

**Lincoln Corridor Plan (LCP) – Neighborhood Project Implementation
Neighborhood Advisory Committee (NAC) Meeting #6 Summary
November 2, 2016**

NAC Members:

Buckingham

Betty Aragon-Mitotes
Julie Horton (absent)
Nathan Jensrud (absent)
Serena Rusden (absent)
Mike Salza
Travis Slisher
Elizabeth Terry (absent)

Andersonville/San Cristo/Via Lopez

Donna Dees
David Devlin (absent)
John Lee

Alta Vista

Nicole DiPierre (absent)
Matt Haltzman

City Staff:

Matt Day (Park Planning and Development)
Laurie Kadrach (PDT Administration)
Amy Lewin (FC Moves)
Patsi Maroney (Neighborhood Services)
Ellen Martin (Lincoln Center/Art in Public Places)
Josh Weinberg (Neighborhood Services)

Others:

Mario Miguel Echevarria (APP Artist)
Jerry Gavaldon

Meeting Agenda:

- Welcome/Introductions
- Project Updates
- Brewery Wayfinding
- Streets Facility Park Improvements
- Neighborhood Artwork
- Next Steps

Note: Committee members received a workbook binder at the first meeting, and a new workbook of materials was provided at this meeting (to be posted at fcgov.com/Lincoln).

Project Updates—Neighborhood Projects

Staff provided an update on the status of the ten Neighborhood Projects (see **Attachment 1**). Six projects are complete, four are in progress, and one will be constructed with an approved development. Committee members also provided observations on progress to-date.

- A question was asked about when sidewalks would be installed at three nearby locations (*City staff to follow up*)
 - Lemay: Vine to Buckingham
 - Vine: Alta Vista to Lemay
 - Buckingham: 3rd Street to Lemay

Project Updates—Other Construction Projects

Staff provided an update on other related construction projects the City is undertaking in the area, notably the Lincoln Avenue improvements. Residents can sign up for construction updates at <http://www.fcgov.com/engineering/lincoln-corridor.php>. The current project timeline was shared:

- Summer 2016: Construction started
- Early January 2017: Bridge replacement starts. This will be a full closure and is expected to last approximately six months. Detours will be in place with the intent of minimizing impacts to neighborhoods.
- October 2017: Construction ends

Brewery Wayfinding

The intent of this project is to reduce the impacts of brewery traffic and patron activity on the nearby neighborhoods. Staff has explored a variety of options with staff from breweries, the Downtown Business Association (DBA), and the City Engineering department.

At this point the project is restricted to working within the public right-of-way. Options presented to the group for discussion included:

1. Work with breweries/tour companies to message preferred route (see two options on map)
2. Create map showing preferred route

3. Add creative trail/"breadcrumb" markings along sidewalk of preferred route

Discussion

1. *Are you still seeing the brewery impacts you previously described?*
 - Initial outreach about avoiding the neighborhoods appears to be working.
 - Some people still seeing impacts; not as great (e.g., don't see as many tours coming through).
2. *Which option or options (1-3 above) would you prefer?*
 - Generally the NAC preferred a comprehensive approach that could include elements of all options.
3. *Which route option (A or B) would you prefer?*
 - The NAC preferred encouraging route around neighborhood (e.g., using Lincoln, Poudre Trail, Linden, and Buckingham), even if it is not the shortest path.
4. *Any other ideas?*
 - Include wayfinding further out to guide people to breweries without going through neighborhoods.
 - When rolling out any changes, consider the Lincoln construction schedule/detours.

Action Items

- City to conduct additional conversations about wayfinding options that work with other plans
- City to continue discussions with breweries re: implementation

Streets Facility Park Improvements

A presentation for the Park Improvement Project at the Streets Facility was provided by Matt Day, Senior Landscape Architect, with the City's Park Planning & Development department. The intent was to check in with the committee, share what we heard at the Ice Cream Social, and discuss phasing and next steps. A draft design for a custom, interactive play structure (part of the Neighborhood Artwork project that will be installed in the park) was also presented. The presentation is included as **Attachment 2**, and construction of Phase 1 of the park is anticipated for summer 2017.

The group generally supported the plan as presented, including the custom play structure and phasing.

Action Items

- City to continue planning, designing, and securing additional funds for park implementation

Neighborhood Artwork

Mario Miguel Echevarria (selected Artist) and Ellen Martin, Director of the Art in Public Places Program presented the latest plans for the artwork project:

1. **Neighborhood Light Pole Artworks** – design includes Mexican papel picado (“cut paper”), German-Russian metal scrollwork, and a sugar beet reference; theme: three colonies (neighborhoods)/three cultures/three languages uniting as one
2. **Interactive playground feature at park** – collaboration between artist and Park Planning; historical industry/sugar beet theme; bridges history of multiple cultures
3. **Transformer Cabinet Mural** at northwest corner of Lincoln Avenue and 1st Street (Buckingham Park) – design to be determined, possibly developed through a community event

The group supported the proposed elements and discussed considerations for siting, such as locating signs internal to the neighborhood v. outward-facing/as an entrance.

Action Items

- Mario to complete design/installation of neighborhood light pole artworks
- Mario to work with Park Planning to complete design/installation of playground feature
- Mario/Ellen to schedule transformer cabinet mural community event (likely Summer 2017)

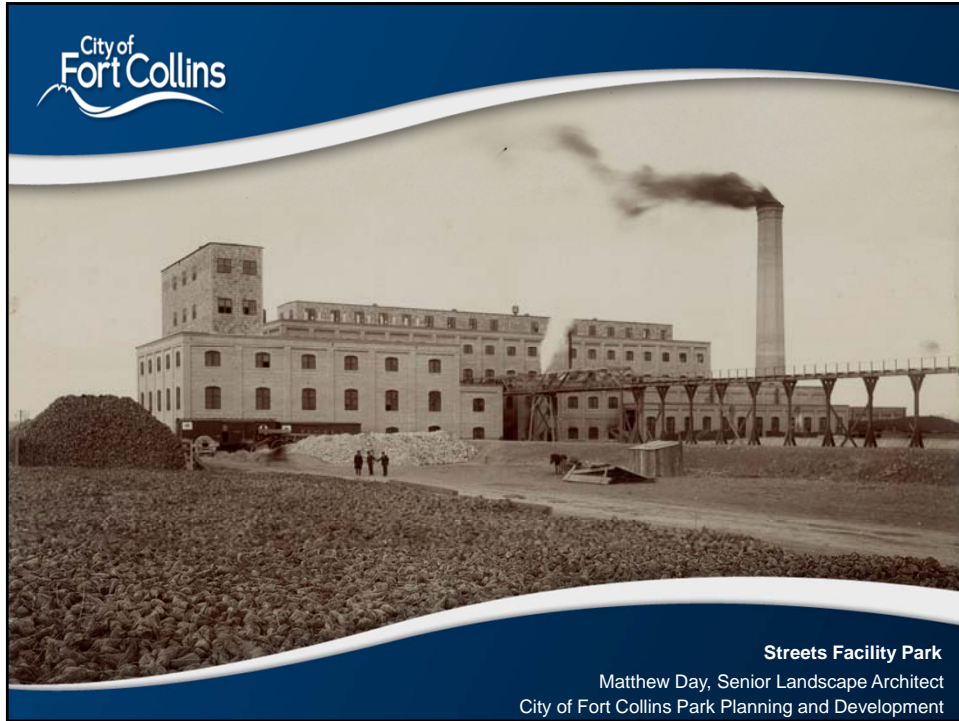
Action Items (All):

1. Provide more information about options for addressing missing sidewalks along Lemay, Vine, and Buckingham (City)
2. Conduct additional conversations about wayfinding options that work with other plans (City)
3. Continue discussions with breweries re: implementation (City)
4. Continue planning, design, and securing additional funds for park implementation (City)
5. Complete design/installation of neighborhood light pole artworks (Mario/City)
6. Work with Park Planning to complete design/installation of playground feature (Mario/City)
7. Schedule transformer cabinet mural community event (likely Summer 2017) (Mario/City)

Project Updates

Neighborhood Projects (as of 11/2/16)

Project ID	Description	Timing of Implementation	Status
A	Brewery Wayfinding in Buckingham	Fall 2016	In progress <i>Anticipated completion Fall 2016 by project team</i>
B	Transfort Bus Stop Improvement at Vine/Alta Vista	Fall 2015	Complete
C	Lemay Push-Button Pedestrian Signal at Streets	Fall 2015	Complete
D	Lemay New Sidewalk at Walmart	Fall 2015	Complete
E	Lemay Sidewalk between Lincoln Avenue and Buckingham Street	2017	In progress <i>Anticipated completion 2017 by Capstone Cottages development (built to full sidewalk standards)</i>
F	Neighborhood Artwork	2017	In progress <i>Anticipated completion 2017 by Art in Public Places Program and Park Planning departments</i>
G	Park Improvements at Streets	2017	In progress <i>Anticipated completion 2017 by Park Planning department</i>
H	Signage Addressing Cut-Through Impacts in Buckingham	Winter 2015	Complete
I	1 st Street New Sidewalk between Lincoln Avenue and Buckingham Street	Fall 2015	Complete
I	3 rd Street New Sidewalk between Lincoln Avenue and Buckingham Street	Fall 2015	Complete
J	Alley Improvements in Buckingham	Fall 2016	In progress <i>Anticipated completion November 2016 by Capital Projects department (through Lincoln Avenue improvements)</i>



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Meeting Purpose

- Check-in with Neighborhood Advisory Committee
- Share what we heard at the Ice Cream Social
- Identify what will make a successful first phase project
- Discuss next steps and schedule
- Listen to feedback

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A slide with a blue header containing the City of Fort Collins logo and the title "Meeting Purpose". The main content area is white and contains a bulleted list of five items. The slide is framed by a blue footer containing the number "2".



What we heard at the Ice Cream Social


Active and passive use; is it the right balance?
83% yes

Is playground and access the right phasing approach?
88% yes

What playground character do you prefer?
52% nature play/informal, 31% traditional, 17% both

What are the other desired features and/or issues?
swings, climbing elements, bathrooms, water features and safe access from the neighborhoods.

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What we have learned about phasing

Phasing a park is not easy, certain elements need to be considered to be successful.

Streets Facility Park Analysis:

- Safe pedestrian access
 - Temporary asphalt connection, parking, and signalized crossing
 - Study intersection at Vine/Lemay
 - Alta Vista needs sidewalks to park
- Shade trees with irrigation
- Shade shelter / gathering space
- Play elements
- Surfacing to accommodate pedestrian traffic
- Adequate site drainage
- Safety / site lighting
- Continuity in character/identity/materials
- Restroom facilities



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Streets Park Concept Plan





Streets Park



Concept Plan



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Park Character

Large scale custom sugar beet play structure
 rough, tough / coarse character
 artist and playground design integration
 interpretive elements

Great Western Sugar Beet Factory Architectural Character
 shelter, future restroom, and site furnishings

Play structure concept by
 Mario Miguel Echevarria



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Next steps

- Site Surveying
- Engineering of water quality features and site drainage
- Artist coordination and beet play feature custom design
- Site design of core area
 playground elements, shelter, future restroom, and landscape
- Ongoing funding opportunities; grants and fundraising




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Schedule

Park Design – ongoing

Artist coordination and play feature design – ongoing

Construction bid package - winter 2016/17

Phase One Park Construction - summer 2017

- Site grading and drainage
- playground and art feature
- sidewalks and parking
- core area shade trees
- shelter/gathering space
- core area lights
- temporary restroom



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Streets Park

Concept Plan

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Park Planning and Development

Alta Vista

Vine Dr.

Pedestrian Bridge Typ.

Water Quality Basin

Bioremediation

Proposed Concrete Walk

Proposed Tree Typ.

Existing Tree Typ.

Existing Snow Dump Location

Rain Garden

Existing Concrete Walk Along Lemay

Proposed Fence

Park Natural Feature Soft Surface Interpretive Trail

Naturalized Channel

Multi-Use Turf

ADA Access

Shelter/Restroom
Note: Core area character to be based on Historic Sugarbeet Factory

Playgrounds

Andersonville

Lemay Ave.

Clean Out Typ.

Interpretive Overlooks Typ.

Rain Garden Overlook Typ.

Existing Parking

Existing Basketball Court

New Parking

New Parking