

Pope Park Concept

Concept Principles

1. Improve links between 3 Pope parks
2. Reconnect Pope Park to the Park River
3. Improve river and pond health

Concept Elements

1. Add trail along Park River
2. Improve or restore river channel
3. Restore historic “High Mall” area. Remove paved surfaces.
4. Add trails to Bankside Grove
5. Complete renovations at Baby Pope
6. Improve pedestrian road crossings, especially between Baby Pope and Bankside Grove
7. Low mow along slopes and throughout Bankside Grove



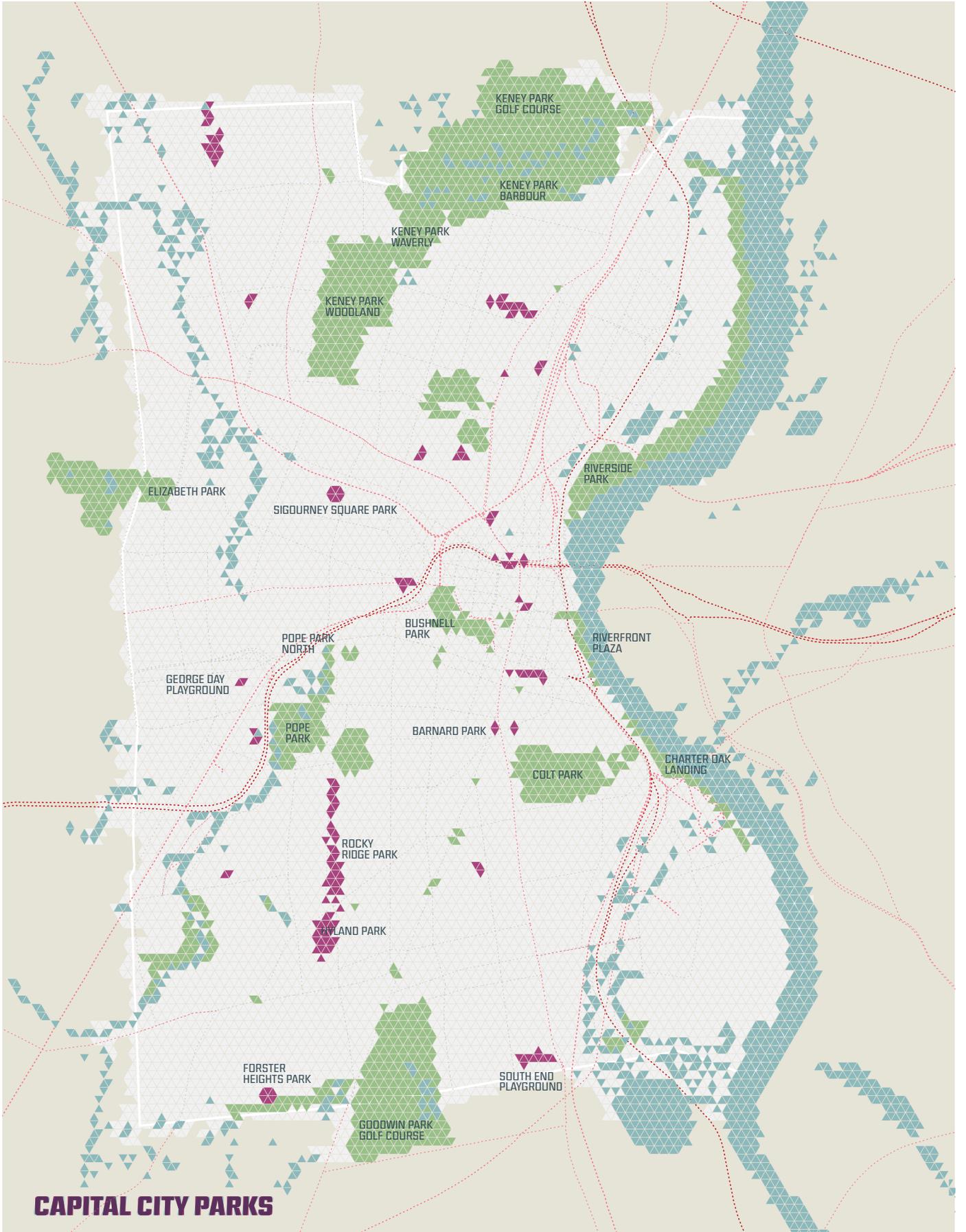
North Branch Park River District Concept

The idea of this district is to link existing parks, sports fields, and green spaces with a nature trail along the North Branch of the Park River. Educational signage and an outdoor classroom provide opportunities for students and local residents alike to learn more about the riparian ecology. The East Coast Greenway travels through the district and stays upland along the road, minimizing impacts to the river. Future development areas will bring new residents to this district and offers opportunities to improve connectivity both within the neighborhood and to the North Branch.



Cronin Park

-  new design element
-  playground
-  seating
-  low-mow area
-  existing tree
-  new tree
-  park entrance
-  path
-  bicycle lane
-  sharrow (shared lane)
-  existing crosswalk
-  new crosswalk



CAPITAL CITY PARKS

NEIGHBORHOOD PARKS

Neighborhood Parks are the smaller **community open spaces**, which provide recreation and casual gathering space for neighborhoods. **Local connectivity** is critical; all residents should have convenient access to a park whether or not they have a vehicle. Key elements of concept plans for these parks are **basic upgrades** like improved lighting, benches, and shade, as well as **reducing maintenance burdens**.

Rocky Ridge



-  new design element
-  playground
-  seating
-  low-mow area
-  existing tree
-  new tree
-  park entrance
-  path
-  bicycle lane
-  sharrow (shared lane)
-  existing crosswalk
-  new crosswalk



Hyland Park



-  new design element
-  playground
-  seating
-  low-mow area
-  existing tree
-  new tree
-  park entrance
-  path
-  bicycle lane
-  sharrows (shared lane)
-  existing crosswalk
-  new crosswalk

