

Project: Striker Field Park
Subject: Workshop #1 w/ Stakeholders
Location: Gilham Community Church
3633 Gilham Rd, Eugene, OR 97408
Date/Time: 2.21.2019 6:00PM – 8:00PM

MEETING MINUTES LETTER TO THE COMMUNITY

Neighborhood Stakeholders:

29 Community members in attendance from sign in sheets. Individual contact information not shown per privacy statement on sign in sheet. Parties interested in having an e-mail notification of updates provided their contact information and will be notified when the website is updated with new information.

Introductions and Context. The City of Eugene Parks and Open Space is committed to providing a transparent means of discussing park opportunities for Striker Field with the community. The setting is designed to provide a forum for interested neighbors to meet with one another and with staff to begin voicing their desires for the new park. We value the in-person workshop setting because in a public venue the community can hear first-hand what other neighbors are valuing and prioritizing for the park. When ideas are shared early in the design process it often spurs support or opposition and this is the best time to work through what matters most to users of the neighborhood park.

Through the system plan, recently adopted for the City of Eugene, this site was identified as one that could offer more than a typical neighborhood park which makes the workshop process all the more valuable. As one of only a handful of neighborhood parks over 8 acres in size, several comparable parks images were shared in the meeting so that everyone could understand the scale of our project and how parks of this size have been designed in other neighborhoods. While these are not considered templates of what we should expect for Striker Field, they do provide appropriate parameters for a developed park of this size that can be supported within the city's maintenance and infrastructure. The term "Neighborhood Park Plus" is being used for the purposes of this design process to develop basic park amenities plus some of the amenities reserved for larger community parks.



Striker Field should support the vision for parks and recreation in Eugene “...to be a beautiful and inspiring place that fosters personal, community and environmental health.”

Work Session Breakouts

Smaller groups were given several assignments for discussing the merits and issues associated with some of the typical “plus” elements that can be found in community parks. Sometimes, in a large group setting, there is a limit to the number of people that can express their thoughts in the time allowed while in smaller groups, people tend to engage and share in a way that often brings the best ideas to light. Ideas, thoughts, issues and opportunities were shared in a combined setting where the following major elements were captured.



Measuring Public Input

We understand that not everyone can attend each public meeting and while this is the best opportunity to provide timely input and to collaborate with neighbors, there is one additional layer to the public process that is important to maintaining a transparent and fair process for park design. The online community survey is to measure community responses and to prioritize choices at each stage of the design. At the time of this summary, approximately 6 of the 30 community members who attended the first work session completed the survey to weigh in on what will make the park a unique addition to their neighborhood. A majority of the respondents influencing the park design have done so directly through the survey both before and after the public workshop.

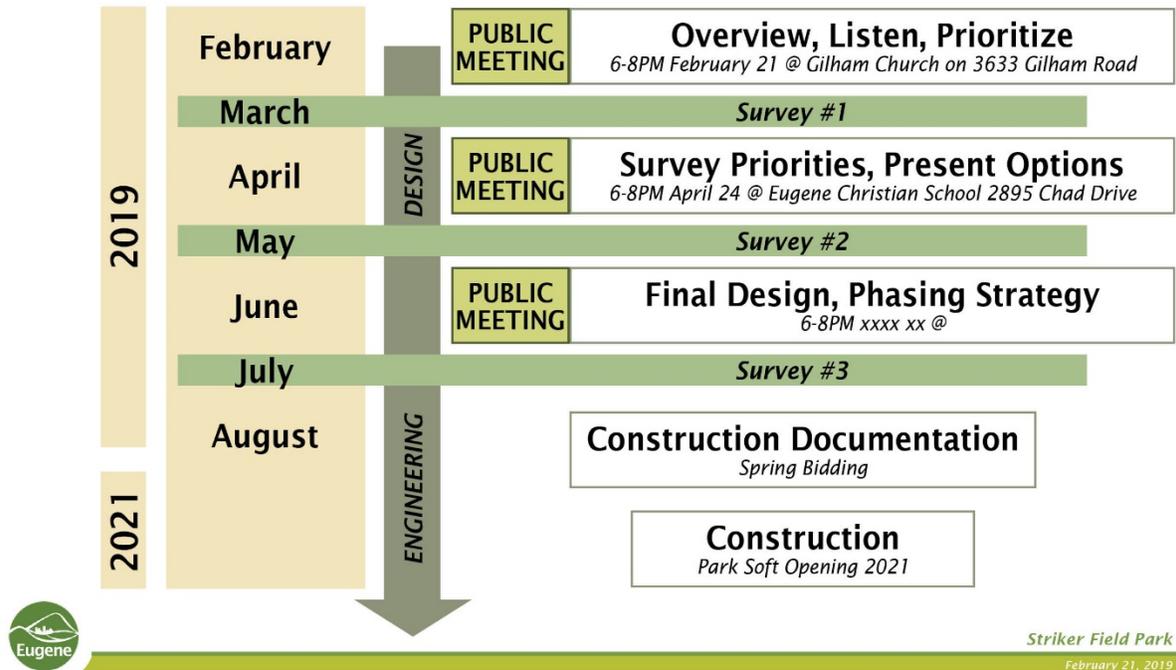
It is important that we capture public input through this survey process to maintain the transparency of the design process. Survey results will be posted on the website. If you have not already done so, we encourage you to take the survey at each stage of the design process. Respondents have spent an average of 7 minutes completing the survey and a majority of them live within a half mile of the proposed park site.

On many topics, we receive a clear consensus from the public on how to proceed. Sometimes we receive feedback that is either neutral or equally split within the community. This is where we would like to concentrate our efforts on subsequent workshops and surveys. As we move forward in our timeline we will make a series of decisions together that will ultimately result in a park that serves the unique needs and desires of the neighborhood for years to come.

Budget and Future Meetings

We did have some side discussions regarding the project budget. While this is important to know and plan for, at this stage of the process we have found that we get the best community engagement when ideas are discussed freely in the absence of budgetary constraints. There will be a time and place for discussing budget and for prioritizing all of the great ideas for the park, and we look forward to crossing this threshold together.

Project Schedule & Process



Submitted by your project manager: Mark Kosmos, Landscape Architect. 3.4.2019
 Please review and submit any proposed revisions or corrections to mkosmos@eugene-or.gov

Parks and Open Space Staff:

- Carolyn Burke, Planning Manger
- Emily Proudfoot, Principal Landscape Architect
- Mark Kosmos, Landscape Architect – Project Manager
- Philip Richardson, Landscape Architect
- Pamayla Bowers, Landscape Designer
- Rex Redmon, Landscape Designer
- Kate Tromp Van Holst, Technical Specialist
- Adam Steffen, Landscape Architect - Engineering

