

City of Talent

Parks Master Plan

DRAFT FEBRUARY 2020



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Who is IPRE? The Institute for Policy Research and Engagement, a research center affiliated with the Department of Planning, Public Policy, and Management at the University of Oregon, is an interdisciplinary organization that assists Oregon communities by providing planning and technical assistance to help solve local challenges and improve the quality of life for Oregon residents. The role of the IPRE is to link the skills, expertise, and innovation of higher education with the transportation, economic development, and environmental needs of communities and regions in the State of Oregon, thereby providing service to Oregon and learning opportunities to the students involved.



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INTRODUCTION



W. Rapp Road



Wagner Creek Park



E. Main Street

“[Parks] are where people can interact with one another, where they might not otherwise”

-Talent Resident

Purpose

This parks master plan articulates Talent’s vision for a connected system of parks, recreation facilities, and trails. The plan supports the priorities of **connectivity, accessibility, equity, ecological sustainability,** and **maintenance,** which emerged as shared community values throughout community engagement.

This document builds on the 2006 Talent Parks Master Plan, modifying and adjusting goals and strategies based on past successes and emerging needs. The revisions are intended to produce a clear plan that is pragmatic and achievable yet visionary and representative of community desires.

This plan includes goals and strategies that will guide park and trail decision making for the next 20-years. It includes recommendations for improvements to current parks and trails and concept plans for the development of four new parks on currently undeveloped city land.



Lynn Newbry



Chuck Roberts



E. Main St

“Me satisfacha enormemente relajarme y caminar en los parques y los senderos”

-Talent Resident

Process & Methods

The City of Talent and the University of Oregon IPRE team worked together to develop this plan. The Park Commission served a critical role, offering guidance and direction through the entire process.

The IPRE team evaluated the current park system through a service analysis and a thorough inventory of park and trail system

facilities. The team also engaged the community in a variety of ways, including interviews, online surveys, intercept surveys, and tabling at various local events. Engagement strategies were designed to be inclusive to ensure that findings and results were reflective of the entire community’s opinions and needs.

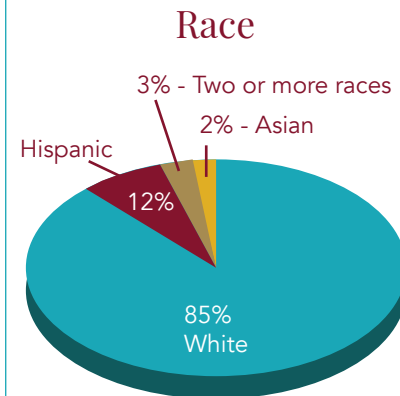
From both the inventory and the community engagement, the team developed a list of key takeaways which helped to reveal system wide priorities. These priorities were then used to develop goals and associated implementation strategies to provide a framework for the growth of the Talent park system.



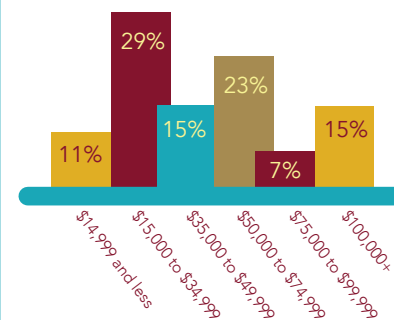
2018 Population



2037 Projected Population



Household Income



Demographics

Talent's population is growing. Over the next 20 years, Talent's population is projected to increase by 30%.

Talent has many low-income residents. A higher percentage of Talent families live below the poverty line (16%) than the statewide average (9%).

Talent's population is older than average. Adults over 65

make up over 20% of the city, exceeding the national average. Youth under 18 make up 23% of the city, in line with the nation.

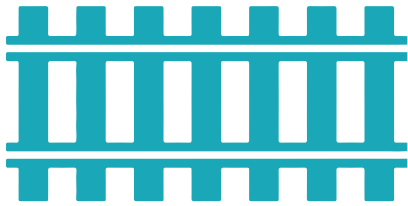
Talent is becoming more racially diverse. In the past 5 years the Hispanic population has grown by 32%, exceeding the 13% growth for Jackson County. In this same time, the Asian population grew by 67%,

compared to 20% for the county.

Over the next 20 years, Talent will need to increase parkland and types of park amenities to meet the needs of a larger, more diverse city. Park system development should be sensitive to diverse cultural values and assure that all residents have a voice in the planning process.

16% Talent families live below the poverty line

9% Oregon families live below the poverty line



1883

Railway completed line through Talent



23,000 acres

commercial fruit plantings in Jackson County in 1921



600 Mexican nationals work the fruit harvest in Jackson County 1944

Brief History of Talent

Talent, Oregon is located in Southern Oregon’s Rogue Valley, an area historically occupied by the Shasta, Takelma, and Athabaskan tribes. Joseph Wagner, the first Euro-American to settle in the area, arrived in 1852. By the 1860’s the tribes had been forcibly removed and white settlements began to develop in the region.

The Talent area became an important agricultural hub for the region and in 1875, entrepreneur A.P. Talent purchased and subdivided the original Wagner land claim

and opened a general store. Rail service came to the town in the 1880’s.

The region’s famous “Orchard Boom” spurred Talent’s growth in the early 20th century and the city was officially incorporated in 1910. Since incorporation, Talent has been known for its progressive ideals, electing Oregon’s first socialist mayor in 1912 and appointing multiple women to public office at this time.

The construction of an army cantonment for World War II revived the city from the

depression. The war effort also brought an influx of Mexican migrants to work in the orchards thanks to the Mexican Farm Labor agreement (“bracero program”). Growth continued in the region for the next several decades and by 2000 the city had over 5,000 residents.

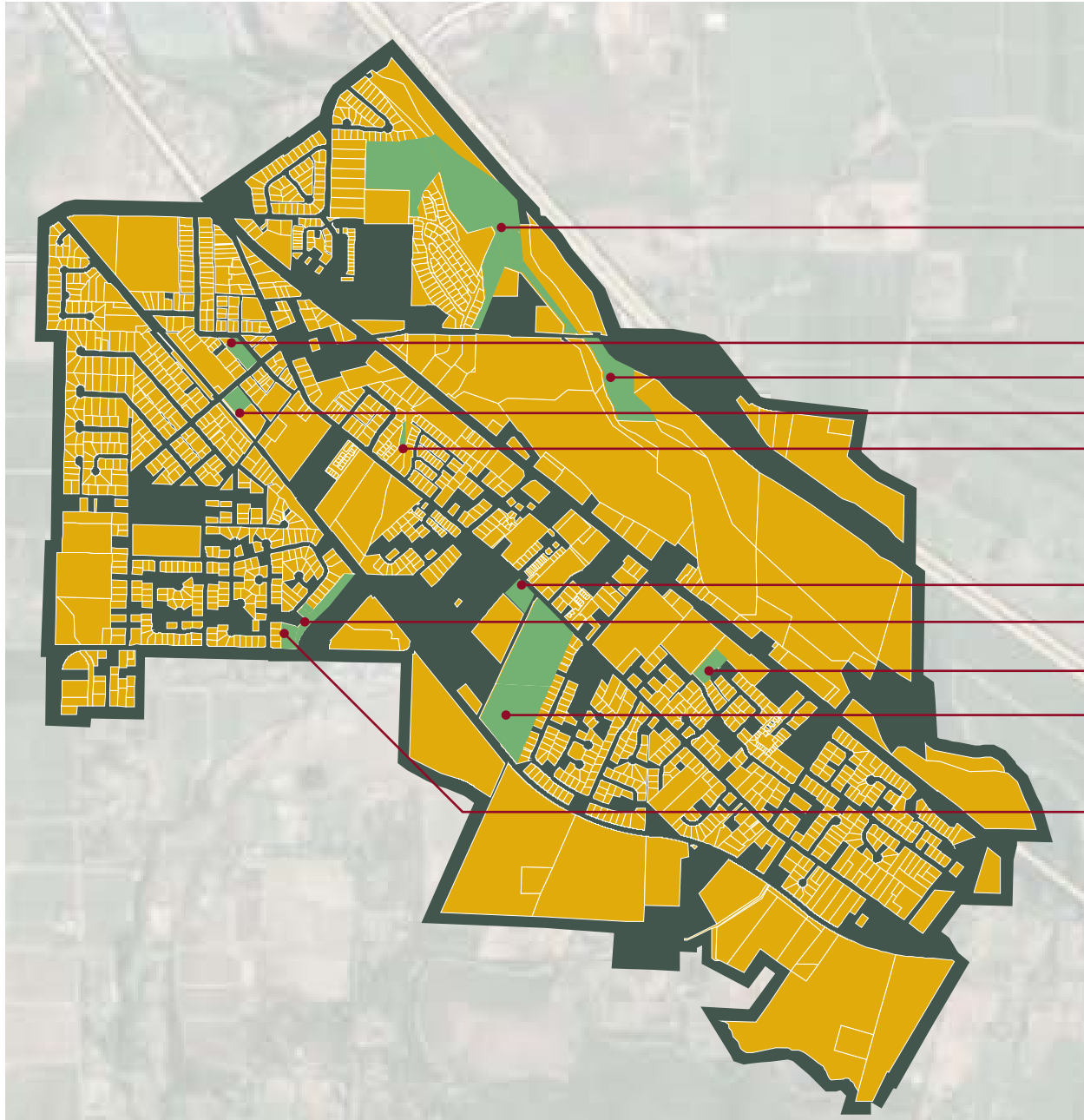
History helps us understand the values and stories that underpin our community. In planning for our future parks, history guides us in righting past mistakes and in preserving and protecting what we value.



2

PARK INVENTORY

Parkland in Talent



"Suncrest" - undeveloped

Talent Commons - neighborhood park

Lynn Newbry - linear park

Old Town Park - special use park

"Creekside" - undeveloped

Bark Park - special use park

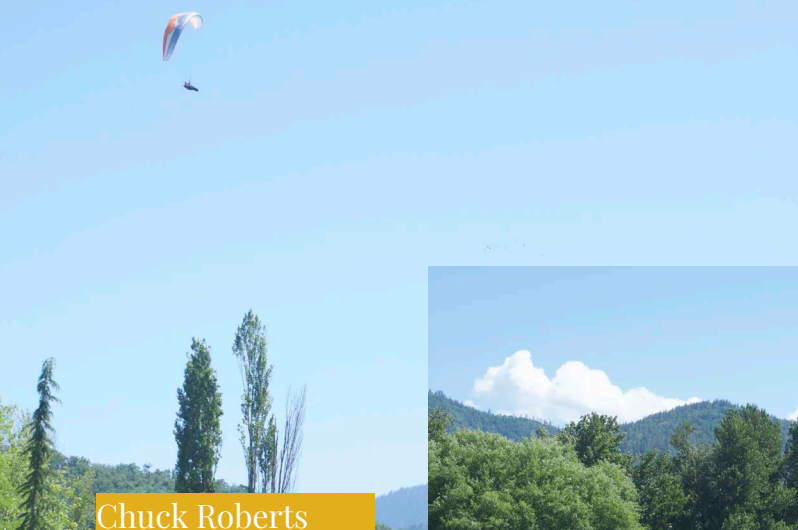
Joseph Park - undeveloped

Kamerin Springs - neighborhood park

Chuck Roberts - community park

Wagner Creek - undeveloped

(Note: Quotes around a park name indicate an unofficial name. These parks may need to be re-named)



“Friendly”
“Quaint”
“Small”

-Talent residents, when asked to describe their community

Park Classification

Talent has a total of 59.48 acres of developed and undeveloped parkland; 36.86 acres are developed parks of which the City owns 34.18 acres. The developed parks contain facilities and amenities that enhance active and passive recreational opportunities for the Talent community. The remaining 22.62 acres of undeveloped land provides open space and habitat throughout the city as well as potential locations for future park development.

Developed Parks

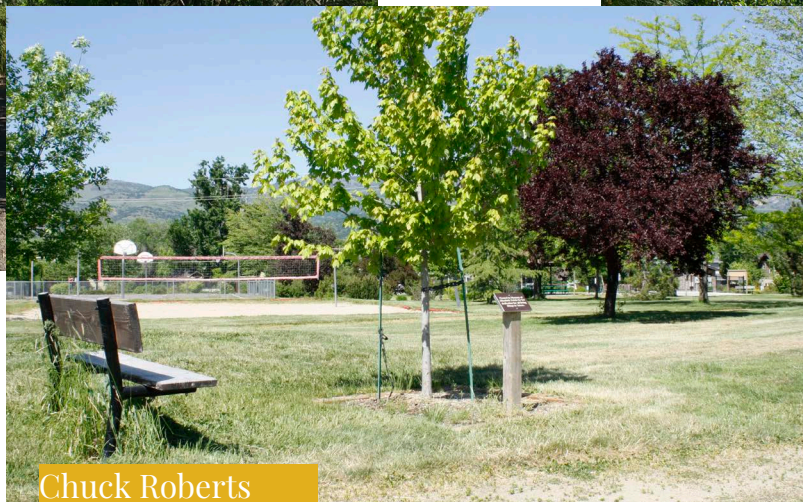
Classification	Park	Acres
City-Owned		
Neighborhood Park	Kamerin Springs Park	0.21
Neighborhood Park	Talent Commons	1.00
Community Park	Chuck Roberts Park	12.34
Special Use Park	Bark Park	0.48
Special Use Park	Old Town Park	0.96
Greenway	Bear Creek	19.19
Developed Acres, City Owned: 34.18		
City-Maintained		
Linear Park	Lynn Newbry Park	2.46
Greenway	Old Bridge Village	0.22
Developed Acres, City Maintained: 2.68		
Total Developed Acres: 36.86		

Undeveloped Parks

Classification	Park	Acres
City-Owned		
Pocket Park	Joseph Park	0.28
Linear Park	Wagner Creek	2.29
Linear Park	“Creekside”	1.01
Community Park	“Suncrest”	19.04
Total Undeveloped Acres: 22.62		



Old Town Park



Chuck Roberts



Joseph Park

“The skate park is great, but an additional rec area would really serve [teens].”

-Talent Resident

Pocket Parks

Pocket parks (also called mini parks) are the smallest park classification. They range from 0.25 to 2 acres in size and serve residents within ¼ mile or less. Pocket parks provide limited recreation opportunities to residents within walking distance and are often sited in residential neighborhoods. Pocket parks often include amenities such as play areas, seating, and picnic tables for relaxing and socializing.

Neighborhood Parks

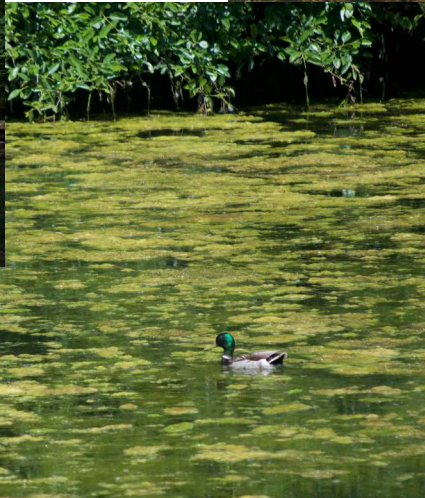
Neighborhood parks range in size from around 2 to 20 acres and serve neighboring residents within ½ mile. Neighborhood parks typically offer accessible recreation and social opportunities for residents within walking or biking distance. Neighborhood parks are designed with amenities such as playground equipment, picnic tables, sports courts, paths, and multi-use grass spaces.

Community Parks

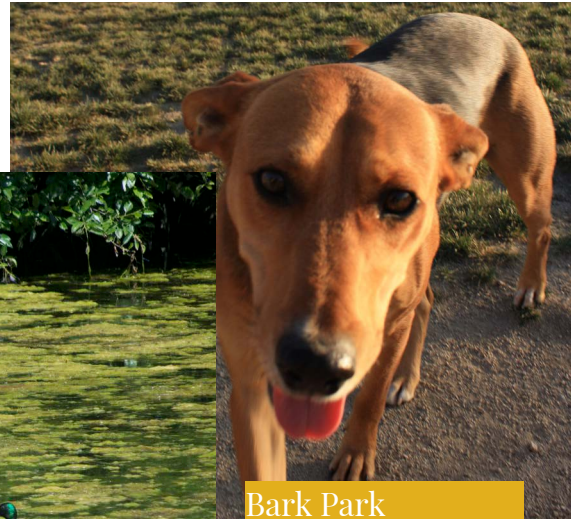
Community parks range in size from 15 to 100 acres and serve the wider community, including residents who live up to 15 minutes away by car. Community parks provide active and passive recreational opportunities, offering a wide variety of park amenities and serving large numbers of people. Community parks may include amenities seen in smaller parks such as sports courts and playgrounds but may also include larger amenities like swimming pools and event spaces.



Wagner Creek Park



“Suncrest”



Bark Park

“I think all Talent parks should welcome dogs so long as rules are followed”

-Talent Resident

Special Use Parks

Special use parks are designated to serve a specific function. Examples of special use parks include waterfront parks, dog parks, community gardens and skate parks. Special use parks vary in size depending on the designated usage.

Linear Parks

Linear parks are located along linear features such as streams or roadways and can contain amenities common to pocket, neighborhood, or community parks. Linear parks typically contain trails, landscaped areas, viewpoints, gathering spaces, and seating areas. Linear parks provide passive recreational opportunities and can contribute to connection throughout a city. Linear parks can be stand-alone parks but may be connected overtime to develop a larger greenway system.

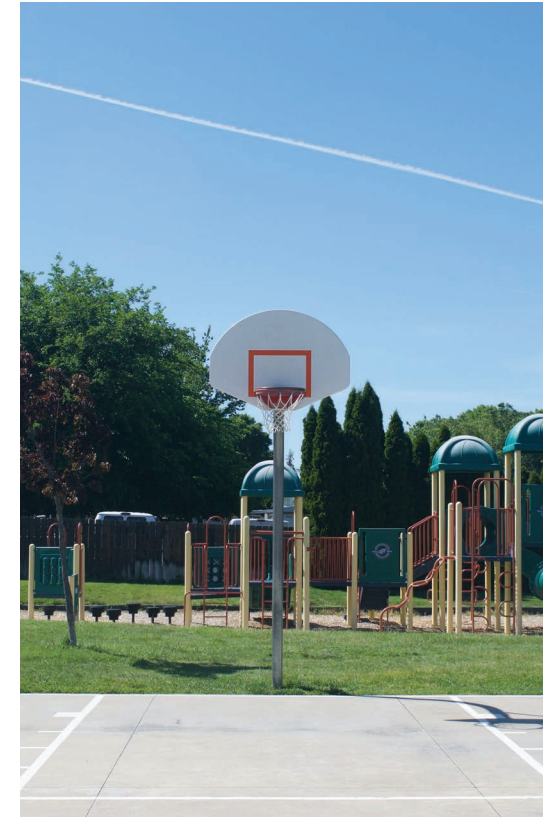
Greenways

Greenways are paths or trails that are developed around a natural resource such as creek, forest, or agriculture. Greenways emphasize ecological preservation and typically do not contain developed recreation, however passive recreation may be included. Greenways can provide opportunities for transportation and connectivity between communities, neighborhoods, parks, and natural resources.

Kamerin Springs Neighborhood Park

Kamerin Springs is a 0.21-acre neighborhood park that contains a half basketball court, a sheltered picnic area and a children’s play structure with swings. Though less than 0.25 acres in size, the park contains a wide variety of amenities consistent with larger neighborhood parks. A small pond is contained by a fence in the northeast corner of the park. Totem Pole Trailer Park is separated by a fence to the west of Kamerin Springs.

Challenges: Unequal access from adjacent neighborhoods; lack of restroom facilities; irrigation and drainage issues



Accessible
by car



Open
Space



Water
Fountain



BBQ Grill



Passive
Recreation



Bike
Accessible



Benches



Picnic
Tables



Sports
Court



Bike Rack



Play Area



Trash
Can



Event
Space



Shelter



Off Street
Parking

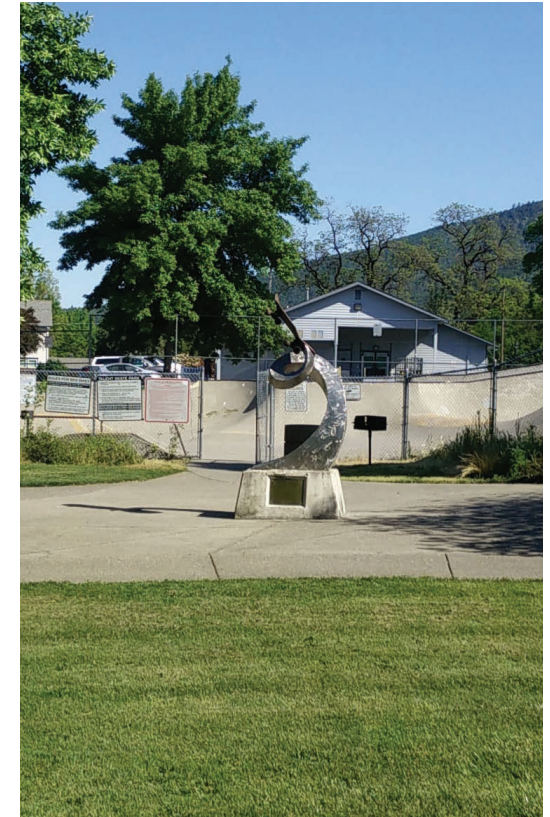


Old Town Park (Skate Park)

Special Use Park

Old Town Park is a 0.96-acre park located in the heart of Talent. Approximately 0.5-acres are dedicated to a skateboard, scooter and bike park. The remaining 0.46-acres is dedicated to passive recreation. This area contains lawn with a 200-foot concrete walkway that connects East Main Street to the entrance of the skatepark, a barbecue grill and benches. The Old Town Park provides passive and active recreation for all ages throughout Talent.

Challenges: Safety concerns and aging infrastructure; limited capacity for community events



Accessible
by car



Shelter



Water
Fountain



BBQ Grill



Memorial



Bike
Accessible



Benches



Picnic
Tables



Bike
Rack



Skatepark



Restroom



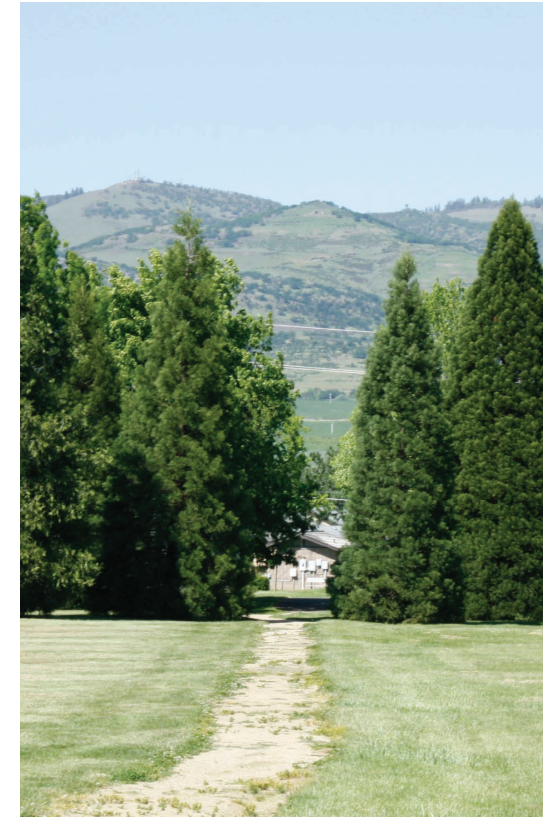
Trash Can



Chuck Roberts Community Park

Chuck Roberts Park is a 12.34-acre community park; it is the largest park in Talent. The park contains baseball fields, a full basketball court, two tennis courts (with one pickleball court overlay), a children’s play structure, a splash pad, a shelter with tables, restrooms, and a large open lawn that contains ½ miles of unpaved trails. The amenities at Chuck Roberts provide a combination of passive and active recreational uses

Challenges: Limited gathering spaces for group events; limited and poorly maintained sports facilities; inefficient water usage at splash pad



Accessible by car



Open Space



Water Fountain



BBO Grill



Splash Pad



Bike Accessible



Benches



Picnic Tables



Sports Court



Bike Rack



Play Area



Trash Can



Event Space



Shelter



Off Street Parking



Multi Use Paths



Gravel Trails



Restroom



Sports Field





Talent Commons

Neighborhood Park

Talent Commons is a 1.00-acre neighborhood park located between the Talent Library and the City Hall. The park contains a play structure, open lawn space, a platform stage and restroom facilities. Before construction, Talent Commons was designated as a community park but has been reclassified as a neighborhood park due to size and amenities.

Challenges: Limited ADA accessibility



Accessible
by car



Open
Space



Bike
Accessible



BBQ Grill



Restroom



Trash
Can



Multi Use
Paths



Picnic
Tables



Event
Space



Bike Rack



Play Area





The “Bark” Park

Special Use Park

Bark Park is a 0.48-acre park located on the south west corner of Talent Avenue and Everett Way, adjacent to Chuck Roberts Park. The Bark Park is a gated dog park that has a lawn with an underground dog tunnel, water spigot, doggie bag trash cans, and lawn chairs.

Challenges: Insufficient capacity; lack of shade and seating



Accessible by car



Water Fountain



Dog Park



Memorial



Benches



Picnic Tables



Trash Can



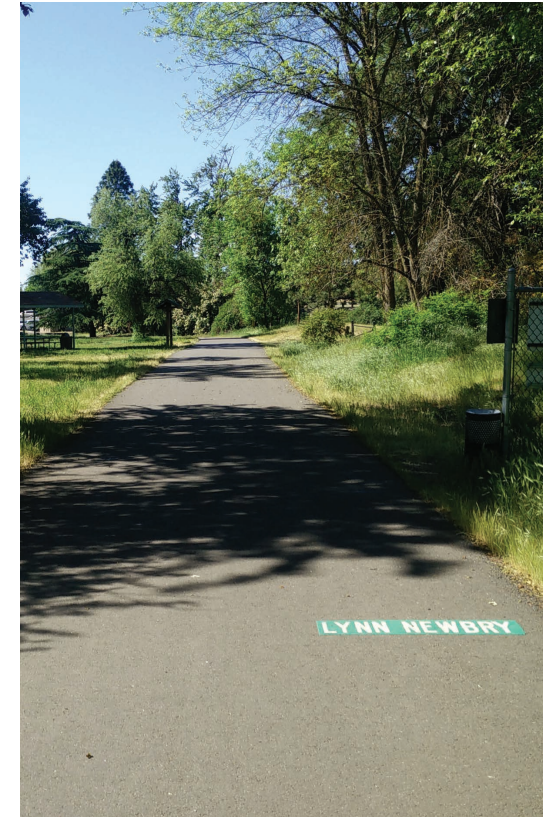


Lynn Newbry

Linear Park

Lynn Newbry Park is a 2.46-acre linear park owned by Oregon Department of Transportation and maintained by the City of Talent. Lynn Newbry Park is located along the Bear Creek Greenway and serves as both a destination for residents as well as a resting place for greenway users. In addition to the greenway trail, the park contains a shelter with tables and an information kiosk. The park provides potential wildlife viewing opportunities with undeveloped creek access.

Challenges: Creek access not developed; city does not currently own this parcel



Accessible by car



Bike Rack



Multi Use Paths



Natural Area



Natural Corridor



Neighborhood Connections



Open Space



Picnic Tables



Restroom



Trailhead Kiosk



Trash Can



Wayfinding Markers



Shelter

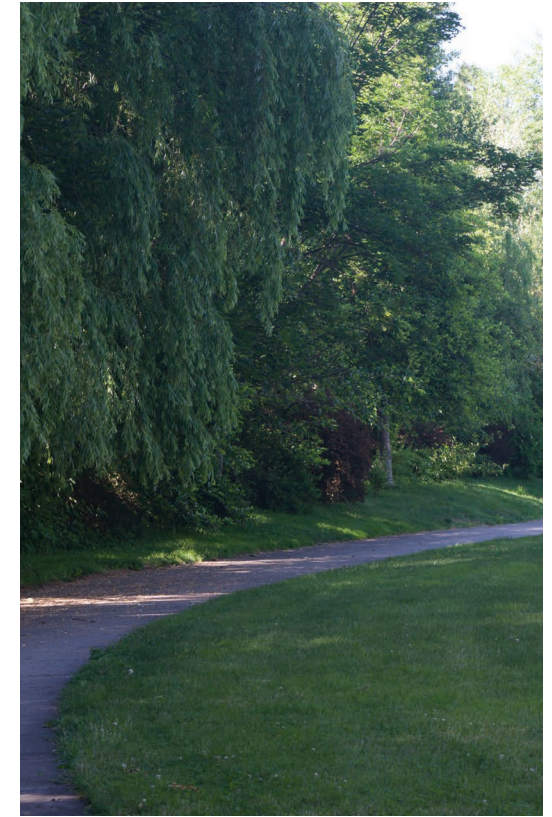


Old Bridge Village Greenway

Greenway

Old Bridge Village Greenway is a 0.22-acre open space located along Wagner Creek adjacent to the undeveloped "Creekside" parcel. The site is currently owned by the Old Bridge Village homeowner's association and public access is provided through a pedestrian easement. The site includes a paved trail that runs along Wagner Creek for approximately 100 yards. With the development of future connections, Old Bridge Village Greenway will become one section of the greater Wagner Creek Greenway system.

Challenges: Not connected to other trails; City does not own parcel



Multi Use Paths



Bear Creek Greenway

Greenway

The City of Talent maintains 19.19-acres along the Bear Creek Greenway. The Bear Creek Greenway refers to a publicly owned corridor between Ashland and Central Point that contains a paved 19.6-mile multi-use path. The maintenance is distributed between Jackson County, the City of Ashland, the City of Talent, the City of Phoenix, the City of Medford and the City of Central Point. The Bear Creek Greenway Management Plan was created in 2017 as a maintenance agreement between the county and the cities along the greenway. The Bear Creek Greenway Management Plan guides the city in maintaining, updating and funding the two miles section of trail within Talent.

Challenges: Not connected to other trails



Accessible
by car



Passive
Recreation



Benches



Picnic
Tables



Bike
Rack



Trash Can



Multi Use
Paths



Wayfinding
Markers



Natural
Area

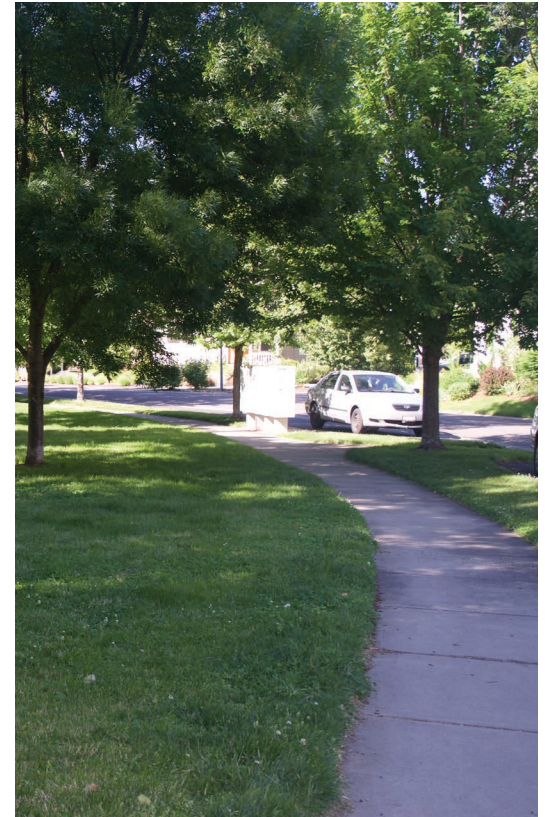


Wagner Creek Greenway

Greenway

In 2007 the City of Talent adopted the Wagner Creek Greenway Connection Conceptual Plan that explains the development of the Wagner Creek Greenway corridor connecting Talent Avenue to the Bear Creek Greenway through a 1.5-mile multiuse path. Currently, The Old Bridge Village Greenway is the only developed section of Greenway within this plan. This Parks Master Plan proposes to develop Wagner Creek Linear Park and "Creekside" Linear Park to further the development of the greenway as well as increase trail connections through Talent.

Challenges: Land use restrictions for future



Multi Use
Paths





Wagner Creek Park



“Creekside”



“Creekside”

“I like just having natural places to walk through and sit in”

-Talent Resident

Undeveloped Parkland | Wagner Creek Greenway sites

Undeveloped sites consist of property designated as parkland with few or no improvements and no park designation.

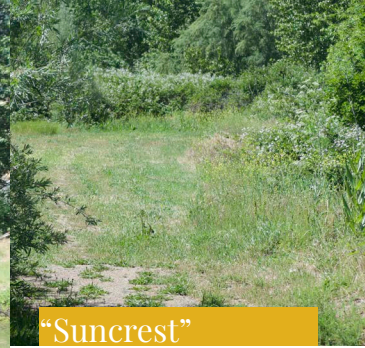
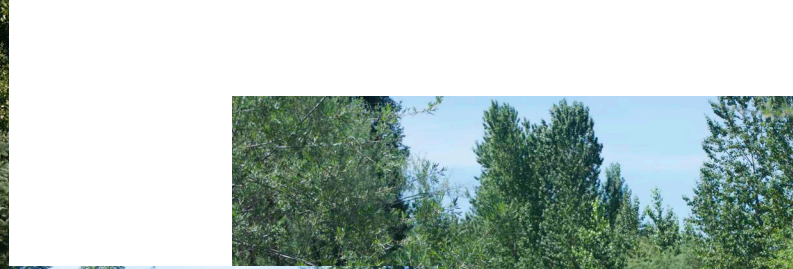
- **Wagner Creek Linear Park** (Partially developed) is a 2.28 acre riparian corridor along Wagner Creek, proposed here for further development. The proposed park will include the existing 0.76 acre Wagner Creek Park and the undeveloped 1.52 acre parcel

located along the south-eastern bank of Wagner Creek. Wagner Creek Park currently has minimal development with a bioswale, picnic table, and one gravel parking spot on W. Rapp Road. This plan proposes a paved trail extending north from the existing park as phase 1 of the Wagner Creek Greenway trail which is envisioned to eventually connect Wagner Creek to the Bear Creek Greenway.

- **“Creekside” Linear Park** (Undeveloped) is 1.01 acres of city owned undeveloped land adjacent to Old Bridge Village Greenway. This plan proposes developing this parcel into a linear park with themed play equipment, picnic tables, and a trail as a portion of the Wagner Creek Greenway. This parcel is currently unnamed and will need to be named once developed.



Joseph Park



"Suncrest"



"Suncrest"

“It would be nice to have more benches in the parks for older people to sit on and enjoy the outdoors.”

-Talent Resident

Undeveloped Parkland

• **“Suncrest”** is 19.49 acres site located in northeast Talent along Bear Creek. The “Suncrest” site was formerly known as Whackers Hollow and DeYoung Property; when developed, this parcel may be renamed. The 2006 parks master plan incorporated a concept plan to develop Suncrest but this plan was never implemented due to budgeting constraints. “Suncrest”

includes a retention pond and abuts Bear Creek, providing potential access to natural areas for passive recreation. If developed, Suncrest has the potential to create a linkage to the Bear Creek Greenway, extend park service to underserved areas, and increase trails within Talent.

• **Joseph Park** is a 0.28-acre parcel of city-owned land that has potential to

be developed as a pocket park. Joseph Park sits directly northeast of Wagner Creek Park and includes a portion of Wagner Creek. The undeveloped park site currently provides open space and undeveloped creek access to residents who live within walking distance. This plan proposes to develop Joseph Park into a pocket park.

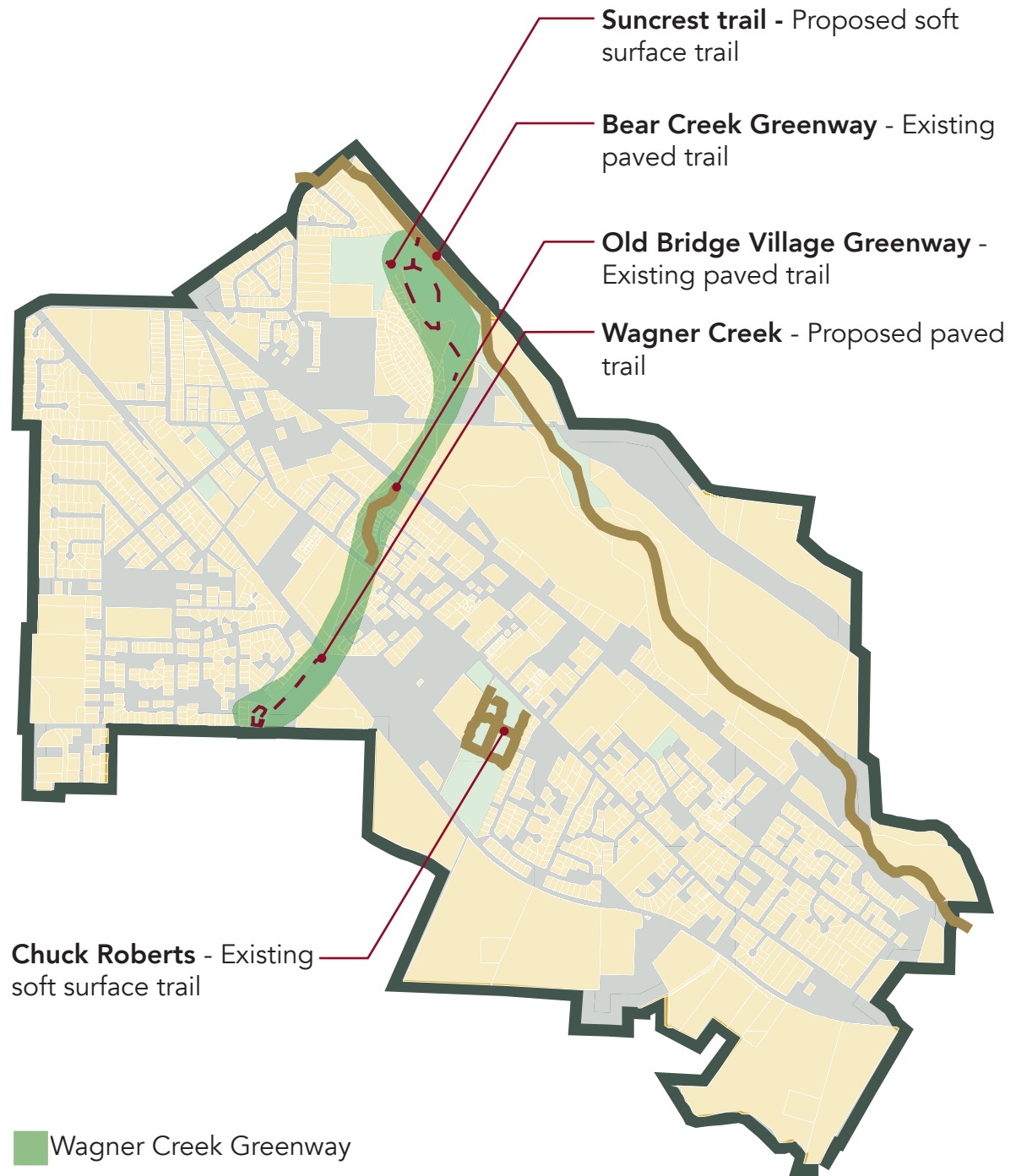


Trails

Multi-use Paths

Bear Creek Greenway is a paved 19.6-mile multiuse path connecting Ashland to Central Point. The City of Talent maintains a 30-foot corridor around the 2-mile section that lies within Talent’s Urban Growth Boundary. This section runs through Talent between OR 99 and I-5.

Wagner Creek Greenway is a partially developed 1.5 mile trail proposed along Wagner Creek that would connect to the existing Bear Creek Greenway. In 2007 the City of Talent created the Wagner Creek Greenway Connections Plan in an effort to increase connectivity and protect riparian habitat within the floodplain. Currently, the City has developed 800-feet of paved multiuse path from Talent Avenue to Creekside Way through Old Bridge Village Open Space.





Trails

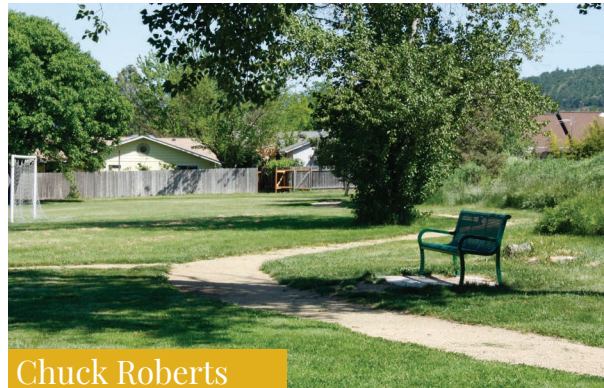
Soft surface

Chuck Roberts: The City of Talent developed a ½ mile decomposed granite loop trail in Chuck Roberts Park. This is the only formally developed unpaved trail in Talent and serves as a recreational walking loop for the community.

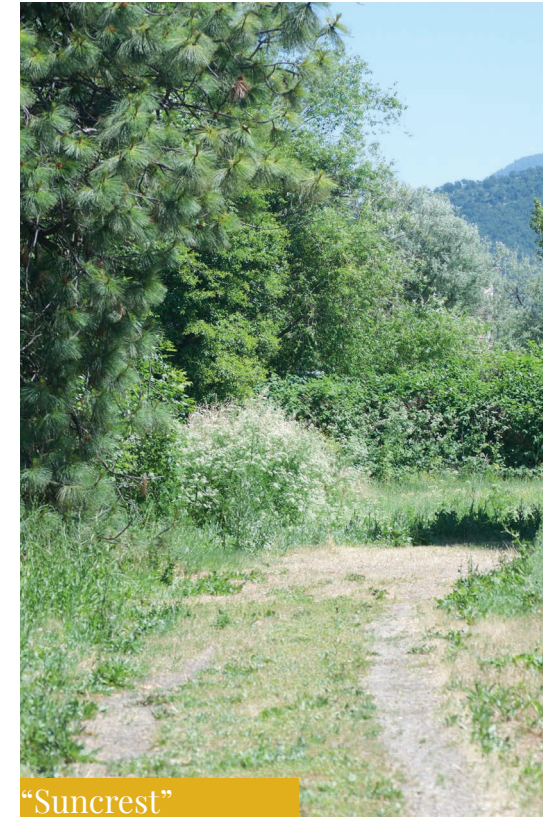
“Suncrest”: Informal soft surface trails currently exist in the undeveloped “Suncrest” parcel.



Chuck Roberts



Chuck Roberts



“Suncrest”



Old Town Park

Level of Service

According to the National Park and Recreation Association, typical park and recreation agencies offer 10 acres of parkland per 1000 residents. However, there are no set national standards for how much parkland a community should offer because every community has unique needs.

The City of Talent currently offers 5.78 acres of city-owned, developed parkland per 1000

residents. If the City does not develop any more parkland, the level of service is projected to drop to 4.55 acres per 1000 residents by 2040. If the City develops all the undeveloped parkland identified in this plan and acquires the Lynn Newbry property from the Oregon Department of Transportation, the level of service will rise to 7.34 acres per 1000 residents by 2040.

Population	Developed Parkland	LOS
6,380	34.18 acres	5.78
8,105 (projected for 2040)	34.18 acres (with no new development)	4.55
8,105 (projected for 2040)	59.48 acres (with proposed acquisition of Lynn Newbry and development of "Creekside", "Suncrest", Joseph, and Wagner Creek)	7.34
8,105 (projected for 2040)	59.48 acres (with proposed acquisition of Lynn Newbry and development of "Creekside", Joseph, and Wagner Creek, not including Suncrest Park)	4.99

Service Area

While level of service gives a basic quantitative metric for evaluating a park system, service area analysis provides a deeper, spatialized understanding of equity and accessibility across a city. The City of Talent determined that they would like: (1) most residents to be able to walk to a park with a play structure in ten minutes; and (2) all residents to be able to walk to a park (any type) within ten minutes.

The service area analysis uses a circular “buffer” around park and play structure sites. Parcels that fall inside this buffer are considered to be served while parcels outside of this area are not. For this analysis, a 1/4 mile radius buffer was chosen to represent

the distance most people can walk in 10 minutes.

For All Parks:

- **32% of single-family tax lots** are outside of the park service area (1/4 mile radius buffer around all parks). These lots have above average property values.
- **19% of manufactured home tax lots** are outside of this service area.
- **0% of multi-family tax lots** area outside of the park service area.

For Play Structures:

- **35% of single family tax lots** are outside of the play structure service area (1/4 mile radius buffer around play structures).
- **40% of manufactured home tax lots** are outside

of the play structure service area.

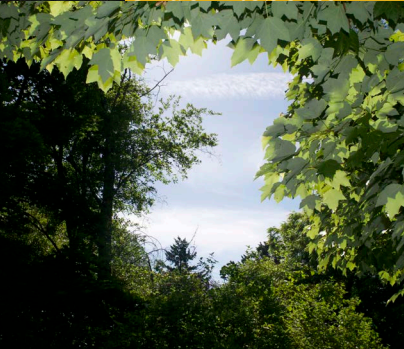
- **74% of multifamily tax lots** are outside of the play structure service area. These lots have slightly below average property values.

Key Takeaways

- Residents in southern Talent have less access to parks than other city residents.
- A lack of play structures in central Talent leaves multifamily housing units and low income families disproportionately underserved.



Chuck Roberts



“Creekside”

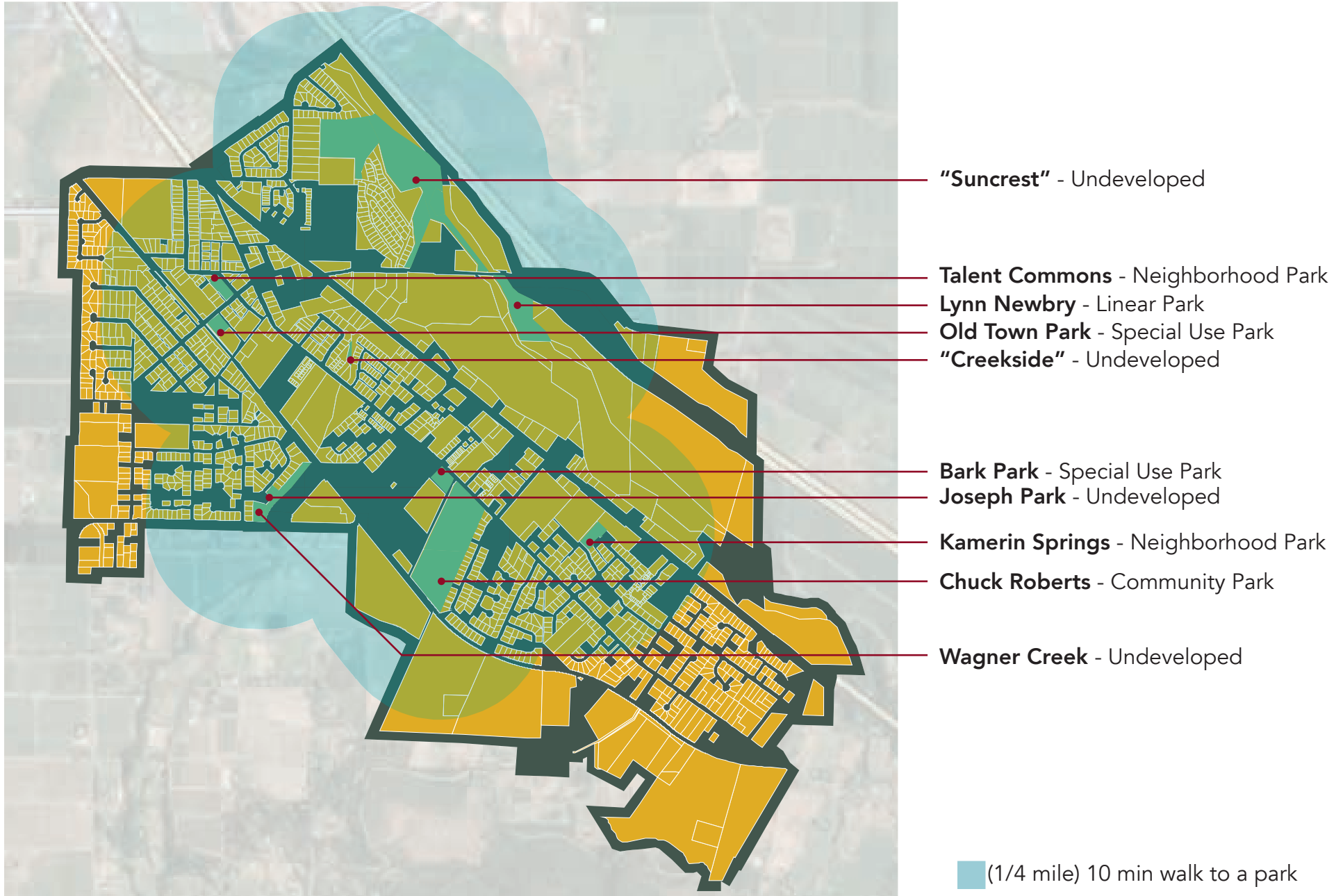


Talent Commons

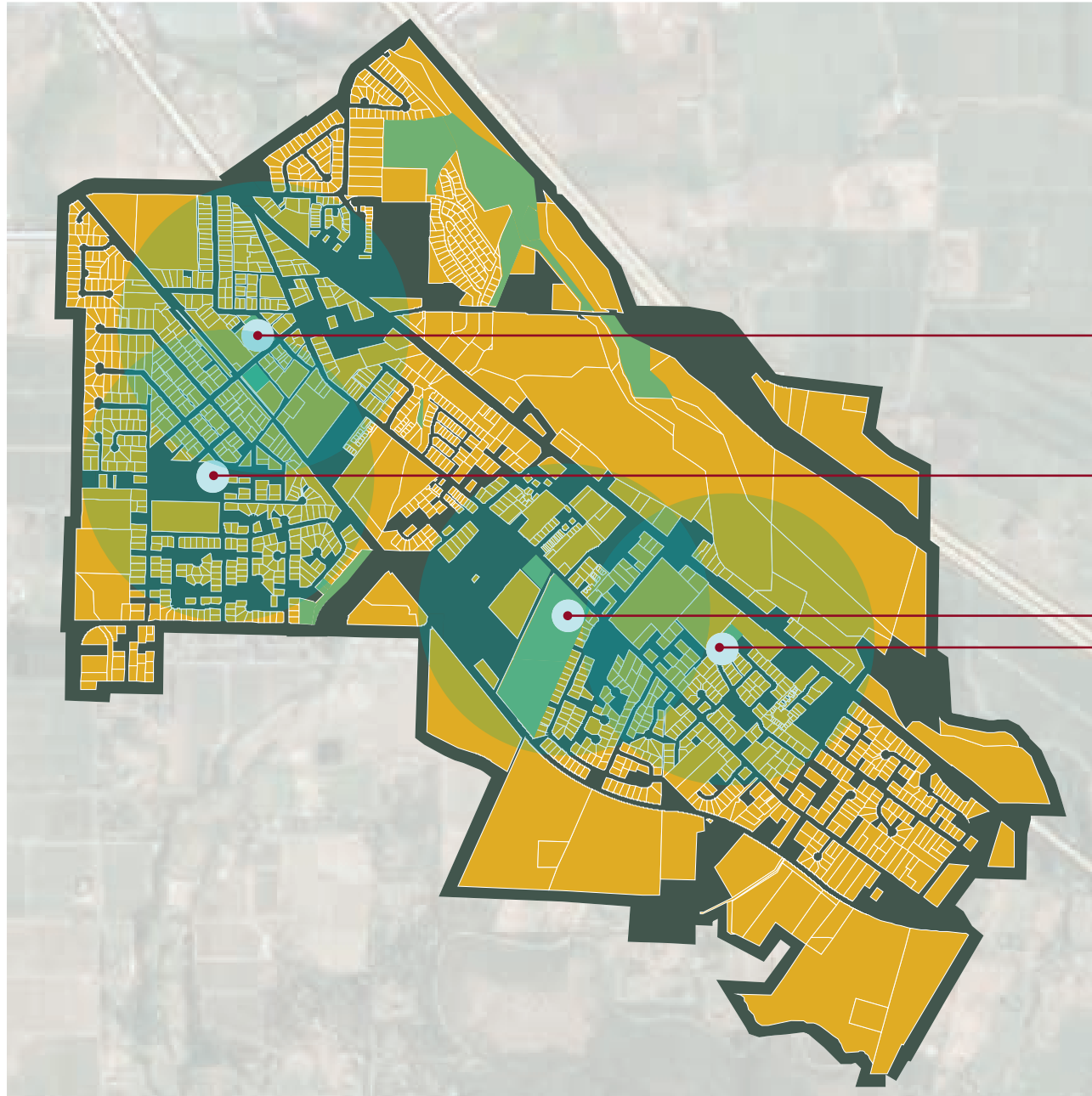


Kamerin Springs

Service Area | All Parks



Service Area | Play Structures



Talent Commons - Neighborhood Park

Talent Elementary School

Chuck Roberts - Community Park

Kameran Springs - Neighborhood Park

(1/4 mile) 10 min walk to a play structure

Inventory Takeaways

Several key themes emerged from the park system inventory. These themes helped to inform system priorities and goals outlined in Chapter 4.



Trail connections are needed:

The Talent community values trails and pedestrian connections within and between parks. Currently, there is only one trail within a park and minimal connections between parks. Plans exist for both Bear Creek Greenway and Wagner Creek Greenway; more could be done to move forward in actualizing these plans. The Transportation System Plan specifies sidewalks and bike lanes throughout the city; the city should consider how these networks can support parks.



Parks are not sufficiently inclusive or accessible:

There are limited ADA accessible amenities within Talent's park system. None of the city's existing playgrounds currently include accessible play equipment. As the city replaces aging amenities and develops new parks, there is an opportunity to improve inclusivity by selecting ADA accessible features.



Overall park maintenance is good:

In general, park facilities are in working order because the City has consistently maintained them. The skate park has some deferred maintenance due to high repair costs and insufficient funding at this time. The splash pad also needs to be updated to recycle water and

prevent waste. General park maintenance should continue to be performed.



City supports native planting and ecological practices:

The City has made an effort to create areas of native plant habitat and embrace green stormwater management strategies. Talent is a certified Bee City USA affiliate and pollinator-friendly practices are prioritized.



Parkland may become insufficient to serve community as city grows:

Talent's population is projected to increase over the next 20 years. The city will need to develop new parks to assure that all residents have sufficient and equitable access to park facilities.

Chuck Roberts

Chuck Roberts

Chuck Roberts

Chuck Roberts



3 Community Needs

Joseph Park Concept Plan

The City is considering making a new park in the Central part of town at the intersection of Creekside Way and Talent Ave. We want to know what you might like in it?

(Creekside) Park Concept Plan

The City is considering making a new park in the Central part of town at the intersection of Creekside Way and Talent Ave. We want to know what you might like in it?

What type of equipment would you like to see? Vote by placing a sticky dot on the map of your preferences.

Wagner Creek Trail Greenway

This plan seeks to learn of community preferences for trail types and other amenities for the potential development of a 'Wagner Creek Trail Greenway.'

Community survey held on Wednesday, August 14th, 2013. Community members from the City of Talent, Oregon, and the City of Talent, Oregon, were invited to participate in the survey. The survey was held at the intersection of Creekside Way and Talent Ave. The survey was held from 10:00 AM to 12:00 PM. The survey was held at the intersection of Creekside Way and Talent Ave. The survey was held from 10:00 AM to 12:00 PM. The survey was held at the intersection of Creekside Way and Talent Ave. The survey was held from 10:00 AM to 12:00 PM.

Do you want hard surface or soft surfaces for this Trail? Vote by placing a dot on your preference.

Talent Parks Master Plan





Presentations and preference boards

- Talent Garden Club
- Talent Maker City
- Talent Public Library
- Splash pad opening
- Community Development Fair



In-person surveys

- Youth surveys at skateboard making workshop
- Intercept surveys in parks
- Intercept surveys in central Talent



Focus groups and conversations

- Latinx community focus group
- Stakeholder interviews



Online surveys

- Web-based survey (received 275 responses)

Community Outreach

To create an inclusive master plan that reflects the community's needs and values, the City of Talent and the IPRE team conducted nine outreach events.

A variety of outreach techniques were used to gain perspectives and opinions from community members.

Approximately 400 Talent community members participated in the following outreach strategies:

- Stakeholder Interviews
- Online Survey
- Intercept Surveys
- Preference Boards

Special attention was given to

gathering the opinions of several groups that may be traditionally underrepresented in the parks planning process, including:

- Youth
- Talent's growing Latinx population

By the Numbers:

400
total outreach participants

275
online survey respondents

58
in-person survey respondents

33
survey respondents under the age of 18

60+
Latinx residents engaged



Community Engagement Findings:

Interviews

A primary goal of the master plan update was to make sure that a diversity voices from the Talent community were represented. This helped to ensure that recommendations for the future park system were representative of the whole community's needs and desires. To address this goal, the IPRE team interviewed stakeholders and organizations that represented various populations of interest including the Latinx community, older adults (age 55 and older), low income residents, environmental activists, and those involved in organized athletics. The team conducted a total of nine interviews during this process.

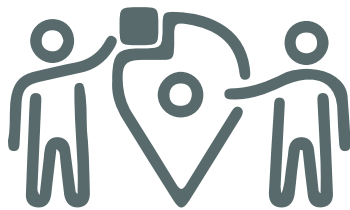


Latino youth engagement



Kamerin Springs

What is working?



Parks as a place for community building

What can be improved?



Outreach to underrepresented communities

What can be added?



New trails

Talent

Plan Maestro de Parques

Dónde: Chuck Roberts Splash Pad

Cuando: 25 de Mayo, 2pm-4pm

Who We Are:
We are graduate students of the University of Oregon working with Talent to update the parks master plan.

Why?
We want to meet with you one last time and get your input on how to make the park system work better for you. There will be light refreshments and games, so stop by and see how you can make a difference in the future of your community.

Quiénes Somos:
Somos estudiantes graduados de la Universidad de Oregon trabajando con Talent para actualizar el plan maestro de parques.

¿Por qué?
Queremos reunirse con usted una última vez y obtener tu opinión sobre cómo hacer el sistema de parques funcionar mejor para ti. Habrá ser refrigerios ligeros y juegos, así ven y ve cómo puedes hacer una diferencia en el futuro de tu comunidad.

Where:
Chuck Roberts Splash Pad

When: May 25, 2pm-4pm






Community Engagement Findings:

Online Survey

In spring 2019, two hundred and seventy-five (275) people took an online survey about the Talent Park system. The IPRE team worked hard to encourage a variety of people to complete the survey.

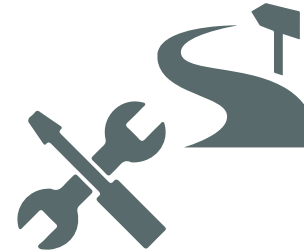
- 63% were female
- 12% were 18 years or younger
- 75% identified as White
- 10% identified as Hispanic/Latinx
- 61% own their home
- 54% made \$50,000 or above before taxes in the most recent year
- 15% made below \$25,000 before taxes in the most recent year

Are all residents being served?



23% think people with disabilities are not well served

Priority over the next 5 years?



Enhance current parks and create new trails

What amenities do you want added to the parks?



40% restoration; 39% trails; 28% seating; 25% play structures; 24% public art

Needed park services?



58% want more community events

What kind of trails?



49% want trails to connect Bear Creek and Wagner Creek

What type of planting?



54% (each) want native plants and bee friendly plants



Community Engagement Findings:

Intercept Surveys

In early March, the IPRE team conducted intercept surveys throughout Talent. The team interviewed 58 people in six locations (Garden Club meeting, Bark Park, Bear Creek Greenway, Shady Brook Mobile Home Park, Totem Pole Mobile Home Park, Talent Maker City and Talent Library.)

- 69% of respondents identified as White
- 19% identified as Hispanic or Latino
- 28% rent their homes
- About half of the respondents made less than \$50,000 last year

Primary use for the parks



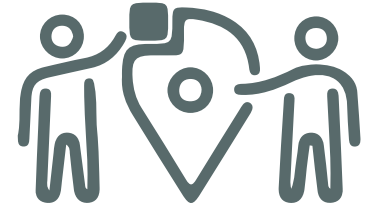
Engage with family and friends

Most desired new features



Dog park improvements; trails; shade structures; events; disc golf; water fountains

Needed park services



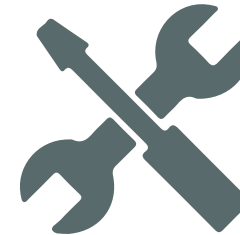
60% want community events (music, movie nights); 50% want ongoing programming (camps, classes, leagues)

Parks that need the most improvement?



Bark Park; Lynn Newbry; Chuck Roberts

Where should investments be made?



Improving and maintaining existing facilities



Community Engagement Findings:

Preference Boards

The IPRE team designed preference boards as a quick visual activity for gathering community input. The boards focused on two questions: (1) What features would you like added to the park system? (2) What do you want the City of Talent to prioritize in the next five years - new parks, new trails, or current park renovations? Approximately 100 people participated at five events: Community Development Fair, Talent Maker City event, Garden Club meeting, Public Library, Youth Engagement Skateboarding Event. An additional event at the Splash Pad allowed residents to engage with preference boards for specific park concept plans.

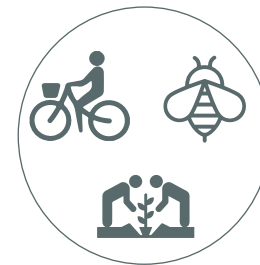


Priority over next 5 years:



Enhance current parks and create new trails

Top 3 features desired in parks:

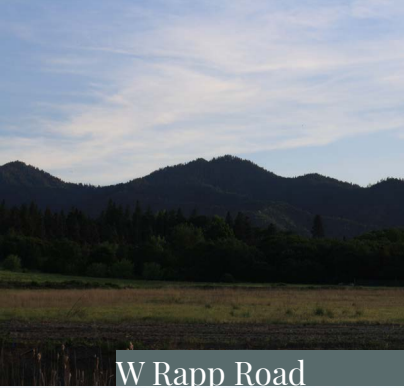


Pollinator Garden; Walking & Biking Trails; Community Garden

Top 2 features desired by youth:



Soccer fields & basketball courts



W Rapp Road



Splash pad opening



Splash pad opening



Parks commission

Outreach Takeaways

After synthesizing the information received from over 400 people, the IPRE team developed five themes that inform the goals and prioritizations in this plan.



Invest in connected trail system

Community members want multiuse trails that connect parks and enhance access to the Bear Creek Greenway.



Improve parks and trail accessibility

The community wants to have a park system that is accessible and reflects the entire community.



Prioritize maintaining the existing park amenities and facilities

According to the preference boards and online survey, the community wants to maintain existing park facilities and amenities as the first priority.



Foster ecological restoration

Community members support using native and bee friendly plants in parks and value ecological restoration.



Promote outreach events and community involvement

The stakeholder interviews encourage equitable planning and increased outreach to underrepresented communities and a diversity of user groups.



4

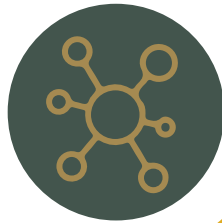
GOALS & STRATEGIES



System Wide Priorities

Taken together, the park inventory and the community needs assessment revealed a common set of community priorities. These system-wide priorities were used to guide the development of more specific goals and strategies for Talent’s park system.

Connectivity



Accessibility



Equity



Maintenance



Ecological Sustainability

“Having a good park system is a prerequisite for a thriving community”

-Talent Resident



Chuck Roberts

Understanding the Goals & Strategies

The purpose of the goals is to further guide, improve, and enhance the park system and to address the needs expressed by the community.

On each page there is a “Goal #” which is used in this document to link park specific improvements back to the goals. Just below the “Goal #” is the description of the goal itself.

Below the goal description are the five system wide priorities. While all goals generally align with these priorities, a highlighted icon indicates an especially strong connection between a goal and a priority.

On the right side of each goal is a list of strategies. These provide guidance on how to achieve the goal and provide an actionable means

of evaluating its completion. Priority is used to indicate the level of importance for each strategy and is organized from high to low. The priorities do not necessarily indicate the order in which the strategies will be implemented, as some may be high priority but have a long timeline, while others may be low priority with a short timeline.”

“We need to serve everyone... We are one community”

-Talent Resident



Old Town (Skatepark)

“I am glad that we have [the skatepark] and would like to see it improved”

-Talent Resident

Goal 1

Prioritize maintaining existing park amenities and facilities



I.D.	Strategy	Priority (High - Low)
A.1	Increase safety by maintaining adequate sightlines into parks from the street and surrounding areas	High
A.2	Embrace universal design principles in new and existing parks	High
A.3	Provide high quality skate park experience	High
A.4	Increase sports facilities	Medium
A.5	Enhance and expand amenities for dogs	Medium
A.6	Improve signage at parks and trails	Medium
A.7	Support volunteer maintenance of specific amenities in parks	Low



Bear Creek Greenway

“more trails and bike paths to create a web of trails using riparian corridors [while] enhancing cyclist and hiking paths.”

-Talent Resident

Goal 2

Invest in a connected trail systems



I.D.	Strategy	Priority (High - Low)
B.1	Increase soft surface trails in parks	High
B.2	Develop trail along Wagner Creek connecting Wagner Creek Park to Bear Creek Greenway	High
B.3	Identify suitable locations for wildlife viewing and install appropriate infrastructure	Medium
B.4	Design new trails and bring existing trails up to ADA standards	Medium
B.5	Develop lighting standards for multi-use paths (Bear Creek Greenway, Wagner Creek Greenway)	Medium
B.6	Increase signage to improve wayfinding	Low



Lynn Newbry

“[We] need south Talent Recreational park facilities”

-Talent Resident

Goal 3

Establish Parks in Underserved Areas



I.D.	Strategy	Priority (High - Low)
C.1	Develop Joseph Park into a pocket park (see concept plan)	High
C.2	Develop “Creekside” into a linear park (see concept plan)	High
C.3	Develop a new park in the southern part of Talent	Medium
C.4	Develop “Suncrest” (Phase 1) as a community park with natural areas and trails (see concept plan)	Medium
C.5	Develop Wagner Creek Park into a linear park (see concept plan)	Medium
C.6	Expand “Suncrest” (Phase 2) to include additional recreational amenities and infrastructure	Low



Old Town Park

“Art installations would be very meaningful to showcase the different communities in Talent”

-Talent Resident

Goal 4

Create Spaces and Systems That Build Community



I.D.	Strategy	Priority (High - Low)
D.1	Increase capacity and diversity of gathering spaces in parks for group events	High
D.2	Increase programming in parks, particularly events such as music, movies, and theater	High
D.3	Add public art to parks, emphasizing local artists	Medium
D.4	Support partner organizations to create additional community garden space	Low
D.5	Promote the awareness of ecological, cultural, and historic resources	Low



Lynn Newbry

“[I want to see] more native tree and shrub plantings.”

-Talent Resident

Goal 5

Preserve & Restore the Natural Environment



I.D.	Strategy	Priority (High - Low)
E.1	Encourage the use of native, drought tolerant, and bee friendly plants in new parks and projects	High
E.2	Restore areas along creeks to promote healthy waterways	High
E.3	Implement recycling and treatment systems for water features and manage stormwater on site	Medium
E.4	Support partner organizations to create additional pollinator gardens	Medium
E.5	Be sensitive to stormwater management, in line with forthcoming stormwater plan	Medium
E.6	Enhance the urban forest	Medium

The background of the slide is a photograph of an outdoor basketball court. In the foreground, there are three basketball hoops with white backboards and orange rims. The court is surrounded by lush green trees and a grassy area. In the distance, a large, forested hillside rises under a clear sky. The overall scene is bright and sunny.

5

The Master Plan describes objectives and recommendations to guide systemwide improvements, along with more specific recommendations for existing and proposed park sites. Together, the goals, objectives, systemwide recommendations, and site recommendations provide direction for how the City can develop, program, and manage the park and recreation system to meet community needs. The project recommendations and improvements described on the following pages represent the vision of the community and the Parks & Recreation Commission and will guide the City's efforts to improve and enhance parks and recreation opportunities in Talent over the next twenty years.

IMPROVEMENTS



Park Specific Improvements

Kamerin Springs

Improvement	Goals	Priority
Install single stall restroom	1	1-2 years
Regrade park to address flooding issues	1, 5	1-2 years
Add topsoil, reseed grass, and replant ornamental plantings	1, 5	1-2 years
Create new park entrance	4	1-2 years
Install adaptive and ADA accessible swings	1, 4	3-5 years
Install baby swings	1, 4	3-5 years
Install water fountain	1	3-5 years

Projected Cost:
\$218,120



Park Specific Improvements

Chuck Roberts

Projected Cost:
\$1,283,885

Improvement	Goals	Priority
Install water recycling system for splash pad	1, 5	1-2 years
Install water fountain	1	1-2 years
Add additional parking area (15 spaces)	1	1-2 years
Add shade structures over sandbox and near play structures	1	1-2 years
Invest in a "placemaking" project focused on the Latinx community	4	1-2 years
Install adaptive swings and ADA friendly play equipment	1, 4	3-5 years
Install baby swings	1, 4	3-5 years
Remove play structure and replace with ADA accessible structure	1, 4	3-5 years
Add inclusive play structure for toddlers with rubber mat	1, 4	3-5 years
Install sandbox	1	3-5 years
Add shade structures over sandbox and near play structures	1	3-5 years
Build new tennis courts	1	6-10 years

Concept Plan | Chuck Roberts





Park Specific Improvements

Talent Commons

Improvement	Goals	Priority
Remove play structure and replace with ADA accessible structure	1, 4	3-5 years
Add interpretive signage about Talent history and culture	4	3-5 years
Add accessible picnic tables	1,4	3-5 years
Replace bark chips with rubberized play surface	1, 4	3-5 years
Install water fountain	1	6-10 years

Projected Cost:
\$143,640



Park Specific Improvements

Old Town Park (Skatepark)

Improvements	Goals	Priority
Repair Existing Skate Park	1, 4	1-2 years
Add covered pavilion	1, 4	11+ years

Projected Cost:
\$105,000



Park Specific Improvements

Lynn Newbry

Improvement	Goals	Priority
Install water fountain	1, 2	1-2 years
Install irrigation in the grass field area	1	1-2 years
Install parking lot lighting	1, 2	3-5 years
Install benches	1, 2	3-5 years
Repair pavilion roof	1	3-5 years
Add interpretive signage on history and ecology	4	6-10 years
Purchase land from ODOT	2	6-10 years
Create a viewing platform along creek	1	11+ years
Pave gravel parking area	1	11+ years

Projected Cost:
\$359,100



Park Specific Improvements

Bark Park

Improvement	Goals	Priority
Add perimeter drain (completed)	1	1-2 years
Add topsoil and reseed grass	1, 5	1-2 years
Install shade pavilion (completed)	1, 4	1-2 years
Install benches (in progress)	1, 4	1-2 years
Install new water station for dogs	1	1-2 years
Add trees	1, 4, 5	1-2 years
Install water fountain	1	3-5 years

Projected Cost:
\$30,501



Park Specific Improvements

“Suncrest”

Phase 1 Projected Cost:
\$320,530
 Phase 2 Projected Cost:
\$1,162,420
 Total Projected Cost:
\$1,482,950

	Improvement	Goals	Priority
Phase 1	Install planted or constructed barrier for safety at pond	2	1-2 years
	Install water fountain	3	3-5 years
	Install dog pickup stations	3	3-5 years
	Install trash receptacles	3	3-5 years
	Create a 0.5 mile soft surface trail	2	3-5 years
	Construct parking lot (30 spaces)	3	3-5 years
	Construct 1 acre dog park	3	6-10 years
	Construct a restroom	3	6-10 years
	Install parking lot lighting	3	6-10 years
	Add bridges to connect to Bear Creek Greenway	2	11+ years
Phase 2	Build full size soccer field	1	11+ years
	Pave gravel access road on northwest side of property	1	11+ years
	Add second parking area (30 spaces)	1	11+ years
	Add disc golf course	1	11+ years
	Install trash receptacles	1	11+ years

Concept Plan | “Suncrest”





Park Specific Improvements

Wagner Creek Park

Improvement	Goals	Priority
Install trash receptacles	1	1-2 years
Develop a 6-foot wide asphalt trail along Wagner Creek	2	6-10 years
Install benches along trail	2	6-10 years

Projected Cost:
\$63,840

Concept Plan | Wagner Creek Linear Park





Park Specific Improvements

Joseph Park

Improvement	Goals	Priority
Install trash receptacles	3	3-5 years
Create pollinator garden	5	3-5 years
Install natural play structure	3	3-5 years
Install small picnic shelter	3	3-5 years
Install picnic table (on concrete pad)	3	3-5 years
Install benches	3	3-5 years

Projected Cost:
\$57,855

Concept Plan | Joseph Park





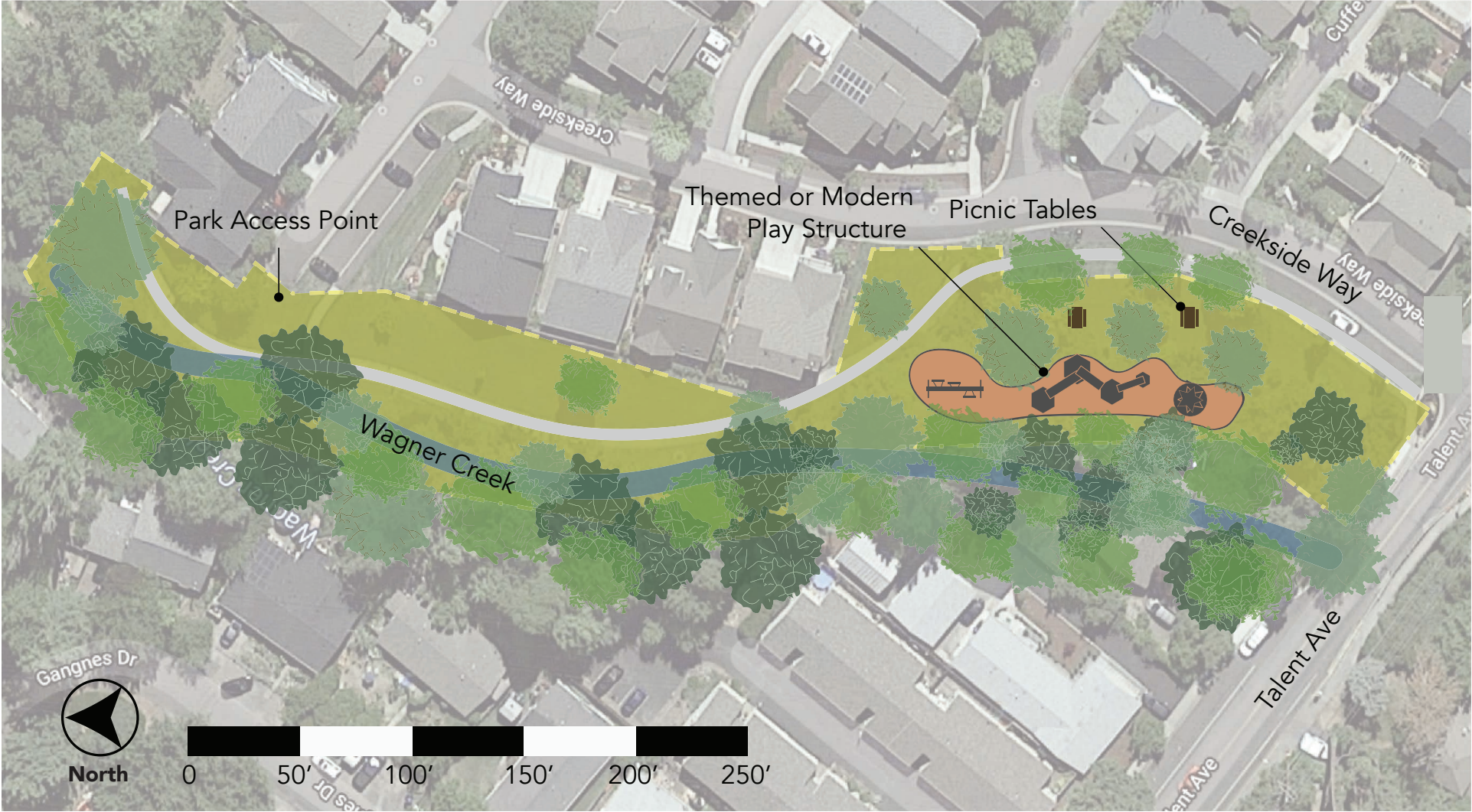
Park Specific Improvements

“Creekside”

Improvement	Goals	Priority
Add wayfinding signage from the road	3, 4	1-2 years
Install inclusive play structure with rubber ground surfacing	3, 4	3-5 years
Install swing set with rubber ground surfacing	3	3-5 years
Install baby swing	3, 4	3-5 years
Install adaptive swings	3, 4	3-5 years
Install trash receptacles	3	3-5 years
Install picnic tables	3	3-5 years
Install water fountain	2, 3	3-5 years
Install benches	2, 3	3-5 years

Projected Cost:
\$202,825

Concept Plan | “Creekside”





Trail Recommendations

With the guidance of the 2015 Transportation System Plan (TSP), the City has worked diligently to increase bike lanes and pedestrian sidewalks in an effort to increase circulation throughout Talent. The Parks Master Plan supports the city's effort to increase multimodal transportation throughout town while also increasing the development of connections through off street paths and greenways. The following recommendations are intended to support and guide the maintenance and development of trails in the Talent park system.

Soft Surface Trails

- Uphold routine maintenance on the ½ mile soft surface walking trail within Chuck Roberts
- Develop trails in "Suncrest"

Greenways and Multi-use Paths

- Uphold responsibilities within Bear Creek Greenway Management Plan 2017- 2022 between mile marker 11.5 and 13.5
- Maintain Old Village Greenway and incorporate into "Creekside" park design
- Develop a set of lighting standards for greenways
- Develop a 0.2 mile trail section from Wagner to the intersection of the railroad crossing and Wagner Creek
- Continue to monitor ownership of land to complete Wagner Creek Greenway

Concept Diagram | Trail Connections





Park Criteria for Developers

The City of Talent may require new residential developments to include public park facilities. The City will develop a section of the zoning code that applies to parkland development.

New park development, whether city-installed or installed by developers, should reflect the system wide priorities of the park system - **connectivity, accessibility, maintenance, ecological sustainability, and equity.**

At a minimum, developer-installed parks must comply with the standard park criteria and the required features for pocket parks outlined in the following section. The City of Talent reserves the right to require additional criteria depending on size

and characteristics of the associated development.

The following guidelines are intended to outline the expectations for suitable facilities when installed by developers. The Zoning Code will provide specific requirements for parkland.



Connectivity:

Safe park access should be available by foot and bike. Parks should be adequately served by sidewalks, crosswalks, bike lanes, and bike racks.



Accessibility:

Parks should be accessible to all community members, regardless of physical abilities. Park amenities and facilities should comply with ADA

requirements.



Maintenance:

Developer-installed parks should be constructed with long-term maintenance in mind and should emphasize the durability and longevity of amenities.



Ecological Sustainability:

Developer-installed parks should honor the community's interest in sustainability through appropriate planting choices, energy usage, and water management.



Equity:

Developer installed parks are public parks and should be welcoming to the entire community; barriers to equitable access should be eliminated.



Pocket Park Criteria

Pocket parks are the smallest park classification category. They are typically less than 2 acres in size and may be as small as 0.25 acres. These parks provide basic recreation opportunities to residents within a 0.25 mile radius, or about a 5-10 minute walk. Pocket parks provide limited amenities, such as playgrounds, benches, and picnic tables. Pocket parks do not normally provide off-street parking.

Because of their small size, pocket parks can be constructed within neighborhoods on one or more undeveloped lots. These parks are one strategy for increasing service to residential areas that otherwise do not have access to city parks. Minimum requirements for pocket park construction are outlined in the following table, along with additional recommended and optional park amenities.

Required Features	Recommended Features	Optional Features
Children's play area, including play structure	Small sports court	Community garden
ADA compliant pathway system connected to adjacent streets	Small turf field	Large sports fields or courts
Park identification signage	Small picnic shelter	Large picnic shelter
Open lawn area	Picnic tables	Off-leash dog area
Bike rack	Restroom	Pollinator garden
Benches	Ornamental landscaping	Natural areas
Trash can	Lighting	
Drinking fountain		
Appropriate drainage and irrigation		
Trees		



6

Implementation



The City of Talent commits to implementing the vision presented in this plan. Realizing the desired park system will take **Engagement, Agility, Funding,** and **Leadership.**

Engagement

To develop this plan in 2019, the IPRE team gathered ideas from over 400 people. The Park Commission and the City will continue to engage community members and city committees as it works to implement the park vision.

More information is needed from the community when making the following decisions:

- What are the needs for soccer fields? (Youth and adult leagues, pick-up games, practice fields, etc.)

- There is an interest in ongoing recreational programming, such as sports leagues, camps, classes and events. What does the community want and what does the City have capacity for?
- What can the City offer in parks that would be exciting for teens?
- How can the City and the School District work together to provide park and recreation facilities for the community?
- How can the City support and celebrate local culture and identity in its parks?

As the City works through implementing the plan, more

questions will surely arise and the park commission will work to engage a variety of residents to solicit answers.

Agility

This plan should guide decision making and resource allocation. The City of Talent recognizes that situations change and new ideas will emerge during the course of implementing this plan. Successful organizations are responsive to their changing environments. The Park Commission will develop a systematic way to evaluate new ideas for park system improvements based on the core values of **connectivity, accessibility, maintenance, ecological sustainability,** and **equity.**



Leadership

The five-person Park Commission advises the City Council on planning and improvements to city parks. It is responsible for implementing the goals and strategies set forth in this Parks Master Plan. To do its best work, the City of Talent and the Park Commission aspire to:

- Keep commission vacancies filled and continue to work for a diverse commission;
- Develop an on-board training program for new commissioners in conjunction with the City Council;
- Develop a system for tracking implementation of the parks master plan;
- Develop a yearly work-plan;
- Each year, set goals and review the previous year's progress;
- Hold an annual meeting with the City of Talent finance director to understand the budget and implications for park development;
- Develop capacity for doing community engagement in Spanish; and
- Review and update the "Parks and Recreation Commission" and "Parks" sections of the City website.

