

**Project Renaissance Parks and Trail Design
City Council Roundtable
August 15, 2012**

AGENDA

1. Introductions
2. Project Orientation- Scope and Schedule
3. Council Vision
 - A. Key Questions
 - i. What goals and/or preconceived notions are there regarding the parks and trails?
 - ii. What type of character do these parks collectively and/or individually want to have?
 - iii. What are the biggest challenges facing the parks and trail?
 - iv. How will we judge success? How will the community judge success?
 - B. Park Elements “On” and “Off the table”
 - i. 1.9 Acre park at Chamblee Dunwoody
 - ii. 1.4 Acre park square
 - iii. 5 Acre park at North Shallowford
 - iv. Multi-use Trail and Linear Park
 - v. Wooded Area/Nature Preserve
 - vi. Off the Table
4. Questions and Next Steps



MEETING NOTES/OUTCOMES:

Overarching Goals and Qualities- Renaissance parks and trails should be/feel:

- Public
- Visible
- Used/Active
- Safe
- Green
- Include Focal Points (“Kodak moments” in each area)
- Consistent/Unified- feel like they are part of an integrated system of spaces
- Places to interact and communicate with each other
- Low-Maintenance
- Dunwoody-Quality
- A series of four parks linked by the trail

While not final, the following elements were discussed as possible features of each park, green space, or trail

1.9 Acre Park near Chamblee-Dunwoody- “Family Park”

- Playground
- Pavilion/Shelter
- Restrooms
- Bench/Seating Area
- Small Lawn
- Small Water/Spray Feature
- Parking (possibly pervious paving)
- Clear underbrush at trees along Chamblee-Dunwoody and maintain tree cover
- Provide a separation between roadway and park elements (potentially decorative fencing)

1.4 Acre Park Square- “Sophisticated, Elegant, More Formal Park”

- Lawn Area/Grass
- Small Hardscaped Plaza
- Trees, Shrubs, Flowers- GREEN
- Shade Structure/Gazebo/Small Pavilion
- Small Decorative Fountain
- Seating Area/Benches
- Small Stage
- Parking around the square
- Connected to/Highlighting the multi-use trail
- Farmer’s Market



5 Acre Park at North Shallowford- “Active Park”

- Concert Stage/Band Shell
- Pavilion/Concessions
- Restrooms
- Large Multi-Purpose Lawn(s)
- Picnic Shelter
- Hardscape Plaza/ Steps and Terraced Seating along North Shallowford Hillside
- Hard Surface Play Area/Basketball Goal (1/2 court)
- Parking (possibly pervious paving)

Multi-use Trail and Linear Park

- 10-12 foot trail (could be as narrow as 8 feet in some limited locations)
- Adjacent landscape and tree cover
- Bioswales/storm water features
- Pull out areas with benches and trash receptacles
- Wayfinding/signage/mile markers
- Lighting or conduit with stubs every 250 feet for lighting

2.5 Acre Wooded Area- “Nature Preserve”

- Clear Underbrush below trees
- Soft Surface Trails
- Boardwalks

“Off the Table” - Will not be included in these parks

- Tennis Courts
- Full Basketball Court
- Baseball/Softball Fields
- “Lined”/Programmed Athletic Fields
- Pool/Natatorium
- Larger water features that encourage large groups or “bathers”

Challenges and Questions to be answered-

- Making the City Square a City Park- design must clearly highlight the square as a public park, not a private neighborhood amenity
- Parking- how much will be needed at each park area, how much room is there to accommodate parking
- Topography along Shallowford Road- impact to the width of the multi-use trail along Shallowford and challenges to linking the trail from Shallowford Road into the 5-Acre park
- Lighting- must be coordinated, unobtrusive to neighbors, and will be a significant budget item. In some places conduit may be run to allow lights to be added in the future
- Maintenance of water elements- If water elements are included, they should be low-maintenance and built to last

- Safety- all park and trail areas feeling open, visible, and safe
- Signage- How will we keep park signage and other signage clean, elegant, and limited
- Funding- the process must prioritize elements under the likely scenario that community wants are larger than current funds available
- Short-term versus long-term improvements- what will be built immediately versus elements that may require more time or additional cost and be identified as future additions/phases