

City of Richmond Hill

City Council Chambers

May 29, 2025 6:00PM

Bottom Park Listening Session



Russ Carpenter, Mayor

Opening Thoughts & Rules of Engagement

Agenda

- Background
- Park Design
- Preference Survey
- Next Steps

Background

- Bottom Park Acquisition

- City Acquired Park Property from Bryan County on March 2024

- Bottom Park Composition

- PIN – 0541 019 (1.61 acres)
- PIN – 0541 018 (0.4 acres)
- PIN – 0541 017 (1.2 acres)
 - Total Acreage 3.21 acres

Background

- Previous Uses by Bryan County
 - Baseball, Softball, T-ball
 - Active recreation programs
 - Fields were eliminated when new County Fields opened at Henderson
 - Bryan Community Theater, ESL/GED Classes

Background

Passive Park Recreation

- A passive park is a recreational area designed for informal and unstructured activities, focusing on enjoying nature and open space rather than organized sports or strenuous physical activity. These parks typically feature minimal development like walking paths, seating areas, picnic tables, and may include playgrounds, but often lack facilities like sports fields or gyms

Active Park Recreation

- An "active park" is a recreational area designed to encourage and facilitate physical activity and outdoor sports. It's characterized by features like sporting fields (e.g., soccer, baseball, tennis) and recreational amenities that promote active lifestyles, often including playgrounds, walking trails, and picnic areas. Active parks differ from passive parks, which focus on more leisurely activities like walking and observing nature

Background

City of Richmond Hill

- JF Gregory Park
- Sterling Creek Park
- **Bottom Park**
- Boles Park
- Piercefield Park
- Richmond Heights Park
- Blueberry Village Park

Bryan County

- Timber Trail Recreation Park
- Duvall Henderson Recreation Park



Park Design



Park Designs

- Neighborhood Park

- **Primary Use:**

- Serve nearby residents with basic recreational opportunities.

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- **Typical Features:**

- Playground for kids
- Open lawn area for casual sports
- Benches and picnic tables
- Walking paths
- Shade trees
- Possibly a small pavilion or community garden



REED'S CROSSING GREENWAY

Main Entry & Signage

Maintenance Access

With Shade Sails

Concrete Entry

n Pavilion
n Art

court

Meadow

Lawn

Existing Oak

Planted Area

Concrete Walking Loc

S

d at Hill

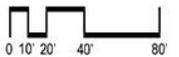
Porch Swings

Ornamental Tree Grove

Community Trail

School Access

SCHOOL YARD



Park Designs

- **Pocket Park**

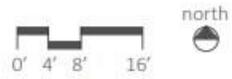
- **Primary Use:**

- Provide quick access to green space in walkable neighborhoods.
 - A 3-acre "pocket park" is larger than usual (most are under 1 acre); possible to deploy three distinct and unique pocket parks within the existing park footprint.

- **Typical Features:**

- Playground for kids
- Open lawn area for casual sports
- Benches and picnic tables
- Walking paths
- Shade trees
- Possibly a small pavilion or community garden

preferred plan - Wedgwood 'tree-cup'



35th Avenue NE

NE 86th Street

Park Designs

- **Nature Park**
- **Primary Use:**
 - Emphasize passive recreation and ecological value.
- **Typical Features:**
 - Native plantings and trees
 - Walking/nature trails
 - Educational signage
 - Small pollinator or rain garden



Park Designs

- **Cultural Heritage Park**
- **Primary Use:**
 - Celebrate the traditions, history, or ethnic identity of a specific group or local community.
- **Key Features:**
 - Interpretive panels or murals explaining local history or culture
 - Replicas of historical structures or artifacts
 - Cultural garden with plants significant to the culture
 - Sculptures or monuments representing key figures or events
 - Decorative elements in pathways, fencing, or signage reflecting neighborhood design



Park Preference Survey



What Type of Park Do You Want

- **Important Factors to Consider**
 - Who is the park for ?
 - The surroundings influence what works and what doesn't
 - How do you want to use the park?
 - Details matter; what park elements will make the space usable and enjoyable
 - Beautiful parks fail if they aren't easy to maintain
 - A park should reflect the neighborhood's story and pride.
 - How the park is paid for affects what's possible and who's involved.

Work Sheet Activity

- City Staff Wants to Capture Your Thoughts
- Take 10-12 minutes and complete the Worksheet –BE SPECIFIC
- Who Wants to Share?



Evaluations

1. Long-Term Usability

- If a park isn't well-maintained, it can quickly fall into disrepair, making amenities like playgrounds, paths, and seating areas unusable or unsafe. Good maintenance ensures that the community can enjoy the space over time.

2. Safety and Cleanliness

- Poorly maintained parks can attract vandalism, litter, and even illicit activity. Regular upkeep—like mowing, trash removal, lighting checks, and facility repairs—helps keep the space clean, secure, and welcoming.

3. Environmental Health

- Parks are living ecosystems. Maintaining landscaping, irrigation systems, and native plantings helps manage stormwater, support biodiversity, and improve air quality. Without care, these benefits are lost.

4. Community Trust and Pride

- A well-maintained park reflects city commitment and respect for the neighborhood. It builds community pride and encourages people to take care of the space themselves. On the flip side, neglected parks can create resentment or a sense of abandonment.

5. Cost-Effectiveness

- Routine maintenance is more cost-effective than letting a park deteriorate and then doing a full renovation. Deferred maintenance almost always leads to higher long-term costs.

6. Impacts from Traffic

- The park enhances neighborhood quality of life without creating congestion, noise, or access issues for existing residents



Next Steps





Next Steps

- Open Survey
 - Synthesize Data
 - Conceptual Design Options
 - Next Community Meeting
 - September
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Questions

