform Exhibits
 - Future Park Renderings

The Master Plan should be reviewed biannually beginning in 2022 to ensure the Plan is accountable to residents and visitors of the community as development and growth continues. The Master Plan may be updated prior to an update if a new park feature or amenity is determined to be appropriate for the community.

Community Profile

Information gathered through American Fact Finder shows Carver's population as relatively young. The median age of people living in the United States in 2019 is 37.7 years old while Carver's median age is 35.8 years old. The largest cohorts in Carver are females aged 5-9 years (6.82% of the population) and males aged 10-14 years (6.03% of the population). The 2010 Census showed that 36.5% of Carver's population is under the age of 20. Statistics are generally anticipated to continue tracking towards a young population with the anticipated 2020 Census update.

The introduction of Carver Elementary to Independent School District 112 in 2016 and many new construction neighborhoods throughout town have spurred young families from across the Twin Cities metro region to flock to Carver. In 2019, the estimated population is roughly 4,800 residents. The Metropolitan Council forecasts that Carver will reach a population of 10,300 residents by 2030 and 15,500 residents by 2040. For the past several years, Carver has steadily had the addition of 100-150 residents per year.

The juxtaposition of the young population in Carver is the City's rich history, including Carver's recognized Historic District that encompasses a majority of the downtown. The history of Carver is a large piece of the community and will be incorporated throughout this Plan when possible. The Minnesota River additionally plays a large role in Carver's history but also poses challenges for the community with flood risk.

Community Profile Continued

The Master Plan will work to both celebrate Carver's history as well as provide amenities for a range of both new and existing community members with diverse preferences and needs.

Carver is nestled in an area of Carver County that allows residents to have direct access to a diverse landscape including topography, natural resources and preservation areas. As part of the Comprehensive Planning process, a development constraints map was developed to show areas that are not suitable for development due to steep slopes and flood plain areas. Though these areas have limited development potential for new construction, there is opportunity to look to these areas for amenities. The constraints map is included in this plan as Appendix 1.

Parks Commission

The Parks Commission for the City of Carver is an advisory resident group of seven members appointed by the City Council to focus on park related development and management. The group has worked to develop both this Master Plan as well as the Parks and Trails section of Design Carver.

The Mission of the Parks Commission is to advocate to preserve, protect, improve and expand the City of Carver's park land and recreational opportunities to enrich the quality of life for residents.

Goals of the Parks Commission are the following:

- *Foster community through recreational opportunities, cultural events and the natural environment.*
- *Strive to meet the needs of residents of all age groups and physical activities.*
- *Encourage people to volunteer their time and talents to enhance the City's parks system.*

Coordination with Other Plans and Studies

The City of Carver has not undertaken a Parks Master Plan historically, making this document the first of its kind. This document will work to coordinate several studies and adopted plans that reference parks that will be referenced throughout. This Plan will work to be nimble and flexible to respond to changing demographics of the community and trends in park development and management.



The City's adopted Comprehensive Plan, Design Carver, includes a chapter related to Parks and Trails. Design Carver is supported by this Master Plan to provide broader input and greater detail for park development and management.

Goals established through Design Carver are as follows:

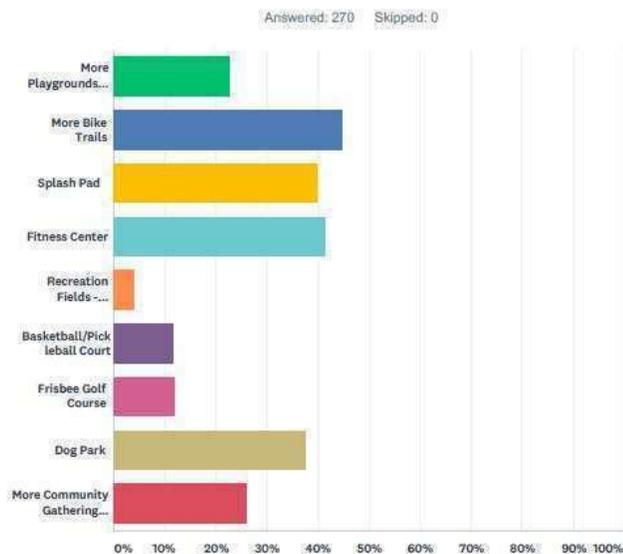
- Provide a balance of both active and passive recreational opportunities in a high quality, multi-jurisdictional and private park system that responds to needs of both the community and visitors.
- Construct and maintain a robust trail system that provides recreational opportunities and allows for a connected community with multi-modal transportation. Partnerships with neighboring communities and surrounding jurisdictions will allow residents and visitors to enjoy both the City of Carver and Carver County collectively.
- Promote existing and future parks with wayfinding and signage to encourage use of parks and trails system.
- Create a diverse parks and trails system that is accessible for all stages of life, abilities and provide space for all community members to feel comfortable in public spaces.
- Explore and identify a community scale park concept that will both benefit residents of Carver as well as visitors to the community.

Design Carver Survey Results

The Design Carver process included a community survey that garnered 270 respondents. When polled on improvements to the quality of life in Carver, 133 people chose additional recreation opportunities to be a priority.

When polled on the type of recreation opportunities residents would like to see, the top three responses included more biking and walking trails, a splash pad and a fitness center.

Q3 What type of recreation opportunities would you like to see in Carver? (Choose up to 3)



ANSWER CHOICES	RESPONSES	
More Playgrounds with Equipment	22.59%	61
More Bike Trails	44.81%	121
Splash Pad	40.00%	108
Fitness Center	41.48%	112
Recreation Fields - Baseball, Softball, Soccer	4.07%	11
Basketball/Pickleball Court	11.48%	31
Frisbee Golf Course	11.85%	32
Dog Park	37.41%	101
More Community Gathering Spaces	25.93%	70
Total Respondents: 270		

EXISTING CONDITIONS

Park Classifications

Type of Park	Criteria	Service Area	Size	Notes
Neighborhood Park	Connectivity to the park is important through trail connections and crosswalks to ensure safe transportation to the park	½ mile to 1 mile service area, cannot be separated from neighborhood by nonresidential road.	.75-10 acres	Neighborhood parks can be publically or privately owned.
Community Scale Park	Large service area, easily accessible both for residents and visitors to the community	1-3 mile service area	10-40 acres	
Conservation Area	Can vary based on resources, location	Citywide/Regional		May be publically or privately owned.
Local and Regional Trails	Development and construction of new trails as well as identifying and constructing trail gaps	Citywide/Regional		Trails should focus on connections for community users and amenities as well as development of a looped system to provide for recreational opportunities

The Parks Commission undertook a park inventory with Landform Professional Services in 2017 that detailed existing conditions throughout Carver, which is included in this section. As of 2019, Carver is approximately 2,885 square acres in total land area. Parks throughout the community total roughly 97 acres of park. This percentage is roughly 3.4% of land area being used as parks.

Carver Bluffs Park | 18.44 Acres Located at the bottom of the bluff adjacent to the Carver Bluffs neighborhood, a gateway into the Rapids Lake Unit of the Minnesota Valley National Wildlife Refuge. Carver Bluffs Park includes soccer fields and playground equipment.

City Square Park | 2.29 Acres City Square Park was platted in the original plat of Carver in 1987. The plat created a grid-like pattern for a majority of the downtown and surrounding areas. The City has retained the property but the site is not programmed currently as a park use. There is opportunity in City Square Park that could be explored by the Parks Commission.

Community Park | 17.25 Acres Centrally located within the community at the crossroads of CSAH 11 and Sixth Street, Community Park provides a full range of active recreational facilities and is home to the Carver Black Sox. Baseball and softball fields, playgrounds, picnic shelter, skate park, ice rink with warming house, and rock climbing apparatus are the signature items at this park.

Depot Park | .87 Acres Depot Park surrounds the historic water tower, which serves as an important entry landmark for the City. The water tower was restored in 1997-1998. Depot Park is a trailhead for the Minnesota River Bluffs Regional Trail and provides entry into Carver's Historic Downtown.

Gazebo Park | .16 Acres A public square at the corner of Third Street and Broadway that provides a central gathering focus for the downtown area.

Ironwood Park | 13.91 Acres Ironwood Park is adjacent to Carver Elementary and contains two lighted multi-use fields and one practice field. Ironwood Park includes a lighted field that allows for residents and organizations to utilize the park into the evening. Playground facilities are at the adjacent school. A network of trails provides opportunities to enjoy wetland features. As annexation continues west of current City limits, Ironwood Park is anticipated to expand. The park is proposed to have additional features including a pavilion and large scale outdoor games.

Lions Park | 6.92 Acres Located on Mount Hope Road, Lions Park is primarily used for active recreation and the park contains ballfields, tennis courts, and playground equipment. The site consists of two level "terraces" on a sloping hillside overlooking downtown.

Olsen Park | .98 Acres Olson Park near the Copper Hills neighborhood provides playground equipment and open multi-purpose playspace.

Overlook Park | 4.96 Acres The small scenic overlook park in the Carver Creek neighborhood provides some of the City's most impressive views and a picnic area for the public.

Riverside Park | 33.55 Acres Riverside Park includes the riverfront which both provides unique recreation opportunities through the boat ramp but also has significant challenges due to annual flooding and location within the flood plain. The park includes an archery range and primitive campsites. The Fish and Wildlife Service has the ability to construct and maintain an information kiosk, access trail and vehicular gate through an agreement with the City.

Existing Trails

Both neighborhood and community trails have been vital and important in development in Carver. The City of Carver requires that any project requires development and construction of pedestrian facilities – either trails, sidewalks or a combination of both. Connectivity and access have been important pillars in development in Carver.

Regional and Federal Park and public land facilities are also located in Carver. These include:

Minnesota River Bluffs Regional Trail

A section of this trail has been constructed between Chaska and downtown Carver along the former Union Pacific railroad corridor. Depot Park is adjacent to the trail and serves as a trailhead location. An additional small section of this trail has been constructed adjacent to CSAH11 near the Carver Bluffs neighborhood.



Minnesota Valley National Wildlife Refuge

The MVNWR is gradually being expanded along a 34-mile stretch of the Minnesota River from Fort Snelling to Jordan. The refuge consists of seven management units.

Much of Carver’s flood plain north of Riverside Park is located in the Chaska Unit of the refuge. This 589-acre unit is undeveloped except for trails providing access within the unit.

The flood plain south of downtown has recently been acquired for inclusion in the RapidsLake Unit. A new interpretive center was constructed in 2007, and a large wetland and habitat restoration and trail development project was completed in 2008. The US Fish and Wildlife Service has an on-going effort to improve the habitat within this unit as much of the land was farmed prior to acquisition.

PARK NEEDS AND DEVELOPMENT

The Parks Commission and City Council have identified areas in our existing park system that could be either improved or constructed that would lead to a more robust and inclusive parks and trails system for the City of Carver. Needs and development of future parks should correlate to the park search areas that are identified in this Plan.

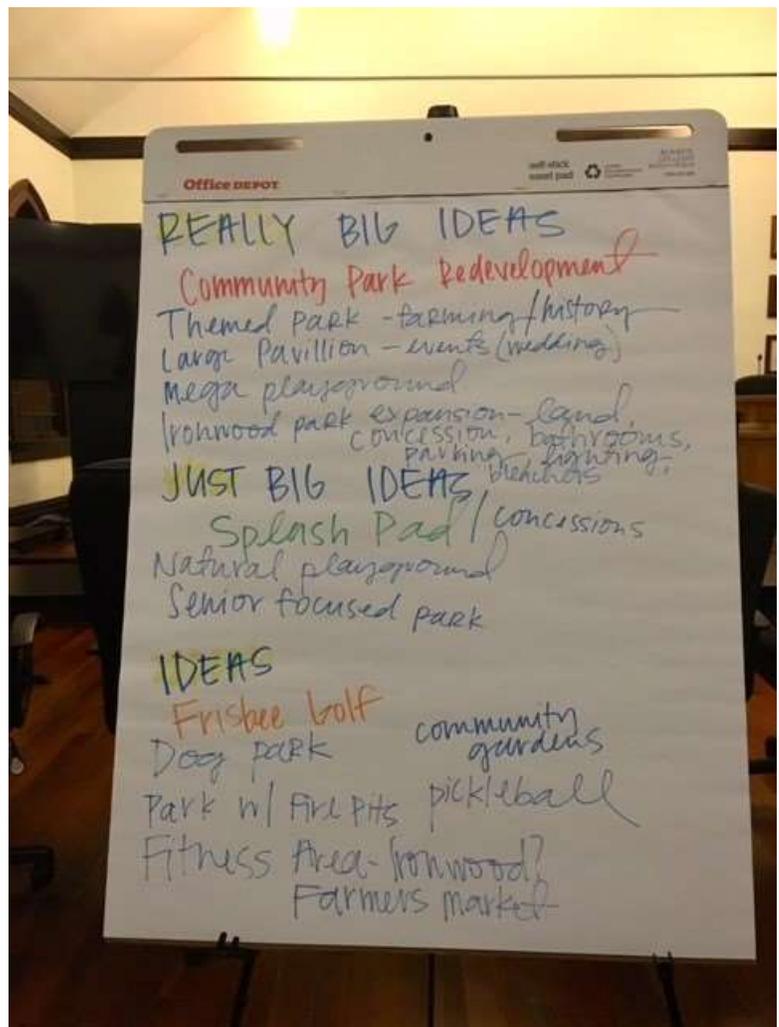
Community Scale Park

A community scale park should be a unique park that hits a niche that typical neighborhood and community parks do not meet.

Community scale parks often have creative programming and park features at a greater scale.

Examples of community scale park programming includes boardwalks over naturally sensitive areas, play equipment on a grand scale that allows for accessibility for all ages, community spaces including but not limited to amphitheaters, gathering spaces or a splash pad.

Community scale parks may include creative lighting, programming, and use for both residents and visitors to the park. Programming of a community scale park often requires several years of planning and development.



A community scale park could incorporate several ideas that have been discussed by both the Parks Commission and City Council for several years including large-scale play, equipment and a large community gathering space. The Parks Commission has discussed programming of a community scale park in search areas, which are explored later in this plan.

Conservation

Carver has several conservation areas that create a diverse and unique opportunity for both residents and visitors of the community. In many cases, the size and location of conservation areas are dictated by the natural landscape. Conservation areas are typically used as a passive park use to include a minimum level of development although interpretive facilities or formal access points may be developed. Design of facilities should be determined by natural features, terrain, and resources available on site. The nature conservation areas should be linked with greenways where possible and appropriate. A goal of conservation areas moving forward in park development would be an increase in pollinator friendly plantings and environment.

The City of Carver has a long history of protecting environmentally sensitive areas. Although these areas may serve some park functions, protection of special and unique areas for conservation is priority. Land identified as a known conservation area has been identified in the 2040 Future Land Use Map and will guide development for areas identified and known as unique terrain and natural features. A goal of both development of this Plan and protection of natural resources is to provide access where people are able to use the space without causing harm to the conservation goals.

Trails

Local Trails

A robust trail system creates recreational opportunity for residents, builds community through interaction, decreases dependence on automobiles and can enhance quality of life for residents. Development and construction of trails is a priority for the City of Carver and should be considered with every development project proposed within the City. Trail development and connection should include large looped trail options with signage and wayfinding both related to destinations and solely for recreation opportunity. Gaps within the existing trail system will be priority to ensure future development of trails is connected into a robust system. With extensive area within the future growth area for Carver, development of trails may occur in conjunction of development of roadways when necessary. Trail corridors are identified in the future park and trail map and should be identified and considered when the



City is reviewing upcoming development projects.

Trails will be constructed of bituminous asphalt unless determined beneficial by the Parks Commission and the City. Development and construction of new trails should meet the standard of ten (10) feet in width. If areas are determined for a more nature-based trail environment, wood chipped trails may be installed if discussed and approved with City Staff. Maintenance level of trails will depend on factors including the type of trail and programming. Carver is open to creative ways to leverage the existing and future trail system that could allow for a more year-round approach. This could include designation of trails to be used for snow shoeing throughout winter months.

Regional Trails

Two proposed regional trails are included in Carver's future growth area. The Minnesota River Bluffs Extension and Scott County Regional Trail Plan are incorporated as part of this planning process. Carver is supportive of partnerships across jurisdictions that could lead to opportunity to partner and develop regional trails throughout Carver County and the area.

Trail Connections

Pedestrian connectivity is imperative for community connectivity. A well-established trail and sidewalk system can lead to a healthier community with less reliance on motor vehicles for transportation. Several trail connections have been identified throughout the community and are included on the map on page 27. Trail connections included in the map should be a priority to ensure every member of the community is able to effectively move throughout the community without reliance on vehicles.

New Programming/Activities

The Parks Commission has identified the following new programming/activities that would lead to a more robust park system:

- Themed park
- Large community pavilion – with potential to host large events such as a wedding
- Mega playground
- Expansion of Ironwood Park to include a pavilion and additional amenities
- Splash pad with complex including concessions
- Nature-based playground
- Senior-focused park
- Frisbee golf
- Community gardens
- Dog park
- Park with fire pits
- Pickleball



Maintenance

With a robust park and trail system comes great responsibility for maintenance. Park dedication funding may not be used for maintenance. The City of Carver is equipped with a Public Services team that cares for and maintains all City parks throughout the community. The funding source for new park and trail facilities is typically park dedication, which the next section of the Plan covers. A challenge of park dedication is that funds are programmed for new parks or park facilities exclusively. Park dedication cannot be used for maintenance or repairs of existing parks. The City will continue to work to provide a robust park and trail system but is cognizant of the responsibility of upkeep and maintenance of the facilities.

Wayfinding

Wayfinding, mapping and park and trail promotion is important both for residents in the City of Carver as well as visitors. Wayfinding signage will provide for greater connectivity to the park and trail system. Signage should be consistent, concise and useable for all people. As the parks and trails system continues to develop and have greater accessibility, trail loops and destinations will be created and marketed both for residents as well as visitors to the community.

Identification and branding of parks is also important. The Parks Commission reviewed an overhaul in park signage in the summer of 2019 and Carver will begin to work towards replacement of current park signage with metals signs similar to those that have been installed throughout town as the historical kiosks as well as the Carver sign at the corner of Jonathan



Carver Parkway and Levi Griffin Road. Consistency of branding is important moving forward with park signage.

The Parks Commission and City Staff will work to identify trail loops that provide a robust system that can be used at different levels of ability. Trail loops should be identified at trailheads to give both visitors and residents a full picture of the system and their options.

Diversity and Inclusion

Diversity and inclusion are two important factors to ensure that the needs of all people are being met by the parks and trails system. A goal of the Parks Commission is to include a park space that is accessible at all ability levels. This idea will continue to be explored through this Plan as well as in search areas that have been identified throughout the community.

People look for different features and ways to spend time outside. Carver aims to offer places and spaces that people feel safe and welcome throughout the community.

Aging

In general, the population is aging. According to the U.S. Census Bureau, from 2010 to 2015, the percentage of people over the age of 65 increased from 13% in 2010 to 14.9% in 2015. This percentage equates to 47.8 million people and forecasts anticipate this number is only anticipated to increase. It is anticipated that between 2015 and 2025, the 65 or better cohort will increase to include 65.9 million people, or 38% of the population. The National Recreation and Park Association (NRPA) has studied this cohort at length and is able to draw conclusions about their park and recreation needs. The following are a list of activities that NRPA has identified to serve this group:

- Exercise classes
- Field trips, tours, vacations
- Arts and crafts classes
- Opportunities to volunteer at recreation centers
- Special events and festivals targeted to older adults
- Group walks
- Opportunities to volunteer in parks
- Paid job opportunities to lead exercise classes, work in recreation centers or at parks

Underserved Communities

According to American Fact Finder, Carver's population is predominately race homogenous. Though the population is primarily white, as the community continues to grow and expand, greater diversity is likely to enter the community and the City's park and trail system should reflect a system that is inclusive. Parks and recreation will continue to be widespread throughout the City of Carver and access for all people will be a pillar as the parks and recreation opportunities continue.

According to the American Planning Association, “inadequate access to parks contributes to inequitable health and economic development outcomes, a key tenet of promoting social equity. Park development must include expanding the distribution of and access to public parks and recreational spaces in underserved areas.” Carver will continue to provide equal access to parks and trails throughout the community and will be cognizant to barriers that may prevent underserved communities from accessing parks, including language barriers on wayfinding signage. Review of proposed park and trail facilities will consider access that does not require a vehicle to travel to the park facility.

Access for People with Disabilities

According to the Americans with Disabilities Act (ADA), disability is defined as the following: “an individual that has a physical or mental impairment that substantially limits one or more of their major life activities or an individual is regarded as having an impairment.”

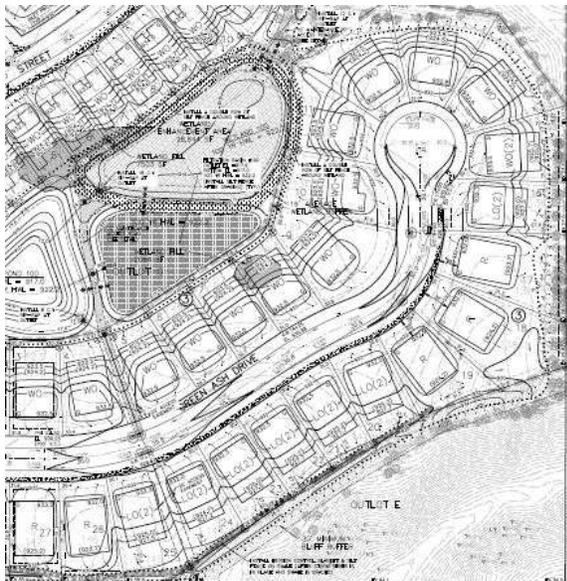
The Americans with Disabilities Act was passed in 1990. ADA requirements are applied to all state and local government facilities and public spaces. The City of Carver will review compliance with ADA standards including accessible routes, curb ramps, parking, and restrooms, and include the standards when possible. These standards will be met and exceeded when possible but a push for more inclusive play spaces is a goal of the Parks Commission. Examples of features in an inclusive playground are no barriers along walkways or paths, ramps that lead to upper decks of play equipment, monkey bars at a lower height, and swing sets that are inclusive. A mix of play is important and should include physical, sensory and social activities.

PARK DEDICATION

Park Dedication Basics

Minnesota State Statute 462.358 allows municipalities to require and collect dedication of land or cash in lieu of land to be reserved for development of parks. The City of Carver has adopted the required ordinances, Parks Plan and updates to the Comprehensive Plan that allow the City to collect park dedication of any property that is platted. If cash in lieu of land is accepted opposed to land, there are strict guidelines of what the cash in lieu of land may be used for and programming should align with the adopted Parks Master Plan. Park dedication dollars cannot be spent on maintenance or upkeep of the existing park system or facilities.

Dedication dollars “must be used only for the acquisition and development or improvement of parks, recreational facilities, playgrounds, trails, wetlands or open space based on the approved park systems plan. Cash payments must not be used for ongoing operation or maintenance of parks, recreational facilities, playgrounds, trails, wetlands or open space” [MS Sec. 462.358 Subd 2b(g)]. Dedication may come in a combination of land as well as cash in lieu of land dedication. The importance of the Parks Plan becomes crucial due to the State Statute. If a need is determined for the parks system, it must be identified in this Plan to be justified. The Master Plan can be amended if there is opportunity for a new park facility or amenity that is of interest or desire to the community. The Parks Commission and City Staff should continue to work towards a Master Plan that encompasses the needs of the growing community.



To reach the amount of park dedication that is required and collected, there must be a nexus or a link to the land or fee collected for the amenities that will be provided. This nexus is determined by the Master Plan, the Comprehensive Plan and City Code and will be explored in greater detail later in this Plan.

If land is dedicated as part of the development, the City typically acquires the property at the time of Final Plat. Should cash in lieu of land dedication be required, this too is collected at the time of Final Plat.

Community Parks

Historically, the City of Carver has divided park dedication into two separate funds – a community park allocation and a neighborhood park allocation. Due to the historic development of neighborhood parks, Carver lacks large gathering spaces or community wide, community scale parks. With a robust neighborhood park system, development of community scale parks will be the focus of this Plan and planning efforts moving forward. Park dedication will be collected in one fund allocation forward for community level funding. Community park improvements will serve a larger scale of the community and will be publicly owned and maintained. Development occurring in a planned location of a community park will be expected to work closely with the City to ensure that the goals and priorities of this Plan are achieved through land dedication and construction of improvements.

Throughout this Plan, development of neighborhood parks is limited with focus on community scale parks as directed by the Parks Commission and City Council.

Neighborhood Parks

Developers will continue to have the option to program neighborhood parks at the time of development should they choose. A neighborhood park should be identified by the Preliminary Plat stage of development. The City reserves the right to determine if certain proposed improvements should be privately owned and operated, typically by a Home Owners Association.

Local Trails

Trail improvements within a subdivision are necessary for a development itself, are the responsibility of the developer, and no dedication cash in lieu of land can be substituted for these improvements. Through the development review process, it will be determined what the appropriate trail facilities are and they will be memorialized within the approving resolutions, approved Plan and the Developers Agreement. At minimum, trails need to be linked through or adjacent to the development in a manner generally shown on the map on page 27, providing connectivity between existing and future development of all types. Both residential and non-residential developments are required to provide these types of trails.

Community Scale Trails

Community scale trails are meant to serve primarily a recreation need and to enhance the City's park and trail system. They benefit the community or region as a whole, rather than benefitting specific neighborhoods. Community scale trails that are proposed to be located within a development will be installed by the developer at the time of construction of the development, unless an agreement is made with the City. Community scale trails are built into the community park component of park dedication due to the trail connecting the larger park system.

Maintenance and Replacement of Existing Infrastructure

Replacement and maintenance of the current park system should be considered by the City Council through the Capital Improvement Plan (CIP). Funding sources for maintenance and replacement is likely from the City's general fund with opportunity for grant funding or other outside sources of funding.

DETERMINING THE NEXUS – DESIGN CARVER

The nexus for dedication (to fund both parks and trails) amount required goes hand in hand with the City’s adopted Comprehensive Plan and the next several sections of this Plan. The nexus is determined by taking data from Design Carver, anticipated park improvements and the current market to reach the value of park facilities. Park dedication requirements are different based on the use of the property. There are provisions that set dedication amounts for residential development, commercial development, and industrial development. The following sections collectively provide data that ultimately lead to the determination of park dedication dollars that are required.

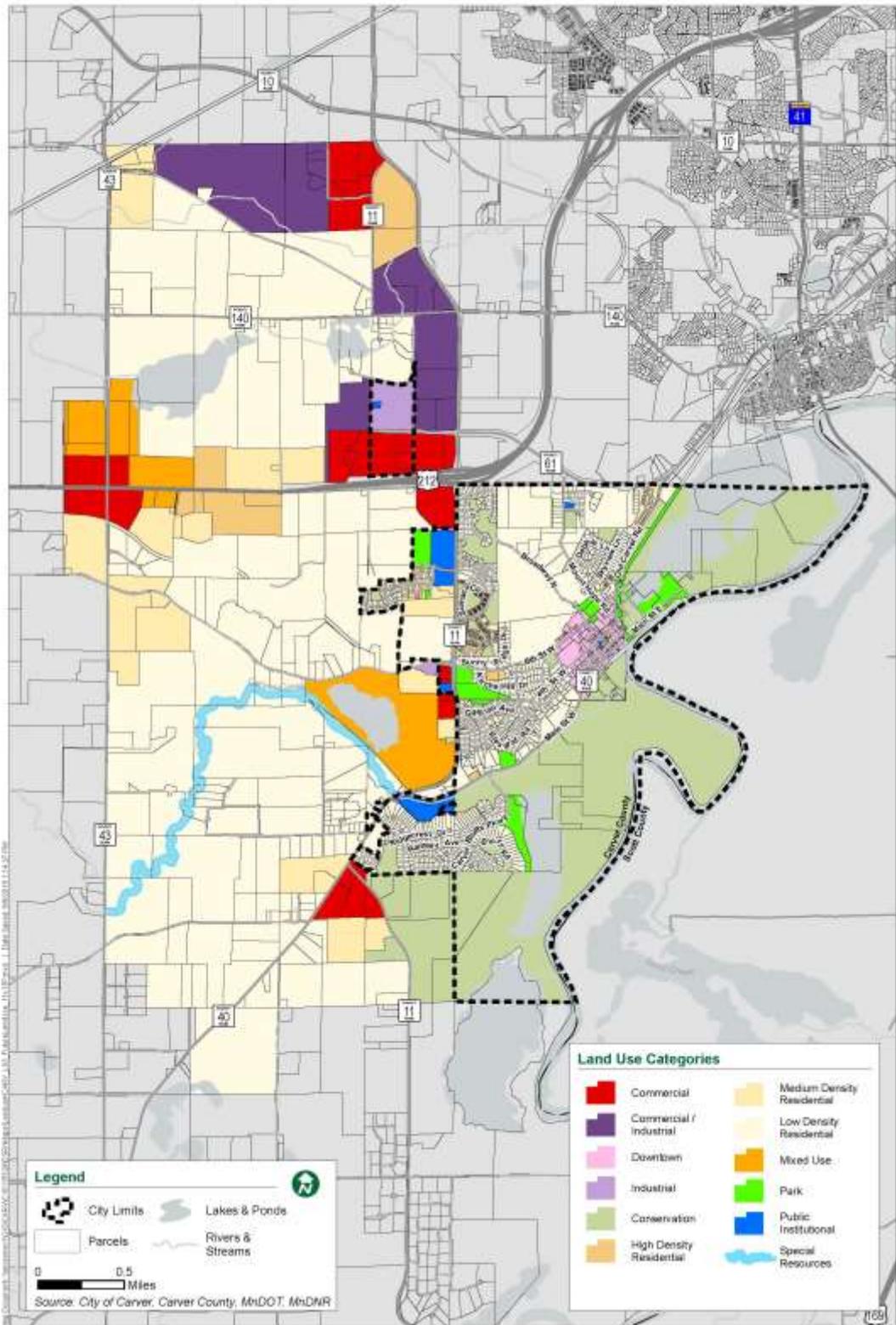
Design Carver outlines the anticipated growth in the community, park locations, as well as different land use types. The Future Land Use map included in Design Carver (found on page 21) shows the ultimate build out of the community, which will stretch to a total of 8,594 acres. As of 2019, Carver is roughly 2,886 total acres. The community is anticipated to continue to annex property and will grow in geographic area four times over by 2040 as predicted by Design Carver. Percentages of gross land use type are as follows in acres:

Total Land Use Area	Acreage	Percent of Growth Area
Downtown	58.6	.67
Low Density Residential	4904.2	56.29
Medium Density Residential	643.44	7.39
High Density Residential	203.47	2.34
Future Park Facilities*	78	1.91
Mixed Use	366.56	4.21
Commercial	381.19	4.38
Commercial Industrial	491.58	5.64
Industrial	46.98	.54
Public Institutional	53.61	.62
Conservation	1444.53	16.58
Total	8594.15	99.57

Land that is not developable is netted out including 18+% slopes, City and regional parks, roads, rights of way, rail lines and waterbodies.

The total acreage of parks that are proposed or land that is redeveloped into a park feature is roughly 78 acres. This accounts for roughly 1% of the future growth area that Carver is anticipated to fill by 2040. In 2019, Carver owns 99 acres of park. In total, should each park develop as set in this Plan, the City would own and operate roughly 177 acres of parkland. These numbers equate to roughly one acre of parkland per 87 residents. The Standards for Outdoor Recreation Areas calls for 1 acre of parkland per 100 residents so Carver will offer above what the standard is for parkland per resident should this Plan fully come to fruition.

The following page includes the Future Land Use map that shows the growth area as well as anticipated uses for the land. The dotted line shows current City limits and the colored areas of the map show future build out of the community.



Determining the Nexus and Design Carver continued

An important piece of determining the park dedication nexus is understanding the people who will occupy the growth areas that are shown in the previous map and charts. Having a park system that responds to the number of people in the community is vital. This includes not only people who live here, but also those who work in the community. The forecasts set by the Metropolitan Council for Carver's population are as follows:

Forecast Year	Population	Households	Employment
2020	6,300	2,120	650
2030	10,300	3,360	1,030
2040	15,500	5,600	1,700

Population and Development

The next step of determining the park dedication nexus is to determine costs associated with projects that are outlined in this plan for future park construction and programming.

As of April 1, 2018, the population of Carver was 4,727. This number accounts for 30.5% of the total projected population of the total 15,500 residents that are anticipated to live in Carver by 2040. Based on these numbers, an additional 10,773 residents are anticipated between the years of 2018-2040. This development pattern will lead to an average of an additional 490 residents per year. Based on the total projected population and projected number of households, the average household is estimated to be 2.8 persons. Using the same methodology by taking the current population of 4,727 divided by 2.8, in 2019 there are an estimated 1688 households in Carver. The total increment increase of dwelling units between 2018 and 2040 will be 3,848 $[10,773/2.8=3848]$.

With the projected increased population comes an increased need for services and convenience, both for residents as well as employees in Carver. An increased population is likely to lead to a greater number of employers in the community to fill needs for goods and services that currently exist. In 2019, the estimated number of jobs in Carver is 572. An increase to 1,700 jobs by 2040 is anticipated. As of 2019, 33.5% of the projected jobs exist in Carver.

Development throughout 2018 resulted in over 500 new platted lots which propels Carver forward to the projected numbers of 3,360 residents by 2030 and 15,500 residents by 2040. Development and construction of Carver Ridge and Lakeview Industries in 2018 additionally provided a number of new employment opportunities and a more diversified tax base.

2018/2019 Development by numbers

Project	Type	Households	Population Increase*	Employment Increase
Meadows at Spring Creek	Single Family	151	393	N/A
Oak Tree	Single Family	197	512	N/A
Meridian Fields	Single Family	83	216	N/A
Hawthorne Ridge	Single Family	80	208	N/A
Lakeview Industries	Industrial	N/A	N/A	100
Carver Ridge	Multi Family	70	105	55
		Total: 581	Total: 1,434	Total: 155

**Population numbers are determined using the average national household size of 2.6 residents per household. Carver Ridge was calculated at a reduced rate due to the facility providing assisted living and memory care. The number of residents for Carver Ridge was calculated at an assumed 1.5 residents per unit.*

Nonresidential Development

Park development and dedication amounts are determined based on the number of residents and the number of employees that work in Carver. The projected increase of residents as well as employers and employees will require a greater level of park amenities and services.

Nonresidential projects are required to contribute to park dedication similarly to residential development but use a different formula to reach the total dedication required. Nonresident employees and customers utilize a variety of the recreational facilities in the community including but not limited to: playing on community teams, using the trail system, visiting natural areas or bringing friends or family to the park facilities. An attractive park and trail system enhances the overall quality of a community, making Carver a more attractive place in which to develop and build a business, therefore, dedication is required on commercial and industrial projects.

DETERMINING THE NEXUS –

PARK SEARCH AREAS

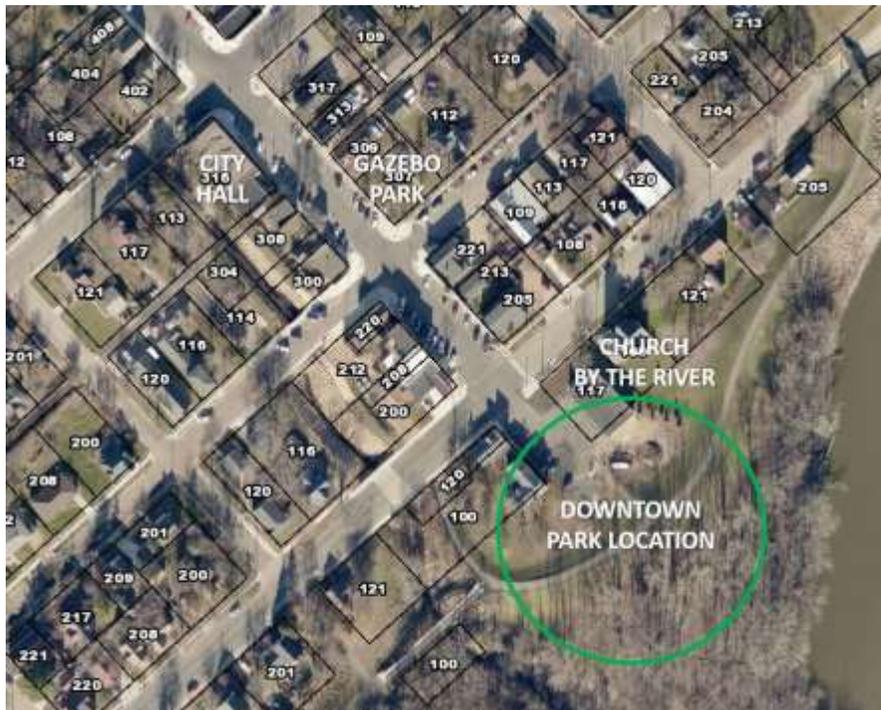
Four park search areas have been identified through this plan and Design Carver that could develop to create a broader and more robust park system. *Note: the numbering of the park search areas is not indicative of rankings of development timing.* Several of the amenities that are mentioned both here and throughout the plan could develop in multiple locations based on timing, need and available funding. Additions to programming is anticipated through development of the parks within the four search areas as we learn more about the area and development patterns in Carver. Park search areas determine locations in which a park could or should develop. The four search areas included in this plan are as follows:

1. Gaystock Lake

When annexed into the City of Carver, Gaystock Lake will be the first natural environment lake within Carver's City limits. Due to the lake being a unique feature, this area has been identified as a park search area. Information about the lake is limited at this time but development potential could include fishing piers, boardwalks, trails,



lake access and camping. The area surrounding Gaystock Lake in Design Carver is guided for a mix of low density residential and mixed use. The proposed park is roughly 15 acres.



occur in this area, demolition of the building would be required.

2. Downtown

Park programming in the Downtown has been identified both in the Downtown Master Plan as well as by the Parks Commission and City Council.

A rendering of the proposed park can be found in Appendix 3 in this plan.

The space that has been contemplated to date is an existing Public Utilities building at the end of Broadway. For development of a park to

3. Mueller's Redevelopment

Redevelopment of William Mueller and Sons sand and gravel pit is not known but is contemplated in Design Carver. In the future, it is anticipated that the property will likely develop with a master plan that could include a mix of residential and commercial users. Guidance in Design Carver sets the area as for mixed use development.



If a master plan is developed for the area, it is anticipated the park and development area would feel like more like an urban setting than traditional single family development with a park component which could lead to a unique community scale park in Carver. Park development of the area could include water access, picnic areas, community spaces, and a playground with integration to a greater neighborhood/mixed use node in the community. The proposed park is roughly 15 acres.



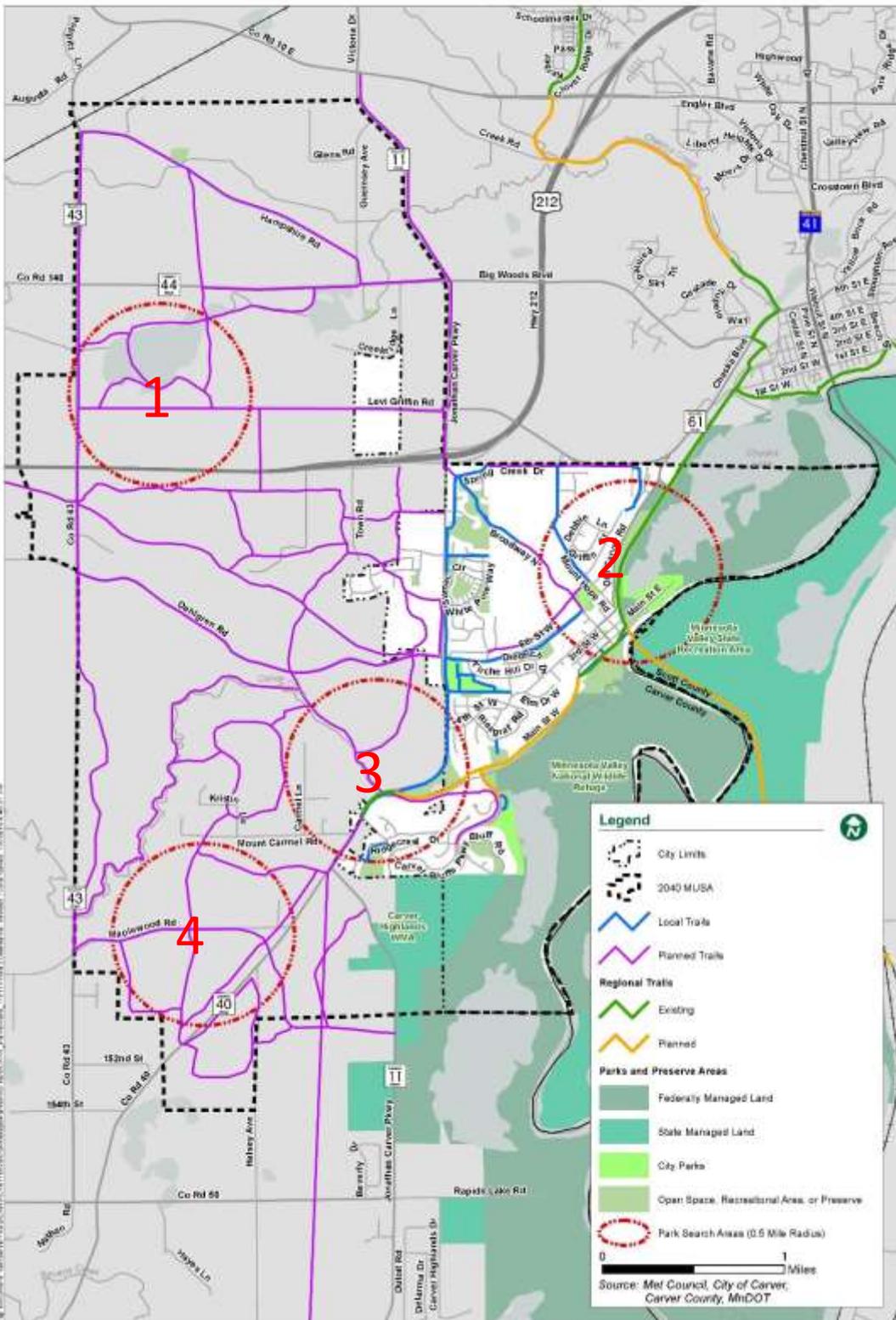
4. South of City Limits

A large, community scale park south of current City limits has been contemplated for several years to fill a need of a large scale, community park that could offer a variety of amenities that do not exist in Carver today.

A rendering of the proposed park is included in Appendix 3 of this plan.

The community scale park could include team facilities, a community pavilion, nature based trail and play space, and an accessible playground for visitors and residents at all levels

of physical and cognitive ability. The proposed park is roughly 35 acres.



DETERMINING THE NEXUS –

FUTURE IMPROVEMENTS

The estimated costs will be determined in 2019 dollar amounts.

SEARCH AREAS

Community Scale Park South of City Limits (park search area 4)

Improvement	Unit Cost	Quantity	Cost
Land Acquisition	\$50,000	35 acres	\$1,750,000
Site Preparation	\$15,000	35 acres	\$525,000
Baseball Fields	\$80,000	4	\$320,000
Stadium Lighting	\$150,000	1	\$150,000
Stadium Seating	\$30,000	1	\$30,000
Parking with Lights	\$200,000	1	\$200,000
Play Equipment	\$200,000	1	\$200,000
Nature Based Play	\$100,000	1	\$100,000
Park Building	\$500,000	1	\$500,000
Community Fire Pit	\$15,000	1	\$15,000
Irrigation	\$150,000	1	\$150,000
Public Art	\$100,000	1	\$100,000
Trail	\$80,000	1	\$80,000
Subtotal			\$4,120,000
Landscaping		3% of total cost	\$123,600
Indirect Costs		20% of total cost	\$824,000
Construction Contingency		10% of total cost	\$412,000
Total Park Cost			\$5,479,600

Gaystock Lake (park search area 1)

Improvement	Unit Cost	Quantity	Cost
Land Acquisition	\$50,000	15 acres	\$750,000
Site Preparation	\$15,000	15 acres	\$225,000
Dock/viewing area	\$160,000	1	\$160,000
Boardwalk	\$200,000	1	\$200,000
Shelter with Restroom	\$90,000	1	\$90,000
Irrigation	\$100,000	1	\$100,000
Trail	\$60,000	1	\$60,000
Parking	\$75,000	1	\$75,000
Subtotal			\$1,660,000
Landscaping		3% of total cost	\$49,800
Indirect Costs		20% of total cost	\$332,000
Construction Contingency		10% of total cost	\$166,000
Total Park Cost			2,207,800

Mueller's Redevelopment (park search area 3)

Improvement	Unit Cost	Quantity	Cost
Land Acquisition	\$50,000	15 acres	\$750,000
Site Preparation	\$15,000	15 acres	\$225,000
Swimming Beach	\$175,000	1	\$175,000
Beach Volleyball	\$20,000	2	\$40,000
Concessions and restrooms	\$400,000	1	\$400,000
Parking Lot	\$100,000	1	\$100,000
Irrigation	\$150,000	1	\$150,000
Subtotal			\$1,840,000
Landscaping		3% of total cost	\$55,200
Indirect Costs		20% of total cost	\$368,000
Construction Contingency		10% of total cost	\$184,000
Total Park Cost			2,447,700

Downtown (park search area 2)

Improvement	Unit Cost	Quantity	Cost
Splash Pad	\$700,000	1	\$700,000
Lighting	\$200,000	1	\$200,000
Building Demolition and Site Preparation	\$300,000	1	\$300,000
Pavilion	\$150,000	1	\$150,000
Building – changing, concessions	\$350,000	1	\$350,000
Outdoor Furniture	\$100,000	1	\$100,000
Historical Kiosks	\$25,000	3	\$75,000
Upgrades to Parking	\$150,000	1	\$150,000
Subtotal			\$2,025,000
Landscaping		3% of total cost	\$60,750
Indirect Costs		20% of total cost	\$405,000
Construction Contingency		10% of total cost	\$202,500
Total Park Cost			\$2,693,250

FUTURE PARK EXPANSIONS

Jonathan Carver Parkway/County Road 40

Property at the intersection of Jonathan Carver Parkway/County Road 40 is owned by the City and has open property that would easily lend itself to a dog park and Frisbee golf. The property is partially in the flood plain, so development of the site for greater improvements is not likely, making it an ideal location for limited infrastructure but needs both the Parks Commission and community have expressed interest in.

A rendering of the proposed park is included in Appendix 3 of this plan.

Improvement	Unit Cost	Quantity	Cost
Frisbee Golf	\$60,000	1	\$60,000
Trail	\$100,000	1	\$100,000
Lighting	\$100,000	1	\$100,000
Dog Park	\$80,000	1	\$80,000
Parking	\$100,000	1	\$100,000
Shelter	\$60,000	1	\$60,000
Subtotal			\$500,000
Landscaping		3% of total cost	\$15,000
Indirect Costs		20% of total cost	\$100,000

Construction Contingency		10% of total cost	\$50,000
Total Park Cost			\$665,000

Growth Area Park

With significant development west of existing City limits, an additional neighborhood scale park should be planned in a central area of the future growth area. Development of a park with a sledding hill has been a priority for the Parks Commission so an area with topography would be ideal. The park would work for all seasons if a sledding hill and ice rink are included. The ice rink would not be programmed to be used as a hockey rink but for leisurely skating.

Improvement	Unit Cost	Quantity	Cost
Land Acquisition	\$50,000	3	\$150,000
Site Preparation	\$30,000	3	\$90,000
Play Equipment	\$150,000	1	\$150,000
Multi Use Court	\$100,000	1	\$100,000
Lighting for Sledding Hill	\$100,000	1	\$100,000
Subtotal			\$590,000
Landscaping		3% of total cost	\$17,700
Indirect Costs		20% of total cost	\$118,000
Construction Contingency		10% of total cost	\$59,000
Total Park Cost			\$784,700

Green Ribbon Trail System

A green ribbon trail system will add a full trail loop that will serve as a community scale trail. The community scale trail will begin in Ironwood Park, meander through Timber Creek then loop south of Mueller's. The community scale trail should be roughly 5 miles in the loop and should take interesting and unique natural resources into planning.

Improvement	Unit Cost	Quantity	Cost
Linear Feet of Trail	\$75	23,000	\$1,725,000
Land for Acquisition	\$50,000	30	\$1,500,000
Subtotal			\$3,225,000
Indirect Costs		20% of total cost	\$645,000
Construction Contingency		10% of total cost	\$322,500
Total Trail Cost			\$4,192,500

Underpass and Trail Connections as part of Jonathan Carver Parkway Reconstruction

Jonathan Carver Parkway will be expanded likely in 2021 to four lanes from Highway 212 to 6th Street. The project includes many pieces, one of which, a new underpass under Jonathan Carver Parkway to allow for safe pedestrian traffic under the road. The underpass is slated to be constructed near the intersection of Jonathan Carver Parkway and Monroe Drive/Spring Creek Drive. The underpass will allow for access to Carver Elementary as well as all new development west of Jonathan Carver Parkway. The underpass will be used both by existing as well as new residents. The cost of the project is estimated to be roughly \$1 million dollars. Since Jonathan Carver Parkway is a County Road, the City of Carver and Carver County will split the cost of construction of the underpass and trail connection to the underpass on a 50/50 split. The City of Carver will be responsible for roughly \$500,000. With benefit to both new and existing residents, the \$500,000 will be split as funded both by new development as well as existing development.

Improvement	Unit Cost	Quantity	Cost
Underpass and Trail Connection	\$500,000	1/2	\$250,000

DETERMINING THE NEXUS – PARK IMPROVEMENTS EXISTING SYSTEM

Several of the existing parks throughout Carver are fully developed but as trends and populations change, several parks require an update to equipment and the services that are offered in each park. Park dedication dollars are applicable to these projects if they are a new use that currently does not exist in the park. Additionally, the City recognizes that several parks will require significant upgrades and updates as the existing infrastructure continues to age.

Since the parks are largely already constructed, existing development is required to fund the improvements that have been determined beyond what was contemplated at the time of construction. Each year, the City will contribute a regular transfer to park capital funds from the general fund for development and construction of park amenities in existing parks.

Existing Park: Olsen Park

Location: Adjacent to Copper Hills

Acreage: .98

Increased development surrounding Olsen Park has led to the need of additional amenities in the neighborhood scale park. Olsen Park serves Copper Hills, Carver Crossing, Oak Tree and Meridian Fields on a neighborhood scale.



Improvement	Unit Cost	Quantity	Cost
Multi Use Sport Court	\$100,000	1	\$100,00
Landscaping		3% of total cost	\$3,000
Indirect Costs		20% of total cost	\$25,000
Construction Contingency		10% of total cost	\$10,000
			\$138,000



Existing Park: Ironwood Park

Location: Adjacent to Carver Elementary

Acreage: 13.91

Ironwood Park is programmed to include a community shelter and an additional park use. The Parks Commission has discussed rounding out Ironwood Park to include a different amenity beyond sport play. As development continues west, there is opportunity to adjoin Ironwood Park with Timber Creek which could provide extensive hiking and walking paths. Outdoor games that are programmed for Ironwood Park could include an outdoor

installation of a large scale concrete ping-pong table, bean bag toss, foosball or similar yard games. An example of programming is Optimiste Park in Ottawa, Ontario.

Improvement	Unit Cost	Quantity	Cost
Pavilion	\$125,000	1	\$125,000
Outdoor Games	\$75,000	2	\$150,000
Landscaping		3% of total cost	\$8,250
Indirect Costs		20% of total cost	\$55,000
Construction Contingency		10% of total cost	\$27,500
Total Cost			\$365,750

Existing Park: Community Park

Location: 6th Street and Jonathan Carver Parkway

Acreage: 18.45

Development in Community Park has been challenging due to the existing power lines that are throughout the park. The power lines maintain an easement under them that has significantly limited development potential for the park. With

baseball fields programmed for the park south of city limits, there is opportunity for Community Park to be redeveloped without baseball fields to create a community gathering space. An amphitheater and community gardens are programmed for the park. The amphitheater could be used as space for a Farmer’s Market.



Improvement	Unit Cost	Quantity	Cost
Redevelopment of Site	\$300,000	1	\$300,000
Amphitheater	\$300,000	1	\$300,000
Fire Pits	\$15,000	1	\$15,000
Community Gardens	\$10,000	1	\$10,000
Berming	\$40,000	1	\$40,000
Landscaping		3% of total cost	\$19,950
Indirect Costs		20% of total cost	\$133,000
Construction Contingency		10% of total cost	\$66,500
Total Cost			884,450

Existing Park: Gazebo Park

Location: 307 Broadway

Acreage: .16

Adding tables in Gazebo Park will allow for it to be more of a gathering space in the downtown that can be used by residents and visitors.



Improvement	Unit Cost	Quantity	Cost
Tables with cement	\$65,000	1 cement pad, 4 tables	\$65,000
Landscaping		3% of total cost	\$1,950
Indirect Costs		20% of total cost	\$13,000
Construction Contingency		10% of total cost	\$6,500
Total Cost			\$86,450

Underpass and Trail Connections as part of Jonathan Carver Parkway Reconstruction

Jonathan Carver Parkway will be expanded likely in 2021 to four lanes from Highway 212 to 6th Street. The project includes many pieces, one of which, a new underpass under Jonathan Carver Parkway to allow for safe pedestrian traffic under the road. The underpass is slated to be constructed near the intersection of Jonathan Carver Parkway and Monroe Drive/Spring Creek Drive. The underpass will allow for access to Carver Elementary as well as all new development west of Jonathan Carver Parkway. The underpass will be used both by existing as well as new residents. The cost of the project is estimated to be roughly \$1 million dollars. Since Jonathan Carver Parkway is a County Road, the City of Carver and Carver County will split the cost of construction of the underpass and trail connection to the underpass on a 50/50 split. The City of Carver will be responsible for roughly \$500,000. With benefit to both new and existing residents, the \$500,000 will be split as funded both by new development as well as existing development.

Improvement	Unit Cost	Quantity	Cost
Underpass and Trail Connection	\$500,000	1/2	\$250,000

PARK DEDICATION FEES

Park Dedication fees are a result of the type of development that is anticipated by Design Carver and the numbers that are estimated for park improvements.

Design Carver anticipates that **88% of development in 2019-2040 will be residential** totaling 6,044 acres. This includes low density residential, medium density residential, high density residential and a majority of the mixed use category. *Mixed use is anticipated to develop at a ratio of 80% residential with 20% commercial. The remaining 20% is picked up by the total of commercial land use in the Plan.* Numbers used to determine the residential component are outlined in **RED**.

Commercial/Industrial development will pick up 11% of future developable space in 2019-2040 with total acreage of 927.08 acres. The acreage is outlined in **BLUE**.

The remaining 1% of development is slated as public/institutional and conservation areas, which do not require park dedication fees.

Total Land Use Area	Acreage
Low Density Residential	4908.46
Medium Density Residential	643.56
High Density Residential	203.47
Mixed Use*	381.11
Commercial	348.41
Commercial Industrial	534.49
Industrial	46.98
Downtown	58.6
Total	7125.08

**Mixed Use – 80% of dedication costs fall to residential, 20% to commercial users.*

The formula for determining the share per future **residential unit** is as follows:

Park dollars needed *.85 (85% of future land use area) / 3,912 (number of additional households)

The formula for determining the share per future **commercial/industrial acre** is as follows:

Park dollars needed *.15 (15% of future land use area) / 927 (number of additional acres of commercial/industrial development)

Total Future Improvements – Park Dedication Dollars

Park	Cost
South	\$5,479,600
Gaystock Lake	\$2,207,800
Downtown	\$2,693,250
Mueller's	\$2,447,200
JCP/CR 40	\$665,000
Neighborhood	\$784,700
Underpass	\$250,000
Trail	\$4,192,500
Total	\$18,720,050

Residential Formula:

$$\text{\$18,720,050} * .85 / 3912 = \text{\$4,070 per unit}$$

Commercial/Industrial Formula:

$$\text{\$18,720,050} * .15 / 927 = \text{\$3029 per acre of development}$$

Total Existing Improvements

Park	Cost
Ironwood	\$365,750
Olsen	\$138,000
Community	\$884,450
Gazebo	\$86,450
Underpass	\$250,000
Total	1,724,650

The City's general fund will contribute \$17,536 per year. The methodology for the increase to the City's contribution is based on the residential rate increasing by 3.8%. The same increase has been applied to the City's contribution amount. In addition to the annual contribution to the park dedication fund, maintenance and operations of the existing facilities fall to the City, which adds additional budget implications that are realized through the general fund.

CONCLUSION AND THANKS

In conclusion, the City of Carver has a robust park system that serves the current population. The amount of opportunity that lies in the growth area in Carver is exciting for several reasons, one of which being a park system that will draw both new residents as well as visitors to the community. Creating community spaces for people to gather will be an important factor in development of future parks throughout the community.

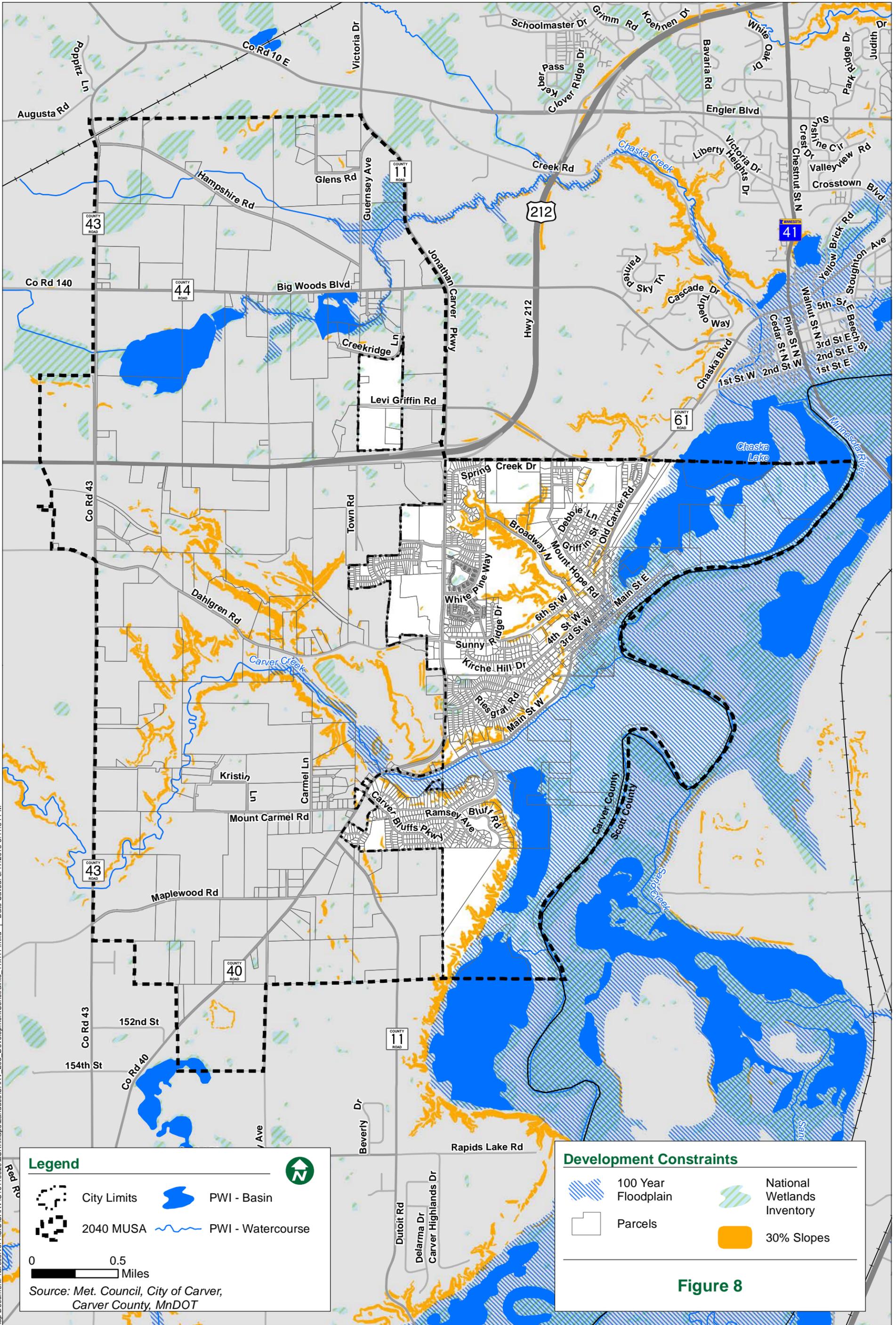
This Plan was developed and adopted to guide residents, the Parks Commission, the City Council and City Staff for future park development. This Plan will be required to be updated to maintain a dynamic approach to park development and changing trends.

Thank you to Carver's Parks Commission who guided and developed this Plan. The goals of the Parks Commission are intertwined throughout this Plan and will continue to shape Carver's future.

Goals of the Parks Commission:

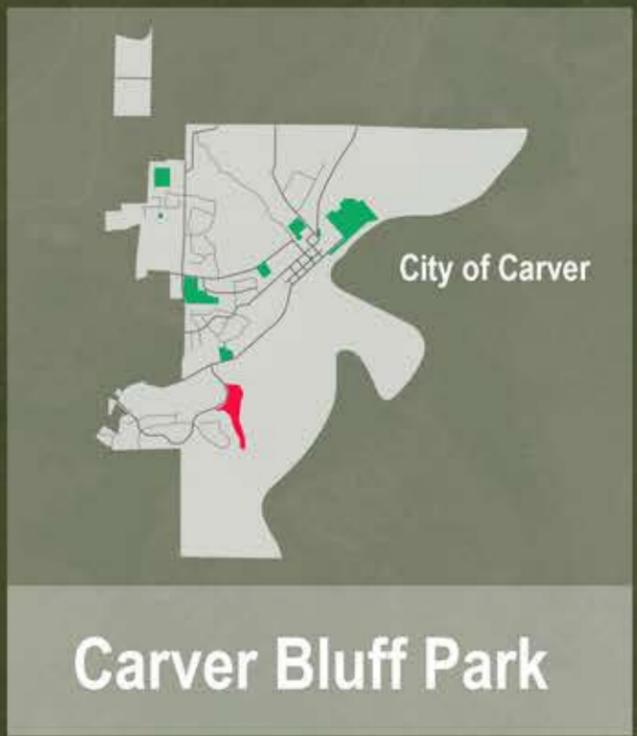
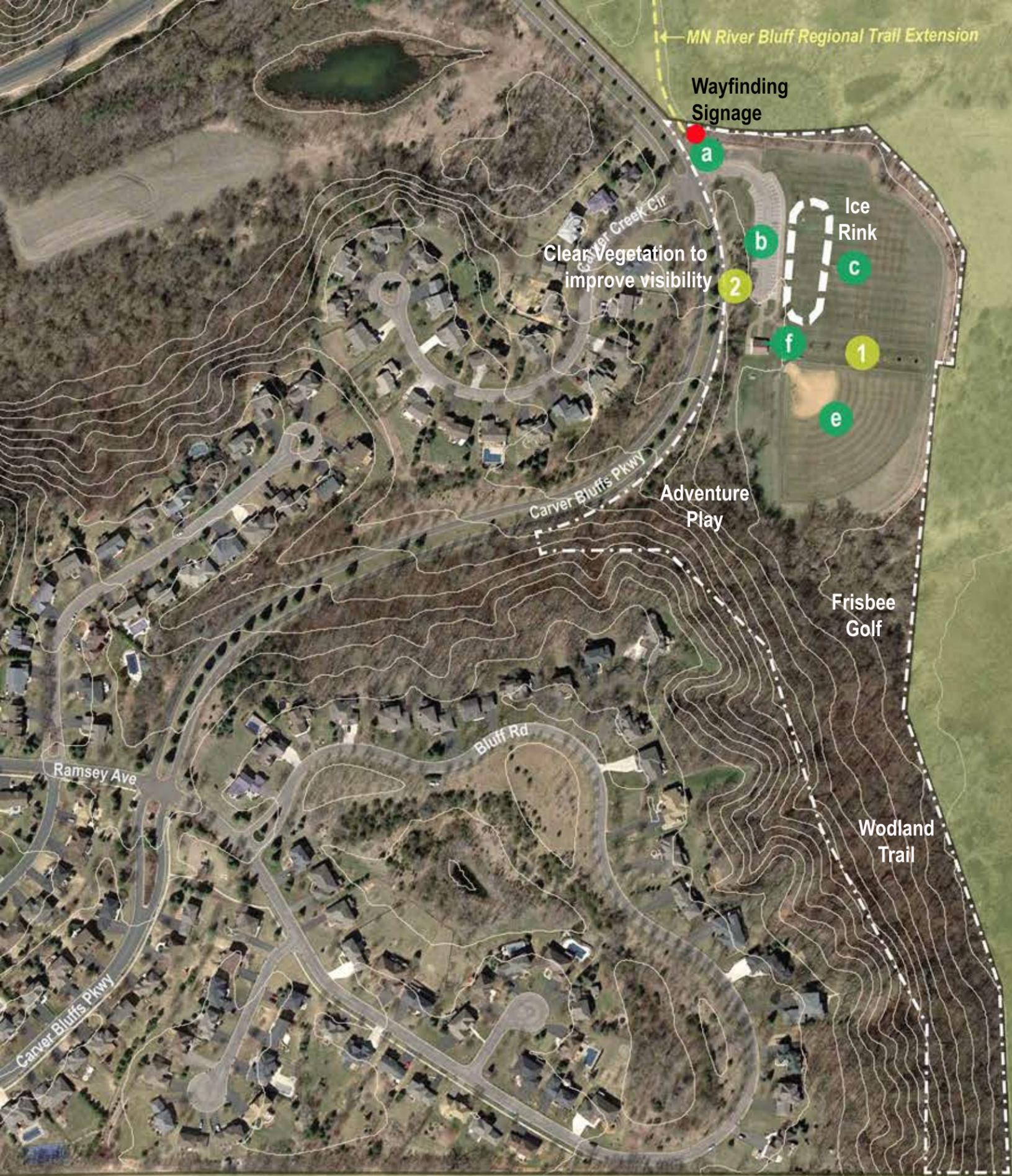
- Foster community through recreational opportunities, cultural events and the natural environment.
- Strive to meet the needs of residents of all age groups and physical activities.
- Encourage people to volunteer their time and talents to enhance the City's parks system.

APPENDIX ONE



Map Document: \\carver\GIS\CARV\16115529\ESRI\Map\LandUse\CARV_L08_DevelopmentConstraints_11x17P.mxd | Date Saved: 5/17/2018 3:41:54 PM

APPENDIX TWO



Carver Bluff Park

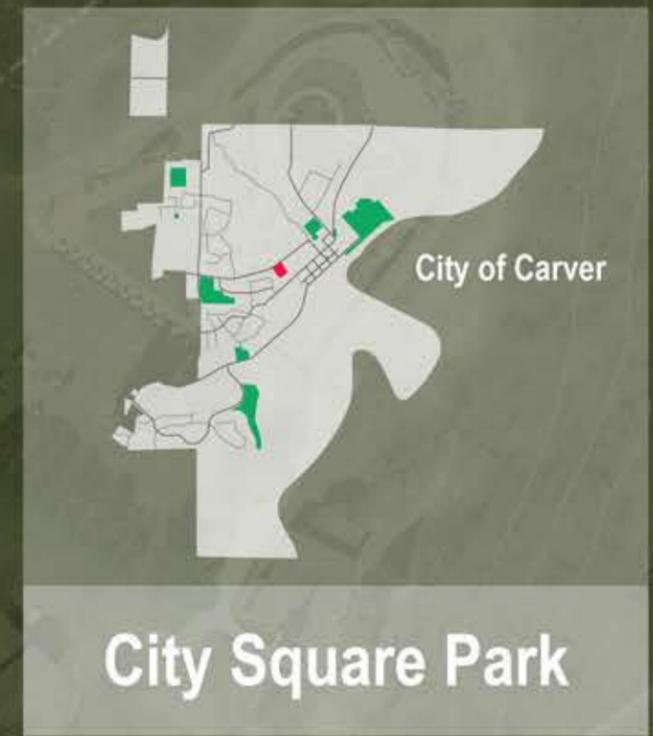
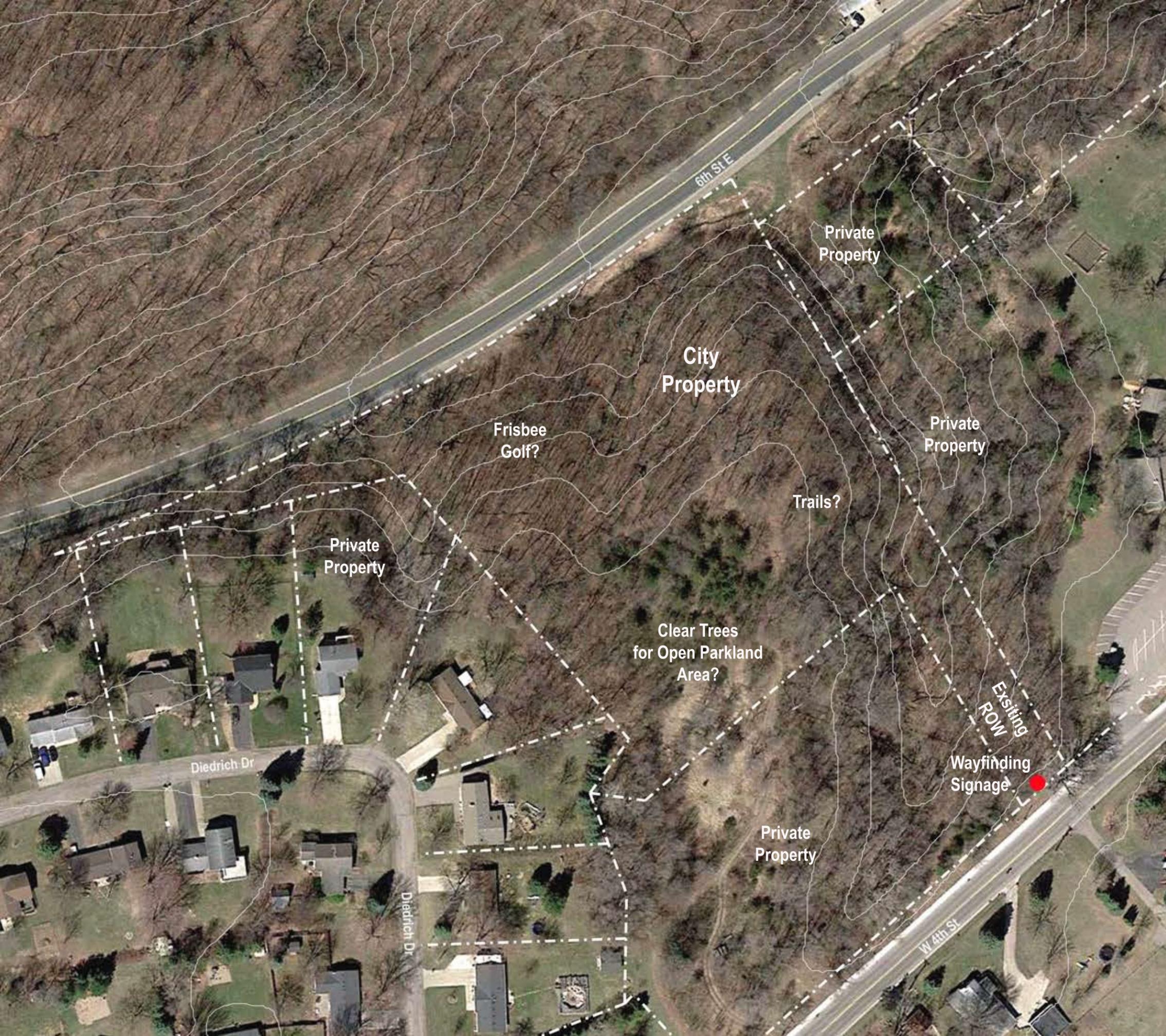
Park Amenities

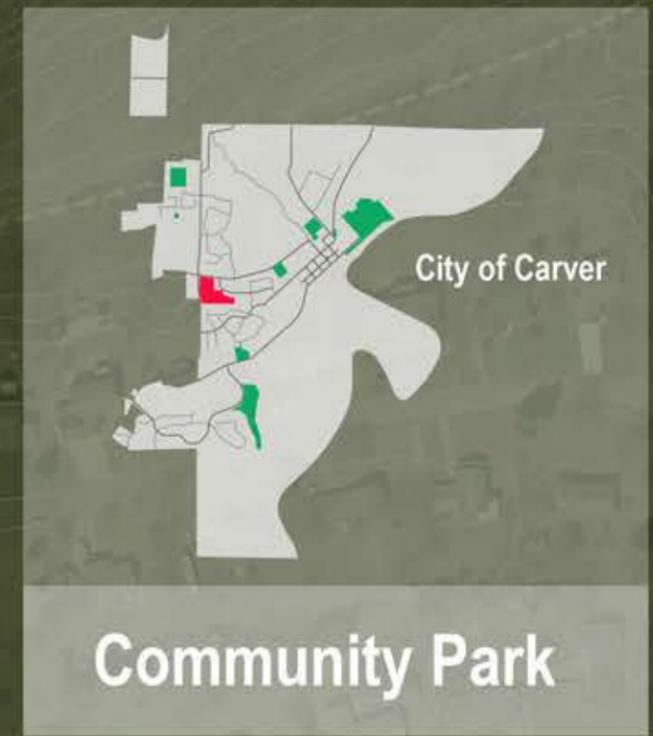
- a** Trail Connection to MN River Bluff Regional Trail Extension
- b** Parking
- c** Soccer Fields
- d** Softball Field
- e** Shelter / Pavilion

Park Observations

- 1** Views of Natural Areas
- 2** Tree clearing / thinning





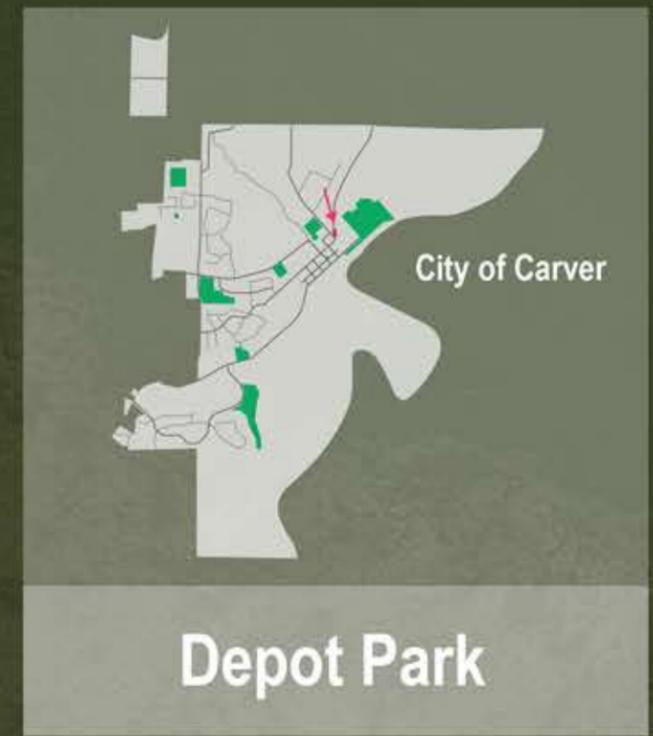
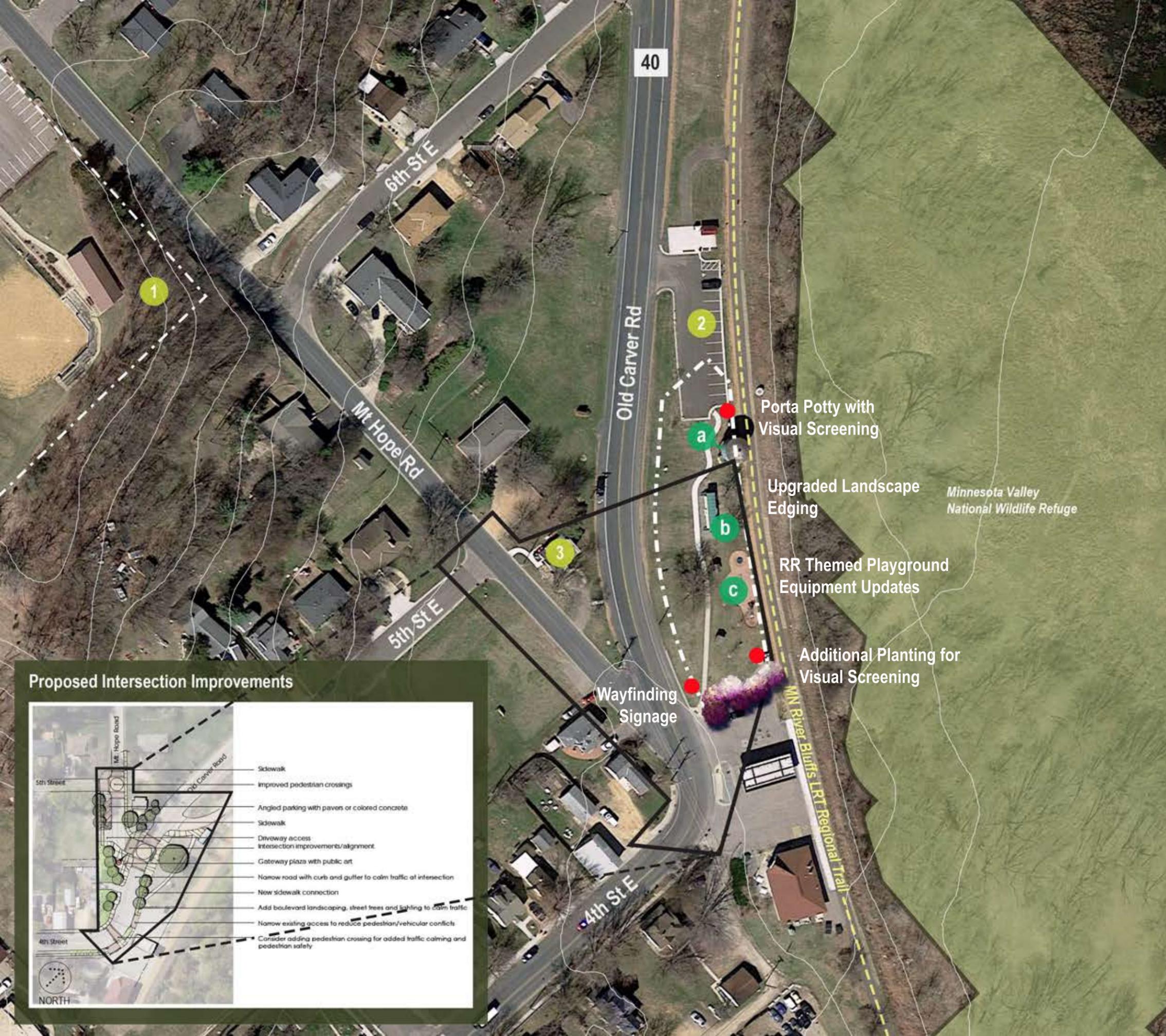


- f** Softball Field
- g** Playground
- h** Shelter / Pavilion / Restrooms
- i** Batting Cages
- j** Baseball Field
- k** Volleyball Court
- l** Climbing Rock
- m** Open Field / T-Ball
- n** Community Park Outer Fields Trail

- Park Amenities**
- a** Parking
 - b** Connections to Parkway Trail and 6th St Trail
 - c** Basketball Hoops / Hockey Rink
 - d** Storage / Warming Hut
 - e** Skate Park

- Park Observations**
- 1** Climbing rock to move
 - 2** Kirche Hill Dr used as overflow parking when busy





Park Amenities

- a** Historic Water Tower
- b** Historic Railroad Car
- b** Playground

Park Observations

- 1** Lions Park
- 2** Parking for Regional Trail
- 3** Popular Coffee Shop - Cup of Joe

Proposed Intersection Improvements



Porta Potty with Visual Screening

Upgraded Landscape Edging

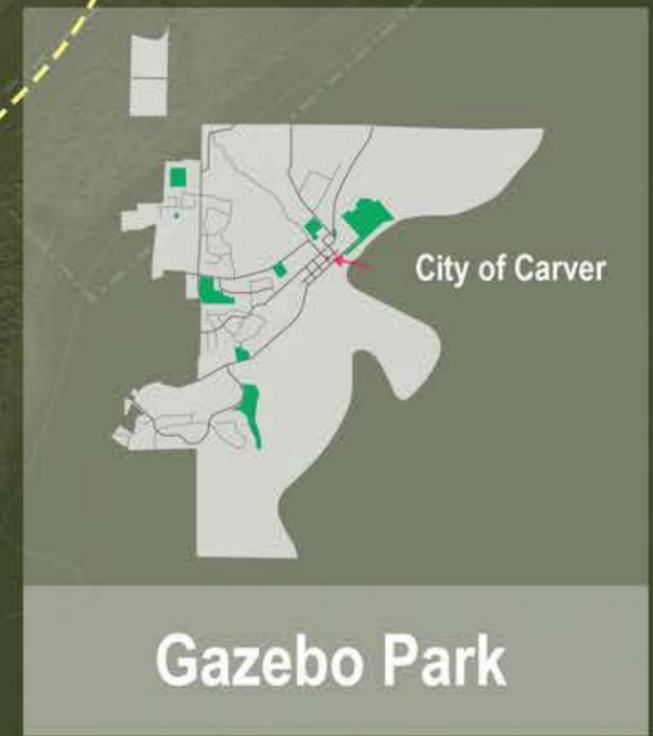
Minnesota Valley National Wildlife Refuge

RR Themed Playground Equipment Updates

Additional Planting for Visual Screening

Wayfinding Signage





Park Amenities

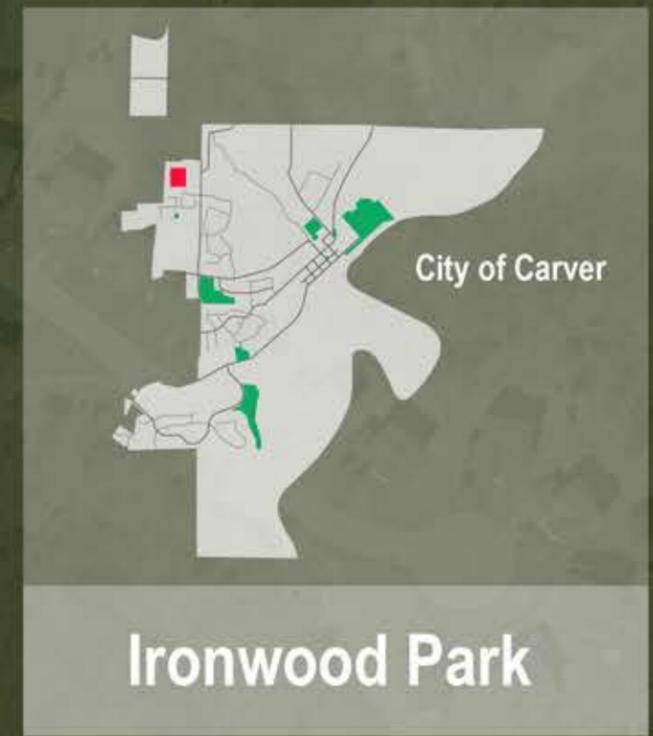
- a** Gazebo
- b** Little Library

Park Observations

- 1** Broadway Plaza - planned downtown improvements
- 2** Riverside Park

Broadway Plaza Proposed Park Design





Ironwood Park

Park Amenities

- a** Multi-Purpose Fields
- b** Pavilion / Concessions / Restrooms
- c** Wetland
- d** Pond

Park Observations

- 1** Planned School Garden / Outdoor Ed.
- 2** Creek
- 3** Carver Elementary School
- 4** Elementary School Parking Lot
- 5** Park and Ride / Overflow Parking





City of Carver

Lions Park

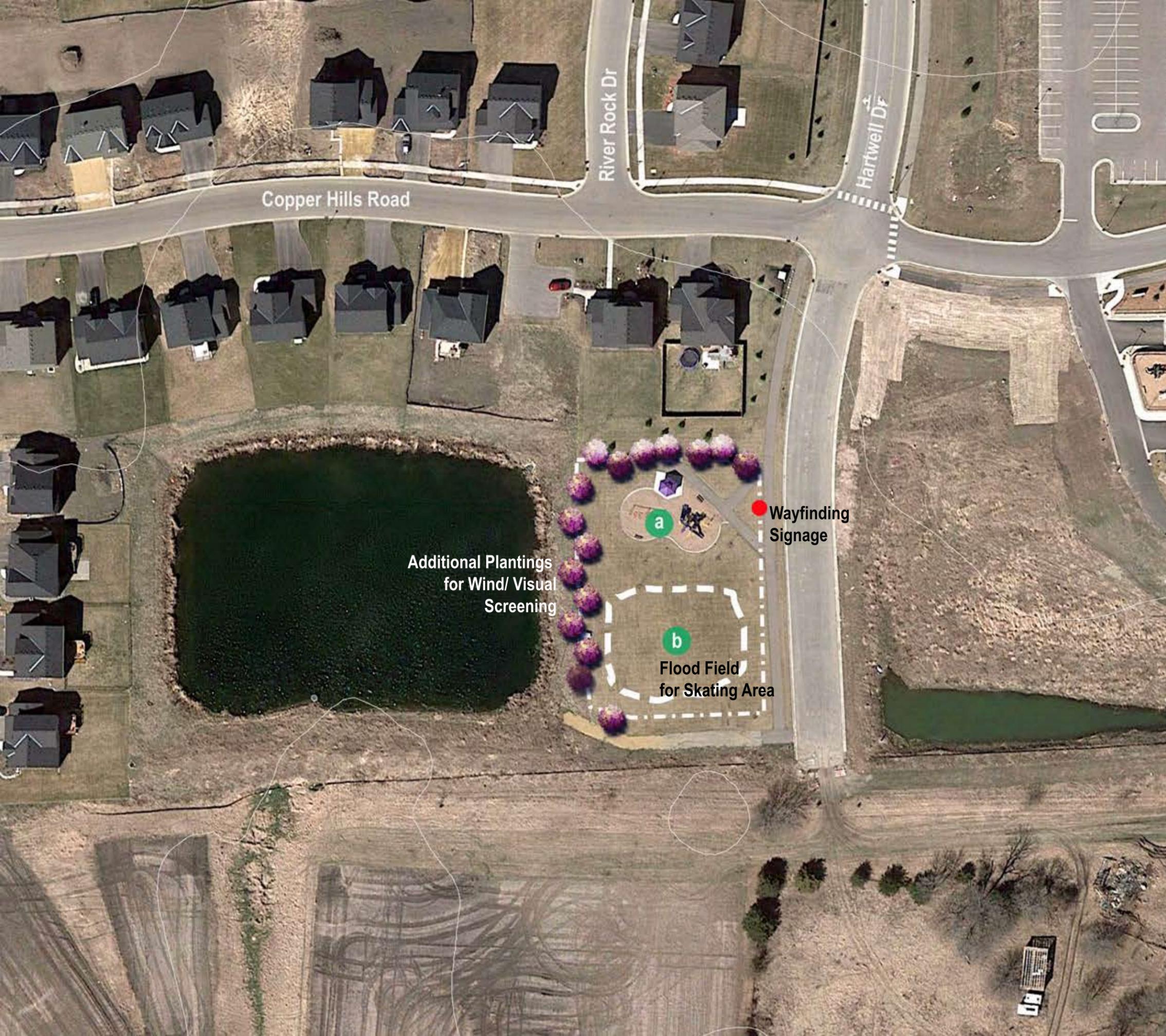
Park Amenities

- a** Parking
- b** Shelter / Pavilion / Restrooms
- c** Softball Field
- d** Trail Connection to Broadway Ave
- e** Tennis Court
- f** Basketball Court
- g** Playground
- h** Public Works Building

Park Observations

- 1** Views of Surrounding Natural Areas





Copper Hills Road

River Rock Dr

Hartwell Dr

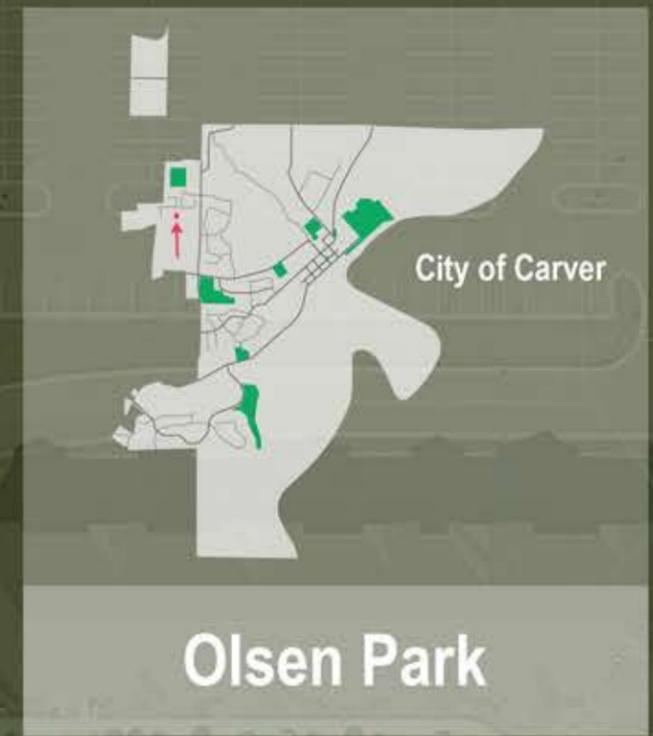
Additional Plantings
for Wind/ Visual
Screening

a

b

Flood Field
for Skating Area

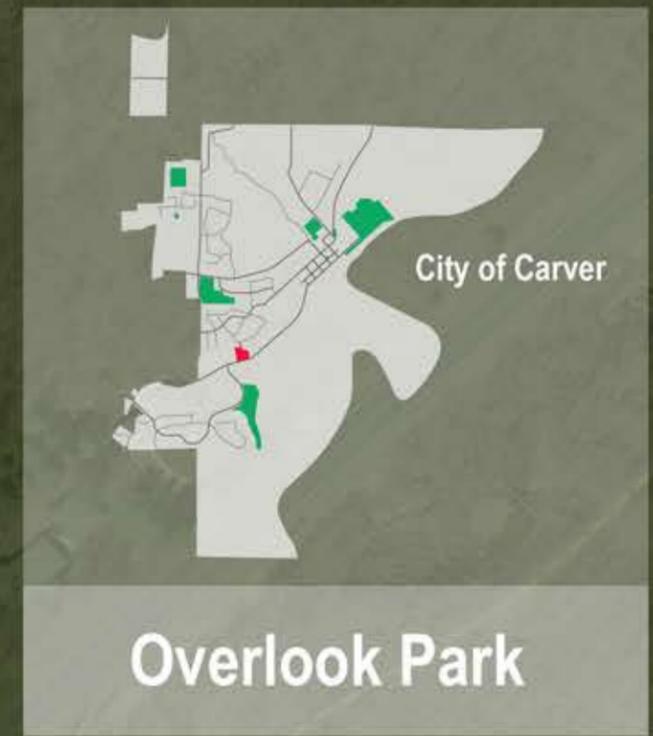
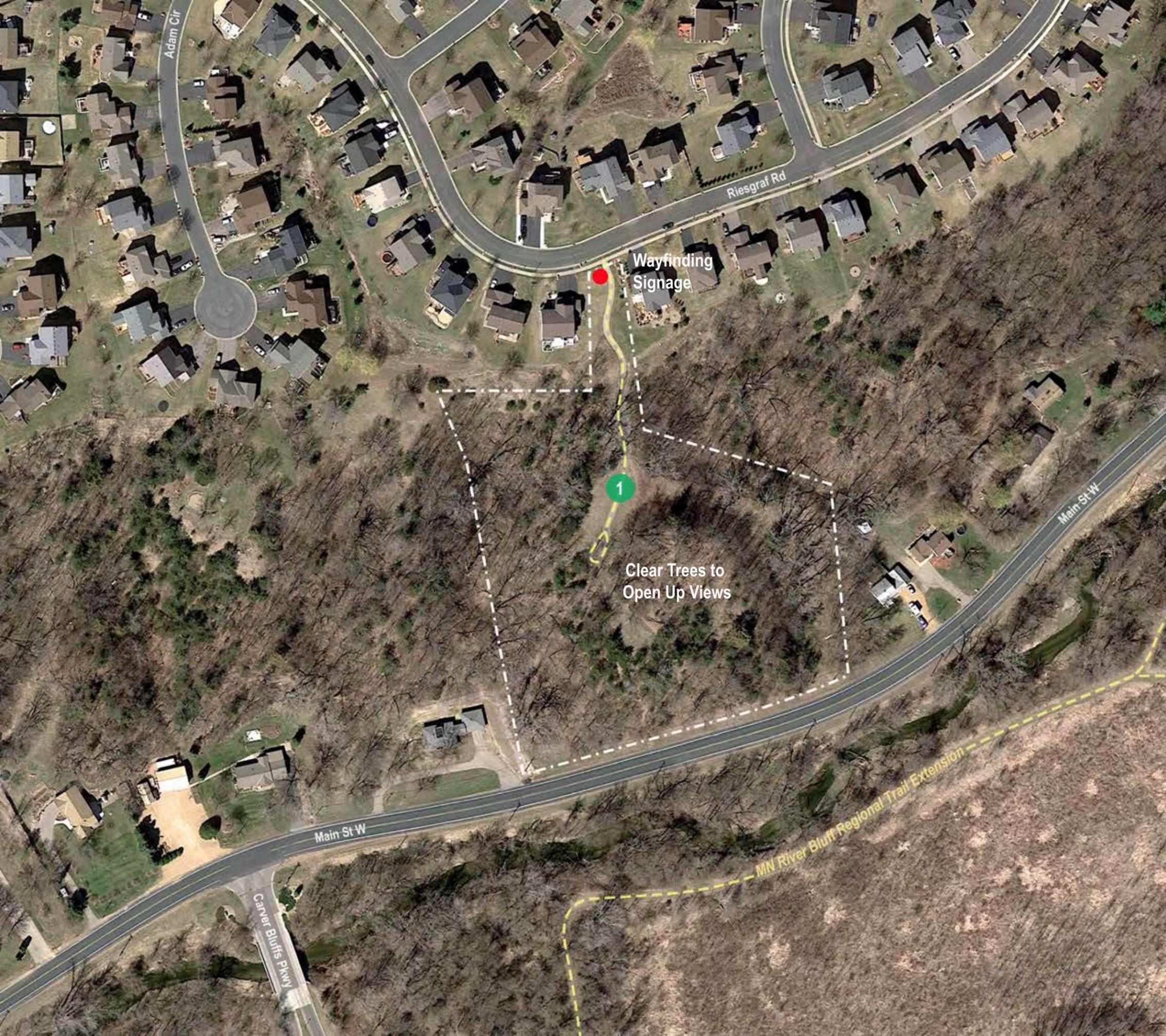
Wayfinding
Signage



Park Amenities

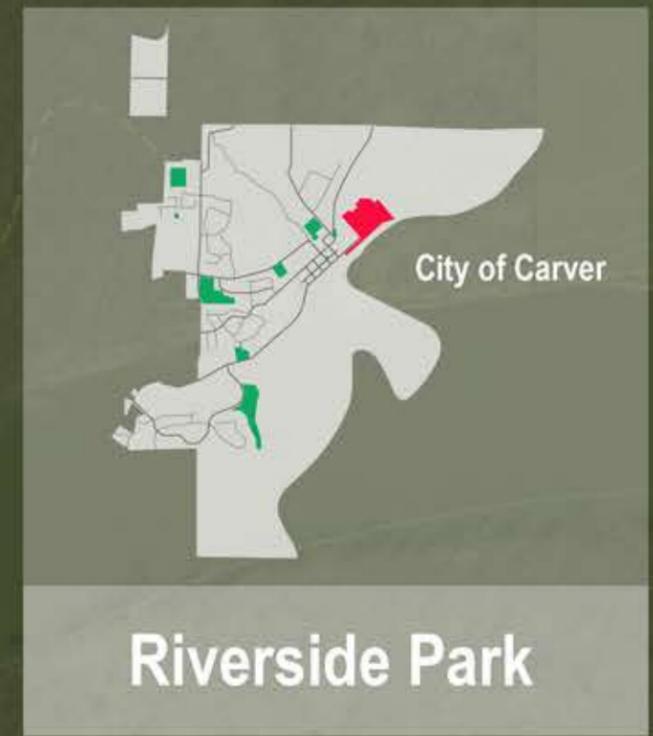
- a Playground with Picnic Pavilion
- b Open Field





- Park Amenities
- 1 Trail into park





Park Amenities

- a** Trailhead to *Chaska Lake Trail*
- b** Parking
- c** Water Access
- d** Archery Field
- e** Camping Site
- f** Connections to *MN River Bluffs LRT Regional Trail* and *Levee Trail*

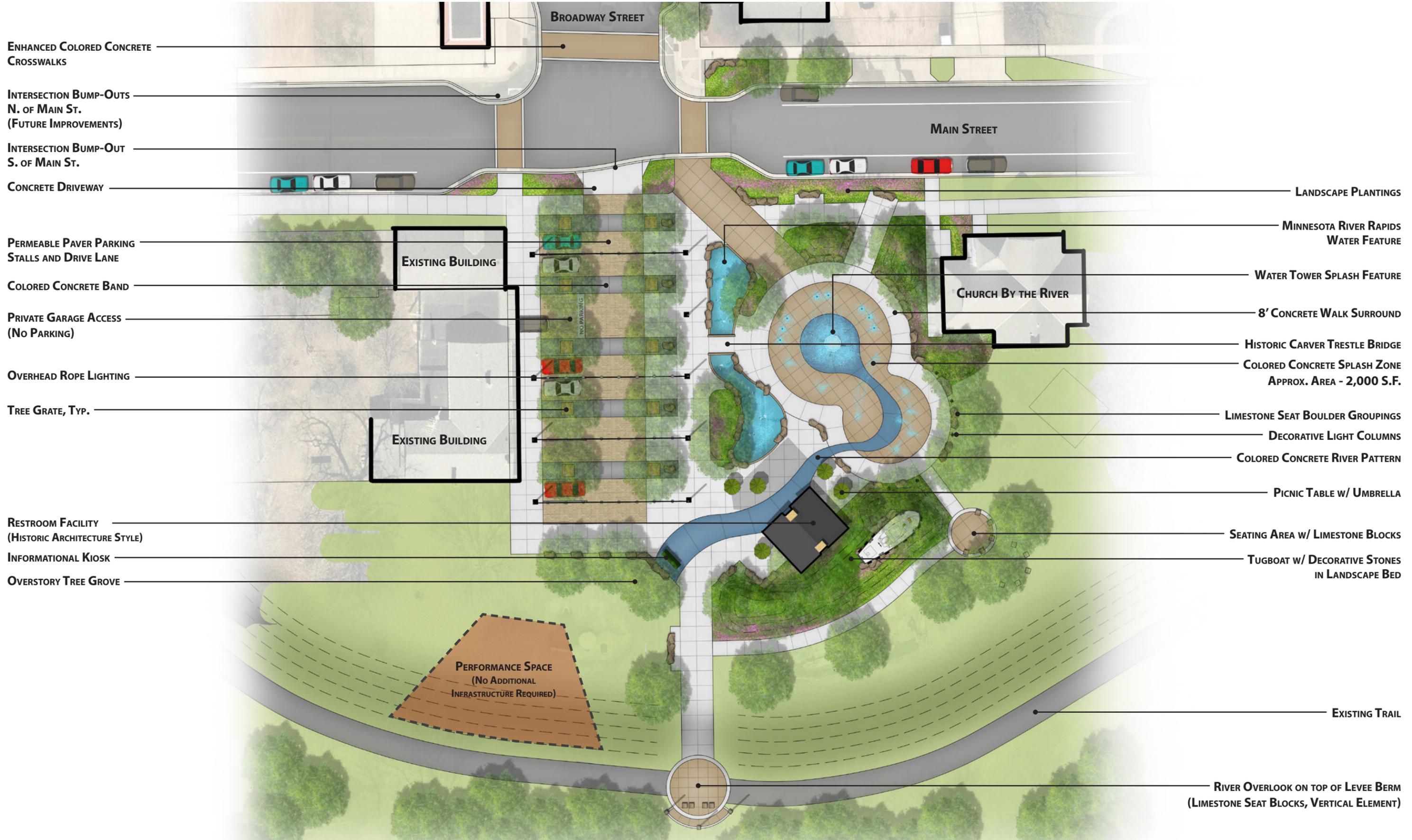
Park Observations

- 1** Views to Surrounding Natural Areas
- 2** Depot Park
- 3** Broadway Plaza - planned downtown improvements

Broadway Plaza Proposed Park Design



APPENDIX THREE





LEGEND

- 1. HISTORIC CARVER WATER TOWER SPLASH FEATURE
- 2. CARVER TRESTLE BRIDGE INSPIRED CROSSING
- 3. LOWER CARVER RAPIDS INTERACTIVE WATER FEATURE
- 4. CARVER TUGBOAT LANDSCAPE BERM
- 5. RESTROOM FACILITIES
- 6. INFORMATIONAL KIOSK - HISTORIC CARVER
- 7. EXISTING LEVEE TRAIL WITH RIVER OVERLOOK













- MULTI-SPORT COURTS (1 FUTURE - PHASE 3)
- MOWN TRAILS
- TRADITIONAL PLAYGROUND
- ENTRY PLAZA/DROPOFF
- PICNIC PAVILION W/ FIREPIT
- NATURAL PLAYGROUND
- POND/WATER FEATURE
- BASEBALL FIELD LIGHTING
- GRAVEL TRAIL, TYP.
- SHELTER/CONCESSIONS/RESTROOM FACILITY

THRU-ROADWAY (PHASE 2) 10+ YEARS

PARKING LOT B (PHASE 3) 20+ YEARS

NATIVE PRAIRIE/FOREST W/ MOWN TRAILS





DISC GOLF COURSE GUIDE

HOLE #	DISTANCE
1	375'
2	310'
3	250'
4	290'
5	360'
6	375'
7	280'
8	240'
9	330'