

# CEDAR RAPIDS GREENWAY PARKS

# VOLUME I: CONCEPT PLAN

OCTOBER 2014

PREPARED FOR  
THE CITY OF  
CEDAR RAPIDS



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# ACKNOWLEDGEMENTS

These documents were made possible through the contributions of the following individuals as well as the generous and insightful input of the public who injected into these plans the spirit of their neighborhoods.

## TASK FORCE

- Angie Charipar – City Manager’s Office
- Angie Cole – Parks and Recreation
- Sandi Fowler - City Managerr`s Office
- Daniel Gibbins – Parks and Recreation
- Tobey Harrison – Police Department
- Bruce Jacobs – Cedar Rapids Municipal Utilities
- Steve Krug – Parks and Recreation
- Sven Leff –Parks and Recreation
- Adam Lindenlaub – Community Development
- Gail Loskil – Parks and Recreation
- Lisa Miller – Parks and Recreation
- Emily Muhlbach – Communications
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## CITY COUNCIL

- Ron Corbett - Mayor
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- Ann Poe - At Large
- Ralph Russel - At Large
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- Monica Vernon - District 2
- Pat Shey - District 3
- Scott Olson - District 4
- Justin Shields - District 5

## DESIGN TEAM

- Confluence
- Design Workshop
- Anderson Bogert Engineers
- PROS Consulting



# Section 1 | Context

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# INTRODUCTION

The City of Cedar Rapids is a resilient community undergoing positive transformation. Arising out of the adversity of the historic 2008 flood, the city is exploding with new energy and resolve.

The flood and resulting damage created the impetus for change with the riverfront districts having the potential to reap the greatest benefit. The focus of attention on the recovery has directed resources and planning efforts towards these affected riverfront areas and as a result the City hired Confluence and their team of sub-consultants Design Workshop, PROS Consultants and Anderson Bogert Engineers to provide design plans for three park projects along the west side of the river, centrally located in the heart of the City.

These projects will increase the vitality of this area, serve as a landmark destination for the City of Cedar Rapids and provide greenway connectivity for the length of the

river from the North end of the Time Check neighborhood to the south end of the Czech Village project site.

The greenway park concept plans were developed with significant public input through a series of meetings that gathered the ideas, opinions and feedback of the public over the course of the design process. In addition the Confluence team worked closely with a City Task Force that included a variety of key City staff members. All concepts presented and information gathered at each of the public input meetings can be found in the appendix starting on page VI.

These three park concept plans along with a business plan will serve to provide the City with a framework for the future. The business plan will allow the City to plan for phased, deliberate and accurate fiscal planning to bring these neighborhoods to life in a planned and meaningful way – one that is both environmentally and fiscally sustainable and meets the needs and desires of the community.



Above: Downtown Cedar Rapids  
Top Right: Railroad Bridge across the Cedar River  
Middle Right: Czech Village  
Bottom Right: Downtown Cedar Rapids from Riverfront Park





# PROJECT BACKGROUND

## Context

Following the flood of 2008, the City hired Greenplay LLC to provide a Parks and Recreation Master Plan and in 2012 secured JLG Architects to develop Vision CR Downtown Framework Plan. Together, these two documents helped the Parks and Recreation Department define the riverfront greenway park as a vision for the west side of the river. This greenway vision included the three project areas presented in this report and outlined their approximate boundaries. Each project area is comprised of a combination of previously existing park land and additional properties that were flooded and purchased by the City. And each provides unique opportunities for development based on their individual history as well as physical and cultural characteristics. The Confluence team was hired to develop a park design plan for each that would capitalize upon the unique opportunities and yet provide a connected greenway corridor.

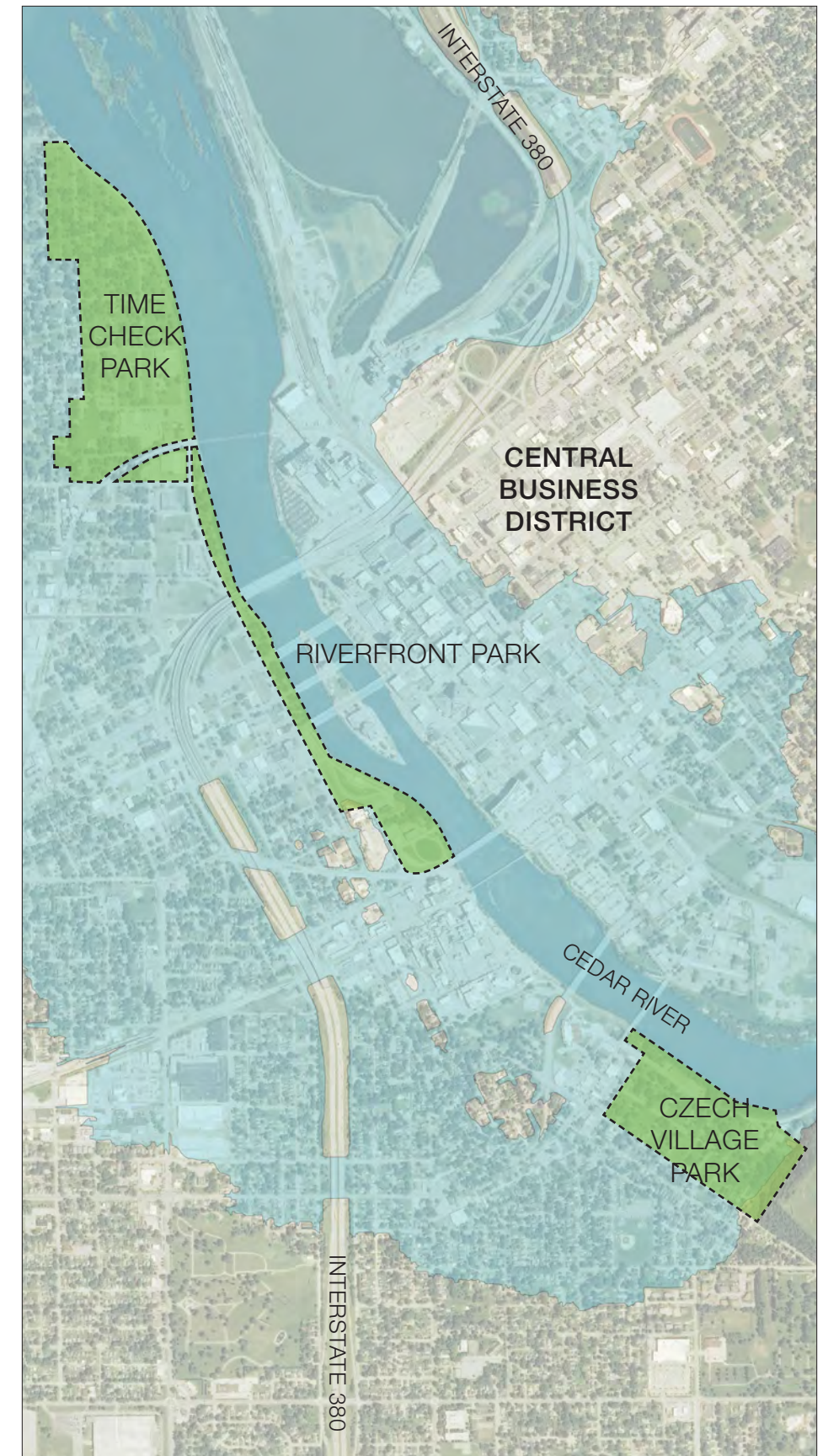
The Time Check Greenway Park project is situated at the north end of the downtown area and is one of the oldest residential neighborhoods on the west side of the river. It contains a rich history of industrious working class people, many of whom worked at the railroad or North Star Mills, the forerunner of the company now known as Quaker Oats. This tight knit neighborhood was devastated by the flood of 2008 and a majority of the homes in the project area were severely damaged and have since been removed.

The Riverfront Greenway Park project is part of what was once known as the Town of Kingston, the original settlement on the west side of the river, established in 1852 and later annexed in 1871 to the City of Cedar Rapids. The Riverfront area,

located in a narrow district along the river's edge, was revamped in the 1960's to provide outdoor space and seating along the river in central downtown and additional landscaping along the river to the north. The new Riverfront Greenway Park plan once implemented will replace this aging infrastructure and compliment the recently installed McGrath Amphitheatre Cedar Rapids project for a unified Riverfront District.

Czech Village Greenway Park project, located just south of the downtown is brimming with character and history of the Czech people, many of whom were the first immigrants to settle in this area. This small district developed into a vibrant neighborhood where Czech businesses thrived. In later years, this village became a regional and national destination place for visitors who wanted to experience a part of the Czech heritage and culture. Preservation efforts have been underway since the 1970's to maintain the character of this business district and neighborhood. In 1995 the Czech and Slovak Museum & Library opened as part of these ongoing efforts. This neighborhood was also severely damaged by the 2008 floods and few remaining homes currently exist within the project area.

Though each of these project areas is unique, opportunities for design continuity do exist and should be pursued to establish not only a physical connection but a sense of cohesiveness throughout the greenway. Repetition of building materials, and continuity of style for site and directional signage are examples of elements that could be used to provide that connection.



Plan: 2008 Flooding Extents within Central Cedar Rapids

## Section 2 | Process & Concept Development



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# VISION / GUIDING PRINCIPLES

Work began on the greenway project planning in early March of 2014 and continued to October of 2014. The project was divided into two phases, 1) Discovery and Analysis and 2) Design Plan.

## Discovery and Analysis

The Discovery and Analysis portion of the project focused on acquiring the appropriate mapping and information as well as gathering an understanding of previously prepared planning documents, City goals and guiding principles.

Accurate mapping information was critical in developing an understanding of existing infrastructure and limitations placed on parcels of land based on the funding source. For instance, parcels purchased with FEMA funds restrict land use in order to protect and preserve natural floodplain function. This requires that new surfaces, including roads and pavement, on FEMA parcels be permeable.

Additional planning documents researched include: Sasaki’s 2007 City of Cedar Rapids Framework Plan and 2009 Cedar Rapids Neighborhood Planning Process, the 2010 Cedar Rapids Parks and Recreation Master Plan by Greenplay LLC, as well as JLG Architect’s 2012 Downtown Framework plan update and 2013 Kingston Village Framework Plan. The integration of previous research ideas and recommendations has informed the greenway design process and facilitated the plan’s ability to revitalize the urban fabric adjacent to one of the defining natural resources in the City – the Cedar River.

These following six guiding principles or themes as outlined in the April 2010 Parks and Recreation Master Plan were used throughout the design process as a measuring stick to assess the appropriateness of design direction for the greenway project concepts.

- 1

**Create a vibrant, destination riverfront**
  - Reinvest in the riverfront by developing a flood management strategy for greater flood mitigation as well as a “greenway” to help absorb flood waters.
  - Develop a riverfront that will become a community and regional destination for recreation, art, culture, entertainment and economic vitality by creating a series of riverfront attractions to draw residents and visitors to the river.
- 2

**Provide signature neighborhood parks and quality park system**
  - Invest in park infrastructure and improvements. This includes creating concept plans prior to implementing signature parks, adding and improving amenities in existing parks, improving the level of service for athletic fields, increasing park component diversity as well as providing adequate park open space for new residential developments.
- 3

**Promote diverse recreation opportunities and quality indoor facilities**
  - Provide additional indoor and outdoor facilities to improve the diversity of program offerings enabling the City to reach a broader user base. Collaborate with schools or other facilities to meet the recreation needs of the community and build community and positive economic impact by hosting special events.
- 4

**Increase connectivity and awareness**
  - Increase the connectivity of the recreational trail system, provide adequate maintenance for the trails and increase awareness of parks facilities and services. Gain public input for recreation services and facility planning efforts.
- 5

**Improve the ecological health of the City**
  - Maintain a focus on water quality and river’s edge restoration. Improve the management of natural resources by increasing plant diversity, identifying and capitalizing on opportunities to create or enhance riparian, prairie and woodland ecosystems as well as educate the public about its benefits.
- 6

**Be efficient and cost effective to maintain**
  - Streamline management and operations, increase revenue generating programs and facilities and increase partnership and volunteerism. Maximize efficiencies through the use of information technology.
  - Align program and user fees to correspond with the benefit received to fairly allocate tax payer resources.



Riverfront Park, Existing Conditions



## Design Plan

The Design Plan phase of the project involved weekly Task Force meetings, public input meetings, small group meetings and design workshops all intended to facilitate a collaborative community design effort and a greenway design that meets the desires and needs of the community.

Three public input meetings were an immensely valuable part of the design process. They were well attended by involved and interested community members who provided the Confluence team with ideas, goals and visions for the projects. This drove the greenway design ensuring that relevant and desired spaces were planned for up front, with the ultimate goal of making this a regional destination.

The first of the three Public meetings was held on March 26, 2014 at the Czech and Slovak Museum and Library with over 120 people in attendance. The design team introduced the three greenway project areas and provided the following activities to gather input.

### Headline News

Participants were asked to conceive of mock newspaper headlines announcing the new and newsworthy changes that they imagine being made to their parks.

### Image Preferencing Exercise

Using clicker's, participants rated images of potential park program elements for use in the Cedar Rapids greenway. Polling results were available immediately after each image was rated.

### Chip Game

The public gathered in small groups to design their own park. Using "chip" pieces that represented a variety of park features, as well as markers, participants collaborated to illustrate their designs on project area maps. Once all groups were finished, each presented their concept to the other groups with like project areas.

### Survey

The Design Team encouraged all participants to take a survey which was available at the meeting or online. A total of 67 responses were received.

Public input from the first meeting was compiled and used for reference at an all-day Design Team workshop where team members discussed the City's goals and reviewed research from PROS Consulting regarding the current recreation trends in Cedar Rapids and across the country. Creative and innovative design solutions were generated for all three greenway park projects. The Design Team selected 3 concepts for each of the project areas to present to the Task Force, neighborhood, and small groups and eventually to the public at the second public input meeting which was held on May 7th at the City Services Center Building.

At the second input meeting, the Design Team presented a summary of the results from Public Input Mtg. #1 and displayed park concepts in an open house format with approximately 80 people in attendance. Questionnaires were also distributed to solicit feedback.

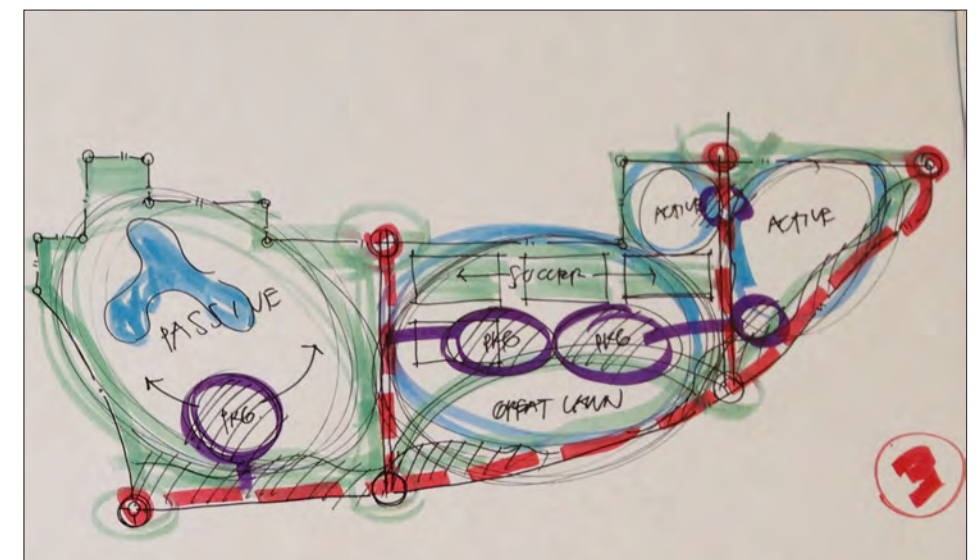
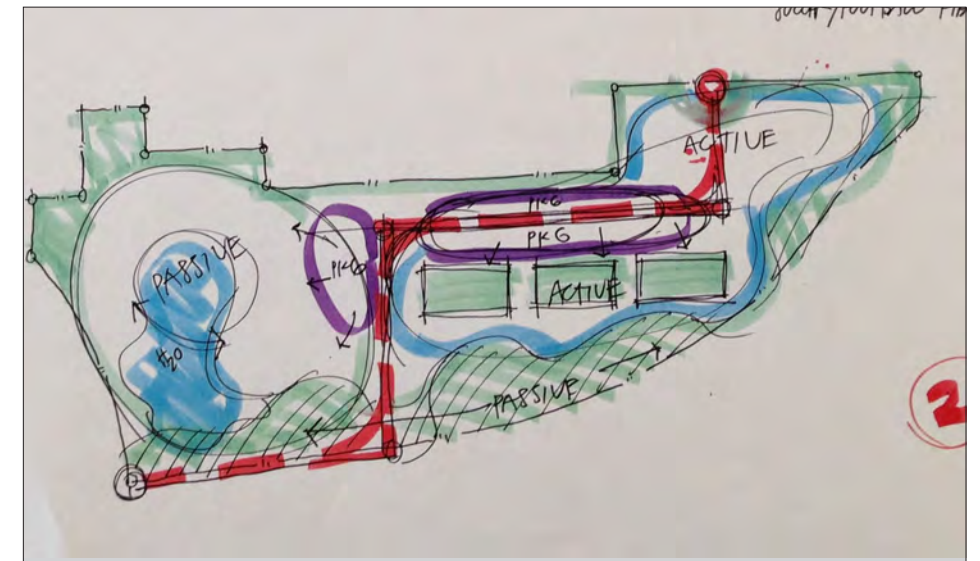
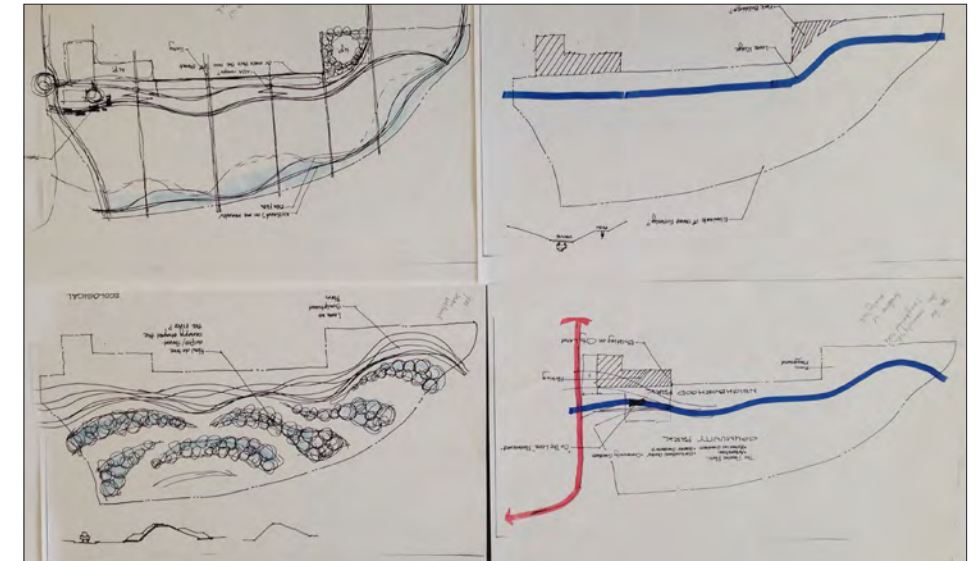
Using the feedback received from the second public input meeting, the Design Team along with key City staff engaged in a second day long design workshop to select, develop and refine one concept for each park project.

These final draft concepts were presented at the third public input meeting in an open house format for review and comment by the public. Questionnaires were available for the approximately 55 participants.

A business plan including operations and maintenance plan, pro forma and financial plan were developed to assist the City with fiscal and operational planning for the greenway development. Park design plans were finalized incorporating comments from the public and reviewed by City staff prior to final presentation to the City Council.



Above: Design charrette  
Right: Conceptual Time Check Plans



## Section 3 | Final Concept Plan Recommendations

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# INTRODUCTION

The three Cedar Rapids Greenway park concept plan concepts represent a long term vision for the downtown riverfront greenway and may take 20 or more years to accomplish. One of the primary factors affecting the greenway implementation is the planning and execution of the City's future flood control. Space has been allotted within the design for flood mitigation according to the current City Council approved flood mitigation zone. Once the final flood control location has been determined, slight adjustments in the greenway concept plans may need to occur.

The greenway concept plan concepts were designed to complement one another. Each project area provides different opportunities based upon its context and attributes allowing a greater diversity of park features. In addition, the park layouts as well as the feature activities within the parks were greatly influenced by public ideas and feedback received throughout the design process. Time Check, the largest project with a total of

72 acres allows capacity for larger active and passive recreational activities such as the athletic fields and great lawn. The Riverfront district's location at the downtown core and adjacency to the amphitheatre provides opportunities for urban amenities such as the restaurant/retail development, promenade and boardwalk. Czech Village with its quaint business district and cultural heritage allows for a more intimate, active festival and activity space with features such as the ice trail and high ropes course to bolster the regional draw to this unique site. Added mixed use development provides retail expansion possibilities for the business district and brings residents back to this neighborhood.



Early Conceptual Plans for Time Check Park (left), Riverfront Park (Center), and Czech Village Park (Right)



Plan: Final Overall Concept Plan







# TIME CHECK PARK

## Site Circulation

A parkway meanders north to south through the center of the Time Check Greenway Park making this public space easily accessible. This parkway maintains the vehicular connection between 1st Street and O Avenue which was largely supported by the public. Adjacent the parkway, a central great lawn flanked by two pavilions frame the view to the river and provide pedestrian access to the water’s edge. The parkway’s landscaped center island gives this road a park-like feel and angled parking along the street provides convenient parking to the greenway’s many amenities while avoiding the need for multiple parking lots. Gateway features announce the entrance at both ends of the site providing a sense of arrival. An art element on axis with O Avenue terminates the view at the river, marking the location of what was once an active neighborhood street. Its location is also on axis with the north-south park boulevard giving it prominence within the park. This element and associated space is the location for an identifying signature sculptural element for the park.

A multi-use trail along the full length of the river provides pedestrian connectivity to the north as well as to the Riverfront District on the south. East-west pedestrian links extend from the existing street sidewalks on the west through the park to the river creating a palimpsest of the original neighborhood now lost. Other trails amble through the park and along the boulevard connecting the numerous activity centers. A floating dock extends into the water on the axis of M Avenue.

## Iconic Architecture

Iconic pavilions are situated on the river bank and flank the great lawn. Designed as multi-story structures, they provide opportunities to look out to the river from their second-story observation decks, while designed to accommodate flooding. They also offer space for larger social gatherings, special events and present revenue generating opportunities for the City. The restroom and concession building is another centrally located and easily accessible iconic structure on axis with M Avenue. Other structures in the park such as the shelters located at the dog park and basketball courts should relate architecturally to the iconic structures through the use of similar material and styles.

## Recreation

Time Check Greenway Park contains numerous active recreational spaces. Multi-use athletic fields border the west side of the park boulevard with convenient access to restroom and concessions. A kayak/canoe launch and associated parking is located at the north end of the site. A dog park with a shelter and loop trail is situated along the river. Basketball courts and a disc golf putting greens are also centrally located within the park. The south end of the site features a bike skills trail and bike pump track. In addition, the enhancement of the existing Time Check playground - serves the neighborhood at the south west corner of the site. A nearby general purpose classroom provides shelter during inclement weather as well as an activity room for the Parks and Rec program. The classroom is situated within the community gardens, placed on axis with a monument, marking the heart of the historic neighborhood. An existing ball field which is part of the current Time Check Park also remains in place for community use.

## Neighborhood History

One of the most important features of the park is the Time Check Monument. Located at the intersection of K Avenue and 5th Street, this monument memorializes the Time Check neighborhood of the past. This intersection was once the central hub of the neighborhood with a small commercial district containing three grocery stores and a handful of retail buildings all located within one block of each other, and more recently a community center. Historic plat records show that housing density was greater in that same area. With the loss of much of the Time Check neighborhood from the 2008 flood, this monument location seems fitting as a reminder to both celebrate with fondness the neighborhood of the past and mark the end of an era.

## Community / Edible Gardens

Community and edible gardens are conveniently placed near the residential neighborhood where they can be easily accessed and tended, and served by additional parking. The adjacent general purpose classroom building could provide storage area for garden tools and equipment. Additional community garden space is also located to the north near the pump house. As in the case of the classroom building, the pump house could contain storage space for garden equipment.

## Landscape / Vegetation

In order to minimize maintenance requirements for this large greenway park, manicured lawn areas would be limited to specific activity areas such as the great lawn, athletic fields, the art element feature and the playground. Native prairie, oak savanna and riparian plant material would be placed in strategic areas to provide interest and wildlife habitat.



Above: Precedent Images for Time Check Park Elements  
Left: Final Time Check Park Plan

## Park Inventory

TOTAL ACREAGE	72.2
TRAIL (MILES)	4.1
SHELTERS	4
BASKETBALL COURTS	4
ATHLETIC FIELDS	3
BIKE PARK / PUMP TRACK	1
CONCESSION STAND	1
ACTIVITY BUILDING / CLASSROOM	1
ART ELEMENT	1
MONUMENT	1

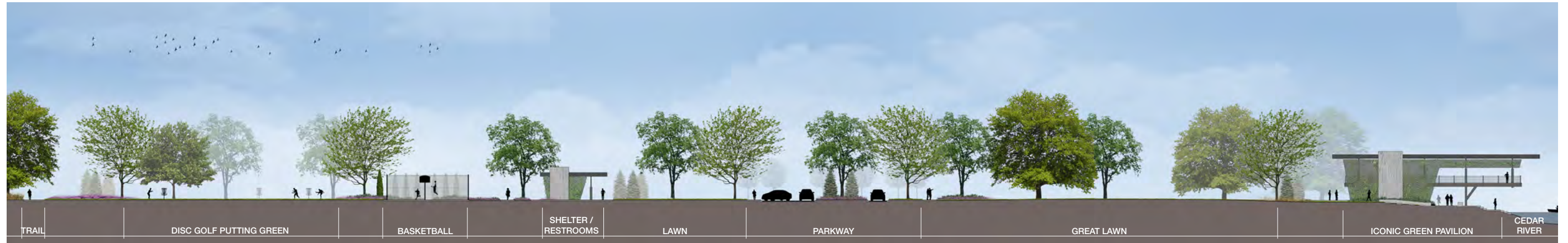








SECTION A - A'



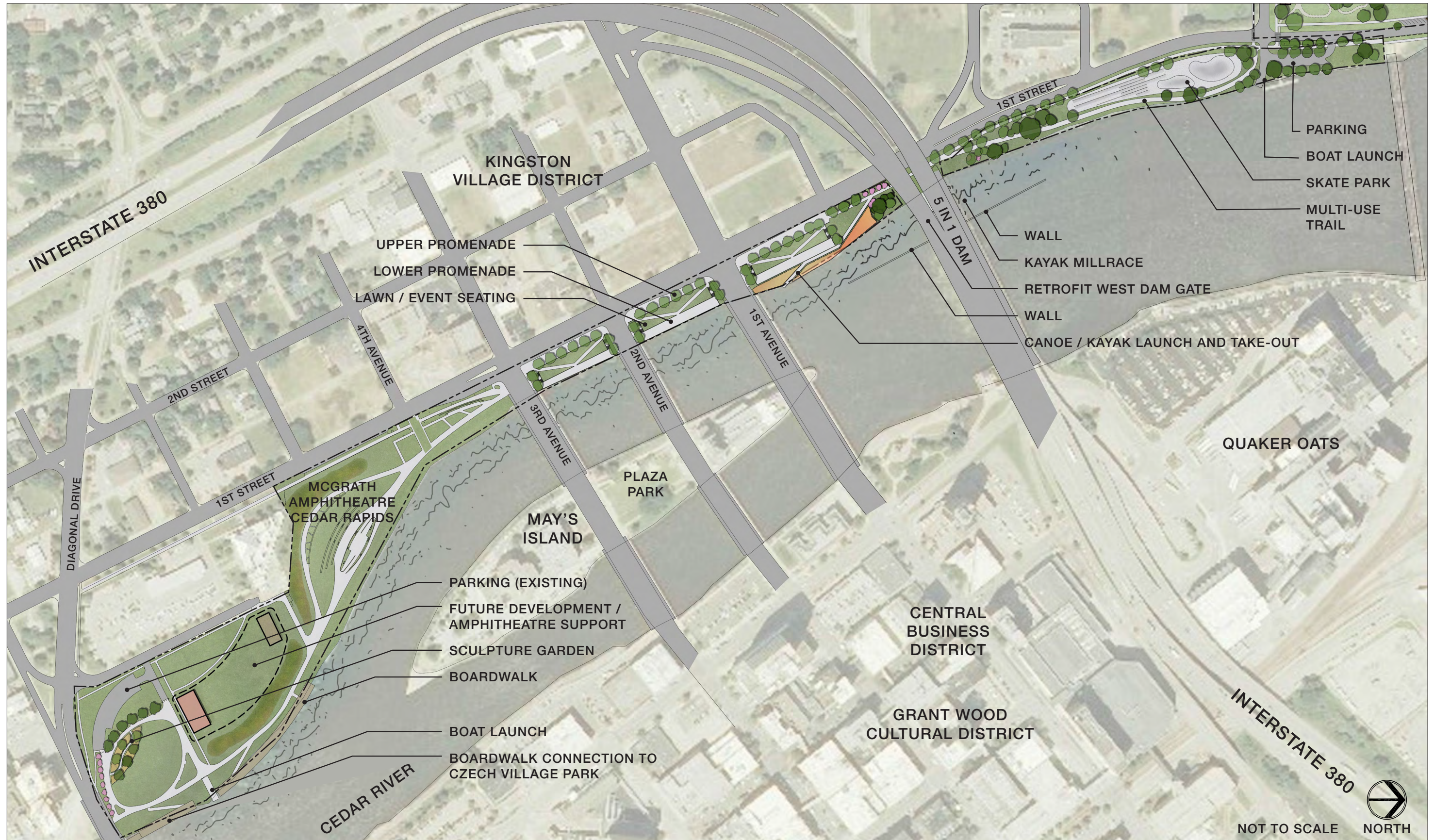
SECTION B - B'



SECTION C - C'

Time Check Park Cross Sections





NOT TO SCALE



# RIVERFRONT PARK

## Site Circulation

The Riverfront District lies in the center of the downtown region and is the connecting link for the three greenway parks. At the north end it is linked to the Time Check Greenway Park via the multi-use riverfront trail which connects seamlessly just north of the proposed skate park. As the trail runs southward it widens to become a promenade along First Street with lower promenades between the 1st, 2nd and 3rd Avenue bridges where the river is confined by large existing retaining walls. This trail continues southward through the existing McGrath Amphitheatre Cedar Rapids project and links to Czech Village via boardwalk past the existing Penford Products Industrial parcel and 12th Avenue Bridge.

## Iconic Architecture

Two noteworthy structures, the Knutson Building and Mott Building lie at the south end of the Riverfront parcel and are potential options for re-use as retail/restaurant development. Restoration and development of these historic buildings could bring a retail component that may well attract developers wishing to capitalize on the adjacency to the river, large event space and active downtown district.

## Recreation

The Riverfront district contains one of the most exciting potential recreational activities of the entire greenway, a kayak millrace. This watercourse would provide a thrilling new means to enjoy the river for kayakers and canoers. This course would include protective walls to create a narrower channel and increase user safety. The channel profile would require adjustment and a retrofit of the south west gate of the dam to control the water flow, allowing kayakers to use this as a whitewater practice course. Opening the dam gate and altering the channel could also benefit fish and other aquatic creatures. Early exploration of this concept looks promising but further feasibility studies would need to be conducted to ensure its viability. The watercourse and kayak millrace are improved by three boat access points. Existing boat ramps provide two points of entry while a third kayak/canoe launch located just south of the dam and before the 1st Avenue Bridge provides convenience and efficiency for those wishing to make consecutive runs.

A skate park is another active amenity located in the Riverfront district. Situated prominently along the riverbank this park features a clear visual and physical connection to the river. A part of a larger active recreational district that including a bike pump track, this scenic setting is a place that skateboarders can call their own.

## Neighborhood History

As part of the historic Kingston neighborhood it will be important to ensure that the streetscape and promenade areas are designed to be relevant to other adjacent development, and sensitive to the significant history of this place.



Above: Precedent Images for Riverfront Park Elements  
Left: Final Riverfront Park Plan

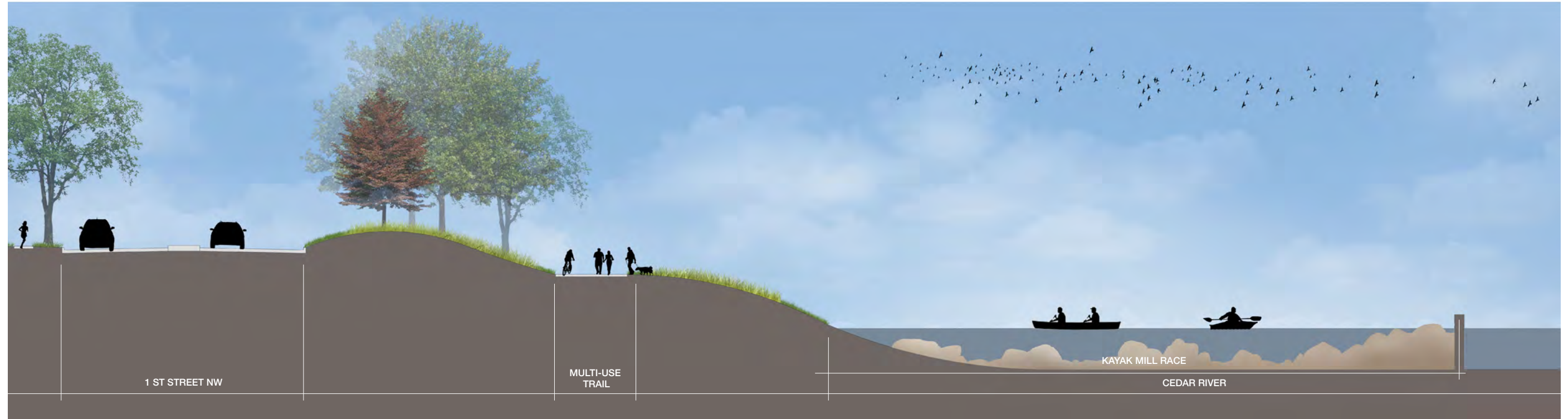
## Park Inventory

TOTAL ACREAGE	22.0
TRAIL (MILES)	0.8
BOAT LAUNCHES	3
RETAIL SPACE (ACRES)	4
SKATE PARK	1
BOARDWALK	1
KAYAK MILLRACE	1

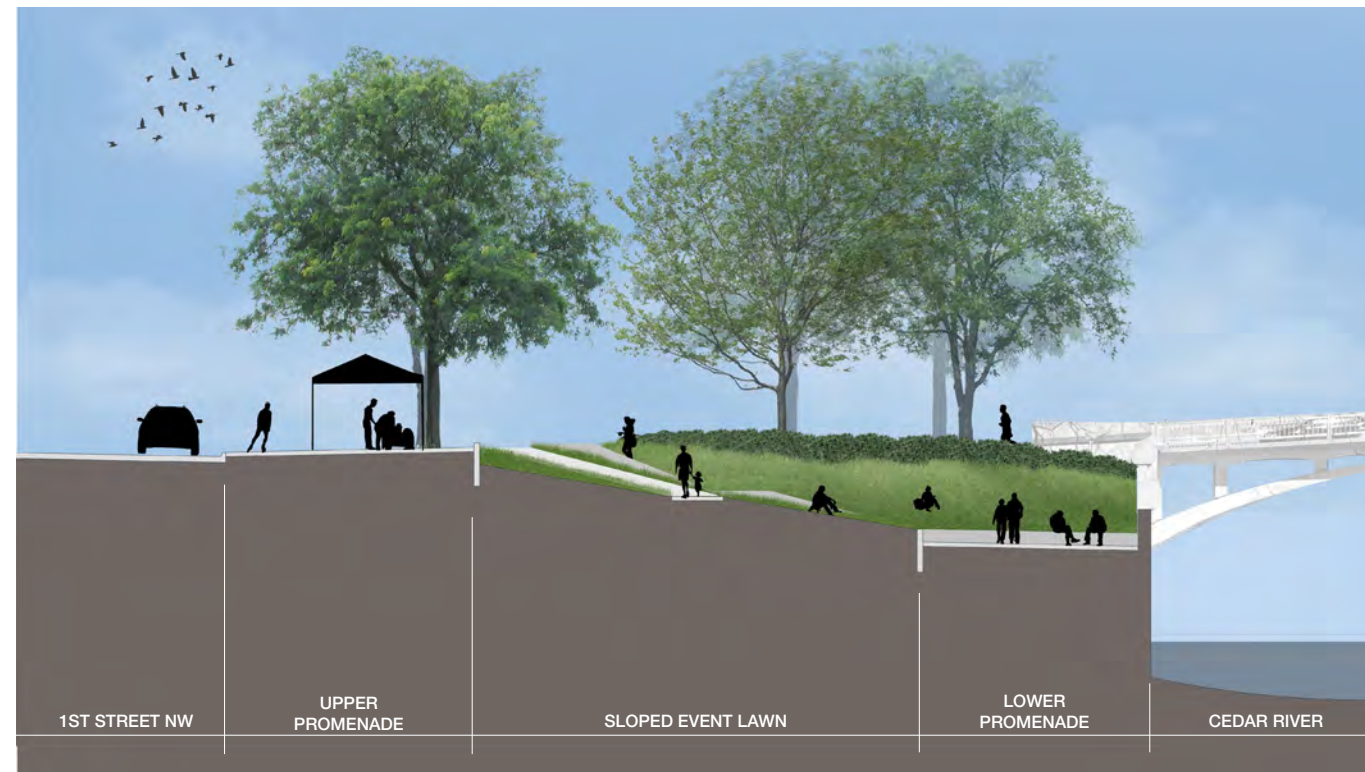








SECTION D - D'



SECTION E - E'

Riverfront Park Cross Sections







# CZECH VILLAGE PARK

## Site Circulation

Czech Village is linked to the greenway from the north with a boardwalk and multi-use trail that runs along the river. This multi-use trail provides an important connection and is heavily used by cyclists who travel southward from the Czech Village and New-Bo area towards Ely. The trail sweeps gracefully into the Czech Village Park towards the Great Lawn and exits the site along the river to the south.

A tree lined pedestrian promenade that runs from the northwest Czech Village business district to the Roundhouse Plaza area invites visitors into the Czech Village Park and creates a key connection to and from the retail district. Expanded parking for cars and buses will serve the area’s needs. Located across the great lawn and on axis with the Roundhouse at the southeast end of the site is an iconic tickets/concession building. Pedestrians may circulate throughout the site from the Roundhouse all the way to the ticket concession building by means of a loop trail that surrounds the centrally located Great Lawn.

C Street, a collector street which runs south along the full length of the project, separates the park from the residential area and provides visibility to the public. A new round-a-bout at the intersection of C Street and Bowling Street, another major thoroughfare, creates a sense of entry for this important south-west access point to the park. This park entrance is the primary point of entry for visitors wishing to use the more active recreational centers of the park including the ice trail, playground and high ropes course.

The only vehicular circulation within the Czech Village Greenway Park is the landfill access road located at the far south-east end of the site. This street does not connect to any of the park’s program elements and is situated to minimize vehicular/pedestrian conflict.

## Iconic Architecture

The Roundhouse at the north end of the Czech Village site is a proposed structure designed to reflect the history and purpose of the previous Roundhouse - an important gathering point for the Czech Village neighborhood. It should be designed with similar architectural style re-using steel from the original structure and highlighting its use as part of the history of the neighborhood. This revenue generating structure would function as a central gathering space and could be used for special events, dances and weddings. It should be designed to be a flexible space whose walls could be opened to the outdoors so that it could be used as a farmer’s market, band shell or other indoor-outdoor venue.

The Ticket/Concession Building and Warming Shelter should also relate architecturally to the Roundhouse and Czech Village business district character. As a regional destination point, and as a reflection of the culture and history, the primary structures in this park should be long-lasting and memorable. Mixed use development along C Street should also correlate to the park and Czech Village business district’s architecture.

## Recreation

The Czech Village Greenway Park boasts opportunities for a variety of both passive and active recreational activities, the hallmark of a successful vibrant place. It contains walking and multi-use trails, nearby shopping, numerous shelters for picnicking and a great lawn for general play as well as organized events. An enhanced Sokol Park remains in place as an important piece of the Czech history as well as a picnic and gathering space in close proximity to the Czech and Slovak Museum and Library.

The Roundhouse and plaza provides flexible event space and the adjacent bocce ball and outdoor table game area add variety to the recreational opportunities. The large Pavilion located on the Great Lawn will also provide a revenue generating shelter for special events. The ice trail and warming house provide year-round activity space. In the winter this program element provides a refrigerated ice rink and trail which offers a more unique skating experience. The trail meanders through a native landscape area which provides not only interest in the winter, but shade during the summer when the trail is in use for in-line skating. With a 20 foot wide trail this venue can also be used as an area for art festival booths. Adjacent the trail a small plaza serves as an additional and more intimate space for use with events and can be used in conjunction with the ice trail. A playground that serves children of all ages is suitably located near the parking area, concessions and restrooms. A high ropes course/adventure park and a children’s high ropes course are situated to take advantage of the more pastoral end of the site where the current Stejskal Park exists. Other areas of the site including the tree lined river’s edge where the existing eagles nest resides, will be enhanced to provide improved wildlife habitat and educational signage. Access to the river is improved in this district with a kayak/canoe put-in downstream from Sokol Park.

## Neighborhood History

This neighborhood park is closely tied with the adjacent Czech Village retail area which clearly reflects the culture and pride of the Czech people. All development within this greenway park should seek to complement and enhance this retail district as well as the expression of rich Czech history.



Above: Precedent Images for Czech Village Park Elements  
Left: Final Czech Village Park Plan

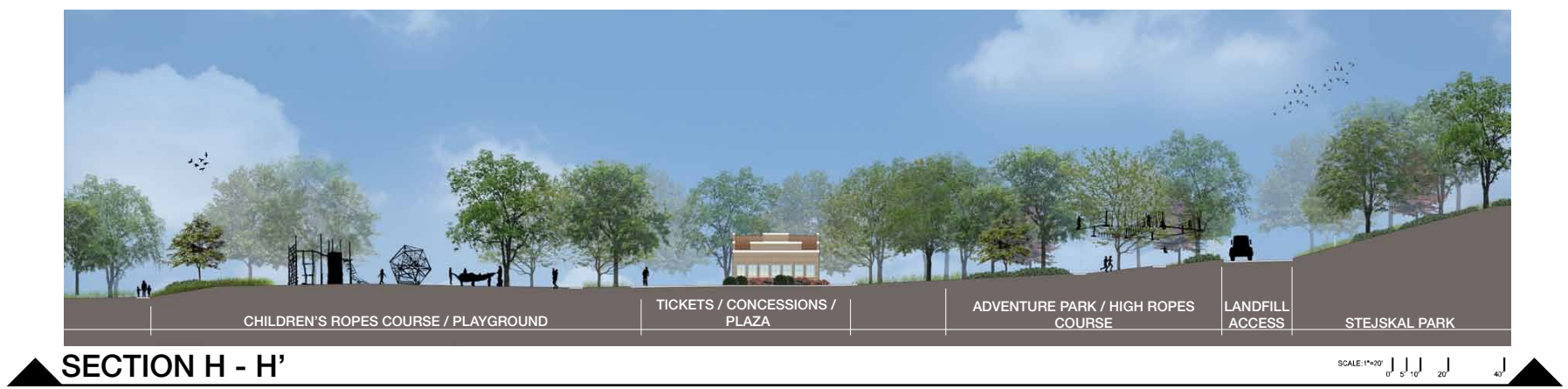
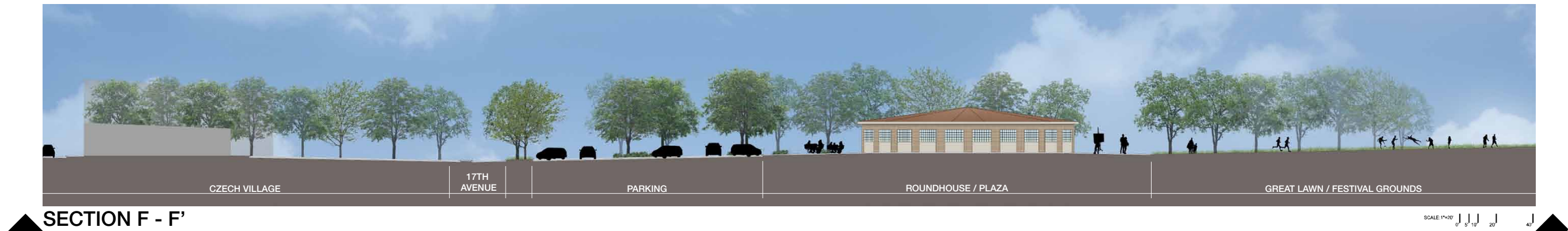
## Park Inventory

TOTAL ACREAGE	39.7
TRAIL (MILES)	1.3
SHELTERS	11
CONCESSION STANDS	2
PLAYGROUNDS	2
WARMING SHELTER	1
ROUNDHOUSE	1
ICE RINK / ICE TRAIL	1
RETAIL SPACE (ACRES)	3
ADVENTURE PARK	1









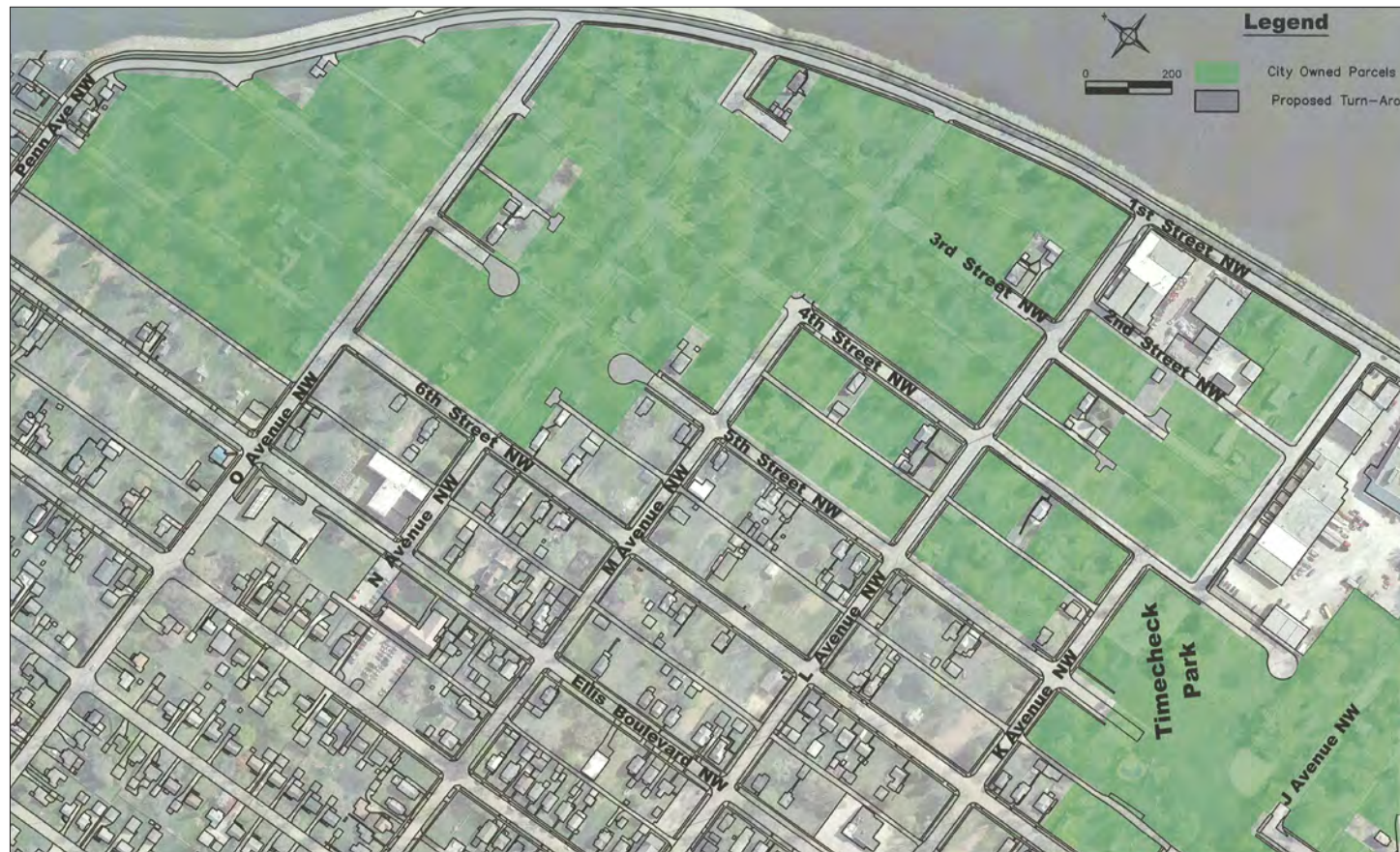
Czech Village Park Cross Sections



## SITE PHASING AND IMPLEMENTATION

As with any great vision, implementation usually takes time, effort and persistence. The implementation of this greenway is no different. It has the potential to transform the entire city, bring new life to damaged neighborhoods, and create a destination place that energizes the riverfront and strengthens the local economy. Carrying out this vision will rely upon a carefully planned execution strategy. The City has already begun this process with the infrastructure removal project. Infrastructure within the three project boundaries have been identified for removal based upon the needs of the remaining homes and businesses as well as the potential park uses as identified in this greenway park concept plan. Finish grading and seeding will repair the sites creating useable park activity space upon completion. Prior to the implementation of

any of the major park program elements the City will embark upon the flood control design project soliciting public feedback and identifying the final placement and design of the flood control elements along the west side corridor. This process will take place over a number of years in a methodical way until the entire corridor has been designed. Waiting until the flood control elements have been installed along the length of the corridor will allow more cost effective park improvement installation and ensure sufficient protection for many of the park program elements. Concept plan implementation can then be phased and priorities chosen as budget allows. Once the flood control elements are in place, the current levee will be removed as part of the greenway park implementation.



Time Check Park Phase 1: Infrastructure Removals



Czech Village Park Phase 1: Infrastructure Removals



## Section 4 | Appendix



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A: CONSTRUCTION COST OPINION

Time Check Park

The amounts stated herein are our best estimate of probable construction costs based on current information. Because costs are influenced by market conditions, changes in project scope, and other factors beyond our control, we cannot ensure that actual construction costs will equal this cost opinion.

Park Amenities					
Item	Quantity	Unit	Unit Cost	Item Total	Remarks
Trail	24,900	Square Yrds.	\$60	\$1,494,000	All trails including at dog park; includes subbase and subgrade prep (typ)
Parking Lot	10,480	Square Yrds.	\$65	\$681,200	Boat launch, Pump track, and Playground
Parking Lot lighting at boat parking	1	Lump Sum	\$30,000	\$30,000	
Curbs/Gutters	20,710	Lineal Ft.	\$30	\$621,300	
Memorial Plaza (K& 5th) and Art Element Plaza (O and 2nd)	2,940	Square Ft.	\$30	\$88,200	
Paving at Pavilions and shelter	2,222	Square Yrds.	\$50	\$111,100	PCC around shelters and pavilions
Garden Pathways	2,640	Square Yrds.	\$8	\$21,120	limestone chip + 4" base
Community /Edible Garden Plots	46,858	Square Ft.	\$2	\$70,287	some raised beds
Boat launch	638	Square Yrds.	\$85	\$54,230	
Sports Fields	3	Each	\$160,000	\$480,000	with irrigation, seeding, underdrains, goals
Sports Field lighting	3	Each	\$110,000	\$330,000	fixtures, poles, installation
Ornmental planting beds	50,000	Square Ft.	\$14	\$700,000	dense high quality plantings at strategic/important locations
Shelter (medium 2,500 SF ) at Dog Park	1	Each	\$562,500	\$562,500	open air, materials to relate to other structures
Fencing at Dog Park	2,000	Lineal Ft.	\$35	\$70,000	
Drinking fountains at Dog Park	2	Each	\$12,000	\$24,000	
Special Turf install at Dog Park	1	Each	\$90,000	\$90,000	includes drain tiling, topsoil, seed
Shelter (small 400 SF) at Basketball Courts	1	Each	\$80,000	\$80,000	open air, materials to relate to other structures
Basketball Courts	16,750	Square Ft.	\$6	\$100,500	concrete
Two " Eyebrow" Steps/Walk to River	1	Lump Sum	\$350,000	\$350,000	
Classroom Building	1	Lump Sum	\$608,300	\$608,300	2,212 SF
Restrooms @Classroom Building (small 1-3 stalls)	1	Lump Sum	\$86,400	\$86,400	288 SF interior access
Bike Pumptrack	2.5	Acres	\$2,000,000	\$5,000,000	
Shade Canopy at Pump Track	1	Lump Sum	\$75,000	\$75,000	Tensil type structure
Restrooms @ Pump Track (small 1-3 stalls)	1	Each	\$80,000	\$80,000	stand alone 288 SF exterior access
Concession Stand (Iconic) @ Athletic Fields	1	Each	\$91,000	\$91,000	280 SF, High quality materials to match iconic pavilions
Restrooms @Concession (Large 9-14 stalls)	1	Each	\$216,000	\$216,000	720 SF, High quality materials to match iconic pavilions
Iconic Pavilions at Great Lawn (6,400 SF)	2	Each	\$2,240,000	\$4,480,000	2 story, Observation deck, Kitchen, Utilities, multiple grills
Storage (@ Pumphouse Bldg)	1	Lump Sum	\$40,000	\$40,000	additional storage cost only
Gateways	2	Each	\$200,000	\$400,000	
Identification and wayfinding signage	1	Lump Sum	\$50,000	\$50,000	
Playground enhancements	11,125	Square Ft.	\$5	\$50,063	mulch surface treatment
Monument at K & 5th	1	Lump Sum	\$400,000	\$400,000	
Art Element at O and 2nd	1	Lump Sum	\$200,000	\$200,000	
Benches/Furnishings	1	Lump Sum	\$235,000	\$235,000	benches @ 2,500, trash receptacles and picnic tables
Disc Golf Putting Green	3	Each	\$3,000	\$9,000	
Floating Dock	840	Square Ft.	\$70	\$58,800	
Boat Beach Area	1	Lump Sum	\$75,000	\$75,000	
Subtotal				\$18,113,000	
A/E Design/Admin Fee 10%				\$1,811,300	
Contingency (20%)				\$3,622,600	
Total				\$23,546,899	

Infrastructrure - Utilities/Earthwork/ Basic Vegetation					
Item	Quantity	Unit	Unit Cost	Item Total	Remarks
Storm sewer	1	Lump Sum	\$1,000,000	\$1,000,000	includes roadway and site
Sanitary sewer	1	Lump Sum	\$200,000	\$200,000	service to all facilities
Water	1	Lump Sum	\$250,000	\$250,000	Extend to iconic pavilion
Electrical	1	Lump Sum	\$200,000	\$200,000	Extend to iconic pavilion
Lighting	1	Lump Sum	\$1,800,000	\$1,800,000	trail length at 50' spacing = 450 lights @ 4,000
Parkway and angled parking	23,177	Square Yrds.	\$75	\$1,738,275	PCC - accounts for some permeable paving
Gas	1	Lump Sum	\$100,000	\$100,000	
Clearing and Grubbing	1	Lump Sum	\$250,000	\$250,000	
Additional removals	1	Lump Sum	\$900,000	\$900,000	Remaining pavement and utility removals east of 6th and N of RR
Earthwork - stockpile topsoil and grading	1	Lump Sum	\$1,250,000	\$1,250,000	Not including flood protection installation and based on 1.5' average depth of earthwork
Topsoil - new or re-spread stockpile	1	Lump Sum	\$500,000	\$500,000	Re-spread 4"
Removal of old levee and re-establish vegetation	1	Lump Sum	\$500,000	\$500,000	includes removal of existing trail
Erosion Control	1	Lump Sum	\$250,000	\$250,000	
Sod	22,000	Square Yrds.	\$5	\$108,900	at gateway, along boulevard edges
Lawn - seeding	16	Acres	\$4,000	\$62,000	
Native Prairie seeding + establishment	17	Acres	\$12,000	\$204,000	with 3 year initial maintenance contract
Overstory Trees	700	Each	\$350	\$245,000	dispersed over 20 years
Understory Trees	100	Each	\$275	\$27,500	dispersed over 20 years
Subtotal				\$9,585,675	
A/E Design/Admin Fee 10%				\$958,568	
Contingency (20%)				\$1,917,135	
Total				\$12,461,378	
Full Build-out Total				\$36,008,277	



Riverfront Park

The amounts stated herein are our best estimate of probable construction costs based on current information. Because costs are influenced by market conditions, changes in project scope, and other factors beyond our control, we cannot ensure that actual construction costs will equal this cost opinion.

Park Amenities					
Item	Quantity	Unit	Unit Cost	Item Total	Remarks
Upper Promenade	3,495	Square Yrds.	\$405	\$1,415,475	Includes special pavers, planters, benches, and pedestrian lighting
Lower Promenade	2,555	Square Yrds.	\$270	\$689,850	assumes mix precast unit paver with well finished conc. All pavers on slab. No walls or steps
Concrete walk	3,380	Square Yrds.	\$45	\$152,100	only north of 3rd Ave.
Boat Launch	220	Square Yrds.	\$85	\$18,700	North of skate park and South retail area
Kayak launch/ take out	470	Square Yrds.	\$85	\$39,950	South end of Mill-Race
Retaining walls near kayak take out	5,550	Lineal Ft.	\$250	\$1,387,500	PCC with footing - average 6' above grade
Parking Lot (Vehicular Paving)	975	Square Yrds.	\$65	\$63,375	includes subbase and subgrade prep (typ)
Curbs/Gutters	3,692	Lineal Ft.	\$30	\$110,760	new along 1st Street north from 3rd Ave.
Stairs	12	Each	\$6,000	\$72,000	Each set of stairs contains 10 risers
Seat walls	2,350	Lineal Ft.	\$150	\$352,500	Poured PCC
Boardwalk - (cantilever)	21,577	Square Ft.	\$110	\$2,373,470	Extends South to 8th Avenue - further design work needed for accurate cost
Mill Race	1.00	Lump Sum	\$1,750,000	\$1,750,000	Further feasibility studies needed
Identification and wayfinding signage	1	Lump Sum	\$20,000	\$20,000	
Sculpture Garden -	14.00	Each	\$100,000	\$1,400,000	Budget per sculpture as located along promenade and in Sculpture Gardens
Skate Park	46,685.00	Square Ft.	\$38	\$1,774,030	
Gardens/planting beds	19,638	Square Ft.	\$14	\$274,932	
Subtotal				\$11,894,642	
A/E Design/Admin. Fee 10%				\$1,189,464	
Contingency (20%)				\$2,378,928	
Total				\$15,463,035	
Infrastructure - Utilities/Earthwork/Basic Vegetation					
Item	Quantity	Unit	Unit Cost	Item Total	Remarks
Storm sewer	1	Lump Sum	\$50,000	\$50,000	misc site drainage components
Water	1	Lump Sum	\$50,000	\$50,000	misc drinking fountains/irrigation components
Electrical	1	Lump Sum	\$150,000	\$150,000	unknown needs
Gas	1	Lump Sum	\$0	\$0	unknown needs
Clearing and Grubbing	1	Lump Sum	\$25,000	\$25,000	
Earthwork - stockpile topsoil and grading	1	Lump Sum	\$250,000	\$250,000	not including flood protection installation and based on 1.5' average depth of earthwork
Topsoil - new or re-spread stockpile	1	Lump Sum	\$80,000	\$80,000	re-spread 4"
Erosion Control	1.0	Lump Sum	\$25,000	\$25,000	
Sod	13,000	Square Yrds.	\$5	\$64,350	
Tree Pits	1,700	Square Ft.	\$4	\$6,800	29 10'x5' Tree Pits Total
Overstory Trees	220	Each	\$350	\$77,000	
Understory Trees	65	Each	\$250	\$16,250	
Subtotal				\$794,400	
A/E Design/Admin. Fee 10%				\$79,440	
Contingency (20%)				\$158,880	
Total				\$1,032,720	
Full Build-out Total				\$16,495,755	



Czech Village Park

The amounts stated herein are our best estimate of probable construction costs based on current information. Because costs are influenced by market conditions, changes in project scope, and other factors beyond our control, we cannot ensure that actual construction costs will equal this cost opinion.

Park Amenitites					
Item	Quantity	Unit	Unit Cost	Item Total	Remarks
Trail	12,010	Square Yrds.	\$60	\$720,600	includes subbase and subgrade prep (typ)
Adventure Park Trail - 4" base course + 4" crushed limestone	1,220	Square Yrds.	\$8	\$9,760	
Roundhouse Plaza	32,545	Square Ft.	\$30	\$976,350	assumes mix or natural stone, precast unit paver with well finished conc. All pavers on slab. No walls or steps
Warming Shelter Plaza	4,955	Square Ft.	\$30	\$148,650	assumes mix or natural stone, precast unit paver with well finished conc. All pavers on slab. No walls or steps
Small Plaza	4,965	Square Ft.	\$30	\$148,950	assumes mix or natural stone, precast unit paver with well finished conc. All pavers on slab. No walls or steps
Parking Lot (Vehicular Paving)	16,290	Square Yrds.	\$65	\$1,058,850	includes subbase and subgrade prep (typ)
Landfill Access Road	3,740	Square Yrds.	\$70	\$261,800	includes subbase and subgrade prep (typ)
15' Wide Truck Access Path	850	Square Yrds.	\$70	\$59,500	includes subbase and subgrade prep (typ)
Curbs/Gutters	4,650	Lineal Ft.	\$30	\$139,500	
Streetscape at Mixed Use (C Street full length of park)	40,000	Square Ft.	\$45	\$1,800,000	Includes special pavers, planters, benches, and pedestrian lighting
Trail along 20th Avenue	290	Square Yrds.	\$150	\$43,500	includes replacement of existing sidewalk, drives, etc
Boardwalk - (cantilever)	35,280	Square Ft.	\$110	\$3,880,800	Extends North to 8th Avenue - further design work needed for accurate cost
Educational signage for wildlife area	1	Lump Sum	\$30,000	\$30,000	
Identification and wayfinding signage	1	Lump Sum	\$45,000	\$45,000	
Habitiat Restoration	2	Acres	\$5,000	\$10,000	
Bocce Ball Courts	3	Each	\$75,000	\$225,000	
Table Games	1	Lump Sum	\$15,000	\$15,000	Conc Ping pong, chess/checkers
Boat Launch	500	Square Yrds.	\$85	\$42,500	
Small Childrens Playground	1	Lump Sum	\$90,000	\$90,000	Rubber surface treatment
Small Childrens Playground Surface	4,360	Square Ft.	\$20	\$87,200	
Playground Surface	45,000	Square Ft.	\$20	\$900,000	Rubber surface treatment
Playground Equipment	1	Lump Sum	\$600,000	\$600,000	
Adult Ropes Course	1	Lump Sum	\$800,000	\$800,000	
Children's Ropes Course	1	Lump Sum	\$110,000	\$110,000	
Iconic Tickets / Concessions building (712 SF)	1	Lump Sum	\$249,200	\$249,200	Iconic Architecture - w/ restroom Likely use of masonry on exterior,
Restrooms (small 1-3 stalls)@ Tickets/Concession	1	Lump Sum	\$100,800	\$100,800	288 SF Iconic Architecture
Ice Rink / Ice Trail	1	Lump Sum	\$3,000,000	\$3,000,000	Refrigerated, with removable rail
Iconic Warming Shelter with concessions (2,712 SF)	1	Lump Sum	\$949,200	\$949,200	Likely use of masonry on exterior,
Restrooms (small 1-3 Stalls) @ Warming House	1	Lump Sum	\$100,800	\$100,800	288 SF
Ice Trail Equipment Building (1,500 SF)	1	Lump Sum	\$450,000	\$450,000	Relate Architecture and materials to Warming House
Roundhouse - (9,028 SF) Iconic Architecture	1	Lump Sum	\$3,611,200	\$3,611,200	Reflect character of previous Roundhouse. Re-use of old Roundhouse steel within the new structure. Likely use of masonry on exterior, Kitchen, flexible for open air use
Restroooms (Large 9-14 stalls)@ Roundhouse	1	Lump Sum	\$324,800	\$324,800	972 SF Approx. 9 stalls exterior access, Aprox. 4 stalls interior access.
Small Pavliion 400 SF	6	Each	\$80,000	\$480,000	open air, one grill, elec.
Medium Pavilion 2,500 SF	5	Each	\$625,000	\$3,125,000	open air, multiple grills, 75 person capacity
Large Shelter (6,400 SF) at Great Lawn	1	Each	\$1,600,000	\$1,600,000	Open air, kitchen, mulitple grills, utilities, 200 person capacity
Parking Lot Lighting	1	Lump Sum	\$100,000	\$100,000	

Subtotal	\$26,293,960
A/E Design/Admin Fee 10%	\$2,629,396
Contingency (20%)	\$5,258,792
Total	\$34,182,148

Infrastructure - Utilities/Earthwork/Basic Vegetation					
Item	Quantity	Unit	Unit Cost	Item Total	Remarks
Site Lighting - not including streetscape at Mixed use	1	Lump Sum	\$720,000	\$720,000	Trail length @ 50' spacing = 180 light @ 4000
Storm sewer	1	Lump Sum	\$200,000	\$200,000	dependent upon flood protection components
Sanitary sewer	1	Lump Sum	\$100,000	\$100,000	dependent on proximity of remaining sanitary mains
Water	1	Lump Sum	\$150,000	\$150,000	dependent on proximity of remaining water mains
Electrical	1	Lump Sum	\$150,000	\$150,000	
Gas	1	Lump Sum	\$75,000	\$75,000	dependent on proximity of remaining gas mains
Clearing and Grubbing	1	Lump Sum	\$150,000	\$150,000	
Additional removals	1	Lump Sum	\$320,000	\$320,000	Remaining pavement and utility removals not covered in the initial infrastructure removal project
Earthwork - stockpile topsoil and grading	1	Lump Sum	\$850,000	\$850,000	Not including flood protection installation and based on 1.5' average depth of earthwork
Topsoil - new or re-spread stockpile	1	Lump Sum	\$300,000	\$300,000	Re-spread 4"
Removal of old levee and re-establish vegetation	1	Lump Sum	\$250,000	\$250,000	includes removal of existing trail
Erosion Control	1	Lump Sum	\$125,000	\$125,000	
Sod	15,750	Square Yrds.	\$5	\$77,963	
Native Areas - establish native plantings	8	Acres	\$12,000	\$96,000	with 3 year initial maintenance contract
Lawn - seeding	10	Acres	\$4,000	\$40,000	
Ornamental planting beds	86,000	Square Ft.	\$14	\$1,204,000	at Ice trail and ice trail plaza, at Roundhouse around Concession area and parking lot screening etc.
Overstory Trees	400	Each	\$350	\$140,000	
Understory Trees	90	Each	\$275	\$24,750	

Subtotal	\$4,972,713
A/E Design/Admin Fee 10%	\$497,271
Contingency (20%)	\$994,543
Total	\$6,464,526
Full Build-out Total	\$40,646,674



# B: PUBLIC INPUT MEETING #1

## Prefrencing Results Most Preferred Images (Right)

- Zip line over water
- Festivals / Art Fair / Farmer's Market
- Trail
- Playground
- Kayaking

Date: Wednesday, March 26, 2014  
 Location: National Czech and Slovak Museum



(Clockwise starting Top Left): Kayaking, Market, "Free Basket" The Virginia B Fairbanks Art & Nature Park, Playground 1, Bike Path, Zip Line.

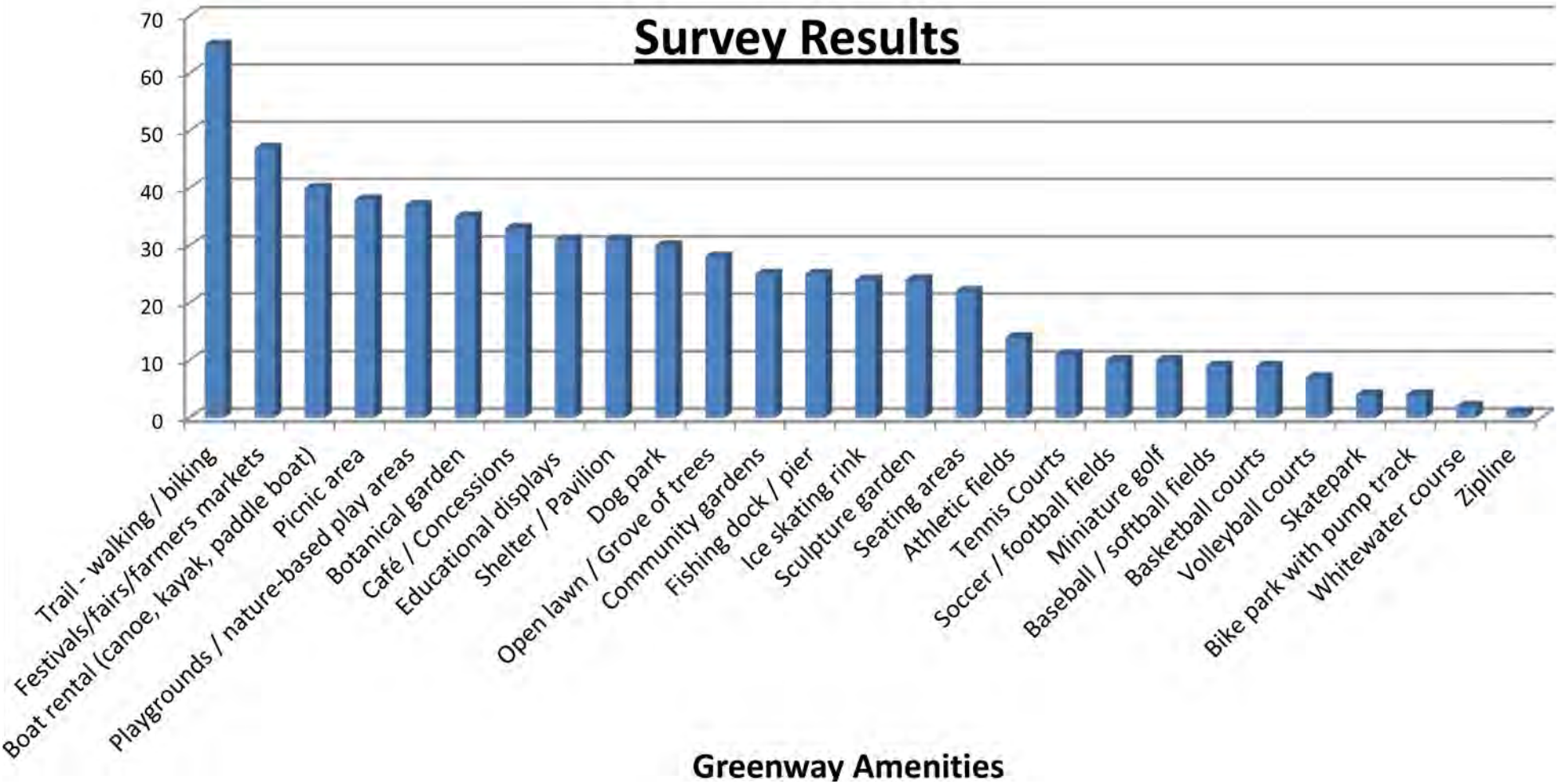


Public Participation Meeting #1





Online Survey / Results



Chip game participation





## B: PUBLIC INPUT MEETING #1

### Headline News Results

As part of the first public participation meeting, we asked attendees to write the headline of the Cedar Rapids Gazette that they wish to see the day the greenway parks open to the public. This page highlights a few select headlines that were received:

All Ages Enjoy New Riverfront  
Cedar Rapids Art Festival Draws Huge Crowds  
Cedar Rapids Skate park, A Safe and Rad Place to Skate  
Cedar Rapids Tourism Rises Due to Skate Park  
Greenway Spaces Create Educational Opportunities  
Greenways Grow More than Grass  
Greenways Help Keep Cedar Rapids Residents Active  
Greenways Provide a Peaceful Escape for City Residents

Local Skateboarders Make a Positive Impact on the Cedar Rapids Community  
Mountain Biking Descends on Downtown  
Playground Offers Experiences for All Ages  
Recovery near Completion  
Residents Excited About Greenway Plan!  
Scenic Bike Trails Gives People a New Downtown Experience  
Sculpture Park Draws Visitors From Around the Globe

Shore Side Fishing Piers Draws Anglers  
Skate! Skate! Skate!  
The City That Listened  
Trails Connect River to Many Points in City  
Walking Shoes Needed for Viewing Cedar Rapids  
We Listen To the People, It's a People's Park  
Where Four-Legged Friends Meet  
Wildflowers Bloom in Greenway



Headline News Exercise





Chip Game Results

Time Check Park

Number of Groups / Chip games: 6

Recurring Themes / Ideas:

- Larger active recreational areas
- Disk Golf
- Soccer Fields
- Dog Park
- Play grounds
- Tennis courts
- Basketball courts
- Volleyball courts
- Great lawn
- Community Gardens
- Edible Gardens
- Children’s Gardens
- Botanical gardens /arboretum
- Prairie, wetlands and wildlife habitat along river’s edge



Time Check Chip Game Results



B: PUBLIC INPUT MEETING #1

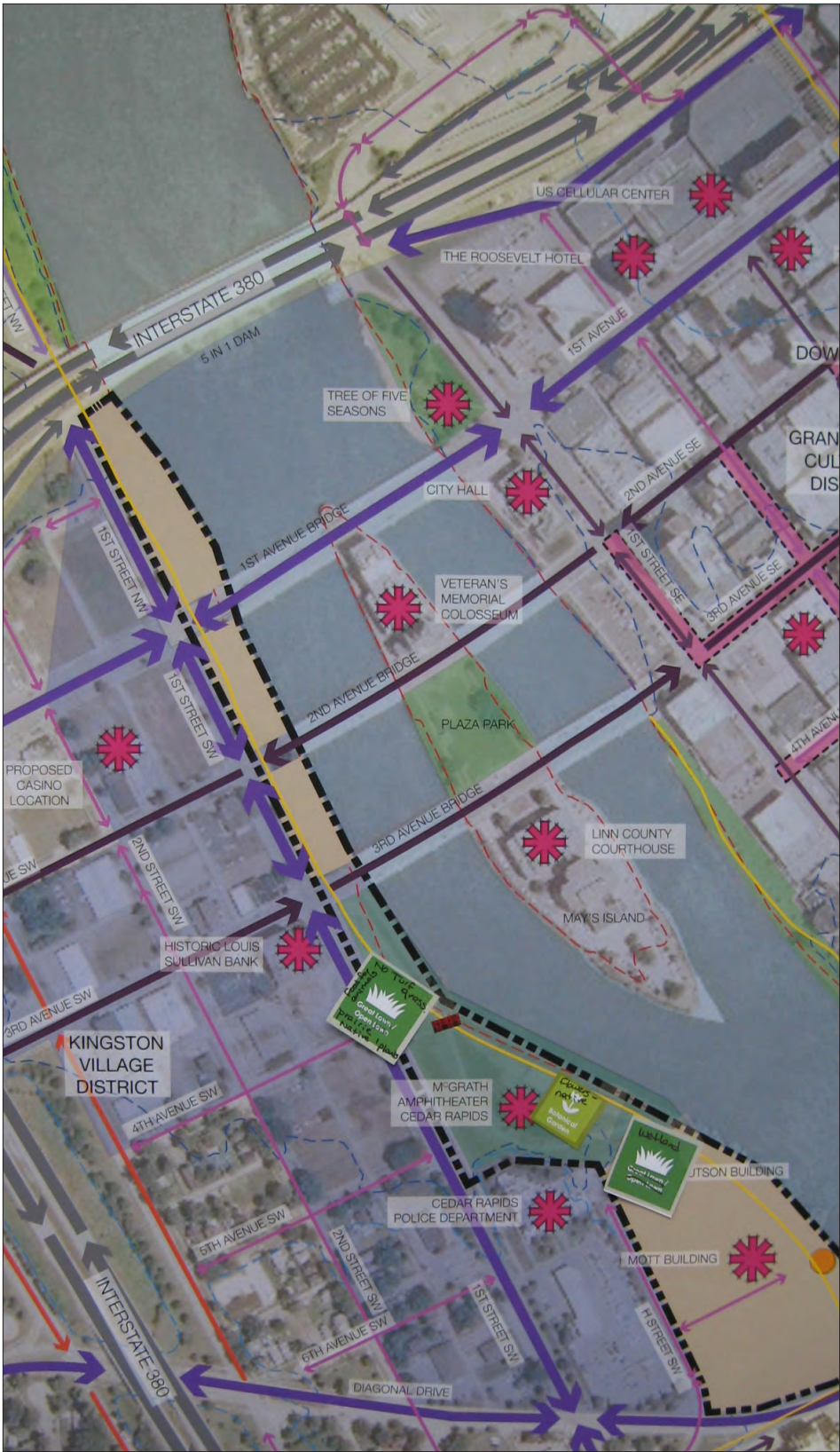
Chip Game Results

Riverfront Park Chip Game

Number of Groups / Chip games: 2  
Recurring Themes / Ideas:

- Water trail
- Whitewater park
- River access

October 2014



Riverfront Park Chip Game Results



Chip Game Results

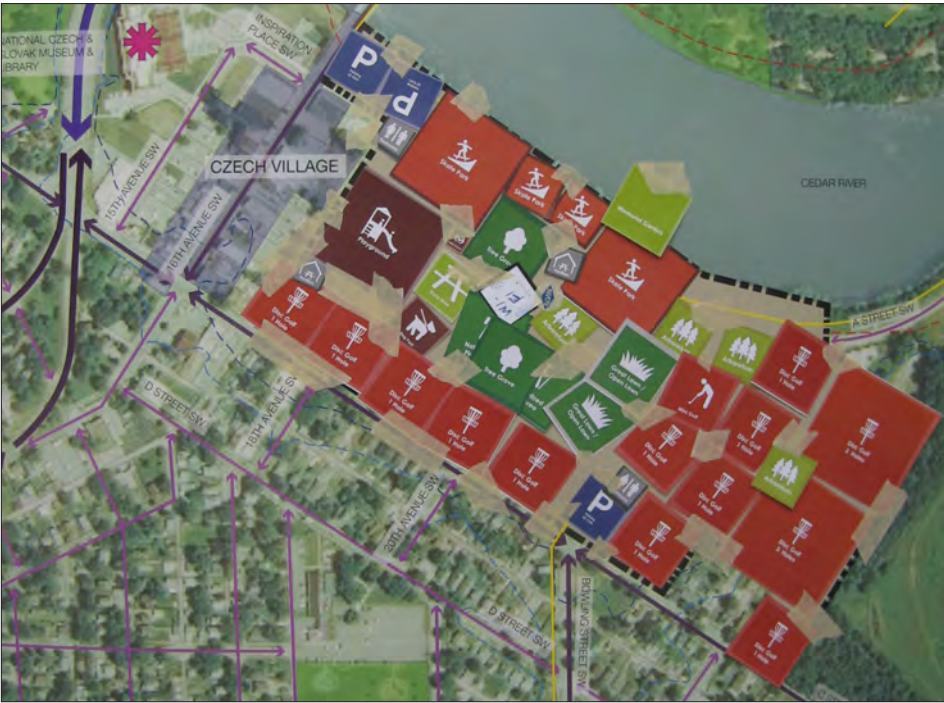
Czech Village Park Chip Game

Number of Groups / Chip games: 5  
Recurring Themes / Ideas:

- Maintain Czech Heritage
- Trails and Biking
- Cafe's and Restaurants
- Great Lawn
- Festival Grounds
- Smaller active recreation such as skateboarding, BMX biking, miniature golf, etc.
- East end of site - more natural with community gardens, prairie, and adventure area/naturalized play area and arboretum.



Czech Village Chip Game Results





# C: PUBLIC INPUT MEETING #2

## Highlights of Public Meeting #2

- Project information and context overview
- Review of results from Public Meeting #1
  - Online Survey Results
  - Preferencing Results
  - Chip Game Theme Results
- Proposed park amenities comparison chart
- Three concepts per project area were presented in an open house format for concept review and discussion
- Survey available to participants (option to complete survey online was also available)

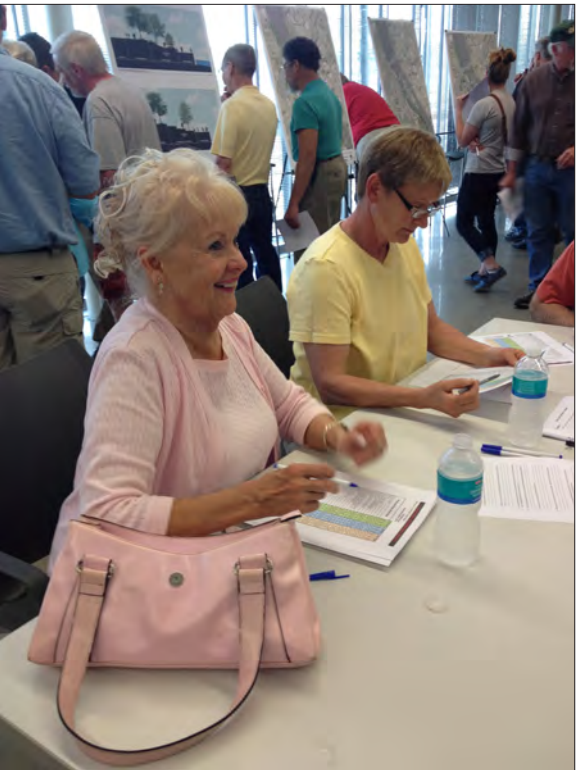
Date: Wednesday, May 7, 2014  
 Location: Cedar Rapids City Services Building



Images from Public Participation Meeting #2



C: PUBLIC INPUT MEETING #2



CEDAR RAPIDS GREENWAY PARK CONCEPTS

Time Check | Riverfront | Czech Village  
Public Meeting #2  
Wednesday, May 07, 2014

Proposed Park Amenities	Time Check			Riverfront			Czech Village		
	Concept 1	Concept 2	Concept 3	Concept 1	Concept 2	Concept 3	Concept 1	Concept 2	Concept 3
Restroom facilities	●	●	●	●	●	●	●	●	●
Parking	●	●	●	●	●	●	●	●	●
Trail - walking / biking	●	●	●	●	●	●	●	●	●
Festivals/farmers market area	●	●	●	●	●	●	●	●	●
Playgrounds / nature-based play areas	●	●	●	●	●	●	●	●	●
Boat launch	●	●	●	●	●	●	●	●	●
Boat rental (kayak, canoe, paddle boat)	●	●	●	●	●	●	●	●	●
Picnic area	●	●	●	●	●	●	●	●	●
Botanical garden/Arboretum/Children's garden	●	●	●	●	●	●	●	●	●
Educational displays (wildlife, vegetation, etc.)	●	●	●	●	●	●	●	●	●
Community garden/Edible garden	●	●	●	●	●	●	●	●	●
Dog park	●	●	●	●	●	●	●	●	●
Café / Concessions	●	●	●	●	●	●	●	●	●
Open lawn / Grove of trees	●	●	●	●	●	●	●	●	●
Shelter / Pavilion	●	●	●	●	●	●	●	●	●
Fishing dock / pier	●	●	●	●	●	●	●	●	●
Ice skating rink	●	●	●	●	●	●	●	●	●
Sculpture garden	●	●	●	●	●	●	●	●	●
Seating areas	●	●	●	●	●	●	●	●	●
Athletic fields	●	●	●	●	●	●	●	●	●
Tennis Courts	●	●	●	●	●	●	●	●	●
Skate park	●	●	●	●	●	●	●	●	●
Bike park	●	●	●	●	●	●	●	●	●
Basketball courts	●	●	●	●	●	●	●	●	●
Whitewater course	●	●	●	●	●	●	●	●	●
Volleyball courts	●	●	●	●	●	●	●	●	●
Disk Golf	●	●	●	●	●	●	●	●	●
Miniature Golf	●	●	●	●	●	●	●	●	●
Zip line/Ropes course	●	●	●	●	●	●	●	●	●
Adventure Park	●	●	●	●	●	●	●	●	●
Dance Pavilion	●	●	●	●	●	●	●	●	●



# C: PUBLIC INPUT MEETING #2

## Time Check Park Concepts: Public Input Meeting #2

The plans on the following pages are the documents presented to the public at the second Public Input Meeting on May 7, 2014.







# **CEDAR RAPIDS GREENWAY PARKS** TIME CHECK | CZECH VILLAGE | RIVERFRONT Time Check | Concept 2



# **CEDAR RAPIDS GREENWAY PARKS** TIME CHECK | CZECH VILLAGE | RIVERFRONT Time Check | Concept 3



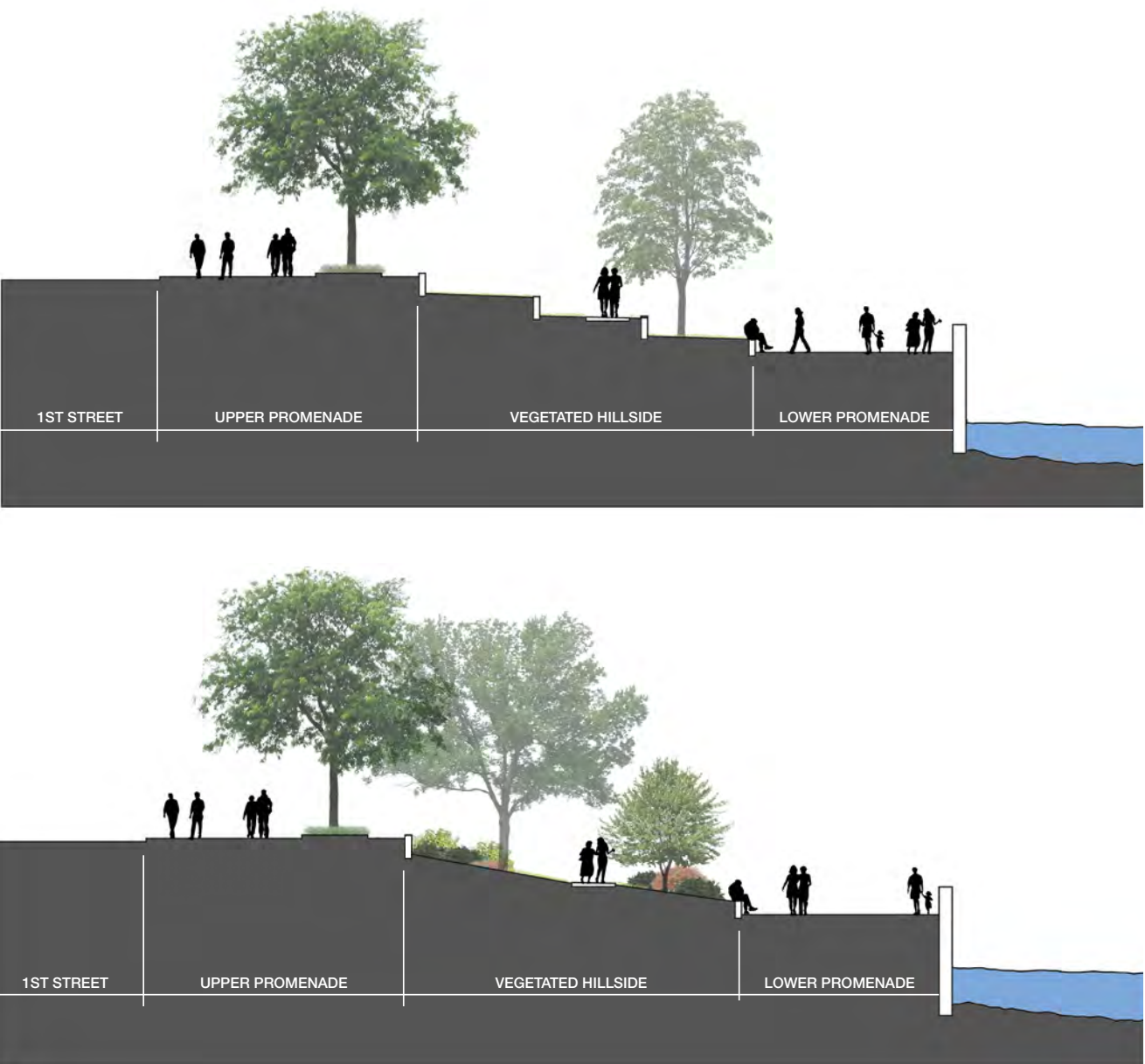


C: PUBLIC INPUT MEETING #2

Riverfront Park Concepts: Public Input Meeting #2

The plans and promenade sections on the following pages are the documents presented to the public at the second Public Input Meeting on May 7, 2014.

October 2014



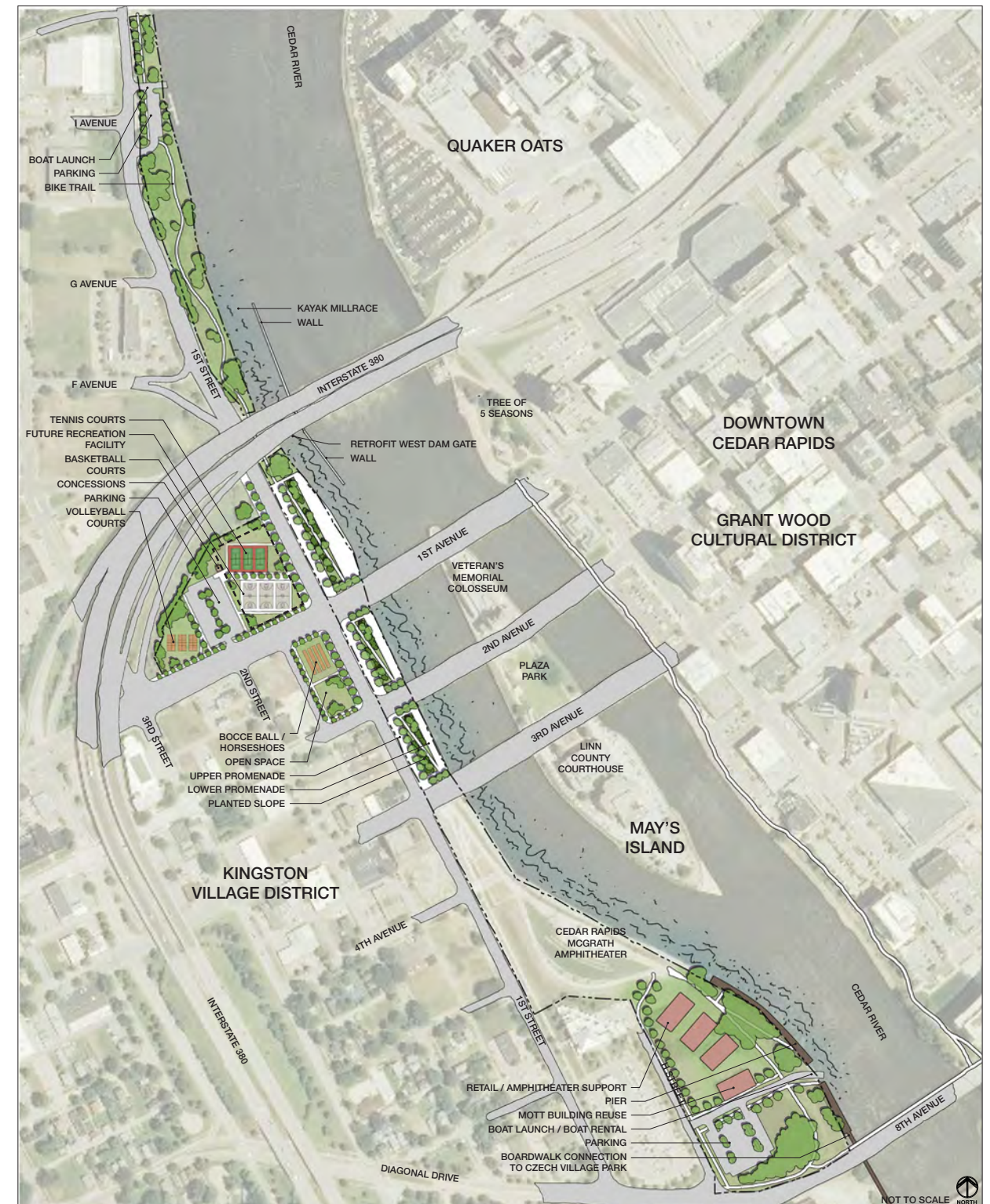
Conceptual Riverfront Promenade Cross Sections







**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Riverfront Park | Concept 2



**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Riverfront Park | Concept 3





C: PUBLIC INPUT MEETING #2

Czech Village Park Concepts: Public Input Meeting #2

The plans on the following pages are the documents presented to the public at the second Public Input Meeting on May 7, 2014.







**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Czech Village | Concept 2



**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Czech Village | Concept 3





## Questionnaire & Results

## Appendix

Cedar Rapids Greenway Parks **Volume I: Concept Plan**

Totals 7 7 4 19 12

Total Number of Respondents: 28

[illegible][illegible]

Total Number of Respondents: 34



# D: PUBLIC INPUT MEETING #3

## Highlights of Public Meeting #3

- Project information and context overview
- Summary of design process
  - Survey Results from Public Meeting #2
  - Design Team / City staff workshop
- One final draft concept presented for each project area in an open house format for interaction and discussion.
- Survey available for participants to give feedback



Images from Public Participation Meeting #3

Date: Thursday, June 12, 2014  
Location: The Flamingo



## CEDAR RAPIDS GREENWAY PARK CONCEPTS

Time Check | Riverfront | Czech Village  
Final Concept Draft - Public Input Mtg. #3  
Thursday, June 12, 2014

	Time Check	Riverfront	Czech Village
Proposed Park Amenities			
Restroom Facilities	•	•	•
Parking	•	•	•
Multi-use Trails	•	•	•
Festivals/Farmers Market Area	•	•	•
Playgrounds / Nature-based Play Areas	•	•	•
Boat Launch	•	•	•
Boat Rental (kayak, canoe)	•	•	•
Picnic Area	•	•	•
Botanical Garden/Arboretum/Children's Garden	•	•	•
Educational Displays (wildlife, vegetation, etc.)	•	•	•
Community Garden/Edible Garden	•	•	•
Dog Park	•	•	•
Café / Concessions	•	•	•
Open Lawn / Grove of Trees	•	•	•
Shelter / Pavilion	•	•	•
Fishing Dock / Pier	•	•	•
Ice Skating Rink	•	•	•
Sculpture Garden	•	•	•
Seating Areas	•	•	•
Athletic Fields	•	•	•
Tennis Courts	•	•	•
Skate Park	•	•	•
Bike Park	•	•	•
Basketball Courts	•	•	•
Whitewater Course	•	•	•
Volleyball Courts	•	•	•
Disk Golf	•	•	•
Miniature Golf	•	•	•
Ropes Course	•	•	•
Adventure Park	•	•	•
Dance Pavilion	•	•	•
Zip Line	•	•	•

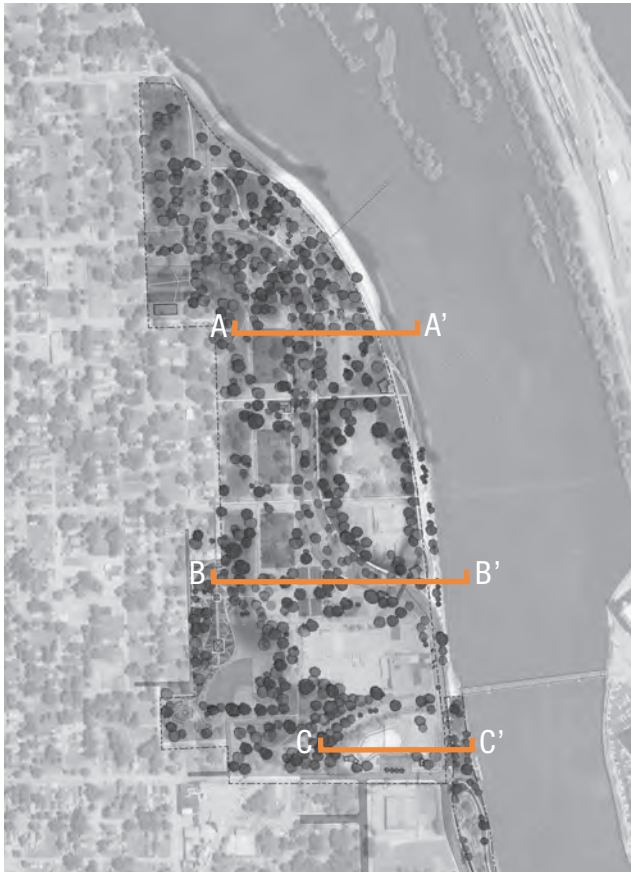




# C: PUBLIC INPUT MEETING #3

## Time Check Park Concept: Public Input Meeting #3

The plan and elevations on the following pages are the documents presented to the public at the third Public Input Meeting on June 12, 2014.



Time Check Park Section Key



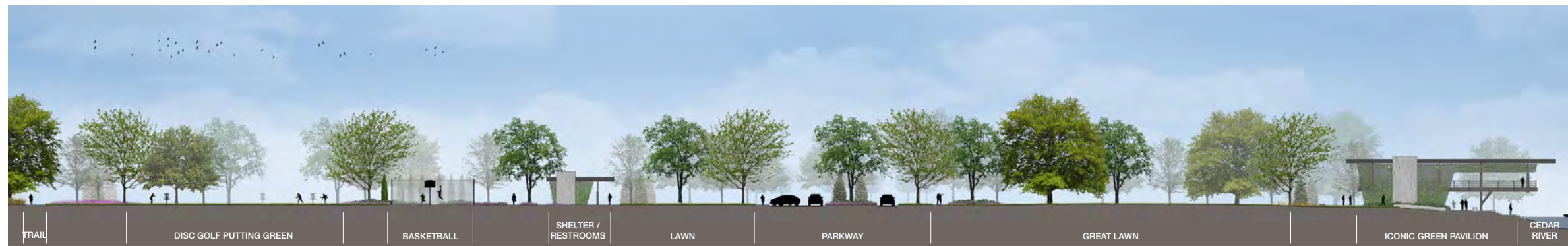
**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Time Check Park



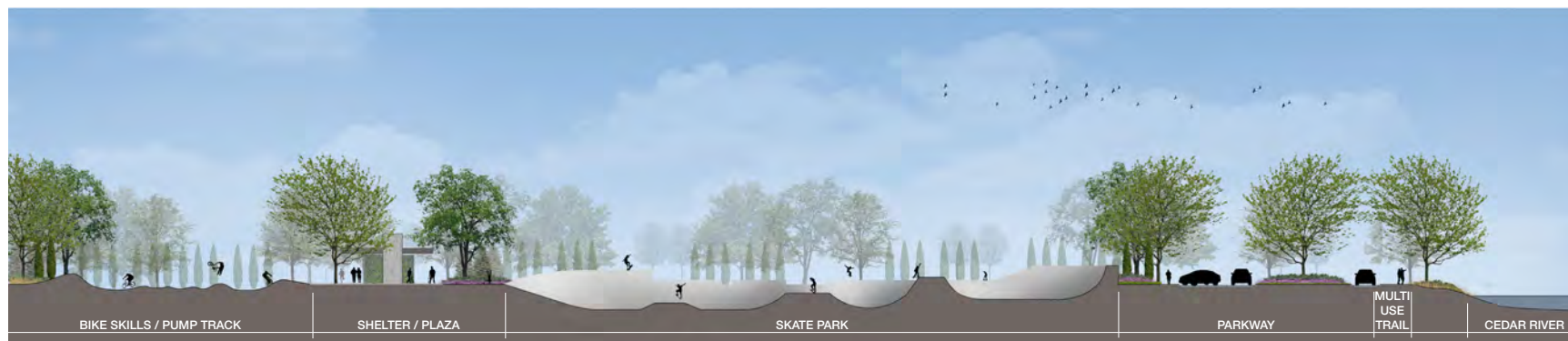




SECTION A - A'



SECTION B - B'



SECTION C - C'



# **CEDAR RAPIDS GREENWAY PARKS** TIME CHECK | CZECH VILLAGE | RIVERFRONT Time Check Park Elevations



Reference Section Key on Page XXII for location



C: PUBLIC INPUT MEETING #3

Riverfront Park Concept: Public Input Meeting #3

The plan and elevations on the following pages are the documents presented to the public at the third Public Input Meeting on June 12, 2014.



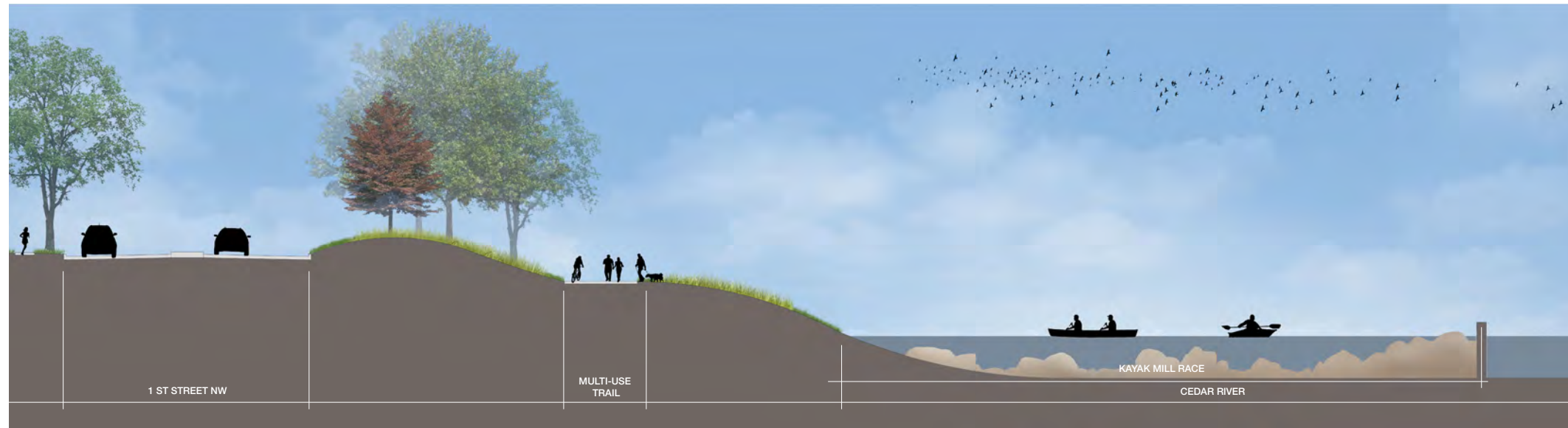
Riverfront Park Section Key



**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Riverfront Park

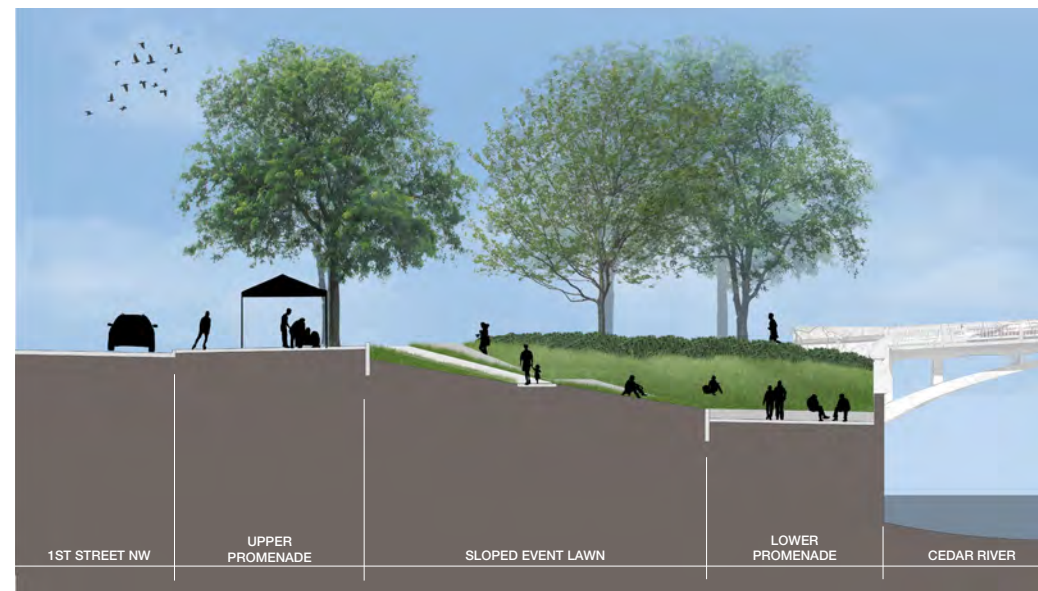






SECTION D - D'

SCALE 1"=10'



SECTION E - E'

SCALE 1"=10'



# **CEDAR RAPIDS GREENWAY PARKS** TIME CHECK | CZECH VILLAGE | RIVERFRONT Riverfront Park Elevations



Reference Section Key on Page XXIV for location



C: PUBLIC INPUT MEETING #3

Czech Village Park Concept: Public Input Meeting #3

The plan and elevations on the following pages are the documents presented to the public at the third Public Input Meeting on June 12, 2014.



Czech Village Park Section Key



**CEDAR RAPIDS GREENWAY PARKS**  
TIME CHECK | CZECH VILLAGE | RIVERFRONT  
Czech Village

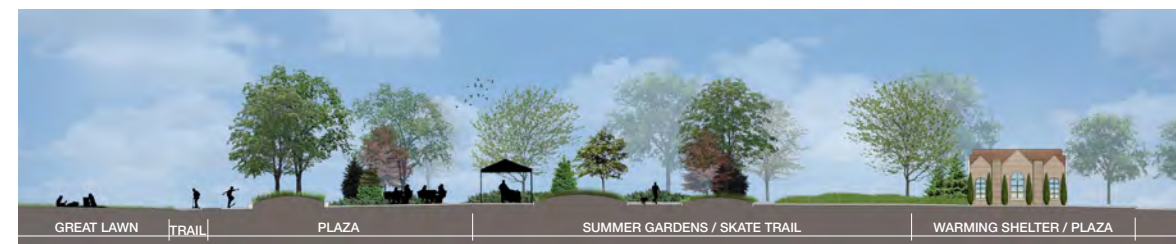






SECTION F - F'

SCALE 1"=20'



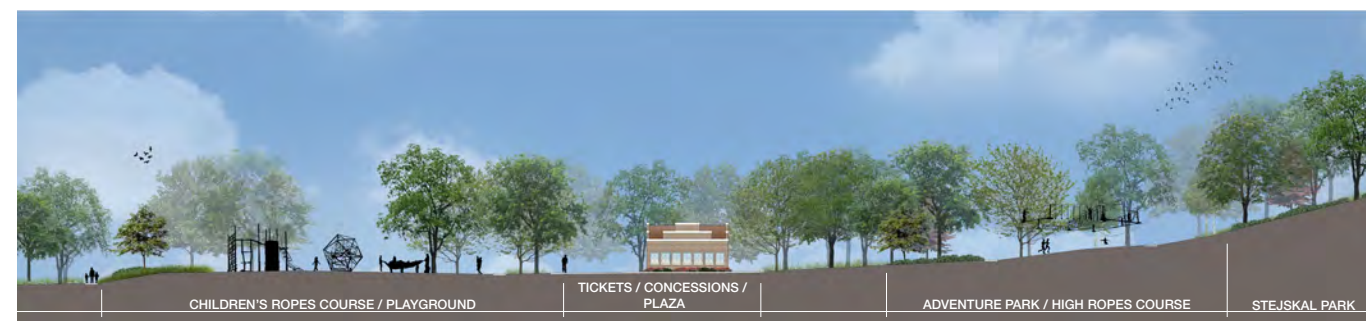
SECTION G - G' SUMMER

SCALE 1"=20'



SECTION G - G' WINTER

SCALE 1"=20'



SECTION H - H'

SCALE 1"=20'



# **CEDAR RAPIDS GREENWAY PARKS** TIME CHECK | CZECH VILLAGE | RIVERFRONT Czech Village Park Elevations



Reference Section Key on Page XXVI for location



C: PUBLIC INPUT MEETING #3

Questionnaire & Results

Cedar Rapids Greenway Public Input Meeting #3 Feedback

Time Check - Favorite Part		Time Check - Least Favorite Part		Riverfront - Favorite Part		Riverfront - Least Favorite Part		Czech Village - Favorite Part		Czech Village - Least Favorite Part		Top 5 Activities		Highest Priority Improvements		Additional Comments	
1	Boat Ramps	5	Road thru Park	2	Kayak Run	7	No whitewater park	2	Ice Skating Rink	9	Boat launch Location	1	Hiking/Biking	20	Ice Rink	6	More green space
2	Community Garden	4	Please keep existing baseball park	2	Trail	5	Boat launch location	2	Roundhouse	6	Lack of Historical Presence	1	Outdoor Music Concert	19	Multi-use Trails	5	Build homes between Ellis Blvd and River
3	Multi-Use Trails	3	Monument Location	1	Boardwalk	2	No Campground	1	Rope Training/Adventure Park	3	Lack of Boat Rental	1	Farmers Market/Art Fair	17	Whitewater Park	4	Embrace the river by building a whitewater park
4	Athletic Fields	3	No Frisbee Golf	1	Festivals/Farmers Market	1	No Parking	1	Skate Park	2	No Splash Pad	1	Boating/Kayaking Program	16	Walking Trails	4	Sports fields light should not spray light into neighborhoods
5	Boat Ramps	3	No Natural Areas	1	Native Habitat	1	No Splashpad	1	Boardwalk	2	No Dog Park	1	Ropes Course/Adventure Park	11	Green Space	3	Boat Launch Below May's Island unsafe location
6	Oak Savanna/Prairie	2	No Sand Volleyball	1	Keeping Exsting Building	1	1st St Should be Blvd	1	Winter Activites	1	Lack of Parking	1	Historical Program	11	River Access	3	Include playground for differing age groups
7	Keeping Many Trees	1	Connectivity to Kayak/Canoe Launch	1	Event Lawn	1	Skate Park Relocation	1	Works with Downtown Businesses	1	No bike pump stations	1	Ice Skating or In-Line Skating	9	Community Gardens	3	Add zero-entry pool
8	Event Area	1	Expand the community Gardens	1	Green Space	1	No bocce or picnic space	1	Restrooms	1	Boccee Ball	1	Picnic	9	Dog Park	3	Wheel-chair accessibility
9	Boulevard Through Park	1	Not Enough Habitat	1	Restrooms	1	Trail Intersections	1	Farmers Market Area	1	Open Lawn	1	Nature/Interpretive Activity	8	Skate Park	2	Cost vs Maintenance Analysis?
10	Overall Variety	1	Too Many Soccer Fields	1	Water Trail	1	Trails	1	Trails	1			Community/Edible Garden	8	Restroom Facilities	2	Roundhouse should be existing structure
11	Skate Park	1	Frisbee Golf	1	Bike Accessibility	1			Green Space	1			Bike Skills/Pump Track	6	Athletic Fields	2	Memorial mounument in each zone
12	Walkability	1	Potential Crime Issues	1	Concrete Seating	1			Festival Grounds	1			Dog Park	6	Beach Access	2	Can kids get access to new skate park location?
13	Restrooms	1	More Athletic Fields	1					Pavilion	1			Arts/Crafts Program	5	Pond	1	Area for flatland trick adjacent skate park
14	Skate Park Location	1	Combined Skatepark and Bike Pump Area	1									Program Gearted to Kids and Families	5	Fruit Trees	1	Evergreen tree to decorate at Christmas
15	Memorial	1	Trails	1									Shelter/Pavilion Rental	4	Pavilion	1	Add On street bike trails
16	Dog Park	1											Playground	4	Bike Shower/Lockers for Commuters	1	How is the goose problem going to be addressed?
17	Disc golf	1											Skateboarding	4	Parking	1	I like the connectivity of the bike trails
18													Shopping	3	Fishing Dock/Pier	1	Transform the parks into a wetlands to prevent flooding downstream
19													Other - Festivals	3	Seating	1	Boardwalk should extend below downtown bridges
20													Other - Whitewater Park	2	Parking in Czech Village	1	Ice refrigeration system should heat proposed buildings
21													Other - Beach Front	2	Roundhouse	1	Ice trail large enough for speed skating
22													Organized Athletic Event	2	Remove Existing Telephone Poles	1	Open up N Ave Storm Sewer and 21st St. to run in daylight as a naturalized streams.
23													Other - Trails for Longboarding/Skateboarding	1	Remove Cement Pads	1	
24													Other - Walking Trails	1	Picnic Tables	1	
25													Other - Frisbee Golf	1	Ropes Course	1	
26													Other - Zen Garden	1	Boardwalk	1	
27													Other - Labyrinth	1	Festival Area	1	
28													Other - Pickleball	1	Monument relocation	1	
29													Other - RV Park	1			

Tax Allocation Response Table

Total Number of Respondents: 32

	Supported <b>completely</b> by user fees	Supported <b>mostly</b> by user fees with some tax dollar support	Supported <b>evenly</b> by user fees and tax dollars	Supported <b>mostly</b> by tax dollars with some user fee support	Supported <b>completely</b> by tax dollars
Pump Track	6	5	3	1	2
Ice Rink/Trail	5	2	5	4	4
Adventure Park	4	5	6	1	3
Community Gardens	4	5	2	4	5
Dog Park	6	6	1	2	4



E: BIBLIOGRAPHY

Image Sources

Page	Location	Image Description	Source	Page	Location	Image Description	Source
Cover	Left	Time Check Plan	Design Workshop. September 11, 2014	17	Right	Riverfront Dining	<a href="http://www.coolplaces.co.uk/places/uk/england/warwickshire/stratford-upon-avon/6872-rsc-riverside-cafe">http://www.coolplaces.co.uk/places/uk/england/warwickshire/stratford-upon-avon/6872-rsc-riverside-cafe</a>
Cover	Middle	Riverfront	Confluence. September 19, 2014	18		Riverfront Park Final Plan	Confluence. September 19, 2014
Cover	Right	Czech Village Park	Confluence. September 26, 2014	19	All	Riverfront Park Final Elevations	Confluence. June 12, 2014
3	Right	Existing Conditions	Confluence. April 1, 2014	20		Czech Village Park Final Plan	Confluence. September 26, 2014
3	Bottom Left	Existing Conditions	Confluence. April 1, 2014	21	Left	High Ropes Course	<a href="http://mrmcguffey6.weebly.com/home/monday-98-wednesday-910-camp-copneconic">http://mrmcguffey6.weebly.com/home/monday-98-wednesday-910-camp-copneconic</a>
3	Center Right	Existing Conditions	Confluence. April 1, 2014	21	Middle Left	Market	<a href="http://www.sheilamathews.com/Nav.aspx/Page=%2FPageManager%2FDefault.aspx%2FPageID%3D2179855">http://www.sheilamathews.com/Nav.aspx/Page=%2FPageManager%2FDefault.aspx%2FPageID%3D2179855</a>
3	Bottom Right	Existing Conditions	Confluence. April 1, 2014	21	Middle Right	Ice Trail	<a href="http://www.dac.dk/en/dac-life/exhibitions/2008/ecotopedia---walk-the-talk/press-kit/">http://www.dac.dk/en/dac-life/exhibitions/2008/ecotopedia---walk-the-talk/press-kit/</a>
4	Right	Greenway Plan: Parks & 2008 Flood Extents	Confluence. September 11, 2014	21	Right	Park Trail	<a href="http://www.istockphoto.com/stock-photo-4616579-people-exercising-in-a-park.php">http://www.istockphoto.com/stock-photo-4616579-people-exercising-in-a-park.php</a>
7	Bottom	Riverfront Park Existing Conditions	Confluence. April 1, 2014	22		Czech Village Park Final Plan	Confluence. September 26, 2014
8	Bottom Left	Design Team Charette	Confluence. April 4, 2014	23	All	Czech Village Final Elevations	Confluence. September 19, 2014
8	Top Right	Time Check Conceptual Sketch	Confluence/Design Workshop. April 4, 2014	24	Left	Phase 1 Time Check Infrastructure Removals	Anderson Bogert Engineers. September 18, 2014
8	Middle Right	Time Check Conceptual Sketch	Confluence/Design Workshop. April 4, 2014	24	Right	Czech Village Phase 1 Infrastructure Removals	Anderson Bogert Engineers. September 18, 2014
8	Bottom Right	Time Check Conceptual Sketch	Confluence/Design Workshop. April 4, 2014	VI	Top Left	Kayak	<a href="http://www.alabamascenicrivertrail.com/paddle-alabama/">http://www.alabamascenicrivertrail.com/paddle-alabama/</a>
11	Left	Time Check Conceptual Sketch	Confluence/Design Workshop.	VI	Top Center	Market	<a href="http://www.sheilamathews.com/Nav.aspx/Page=%2FPageManager%2FDefault.aspx%2FPageID%3D2179855">http://www.sheilamathews.com/Nav.aspx/Page=%2FPageManager%2FDefault.aspx%2FPageID%3D2179855</a>
11	Second to Left	Riverfront Conceptual Sketch	Confluence/Design Workshop.	VI	Top Right	v	<a href="http://wibx950.com/nys-parks-recreation-facing-uphill-battle/museum-art-free-basket/">http://wibx950.com/nys-parks-recreation-facing-uphill-battle/museum-art-free-basket/</a>
11	Second to Right	Czech Village Conceptual Sketch	Confluence/Design Workshop.	VI	Middle Left	Zipline	<a href="http://www.tampaadventuregroup.com/event-697910">http://www.tampaadventuregroup.com/event-697910</a>
11	Right	Overall Final Greenway Concept Park Design	Confluence/Design Workshop. June 12, 2014	VI	Middle Center	Bike Trail	<a href="http://thepursuit.valleyforge.org/page/28/">http://thepursuit.valleyforge.org/page/28/</a>
12		Time Check Park Final Plan	Design Workshop. September 11, 2014	VI	Middle Right	Playground	<a href="http://mightylists.blogspot.com/2011/11/10-amazing-playgrounds.html">http://mightylists.blogspot.com/2011/11/10-amazing-playgrounds.html</a>
13	Left	Soccer	<a href="http://www.steamboatsocceracademy.com/camps/college-id-camp/">http://www.steamboatsocceracademy.com/camps/college-id-camp/</a>	VI	Bottom Left	Public Input Meeting #1	Confluence, March 26, 2014
13	Middle Left	Dog Parka	<a href="http://www.coj.net/welcome/featured-photos.aspx">http://www.coj.net/welcome/featured-photos.aspx</a>	VI	Bottom Center	Public Input Meeting #1	Confluence, March 26, 2014
13	Middle Right	Pump Track	<a href="http://www.cityofpleasantonca.gov/services/recreation/bmx-park.html">http://www.cityofpleasantonca.gov/services/recreation/bmx-park.html</a>	VI	Bottom Right	Public Input Meeting #1	Confluence, March 26, 2014
13	Right	Community Gardens	<a href="http://www.articlesweb.org/home-and-decorating/stylish-garden-trellises-for-your-garden">http://www.articlesweb.org/home-and-decorating/stylish-garden-trellises-for-your-garden</a>	VII	Left	Public Input Meeting #1	Confluence, March 26, 2014
14		Time Check Park Final Plan	Design Workshop. September 11, 2014	VII	Center	Public Input Meeting #1	Confluence, March 26, 2014
15	All	Time Check Park Final Elevations	Design Workshop. September 11, 2014				
16		Riverfront Park Final Plan	Confluence. September 19, 2014				
17	Left	Promenade	<a href="http://ja.wikipedia.org/wiki/%E9%9A%85%E7%94%B0%E5%B7%9D%E3%83%86%E3%83%A9%E3%82%B9">http://ja.wikipedia.org/wiki/%E9%9A%85%E7%94%B0%E5%B7%9D%E3%83%86%E3%83%A9%E3%82%B9</a>				
17	Middle Left	Skate Park	<a href="http://www.newlineskateparks.com/">http://www.newlineskateparks.com/</a>				
17	Middle Right	Artwork	<a href="http://vreaa.wordpress.com/2012/05/14/whats-really-good-about-vancouver/">http://vreaa.wordpress.com/2012/05/14/whats-really-good-about-vancouver/</a>				

(Continued on Next Page)



Page	Location	Image Description	Source
VII	Right	Public Input Meeting #1	Confluence, March 26, 2014
VIII	Left	Public Input Meeting #1	Confluence, March 26, 2014
VIII	Center	Public Input Meeting #1	Confluence, March 26, 2014
VIII	Right	Public Input Meeting #1	Confluence, March 26, 2014
IX	All	Time Check Chip Game Boards from Public Input Meeting #1	Confluence, March 26, 2014
X	All	Riverfront Chip Game Boards from Public Input Meeting #1	Confluence, March 26, 2014
XI	All	Czech Village Chip Game Boards from Public Input Meeting #1	Confluence, March 26, 2014
XII	All	Photos of Public Input Meeting #2	Confluence, May 17, 2014
XIII	All	Photos of Public Input Meeting #2	Confluence, May 17, 2014
XIV		Time Check Concept 1	Design Workshop, May 17, 2014
XV	Left	Time Check Concept 2	Design Workshop, May 17, 2014
VX	Right	Time Check Concept 3	Design Workshop, May 7, 2014
XVI	Left T&B	Riverfront Promenade Option	Confluence, May 7, 2014
XVI	Right	Riverfront Concept 1	Confluence, May 7, 2014
XVII	Left	Riverfront Concept 2	Confluence, May 7, 2014
XVII	Right	Riverfront Concept 3	Confluence, May 7, 2014
XVII		Czech Village Concept 1	Confluence, May 7, 2014
XIX	Left	Czech Village Concept 2	Confluence, May 7, 2014
XIX	Right	Czech Village Concept 3	Confluence, May 7, 2014
XXI	Left	Public Input Meeting #3 Photos	Confluence, June 12, 2014
XXI	Right	Public Input Meeting #3 Photos	Confluence, June 12, 2014
XXII	Left	Time Check Key Plan	Design Workshop, Confluence, September 11, 2014
XXII	Right	Time Check Final Plan Concept	Design Workshop, June 12, 2014
XXIII		Time Check Elevations Board	Design Workshop, June 12, 2014
XXIV	Left	Riverfront Key Plan	Confluence, September 19, 2014
XXIV	Right	Riverfront Final Plan Concept	Confluence, June 12, 2014
XXV		Riverfront Elevation Board	Confluence, June 12, 2014
XXVI	Left	Czech Village Key Plan	Confluence, September 26, 2014
XXVI	Right	Czech Village Final Plan Concept	Confluence, June 12, 2014