City of Talent
Parks Master Plan

Report Prepared For:

City of Talent

Prepared by:

Community Planning Workshop

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Executive Summary

Talent is growing. As the population expands, new residents will create additional demand for parks and recreation facilities. The Talent Parks Master Plan is intended to guide development of the municipal parks system for the period between 2006 and 2030.

This 2006 Parks Master Plan is an update to the 2001 Parks Master Plan. A parks master plan is a long-term vision and plan of action for a community's park system. Currently, Talent has 12 parks facilities—seven developed and five undeveloped. This plan identifies strategies and techniques for operation and development of parks, land acquisition, and funding. Through this plan, the City of Talent intends to continue improving the level and quality of its parks to meet the needs of current and future residents.

The Plan guides future development and management efforts for the Talent park system over the next 24 years. Specifically the Plan:

- Provides an inventory of existing parks and an analysis of appropriate park classifications and standards;
- Identifies current and future park needs using input from the community as well as technical data;
- Includes a capital improvement plan (CIP) that enables the City to achieve its goals;
- Creates a strategy for short and long-term land acquisition; and
- Identifies potential funding techniques and sources to implement the CIP.

The Executive Summary highlights existing facilities, key community needs, goals and actions, park improvements and acquisitions, and the funding strategies described in the Talent Parks Master Plan.

Park Inventory

A critical aspect of planning for the future of a city's park system is conducting an inventory and condition assessment of existing parks and open space. The City currently owns seven developed parks and five undeveloped parks.[1] A summary of the inventory is presented in Chapter 2, Detailed inventory information, including an assessment of conditions of each park, in included as Appendix B. Table ES-1 shows park facilities by classification, name, and size.

[1] Three parks, Kamerin Springs Park, Lynn Newbry Park, and Old Bridge Village Greenway, are not currently owned by the City but are included in the parks inventory. Refer to Table 2-1 Inventory and Classification Summary and Chapter 2 Park Inventory for detailed information regarding ownership.

Table ES-1. Park Inventory

Classification	Park	Acres
Mini Park	Kamerin Springs Park	0.21
Neighborhood Park		
Community Park	Chuck Roberts Park	12.34
	Talent Commons	1.00
Regional Park		
Special Use Park	Old Town Park	0.96
Linear Park	Lynn Newbry Park	2.46
Greenway	Bear Creek Greenway	19.19
	Old Bridge Village Greenway	0.22
TOTAL DEVELOPED PARKLAND		**36.38**
Undeveloped	Wagner Creek Park	0.76
	Wagner Creek Greenway	1.53
	Joseph Park	0.28
	Whackers Hollow	5.15
	DeYoung Property	13.89
TOTAL UNDEVELOPED PARKLAND		**21.61**
TOTAL CITY-OWNED PARKLAND		**57.99**

Source: Community Planning Workshop (CPW), City of Talent 2006

Community Needs Analysis

The Talent Parks Master Plan includes an analysis and assessment of community needs based on local demographic, economic, and recreation trends, a household survey, and three community workshops. Parks and recreation facilities are important to communities and to the residents of Talent in particular. Therefore, it is not surprising that many residents see opportunities for improvement in the park system. After reviewing recreation trends, survey results, and input from the community workshops, several key park facility needs emerged. These include the need for:

- Connectivity
- Diversity of Park Types and Location
- Stewardship
- Natural Resources
- Funding

Community Vision

The Parks Master Plan includes a long-term vision for the Talent Park System, nine goals that define system priorities and specific objectives that guide implementation.

Vision: "We envision an interconnected and accessible system of vibrant public spaces and natural areas that support a diversity of recreation opportunities and ensure a healthy, active and beautiful place to live, work and play."

- *Goal 1: Parks Planning.* Establish a coordinated process to plan a parks and recreation system that will meet the present and future needs of Talent residents.
- *Goal 2: Maintenance and Operations.* Provide exceptional City parks through regular maintenance to ensure safe, healthy and accessible spaces/ parks.
- *Goal 3: Level of Service.* Establish a Level of Service (LOS) that will guide land acquisition efforts for future parklands. Ensure that all areas and populations within the City are adequately served by developed parklands.
- *Goal 4: Trails and Connections.* Enhance and improve connectivity and accessibility throughout the City utilizing trails, pathways, greenways and the existing transportation infrastructure.
- *Goal 5: Natural Resources and Open Space.* Acquire and preserve natural resource areas and open space with unique ecological, historical, and regional significance.
- *Goal 6: Parkland.* Acquire additional parkland to ensure that all areas and recreation needs of the City are adequately served by park facilities.
- *Goal 7: Funding.* Provide various mechanisms for funding existing and future parks and recreational facilities.
- *Goal 8: Park Stewardship and Community Pride.* Increase community involvement, awareness and stewardship of the City parks system.
- *Goal 9: Park Design.* Design and manage City park environments that are conducive to user enjoyment and respectful of limited resources.

System Improvements

The Talent Parks Master Plan identifies system improvements as well as capital improvements for specific parks. The system improvements include the development of Suncrest Park, new parkland acquisition and development, and an enhanced path and trail system.

The Parks Master Plan is implemented, in part, through the Parks Capital Improvement Plan (CIP). The Capital Improvement Plan (CIP) identifies park improvements and estimates costs for the ten-year period between 2006 and 2016. Park improvements, for developed parks, included in the capital improvement plan focus on improving landscaping, bringing parks up to the City's park design standards, improving play and restroom structures, and providing improved picnic facilities. The CIP also includes projects to be included in the upgrading/improvement of currently undeveloped parks.

Because of its dynamic nature, the CIP is incorporated as a separate document. The Parks CIP will be reviewed on an annual basis by staff and the Parks Commission as part of the City of Talent's 5-year Capital Improvement Plan.

Funding

Acquisition and development of new parklands, operation and maintenance of parkland, and system improvements will constitute the majority of the City's park expenditures over the next 10 years. Based on the proposed development program and estimated costs to implement the proposed improvements, the City will need to spend approximately $3.4 million on its park system over the next 10 years. To be conservative, the CIP utilizes a high-value land cost estimate. To maintain the level of service standard, the City will need to spend an additional $2.1 to $3.3 million over the next 25 years to acquire and develop new parkland. The actual costs to the City of acquisition and development of new parks can be reduced through mandatory dedication policies, partnerships, and land donations, trusts, and easements.

This Parks Master Plan establishes a vision for the future park system in Talent. This vision, however, is meaningless if the City cannot secure the funds to achieve the vision. Talent needs to identify and pursue a variety of short and long term funding strategies to fulfill its park system goals. Moreover, strategies are also needed to help the City implement the recommended land acquisitions and facility improvements.

The City should pursue a funding strategy that includes a variety of sources including grants, donations, and partnerships, as well as bonds and SDC revenues. The Plan specifically recommends that the City continue to monitor the SDC assessment rates; pursue grant opportunities for capital improvement projects, trails, and land acquisition; develop partnerships within the community; develop relationships with landowners; evaluate the feasibility of bond measures; and employ measures to reduce acquisition, development, and operational costs.

Summary

Completion of this plan update is an important step toward the fulfillment of the City's Park System Vision and Goals. With careful attention, Talent Parks will continue to improve local resident quality of life while adequately planning for the future park needs of the growing community.

Chapter 1
Introduction

Purpose of the Plan

Parks, open space, and natural areas greatly enhance a community's quality of life. They provide gathering spaces, recreational facilities, connectivity, natural resources protection and visual beauty. These functions shape the character of communities, provide an anchor for neighborhood activities and promote healthy behaviors and lifestyles.

Providing adequate park facilities is a challenge for many communities. Lack of resources—both staff and money—limits many communities' ability to develop and maintain adequate park systems. Identifying system priorities and matching them with available resources requires careful planning. Many communities develop and adopt Park System Master Plans to guide development of their parks system.

This document is an update of the 2001 Parks Master Plan and builds upon information in that plan to provide a current and more comprehensive guiding document. Specifically, this plan includes:

- An inventory of existing park and recreational facilities in the Talent service area, including an analysis of park classifications and standards;
- A parks and recreation needs analysis based on current technical data, and extensive citizen involvement—including community and youth workshops and a household survey;
- A five-year capital improvement program with estimated project costs and target completion dates;
- A parkland acquisition strategy that identifies the amount of land needed, by park type, for the next 20 years and describes strategies for acquiring lands that are appropriate for inclusion in the park system;
- Funding options and a funding strategy, including a review of revenue sources such as Systems Development Charges (SDCs) and the Parks Utility Fee.

The plan outlines Talent's vision for the park system and provides the specific tools and components necessary to achieve that vision. For this plan to best reflect Talent's current and future needs, revisions should be done every five years. This will ensure that the plan continues to be a relevant planning tool.

The Parks Planning Process

This plan uses a "systems" approach for the planning process, as recommended by the National Recreation and Parks Association (NRPA). The systems approach places local values and needs first, and provides a framework for creating a parks

system that physically meets those values and needs. There are five steps used in the systems approach:

Step 1: Inventory existing parks. Identify existing park facilities, assess general park condition and existing improvements, identify needed maintenance or additions.

Step 2: Determine level of service, usually expressed as acres of developed parkland per 1,000 residents.

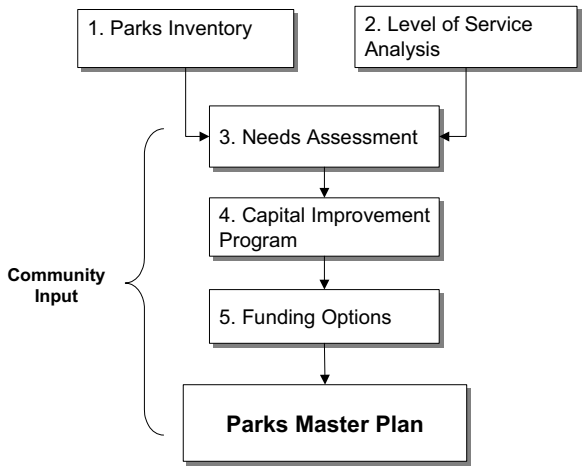
Step 3: Conduct a needs assessment. Identify key needs in the community, drawing from demographic and recreational trends and community input. Population growth, demographic characteristics and activity participation trends help identify the types of facilities needed by current and future residents.

Step 4: Create a capital improvement program (CIP) and land acquisition plan. Using Steps 1-3, the CIP identifies capital improvement projects for 2006-20016 and prioritizes projects for the first five years of the plan. The CIP is based upon current needs and provided as a separate document from the Parks Master Plan. The land acquisition plan looks at the longer 20-year planning term to determine needed parkland to serve a growing population.

Step 5: Identify potential sources and methods of acquiring funds for new park creation and maintenance and improvements to existing parks.

Figure 1-1 displays the 5 steps used to update the Talent parks master plan:

Figure 1-1. The Parks Planning Process



Source: Community Planning Workshop

The Talent parks planning process relied heavily on the input and suggestions of residents and other "stakeholders." The parties involved in the planning process include:

- The residents of Talent
- Talent City Council

- Talent City Manager and City Planning and Public Works Staff
- Talent Parks Commission
- Phoenix/Talent School District

The Plan used three primary methods for gathering input from the community: (1) a household survey distributed to 1,200 randomly selected Talent residents; (2) two youth workshops conducted with students from the Talent Middle School and a community workshop conducted with community members, elected officials and city staff; and (3) interviews with Parks Commission members. The planning process was further aided by information and direction from the City Manager, City Planner, and Public Works Director.

This plan combines community input with technical analysis to provide a framework for achieving both short and long-term goals and objectives that implement the community park system vision. The Plan can also be integrated into other planning decisions that relate to areas of parks planning, such as open spaces, connectivity, natural resources, or community spaces.

Relationship to Other Plans

The following documents have bearing on the current parks planning process and have been considered during the creation of this Parks Plan:

The City of Talent Comprehensive Plan, adopted in 1999. Element B of Talent's Comprehensive Plan addresses Parks, Recreation, Open Space, and Urban Forestry. Element B consists of 5 policies (Preservation, Conservation, Recreation, Interagency Involvement, and Urban Forestry) that helped guide the expanded parks and open space goals of this parks plan.

The City of Talent Parks Master Plan, adopted in 2001. This document provides an inventory of the parks system, expands the 1999 Comprehensive Plan's Element B section on park goals and policies, and provides information about potential parks and open space funding sources. This Parks Master Plan is an update of the 2001 plan.

The City of Talent Greenway Master Plan, adopted in 2001. This document guides development, maintenance and management of all greenways within the Talent Urban Growth Boundary. The plan was adopted through a citizens' involvement process and seeks to provide alternative transportation accesses, in the form of greenways, throughout Talent. The Greenway Master Plan will retain its relevance as a separate, complimentary document to the Parks Master Plan.

Talent Transportation System Plan (TSP), adopted in 1999. This plan guides the management of all existing transportation facilities, as well as providing a planning framework to guide future transportation development for a 20-year period. For issues of connectivity within the city and park access, it is important to relate the current Parks plan to the TSP.

City of Talent Community Survey, conducted in 2004. Provides community input and guidance for current management and future development of Talent, including parks, open spaces and recreation.

Report Organization

The remainder of this Plan is organized as follows:

Chapter 2: Park Inventory – Provides information on Talent's planning area, growth trends, park classifications, park service areas, and level of service. Includes planning area, classification, and service area maps.

Chapter 3: Community Needs Analysis – Provides a summary of key trends based on survey and workshop findings. Information from the US Census Bureau, National Recreation and Park Association (NRPA), and National Sporting Goods Association (NSGA) is also utilized. The complete community and needs analyses are included in Appendix A.

Chapter 4: Community Vision – Presents the vision, goals, and objectives for the Talent Parks Plan. Includes a discussion of the visioning process.

Chapter 5: System Improvements – Includes a summary of the Capital Improvement Plan, Land Acquisition Plan, Trails Plan, a conceptual development plan for the Whacker's Hollow/De Young Property, and Overall System map.

Chapter 6: Funding Strategy – Includes the current budget, funding needs, and funding recommendations.

Appendix A: Community Needs Assessment – Includes the detailed community profile, key findings from the survey and workshops, and trend analysis for recreation and participation rates.

Appendix B: Expanded Park Inventory – Includes park inventories for each park currently in the parks system.

Appendix C: **Park Design Standards** – Provides guidelines for the improvement and development of all parks.

Appendix D: Funding Sources – Provides detailed information on funding and land acquisition strategies, including relevant contacts.

Appendix E: Alternative Concept Plans – Provides an alternative conceptual design plan for Suncrest Park.

Chapter 2
Park Inventory

A park and recreation facilities inventory, classification, and level of service analysis are important components of a parks master plan. These components characterize the existing park system and establish a framework that helps identify current and future park needs. The complete park and recreation facilities inventory and classification system is included as Appendix B. This chapter contains a summary of the parks and recreation facilities inventory, a summary of the classification system for inventoried facilities, and an assessment of the current level of service (LOS) provided by the system. This chapter also includes a discussion of the planning area encompassed by the plan.

Planning Area

Talent is located in Jackson County and the Rogue Valley of Southern Oregon. The closest cities are Medford, which is seven miles to the north, and Ashland, which is four miles to the south. Talent is located just off of Interstate 5, providing connectivity to a major transportation corridor. The city is surrounded by the Cascade Mountains to the East, and the Siskyiyou mountains to the South and West. Bear Creek flows along the East side of the City, and Wagner Creek flows through the Center of the city. The mountains and creeks are natural resources, and are considered in the parks planning process.

The Talent parks planning process focused on a planning area consisting of the current Urban Growth Boundary (UGB) plus selected areas outside the UGB (see Map 2-1). The Plan considers areas outside of the current UGB since the City is currently experiencing rapid growth and will likely expand the UGB within the twenty year planning period. The planning area includes land identified as proposed future growth areas.[2] The planning area excludes land east of I-5 because the freeway serves as a natural barrier to growth in that direction.

Parks Inventory and Classification

A critical step in parks planning is identifying how much parkland exists, where parks are located, what facilities and amenities parks provide and what condition parks are in. This information is used to create both a parks inventory and a classification system. The parks inventory and classification process identifies the strengths and weaknesses of a park system by revealing areas or activities that are underserved by the system, as well as overall improvements that need to be made to the system.

Parks are assessed based on level of development, amenities, size and service area. Parks are categorized into the following classification types: Mini Parks, Neighborhood Parks, Community Parks, Regional Parks, Special Use Parks,

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[2] Rouge Valley Council of Governments (RVCOG). (2006). Regional Problem Solving (RPS) in the Bear Creek Valley. Current draft map of proposed future growth areas. rps_3_20.06.pdf.

Linear Parks, Greenways, Open Space/Natural Areas, and Undeveloped. The Talent park system does not currently include any parks classified as Neighborhood Parks, Regional Parks, or Open Space/Natural Areas. Following is a summary description of the classifications along with brief descriptions of each of the parks. A comprehensive discussion of the parks inventory and classification system is included as Appendix B.

Mini Parks

Mini parks provide passive or limited active recreational opportunities, as well as a balance between open space and residential development. Mini parks add activity and character to neighborhoods. Park size ranges between 0.25 to 1.0-acres and serves and area of approximately ¼ mile or less. Talent has one mini-park.

- **Kamerin Springs Park** is a 0.21-acre site, containing a half court basketball facility, a children's play area and a rectangular gazebo that also functions as a picnic shelter. A small pond is located in the northeast corner of the park. The park was constructed by a developer in conjunction with the adjoining development. A mobile home park abuts the park to the west, separated from the park by a large fence.

Neighborhood Parks

Neighborhood parks offer accessible recreation and social opportunities to nearby residents. Neighborhood parks provide access to basic recreation activities for nearby residents of all ages. They contribute to neighborhood identity and create a sense of place. Neighborhood parks range is size from 1 to 10-acres and serve an area of approximately ½ mile. There are currently no neighborhood parks in Talent.

Community Parks

Community parks provide a variety of active and passive recreational opportunities for all age groups. These parks are larger in size and serve a wider base of residents than neighborhood parks. They provide educational opportunities, serve recreational needs of families, preserve open spaces and unique landscapes, and provide spaces for community activities and events. Community Parks range in size from 1 to 50-acres and serve an area of approximately 1 mile. Talent has two community parks.

- **Chuck Roberts Park** is a 12.34-acre site located in the southern portion of town. Chuck Roberts Park is the city's largest park and, until Library Park is completed, is the only community park in town. Currently, the park contains developed softball fields, a basketball court, tennis courts, a children's play area, a picnic shelter and tables, a new restroom, and an area of open lawn. The park is in generally good condition. Some areas, however, including the parking lot, are in need of improvement.

- **Talent Commons** is an approximately 1.00-acre site located northwest of Main Street on "I" Street. Talent Commons is situated between the existing City Library and the new Jackson County Library. Although neither the park facility nor the Jackson County Library have been built, they are currently under construction and therefore the park facility is included in the inventory. When constructed, the park will contain a children's play area, restrooms, an open commons area, connecting

sidewalks to public buildings, lawn, and trees. Talent Commons is expected to serve as a community gathering space as did Library Park, which it replaces.

Special Use Parks

Special use parks are public recreation areas or land occupied by a specialized facility or serve a specific function. Some of the uses that fall into this classification include special purpose areas, waterfront parks, landscaped areas, and community gardens. Talent has one special use park.

- **Old Town Park** is a 0.96-acre park located in the heart of Talent. The majority of the site is dedicated to a skateboard and bike park. Another significant section of the site is dedicated to passive recreation. The area contains lawn, four benches, a barbeque grill, and shrub and flower plantings. The site is also criss-crossed by a sidewalk and a mulch pathway.

Linear Parks

Linear parks typically contain developed amenities common to mini, neighborhood, or community parks but are located along linear features such as streams and lakes. They can contain trails, landscaped areas, viewpoints, gathering spaces, and seating areas. They provide a variety of passive recreational opportunities. They can provide a transportation corridor linking neighborhoods to parks, schools and shopping areas. Talent contains one linear park.

- **Lynn Newbry Park** is a 2.46-acre site is located on the east side of Bear Creek along the Bear Creek Greenway. Lynn Newbry Park serves as both a destination for residents as well as a stopping point for users of the Bear Creek Greenway. The park includes a picnic shelter with two picnic tables, a trash can and a BBQ grill, and a exercising and stretching station (containing several exercise/stretching apparatus). The park provides potential wildlife viewing opportunities including steelhead salmon in Bear Creek.

Greenways

Greenways are developed around a natural resource such as creek, lakeshore, forest, or agricultural area. Greenways are similar to linear parks but do not typically contain developed recreation facilities (i.e. playgrounds, shelters, ballfields). Protection of ecological integrity or agricultural production is the primary purpose of the park designation; however, levels of passive recreation can be incorporated. Greenways can provide connectivity between communities, neighborhoods, other parks and natural resources. Talent contains two Greenways.

- **Old Bridge Village Greenway** is a 0.22-acre site located along Wagner Creek. Old Bridge Village Greenway is currently owned by the Old Bridge Village homeowner's association. Public access is provided through a pedestrian easement along Wagner Creek. The greenway is part of a larger residential development to the south. The greenway contains a paved walkway which runs along Wagner Creek for approximately 100 yards. The site has potential for linkages to the east (East Talent, DeYoung Property).

- The City of Talent owns several parcels along Bear Creek comprising 19.19-acres. Within the context of this plan, **Bear Creek Greenway** refers to those City-owned parcels. Bear Creek Greenway also refers to a publicly owned corridor that stretches from Ashland to Central Point containing a multi-use paved path. Currently, Jackson County maintains large sections of it. A shared management and maintenance agreement between the county and all the cities along the greenway is under consideration.

Undeveloped Sites

Undeveloped sites consist of property designated as parkland, but have little or no improvements and no specific park use. Talent has several undeveloped sites.

- **Whacker's Hollow/De Young Property**. These two adjacent sites comprise a total of 19.49 acres. The Whacker's Hollow site was formerly used as a driving range for golfers, and the DeYoung property has been privately owned property bordering the Bear Creek Greenway. The city has expressed a desire to develop a park that would provide for some active recreation on these sites. Both sites have potential for linkages to the Bear Creek Greenway and other park sites. The DeYoung Property is particularly rich in natural resources including riparian areas along Bear Creek, and a large storm water retention pond on the property surrounded by riparian vegetation.

- **Wagner Creek Greenway (Wagner Park, Joseph Park, Wagner Creek):** The Wagner Creek Greenway area is made up of Wagner Park (0.76 acres), Joseph Park (0.28 acres) and the Wagner Creek Greenway (1.52 acres). This area is characterized by Wagner Creek which runs through and is adjacent to each site, creating significant sections of riparian vegetation. The sites have very few improvements. Joseph Park is bounded on both sides by residential homes, and is the site where two homes were destroyed by flooding in 1996. Joseph Park is just downstream from Wagner Park along Wagner Creek: however, connectivity would require the purchasing of private homes to the west of Joseph Park (south of Wagner Park).

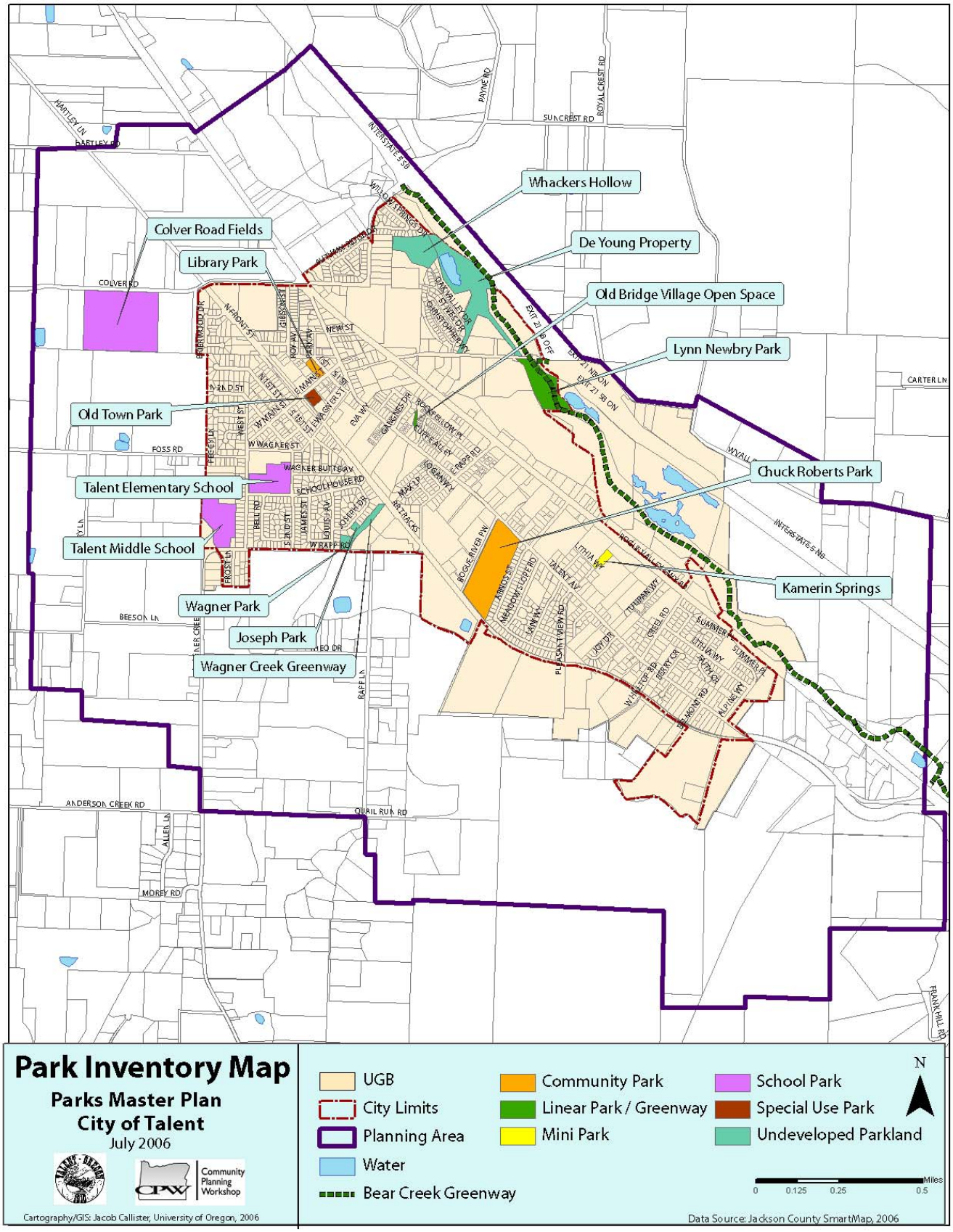
Table 2-1. Inventory and Classification Summary

Classification Type	Park	Acres
Mini Park	Kamerin Springs Park*	0.21
Neighborhood Park		
Community Park	Chuck Roberts Park	12.34
	Talent Commons	1.00
Regional Park		
Special Use Park	Old Town Park	0.96
Linear Park	Lynn Newbry Park*	2.46
Greenway	Bear Creek Greenway	19.19
	Old Bridge Village Greenway*	0.22
TOTAL DEVELOPED PARKLAND		**36.38**
Undeveloped	Wagner Creek Park	0.76
	Wagner Creek Greenway	1.53
	Joseph Park	0.28
	Whackers Hollow	5.15
	DeYoung Property	13.89
TOTAL UNDEVELOPED PARKLAND		**21.61**
TOTAL CITY-OWNED PARKLAND		**57.99**

* Note: Kamerin Springs Park, Lynn Newbry Park, and Old Bridge Village Greenway are not currently owned by the City. Kamerin Springs Park is proposed to be deeded to the City per the completion of a surrounding residential development. Lynn Newbry Park is currently owned by the State of Oregon but maintained by the City. The City is exploring options for acquiring the park. Old Bridge Village Greenway is owned by the Old Bridge Village homeowner's association. Public access is provided via an easement along the length of Wagner Creek.

Source: CPW 2006

Map 2-1. Talent Parks Inventory



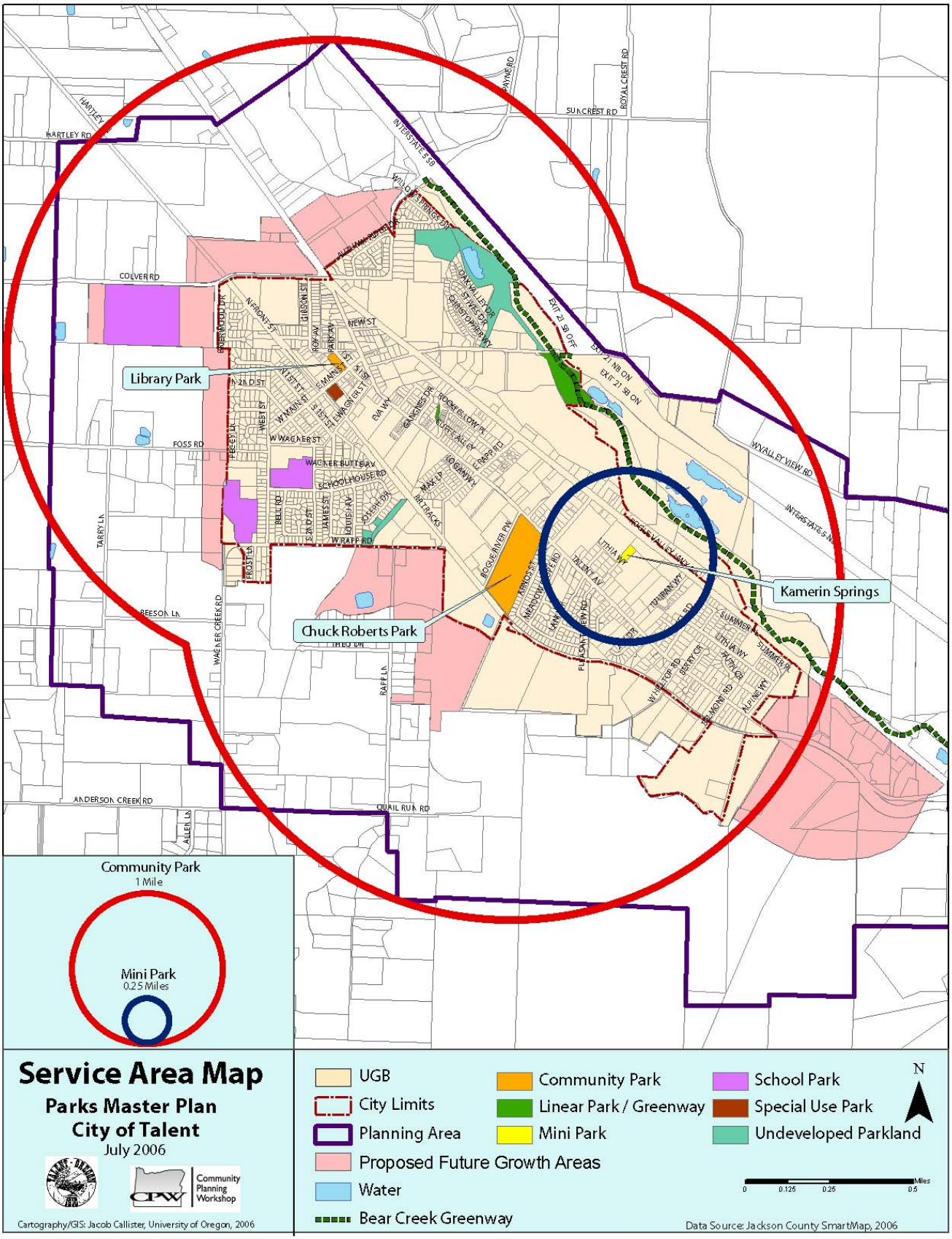
Park Service Areas

To serve the needs of a diverse population, it is important that a park system contain parks of different sizes and types. Currently, Talent contains community, mini, and special use parks as well as linear parks, greenways and a number of undeveloped sites. Each park type has a different service area based upon the park's size and type. Generally, mini parks are designed to serve residents within an approximately ¼ mile radius, neighborhood parks serve an approximately ½ mile radius, and community parks serve an approximately 1 mile radius.

Linear parks, greenways and trails serve varying groups based on their amenities and location. In the process of determining the need for, and possible location of additional parks, it is important to identify and reference these service areas. A service area analysis will reveal which areas are currently underserved by parks. Map 2-2 shows park service areas. The service area for each park is represented by a circle.

Talent currently contains only two park types for which there is a defined service area standard, mini parks and community parks. The service area of the community parks are represented by the larger circle and the mini parks by the smaller circle.

Map 2-2. Park Service Areas



Level of Service (LOS) Analysis

The Level of Service (LOS) analysis for the park system is based on existing park acreage and current population estimates for the city. The LOS is expressed as the ratio of developed park acres per 1,000 residents. This ratio provides guidance for determining the amount of parkland necessary for meeting current and future recreation needs.

A LOS standard is a measurable target for parkland development that provides the foundation for meeting future community parkland needs and leveraging funding. The LOS is used to project future land acquisition needs and appropriately budget for those needs through the Capital Improvement Program (CIP) and System Development Charge (SDC) fees. As it functions primarily as a target, adopting a LOS standard does not obligate a City to provide all necessary funding to implement the standard. It simply provides the basis for leveraging funds through the CIP and SDC revenues.

The basic function of the LOS is to ensure quality of service delivery and equity. It is a needs driven, facility based and land measured formula - expressed as the ratio of developed parkland per 1,000 residents. For the purposes of LOS analysis, six parks in Talent are considered to be "developed": Chuck Roberts Park, Lynn Newbry Park, Old Town Park, Kamerin Springs Park, and the Talent Commons[3]. The total acreage for these developed parks is 16.97-acres. Table 2-2 displays a summary of developed parkland by classification and the existing LOS provided by the classifications. The overall LOS currently provided by the parks system is 2.71. This is based on the estimated 2005 population of 6,255 residents.[4]

Table 2-2. Current System-wide LOS

Park Area or Facility	Existing Inventory (Acres)	Existing LOS (Acres per 1,000 residents)
Mini Parks	0.21	0.03
Neighborhood Parks	0	0.00
Community Parks	13.34	2.13
Special Use Parks	0.96	0.15
Linear Parks	2.46	0.39
Total Parkland	**16.97**	**2.71**

Source: CPW 2006

Many cities adopt an LOS standard. This standard can be established with the intention of either maintaining the current level of service, or as a goal for an increase in future levels of service. The Talent Parks and Recreation Commission, as proposed through this plan, has recommended adopting a LOS standard of 3.00-acres per 1,000 residents. As Talent's population increases, it will be necessary to develop additional parkland in order to maintain the LOS.

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[3] Talent Commons is currently not constructed but considered developed because the City has secured funding and is moving forward with construction.

[4] Portland State University (PSU).

The City currently owns parkland that can be developed to meet some of this demand. This includes the Whacker's Hollow, DeYoung, Joseph Park, and Wagner Park properties. It is anticipated that Whacker's Hollow will be developed as a neighborhood/community park within the next 10 years. The remaining properties are projected to function primarily as natural areas/open space and provide passive recreation uses, although portions may be developed to provide limited active uses.

By 2030 the Talent population is estimated to reach 9,821 residents.[5] If the future Whacker's Hollow park is the only developed parkland to be added to the system by 2030, the LOS will drop to 2.25 acres per 1,000 residents. The baseline LOS analysis shows that Talent does not currently contain any developed Neighborhood Parks. Neighborhood Parks typically range between 1 and 5-acres in size. If Talent were to acquire and develop two to four Neighborhood Parks by 2030, the City could add approximately 10-acres to the system. This addition would constitute a marginal increase in the LOS from 2.71 to 3.27 acres per 1,000 residents in 2030.

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[5] Rouge Valley Council of Governments (RVCOG). (2001). Greater Bear Creek Valley Regional Problem Solving Phase One Status Report. Note: This forecast may underestimate population growth. Jackson County is in the process of developing new coordinated forecasts for all incorporated areas of the County.

Chapter 3
Community Needs Analysis

The community needs analysis summarizes the key findings from the community profile, recreation trends analysis, household survey, youth workshops, a community workshop and parks commission interviews. These key findings guide the overall plan goals and objectives in Chapter 4. Over the course of the 20-year planning period, the goals and objectives will help establish a park system that promotes an active, healthy, livable community. The complete Community Needs Assessment is included as Appendix A.

Consolidated Key Findings

Growth Trends: The parks planning process involves identifying current community needs and predicting future trends. Since people use parks differently, understanding community demographic characteristics and trends can help to ensure that parks best fit the diverse needs of varied populations. Current and future population, economic and housing growth trends are all elements of understanding a city's demographics. Identifying growth trends allows a city to plan for park system elements that will best meet those current and future needs. Key growth trends from the Community Profile are summarized below:

- **Population**: Talent is growing at a rapid pace. Between 1990 and 2004, Talent's population increased by 79.9%, from 3,274 to 5,890 residents. Talent's growth rate during this period was double the growth rate of Jackson County and Oregon. By 2030, Talent's population is projected to approach 10,000 residents.

- **Age**: Talent has a higher percentage of youth (26%) and elderly (17%) residents than either Jackson County (24% and 16% respectively) or Oregon (25% and 13% respectively).

- **Race and Ethnicity**: Talent is growing more racially and ethnically diverse. Talent's non-white racial population grew by 5% between 1990 and 2000. In 2000, 12% of Talent's residents identified themselves as Hispanic, the largest ethnic or racial minority in the City.

- **Economic Trends**: Talent has lower median family and per capita incomes than either Jackson County or Oregon. Talent also has a higher poverty rate than the county or the state. This may be attributed to larger percentage of youth and elderly residents, which results in a smaller percentage of individuals in the working age range.

- **Housing**: Talent's housing tenure is growing more diverse, with increasing numbers of citizens becoming renters, rather than owners. Between 1990 and 2000, the population of renters increased 11%. After the building moratorium ended in 2002, the number of building permits issued by the city grew steadily, from 0 in 2001 to 133 in 2004. In 2004, 88% of these permits were for single-family housing.

Talent's rapid population growth has a direct impact on the future park system. Increase population means that the city will require more parkland to meet community needs as the city expands. Youth and elderly populations have different active or passive park needs. Racial and ethnic groups have different cultural park uses and needs. Analyzing economic trends helps provide an idea of the funds that will be available for developing and maintaining the parks system. Individuals with different income levels and individuals living in single-family, multi-family, or mobile housing all have different park needs. Identifying and addressing diverse types of community needs can begin to establish the framework for a park system that is enjoyed and utilized by all types of residents.

Recreation Trends Analysis: The 2003-2007 Oregon Statewide Comprehensive Outdoor Recreation Plan (SCORP) is a 5 year plan that analyzes outdoor recreation trends by region in Oregon. As a planning and information tool, the SCORP provides data on recreation participation and trends, and relates to wider planning goals because it helps communities plan for popular recreation trends in their area. The SCORP is an important analytical tool for looking at wider national and regional recreation trends. Talent is growing at a fast pace and future residents may have some different recreation needs than current residents, therefore, looking at national and regional trends can help provide additional information supporting parks system needs, goals, and objectives. Respondents to the SCORP indicate the following key findings:

- Respondents want more protection for natural resources and more opportunities for amenities such as natural places, education and information. Walking as an activity increased in the United States 15.6% between 1994 and 2004. Nature and wildlife observation increased in the Talent region of Oregon 226% between 1987 and 2002.
- The recreating public has less leisure time available, which results in an increased need for locally available recreation opportunities.
- An increase of baby boomer retirees results in a need for more recreation facilities with more amenities and enhanced accessibility. Picnicking has increased 51% and golf has increased 232% in Southern Oregon between 1994 and 2004.
- Respondents identify an increased need to manage conflicting uses as demand increases and available space decreases. With population growth comes an overall need for parks and open spaces.

Household Survey: The household survey provides a broad assessment of community attitudes toward parks and open spaces. As part of the planning process, 1200 surveys were sent to randomly selected registered voters in Talent. Participants responded for their households, with a 30% total response rate. Survey participants have lived in Talent an average of 12.5 years. Their average age is 54.9 years. Sixty six percent of respondents are female, 34% are male. Key findings include:

- Parks are very important to Talent's quality of life. Sixty six percent responded that parks are very important, 24% felt that parks are somewhat important. Only 4% said that parks are somewhat or very unimportant.

- The most frequently visited facility and the facility people are most satisfied with is the Bear Creek Greenway, with 29% visiting the park weekly. The second most frequently visited park and the park people are most dissatisfied with is Lynn Newbry Park, with 18% visiting weekly.
- Passive recreation is more popular than active sports. The four most popular weekly activities are walking/hiking (57%), dog walking (35%), bicycling (28%), and wildlife viewing (27%).
- Picnic areas (80%) and playgrounds (79%) are the two most important facilities in parks.
- In developing new parks, people would most like to see a dog park (24 respondents), open space (20 respondents), walking paths, trails and connectivity (20 respondents) and nature areas (17 respondents).
- In response to potential areas of funding outlined in the survey, the top three funding priorities are additional trails, additional natural areas and additional neighborhood parks.

Youth Workshops: Youth have different park system needs than adults. Community Planning Workshop (CPW) held two youth workshops at the Talent Middle School to look at park system needs and design. Using key findings from these workshops in developing the Parks Plan goals and objectives ensures that the parks system meets the needs of the youth population. Youth identified the following items as important for the park system as a whole:

- Biking and walking routes through the community
- Activities and play structures for older youth, not merely for elementary age youth. Examples included rock climbing, challenge course, water play areas and places for walking dogs
- Restrooms and water fountains in the parks

Community Workshop: The purpose of the community workshop was to determine community opinions about the strengths and weaknesses of the current parks system, and to gain a community vision to guide the park planning process. Over 30 community members attended the April 10, 2006 community workshop. Key findings from the community workshop are used to ensure that the park system meets the diverse needs of the community as a whole. Community members identified the following strengths, weaknesses, and elements of a park system vision:

Strengths

- Diversity of current parks
- Potential for connectivity
- Proximity to the Bear Creek Greenway

Weaknesses

- Lack of connectivity

- Focus of active uses for younger youth, no active uses for older youth
- Lack of community gathering spaces
- No area for walking dogs

Vision elements

- Focus on connectivity
- Balance active and passive park uses
- Improve access to parks for all areas of Talent

Parks Commission Interviews: CPW conducted phone interviews with members of the Parks Commission in February, 2006. These interviews focused on identifying the strengths, weaknesses, and vision for the park system.

Strengths

- Developed parks are in good condition
- Potential for creating a diverse park system
- Identifying areas for new parks will complement existing park system

Weaknesses

- No dog park
- Funding shortages to implement and maintain vision
- South end of Talent is underserved by parks

Vision - Most commissioners agreed on the following components of a park system vision:

- Expand the parks system to provide a variety of services, both passive and active
- Improve connectivity throughout the planning area
- Increase community involvement and ownership of the parks system

Summary

Five common themes regarding the park system goals emerge from the community profile, recreation trends analysis, household survey, youth workshops, community workshop and parks commissioner interviews:

- **Connectivity**. Provide walking, biking and hiking connections throughout the planning area.
- **Diversity of Park Types and Location**. Balance active and passive park types and provide a range of activities to ensure that people have access to a diverse variety of park usages. Acquire land to ensure a diversity of service to all areas of Talent.

- **Stewardship**. Ensure that the community is involved and invested in maintaining and developing its park system. Uphold a level of maintenance that fosters community safety and pride in the parks system. Promote park design that increases safety, promotes public interaction and provides community spaces.
- **Natural Resources**. Identify and preserve natural areas and open areas as part of the park system.
- **Funding**. Prioritize and provide funding opportunities to make the community parks system vision financially feasible.

Chapter 4
Community Vision

This chapter outlines the vision, goals, and objectives of the Talent Parks Master Plan. Figure 4-1 illustrates the steps involved in the visioning process.

Vision

Talent residents want a diverse park system that allows for non-motorized connectivity between parks. The themes of connectivity, diversity and stewardship emerged from community input, leading to the following vision statement:

> ***"We envision an interconnected and accessible system of vibrant public spaces and natural areas that support a diversity of recreation opportunities and ensure a healthy, active and beautiful place to live, work and play."***

Nine system goals and subsequent objectives were developed to define Talent's vision.

Figure 4-1. Talent Master Parks Plan Visioning Process

Goals and Objectives

This section provides goals and objectives to guide the implementation of Talent's vision for its park system. Combined with specific actions in the Capital Improvement Program and Parkland Acquisition Strategy, this section provides for the development of a high quality, equitable system of parks facilities and services.

This plan defines goals and objectives as follows:

- **Goals** represent the general end toward which an organizational effort is directed. The following goals are statements of the community's aspirations as they relate to parks, open spaces, and natural areas.
- **Objectives** are measurable statements, which identify specific steps needed to achieve the stated goal.

Goal 1: Parks Planning

Establish a coordinated process to plan a parks and recreation system that will meet the present and future needs of Talent residents.

Objective 1.1	Engage stakeholder groups, community members, and other regional recreation providers in the parks planning process.
Objective 1.2	Coordinate planning and programming efforts for natural areas and open space conservation, project partnerships, and community planning with county, state, and federal agencies.
Objective 1.3	Update the Parks Master Plan every five years to ensure it continues to address the needs of the community.
Objective 1.4	Annually review the City's 10-year CIP Plan and update cost estimates.
Objective 1.5	Prepare master plans for the development, maintenance, and operation of parklands as soon as possible after acquisition.

Goal 2: Maintenance and Operations

Provide exceptional City parks through regular maintenance to ensure safe, healthy and accessible spaces/ parks.

Objective 2.1	Upgrade and/or replace facilities or equipment that is in poor condition, i.e., restrooms, playground equipment, picnic facilities, etc.
Objective 2.2	Repair acts of vandalism or other damage within 48 hours, or as soon as possible.
Objective 2.3	Provide a continuous training program for permanent employees to enhance professional maintenance operations.
Objective 2.4	Provide adequate staffing for maintenance and operations.

Goal 3: Level of Service

Establish a Level of Service (LOS) that will guide land acquisition efforts for future parklands. Ensure that all areas and populations within the City are adequately served by developed parklands.

Objective 3.1	Adopt a Level of Service Standard of 3 acres per 1,000 residents.
Objective 3.2	Coordinate the Land Acquisition Plan and Capital Improvement Plan to prioritize areas of greatest need.

Goal 4: Trails and Connections

Enhance and improve connectivity and accessibility throughout the City utilizing trails, pathways, greenways and the existing transportation infrastructure.

Objective 4.1	Create a Trails Sub-Committee within the Parks Commission to implement the trails system improvements outlined in the CIP.
Objective 4.2	Utilizing areas within the floodplain, easements, and parklands, the city should expand trails and connections to underserved areas.
Objective 4.3	Enhance and standardize trail signage and create trailheads and kiosks for educational and interpretative services.
Objective 4.4	Provide additional connections to the Bear Creek Greenway.
Objective 4.5	Establish a trail and greenway along Wagner Creek from West Rapp Road to the Confluence of Wagner and Bear Creek.

Goal 5: Natural Resources and Open Space

Acquire and preserve natural resource areas and open space with unique ecological, historical, and regional significance.

Objective 5.1	Identify, prioritize and acquire wetlands, riparian corridors, and upland oak savannah for integration into the Talent Parks System.
Objective 5.2	Preserve and expand the Bear Creek and Wagner Creek corridors for wildlife, water quality and overall community health.
Objective 5.3	Preserve areas of open space to protect habitat and corridors that connect to regional open spaces.
Objective 5.4	Protect and provide access to the southern hills and secure natural resource and open space sites through direct acquisition of property or cooperation with private developers and public agencies.

Goal 6: Parkland

Acquire additional parkland to ensure that all areas and recreation needs of the City are adequately served by park facilities.

Objective 6.1	Acquire and develop neighborhood parks in areas within the UGB that are currently underserved by parks, or in areas that will need to be served by parks in the future.
Objective 6.2	Acquire Lynn Newbry Park from the State of Oregon.
Objective 6.3	Develop standards for all new parkland acquisitions including dedications, conservation easements and purchases.
Objective 6.4	Ensure that lands acquired through purchase or dedication meet the City's parkland acquisition standards.
Objective 6.5	Utilize the Land Acquisition Strategy outlined in this document to analyze and guide future land acquisitions.

Goal 7: Funding

Provide various mechanisms for funding existing and future parks and recreational facilities.

Objective 7.1	Review the Systems Development Charge rate every 2-3 years.
Objective 7.2	Identify and secure appropriate funding sources for operations, parks maintenance, and future land acquisition.
Objective 7.3	Coordinate staff resources to pursue parks, open space, and recreation related grant funding.

Goal 8: Park Stewardship and Community Pride

Increase community involvement, awareness and stewardship of the City parks system.

Objective 8.1	Develop natural resource and stewardship plans for individual parks, natural areas, and open spaces within the Talent parks system.
Objective 8.2	Develop and coordinate volunteer opportunities emphasizing the maintenance of existing parks, open spaces and natural resource areas. Consider the creation of a "Talent Parks Volunteer Corps."
Objective 8.3	Provide opportunities for community involvement, such as sponsoring community park events which focus volunteer efforts on one particular project and provide community interaction. These could include: "Talent Park Days" in mid-summer, "Talent Park Clean-Up Day" on Earth Day, and "Talent Harvest Festival" in the fall.

Objective 8.4	Develop and incorporate community initiated stewardship activities into the Talent parks system.
Objective 8.5	Develop a stewardship education and outreach action plan to include schools, community groups, and civic activities.

Goal 9: Park Design

Design and manage City park environments that are conducive to user enjoyment and respectful of limited resources.

Objective 9.1	Incorporate identified community needs and current trends into park designs.
Objective 9.2	Integrate water and energy conservation into the design for sustainable and low maintenance park features.
Objective 9.3	Encourage ecological park maintenance practices that will increase water quality.
Objective 9.4	Utilize locally produced goods, materials and services whenever possible for the development and improvement of park system.

Chapter 5
System Improvements

Communities are strengthened by a sufficient supply and variety of parks, trails and pathways, and open space/natural areas. Based on this plan's evaluation of the current park system, discussions with City officials and staff, and input received from the community, the acquisition of new land is important to developing and maintaining the park system. This chapter provides a strategy for identifying and acquiring potential areas for parks, trails and pathways, as well as natural areas and open space.

Parkland

Existing Park System

The City of Talent currently owns and maintains 16.97 acres of developed parkland. This includes Chuck Roberts Park, Lynn Newbry Park, Old Town Park, Kamerin Springs Park and Talent Commons. These parks were identified as developed due to the extent of recreational amenities and improvements in them. Talent currently has a population of 6,255, resulting in a current level of service (LOS) of 2.71 acres per 1,000 residents. Refer to Table 2-2 for a breakdown of the LOS provided by each park type. The Talent Parks and Recreation Commission has recommended the adoption of an LOS standard of 3.00-acres per 1,000 residents. An increased LOS standard coupled with a growing population means that Talent will need to both develop existing undeveloped parkland and acquire and develop new parkland to maintain the LOS standard and keep pace with growth.

Projected Parkland Needs

A community with a diverse population must ensure parks of different sizes and types. In order to maintain or increase Talent's current LOS as the City grows in both population and size, the acquisition and development of new parkland will be necessary.

Deficiencies in Talent's current park system include a number of areas that are underserved by parks and an overall absence of neighborhood parks. The City currently owns parkland that can be developed to meet some of this need. Undeveloped parkland includes the Whacker's Hollow, DeYoung, Joseph Park, and Wagner Park properties. Whacker's Hollow will likely be developed as a neighborhood/community park within the next 10 years. The remaining properties are projected to function primarily as natural areas/open space and provide passive recreation uses, although portions may be developed to provide limited active uses.

The City of Talent has adopted an LOS standard of 3.0-acres per 1,000 residents. As discussed in Chapter 2, the LOS provides a standard by which by the system can be assessed to determine if the current park system meets current and future parkland needs. According to population projections by the Rogue Valley Council of Governments (RVCOG), Talent's population is estimated to reach 9,821 residents by 2030. If the future Suncrest Park (formerly Whacker's Hollow) is the

only developed parkland to be added to the system by 2030, the LOS will drop to 2.25 acres per 1,000 residents.

Table 5-1 displays the cumulative amount of developed parkland needed to maintain an LOS standard of 3.0 based on future population projections through 2030 (assuming immediate development of all existing land). Based on these projections, the City of Talent will need to acquire and develop an additional **7.34-acres** of parkland within the next 25 years to maintain the desired LOS of 3.0.

Table 5-1. Projected Parkland Needs

	2004	2010	2020	2030
Projected Population	6,255	6,813	8,471	9,821
LOS Standard (acres per 1,000 residents)	*3*	*3*	*3*	*3*
Developed Parkland	16.97	22.12		
Undeveloped Parkland	5.15			
Total Parkland	22.12			
Developed Parkland Needed to Reach LOS Standard	18.77	20.44	25.41	29.46
Cumulative Surplus / (Deficit)	**3.36**	**1.68**	**(3.29)**	**(7.34)**

Note: Developed Parkland assumes that Suncrest Park (formerly Whacker's Hollow) will be developed within the next 10 years.

Source: CPW 2006

Parkland Acquisition

A major goal of the Parks Master Plan is to provide parks within walking distance (1/2-mile) of all residential areas. Though a number of parks exist throughout Talent, sections of the city are currently underserved or not served at all by developed parks. These areas, because of their lack of developed parkland, constitute potential parkland acquisition areas.

Communities in the Rouge Valley are developing a Regional Problem Solving (RPS) Plan that will identify "future growth areas" outside of the UGB. Talent city officials have identified proposed future growth areas outside the City's current UGB. Parkland acquisition is a priority in future growth areas. Map 5-1 displays recommended areas for parkland acquisition. Recommendations are based upon community and staff input, GIS analysis of tax lot data, and other City plans (i.e., the Railroad District Master Plan). Additional consideration focused on the need to address physical barriers, which may limit service in areas that appear served. For example, Interstate 5 and the Central Pacific Railroad exist as access barriers. The recommendations for parkland acquisition are as follows:

- A-1 Acquire land west of Suncrest Park to ensure the availability of access to the proposed site.
- A-2 Acquire parkland in the northwest portion of the proposed future growth area.
- A-3 Acquire parkland suitable for a neighborhood park in the southern portion of the proposed future growth area and along Wagner Creek up to the Rapp Road bridge.
- A-4 Acquire parkland suitable for a neighborhood park in the proposed future growth area identified by City staff through the RPS process.

- A-5 Acquire parkland within the Railroad District as recommended by the Talent Railroad District Master Plan. Acquire parkland suitable for the development of a neighborhood park.

Open Space and Natural Areas

Critical to a park system is the provision of natural areas and open space. Natural areas and open space are undeveloped lands primarily left in their natural state with passive recreation uses as a secondary objective. They are usually owned or managed by a governmental agency and may or may not have public access. This type of land often includes wetlands, steep hillsides or other similar areas. In addition to open space and natural areas, which are typically acquired or dedicated to the City or other public agencies, conservation buffers can be overlaid on property to preserve open space and natural resources.

Talent currently has no designated open space or natural areas. This plan identifies several priority areas for open space and natural area acquisition. The following are recommendations for the acquisition of open space and natural areas. (Refer to Map 5-2 for site references.)

- O-1 Acquire or conserve open space along Wagner Creek to secure future extension of the Wagner Creek Greenway/Trail.
- O-2 Secure a conservation buffer along Wagner Creek between Quail Run Road and its confluence with Bear Creek.
- O-3 Secure a conservation buffer along the southern edge of the Ridgeline Trail to ensure the protection of areas adjacent to the trail and to provide for future expansion of the trail system.
- O-4, O-5 Acquire or conserve land proposed as a conservation overlay by the 2005 Talent Railroad District Master Plan.
- O-6 Acquire or conserve open space outside of UGB in the foothills south of town and adjacent to the proposed Ridgeline Trail.

Trails, Bikepaths, and Pathways

Trails, bikepaths, and pathways establish connectivity and enhance quality of life in communities by facilitating movement throughout the city. Proposed paths seek to create trail networks, or loops throughout the city and its surrounding area. Map 5-3 shows current, TSP designated, and proposed multi-purpose paths. These networks will contain both off-street and on-street sections, and will allow residents many options for traversing the city and adjacent areas.

Some portions of trail segments, bikepaths, and pathways in the plan are proposed to occur outside of City jurisdiction (i.e. outside the City limits). The City does not have the authority to establish trails outside of City jurisdiction, but it does support County efforts to establish trails and will work with the County to make connections to City trails, streets and paths.

Existing Bikepaths/Pathways

There are several existing bikepaths or walking routes in Talent. Proposed additions seek to expand the connectivity of existing multi-purpose paths. Existing routes include:

Talent Avenue: 0.39 miles, along Talent Avenue, beginning at Colver Road and ending where Talent Avenue merges with Rogue Valley Highway 99;

Rapp Road: 0.13 miles, from intersection of Rapp Road and Rogue Valley Highway 99 to intersection of Rapp Road and Wagner Creek Road;

Suncrest Road: 0.26 miles, path connects to the Colver Road bike route, intersects with the Talent Avenue bike path, and continues the loop until the intersection with West Valley View Road;

West Valley View Road: 0.14 miles, begins at intersection with Talent Avenue and continues until intersection with Suncrest Road;

Bear Creek Greenway: 0.32 miles, connects Talent to Ashland, and will, in the next couple of years, connect Talent to Medford. The Greenway follows Bear Creek in a SE-NW direction through the northeast side of Talent. The Greenway is paved and maintained by Jackson County and the cities along the route.

Transportation System Plan (TSP) Proposed Bikelanes

The TSP is a comprehensive transportation plan that guides management of existing transportation systems and development of future transportation systems for a 20-year planning period. The Transportation Plan proposes several new on-street bikelanes to increase connectivity. TSP proposed bikelanes are included in Map 5-3, The TSP is the sole regulating document for bikelane planning, however the Park Master Plan identified additional connections to TSP proposed bikelanes. Further analysis and integration is necessary.

Paths and Trails Proposed by the Parks Master Plan

As part of the parks master planning process, City staff identified a need for increased trails and pathways throughout the planning area. The community growth trends, recreation analysis, community survey, community workshops and parks commission interviews all contributed to identifying the overall need for improved connectivity. Walking was identified in the community survey as the most frequently practiced recreation activity. Trails and connections were identified during the needs analysis as important recreation needs. This Plan proposes ten new multi-use paths:

T-1 Wagner Creek Trail: 9,091 feet, from Quail Run Road to Valley View Road. Off-street trail. Trail could extend past Quail Run Road along Wagner Creek, and could extend past Valley View Road to join the Whacker's Hollow and DeYoung property loop;

T-2 Quail Run Road Trail: 2,520 feet, from Rapp Lane to Wagner Creek Road. On-street trail;

T-3 Ridgeline Trail: 13,979 feet, from Rapp Lane to Talent Avenue. Off-street trail;

T-4 Alpine Trail: 545 feet, connecting Alpine Way to the Bear Creek Greenway. On-street and off-street trail;

T-5 Creel Trail: 552 feet, connecting Creel Road to the Bear Creek Greenway. On-street and off-street trail with highway crossings;

T-6 Arnos Trail: 797 feet, connecting Arnos Street to the Bear Creek Greenway. On-street and off-street trail with highway crossings;

T-7 2nd St/Schoolhouse Trail: 1,541 feet, connecting Wagner Creek Road and Rapp Road through 2nd street and Schoolhouse Road. On-street trail;

T-8 Colver Trail: 3,040 feet connecting Colver Fields and Wagner Creek Road through Foss Road and a new path system. On-street and off-street trail;

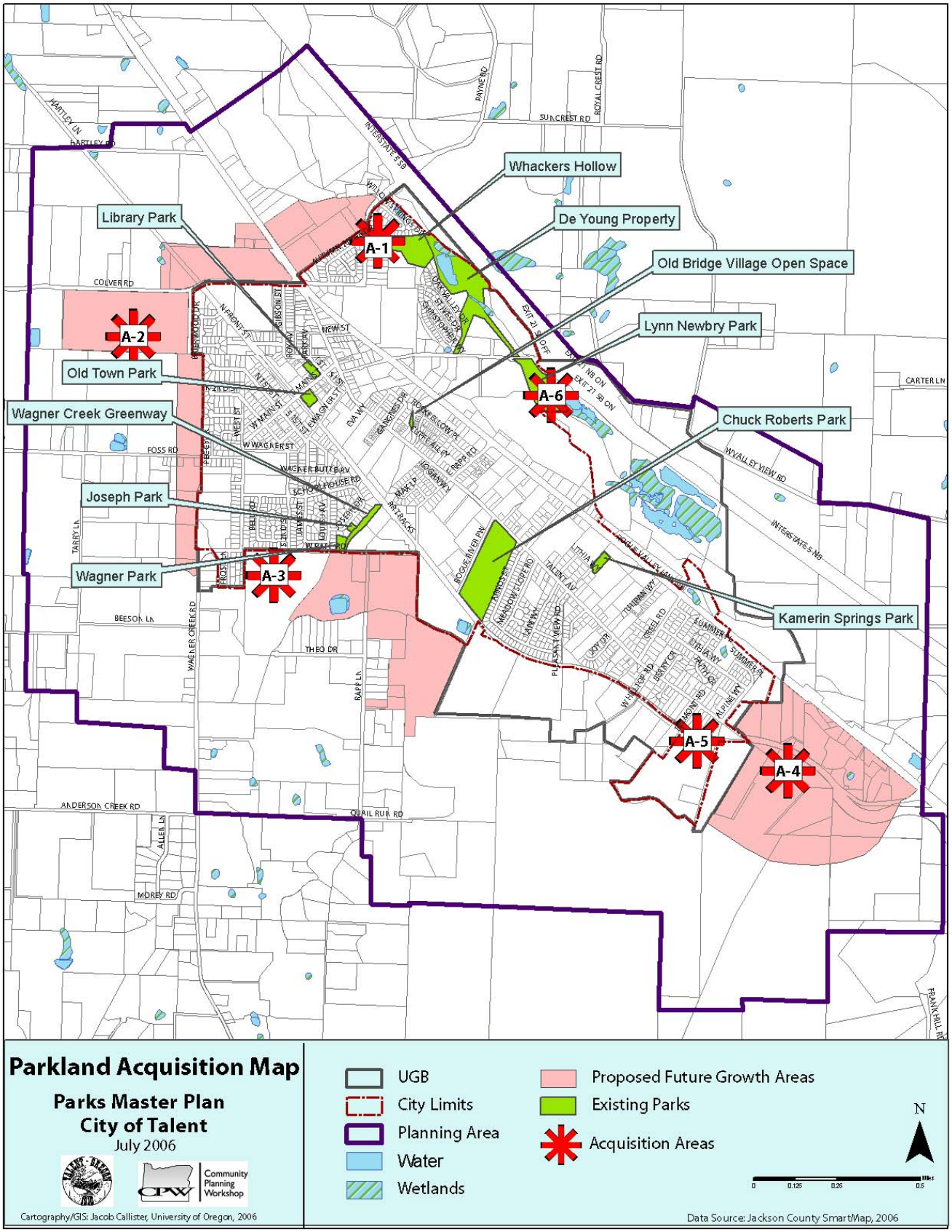
T-9 Whacker's Hollow/DeYoung Loop: 2,683 feet, connecting Whacker's Hollow and the DeYoung property pond area. Off-street trail;

T-10 Front Trail: 2,825 feet, on Front Street, connecting Colver Road and East Wagner Street. On-street trail.

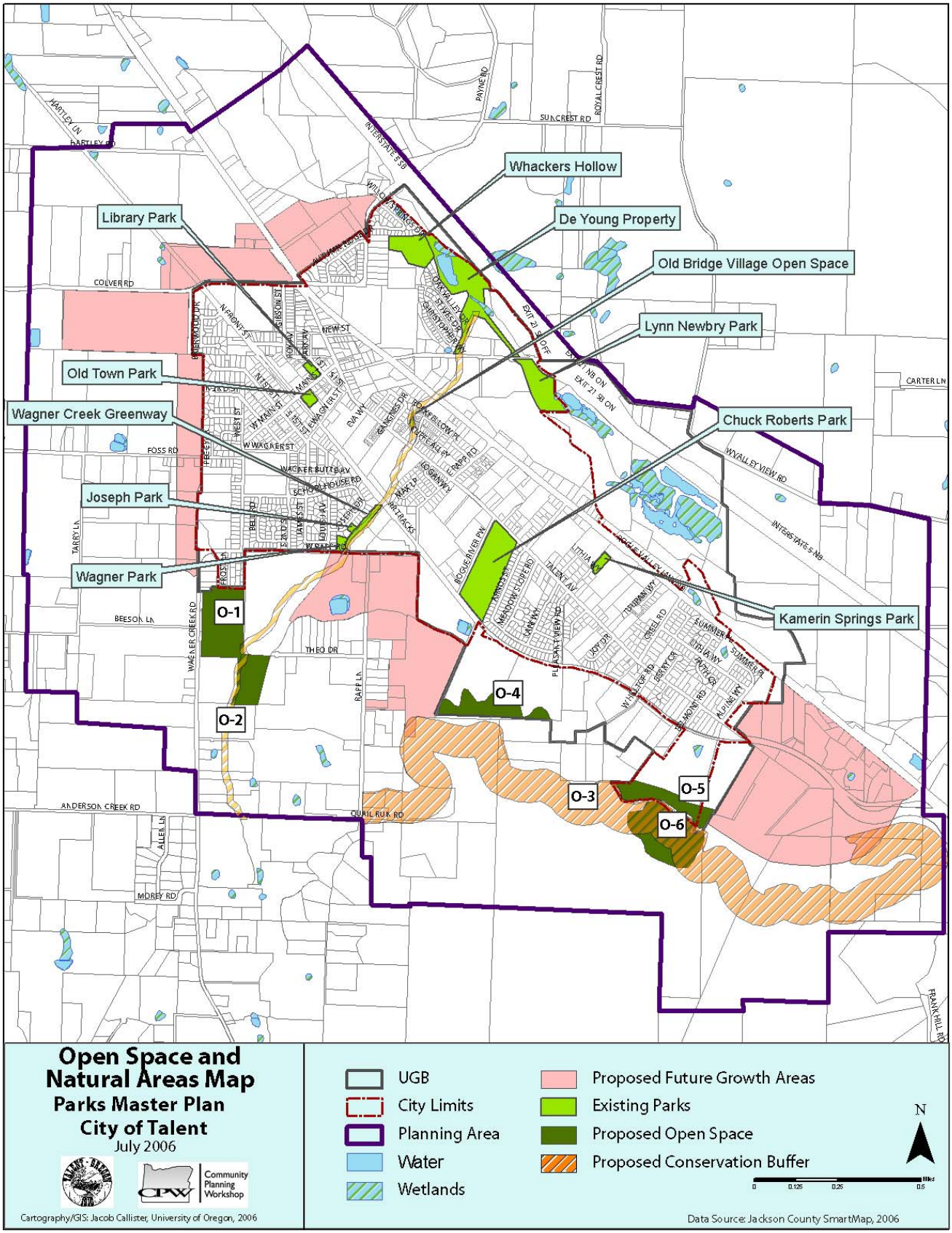
The proposed trail/path system establishes several interconnected loops within and extending outside of Talent. The following section provides a brief example of a loop trail.

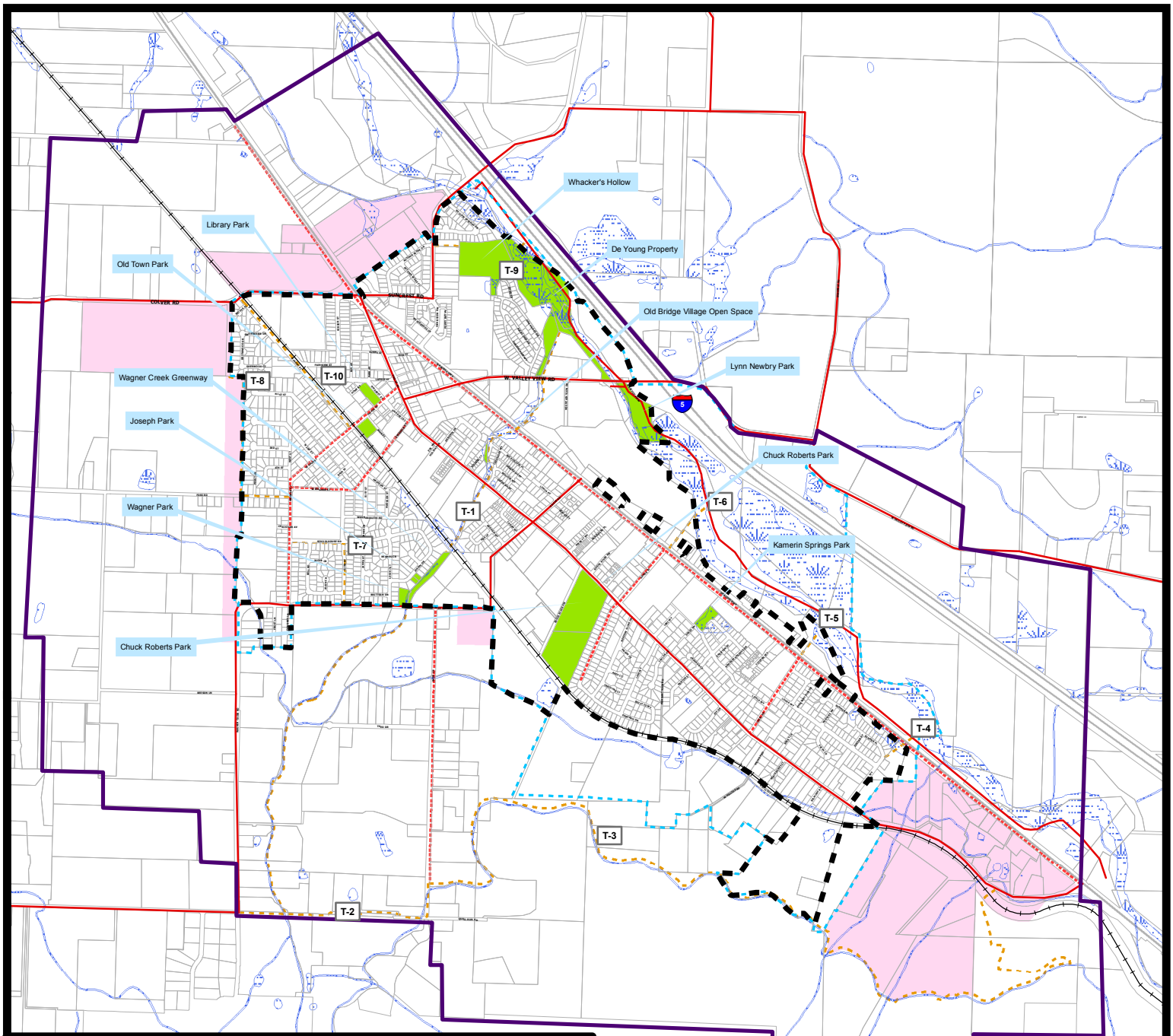
A *River to Ridge trail* would go from Newbry Park, west along Valley View Dr., southwest along the Wagner Creek greenway to Rapp Road, then south along Rapp Lane until it reaches the Forest service road that runs east along the foothills until it connects to Talent Avenue, then runs south along Talent Avenue to connect to the Bear Creek greenway, then travels north to Newbry Park.

Map 5-1. Parkland Acquisition Map



Map 5-2. Open Space and Natural Areas Map





Parks & Trails Map

Parks Master Plan
July 2006

ADOPTED: 5/2/01 by RES 01-591
AMENDED: 11/20/13 by RES 13-908

- Urban Growth Boundary
- City Limits
- Planning Area
- Wetland
- Existing Parks & Open Space
- Urban Reserves (Future Growth Areas)
- TSP Proposed Bike Paths
- Proposed Trails/Pathways
- Existing Bikepaths

Paths and Trails Proposed by the Parks Master Plan

T-1	Wagner Creek Trail
T-2	Quail Run Road Trail
T-3	Ridgeline Trail
T-4	Alpine Trail
T-5	Creel Trail
T-6	Arnos Trail
T-7	2nd St/Schoolhouse Trail
T-8	Colver Trail
T-9	Whacker's Hollow/DeYoung Loop
T-10	Front Trail

N W E S

0 0.25 0.5 Miles

Mapping is schematic only and bears no warranty of accuracy. This product was created for informational purposes and may not have been prepared for or be suitable for legal, engineering, surveying, or property investment purposes. All zoning information should be confirmed by the City prior to use for such purposes.

Plotted: 11/20/13
By: Zac Moody

Suncrest Park

One of the primary elements of the Parks Plan update process is the generation of a conceptual development plan for the Whacker's Hollow and DeYoung properties. Whacker's Hollow was renamed "Suncrest Park" by the City Council based on the recommendation from preferences expressed in the household survey. The development of a concept for Suncrest Park and the DeYoung Property was the focus of an exercise at the community and youth workshops. Preliminary concepts were reviewed by City staff who provided direction and feedback. Following is a narrative that expresses the design intent for Suncrest Park. The conceptual development plan for Suncrest Park is included as Figure 5-1. The conceptual development plan for the DeYoung property is included as Figure 5-2.

A major challenge associated with the design of Suncrest Park is the proposed location of a soccer field, which was identified as a needed facility by the community survey and workshop findings. The site presents both grading and spatial constraints. The conceptual development plan included as Figure 5-1 includes a soccer field. As an alternative, the concept of developing Suncrest Park primarily as unstructured open space was explored. An alternative conceptual development plan for Suncrest Park is included as Appendix E. If the City chooses to develop Suncrest Park without a soccer field it will not meet an indentifed community facility need. The acquisition of another site for the development of a soccer field (or fields) would be necessary. This will result in additional costs to be borne by the Parks budget.

Suncrest Park Concept Statement

The dappled shade of the broad branching trees lead to an open, sunlit lawn. In the distance, Mt Ashland is missing its snow capped peak of winter and Mt Baldy, to the east, is sunning its western slopes. The formal gardens are brightly dancing with soft petals of summer fragrance. The activity at Suncrest Park is at a peak during the heat of the summer season and the people of Talent have come out to enjoy the day together.

Families gather around picnic tables decorated with table clothes, balloons and food. Two women are sitting on a bench, chatting and laughing while watching the scenes of this new community park: children running barefoot in the green grass, couples riding bicycles, a gentleman sleeping under a Big Leaf Maple. In the near distance there are roars of cheering and laughter.

The paved path leads to the soccer field with tanned players running around. A crowd has gathered on the lower terrace to watch the weekend athletes maneuver the black and white, checkered ball. The crowd is not only on the 2nd terrace on the soccer field but some are on the first terrace enjoying the game from above while taking in the views of the surrounding Rogue Valley.

People are strolling up the tree lined path from the terraces below. Some have dogs that just have had a good romp in the fenced dog play area, others have chalked hands from climbing, binoculars are hanging off the shoulders of those who were bird watching down at the creek and others are hand in hand with a child or partner.

The trail leads people from the neighborhoods of Suncrest Avenue through formal gardens to an open lawn with playgrounds and trees. A soccer field lies below,

overlooking a native meadow edged with riparian trees along Bear Creek. In the future the trail will lead to the confluence of Wagner and Bear Creeks while connecting with the Bear Creek Greenway and Valley View Road. For now, Suncrest Park will bring the residents together in a safe, beautiful setting that embraces Talent's vision of connectivity, diversity and stewardship.

PROGRAM ELEMENTS:

- Parking (30 - 50 cars)
- Botanical gardens and public art space
- Restrooms (2)
- Bicycle parking (2), one rack at each entrance
- Junior High Soccer Field
- Basketball and Volleyball courts
- Paved and unpaved pathways (ADA accessible)
- Terraced landscaping
- Play area with climbing rock
- Benches for resting, conversation and contemplation
- Picnic tables on the upper terrace
- Enhanced stormwater conveyance
- Open greenspace
- Interpretive areas for native plants, wetlands, riparian areas, bioswales and views
- Signage at all entrances to the park
- Boardwalk
- Connections to lower passive trail system, the pond and Bear Creek Greenway

SUNCREST PARK

Designed by: Tiina Beaver, Sarah Shrock and Colin McArthur

CITY OF TALENT

Community Planning Workshop

The DeYoung Property is cradled at the confluence of Bear and Wagner Creek. Thereis the oppurtunity to offer many types of recreation to Talent residents within this new park. This site will need to be expanded slightly to the south through the purchase or an agreement of an easement to allow connection between both ends of the park.

The site is designed for passive recreation. The restoration of this site can be used to bring the community together and educate the residents of Talent and the Rogue Valley.

This site will offer a local experience that will benefit the community in many ways.

PROGRAM ELEMENTS:

Parking (16 cars off of West Valley View Road)
Native garden demonstration areas
Restrooms
Bicycle parking
Paved and unpaved pathways (ADA accessible)
Native landscaping
Benches for resting, conversation and contemplation
Picnic tables
Enhanced stormwater conveyance
Interpretive areas for native plants, wetlands, riparian areas and bioswales
Signage at all entrances to the park
Boardwalk
Connections to Bear Creek Greenway and Whackers Hollow

0' 40' 80' 160' 240'

NORTH

THE DEYOUNG PROPERTY

July 2006

Designed by: Tiina Beaver, Sarah Schrock and Colin McArthur

Chapter 6
Funding Strategy

This chapter provides information on the current parks budget, estimates future funding requirements, and provides recommendations and strategies for funding the proposed park system. Funding recommendations are based on park specific improvements, system-wide improvements, and parkland acquisition and development, as outlined in the Capital Improvements Plan (CIP).

Organizational Structure

The Talent Parks Department supports one Full Time Equivalent (FTE) position. The Parks maintenance staff reports to Public Works Superintendant. The parks budget is prepared by Public Works and the City Manager each year as part of the full City Budget, which is approved by the City Council for the July to June fiscal year. The Parks Commission is a citizen committee that provides advisory support to the Mayor and City Council on park related matters.

Operating Budget

This section presents the current operating budget for the Talent Parks Department.

Expenses

The parks budget is divided into four primary expenses: personal services, materials and services, programs, and capital outlay, which includes minimal capital expenditures related to improvements.

The City has a proposed budget of $100,445 for FY06/07 for operation and maintenance of the park system. This budget includes personal services and materials and services (Table 6-1). Based on 16.97 acres of developed parkland, the City spends $5,898 per developed park acre for maintenance and operation.

Table 6-1. Parks Operation and Maintenance Budget, 2002 to 2007

	2002-2003 (Actual)	2003-2004 (Actual)	2004-2005 (Adopted)	2005-2006 (Adopted)	2006-2007 (Proposed)
Personal Services	$ 41,767	$ 22,380	$ 43,186	$ 39,339	$ 44,285
Materials and Services	$ 32,109	$ 37,444	$ 55,100	$ 60,750	$ 56,160
Total O&M Budget	**$ 73,876**	**$ 59,824**	**$ 98,286**	**$ 100,089**	**$ 100,445**
Annual Percent Change	***0%***	***-19%***	***64%***	***2%***	***0%***

Source: City of Talent, Proposed Park Budget, 5/24/06.

Program costs and capital outlay for park related activities are included in the parks budget but are not included with annual operation and maintenance costs. Program expenditures consist of payroll and materials/supplies for the City sponsored summer recreation programs which started in FY05. The majority of the programs budget is recouped from participant fees and donations. Capital outlay represents small capital improvements totaling less than $5,000.

In addition to the operation and maintenance of parks the city is responsible for capital improvements to parks. The City utilizes SDC revenues as the primary source to fund these improvements.

Revenue Sources

The current Talent parks operation and maintenance budget is funded through a mix of revenue sources. The three primary categories are: (1) general revenue; (2) Park Utility Fees; and (3) program revenue.

General Revenue

This category of revenue consists of an allocation from the City's general fund, roll-over fund balance, permits and fees, intergovernmental, and miscellaneous revenues, and is used primarily for operation and maintenance of the park system. As Table 6-2 shows, a large portion of the annual parks revenue consists of the unexpended funds from the previous year. In addition, much of the revenue in this funding source category is derived from undedicated funds that vary from year to year. For example, 65% of the FY07 General Revenue derives from: unreserved balance (37%), Fill Charge Fee (9%), and transfer from General Fund (19%).

Table 6-2. Roll-over Fund Percentage of Total Parks Budget, FY03-FY07

Fiscal Year	FY03	FY04	FY05	FY06*	FY07*
Fund Balance-Unreserved	$ 37,369	$ 28,542	$ 56,530	$ 31,941	$ 45,774
Total Revenue	$ 147,403	$ 153,151	$ 137,812	$ 127,357	$ 123,024
Percentage of Total Revenue	*25%*	*19%*	*41%*	*25%*	*37%*

Source: City of Talent Parks Fund Budget, FY05/06 and FY06/07

Park Utility Fees

To stabilize park maintenance funding, the City Council passed the Parks and Maintenance Act (Ordinance #795). The Act created a Parks Utility Fee for Operation and Maintenance assessed at one dollar ($1) per unit per month for each residential unit and non-residential unit with an employee component on existing developed properties. The Park Utility Fee for Operation and Maintenance provides a dedicated revenue source for parks operation and maintenance. The surcharge went into effect in January 2006. The FY07 revenue estimate generated by the surcharge is $25,000.

Although the Park Utility Fee for Operation and Maintenance creates an additional revenue stream, the forecasted amount for Park General Revenue will be smaller in FY08 than in FY07 due to a decrease in unreserved funds and fill charge revenues. Given the limited options for operation and maintenance funding, the City will need to continue to develop strategies to fund operation and maintenance of parks.

Table 6-3. Forecasted General Revenue, FY07-08

Parks Fund	Proposed FY07	Forecasted FY08
Revenue Source		
Fund Balance - Unreserved*	$ 45,774	$ 20,000
Intergovernmental Revenue	$ 3,200	$ 3,200
Transient Room Tax	$ 7,100	$ 7,100
Fill Charge Revenue**	$ 10,000	$ 5,000
Parks Utility Fee***	$ 25,000	$ 26,250
Transfer in from General Fund	$ 22,000	$ 22,000
Total Revenue	**$ 113,074**	**$ 83,550**

* Assumes a decrease in unreserved funds
** Assumes fill program slows
*** Assume a 5% increase due to new units

Source: City of Talent and CPW, 2006

Program Revenue

Program revenues consist of funds generated through operation of recreation programs and fundraising activities such as the Harvest Festival Run. The City received $8,900 in program revenue during 2006. As programs increase, revenues, in addition to costs, will also increase.

Improvement Budget

System Development Charges (SDCs)

The City currently funds the majority of major park improvements through system development charges (SDCs). SDCs are one-time fees imposed on new development to help fund infrastructure improvements to offset the impacts of growth. Talent has a Parks SDC charge which funds park improvements. Legally, SDCs can only be utilized for land acquisition and capital improvements to transportation, water, sewer, storm water, and park facilities; operation and maintenance expenses do not qualify.

The City of Talent's Parks Systems Development Charge Ordinance #729, initially adopted in 1995, has been amended several times most recently in October 2005. Amendments have occurred based on revisions of the Capital Improvements Plan and evaluation of the basis for the fee charges. In addition, these fees are adjusted annually based on an inflationary factor that is permitted by Ordinance. The components of the charge include three elements: the Improvement Fee, the Reimbursement Fee and the Administrative Cost Recovery Fee.

The Improvement Fee is based upon the projected per person cost for acquiring new park land and development of facilities. The Reimbursement Fee includes charges based on use of existing park facilities and costs associated with compliance with Oregon SDC regulations such as professional services for site design and development. The Administrative Cost Recovery Fee is a 5.06% charge based on the combined per person Improvement and Reimbursement Fees.

Table 6-4 shows the expected SDC revenue generated annually. Although the current ordinance charges SDCs to single family dwelling units (SF-DU), multi-family dwelling units (MF-DU) and Mobile Homes, this projection uses only SF-DU at a density of 2.7 people/unit for calculations. Recent growth in Talent is predominantly single-family home construction. Based on these assumptions, the City can expect to receive approximately $58,000 to $95,000 in SDC revenues annually through 2030. The current SDC rate is based on the 2004 Parks CIP, which proposed limited park improvements and did not include future land acquisition and new parkland development costs to maintain the adopted level of service standard. The 2006 Parks CIP provides a foundation for a review and increase of the SDC rate to fund park improvements, system-wide improvements, and land acquisition and development associated with implementing the goals and objectives of this plan.

Table 6-4. Forecasted System Development Charge Revenues, 2006-2030.

Year	Population	Population Change	Expected Increase in Dwelling Units, 5 year period	Increase in Dwelling Units Annually[3]	SDC Rate per Dwelling Unit[4]	SDC Revenue Generated Annually[5]
2004	5,890	-	na	na	na	$ 89,380
2005	6,081	191	na	71	na	$ 101,022
2006	6,255	174	na	64	$ 1,402	$ 33,919
2007-2010	6,813	558	207	41	$ 1,402	$ 57,949
2011-2015[1]	7,642	829	307	61	$ 1,472	$ 90,398
2016-2020[1]	8,471	829	307	61	$ 1,546	$ 94,918
2021-2025[2]	9,146	675	250	50	$ 1,623	$ 81,150
2026-2030[2]	9,821	675	250	50	$ 1,704	$ 85,207

[1] Assumes a 2.4% annual population increase between 2011 and 2020.
[2] Assumes a 2.0% annual population increase between 2021 and 2030.
[3] Assuming 2.7 residents per dwelling unit (as used in ordinance).
[4] Assumes 5% SDC rate increase every 5-year period.
[5] 2004, 2005, and 2006 figures from FY07 City of Talent Budget

Source: CPW, 2006

Funding Requirements

The following section summarizes the funding necessary to meet the vision and goals for the Talent Parks System. These funding needs include specific park improvements, system improvements, land acquisition and development, and operations and maintenance of existing parklands. Table 6-5 presents a summary of capital costs associated with current park improvement and proposed system enhancement. The CIP is a 10-year plan and therefore only includes improvement costs through 2016.

Table 6-5. Summary of CIP Costs and Proposed Land Acquisition and Development, 2006-2016

Park Improvements	Total Cost
Chuck Roberts	$528,567
Joseph Park	$15,840
Suncrest Park	$1,009,998
Old Town Park	$17,035
Lynn Newbry	$200,000
Subtotal	**$1,771,440**
System-wide Improvements	
Trail System	$918,366
Subtotal	**$918,366**
Land Acquisition and Development	
Acquire and Develop 1.34-acre of new parkland	$702,763
Subtotal	**$702,763**
TOTAL	**$3,392,569**

Source: CPW 2006

Park Capital Improvements

To implement the capital improvement program (CIP) included with this plan, the City of Talent will need to obtain roughly $1.77 million within the next ten years. The CIP cost estimates are for individual and system-wide park improvements that meet the City's design standards and residents' needs. However, costs for these types of projects can vary greatly and depend upon the design of the facilities. For a detailed description of park improvements see the separate City of Talent Capital Improvements Program 2006-2016.

Trail System Improvements

Implementing system-wide actions has the advantage of consolidating costs for similar projects. System-wide projects reflect actions that can be implemented to achieve uniformity and park identity throughout the park system. Table 6-5 contains a summary of capital projects at a system-wide level, which are comprised of costs associated with constructing the trail system.

Acquisition and Development

In order to acquire and develop sufficient lands to meet the proposed LOS standard (3 acres per 1,000 residents), the City will likely need to spend between $2.4 and $3.9 million in actual costs or dedication value, over the life of the plan, see Table 6-6.

Table 6-6. Cost Estimates for Parkland Acquisition and Development, LOS Standard of 3 acres/ 1,000 residents, 2006-2030.

	2006-2010[4]	2011-2020	2021-2030	Total
Forecasted Population, end of Period	6,813	8,471	9,821	
Amount of Parkland Needed for LOS standard of 3.0 (acres)	20.49	25.41	29.49	
Amount of Existing Parkland (acres)	22.12	22.12	22.12	
Cumulative Surplus (Deficit) of Parkland (acres)	1.63	(3.29)	(4.08)	**7.37**
Low Cost of Land Acquisition (per period)[1]	**$ -**	**$ 658,600**	**$ 815,400**	**$ 1,474,000**
High Cost of Land Acquisition (per period)[2]	**$ -**	**$ 1,317,200**	**$ 1,630,800**	**$ 2,948,000**
Average Cost of New Park Development[3]	**$ -**	**$ 411,625**	**$ 509,625**	**$ 921,250**
Total Low Cost of Acquisition and Development	**$ -**	**$ 1,070,225**	**$ 1,325,025**	**$ 2,395,250**
Total High Cost of Acquisition and Development	**$ -**	**$ 1,728,825**	**$ 2,140,425**	**$ 3,869,250**

[1] Assume cost of $200K per acre across period
[2] Assume cost of $400K per acre across period
[3] Assume $125K per Acre for development
[4] This period reflects the acquisition of the "Whackers Hollow" property with development costs included in the CIP

Source: CPW 2006

Due to demand pressures and inflation rates, acquisition costs between $200,000 and $400,000 per acre (the range of land values within and outside the UGB) are likely over the twenty year period of this plan. Development costs for new parkland were estimated at $125,000 per acre, based on the average costs for park development in the City of Eugene and the State of Oregon.

With a constant level of service standard of 3 acres per 1,000 residents, total costs for the five-year periods are approximately: between $1 and $1.7 million for 2011 to 2020, and between $1.3 and $2.1 million for the period of 2021 to 2030.

The Parks CIP is a ten-year program (2006-2016). Therefore, costs included in the CIP only reflect land acquisition and development needs through 2016 to maintain the adopted level of service standard. Assuming the future development of the Whacker's Hollow property within the next five years (Suncrest Park), the City's parkland needs will be met through approximately 2014. The CIP includes costs for acquiring and developing 1.34-acres of new parkland, the amount needed to maintain the level of service standard in 2016.

This does not imply that the City should wait to acquire new parkland until 2012. The City needs to think strategically about acquiring parkland in the immediate future and be prepared to capitalize on opportunities for acquisition. The longer the City waits to acquire new parkland, both land costs and development pressures are likely to increase; making the acquisition of large parcels (approximately 5-acres, suitable for a neighborhood park) difficult. Targeted acquisition areas consist of land in the UGB in underserved areas and parkland outside the current UGB in or adjacent to proposed future growth areas.

Operations and Maintenance (O&M)

The Talent Parks System will increase in acreage over the next 20 years. Operations and maintenance will continue to be a concern. If the City of Talent meets the 3.0 acres per 1,000 residents level of service standard the City will have approximately 30-acres of developed parkland in the year 2030. The current per acre cost for operations and maintenance is $5,898 per developed park acre. Using these numbers as a standard maintenance cost per acre, the City can expect to spend approximately $177,000 in the year 2030 for operation and maintenance of the system.. The Parks Utility Fee for Operation and Maintenance is the primary dedicated funding source for O&M. The City will receive approximately $26,000 in fees in FY08 and approximately $44,000 in fees in FY30. The City will need to obtain an additional $133,000 in 2030 to cover O&M costs associated with a 30-acre park system.

Total Cost Summary

Total costs for park improvements and development are estimated to be approximately $143,789 for FY06. There is no anticipated parkland acquisition in FY06. This value is based upon the capital improvements and operations identified in the FY06 Parks and CIP Budgets.

Total estimated costs for the 2006-2016 time period were calculated, with the addition of land acquisition and development costs from Table 6-6. Table 6-7 shows the total costs for the 10 year period, forecasted SDC revenue, and the fund balance. The City will expend approximately $440,000 to $700,000 by 2016 to acquire and develop new parkland. The Parks CIP proposed approximately $2.7 million in improvements. However, the City expects to receive approximately $813,000 in SDC revenues over that period.

This analysis identifies a funding gap of $1.4 to $1.7 million over the next 10 years. The funding gap is created by the costs of needed parkland acquisition and development, operations and maintenance, and CIP improvements; minus

projected SDC revenue, projected Park Utility Fee for Operation and Maintenance revenue, and projected general revenues.[6]

This analysis only includes parkland acquisition and development costs through 2016. As presented in Table 6-6, the City will need to acquire and develop an additional 7.37-acres of parkland by 2030, or 6.03-acres between 2016 and 2030. The estimated costs for the acquisition and development of 6.03-acres of parkland will be roughly $2.1 to $3.3 million.[7] The City will need to account for these costs through subsequent CIPs or other funding strategies.

The assumptions in this analysis are based on current trends and available funding sources. The following section identifies strategies the City of Talent can pursue to reduce this budgetary gap and provide a high quality park system for residents.

Table 6-7. Talent Parks Budget, Forecasted Costs/Revenue Summary, 2006-2016

	2006	2008	2010	2012	2014	2016	TOTAL
Population	6,255	6,549	6,813	7,133	7,468	7,820	
Amount of Parkland Needed for LOS standard of 3.0 (acres)	18.77	19.65	20.44	21.40	22.41	23.46	
Amount of Existing Parkland (acres)[4]	22.12	22.12	22.12	22.12	22.12	22.12	
Cumulative Surplus (Deficit) of Parkland (acres)	(3.36)	(2.47)	(1.68)	(0.72)	0.29	1.34	
COSTS							
Low Cost of Land Acquisition (per period)[1]	-	-	-	-	$57,099	$267,719	$267,719
High Cost of Land Acquisition (per period)[2]	-	-	-	-	$114,198	$535,438	$535,438
Average Cost of New Park Development[3]					$35,687	$167,325	$167,325
Total Operation and Maintenance Costs	$130,464	$130,464	$130,464	$130,464	$132,148	$138,359	$1,449,434
Total Cost of Capital Improvements in the CIP							$2,689,806
Total Costs Using Low Cost							**$3,124,850**
Total Costs Using High Cost							**$3,392,569**
REVENUE							
System Development Charges (SDCs)	$33,919	$57,949	$57,949	$90,398	$90,398	$94,918	$812,623
Park Utility Fee for Operation and Maintenance	$25,000	$26,822	$27,903	$29,215	$30,588	$32,025	$314,990
General Revenues	$94,516	$44,217	$46,003	$47,862	$49,796	$51,807	$569,186
Total Revenue							**$1,696,800**
BALANCE							
Total Funding Surplus (Deficit) Using Low Cost							**($1,428,050)**
Total Funding Surplus (Deficit) Using High Cost							**($1,695,769)**

[1] Assume cost of $200K per acre across period
[2] Assume cost of $400K per acre across period
[3] Assume $125K per Acre for development
[4] This includes development of the "Whacker's Hollow" property (Suncrest Park) with development costs included in the CIP

Source: CPW 2006

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[6] General revenue sources consist primarily of unreserved fund balances, intergovernmental revenues, transient room tax, fill charge revenue, interest, donations, park rental fees, and general fund transfers,

[7] The estimated costs for the acquisition and development of 1.34-acres of parkland to maintain the level of service through 2016 are included in the 2006-2016 CIP. This range ($2.1 to $3.3 million) represents the estimated costs required to maintain the level of service standard between 2016 and 2030.

Recommended Funding Strategies

As the City of Talent expands its park system, additional funding is necessary for parkland acquisition, development and maintenance. The City should work to obtain critical funding from diverse sources in order to maintain and expand its park system. Table 6-11 summarizes the range of funding and support strategies available. Although, Talent currently utilizes a variety of these strategies, and recently created a Parks Utility Fee for Operation and Maintenance, a funding gap continues to exist. This section provides recommendations for the City of Talent in two sectors, Capital Improvements and Operations. Additional information on funding strategies is located in Appendix D.

Table 6-8. Potential Park System Funding and Support Strategies

Funding Source	Time Frame	Duration	Current Use	Pros	Cons
Partnerships	Short-Term	Varies	Yes	Builds cooperation. Increases ability to pursue projects through sharing of resources.	Requires ongoing coordination. No guarantee of success.
Donations	Short-Term	Ongoing	Yes	Can be a win-win situation. May include land, financial, or materials.	Requires continuous time and effort.
Grants	Short-Term	Varies and limited	Yes	Good track record with grants often leads to more grants. Often support new, one-time expenditures.	Requires staff time for applications (with no guarantee) and ongoing reporting. Often short-term and only for specific projects (not usually including staff time). Often require matching funds.
Parks and Recreation District	Long-Term	Ongoing	No	Provides ongoing source of funds. All area park users (not only City residents) would pay for services. Fund source would directly and only benefit parks.	Long-time to form. Some citizens may oppose. Could mean loss of revenue (control) for City.
Land Trusts	Long-Term	Ongoing	No	Good way of working with landowners.	Often have very specific projects in mind. Lengthy process. Land trusts may have limited resources.
Bonds	Long-Term	Limited	No	Distributes cost over life of project. Can generate substantial capital.	Debt burden must not be excessive. May require voter approval.
Levies	Long-Term	Limited	No	Can generate reduced-interest funding Can provide substantial funding for short-term (under 10 year) projects	Intergenerational inequity (levies are carried by current users, although future users will benefit.) Requires voter approval (double majority)
System Development Charge	Short-Term	Ongoing	Yes	Development helps pay for the capital improvements, which will be necessary to provide residents with adequate park services. Ordinance in place.	Can only be used for capital improvements, not for deferred or ongoing maintenance needs.
Park Maintenance Fee	Long-Term	Ongoing	Yes	Would provide a stable stream of funding for maintenance. Addresses identified maintenance funding issue. Serveral Oregon cities have adopted fees.	Requires passage by City Council. Some citizens and busineses may oppose.

Source: CPW

Operations and Capital Projects

The following funding sources are for operations and maintenance as well as capital projects.

- *General Fund:* Ideally, the parks system receives dedicated sources of funds. It is the desire of the City to decrease parks reliance on the general fund; therefore, the City will need to explore alternate funding sources for maintenance and operations.

- *Local Option Levy:* A local option levy for capital improvements provides for a separate property tax levy outside the City's permanent rate limit. This levy may be used to fund a capital project or a group of projects over a specified period of time, up to ten years. Revenues from these levies may be used to secure bonds for projects, or to complete one or more projects on a "pay as you go" basis.

- *Public/Government Grant Programs:* This includes the federal Recreational Trails Program (RTP) administered by Oregon Parks and Recreation Department (OPRD). The City should pursue RTP funds for developing the proposed trail plan outlined in this Plan.

- *Private Grants and Foundations:* Donations of labor, land, or cash by service agencies, private groups or individuals are a popular way to raise small amounts of money for specific projects. Two key motives for donation are philanthropy and tax incentives. The typical strategy for land donations is to identify target parcels and then work directly with landowners. Soliciting donations takes time and effort on the part of City staff, and it is important to set up a nonprofit foundation to accept and manage them. Generally, donations are not stable sources of land or finances and should not be relied upon as a major portion of funding.

- *Public/Private Partnerships:* Partnerships play an important role in the acquisition of new park and recreation facilities and in providing one-time or ongoing maintenance support. Public, private and non-profit organizations may be willing to fund outright, or work with the City to acquire additional parks and recreation facilities and services.

- *Fees and Charges:* There are two current fees/charges issued by the City of Talent, these are: the Parks Utility Fee for Operation and Maintenance and recreation program fees. The Parks and Maintenance Surcharge started in January 2006, with an estimated revenue generation of $25,000 for FY07. This amount can increase to stabilize the on-going maintenance needs which represent the largest long-term cost to the City (Table 8.7). As recreation programs expand, the fees associated will increase, yet most likely not at the level necessary to fully fund these programs. The City should identify a dedicated source of funds to supplement these important programs.

Capital Improvements

The following funding sources are for capital projects only.

- *System Development Charges (SDC)*: Talent Ordinance 729 took effect in January 2006 and set the rate for Park SDC fee at $512 per person. This fee is charged to all new developments within the city limits and is based upon the average occupancy density for the specific type of development. Table 6-9 shows how Talent's current SDC compares to other Oregon communities.

Table 6-9. SDC Residential Park Fee Comparison, 2004

City	Park SDC Rate*
Cottage Grove	$204.00
Madras	$400.00
Lebanon	$610.00
Columbia City	$1,133.00
Grants Pass	$1,157.00
Talent	$1,382.00
Monmouth	$1,484.00
Woodburn	$1,513.00
Lake Oswego	$1,825.00
Corvallis	$1,928.00
Tualatin	$2,100.00
Salem	$2,962.00
Sherwood	$4,996.00

*Based on Single Family Occupancy (2.7 persons)

Source: League of Oregon Cities, 2004

- *Donations:* Donations of labor, cash, services, or land provide the opportunity to increase the value of capital projects. The City should review the creation of a nonprofit parks foundation, a parks improvement fund, and/or a stewardship committee.

- *Local Improvement District (LID):* Under Oregon Law, communities can create LIDs to partially subsidize capital projects. The creation of a special district is most appropriate for an area that directly benefits from a new development such as a neighborhood park. A LID for the proposed Railroad District can increase funding for a neighborhood park in South Talent.

- *General Obligation Bond:* This type of bond is a tax assessment on real and personal property. The City of Talent can levy this type of bond only with a double majority voter approval unless the vote takes place during a general election held on an even year, in which case a simple majority is required. This fund can support SDC revenues and is more equitable.

- *Public/Government Grant Programs:* These include Community Development and Block Grants (CDBG), Land and Water Conservation Grants, Federal Transportation Grants, State of Oregon Local Government Grants, Urban Forestry Grants, Oregon Watershed Enhancement Board Grants.

- *Other Options:* These include land trusts, exchange of property, conservation easements, lifetime estates and the National Tree Trust programs.

Summary

To create a healthy, well-funded park system, the City of Talent must pursue a funding strategy including a variety of sources. Grants, donations, partnerships, as well as bonds, levies, and fee/permit revenues all play a part in a diverse funding strategy. Specifically, the City's funding strategy should involve:

- *Increase the SDC assessment rates.* The current SDC rates are not sufficient to allow the City to expand and develop its park system while meeting its park goals and objectives. Additionally, the SDC methodology does not incorporate acquisition or development costs for calculating rate charge. The City should evaluate the affect of an SDC rate increase on development efforts and the City Park Budget.

- *Increase the Parks Utility Fee.* The current Park Utility Fee rate will not sufficiently support the continued level of service identified by the City and public. The City should evaluate the impacts of a rate increase and/or explore additional General Revenue strategies.

- *Pursue grant opportunities for capital improvement projects, trails, and land acquisition.* State, regional, and federal grants can provide funding for a variety of park, open space, and trail projects. The City should balance the potential application's competitiveness with required outlays of staff time when considering applying for grant funds.

- *Develop partnerships.* The City should work to develop partnerships with local recreation service providers to improve operational efficiencies and leveraging of funds.

- *Develop relationships with landowners.* The City should cultivate relationships with landowners who may be interested in donating land to the City or allowing purchase at a reduced cost. Private landowners have contributed to the Talent Parks System in the past, and may continue to do so in the future.

- *Evaluate the feasibility of bond measures.* The City should revisit submitting a bond measure for public vote with a defined development plan as outlined in this Plan.

- *Explore measures to reduce acquisition, development, and operational costs.* The City should explore ways to reduce operational costs, potentially through cost-efficient design and facilities; development costs, through the use of volunteers and donations; and land acquisition costs, by exploring alternative means of acquiring lands and including lands outside the urban growth boundary when assessing potential parklands.

Appendix A
Community Needs Assessment

This appendix includes the community profile, summaries of the community and youth workshops and parks commission interviews, regional outdoor recreation trends, and household survey findings. The community profile presents demographic, economic, and housing trends considered in the parks planning process. The community and youth workshop summaries describe the methodology for conducting the workshops and the key findings for each workshop. The parks commission interview section summarizes the strengths, weaknesses and vision elicited from the interviews with Parks Commission members. The outdoor recreation trends section identifies national and state trends in recreation participation. The household survey section includes the survey, survey responses, and a summary of the open-ended questions and comments portion.

Community Profile

When designing a parks system, a community needs to know exactly how many people use the system currently, and how many people will use the system in the future. Examining the population's characteristics such as age, race, and income will help give an idea not just of the number of people using the park, but the types of parks they will want to use. Different people use parks differently. This section provides a brief history of the location and setting of Talent to place the park system and community features into a larger context. This section concludes with a brief analysis of building trends and types of future growth expected in the City. All of these factors, when considered together, present a complete picture of the type, location, and priority for park development and maintenance in the city's park system.

Location and History

Talent is located in Jackson County and the Rogue Valley of Southern Oregon. Its closest cities are Medford, which is seven miles to the north, and Ashland, which is four miles to the south. Talent is located along Interstate 5, which provides strong connectivity for the town. The city is surrounded by the Cascade Mountains to the east, and the Siskiyou mountains to the south and west. Bear Creek flows along the east side of the City, and Wagner Creek flows through the center of the city. The mountains and creeks are natural resources, and are considered in the parks planning process.

Early settlers saw the natural resources of the area as an asset. Several attempts were made to claim the Bear Creek area near Talent, but it was not until Joseph Wagner arrived in 1852 that the area was formally claimed. More settlers followed, and in 1910, Talent became an incorporated town.

Talent enjoys moderate Oregon temperatures, with average temperatures of 20-65 degrees in the winter, and 65-110 degrees in the summer. The average annual precipitation is 19.76".

Demographics

Population Trends

Analyzing population trends helps to project current and future population needs and is an important part of designing a park system. Talent has a much higher rate of population growth than Jackson County or Oregon as a whole. Between 1990 and 2004, Talent's population grew 80%. In comparison, Jackson County grew by 30% while the state grew by 26%. The average annual growth rate (AAGR) for Talent during this time period is 4.3%, more than twice the rate of Jackson County (1.9%) and the state of Oregon (1.7%). Both the overall growth rate and the AAGR show that Talent is growing more than twice as fast as either the county or the state. Since Talent is growing at a greater rate than Jackson County, it is not surprising that Talent now comprises a larger percentage of Jackson County's population. In 1980, Talent housed 1.9% of Jackson County's population. By 2004, Talent was home to 3.4% of Jackson County's population. Table A-1 shows population trends in Talent, Jackson County and Oregon between 1980 and 2004.

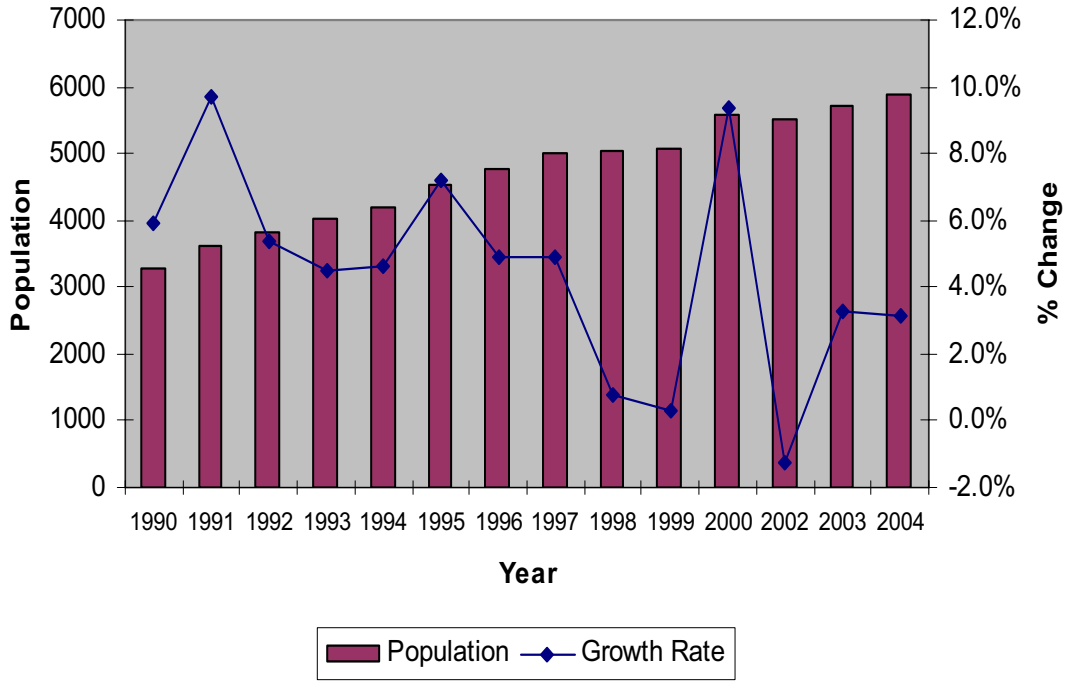
Table A-1. Population Trends in Talent, Jackson County and Oregon, 1980, 1990-2004

	Talent			Jackson County		Oregon	
Year	Population	% Change	Talent as a % of Jackson County	Population	% Change	Population	% Change
1980	2577	n/a	1.9%	132,456	n/a	2,633,156	n/a
1990	3274	27.0%	2.2%	146,389	10.5%	2,842,321	7.9%
1991	3625	10.7%	2.4%	150,930	3.1%	2,927,800	3.0%
1992	3830	5.7%	2.5%	154,940	2.7%	2,990,610	2.1%
1993	4010	4.7%	2.5%	159,020	2.6%	3,059,110	2.3%
1994	4205	4.9%	2.6%	163,490	2.8%	3,119,940	2.0%
1995	4530	7.7%	2.7%	167,330	2.3%	3,182,690	2.0%
1996	4765	5.2%	2.8%	170,660	2.0%	3,245,100	2.0%
1997	5010	5.1%	2.9%	173,460	1.6%	3,302,140	1.8%
1998	5050	0.8%	2.9%	176,570	1.8%	3,350,080	1.5%
1999	5065	0.3%	2.8%	179,610	1.7%	3,393,410	1.3%
2000	5589	10.3%	3.1%	182,200	1.4%	3,421,399	0.8%
2001	n/a	n/a	n/a	184,700	1.4%	3,471,700	1.5%
2002	5520	n/a	2.9%	187,600	1.6%	3,504,700	1.0%
2003	5705	3.4%	3.0%	189,100	0.8%	3,541,500	1.1%
2004	5890	3.2%	3.1%	191,200	1.1%	3,582,600	1.2%
% Change 1990 to 2004		79.9%	n/a	n/a	30.6%	n/a	26.0%
AAGR 1990 to 2003		4.3%	n/a		1.9%		1.7%

Sources: US Census, 1980, 1990, 2000 Summary File 1, Oregon Office of Economic Analysis, Portland State University Population Estimates

Talent's population grew most rapidly between 1999 and 2000, growing 10.3% in that year. In 2002, Talent actually experienced a negative growth rate, the only instance in the 1990-2004 time period in which the city did not have a positive population growth. This may be due to the building moratorium in existence from 1998 to 2002. Figure A-1 shows the population trends in Talent from 1990 until 2004. The bars indicate actual population size, while the line indicates the growth rate, expressed as a percentage of change (shown on the right axis).

Figure A-1. Population Growth, Talent, 1990-2004

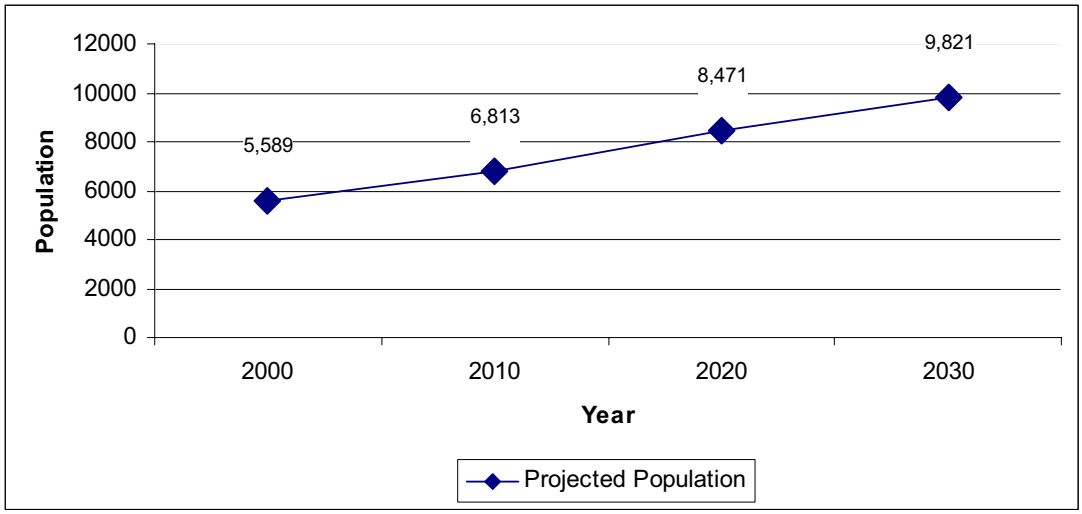


Source: Portland State University Population Research Center

According to population projections in the Our Region report produced by the Rogue Valley Council of Governments, and based upon the 2000 Census population figures, Talent will continue to experience significant growth over the next 20 years.

By 2030, the population of Talent is projected to almost reach 10,000, nearly double the 5,589 population recorded by the US Census Bureau in 2000. To ensure that the 20-year park master plan will meet the needs of citizens in 2026, the city will need to consider future population growth when developing its system priorities. How the city is growing, the population trends, economic trends, and building trends will help to create a picture of the types of growth the city will need to plan for. Figure A-2 shows the population projection for Talent from 2000-2030.

Figure A-2. Population Projection, 2000-2030



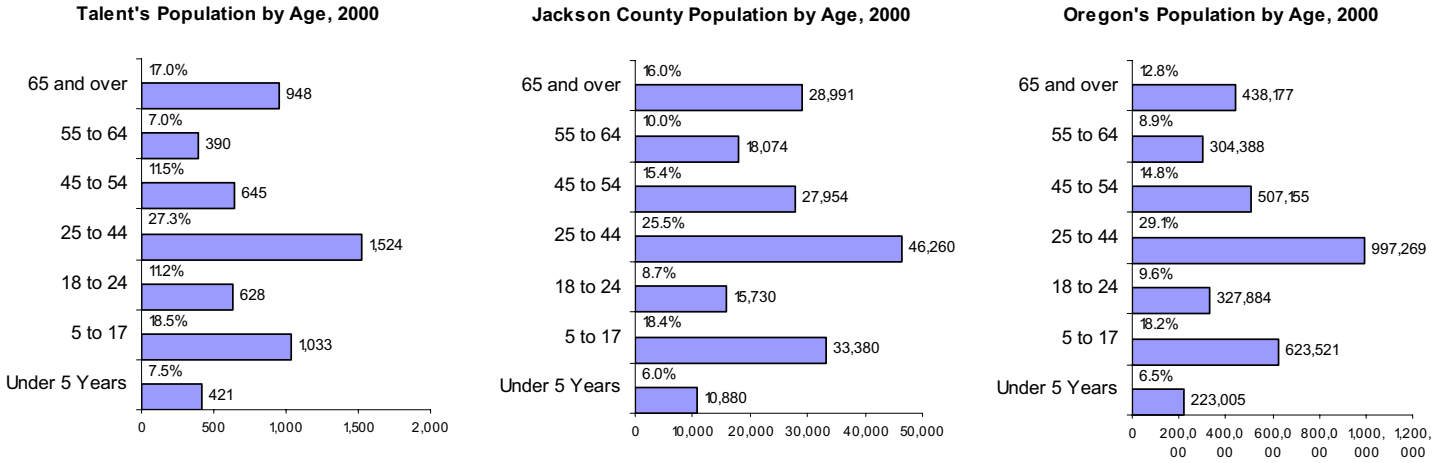
Source: Rogue Valley Council of Governments, 2001

Age Characteristics

It is important for a park system to meet the recreational needs of all a city's residents. Age is an important factor to consider when looking to meet recreational needs, because different age groups have very different recreational habits. Parks serve as playgrounds, exercise spaces, places to relax and enjoy nature, picnic, barbeque, and engage in group sports. Looking at the current and future age projections for Talent helps to determine the types of recreational needs that are important to address in a park master plan.

As Figure A-3 shows, Talent has a higher percentage of youth under the age of 17 and a higher percentage of citizens over the age of 65 than Jackson County or Oregon as a whole.

Figure A-3. Age Distribution of Talent, Jackson County and Oregon, 2000

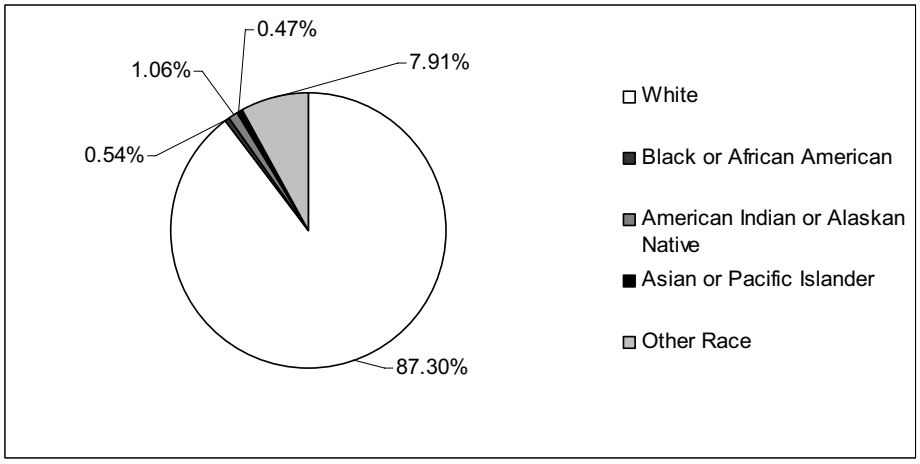


Source: US Census Summary File Tape 1, 2000

Racial Characteristics

Talent is predominantly a white community, as is much of Jackson County and Oregon. Between 1990 and 2000, citizens of Hispanic origin grew from 7.9% to 12.4%, making Hispanic or Latino ethnicity the fastest growing minority of the region. Other studies have shown that different ethnic or racial groups use parks and recreation services in different manners. The city will want to consider the ways in which these groups may use the parks and recreation services in this area. If the city continues to grow racially and ethnically more diverse, then further efforts should be made to ensure that the park system is meeting the needs of more diverse populations.

Figure A-4. Racial Composition of Talent, 2000



Source: US Census Bureau Summary Tape File 3, 2000

Table A-2. Racial Composition and Hispanic Ethnicity for Talent, Jackson County, Oregon, 1990 and 2000

	Talent		Jackson County		Oregon	
	1990	2000	1990	2000	1990	2000
Race or Ethnicity						
White	91.8%	87.3%	95.8%	91.6%	92.8%	86.6%
Black or African American	0.2%	0.5%	0.2%	0.4%	1.6%	1.6%
American Indian or Alaskan Native	1.0%	1.1%	1.3%	1.1%	1.4%	1.3%
Asian or Pacific Islander	0.4%	0.5%	1.0%	1.1%	2.4%	3.2%
Other Race	6.6%	7.9%	1.8%	2.9%	1.8%	4.2%
Two or More Races	n/a	2.7%	n/a	2.9%	n/a	3.1%
Hispanic or Latino (of any race)	7.9%	12.4%	4.1%	6.7%	4.0%	8.0%

n/a = data not available
source: US Census Summary File Tape 1, 1990 and 2000

Economic Characteristics

It is important to consider economic characteristics of a city when determining priorities for a parks plan. A community's support of, desire for, and willingness to pay for parks and recreation is often directly related to the strength its economic base. Knowing a community's economic profile will also aid the city in preparing

grants and applying for alternate funding sources to help pay for the parks and recreation projects.

The median household, family, and per capita income in 2000 were lower in Talent than in Jackson County and Oregon. Accordingly, the percentage of families and individuals living below the poverty level in 2000 were higher in Talent than in Jackson County or Oregon. Table A-3 shows income and poverty data for Talent, Jackson County and Oregon in 2000.

Table A-3. Income and Poverty, Talent, Jackson County, and Oregon, 2000

	Talent	Jackson County	Oregon
Median Household Income	29,063	36,461	40,916
Median Family Income	33,333	43,675	48,680
Per Capita Income	16,271	19,498	20,940
% of Families below the Poverty Level	10.6%	8.7%	7.9%
% of Individuals below the Poverty Level	4.8%	3.8%	3.7%

Source: US Census Bureau, 1990 and 2000 Summary Tape File 3

The average wage for the Medford – Ashland area is $14.13/hour. The average wage in the Eugene – Springfield area is $15.26 per hour, and the average wage in the Portland – Vancouver area is $17.43 per hour. Compared to other areas in Oregon, Talent, located between Ashland and Medford, has a smaller average hourly wage of $13.76 per hour.

Housing

Data about housing characteristics create a picture of how new construction is being added to a community, where it is being added, and the types of families or homes that are being built. For a parks plan, this provides useful information regarding the location and development of parks in the system, and possible funding sources from System Development Charges and taxes to purchase or maintain the parks.

Housing Tenure

The percent of owner-occupied housing in Talent has dropped from 67% in 1990 to 55% in 2000. This drop in owner-occupied housing units has been accompanied by a rise in renter-occupied housing, from 29% in 1990 to 40% in 2000. As shown in Table A-4, Jackson County's percentages of owner- and renter-occupied housing have stayed constant. This move towards a higher renter population is not a county trend, but a city trend. Vacant homes are not common, at an average 5% for both Talent and Jackson County over the 1990-2000 year period.

Table A-4. Housing Tenure, Talent and Jackson County, 1990 and 2000

	Talent				Jackson County			
	1990		2000		1990		2000	
	Housing Units	%	Housing Units	%	Housing Units	%	Housing Units	%
Owner Occupied	965	67%	1,332	55%	37,920	63%	47,574	63%
Renter Occupied	422	29%	976	40%	19,318	32%	23,958	32%
Vacant Housing	51	4%	112	5%	3,138	5%	4,205	6%
Total Units	1,438	100%	2,420	100%	60,376	100%	75,737	100%

Source: US Census, Summary Tape File 3, 2000

Housing Type

Talent's housing in 2000 consisted primarily of single-family detached homes (see Table A-5). At 45.9%, single-family housing is by far the largest housing type. Mobile homes, at 25%, are the second largest housing type. Recent growth and an increase in building permits issued (Table A-6) indicate that the number of single-family detached housing units is continuing to grow.

Table A-5. Housing Type, Talent, 2000

	Number	Percent
Units In Structure	2,420	
1-unit, detached	1,110	45.9%
1- unit, attached	76	3.1%
2 units	121	5.0%
3 or 4 units	231	9.5%
5 to 9 units	106	4.4%
10 to 19 units	30	1.2%
20 or more units	123	5.1%
Mobile home	605	25.0%
Boat, RV, van, etc.	18	0.7%
Total Housing Units	2,420	100.0%

Source: City of Talent

Building Permits

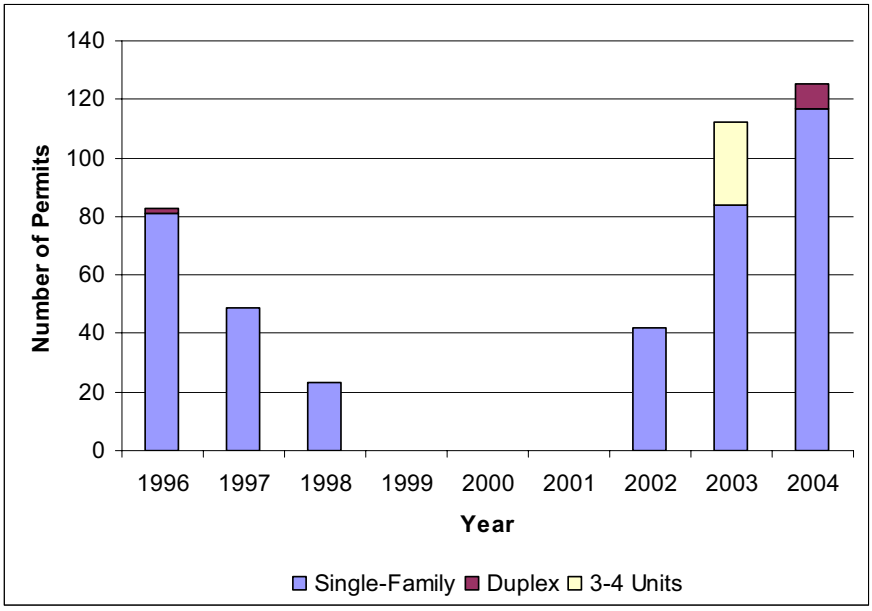
The number and types of building permits issued can also be an indication of growth trends. As Table A-6 shows, Talent is primarily issuing permits for single-family housing construction. During the 1999-2001 years there were no permits issued at all, due to the building moratorium. However in 2003, one year after the building moratorium was issued, the number of building permits issued (182) was greater than the total amount issued during the previous six year period. Another 133 building permits were issued in 2004.

Table A-6. Dwelling Units Permitted by Type, 1996-2004

Year	Single-Family	Duplex	3-4 Units	Total Estimated Dwelling Units Permitted
1996	81	2	0	83
1997	49	0	0	49
1998	23	0	0	23
1999	0	0	0	0
2000	0	0	0	0
2001	0	0	0	0
2002	42	0	0	42
2003	84	0	28	112
2004	117	8	0	125

Source: ECO Northwest, US Census Current Construction Reports

Figure A-5. Number of Building Permits by Type, 1996-2004



Source: EcoNorthwest, US Census Current Construction Reports

Summary Findings and Key Trends

Talent is growing at nearly twice the rate as Jackson County or Oregon and this trend is expected to continue. The community profile shows six key trends:

- Population: Talent is growing at a faster rate than Jackson County or Oregon, and projections show that Talent will continue growing at nearly twice the rate of Jackson County or Oregon. New residential growth is primarily single-family, and the number of building permits issued has increased steadily since 2002.

- Age: Talent has a larger percentage of the population in the 65 and over, and the 17 and under age categories. Making sure that the park system responds to the needs for youth and elderly populations will be important.

- Income / Poverty: Talent has lower median household, family, and per capita incomes than Jackson County or Oregon. Talent also has a higher poverty rate than Jackson County or Oregon. Talent will need to consider this when looking at the financial base for park system development and maintenance.

- Racial / Ethnic Diversity: Talent is growing more racially diverse and has a higher (12%) percentage of individuals of hispanic ethnicity than does Jackson County or Oregon. Talent needs to make sure that the park system meets the diverse needs of different racial and ethnic groups.

- Housing Trends: Renter-occupied housing is growing in Talent, while owner-occupied housing is declining. This trend is not a county or a state trend, but unique to the city. Talent will want to consider renter versus owner uses and involvement in parks systems.

- Natural Resources: Talent is located in an area with significant natural resources. Bear Creek and Wagner Creek Greenways and the surrounding Cascade and Siskiyou mountains are unique to the City. The City will want to consider using the natural resources to both preserve these important features of the community and provide recreational opportunities for current and future populations.

Each of these key trends will impact the types of populations using the park, the financial base for the park system, and the types of residential growth that the park system will need to service. Reviewing and updating these trends will help ensure that the park system continues to best meet the needs of the community.

Workshop & Interview Summaries

Purpose of Workshops and Interviews

As part of the parks planning process, CPW conducted three workshops and interviewed members of the parks commission. The ideas and recommendations generated in the youth workshop, community workshop, and the Parks Commission interviews were used to formulate the vision and goals for the parks system and identify specific actions to be incorporated in the Parks Plan.

Youth Workshop Summary

On April 10th, 2006 CPW conducted two workshops with leadership students at the Talent Middle School. Because youth and adults use parks differently, it is important to actively engage youth in the planning process to better understand their park system needs and uses. To maximize available time two separate activities were conducted, one with each youth group.

Activity 1: System as a Whole. The first workshop focused on looking at a system-wide map of existing parks. Youth identified the following items as important for the parks system as a whole:

- Biking and walking routes through the community;
- Activities and play structures for older youth, not merely for elementary age youth. Examples included rock climbing, challenge course, water play areas and places for walking dogs; and
- Restrooms and water fountains located within parks.

Activity 2: Design of Whacker's Hollow/DeYoung Property. The second activity focused on specific design concepts for the undeveloped Whacker's Hollow/De Young properties. Design concepts include:

- Passive uses, such as a walking trail around the existing pond on the DeYoung property;
- Potential expanded use of the pond to include fishing or light boating;
- Active uses on the Whacker's Hollow parcel, including soccer, tennis, and/or basketball;
- Access from Suncrest road;
- Important amenities including a parking lot and restrooms.

Community Workshop Summary

CPW conducted a two-hour community workshop on the evening of April 10th, attended by over 30 community members. The purpose of the workshop was to involve the community in the planning process and to ensure that the future parks system reflects the community vision. The attendees identified the following strengths and weakness of the park system:

Strengths:

- Diversity of current parks
- Potential for connectivity
- Proximity to the Bear Creek Greenway

Weaknesses:

- Lack of connectivity
- Lack of active uses for younger youth
- Lack of community gathering spaces
- No area for walking dogs

Community members used the identified strengths and weaknesses to come up with an overall vision for a parks system. The vision will be used to guide the parks planning process for the next 20 years.

Vision elements identified during the community workshop:

- Focus on connectivity
- Balance active and passive park uses
- Improve access to parks for all areas of Talent

Parks Commission Interviews

Staff conducted phone interviews with members of the Parks Commission in February, 2006. These interviews focused on identifying the strengths and weaknesses, and vision for the parks system.

Strengths: Most commissioners felt that the developed parks were in good condition, and that there exists potential for creating a diverse park system. The commissioners also identified potential areas for new parks that would complement the existing system.

Weaknesses: The city lacks a dog park. Funding shortages to implement and maintain the parks vision was also a concern. More widespread interest in the process may lead to a successful plan. Several commissioners felt that the south end of Talent is underserved by the current parks system.

Vision: Most commissioners agreed on the following components of a parks system vision:

- Expand the parks system to provide a variety of services, both passive and active;
- Improve connectivity throughout the planning area;
- Increase community involvement and ownership of the parks system.

Outdoor Recreation Trends

This section provides an analysis of national, state and local outdoor recreation participation trends. These trends guide the development of recommendations for Talent's park and recreation programs and facilities.

National Level

The National Sporting Goods Association (NSGA) collects data on national level recreation trends. The NSGA collected participation data for 2004 using a representative household survey, Table A-7 represents the outdoor recreation activities applicable to the Talent area.

Table A-7: Participation Rates for Selected Activities, 1996 and 2004, US.

Activity	1996 Total Participation (in Millions)	2004 Total Participation (in millions)	% increase from 1994 to 2004	% of 2004 US population
Baseball	14.8	15.9	7.4%	5.4%
Bicycling	53.3	40.3	-24.4%	13.7%
Exercise Walking	73.3	84.7	15.6%	28.8%
Fishing	45.6	41.2	-9.6%	14.0%
Football	20.6	17.8	-13.6%	6.1%
Running	22.2	24.7	11.3%	8.4%
Skateboarding	4.7	10.3	119.1%	3.5%
Soccer	13.9	13.3	-4.3%	4.5%

Source: National Sporting Goods Association, 2004.

This national-level data illustrate a slight shift in the recreational preferences of the American public from traditional activities (i.e., soccer, football, and bicycling) to health-oriented activities (exercise walking and running) and alternative sports (skateboarding). The shift is likely attributed to changing demographics (increase in exercise walking, decrease in football), cultural acceptance of "fringe" activities such as skateboarding, and a reduction in bicycling as transportation for youth.

The national level recreation data provides a broad understanding of overall trends, yet state and regional data is needed to provide a better understanding of the types of outdoor recreation which will most directly affect Talent.

State and Regional Level

The 2003-2007 Oregon Statewide Comprehensive Outdoor Recreation Plan (SCORP) is the 5 year plan for outdoor recreation. As a planning and information tool, the SCORP provides data on recreation participation, trends, and links to wider planning goals. Region 5 of the SCORP encompasses parts of Douglas, Josephine, and Jackson County.

SCORP data and recommendations are based on a series of household surveys, community workshops, and input from various recreation program managers throughout the state. To streamline the available information, only the most applicable outdoor recreation activities for this report is prioritized. Table A-8 shows these activities with the corresponding state and Region 5 participation rates as well as the percent change from 1987 to 2002.

Table A-8: Selected Outdoor Recreation Participation Rates, Oregon and Region 5, 2002.

	Statewide		Region 5	
Recreation Activity by Type	Participation in 2002	% Change from 1987-2002	Participation in 2002	% Change from 1987-2002
Baseball	4,479,768	69%	500,746	103%
Day Hiking	4,506,079	0%	765,902	40%
Football Rugby	2,005,697	122%	502,692	242%
Golf	9,635,657	188%	902,052	232%
Hunting: Waterfowl, upland birds and small game	1,499,764	30%	757,367	363%
Nature/Wildlife Observation	17,633,495	170%	3,601,402	226%
Outdoor Photography	4,820,311	4%	856,867	238%
Picnicking	3,998,644	-24%	574,302	51%
RV/Trailer Camping	11,033,241	95%	2,023,958	239%
Soccer	3,339,052	72%	219,137	-11%
Using Playground Equipment	8,846,220	108%	989,793	83%

Source: Oregon Statewide Comprehensive Outdoor Recreation Program, 2003.

Activities which constitute a large user group and show an increase in activity should guide the park planning process. The SCORP data for Nature/Wildlife Observation and the NSGA data for Exercise Walking represent the largest user groups and percent increase across all three area classifications. Complementary activities include Outdoor Photography and Picnicking which increased in Region 5 by 226 percent and 51 percent respectively.

Additional analysis of indirect user groups identifies specific goals or objectives for the Parks Plan. For example, Hunting increased by 363% in Region 5 with a total of 757,367 participants, compared to the same 15-year period statewide it increased only 30% to roughly 1.5 million people. Over half of the state's participation in Hunting came from Region 5. This may represent actual resident usage or visitor recreational hunting; the underlying message is that Region 5 provides exceptional hunting opportunities.

The SCORP summary outlines the following important statewide recreation trends:

- The public is requesting more protection for natural resources and more opportunities for amenities such as quiet natural places, education and information.
- Recreating public has less leisure time which results in an increase for more locally-available recreation opportunities.
- An increase of baby boomer retirees has led to more requests for recreation facilities with higher amenities and accessibility.
- There is an increased need to manage conflicting uses (for example, skateboarders and bicyclists utilize the same skate facilities) as demand increases and available space decreases.

Talent's current and forecasted demographic characteristics combined with identified trends in outdoor recreation provide the basis for this plan's Goals and Objectives.

Community Survey Summary

Purpose

The purpose of the Talent Parks Survey was to capture information from the general public that could not be obtained from community workshops. Additionally, the survey was utilized to reach members of the community who might be unable to attend community workshops.

Methodology

The Community Planning Workshop (CPW) created an eight-page survey comprised of 20 questions regarding potential improvements, opinions on maintenance and acquisitions, important features of parks, willingness to fund parks and activities, as well as demographics. These questions were based upon previous park needs surveys and conversations with the Parks Commission and City staff.

The survey was distributed to 1200 households, randomly selected from voter registration records within the Talent City Limits. Prior to distribution of the survey, selected households were sent a postcard notifying them of their selection to participate. The mailing contained the survey instrument and a cover letter from the Mayor of Talent. The completed surveys were returned to CPW, via prepaid postage. Respondents were originally given two weeks to return the surveys. This deadline was extended for an additional two weeks. Survey respondents were notified of the deadline extension via postcard. Following the deadline extension, previously selected households that had not yet responded were sent a second survey and given an additional two weeks to complete the survey. Of the 1,200 total surveys sent, 56 were undeliverable, and 345 were completed and returned for a response rate of 30%.

CPW conducted the data entry and analysis in-house, using Statistical Package for Social Sciences (SPSS) software to evaluate frequency distributions. Following are the survey instrument with frequency percentages included and a summary of responses to open-ended questions.

Talent Parks Survey

Instructions: Your household has been randomly selected to participate in this survey about parks in the City of Talent. This questionnaire should be filled out by an adult in the household, someone 18 years of age or older. Please answer the questions on behalf of all members of the household. To be entered in the drawing mentioned in the cover letter, please return the survey in the enclosed postage-paid envelope by **March 24th**. All responses will be kept confidential.

Your participation is voluntary. If you have any questions regarding the survey, please contact Robert Parker at the University of Oregon (541-346-3801) or Betty Wheeler with the City of Talent (541 535-1566). If you have questions regarding your rights as a research participant, please contact the Office of Human Subjects Compliance, University of Oregon, 5219, Eugene, OR 97403, or call (541) 346-2510. Mail completed surveys to 1209 University of Oregon, Eugene Oregon 97403.

First, we would like to ask you some questions about parks in Talent.

Q-1 In your opinion, how important are parks to Talent's quality of life?

65.5% Very important
24.0% Somewhat important
4.2% Neither important nor unimportant
1.8% Somewhat unimportant
2.1% Very unimportant
2.4% No opinion

Q-2 How satisfied are you with the overall quality of the parks system in the City of Talent?

2.7% Very satisfied
29.2% Satisfied
34.0% Neither satisfied nor dissatisfied
20.7% Dissatisfied
3.6% Very dissatisfied
9.7% No opinion

Q-3 Have you visited a park or greenway in Talent in the last 12 months?

72.6% Yes (Go to Q-4)
27.4% No → If you do not use parks in Talent, what are the main reasons? (Check all that apply.)

Of the 27.4% of respondents who said No:
17.8% Inadequate facilities
21.1% Condition of facilities
26.7% Feel unsafe
27.8% Don't know where parks are
6.7% Too far away
1.1% Too crowded
3.3% Not handicap accessible
3.3% Limited parking
36.7% Don't have time
37.7% Would rather do something else
41.1% Other

Q-4 If you do use parks or greenways in Talent, approximately how often do you or members of your household use them? (Please check the appropriate box for each facility.) Refer to the attached Parks and Open Space Map for locations.

	Never	Yearly	Monthly	Weekly	Don't know facility
PARK					
Chuck Roberts Park	30.2%	25.5%	17.5%	16.0%	10.8%
Old Town Park (Downtown Park)	32.4%	22.7%	18.5%	14.4%	12.0%
Joseph Drive Park	51.0%	4.5%	2.5%	1.0%	40.9%
Library Park	26.0%	33.5%	21.6%	12.8%	6.2%
Lynn Newbry Park	24.2%	27.4%	21.5%	17.9%	9.0%
Wagner Creek Park	48.0%	4.5%	4.0%	4.5%	39.1%
GREENWAY					
Bear Creek Greenway	14.9%	22.1%	25.5%	28.9%	8.5%
Wagner Creek Greenway	43.8%	7.7%	7.2%	6.7%	34.5%

Q-5 If you do use parks and greenways in Talent, how do you most frequently get to them? (Please check only one.)

41.9% Walk
33.3% Drive
16.7% Bike
1.9% Other
6.2% Do not use parks, greenways, or trails

Q-6 How often do you or someone in your household participate in the following activities locally? Please check the appropriate response for each activity.

Recreation Activity	Do Not Participate	Yearly	Monthly	Weekly
Arts and Crafts	64.4%	10.8%	10.4%	14.4%
Athletic Club Use (weights, aerobic machines)	69.8%	1.8%	3.6%	24.8%
Basketball	77.0%	8.9%	9.6%	4.4%
Bicycling	42.5%	15.0%	14.6%	27.9%
Boating/Rafting/ Kayaking	59.6%	30.9%	6.7%	2.8%
Camping	43.0%	38.5%	16.2%	2.4%
Disc Golf (Frisbee)	86.2%	6.9%	5.5%	1.5%
Dog Walking	59.2%	0.7%	5.2%	34.9%
Festivals/Special Events	22.2%	62.8%	13.5%	1.4%
Fishing	60.1%	23.4%	11.5%	4.9%
Flag Football	93.1%	4.7%	2.2%	0.0%
Golf	74.6%	9.3%	8.6%	7.5%
Group Exercise Class	78.8%	2.5%	4.7%	14.0%
Horseshoes	79.0%	15.7%	4.3%	1.1%
Jogging	76.4%	5.6%	6.7%	11.3%
Performing Arts	49.7%	25.5%	19.2%	5.6%
Picnics/BBQs	30.4%	38.8%	24.5%	6.3%
Playground Use	58.7%	13.1%	12.4%	15.9%
Skateboarding/Inline Skating	84.2%	5.4%	5.7%	4.7%
Soccer	84.1%	6.1%	4.3%	5.4%
Softball/Baseball	81.1%	9.3%	5.0%	4.6%
Tennis	80.9%	10.8%	5.8%	2.5%
Volleyball	86.4%	9.2%	2.2%	2.2%
Walking/Hiking	13.9%	7.9%	21.2%	57.0%
Watching Sports Live	57.2%	15.9%	11.0%	15.9%
Wildlife Viewing	33.8%	13.9%	25.7%	26.7%

Next, we would like to ask you some questions about your satisfaction with Talent Parks.

Q-7 The City would like to know what residents think about the condition of Talent parks and greenways and what would improve them. The following table lists area parks and greenways and provides a column to rank the individual facilities. In the ranking column, circle the number that represents your level of satisfaction with these facilities. In the following column you can provide comments about how these facilities can be improved.

1= Very Satisfied **3= Neither Satisfied or Dissatisfied** **5= Very Dissatisfied**
2= Satisfied **4= Dissatisfied** **DK= Don't Know**

Facility	General Satisfaction Ranking
Chuck Roberts Park	1=5.3% 2=27.5% 3=19.4% 4=9.9% 5=3.2% DK=34.9%
Old Town Park (Downtown Park)	1=7.2% 2=24.1% 3=22.7% 4=5.0% 5=2.9% DK=38.1%
Joseph Drive Park	1=0.0% 2=3.8% 3=10.5% 4=3.0% 5=3.4% DK=79.3%
Library Park	1=7.4% 2=22.3% 3=31.4% 4=11.0% 5=3.2% DK=24.7%
Lynn Newbry Park	1=3.9% 2=19.3% 3=25.3% 4=16.5% 5=9.1% DK=26.0%
Wagner Creek Park	1=0.8% 2=5.3% 3=14.7% 4=2.3% 5=2.6% DK=74.4%
Bear Creek Greenway	1=10.7% 2=36.1% 3=17.2% 4=10.0% 5=4.5% DK=21.6%
Wagner Creek Greenway	1=1.9% 2=11.6% 3=10.5% 4=3.7% 5=2.6% DK=69.7%

Next, we would like to ask how important various park and recreation facilities' characteristics are to you and your household.

Q-8 Please circle the number that best indicates the level of importance for each of the following categories with regard to parks and recreation service in the City of Talent. (Circle one response for each item.)

Category	Important	Neither Important nor Unimportant	Unimportant	Don't Know
Population Served				
Children (0-12)	81.1%	5.7%	3.9%	9.3%
Teenagers (13-19)	74.3%	9.6%	5.0%	11.1%
Adults (20-64)	70.1%	18.3%	1.8%	9.7%
Senior Citizens (65+)	65.5%	21.3%	2.4%	10.8%
Families	80.0%	9.6%	1.8%	8.6%
Disabled	72.4%	9.3%	3.9%	14.3%
Features				
Close to home or work	65.6%	23.8%	4.1%	6.5%
Facility is well-maintained	87.3%	5.7%	0.7%	6.4%
Not crowded	50.3%	36.8%	5.6%	7.3%
Convenient hours of operation	70.3%	18.8%	2.7%	8.2%
Safe	88.8%	3.0%	1.7%	6.6%
Facilities				
Horseshoe pits	22.0%	48.1%	17.8%	12.2%
River Access for swimming/boating	31.0%	33.6%	19.9%	15.5%
Picnic Areas	79.9%	10.0%	4.0%	6.0%
Community Center	49.3%	32.6%	8.7%	9.4%
Community Gardens	48.1%	32.2%	12.1%	7.6%
Playgrounds	78.7%	9.0%	6.0%	6.3%
Areas for special events and festivals	67.1%	20.3%	5.6%	7.0%
Off-leash dog areas	49.5%	22.4%	17.6%	10.5%
Skatepark	40.6%	31.9%	18.8%	8.7%
Covered playground/sports courts	43.8%	30.6%	16.3%	9.4%
Trails				
Paved Trails	57.8%	26.9%	9.2%	6.1%
Unpaved Trails	51.8%	31.7%	7.7%	8.8%
Interpretive Trails	40.1%	35.5%	12.9%	11.5%
Sports Fields				
Baseball/Softball	52.7%	25.7%	12.0%	9.6%
Football	32.5%	37.4%	18.2%	11.9%
Soccer	47.9%	27.9%	13.1%	11.0%
Sports Courts				
Basketball	53.4%	27.2%	9.2%	10.2%
Racquetball	24.4%	47.1%	16.5%	12.0%
Tennis	49.0%	32.3%	7.8%	10.9%
Volleyball	44.0%	36.2%	8.5%	11.3%
Parks				
Mini parks (2,500 ft^2 to 1 acre)	45.4%	29.7%	10.2%	14.7%
Neighborhood parks (1.1 acres to 5 acres)	71.9%	12.5%	3.6%	11.9%
Community parks (5.1 acres to 25 acres)	69.3%	14.3%	3.7%	12.7%
Open space (undeveloped)	58.2%	20.2%	7.1%	14.5%

Q-9 Do you think the City of Talent needs, or does not need, additional parks?

40.9% The City of Talent *needs* additional parks
38.4% The City of Talent *does not need* additional parks → **Go to Q-12**
20.6% Don't know

Q-10 If you think the City of Talent needs additional parks, please indicate what section of the City you would like additional parks to be located in? (Refer to the attached Parks and Open Space Map for section locations.)

15.8% North
22.8% South
5.7% East
6.3% West
49.4% Don't know

Q-11 If you think the City of Talent needs additional parks, please indicate what kind of parks and the type of facilities you would most like.

_____

_____

Q-12 How would you rate your overall satisfaction with the level of park maintenance?

6.5% Excellent
50.7% Good
33.8% Fair
9.0% Poor

Next, a question about renaming a new park facility.

Q-13 The City is developing plans to convert the area off of Suncrest Road adjacent to the Public Works facility and referred to as "Whackers Hollow" into a new City Park. As part of the planning process there is a desire to rename the area. Please indicate your preference below or suggest an alternative.

2.9% East Side Park
5.1% Greenway Park
47.1% Suncrest Park
8.3% Talent Sports Park
29.3% Do not rename. Keep "Whackers Hollow" name
7.2% Other

Next, some questions about funding parks in the Talent area.

Q-14 If you had $100.00 to spend on parks in Talent, how would you divide it among the following categories? (You can put it all in one or in any combination of categories.)

Activities/facilities	Dollar Amount
Additional mini parks (2,500 sq. ft. to 1 acre)	$3.20
Additional neighborhood parks (1.1 acres – 5 acres)	$14.50
Additional community parks (5.1 – 25 acres)	$8.10
Additional natural areas	$16.60
Additional trails	$17.90
Additional sports facilities/fields	$10.80
Additional play structures	$13.10
Maintenance and improvements to existing facilities	$5.50
Other (specify) _____	$10.20
TOTAL	**$100.00**

Finally, some questions about your household.

Q-15 How long have you lived in the City of Talent? Average = 12.5 years

Q-16 Do you own or rent your home?

77.6% Own
19.3% Rent
3.1% Other

Q-17 Please estimate your *total household income, before taxes,* in 2005.

4.8% Less than $10,000
10.0% $10,000 to $19,999
16.6% $20,000 to $29,000
15.5% $30,000 to $39,000
14.1% $40,000 to $49,000
14.1% $50,000 to $59,000
11.4% $60,000 to $74,999
8.3% $75,000 to $99,999
3.4% $100,000 to $149,999
1.7% $150,000 or more

Q-18 What is your age? Average=54.9 years Gender? 34.2% Male 65.8% Female

Q-19 How many people live in your household? (Write a number in each blank; enter 0 if none.)

Averages:

1.0 Under 18 years
1.6 18-64 years
0.99 65 years and over
2.4 TOTAL

Q-20 Please provide any additional comments or suggestions related to parks in Talent in the space provided below.

Talent Parks Survey Open-Ended

Q-3. Have you visited a park, open space, or trail in Talent in the last 12 months? If you do not use parks in Talent, what are the main reasons?

Other

- Disability, poor health, too elderly, (10)
- Can't get to park (time or transportation) (3)
- Just don't enjoy parks (5)
- New to the area (2)
- Unsafe (2)
- Poorly Maintained (3)
- Can't take my dog (3)
- Poor location, poor access (2)
- Too busy (3)
- Parks are too small (1)
- Don't know where they are (1)
- Prefer Mountains (1)

Q-5. If you <u>do use</u> parks, open space, and trails in Talent, how do you most frequently get to them?

Other

- Run
- We both drive & walk & bike
- Railroad tracks
- WE WILL WALK ONCE CONSTRUCTION OF THE FOOTBRIDGE IS COMPLETE @ Lynn Newbry
- Do not use greenways

Q-7. The City would like to know what residents think about the condition of Talent parks and greenways and what would improve them. The following table lists area parks and greenways and provides a column to rank the individual facilities. In the ranking column, circle the number that represents your level of satisfaction with these facilities. In the following column you can provide comments about how these facilities can be improved.

<u>Park</u>

Chuck Roberts Park

- Maintenance (19)
- Landscaping (more shady trees in particular) (13)
- Needs benches (3)
- Needs water fountain/ water featurre (3)
- Further improvements (more picnic tables, lights, restrooms) (4)
- More organized parking (2)
- Needs area for dogs (4)

Old Town Park (Downtown Park)

- Safety / Supervision (5)
- Maintenance/ Vandalism (6)
- Don't like the skate park (2)
- Needs more diverse uses (shaded picnic area, hopscotch) (9)
- Have user fees (1)

Joseph Drive Park

- Don't know where it is/ Didn't know it existed (12)
- Add benches or toddler playground (3)

Library Park

- Too Small (6)
- Needs Maintenance / Improvements (9)
- Safety (3)
- Needs landscaping (keep old trees) (7)
- Would be a good place for community events / bandstand (harvest festival) (8)
- Add benches / picnic tables (4)
- Water feature (1)
- Community Garden (2)
- Have User fees (1)
- Bigger playground (1)

Lynn Newbry Park

- Safety! (24)
- More maintenance (10)
- Better parking for cars and bikes (2)
- Need better restrooms (8)
- Needs fenced dog area (5)
- Needs playground equipment (3)
- Nicer facilities (new picnic tables, benches) (1)
- Needs drinking fountain (1)
- Have user fees (1)

Wagner Creek Park

- Didn't know it existed (16)
- Safety (2)
- Needs to be connected to greenway (2)
- Have user fees (1)
- Indicate this is a park (1)

<u>Greenway</u>

Bear Creek Greenway

- Safety! (patrol, remove bushes) (27)
- More maintenance (bags for dog waste) (smooth pathway)(25)
- More entrances, connections, (to Talent and Medford) parking (3)
- Wood benches that don't get too hot (1)

- Prefer as a more natural setting (2)
- Would like a drinking fountain (1)

Wagner Creek Greenway

- Didn't know it was a park (9)
- Needs to be extended (5)
- Safety (4)
- More maintainence, restoration (3)
- Have user fees (1)

Q-11. If you think the City of Talent needs additional parks, please indicate what kinds of parks and the type of facilities you would most like.

- Trails like Bear Ck. Greenway
- Dog park (24)
- Natural area (17)
- Open space (with some trails and trees) (perhaps nature area at old grain hill) (20)
- Picnic areas (some covered) (17)
- Sports fields, open fields (13)
- Walking paths, trails, connectivity (possibly with some interpretive signs) (20)
- More mini or neighborhood parks (South, North need parks) (11)
- More parks with play structures (16)
- Facility for concerts or weddings, community center, ampitheatre, rec center (8)
- Gardens, passive areas (2)
- Pool or water activities (12)
- Rock climbing wall (1)
- Outdoor all-weather track (1)

Q-13. The City is developing plans to convert the area off of Suncrest Road adjacent to the Public Works facility and referred to as "Whackers Hollow" into a new City Park. As part of the planning process there is a desire to rename the area. Please indicate your preference below or suggest an alternative.

Other

- Name that is Historical/Appropriate to area (3)
- Creekview Commons Park or Creekview Park
- TID (Talent Irrigation District) Yard
- Greenway East Park
- Peoples Park
- Meetmeatthe Park
- A name that provides a clue to finding it would put it right up there with Library Park as a "known place," unlike Talent's other parks.
- Meditation Meadow
- Suncrest Hollow
- Beer Creek Greenway Park. Name it after you determine what type of park it is going to be.
- Fort Wagner Park or something to honor history & pioneers to the area – not generic & <u>not</u> a corp name like Suncrest Homes!
- A better name would be Fenton Farm Park. The Joe Fenton, St. family used to farm in that area. They were a very community-oriented family in the 1940s and later (perhaps earlier). Their

kids were actively involved in community events as well as high school athletics. Joe Fenton, Jr. was one of the finest athletes ever to go to Talent High School!

- Bear Creek Hollow

Q-14. If you had $100.00 to spend on parks in Talent, how would you divide it among the following categories?

Other

- End of Lane at Talent Ave
- Community activities & events
- Larger parks
- Policing to enforce rules, e.g. enforcing leash laws for dogs
- Greenway repairs & maintenance
- Safety (monitored)
- Drinking fountains and restrooms, activity programs
- Make a water park in Chuck Roberts Park like the Garfield Park in Ashland and sand volleyball
- Swimming pool
- Dog park (6)
- Programs
- Indoor activities for when the weather is bad
- New community center
- Clean up greenway and Bear Creek

Q-20. Please provide any additional comments or suggestions related to parks in Talent in the space provided below.

Maintain current parks before acquiring new parkland (11)
Better maintenance for parks, parks are important (19)
Need a dog park (15)
More natural settings (5)
More trails (walking and biking) and connectivity (11) (some with benches for elderly)
More parks in general (15)
More areas for sitting and relaxing (2)
Would like a pool / water park (8)
Make parks more safe (10)
Involve volunteers (4)
More information about where parks are (3)
More activities in parks (concerts, community events) (5)
More recreation programs (2)
Enact user fees (1)
Please don't use petro-based systematic herbicides (1)
Better lighting (2)
Community Space for Concerts/events (covered) (1)

Appendix B
Expanded Parks Inventory

An inventory and condition assessment is critical to the process of planning for the future of a city's park system. This process identifies what facilities are available to the city and establishes the condition they are in. This inventory includes parkland owned by the city that is both developed and undeveloped. It also includes information regarding school-owned and privately owned recreation facilities that are available to residents.

The inventory was completed using information obtained from the City, as well as field visits to each park facility. The CPW team was accompanied during the inventory by parks commission members, Gordon Mobley and Jacqueline Hanford and Public Works Superintendent Lester Naught.

Talent currently owns and maintains 36.38-acres of developed parkland and 21.61-acres of undeveloped parkland, comprising 57.99-acres of City-owned parkland.[1] A summary of developed and undeveloped facilities is presented in Table B-1.

Table B-1. Park Facility Inventory

Facility	Acres
Developed Sites	
Old Town Park	0.96
Chuck Roberts Park	12.34
Kamerin Springs Park	0.21
Lynn Newbry Park	2.46
Talent Commons	1.00
Bear Creek Greenway	19.19
Old Bridge Village Greenway	0.22
Subtotal	*36.38*
Undeveloped Sites	
Wagner Creek Park	0.76
Wagner Creek Greenway	1.53
Joseph Park	0.28
Whackers Hollow	5.15
DeYoung Property	13.89
Subtotal	*21.61*
Total	**57.99**

Source: CPW, City of Talent 2006

[1] This total includes three properties not currently owned by the City, the 2.46-acre Lynn Newbry Park, the 0.21-acre Kamerin Springs Park, and the 0.22-acre Old Bridge Village Greenway. Lynn Newbry Park is owned by the State of Oregon and leased by the City of Talent. The City currently maintains and operates the facility. Kamerin Springs Park is currently owned by a developer and will be deeded to the City once the surrounding residential development is complete. The Old Bridge Village Greenway is owned by the Old Bridge Village Homeowner's Association. Public access is provided through a pedestrian easement along Wagner Creek.

Developed Park Facilities

Talent has seven developed parks, comprising 36.38-acres of developed parkland. Chuck Roberts Park, the city's largest park, and the city-owned parcels along the Bear Creek Greenway make up the majority of this acreage. Other developed parks are relatively small and dispersed. This section describes the size, location, condition and amenities for each of the park facilities.

Old Town Park

Old Town Park is a 0.96-acre special use park located along Main Street and John Street in the heart of Talent. Surrounding the park is a combination of business and civic land uses. The Central Oregon and Pacific Railroad runs along the western border of the park. The park is also located across the street from the site of the new Talent city hall and library, which will have a common area (Talent Commons).

The majority of the site is dedicated to a skateboard and bike park. This portion is entirely concrete and surrounded on all sides by fencing. Another significant section of the site is dedicated to passive recreation. The area contains lawn, four benches, a barbeque grill, shrub and flower plantings, and is bisected by a sidewalk and a mulch pathway that follows the railroad tracks. The park also contains a bathroom facility, a picnic shelter and two drinking fountains.

The site is relatively new and in good condition. Old Town Park is the only park in the area that permits bicycle use. Bicycle use is a source of significant damage to the park and concrete replacement is a concern. Vandalism is another concern. Park amenities have been damaged or stolen in the past, and a significant amount of city funds are required to clean graffiti in the skatepark bowls. The park is lighted only by the streetlights that run along John Street.

Chuck Roberts Park

Chuck Roberts Park is a 12.34-acre facility located at the intersection of Talent Avenue and Rogue River Parkway in the southern part of town. The park is bordered by an industrial park to the north, residential areas to the south and east, and the Central Oregon and Pacific Railroad to the west. Chuck Roberts Park is Talent's largest park and the only existing community park.

The park contains four developed baseball/softball fields, a basketball court, two tennis courts, and a children's play area. The park includes an open lawn area between the baseball/softball fields and the tennis and basketball courts. Two backstops are located in each corner of the lawn area, which is otherwise devoid of any improvements. Several small trees also dot this area. The courts and fields are in generally good condition; however, some of the areas surrounding these facilities, including the parking lot, are in need of maintenance and repair. Facilities on the eastern end of the park include a picnic shelter with four picnic tables, and recently constructed restrooms. The picnic areas include BBQ grills and trash cans.

The City has entered into a long-term lease arrangement with the Phoenix Talent Little League, Inc. for the operation and management of an area of the park dedicated to baseball. The League has developed covered dugouts, bleachers, a restroom, food concession, and a maintenance building. There is also a gravel parking area adjacent to the fields. The lease allows for the City's use of the area in the off-season under specific requirements.

The park is fenced on its southern boundary, but includes access points to the adjacent neighborhood. The baseball/softball fields also include a locked gated parking area. The park currently has a bike rack that is old and moveable.

This park was originally acquired and developed with Federal Land and Water Conservation Funds in 1977. The stipulation of that requires that the entire park area be perpetually dedicated to recreational uses and subject to all the terms and conditions of that original grant.

Kamerin Springs Park

Kamerin Springs is a 0.21-acre facility located between Talent Avenue and Highway 99, near the intersection of Lithia Way and David Way. The site was constructed by a developer in conjunction with the surrounding residential development.

The facility contains a half court basketball court, a children's play area and a rectangular gazebo that also serves as a picnic shelter. There is a small pond in the northeast corner of the park. The site also has a small parking lot on the west end that accommodates approximately five vehicles. It is apparent that grass will cover the majority of the site and several small trees have been introduced.

The facility is bordered to the north by a mobile home park. A fence, requested by the mobile home park owner, separates the park from the adjacent mobile home park making access from that direction problematic.

Lynn Newbry Park

Lynn Newbry Park is a 2.46-acre facility located on the east side of Bear Creek along the Bear Creek Greenway just south of the Valley View Road Bridge. The facility is not currently owned by the city but leased from the State of Oregon. Lynn Newbry Park serves as both a destination for residents as well as a stopping point for travelers along the Bear Creek Greenway.

The park has significant tree coverage, and the greenway border to the south is largely covered with shrubs. The park consists of a picnic shelter with two picnic tables, a trash can and a BBQ grill, and an exercising and stretching station. The picnic shelter and tables are in good repair, however the exercise and stretching station appears somewhat outdated, worn and perhaps underused. Other facilities include concrete fire pits, a small maintenance shed, and a small parking lot with capacity for approximately 20 vehicles. The parking lot is in need of resurfacing.

Safety is a concern in Lynn Newbry Park, particularly issues surrounding drug use. Although the park has river access, swimming is prohibited, due to high bacteria levels in Bear Creek at certain times of the year. Lynn Newbry Park provides potential wildlife viewing and, because steelhead salmon spawn in Bear Creek, presents fishing opportunities.

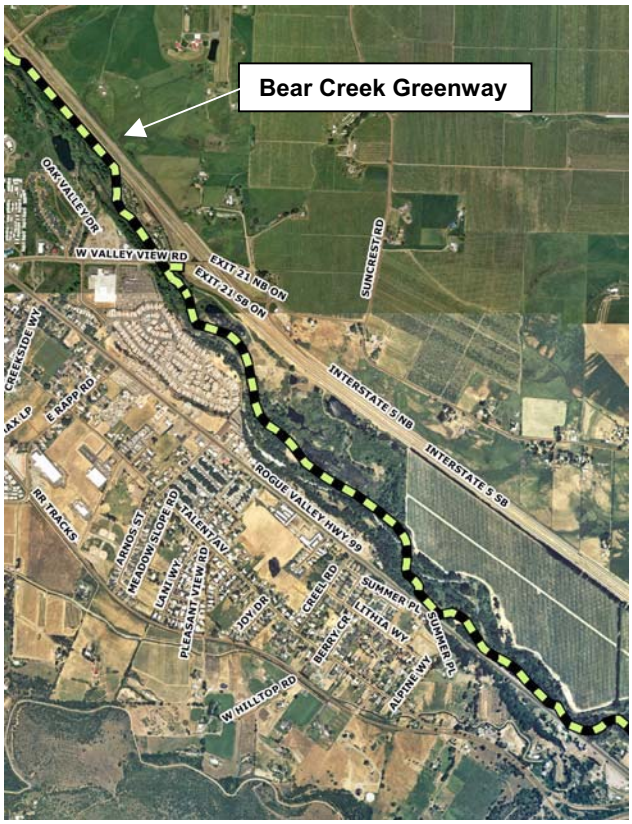
Currently under construction is a new Valley View Bridge, which is directly adjacent to this park. The new bridge will include a separated bike/pedestrian sidewalk access to the park. This will connect the park more directly to the City with pedestrian links.

Talent Commons

Talent Commons is a 1.00-acre site located northwest of Main Street on "I" Street. Talent Commons is situated between the existing County Library and the new Jackson County Library. Although neither the park facility nor the Jackson County Library have been built, they are currently under construction and therefore the park facility is included in the inventory. When constructed, the park will contain a children's play area, restrooms, an open commons area, a gazebo, lawn, and trees. Talent Commons will connect the new library, historical society, Community Center, and new City Hall. It is expected that is will serve as a central community gathering place in the downtown.

Bear Creek Greenway

The City of Talent owns several parcels along Bear Creek comprising 19.19-acres. Within the context of this plan, **Bear Creek Greenway** refers to those City-owned parcels. Bear Creek Greenway also refers to a publicly owned corridor that stretched from Ashland to Central Point. Currently, Jackson County maintains large sections of the greenway. A shared management and maintenance agreement between the county and all the cities along the greenway is under development.



Old Bridge Village Greenway

This 0.22-acre greenway is located along the east side of Wagner Creek east of Talent Avenue. The site is part of residential development to the south and provides City residents access to the creek through a pedestrian easement.

Old Bridge Village Greenway contains a paved walkway which runs along Wagner Creek for approximately 300 feet. Tree and riparian plantings line the creek along the greenway. The site has potential for linkages to the east (East Talent and the DeYoung Property).

Undeveloped Park Facilities

Talent has five undeveloped park facilities totaling 21.61-acres. The sites vary in size and are all situated adjacent to or near Bear Creek or Wagner Creek. This section describes the location, size, condition and potential for each of these sites.

Wagner Park

Wagner Park is a 0.76-acre site located on the north side of Rapp Street, where it crosses Wagner Creek. The site is surrounded by residential areas to the north, east and west. The area to the south contains an orchard that stretches to the southwest.

Wagner Creek borders the park to the south and provides significant riparian vegetation. The park has very few improvements. It is largely grass, though the northern half of the site is populated by small pine trees planted by a local volunteer group. Large tree trunks have been laid down along the eastern border of the lawn to divert high water. There is also irrigation access on the site.

Wagner Creek Greenway

Wagner Creek Greenway is a 1.53-acre site located along Wagner Creek north of Rapp Road. The site consists of a narrow section of the eastern bank of Wagner Creek separated from Wagner Park by the creek. The site can only be accessed by crossing Wagner Creek at Rapp Street. The site contains a narrow unimproved footpath and a steep vegetated slope along the eastern creek bank. The site is one of several segments of City-owned greenway along Wagner Creek.

Joseph Park

Joseph Park is a 0.28-acre site located on Joseph Street along Wagner Creek. The site is bounded on both sides by residential homes. The City obtained the site after flooding in 1996 destroyed two homes and made the parcel unbuildable. The southern edge of the site is significantly lower in elevation and consists of the riparian area along the Wagner Creek Greenway. The remainder of the site is lawn. A sidewalk fronts the park.

The site is extremely small and bordered by private homes. Joseph Park is in very close proximity to Wagner Park. Establishing a connection to Wagner Park would require the purchase of private property to the west of the park.

Whacker's Hollow (Suncrest Park)

This 5.15-acre site is located between Suncrest Road and the Bear Creek Greenway in the northernmost corner of Talent. It is bounded to the north by residential homes along Willow Springs Drive, and on the south by residential developments along Oak Valley Drive. The site was formerly used as a driving range for golfers, hence the current name. The City has been allowing fill material from various projects to be deposited on the site in an effort to level the site in preparation for the future location of playing fields. Much of the site is still steeply sloped.

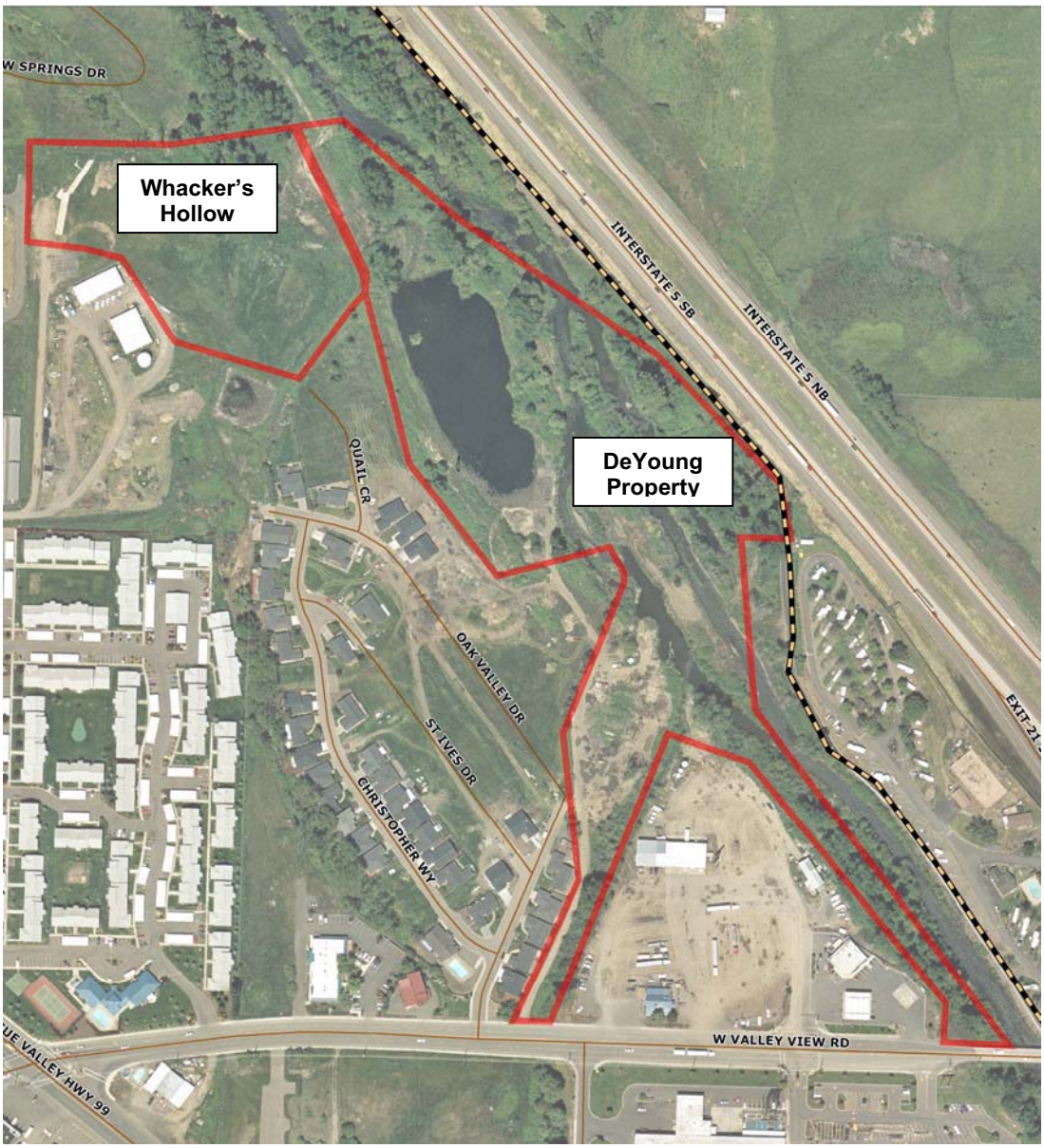
The city has expressed a desire to develop an active recreation park on the site. The site also has strong potential for linkages to the Bear Creek Greenway, the DeYoung Property, and Lynn Newbry Park.

DeYoung Property

The DeYoung property is a 13.89-acre parcel located between Oak Valley Drive and the Bear Creek Greenway, just southeast of Whacker's Hollow. The City does not currently own the property but is anticipating acquiring it through dedication by a local developer. The property consists primarily of a pond, located adjacent to Bear Creek with two smaller "fingers" stretching southeast along Bear Creek and south to West Valley View Road. Although the City may acquire the property in the short-term, the current owner has indicated a desire to continue gravel operations on the south finger for a yet to be determined period to time.

The developer of the Clearview Development project located west of the property between Suncrest Road and Highway 99 is negotiating the use of the pond for stormwater detention from their proposed development. There is enormous potential for connections between the property and both the Bear Creek Greenway and the Whacker's Hollow property, where none currently exist.

Aerial Photo of Whacker's Hollow and the DeYoung Property



The inventory provides information on schools, civic and private recreation areas available to the public, as well as those parks that may be outside the community but are commonly used by Lebanon residents. Acknowledgment of these facilities, and the services they provide to the community, is important when making decisions addressing future facility siting and community needs.

School District Facilities

The Phoenix/Talent School District administers two schools in Talent, Talent Middle School and Talent Elementary School. The district also owns the Colver Road Fields northwest of the city boundaries.

Talent Middle School

Talent Middle School is located just northwest of the Rapp Road/Wagner Creek Road intersection. The school's only access is Christian Avenue off of Wagner Creek Road. The site contains approximately 8.2-acres of parkland. Facilities on the site include a sports field with football uprights and a running track around it, six basketball hoops (mounted on the school's outside wall), pull-up bars, and a large playground. Vegetation lines the southern and western boundaries of the site and the eastern half is dominated by an open area with grass. The playground is new and in excellent condition. The school's other amenities are in fair condition.

Talent Elementary School

Talent Elementary School is located just east of the middle school on the opposite side of Wagner Creek Road and along School House Road. The 6.1-acre site contains a playground area with a swing set, a full sized soccer field, a running track and a full basketball court. The site appears in good condition. A fence surrounds the site and there is signage indicating that the area is closed for school use until 4:00 pm on school days.

Colver Road Fields

The Colver Road facility is located on the south side of Colver Road approximately a ¼ mile west of the Central Oregon and Pacific Railroad line. The 25.8-acre site contains 2 baseball/softball fields and 2 soccer fields. The baseball/softball fields have covered dugouts. Several parking areas surround the fields. Approximately 20% of the site, consisting of a large area located in the southeast corner and a small section in the southwest corner, are undeveloped and currently exists as open space.

Private Park and Recreation Facilities

Private recreation providers are an important source of recreation facilities and activities for communities. The following is a summary of private park and recreation providers in Talent.

Boys and Girls Club

Talent's Boys and Girls Club is located just north of the Elementary School at the corner of Main Street and Wagner Street. The parks space on the site is less than a 1/3 of an acre and contains a mid-sized playground, picnic tables and a full basketball court. The site is fenced in with entrances on the north and south.

County/State Facilities

Talent contains one recreation facility owned by a combination of state, county, and city entities. This section provides a description of the Bear Creek Greenway.

Bear Creek Greenway

The Bear Creek Greenway runs north and south between Central Point, to the north, and Ashland, to the south. The Greenway runs approximately 3 miles along the eastern fringe of Talent paralleling Interstate 5. The Greenway is a combination of parcels under state, county, City and easements where the land is privately owned. The Greenway is a valuable natural resource amenity to the City of Talent. It provides recreational opportunities as well as connectivity to other communities both north and south.

Other Facilities

Beeson-Foss Ranch

The Beeson-Foss Ranch, now known as the Meadow Brook Farm, is located just outside of the city limits, east of where Wagner Creek Road intersects with Beeson Lane. Settled in 1853 by John Beeson, this 24.4-acre historic property has operated as a farm for 145 years and is on the National Historic Register. Located on the site is a house, barn and peach shed. The current owners sell produce, plants, flowers and garden tools.

Inventory Table

Table B-2 displays a summary of all park and recreation facilities within the Talent Parks Planning Area.

Table B-2. Summary of Park and Recreation Facilities

	City-Owned Facilities												School District/Private Facilities				
	Old Town Park	Chuck Roberts Park	Kamerin Springs Park	Lynn Newbry Park	Talent Commons	Bear Creek Greenway	Old Bridge Village Greenway	Wagner Park	Wagner Creek Greenway	Joseph Park	Whackers Hollow	DeYoung Property	Talent Elementary School	Talent Middle School	Talent Boys and Girls Club	Colver Road Fields	TOTALS
Acres	0.96	12.34	0.21	2.46	1.00	19.19	0.22	0.76	1.53	0.28	5.15	13.89	6.10	8.20	N/A	25.80	**98.09**
Developed Acres	0.96	12.34	0.21	2.46	1.00	19.19	0.22						6.10	8.20			**50.68**
Undeveloped Acres								0.76	1.53	0.28	5.15	13.89				6.50	**28.11**
FACILITIES																	
Softball/Baseball Field		4														2	**6**
Basketball Court Full		1											1				**2**
Basketball Court Half		2	1											6	1		**10**
Soccer Field													1			2	**3**
Tennis Court		2															**2**
Horseshoe Court																	**0**
Running Track													1	1			**2**
Exercise Area				1													**1**
Skatepark	1																**1**
Gazebo			1					1									**2**
Bicycle Rack		1															**1**
Picnic Shelter	1	1	1	1													**4**
Picnic Tables		5		2													**7**
BBQ Grills	1	2															**3**
Drinking Fountain	1	1						1									**3**
Playground Area		1	1		1			1					1	1	1		**7**
Restroom	1	1			1												**3**
Trails	1			1			1		1			1					**5**
Fishing Accessible Shore				1					1	1		1					**4**
IMPROVEMENTS																	
Irrigation	1	1	1														**3**
Parking Lot Graveled		1		1													**2**
Parking Lot Paved					1												**1**

Source: CPW 2006

Appendix C
Park Design Guidelines

The following guidelines apply to the design of parks, open space areas and trails in Talent. These guidelines are based on the need for safe, easily maintained spaces, that area accessible to the community as a whole. Once adopted by the City, they will provide direction to the Park Commission, the City Council and Public Works Department in both the design of new parks and the review of proposed parks.

The following general areas are covered:

- Safety
- Plantings
- Mowing and Turf Maintenance
- Parking
- Restrooms
- Play Areas
- Site Furnishings

Specific Park Design Guidelines include:

- Mini Parks
- Neighborhood Parks
- Community Parks
- Regional Parks
- Open Space/Greenways
- Trails and Connections
- Dog Parks

Safety

Spaces need to be designed to deter transient, illegal, or potentially threatening uses in parklands. The following features will help create transparency in public spaces:

- Vegetation that is directly adjacent to pedestrian areas should be greater than 7 feet or less than 2 feet in height. Shrubs located in the formal areas of a park that are taller than 2 feet should be limbed up to provide visual access to users and authorities.
- Built structures should be situated for easy observation from areas of frequent use and convenient access by police.
- Promote the application of Crime Prevention Through Environmental Design (CPTED) principles to all park designs.[1]
- Vehicle access to the park and amenities should allow authorities to patrol parks with some ease and proficiency. This access can also provide emergency services and maintenance.
- Sidewalks and paths intended for vehicle use should be at least 8 feet wide. Those that are concrete should be at least 7 inches thick.
- Rounded corners at park edges will provide protection from invisible intersections with adjacent areas.

Plantings

The use of native vegetation can enhance park design and support the ecological systems unique to the region. The following vegetation and irrigation guidelines assist in the creation of efficient, distinctive, and lush spaces.

- Vegetation along trail systems, waterways (creeks, rivers, bioswales and storm water) and within linear parks should consist of native plants and flora. The use of non-native species should be buffered by a broad band of native seed (i.e., tufted hair grass) between lawn and native vegetation.
- Non-irrigated areas should be designated and irrigation reserved for areas such as sports fields. The use of native vegetation will reduce the need for irrigation. To establish plants, consider using a

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[1] Defined by the Spokane Police Department, "The proper design and effective use of the built environment can lead to a reduction in the fear and incidence of crime, and an improvement in the quality of life. CPTED is an urban planning design process, which integrates crime prevention with neighborhood design and community development. There is a direct relationship between design and management of the environment to human behavior. Creating behavioral effects that will reduce the incidence and fear of crime will contribute to the improved quality of life. CPTED creates an environment whose physical characteristics, building layout and site plan function will allow inhabitants to become key agents in ensuring their own security. To deter crime, spaces should convey to would-be intruders a strong sense that, if they enter, they are very likely to be observed, to be identified as intruders, and to have difficulty escaping."

temporary irrigation system or hand watering. Design the irrigation system so that irrigation heads spray underneath plants or into them, not above them.

- Trees planted in groups increase the efficiency of mowing and maintenance. When designing tree groups, it is important to provide a flush border around groups to ease irrigation and mowing.
- Planting areas in parking lots should be designed to provide continuous coverage within 3 years. The plants should be hardy, with a track record that indicates their survival in extreme environments. At least 400 cubic feet of the appropriate soil per tree in a planting strip is recommended.
- Trees should not be planted next to restrooms because they may provide unwanted access to the roof as well as create hiding places near the structure. Shrubs surrounding restrooms should be less than 4 feet in height and should be limbed up to allow visual access under them. Plantings should allow maintenance access to the roof.

Mowing and Turf Maintenance

Turf areas allow different experiences in parks. Groomed areas provide field sports, picnicking and free play while rough mowed areas provide an aesthetic to the park while buffering natural and riparian areas. To promote efficient mowing and turf maintenance the following guidelines should be followed:

- Rough mown areas are mowed once or twice a year. There should be 15 feet between vertical obstacles in these areas. Maximum mowing slopes for rough turf or natural areas should be less than 5:1. Use native grasses such as Spike Bentgrass (*Agrostis exarta*), California Oatgrass (*Danthonia californica*) or Tufted Hairgrass (*Deschampsia cespitosa*).
- Groomed turf slopes should be less than 4:1, with less being preferable. Irrigation systems should take into account solar aspect, wind and topography to minimize the overuse of water. The minimum distance between vertical objects is 7 feet for mower access. Design for continuous mowing, taking care to avoid the creation of dead ends, tight corners or areas where a mower cannot easily reach. Provide a concrete mowing strip around vertical objects such as fence posts, signs, drinking fountains, light poles and other site furniture with a 12" minimum offset between the object's vertical edge and turf. Also, plant trees in groups (see Planting).
- Providing vehicular access for maintenance personnel is an important consideration. Curb cuts should be provided in logical areas such asturn-a-rounds. Curb edges should have large radial corners to protect adjacent planting or lawn areas.
- Herbicide use should be limited.

Parking

Parking lots should be representative of the experience the user will have at the park. The entrance to the parking area should be the entrance to the park itself, with trees and planting included. The following will help to carefully situate parking in the landscape to provide both accessibility and views:

- A minimum of 3 to 5 spaces per acre of usable active park area should be provided if less than 300 lineal feet of on-street parking is available.
- Park design should encourage access by foot or bicycle.
- Provide bicycle racks at each primary access point and at restrooms.
- The size of planting areas within the parking lot should be as large as possible with adequate room for maintenance to be performed safely.
- Water runoff should be diverted into a bioswale before entering the storm water system to reduce the impact of pollution on stream and creek systems. To achieve water purification and cooling, bioswales should be planted with native vegetation (see Planting).

Restrooms

Restrooms are an important public amenity in high-use park facilities. The components, design, and placement of restrooms structures are important decisions to consider when specifying facilities. The following guidelines are intended to ensure that restroom facilities are safe, easy to maintain, and consistent with the park system vision:

- Interior surfaces of restrooms should be glazed tile and the exterior surfaces should be non-porous for easy cleaning (i.e., glazed block, glazed tile, painted block or painted concrete). The use of heavy concrete partitions between stalls is recommended. Specify only stainless steel restroom fixtures.
- The drain inside the structure should always operate correctly. If the facility is near an athletic field, such as volleyball courts or a spray park, there should be an area outside the restroom with a faucet/ shower and drain for users to rinse off sand and chlorine.
- Including separate storage areas adjacent to the restroom structure can increase efficiency. Storage areas may house recreation equipment for fair weather activities and maintenance supplies for park crews.
- Skylights can maximize the use of natural light. Minimizing light fixtures helps prevent tampering, destruction and keep costs down. Facilities that are open in the evening should have lighting that is designed with vandalism in mind.

- A 5 to 6 foot apron around the structure should be provided to protect the building from debris and water. Trees should be avoided next to the restroom (see Plantings).

Play Areas

Playgrounds in Talent should meet the needs of children of different ages and abilities. The following will help create facilities that ensure accessibility and safety for children of all ages.

- Parks that have playground equipment, sports fields and spray parks should be accessible to all children under sixteen.
- Play areas should be level to reduce the surface substance from slumping to low points. Consider using beach sand as a cost-effective, low-maintenance playground surface. Do not use engineered wood chip surfaces because decomposition will result in regular and expensive replacement.
- Play structures and equipment come in many different materials. Avoid specifying wood because: wood footings will rot, they are prone to termite infestation, the shrink/ swell defect of moisture loosens bolts and creates a safety hazard, and pressure treated wood contains chromate copper arsenate (CCA), a carcinogen.
- Wooden play structures that exist presently should be sealed every two years to prevent arsenic leaching.
- Natural play areas created from boulders, logs and land forms and playground equipment made from 100% recycled plastic or steel is recommended. Steel can become very hot in the summer months. If it is necessary to use steel, planting trees or other structures to shade the play area is recommended.

Site Furnishings

The selection of site furnishings (i.e., benches, trash receptacles, light poles, etc.) should be based on an established standard for Talent. The water fountains, benches, light fixtures and posts, signage and bike racks used in the parks should be consistent with those used in City civic spaces, along streets, and vice versa. Consistency in site furnishings will help establish an identifiable civic image, through the use of repeatable aesthetic elements, for Talent and the park system as a whole. These furnishings should offer comfort, aesthetic beauty and be of formidable stature to prevent vandalism.

- Seating should be made from a material that is comfortable both in winter and the heat of summer while being able to withstand vandalism. Benches should be provided to offer places of rest, opportunities to experience views, and congregate.
- Drinking fountains should be available at a ratio of 1 per acre with the exception of mini parks (typically smaller than 1-acre) which

should have one. Drinking fountains should be complementary to other site furnishings, such as benches, and be operational in freezing conditions. Consider drinking fountains that are friendly not only to human users but to canines as well.

- Signage should be located in every park in areas visible to all users. For example, place a sign at the entrance of the park that is visible to vehicular traffic, also place signs along greenways and trails to inform pedestrians and bicyclists. Signage should be easy to read and informative. Interpretive signs fall into this category as well. They can be useful in natural and historic areas. When used in natural areas these signs should be placed outside environmentally sensitive areas (i.e., wetlands and endangered habitat) and should be placed in areas that are accessible to all.

Specific Park Guidelines

Mini Parks

Mini parks can be expensive to construct and maintain on a per unit basis but can be very valuable in neighborhoods that do not have parks or open space in close proximity. Following are design guidelines that will help to create spaces that have appropriate visual access and provide areas for community gathering.

- Mini Parks should be connected to a sidewalk and preferably a bike path. Housing should have direct access to the park through a path that is at a minimum of six feet wide.
- Fencing should offer privacy to residents abutting the park property line while still providing transparency. A four foot fence lined with trees that are limbed up 4 feet and shrubs that are generally 2 to 3 feet high will create a barrier for the park neighbors while still allowing the neighbors to enjoy the view of the park from their yard. Adjacent neighbors of the park should have a lockable gate to allow them direct access to the park from their yards.
- Appropriate facilities in mini-parks include children's playgrounds, open grass play areas, shelters, and picnic tables.
- Furnishings should include one drinking fountain, a street light, seating, and a sign that is recognizable to passers by.
- Restrooms are not required in these parks unless community events are proposed for the park (i.e., along a parade route).
- Dog parks and sports fields/courts should not be included.

Neighborhood Parks

A neighborhood park should accommodate the needs of a wide variety of age and user groups. These spaces are designed primarily for non-supervised, non-organized recreation activities. The guidelines will help ensure these parks are desirable to the surrounding neighborhood and offer activities that provide a daily pastime for all residents neighborhood children.

- The pedestrian is more important than the car in this situation and should be thought of foremost in the overall plan. Connectivity to the surrounding neighborhood is vital to these parks. Sidewalks, bike paths, crosswalks and connections to larger trail systems should be established.
- Fencing should maintain privacy for residents but also provide some transparency to increase resident visibility into the park. Fencing should not be greater than 6 feet in height. Vegetation can be used as a screen to allow neighbors privacy while preserving views into the park.

- Housing developments adjacent to the park boundary should have direct access to the park through locked gates.
- Appropriate facilities in a neighborhood park include: children's play equipment, outdoor basketball courts, tennis courts, sand volleyball courts, un-programmed play space, and accessible pathways.
- Furnishings include, but are not limited to: drinking fountains, picnic tables and benches, trash receptacles, signage at entrances and all major trail intersections and utilities.
- Restroom buildings should be discouraged unless community wide activities (i.e., festivals, parade routes) are located in the park. Another consideration is providing portable toilets when needed to support programs or special events. Seating and screening portable toilets is advised.

Community Parks

The size of these parks provides opportunities to offer active and structured recreation activities for young people and adults. There is also an opportunity to provide indoor facilities because the service area is much broader and therefore can meet a wider range of interests. These guidelines will help to create spaces that will be useful to people of all ages and create facilities that will be valuable to Talent's growth.

- Approximately two-thirds of a community park should be reserved for active recreation uses such as: ball fields, tennis, basketball and volleyball courts, open grass area for free play, children's playgrounds and space for outdoor events.
- Viewsheds should be highlighted by the placement of picnic areas (some should be reserveable), benches, gardens and natural areas. Vegetation can be thinned or planted on the site to accentuate or hide scenes of the surrounding valley.
- Paved pathways should direct users to areas within the park as well as to adjacent trails, greenways, streets and sidewalks.
- Facilities that are appropriate in community parks include: children's play equipment, outdoor basketball court, sports fields, un-programmed play space, off-leash dog play areas, utilities and accessible pathways. It is recommended that one community park in the Talent Park System provide a community center or natural learning center to hold community events.
- Housing developments need to create access to parks if they are located on the boundary of a park. To promote further connectivity, these developments should connect to other neighborhoods as well, especially if those other neighborhoods are connected to a park.
- Furnishing include, but should not be limited to, drinking fountains, picnic tables and benches, trash receptacles, bike racks, and signage

at entrances and at all major trail intersections and utilities. Drinking fountains should be provided at intersections of larger trail systems. Drinking fountains should be designed for human and canine users.

Regional Parks

Regional Parks provide opportunities to preserve unique cultural and natural areas as well as provide features, facilities, and events that attract users from the entire Rogue Valley. Regional parks should be designed to connect with the community and the region via trails, sidewalks, bike lanes and roads.

- Signage should be located at the entrance and also at significant locations to provide direction and information for visitors and residents. Along trail systems, signage should be included to inform park users of trail connections that lead to other significant places of interest.
- If the site is proposed to attract large volumes of traffic, access should be via a collector or arterial street.
- Wetland and riparian areas should be protected by a 50-foot native vegetation buffer allowing access for interpretive and educational viewing areas accompanied by signage.
- Passive recreation areas should be separate from active recreation area to create quiet, serene spaces. Passive recreation should be accessible to all users.
- Facilities may consist of: amphitheaters, children's play equipment, court sports, multiple sport fields, un-programmed play space, restrooms, off-leash dog play areas and accessible pathways.
- Furnishing may include, but should not be limited to: drinking fountains, picnic tables and benches, trash receptacles, bike racks, utilities, signage at entrances and at all major trail intersections.
- Pathways should be constructed properly to insure the success of its construction and the reduction of buckling and pot holes. Trails should have a 50 foot buffer to increase green space

Open Space / Greenways

Open Space and Greenways consist of land typically left in its natural state, with passive recreation as a secondary objective. Open space and greenways may include passive recreation facilities such as trails and paths, and interpretive and educational features, in addition to environmental features such as sensitive wildlife habitat, stream and riparian corridors, and wetlands. The following guidelines are intended to preserve the integrity of open space and greenways:

- Sensitive areas such as wetlands, riparian zones and other ecologically sensitive areas should be protected. Trails that pass

through sensitive areas should be designed with site sensitive materials as to not harm the resource. Providing views to these areas can be achieved through proper site layout.

- Wetland and riparian areas should be protected by a 50-foot native vegetation buffer allowing access occasionally for interpretive and educational viewing areas that are accompanied by a sign.
- Improvements should be limited to restorative actions and minimal construction of human made elements with the exception of thoughtfully placed paths. Paths should be natural if possible (i.e., bark mulch or stone).
- The construction and design of paths needs to be carefully planned. Take into account the amount of users, the width of the path, the type of path, the placement in regards to the topography, soils and drainage conditions. All trails do not need to be paved but the system should offer diverse experiences to those who may be more challenged than others. Pathways that are paved with asphalt or concrete should be constructed correctly to achieve the longest lifetime possible.

Trails and Connections

Trails should be looped and interconnected to provide a variety of trail lengths and destinations. They should link to various parts of the community, as well as existing park sites. The following guidelines will help promote the effective design of trails and connections:

- Bikepaths and sidewalks should connect to trails. Trailheads should include parking areas for at least 5 cars.
- Pathways and trails should not be constructed as part of a street roadway. They should be interesting to the user and designed to offer diverse experiences (i.e., views, equestrian paths, mountain bike trails, quiet seating areas, bird watching, etc.).
- The design and construction of paths and trails needs to be carefully planned. Take into account the amount of users, the width of the path, the type of path, the placement in regards to the topography, soils and drainage conditions. All trails do not need to be paved but the system should offer diverse experiences to those who may be more challenged than others. Pathways that are paved with asphalt or concrete should be constructed correctly to achieve the longest lifetime possible.
- To ensure the success of an interconnected trail system, developers need to be encouraged to provide pathways through proposed developments adjoining or surrounding trail segments.

Dog Parks

Dog parks are fenced areas where dogs are allowed, under supervision, to run freely. Dog parks should not be located near incompatible uses such as child play areas, athletic fields, courts and community gardens. The following recommendations will help ensure the creation of dog parks that are safe for the user, respectful of non-dog park users, and respectful of adjoining neighbors:

- The site should have at least 1-acre of accessible land, avoiding flat lands that could otherwise be used for sports fields but also take into consideration the topography to reduce erosion and ensure drainage. A minimum buffer width of 300 feet should exist between the dog park and the nearest residence.
- The placement of a dog park within an existing neighborhood should be planned through community meetings aimed at resolving conflicting uses before implementation.
- Separated play areas for small dogs and large dogs are recommended.
- The dog play area should provide two entrances into a secure fenced area.
- Fencing height should be a minimum of four feet.
- The dog play area should include the following amenities: trash receptacles, shovels, water, trees for shade, picnic tables, and doggie bag stations.
- Retrieve licensed data to assist in the evaluation of dog park placement and how it fits into the overall park system.

Appendix D
Funding Sources

The following list provides brief descriptions and contacts for the funding strategies presented in Chapter 6. The list includes both monetary and non-monetary sources such as volunteerism and partnerships with community groups.

Local Tax Options

Bonds

To issue long-term debt instruments, a municipality obtains legal authorization from either the voters or its legislative body to borrow money from a qualified lender. Usually, the lender is an established financial institution, such as a bank; an investment service that may purchase bonds as part of its mutual fund portfolio; or, sometimes, an insurance company.

Issuing debt is justified based on several factors:

- Borrowing distributes costs and payments for a project or improvement to those who will benefit from it over its useful life, rather than requiring today's taxpayers or rate payers to pay for future use;
- During times of inflation, debt allows future repayment of borrowed money in cheaper dollars; and
- Borrowing may improve a municipality's liquidity to purchase needed equipment or for project construction and improvements. Debt issuance also does not exhaust current cash-on-hand, allowing such general fund revenues to be used for operating expenses.[1]
- Interest rates rise as the maturity term of a bond increases, as borrowers have to compensate investors for locking up their resources for a longer period of time.

Oregon Law requires that all Unlimited-Tax General Obligation (ULTGO) bonds be authorized by a vote of the people. The *Oregon Bond Manual – 4th Edition*, recommends municipalities hire a bond counsel prior to the bond election to ensure that all requirements are met. The Bond Manual also notes that approval of an ULTGO bond requires considerable effort. Some examples of methods for gaining public support include: attitude polls, forming a bond issue citizens' committee, holding public meetings, leaflets, and door-to-door canvassing. Note that under Oregon law, no public resources may be used to advocate a pro or con position regarding a ballot measure. Accordingly, any printed materials must be purely explanatory in nature.

A fundamental rule associated with issuing long-term debt instruments is not to issue them for a maturity period longer than the project's useful life. People should

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[1] *Oregon Bond Manual – 4th Edition*, 1998, Oregon State Treasury and Municipal Debt Advisory Commission.

not be paying for a major park or recreational facility after it is no longer in use.[2] Further, Talent should be very clear about the specific acquisitions and other actions to be carried out with the bond revenue, as the City will be asking residents to pay for park and recreation acquisitions. Working with the community is a key aspect of a successful bond measure.

The key benefit of bonds for park acquisition and development is that they City can generate a substantial amount of capital. This capital can then be used to purchase parkland or for major capital improvements that will serve the community far into the future.

Levies

A local option levy for capital improvements provides for a separate property tax levy outside the City's permanent rate limit. This levy may be used to fund a capital project or a group of projects over a specified period of time, up to ten years. Revenues from these levies may be used to secure bonds for projects, or to complete one or more projects on a "pay as you go" basis.

The advantages of levies include reduced interest, increased flexibility, enhanced debt capacity, improved borrowing terms, and increased fiscal responsibility. The major disadvantages of the approach are insufficient funding, intergenerational inequity (if, for example, long term facilities are paid for disproportionately by current users), inconsistency of funding requirements, and use of accumulated reserves. There are also legal requirements for Talent, including property tax limitations imposed by Ballot Measure 50 (approved by Oregon voters at the statewide special election ballot on May 20, 1997).

Prior to Measure 50, Oregon's property tax system was a levy-based system. With its adoption, the system was converted to a combination rate and levy-based system, eliminating the taxing district's 'tax base' for operational purposes, which automatically increased by six percent annually. Instead, each taxing district has a frozen tax rate for operation expenses, but local jurisdictions may obtain revenue through bonds and local option levies. Revenues from local option levies are also subject to limitations under Measure 5.[3]

Local option levies require voter approval and are subject to the double majority requirement of Measure 50 and are not considered to be a good alternative to the use of general obligation bonds for large projects or groups of projects. Property tax levies can be used for land acquisition and capital improvements, however, they are also frequently used for facility operations and maintenance.

Partnerships

Partnerships play an important role in the acquisition of new park and recreation facilities and in providing one-time or ongoing maintenance support.

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[2] Crompton, John L. 1999. *Financing and Acquiring Park and Recreation Resources*. Champaign, IL, Human Kinetics.

[3] Assessor's Office of Columbia County, Oregon. *Measure 50*. Online. Available http://www.co.columbia.or.us/AssessorsOffice/measure50.m.asp

Federal

US Fish and Wildlife Service

Assistance available through the U.S. Fish and Wildlife Service include the Partners for Fish and Wildlife program. Since 1987, the program promotes conservation and habitat protection by offering technical and financial assistance to private (non-federal) landowners to voluntarily restore wetlands and other fish and wildlife habitats on their land.

Contact:

Partners for Fish and Wildlife, Oregon
26000 SE 98th Ave. Suite 100
Portland, Oregon 97266
Phone: (503) 231-6179
Fax: (503) 231-6195
Website: http://partners.fws.gov

Bureau of Land Management

The BLM manages a wide variety of public land uses in Oregon. Public land uses include land for wildlife, recreation, timber harvest, livestock grazing, mineral resource extraction and other public uses. The BLM offers grants for land acquisition requiring that it be used for public and recreation purposes. Local government can also obtain parklands at very low or at no cost if there is a developed park plan.

Contact:

Oregon State Office
Bureau of Land Management
333 SW First Avenue, Portland, Oregon 97204
P.O. Box 2965, Portland, Oregon 97208
Phone: (503) 808-6002
Fax: (503) 808-6308
Website: http://www.or.blm.gov

United States Forest Service

The Pacific Northwest Region of the U.S. Forest Service offers urban and community forestry funds and assists with economic diversification projects.

Contact:

Group Leader, Grants and Agreements
USDA Forest Service – Pacific Northwest Region
333 SW First Avenue, Portland, Oregon 97208
P.O. Box 3623, Portland, Oregon 97208-3623
Phone: (503) 808-2202
Website: http://www.fs.fed.us/r6

State

Division of State Lands, Wetland Mitigation Banking

The Wetland Program provides technical and planning assistance for wetland planning efforts. Elements of the program include wetland inventory, identification, delineation, and function assessments as well as wetland mitigation, public information and education.

Contact:

Wetland Mitigation Specialist
Division of State Lands
775 Summer Street NE, Suite 100
Salem, Oregon 97301-1279
Phone: (503) 378-3805, Ext. 285
Website: http://statelands.dsl.state.or.us

Oregon Parks and Recreation Department

The Oregon Parks and Recreation Department (OPRD) provides and protects outstanding natural, scenic, cultural, historical and recreational sites for the enjoyment and education of present and future generations. OPRD administers grants and provides technical assistance to communities involved in parks planning.

Contact:

Oregon Parks and Recreation Department
725 Summer Street NE, Suite C
Salem, Oregon 97301-1279
Phone: (503) 986-0707
Website: http://www.prd.state.or.us

Oregon Youth Conservation Corps

The Oregon Youth Conservation Corps (OYCC) provides communities with needed services, while unemployed youth are placed in gainful activities. OYCC funding is distributed in equal amounts to each county in Oregon every summer. The program funds individual projects ranging from $5,000 to $10,000. The OYCC program consists of grants of labor and capital financing. Grants support conservation or environment-related projects proposed by non-profit organizations.

Contact:

Oregon Youth Conservation Corps
25 Capital Street NE, Third Floor
Salem, Oregon 97310
Phone: (503) 378-3441
Fax: (503) 373-2353
Website: http://www.oycc.state.or.us/Default.htm

Local

There are a variety of public, private, and non-profit organizations available to provide the City of Talent with additional parks and recreation facilities and services. Local partnerships create cooperation among public and private partners in the area. A list of potential partners besides police and fire departments, utility providers, and the school district include:

- Cascades Rotary
- Boosters
- Community Association
- Garden Club
- Historical Society & Museum
- Lions Club
- Upper Rogue Kiwanis
- Boy Scouts of America
- Girl Scouts

Local businesses may also be willing to partner with the city to provide partner services. The Chamber of Commerce is a good way to begin to form such partnerships.

Not-for-Profit Organizations

The Nature Conservancy

This is a national environmental organization focused on the preservation of plants, animals and natural communities. They have worked in direct land acquisition and in obtaining conservation easements for protection of wilderness and agricultural lands. Their grants program is usually focused on acquisition of land, but they are willing to work with communities who want to purchase land if it is to be set aside for environmental preservation.

Contact:

The Nature Conservancy of Oregon
821 S.E. 14th Avenue
Portland, Oregon 97214
Phone: (503) 230-1221
Fax: (503) 230-9639
Website: http://nature.org/Oregon

Private Donations

Donations of labor, land, or cash by service agencies, private groups or individuals are a popular way to raise small amounts of money for specific projects. Two key motives for donation are philanthropy and tax incentives. These benefits should be emphasized when collaborating with landowners. Most organizations implement capital campaigns focused on specific projects for cash donations. The typical strategy for land donations is to identify target parcels (such as identified in the land acquisition section of the Plan) and then work directly with landowners.

Soliciting donations, like partnering, takes time and effort on the part of City staff, but can be mutually rewarding. The City of Talent must establish a nonprofit parks foundation to implement a capital campaign and to accept and manage donations. The city should begin working on setting up such a group or recruit volunteers to provide the services. Generally, donations are not stable sources of land or finances and should not be relied upon as a major portion of funding.

Pursuing donations through partnerships can provide advantages to all parties involved. For example, working a land transaction through a non-profit organization may provide tax benefits for the donor, provide flexibility to the City, and reap financial benefits for the non-profit.

Grants

The securing of grants is a good strategy to supplement park acquisition and development funds. Many grant organizations throughout the country fund park acquisition and improvements, although few provide funds for ongoing maintenance activities. Most grant organizations have lengthy processes that require staff time and effort, and grants usually have very specific guidelines and only fund projects that address the granting organization's overall goals. Moreover, grants should not be considered a long-term, stable funding source. This appendix provides contacts for state, regional, and federal granting organizations and outlines these organizations' goals.

The grant process is highly competitive. When identifying possible grant funding, allocate staff time appropriately for applicable grants and pursue partnerships for volunteer grant writing. As grant agencies often look favorably upon collaborative projects, developing partnerships between agencies, organizations, and the City will improve the City's competitiveness in the grant application process.

Private Grant-Making Organizations

National Grants

Kodak American Greenways Awards Program

This program is a partnership of the Eastman Kodak Company, The Conservation Fund, and the National Geographic Society. The program provides small grants, a maximum of $2,500, to stimulate the planning and design of greenways in communities throughout the U.S.

Contact:
The Conservancy Fund
1800 N. Kent Street, Suite 1120
Arlington, Virginia 22209-2156
Phone: (703) 525-6300
Fax: (703) 525-4610
Website: http://www.conservationfund.org/conservation

State Grants

Oregon Community Foundation Grants

The Oregon Community Foundation (OCF) prioritizes funding based on a set of principles and four funding objectives.

- To nurture children, strengthen families and foster the self-sufficiency of Oregonians;
- To enhance the educational experience of Oregonians;

- To increase cultural opportunities for Oregonians;
- To preserve and improve Oregon's livability through citizen involvement.
- OCF awards about 200 grants annually. Most Community Foundation Grants are between $5,000 and $35,000 but multi-year grants may range up to $150,000 for projects with particular community impact. Around 5 percent of Community Grants are above $50,000 and tend to be created only for projects that are an exceptionally good fit with OCF priorities, have a broad scope of impact, and address an area to which OCF's board has decided to give special attention.

Contact:

Oregon Community Foundation
1221 SW Yamhill, #100
Portland, Oregon 97205
Phone: (503) 227-6846
Fax: (503) 274-7771
Website:
http://www.ocf1.org/grant_programs/grant_programs_fr.htm

The Collins Foundation

The purpose of the Collins Foundation is to improve, enrich, and give a greater expression to the religious, educational, cultural, and scientific endeavors in the State of Oregon and to assist in improving the quality of life in the state. The trustees of the Collins Foundation work through existing agencies and have supported proposals submitted by colleges and universities, organized religious groups, arts, cultural and civic organizations, and agencies devoted to health, welfare, and youth.

Contact:

Director of Progress
The Collins Foundation
1618 SW First Avenue, Suite 505
Portland, Oregon 97201
Phone: (503) 227-7171
Website: http://www.collinsfoundation.org

Oregon Department of Forestry

This department oversees all aspects of forest policy in Oregon, appoints the state forester and adopts the rules for forestry practices in the state. Grants are available for parks programs but are restricted to development involving trees and forest canopy.

Contact:

Urban and Community Forestry Assistance Grants
Forestry Assistance Program
2600 State Street
Salem, Oregon 97310

Phone: (503) 945-7391
Website: http://www.odf.state.or.us

Public Grant-making Organizations

Federal

National Park Service – National Heritage Areas Program

The United States Congress designates a national heritage area as a place where "natural, cultural, historic, and recreational resources combine to form a cohesive, nationally distinctive landscape arising from patterns of human activity shaped by geography". (National Park Service, http://www.cr.nps.gov) Through Strategic public and private partnerships, federal grant money is available to leverage funding opportunities for nationally designated heritage sites.

To determine if the City of Talent qualifies as a National Heritage Area, the community must complete a suitability/feasibility study, using the ten guidelines developed by the National Park Service. All ten guidelines can be found at the National Park Service website.

The designation enhances local pride and includes limited technical planning and financial assistance from the National Park Service. Federal designation depends on Congressional support and the degree to which a community is engaged in a support of the designation. The four critical steps that need to be followed prior designation are:

1. Completion of a suitability/feasibility study;
2. Public involvement in the sustainability/feasibility study;
3. Demonstration of widespread public support among heritage area residents for the proposed designation;
4. Commitment to the proposal from key constituents, which may include governments, industry, and private, non-profit organizations, in addition to area residents.
   (http://www.cr.nps.gov/heritageareas/REP/criteria.pdf)

Contact:
National Heritage Areas Program
1201 Eye Street, NW
8th Floor
Washington D.C., 20005
Phone: (202) 354-2222
Fax: (202) 371-6468
Website: http://www.cr.nps.gov/heritageareas/REP/crieria.pdf

Land and Water Conservation Fund

This fund provides federal dollars from the National Park Service that are passed down to states for acquisition, development, and rehabilitation of park and recreation areas, and facilities. To be eligible for Land and Water Conservation Fund grants, the proposed project must be consistent with the outdoor recreation goals and objectives contained in the Statewide Comprehensive Outdoor Recreation Plan (SCORP) and elements of a jurisdiction's local comprehensive

land use and parks master plans. Emphasis should be placed on the grants available to the State of Oregon rather than federal funds.

Contact:
Land and Water Conservation Fund
725 Summer Street NE, Suite C
Salem, Oregon 97301
Phone: (503) 378-4168 Ext. 241
Fax: (503) 378-6447
Website: http://www.prd.state.or.us/grants_lwcf.php

U.S. Department of Transportation

Through the Transportation Equity Act for the 21st Century (TEA-21), the U.S. Department of Transportation authorizes federal surface transportation programs for highways, highway safety, and transit. TEA-21 provides funding for parks and connections that include:

- Bicycle transportation and pedestrian walkways;
- Recreational trails program;
- National Scenic Byways Program;
- Transportation and Community and System Preservation Pilots.

Contact:
U.S. Department of Transportation
400 7th Street, S.W.
Washington D.C., 20590
Phone: (202) 366-4000
Website: http://www.fhwa.dot.gov/tea21/index.htm

State

State Highway Funds

At least 1% of the State Highway Funds which the City receives must be spent for bicycle/pedestrian improvements and maintenance within existing street rights-of-way. Oregon Revised Statute 366.514 required the Oregon Department of Transportation and cities and counties within Oregon to "expand reasonable amounts of the highway fund to provide bikeways and walkways" and it requires "the inclusion of bikeways and walkways whenever highways, roads, streets are constructed or relocated, with three exceptions: 1) where there is no need or probable use, where safety would be jeopardized, or where cost is excessively disproportionate to the need or probable use."[4] ODOT also administers the Pedestrian and Bicycle Facility Improvement Grant Program, which provides grants of up to $200,000 for sidewalk completion, ADA upgrades, crossing improvements, and minor widening for bike lanes or shoulders. Competitive

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[4] Oregon Department of Transportation. *Funding Bicycle and Pedestrian Improvements*. Online http://www.odot.state.or.us/techserv/bikewalk/funding.htm. Accessed June 2005.

projects involve no right-of-way or environmental impacts; have significant local matching funds available; consider the needs of school children, the elderly, disables, or transit users; and have support of local elected officials. Grant money may not be used for the completion of trails and/or bikeways within parks but can be used to help fund larger pedestrian and bicycle improvements occurring within street rights-of-way.[5]

Oregon Department of Transportation (ODOT)

State Pedestrian and Bicycle Grants

ODOT provides grants to cities and counties for pedestrian or bicycle improvements on state highways or local streets. Grants amount up to $200,000, with local match encouraged. Projects must be administered by the applicant, be situated in roads, streets or highway right-of-ways. Project types include sidewalk infill, ADA upgrades, street crossings, intersection improvements, and minor widening for bike lanes. Grants are offered every two years.

Contact:

Oregon Department of Transportation
Bicycle and Pedestrian Program
355 Capital Street N.E., Fifth Floor
Salem, Oregon 97301
Phone: (503) 986-3555
Fax: (503) 986-4063

Transportation Enhancement Program

These funds are available from ODOT projects that enhance the cultural, aesthetic and environmental value of the state's transportation system. Some of the eligible activities include bicycle/pedestrian projects, historic preservation, landscaping and scenic beautification, mitigation of pollution due to highway runoff, and preservation of abandoned railway corridors. The application cycle is every two years.

Contact:

Transportation Enhancement Program
Oregon Department of Transportation
Phone: (503) 986-3528

Transportation Safety Grants

Transportation Safety Grants promote vehicle, pedestrian, bicycle, and motorcycle safety programs. Projects are chosen by problem identification and there is no application process.

Contact:

Bicyclist & Pedestrian Traffic Safety
ODOT Transportation Safety Division
235 Union St N.E.

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[5] Oregon Department of Transportation. *Funding Bicycle and Pedestrian Improvements*.

Salem, Oregon 97301
Phone: (503) 986-4196

Additional ODOT funding information can be found on Oregon's Economic Revitalization Team website:

http://www.oblpct.state.or.us/Gov/ERT/about_us.shtml

Oregon Economic and Community Development Department (OECDD)

Oregon Tourism Commission

The Oregon Tourist Commission focuses on tourism related projects, and offers matching grants of up to $100,000 for tourism projects. These can include marketing materials, market analysis, signage, and visitor center development planning. Grants do not include funding for construction.

Specific Oregon Economic and Community Development Department funds can be found at the Economic Revitalization website:
http://oblpct.state.or.us/Gov/ERT/about_us.shtml

Oregon Department of Environmental Quality (DEQ)

Water Quality Non-point Source Grants

The DEQ offers grants for non-point source water quality and watershed enhancement projects that address the priorities in the Oregon Water Quality Non-point Source Management Plan. Grants require a minimum of 40 percent match of non-federal funds and a partnership with other entities. Approximately $2.7 million is available each year, and applications are due around June 15th each year.

Contact:

Oregon Department of Environmental Quality
Phone: (503) 229-5088

Specific Oregon Department of Environmental Quality grants can be found at:
http://www.deq.state.or.us/programs.htm or the Economic Revitalization Team's website:
http://www.oblpct.state.or.us/Gov/ERT/about_us.shtml

Oregon Division of State Lands

Easements

The Oregon Division of State Lands grants easements for the use of state-owned land managed by the agency. Easements allow the user to have he right to use state-owned land for a specific purpose and length of time. Uses of state owned land subject to an easement include, but are not limited to, gas, electric and communication lines (including fiber optic cables); water supply pipelines and ditches, canals and flumes; innerducts and conduits for cables; sewer, storm and

cooling water lines; bridges, skylines and logging lines; roads and trails; and railroad and light track.

Contact:

Oregon Division of State Lands
Phone: (503) 378-3805

Wetlands Program

The Oregon Division of State Land's Wetlands Program is implemented through the 1989 Wetlands Conservation Act. The program has close ties with local wetland planning conducted by cities, providing both technical and planning assistance.

Contact:

Wetland Mitigation Specialist
Division of State Lands
775 Summer Street NE, Suite 100
Salem, Oregon 97301-1279
Phone: (503) 378-3805, Ext. 285
Website: http://statelands.dsl.state.or.us/

Oregon Parks and Recreation Department

The Oregon Parks and Recreation Department administers several grant programs including the Federal Land and Water Conservation Fund, Local Government, and Recreation Trails grants.

Local Government Grants

These grants provide for the acquisition, development, and rehabilitation of park and recreation areas and facilities. Eligible agencies include city and county park and recreation departments, park and recreation districts, and port districts.

Contact:

Oregon Parks and Recreation Department
Phone: (503) 986-0711
Grants Coordinator
Phone: (503) 986-0712
Fax: (503) 986-0793

Recreation Trail Grants

The Oregon Parks and Recreation Department accepts applications for Recreation Trial Program (RTP) grants every year. Types of projects include:

- Maintenance and restoration of existing trails;
- Development and rehabilitation of trailhead facilities;
- Construction of new recreation trails; and
- Acquisition of easements.

Grant recipients are required to provide a minimum of 20 percent in matching funds. Projects must be completed and costs billed within two years of project authorization.

Contact:

Recreation Trails Grants
Phone: (503) 986-0750
Fax: (503) 986-0793

General Contact:

Oregon Parks and Recreation Department
725 Summer Street NE, Suite C
Salem, Oregon 97301
Phone: (503) 986-0707
Website: http://prd.state.or.us/grants.php

Oregon Watershed Enhancement Board

The Oregon Watershed Enhancement Board (OWEB) administers a grant program that awards more than $20 million annually to support voluntary efforts by Oregonians seeking to create and maintain healthy watersheds. Types of grants provided by OWEB include: upland erosion control, land and/or water acquisition, vegetation management, watershed education, and stream habit enhancement.

Contacts:

Grant Program Manager
Oregon Watershed Enhancement Board
775 Summer Street NE, Suite 360
Salem, Oregon 97301-1290
Phone: (503) 986-0203
Fax: (503) 986-0199
Website: http://www.oweb.state.or.us

Park and Recreation Districts

Special districts, such as park and recreation districts, are financed through property taxes and/or fees for services. Information regarding special districts is found through the Special District Association of Oregon (SDAO). SDAO was established to pursue the common interests and concerns of special districts.

Contacts:

Executive Director
Special Districts Association of Oregon
727 Center Street NE, Suite 208
P.O. Box 12613
Salem, Oregon 97309-0613
Phone: (503) 371-8667; Toll-free: 1-800-285-5461
Fax: (503) 371-4781
Website: www.sdao.com

Land Trusts

Local and national land trusts may be interested in helping to protect open space in the Talent area.

The Wetlands Conservancy

The Wetlands Conservancy (TWC) is a non-profit land trust. It is dedicated to preserving, protecting, and promoting the wildlife, water quality and open space values of wetlands in Oregon.

Contact:

Executive Director
The Wetlands Conservancy
P.O. Box 1195
Tualatin, Oregon 97062
Phone: (503) 691-1394

Land Trust Alliance

The Land Trust Alliance assists nonprofit land trusts and organizations that protect land through donation and purchase. This is done by working with landowners interested in donating or selling conservation easements, or by acquiring land outright to maintain as open space. Membership of the alliance is one of the qualifications for assistance from this organization.

Contact:

Program Director
Land Trust Alliance
3517 NE 45th St
Seattle, Washington 98105-5640
Phone: (206) 522-3024
Website: www.lta.org

Northwest Land Conservation Trust

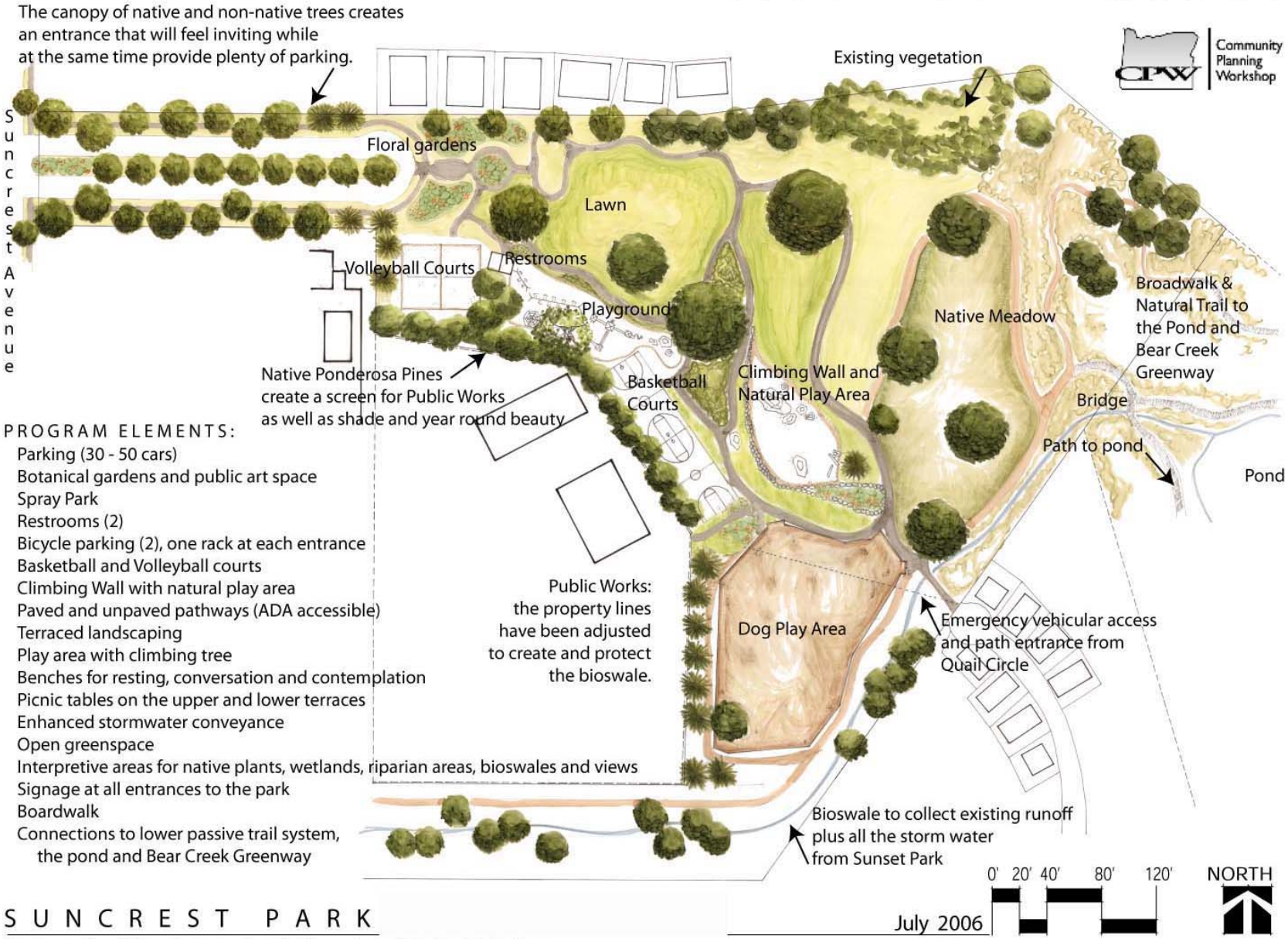
The trust works with Oregon land owners to establish conservation easements to preserve and protect, agricultural land, forest land, wildlife habitat, wetlands, scenic open space, and other natural resources.

Contact:

Northwest Land Conservation Trust
P.O. Box 18302
Salem, Oregon 97305-8302
Website: http://www.open.org/~nwlct/

Appendix E
Alternative Concept Plan
Suncrest Park

CITY OF TALENT



PROGRAM ELEMENTS:

- Parking (30 - 50 cars)
- Botanical gardens and public art space
- Spray Park
- Restrooms (2)
- Bicycle parking (2), one rack at each entrance
- Basketball and Volleyball courts
- Climbing Wall with natural play area
- Paved and unpaved pathways (ADA accessible)
- Terraced landscaping
- Play area with climbing tree
- Benches for resting, conversation and contemplation
- Picnic tables on the upper and lower terraces
- Enhanced stormwater conveyance
- Open greenspace
- Interpretive areas for native plants, wetlands, riparian areas, bioswales and views
- Signage at all entrances to the park
- Boardwalk
- Connections to lower passive trail system, the pond and Bear Creek Greenway

SUNCREST PARK

July 2006

Designed by: Tiina Beaver, Sarah Shrock and Colin McArthur