

Orchard Heritage Park Improvements

Community Meeting #2

October 29, 2015



Agenda

- Ground Rules
- Meeting Goals
- Process
- Summary of Input
- Present Concepts
- Public Comment



Ground Rules

- Raise your hand to speak
- Direct comments and questions to presenters
- Limit comments and questions to 2 minutes per speaker
- Be respectful of others
- Keep an open mind



Meeting Goals

- To the greatest extent possible, achieve consensus on the following:
 1. Preferred entry design
 2. Maintenance building & trash enclosure design
 3. Preferred Butcher House location
- Inform development of a preferred design
- Provide Parks & Recreation Commission with the community input needed to make an informed recommendation to Council



Process

- Project start-up / Site investigation (Aug/Sep '15)
- Community meeting #1 (9/17/15)
- Prepare three (3) concepts
- **Community meeting #2 (10/29/15)**
- Parks & Recreation Commission (Early '16)
- City Council (Early '16)
- Finish design (Spring - Summer '16)
- Construction (Fall '16 – Spring '17)

Summary of Input

- [Orchard Heritage Park]
 - Don't remove orchard trees to accommodate improvements
 - Consider including amenities with broader, multi-generational community appeal (i.e. play areas)
 - Incorporate large shade trees and benches in front of museum
 - Consider use of shade structures as well as trees



Summary of Input

- [Orchard Heritage Park]
 - Allow space for rotating exhibits in the expanded entry area
 - Consider adjacent parking area and drive aisles for re-purposing



Summary of Input

- [Butcher House]
 - Some thought the Butcher House should be saved and restored, others did not
 - Many thought zero orchard trees should be removed to accommodate the Butcher House, others thought orchard tree removals would be okay
 - Consider using the house for additional museum space
 - Study issue too narrowly defined



Summary of Input

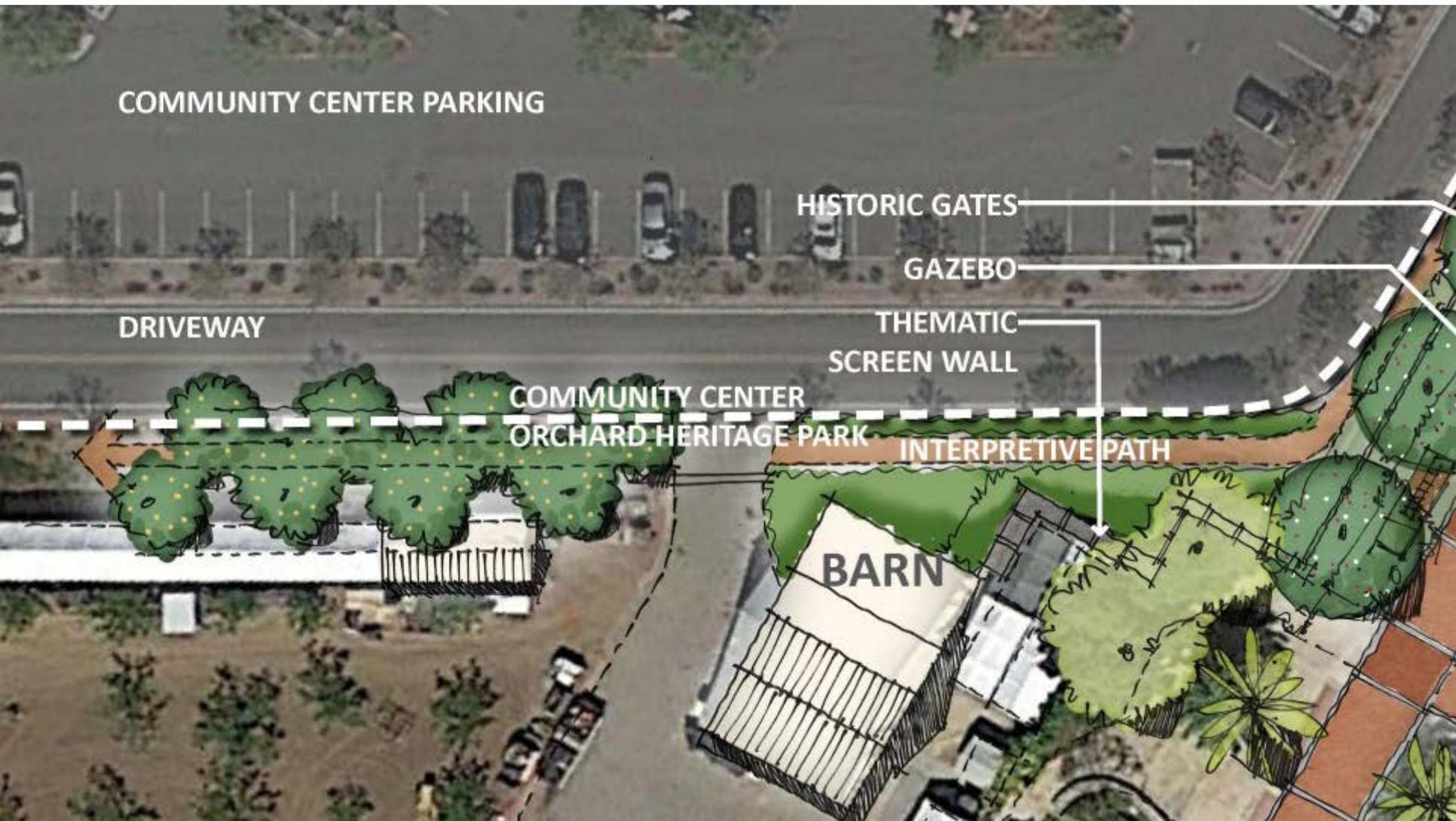
- [Butcher House]
 - Consider locating house where maintenance building currently sits, or in the parking lot



Concept 'A'



Concept 'A' {living exhibit}



Concept 'A' {living exhibit}



Concept 'A' {living exhibit}



Concept 'A' {commonalities}



- Entry plaza's
- Accessible parking
- Connectivity
- Maintenance building
- Trash enclosure