



Robert Brooks Park

Introduction

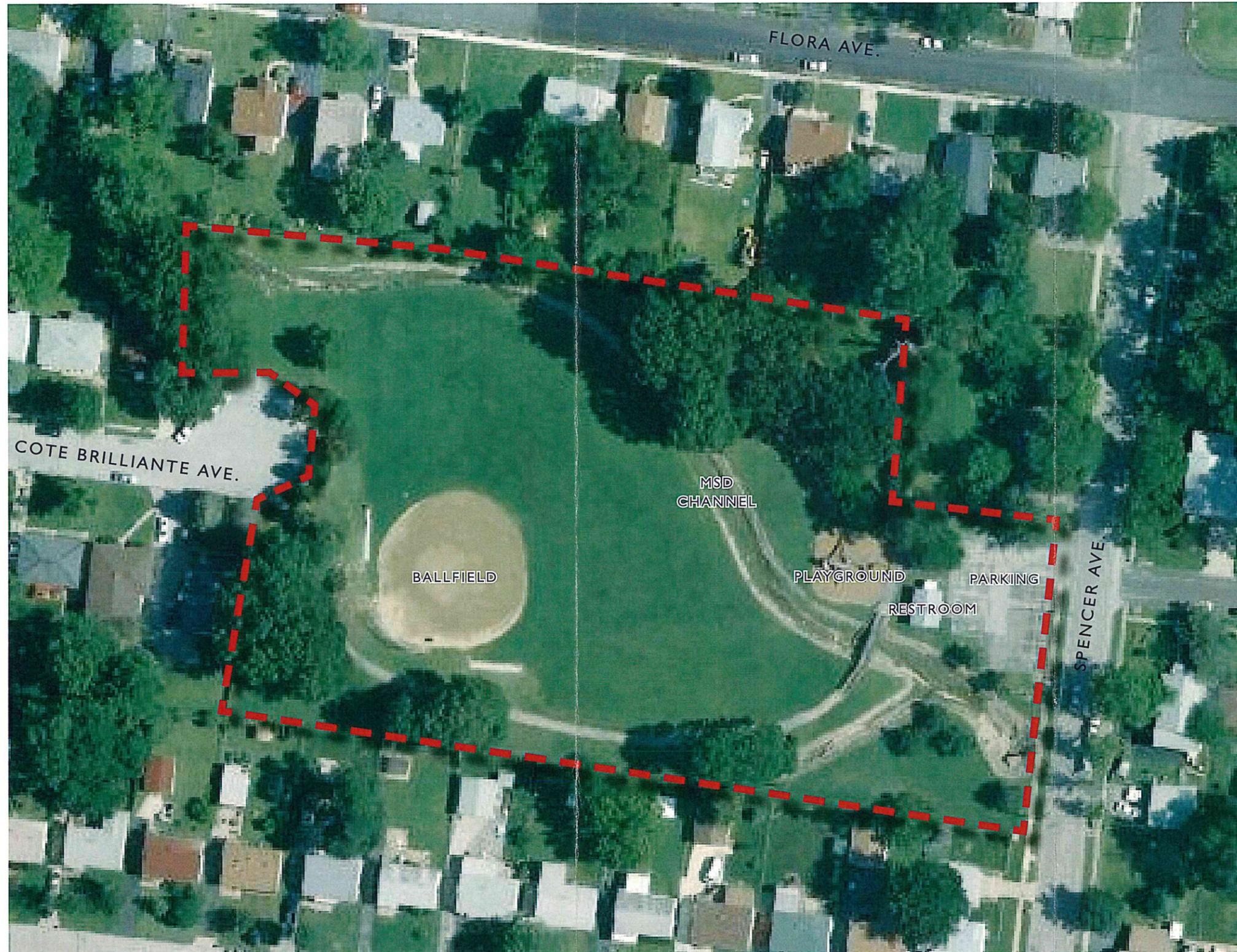
Brooks Park is a two acre mini park located within a residential neighborhood south of Flora near the center of the city. Its location in a highly populated area gives this park the potential to be a high use, walkable park for many neighborhood children and families. A small parking lot and main park entry are located on the east side of the park along Spencer Avenue. The park is highly accessible to the surrounding community. In addition to the main entry, Cote Brillante Avenue dead ends on the west side of the park, and there is a pedestrian entry on the north side of the park at the intersection of Wallis and Flora. Many adjacent residences also have access to the park from their yards. The overall topography of the park slopes gently to the MSD channel within the park. There are areas of steeper slopes along the edges of the park.

The dominate feature of the park is the concrete and rock lined MSD drainage channel the cuts across the park from the northwest to the southeast before dropping into an underground structure at Spencer. This drainage way limits access through the park and creates a safety concern for children. A paved trail and bridge over the drainage channel link the main entry to Cote Brillante along the south side of the park. This trail links the recreation amenities within the park including a playground and swings, small pad with picnic table and ballfield. A restroom located near the parking lot and playground was recently reopened after being closed due to consistent vandalism.

Community Input

During the planning process input from the community and staff was obtained to assist in the review of the existing conditions and development of recommendations. Examples of input received focusing on Brooks Park are listed below. A full copy of all input received is included in the appendix of this report.

- Fencing and landscape along creek and at culvert.
- Skate park location.
- Continue the walking path and add bridges.
- Make the creek a natural area.
- Create a wildlife area in the southeast corner.
- Vandalism problems within the park.



Robert Brooks Park – Existing Site



Design Intent

Recommendations for Brooks Park are intended to create a park that meets the needs of the community, both directly adjacent to the park and the Overland community as a whole. This park presents opportunities for active and passive recreation for visitors of all ages. These recommendations will improve access within the park, provide unique recreation opportunities, address safety concerns and reduce the negative appearance of the drainage way through the park. Improvements to accessibility within the park and identity creation with signage and landscape are intended to enhance the park experience for all users, and alert people to the presence of a City of Overland park.

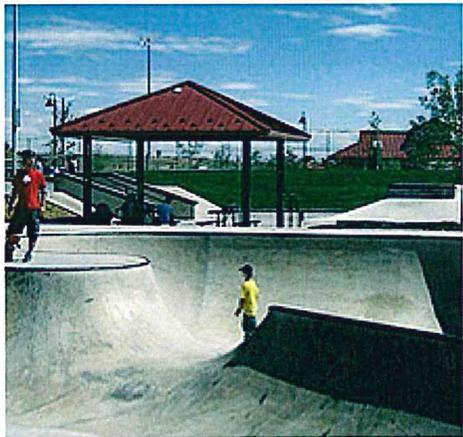
Recommendations

General

- All pavilions, walks, playgrounds and other improvements should meet ADA standards.

Park Entry and Parking

- The existing parking lot located on Spencer Avenue is an appropriate size and in good condition. New concrete curb and gutter along the north, south and east sides of the parking lot, a surfacing overlay and new striping are the only recommended improvements to the parking.
- A new entry sign and feature that incorporates the flag pole will better identify the park along Spencer and create visual interest at the entry to the park.
- A small paved gathering space with benches and a message board adjacent to the parking lot and restroom building will provide a location for people to meet, and for city or neighborhood information to be displayed within the park. This space will also create an entry into the park and onto the loop trail.
- A second entry plaza space is located at the west entry to the park at the end of Cote Brillante. This space will define the entry to the park and provide a defined place out of the street for people to meet.



Pavilions and Playground

- A new park pavilion for approximately 25 people is located at the end of the entry walk. This pavilion will provide views to the playground and overlook the improved MSD channel within the park. The pavilion should include electrical service for outlets and security light as well as an ADA compliant drinking fountain.
- The existing playground structures are newly installed and in good condition. Bringing the play surfacing to the park walk will provide direct access to the playground and reduce the wear on lawn areas. A five feet wide concrete walk along the perimeter of the play spaces will contain the ADA compliant wood fiber surfacing. Walks or headers will also provide a location for benches with concrete pads around the playground.

Skate Park and Play Lawn

- A concrete skatepark is shown in the southwest corner of the park where the backstop and dirt infield are currently located. This amenity will provide neighborhood children a destination and defined location for skateboarding and socializing, which is currently an issue in the parking lot of Brooks Park.
- The skatepark design should take advantage of the hillside for buffering sound and views of the bowl from neighboring residences and provide a variety of obstacles and challenges for skate boards and possibly bikes.
- Gated access to the skatepark should be located along the loop trail and/or from the entry at Cote Brilliante.
- A small pavilion and tables should be provided in the skatepark area for shade and seating.
- Adjacent to the skatepark is an open lawn for play or event space. This lawn is separated from the improved MSD channel by the loop trail.



Loop Trail and Amenities

- An eight feet wide internal asphalt loop trail system will link amenities and provide a passive recreation opportunity. The trail system will provide multiple crossing points of the improved MSD channel and connections to the surrounding residential neighborhood. The loop trail is approximately 0.2 mile in length.
- A creek edge trail along the west side of the MSD channel creates two smaller loops within the park along with the full perimeter loop. These loops provide a variety of walking experiences and will define the edge of the riparian landscape edge to the MSD channel.
- A new bridge at the existing bridge location and a second bridge further west along the channel will allow for a full perimeter loop around the park.
- A pedestrian connection to the park is located on the north side from Flora. This access is on MSD property and should be developed to encourage pedestrian access to the park. This entry point should include signage and landscape to create a gateway to the park. Design elements including signage, architectural elements and landscape should be consistent at all pedestrian entries.
- Adjacent residential properties should maintain direct access to the park where desired by the property owners.

Landscape Enhancements

- More intense landscaping should occur at entries to parking lots and at pedestrian entries due to high visibility. Additional trees at the parking lot and restroom will provide shade and seasonal color at the entry to the park.
- Canopy and flowering trees should be used to provide shade and seasonal color at the pavilion and playground.
- Planting along the loop trails should occur occasionally to provide color and visual screening. Locations where landscape enhancements may be used for color and/or buffer may include, but are not limited to seating areas and MSD channel edges. These landscape areas should not completely obstruct views into the park for security.





- Improvements to the MSD drainage channel are intended to soften this dominate feature within the park and create a passive recreation amenity that will still function as required by MSD. To achieve this goal the channel area may be widened to lessen the slopes and allow for planting of riparian edge landscape, and install native rock outcrops at bridge crossings and strategic locations along the channel. These improvements will require more maintenance than is currently needed to maintain the concrete and rip-rap, but will provide the community with a recreation and education amenity within Brooks Park. Coordination with MSD will be required to implement these improvements.
- Landscape enhancements at the drainage channel should extend to the overlook pavilion at the playgrounds.
- Split rail fencing along the improved channel at the playground and pavilion will deter park users from entering the landscape. Interpretative signs can be added along the loop trail educating park users about the landscape and channel amenities.
- Additional landscape buffer may be added at the southwest corner of the park for the skatepark along with canopy and flowering trees or pockets of evergreen trees on the east side to partially screen the views and noise from the skatepark back into the park. For security reasons the skatepark should not be completely screened from the loop trail or park entry at Cote Brilliante.
- Coordination with MSD is recommended at the channel transition to the box culvert at the Spencer Avenue. This large, concrete lined opening is unattractive and unsafe in a park setting. Opportunities should be explored that will soften the appearance with landscape and limit access to the culvert while maintaining water flow as needed.

The following pages contain the final master plan design for Brooks Park and a cost opinion for the implementation of these recommendations.



Robert Brooks Park – Proposed Site

SWT Design





Cost Opinion

The following information provides a general pre-engineering opinion of probable construction costs for the implementation of Brooks Park Master Plan. Costs are based on the year 2010 construction unit costs and are subject to fluctuation in the market place. This information is to be used in conjunction with the master plan for future use in planning budgets for funding applications, project design and project implementation.



1 Park Entry & Parking

Item	Quantity	Unit	Unit Cost	Subtotal
Parking Lot (Resurface & Striping)	3,800	sf	\$4.25	\$16,150.00
Concrete Curb and Gutter (all sides but west)	150	lf	\$16.00	\$2,400.00
Vehicle Entry Signage	2	ea	\$5,000.00	\$10,000.00
Entry Feature	2	ea	\$5,000.00	\$10,000.00
Entry Plaza (Special Paving - 2 Total)	1,500	sf	\$12.00	\$18,000.00
General Site Grading	1	al	\$500.00	\$500.00
			Subtotal	\$57,050.00

2 Shelters & Playgrounds

Item	Quantity	Unit	Unit Cost	Subtotal
Playground Enhancements (Concrete Header & Fibar Surfacing)	1	al	\$25,000.00	\$25,000.00
Overlook Pavilion	1	al	\$60,000.00	\$60,000.00
Perimeter Walk at Playground (5' Wide Concrete)	1,500	sf	\$12.00	\$18,000.00
General Site Grading	1	al	\$500.00	\$500.00
			Subtotal	\$103,500.00

3 Skate Park & Open Play Lawn

Item	Quantity	Unit	Unit Cost	Subtotal
Demolition (backstop, bridge)	1	al	\$1,500.00	\$1,500.00
Concrete Skate Park	9,000	sf	\$22.00	\$198,000.00
6' Ht. Coated Chain Link Perimeter Fence at Skate Park	400	lf	\$24.00	\$9,600.00
Open Lawn	2,220	sy	\$3.65	\$8,103.00
General Site Grading	1	al	\$5,000.00	\$5,000.00
			Subtotal	\$222,203.00

4 Loop Trail & Amenities

Item	Quantity	Unit	Unit Cost	Subtotal
Loop Trail (8' Wide Asphalt)	1,500	lf	\$32.00	\$48,000.00
Pedestrian Entry Feature (at Cote Brillante and Flora)	2	ea	\$5,000.00	\$10,000.00
Pedestrian Bridge (8' Wide - 2 Total)	2	ea	\$70,000.00	\$140,000.00
General Site Grading	1	al	\$2,500.00	\$2,500.00
			Subtotal	\$200,500.00

5 Landscape Enhancements

Item	Quantity	Unit	Unit Cost	Subtotal
Demolition and Grading for MSD Culvert	1	al	\$20,000.00	\$20,000.00
MSD Culvert Enhancements (10' wide riparian landscape with boulder outcrops each side and base)	575	lf	\$150.00	\$86,250.00
Parking Lot Landscape	1	al	\$2,500.00	\$2,500.00
Culvert Buffer Split Rail Fence	350	lf	\$15.00	\$5,250.00
Buffer Landscape at Skate Park	1	al	\$10,000.00	\$10,000.00
General Park Landscape Enhancements	1	al	\$10,000.00	\$10,000.00
			Subtotal	\$134,000.00

KEY

ea. - each sf./f - square foot of wall face
 lf. - linear foot cy. - cubic yard
 ls. - lump sum sy. - square yard
 sf. - square foot N.I.C. - not in contract
 al. - allowance Cal. - caliper

Subtotal:	\$717,253.00
10% General Conditions	\$71,725.30
15% Construction Contingency	\$107,587.95
Overall Construction Subtotal:	\$896,566.25
12% Design Fee	\$107,587.95
Grand Total:	\$1,004,154.20

* Cost Opinion does not include site utilities.

* Cost Opinion includes general grading costs only based on total squarefootage for each development area.