

# LANDSCAPE ARCHITECTURE

## CENTENNIAL PARK CONCEPT PLAN

Powell, Wyoming

The Centennial Park Concept Plan represents an effort to provide a quality park development for the citizens of Powell. Centennial Park will provide active recreation through miniature golf, frisbee golf, playgrounds for different ages, a splash playground, walking paths, fitness stations, and sledding. Passive recreation will be provided through picnic areas, open space, seating, and a pavilion.

A public design charette was facilitated by Steiner Thuesen PLLC to receive input and discuss ideas for the park plan. The information obtained was combined with specific site information in development of the Program and Concept Plan.

The Program defines the requirements or goals that are to be accomplished through the planning process and are represented graphically in the concept plan drawing.

### Park Image

- Active use
- Positive curb appeal
- Inviting

### Activities

- Miniature golf course
- Active playgrounds
  - 3-5 yr. old area
  - 5-12 yr. old area
- Fitness stations
- Picnic areas
- Frisbee golf course
- Splash playground
- Sledding hills
- Walking paths
- Open play area

### Amenities

- Seating in active use areas
- Drinking fountains
- Grills at picnic areas
- Street and shade trees
- Evergreen trees
- Ornamental landscaping
- Trash receptacles
- Plaza area for public events.
- Berms to provide character and aid in drainage.
- Signage
  - Entry
  - Informational signage with maps of the site, golf course, frisbee golf course, and trail routing.
  - Safety

### Facilities

- Main entrance
- Restroom facilities
- Miniature golf rental
- Pavilion & Plaza
- Covered group area
- Donor Area
- Concessions
- Frisbee golf rental
- Portable stage

### Facilities (cont.)

- Parks maintenance facility
  - Office space
  - Fenced equipment yard
- Parking
  - 3 Bay shop
  - Parking
  - 50 interior spaces
  - Parallel along Cedarwood Street & Springhill Road
- Automated irrigation

### Security

- Lighting at miniature golf course
- Pathway lighting

