During the summer and fall of 2018, the City of Cortez, together with landscape architecture studio Connect One Design, developed a master plan for a new park at the site of the old Montezuma-Cortez high school. The needs and desires of the community were gathered through a series of open houses, surveys, and conversations with stakeholders. The following pages summarize the public input process and illustrate the concept design derived from the inputs.

pg. 1 Community Survey & Public Open House #1 Input Analysis
pg. 11 Community Survey & Public Open House #1 Outcomes
pg. 16 Public Open House #2 Preliminary Concept Design Feedback
pg. 22 Public Open House #3 Final Concept Design Feedback
pg. 24 Final Conceptual Design
COMMUNITY SURVEY & PUBLIC OPEN HOUSE #1
INPUT ANALYSIS

A critical component of the planning process is public input. To gather ideas from the public and create a vision for this new park, the City of Cortez together with Connect One Design, composed a community survey and organized a public open house. The survey, open from July 27\textsuperscript{th}, 2018 to September 10\textsuperscript{th}, 2018 and the first open house, held on August 21\textsuperscript{st}, 2018, were formatted similarly so that information could be weighed equally across both input methods. The following pages illustrate the information gathered from the survey and open house. They provide a guiding set of data to move the master plan forward into the initial design phase.

TOTAL NUMBER OF SURVEY RESPONDENTS: 329
TOTAL NUMBER IN ATTENDANCE @ OPEN HOUSE: 92
DEMOGRAPHICS

People of every age and walks of life use parks and public open space to enrich their lives. Because of this, parks should be designed inclusively and with everyone in mind. Age range was gauged by the placement of pins that were color-coded for specific age groups. The charts below illustrate the age range of those taking the survey and participating in the public open house.
DEMOGRAPHICS

The City of Cortez indicated that the location of the new park is a critical piece in fulfilling the City’s long-term vision of equitable green space. During the open house, residential distance from the park in blocks was gathered via pins on a map, so that the city can ensure neighbors have a measured say in the recreational opportunities that are within walking distance of their homes. The following charts illustrate the number of participants within certain proximities to the park.
The experience of a place is an integral part of what it means to be human. Personal stories from the community were gathered orally or via text in the online survey to identify underlying themes of ‘play’ amongst participants. Below are examples of how people engage with and experience parks and public open space.

One of my favorite things was a ‘cave’ at the ballpark. It was a recess in the rocks that you could go in and it was fun. We didn’t have much stuff. It was the 50’s. You had to use your imagination.

Swings!!

Tire swings...
Someone could spin you until you couldn’t see straight. Those were always fun.

One of my fondest memories was walking in the park with my great grandma. I’ve always had a thing for parks because of that memory.

Sandbox-
I was always the only girl in there.

When I was a kid I liked playing at the creek & finding garter snakes & looking for critters in the water.
To more precisely hone in on the desired experience and ‘feel’ of the future park and its users, a detailed word bank was created from which participants could choose. Words were weighted based on how they resonated with the community. The desired experience is illustrated in the bar chart to the right. It compares the responses of the survey takers and those who attended the open house.
PROGRAMMING & THEMES

The recreational needs of a community can vary largely across its constituents. To ensure that no idea or direction was overlooked, participants were able to ‘freestyle’ their thoughts for the park, either through text on the survey or a word-bubble diagram at the open house. The results can be viewed below.
To gauge the interest of specific programmatic elements, boards were created with potential park features and coordinating images. The public was able to choose which elements they thought were either a good fit or not a good fit for this particular park. The average score for the program can be seen to the right.
The City identified the neighborhood within 4 blocks of the park as being priority users. Therefore identifying specific opinions related to these priority users was important. The program scores for the participants that live within a four block radius can be seen to the right.
COMMUNITY PRIORITIZATION

A prioritization chart was created to gauge on which part of the community this park should focus. Options ranged from seniors and toddlers to families and organized sports teams. Participants were able to rank each category from most important to least important. The results from the survey and open house can be seen to the right.
**YOUTH FEEDBACK**

The sketches to the right show some of the themes, park elements, and orientations that the youth in the area provided during the open house. Additionally, the youth commission met with city officials to discuss future designs. This high school aged group desire spaces to hang out, and places to display and celebrate youth artwork. They demonstrated a concern for practicing smart water use on the fields, to provide safe spaces for skateboarding and playing on a multi purpose field in ways that would not disturb other users.
SOUTH COMMUNITY PARK MASTER PLANNING SUMMARY

COMMUNITY SURVEY & PUBLIC OPEN HOUSE #1 OUTCOMES

The data collected during the first open house and through the survey helped inform the design team of existing conditions, desired outcomes, and proven community needs. From this feedback a list of program elements was produced and the first two concepts were designed. The following pages contain a map describing site opportunities and constraints, a diagram that indicates the priorities of the park program and those served within the community, and two concept design options. The two design options are used to gain more specific input from the public on their desires.
The site base map depicts the landscape after demolition of the existing school.

Legend:
- Existing parking
- Community access point
- Easy route to community asset
- Bike lane
- Existing sidewalk
- Proposed park area

Site Base Map
The site base map depicts the landscape after demolition of the existing school.
To gauge the interest of specific programmatic elements, boards were created with potential park features and coordinating images for the survey and first public open house. The public was able to choose which elements they thought were either a good fit or not a good fit for this particular park. The average score for the program can be seen to the left. The City of Cortez took this information and weighted it against larger community facility needs. The final park program was then whittled down to the elements above shown within ‘Community Priority’ groups.
Park Design Option A!

Geometric and Dispersed

Find the dots that represent your age. Place those dots on the images you like!
Park Design Option B!

Organic and Condensed

Find the dots that represent your age. Place those dots on the images you like!
On September 18th, a second open house was held on the site. This event shared the data gathered from the first open house and survey, and presented the two design options for public feedback. Public participation was one of the highest Connect One Design has seen, and included attendance by several members of the elementary and middle school football teams, as well as the local boy scout chapter. Information gathered at this meeting helped to develop one cohesive master plan and pull out specific desires of the community.

TOTAL NUMBER IN ATTENDANCE @ OPEN HOUSE: 247
Football/ Multi-Purpose Field

Space For Events

Community Engaging Art Projects

Modular Skate Park

Space For Events

Hills And Shade

Walls

Artist’s Graffiti Wall

Ever Changing Chalk Wall

Historic Art Wall

Historically Inspired Art

Skate Park

Concrete And Themed Skate Park

Earth Berming

Small Dividing Surface

Open House #2 Outcomes

Total Contributors = 246
Shaded Lawn w/ Games

18 New Lawn Games

16 Shady Open Lawn

10 Flexible Fun Games

Bike Park

26 Concrete Bike track with Large Features

17 Dirt Track for Beginner Riders

10 Soft Surface Training Track

34 Biking Skills Park With Small wooden features

8’ Walking Path

41 Meandering Walking Track

16 Small Turf Areas Formed from Geometric shapes

6 Geometric Edges with Plantings
Small Pavilions

Sand Volleyball

Exercise Pods

Climbing Wall/ Boulder Scramble
Questions

1. I prefer structures that look:
   - Leading-edge: 39 votes
   - Traditional: 8 votes

2. I prefer playground elements that are:
   - Natural Inspired: 49 votes
   - Off the Shelf: 14 votes
   - Themed: 1 vote

3. I prefer circulation that is:
   - Organic and Flowy: 41 votes
   - Direct and Geometric: 10 votes

4. I prefer all program elements to be:
   - Close to each other: 1 vote
   - Spread throughout the park: 53 votes

Overall Votes

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<th>Populous Votes</th>
<th>Including Football Team &amp; Boy scout Troops</th>
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<tr>
<td>A Geometric &amp; Dispersed</td>
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<tr>
<td>B Organic &amp; Condensed</td>
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The third open house, held on October 10th, invited community members to view the final plan. Suggestions for final changes were given and a final input board asked participants to tell the team which elements of the park are most important to build first. Many attendees had been to the previous open houses, but for a couple of people this was their first one. There was an overall enthusiasm for the park design and program elements, and the information gathered helped to create a priority ranking for the park’s construction. This construction hierarchy can be viewed on the following page.
Community members voted for their top three priorities of the programmed spaces indicated below.
The final concept design is derived from extensive public input and several informational meetings with city officials. This city park design aims to meet the needs of the immediate community and the city parks department in general. The impressive public involvement and enthusiastic response by city officials have produced a well rounded and feasible park design.
FINAL PARK CONCEPT
SITE PLAN

1. On-Street Parking (x 53)
2. Off-Street Parking (x 60)
3. 8’ Wide Walking/ Exercise Path
4. Primary Circulation Path
5. Crusher Fines Tree Bosque Area
6. Large Gathering Pavillion
7. Street Art Wall
8. Small Picnic Shelter
9. Bathrooms
10. Maintenance Building
11. Football/ Multi-Purpose Field/ Lawn
12. Softball/ Baseball & Kick Board Backstop
13. Street Skate Park
14. Intermediate Level Bike Park
15. Community Art/ Water Mister Wall
16. Bocce & Horseshoes Bosque Games
17. Inclusive Structured Playground
18. Nature Themed Playground
19. Beginner Level Bike Park
20. Chalk Wall
21. Challenge Course
22. Exercise Pedi
23. Cross Walk With Pedestrian Signal & ADA Ramps
24. Tree Bosque in Lawn
25. Toddler Play Area w/ Fence
26. Reinforced Turf for Utility Access
27. Fiber Optic Shed (20’ setback from property line) w/ Paved Area

Additional Features:

- 8’ Wide Walking/ Exercise Path
- Street Art Wall
- Small Picnic Shelter
- Football/ Multi-Purpose Field/ Lawn
- Bathrooms
- Community Art/ Water Mister Wall
- Bocce & Horseshoes Bosque Games
- Inclusive Structured Playground
- Nature Themed Playground
- Beginner Level Bike Park
- Chalk Wall
- Challenge Course
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- Cross Walk With Pedestrian Signal & ADA Ramps
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