BARRETT PARK MASTER IMPROVEMENTS PLAN Project Meeting II

March 24, 2022





Project Team

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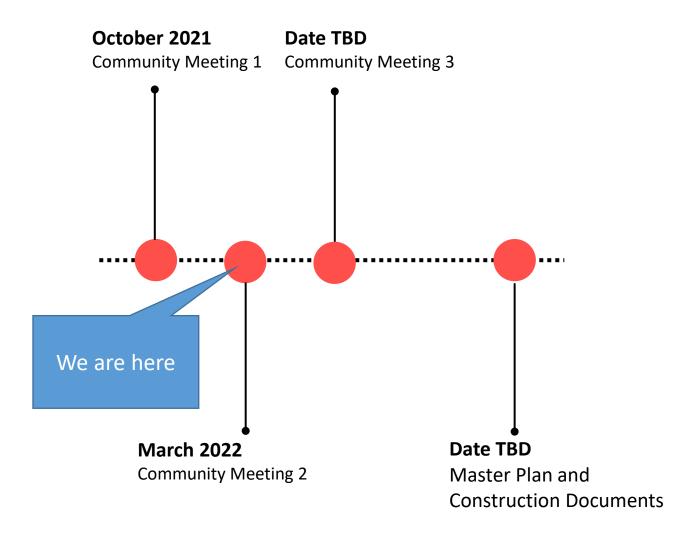
Civil Engineer | BETA

Nate Socha

Landscape Architect | BETA



Project Schedule and Funding



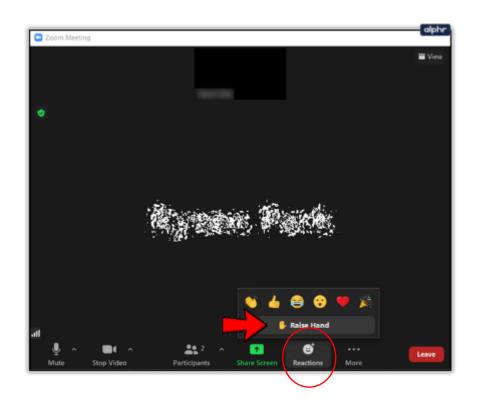
Agenda

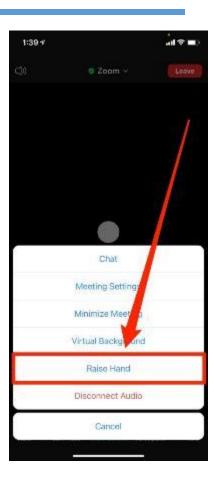
- 1. Project Team Introduction
- 2. Project Overview / Presentation
 - A. Roadway Improvements
 - B. Park Improvements
 - C. Playground Improvements
- 3. Listening and Discussion
- 4. Closing Remarks and Next Steps



Meeting Protocol

- We ask that everyone remain muted until the end of the presentation.
- After the presentation, we ask that you use the "raise your hand" function to provide feedback.
- We will go through and unmute each person who has their hand raised.
- When unmuted we ask that you state you name







Approach



City of Stamford Goals

Roadway Improvement Plan

- Traffic improvements to Burdick St, Belltown Rd and Upland Rd.
- Pedestrian improvements to Burdick St, Belltown Rd and Upland Rd.

Park Improvement Plan

- Upgrades to existing pavilion, Park building, baseball facilities
- Improve site circulation Upgrade the stone walls, Consider new park features

Playground Improvement Plan

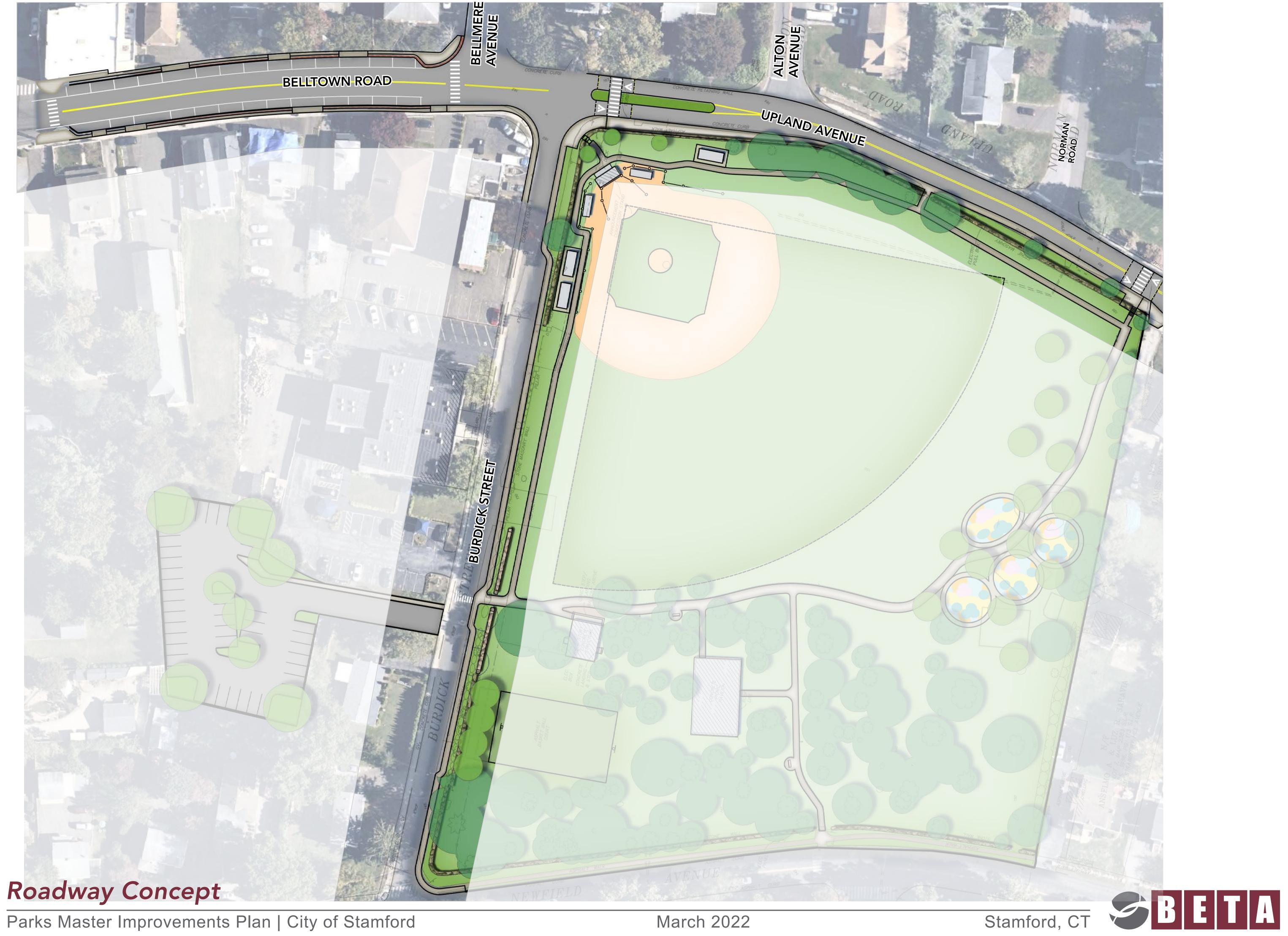
- 2-5 & 5-12 play areas, Appropriate surfacing
- Adequate Grading and Drainage
- Site fencing (if appropriate)



Roadway Improvement Plan





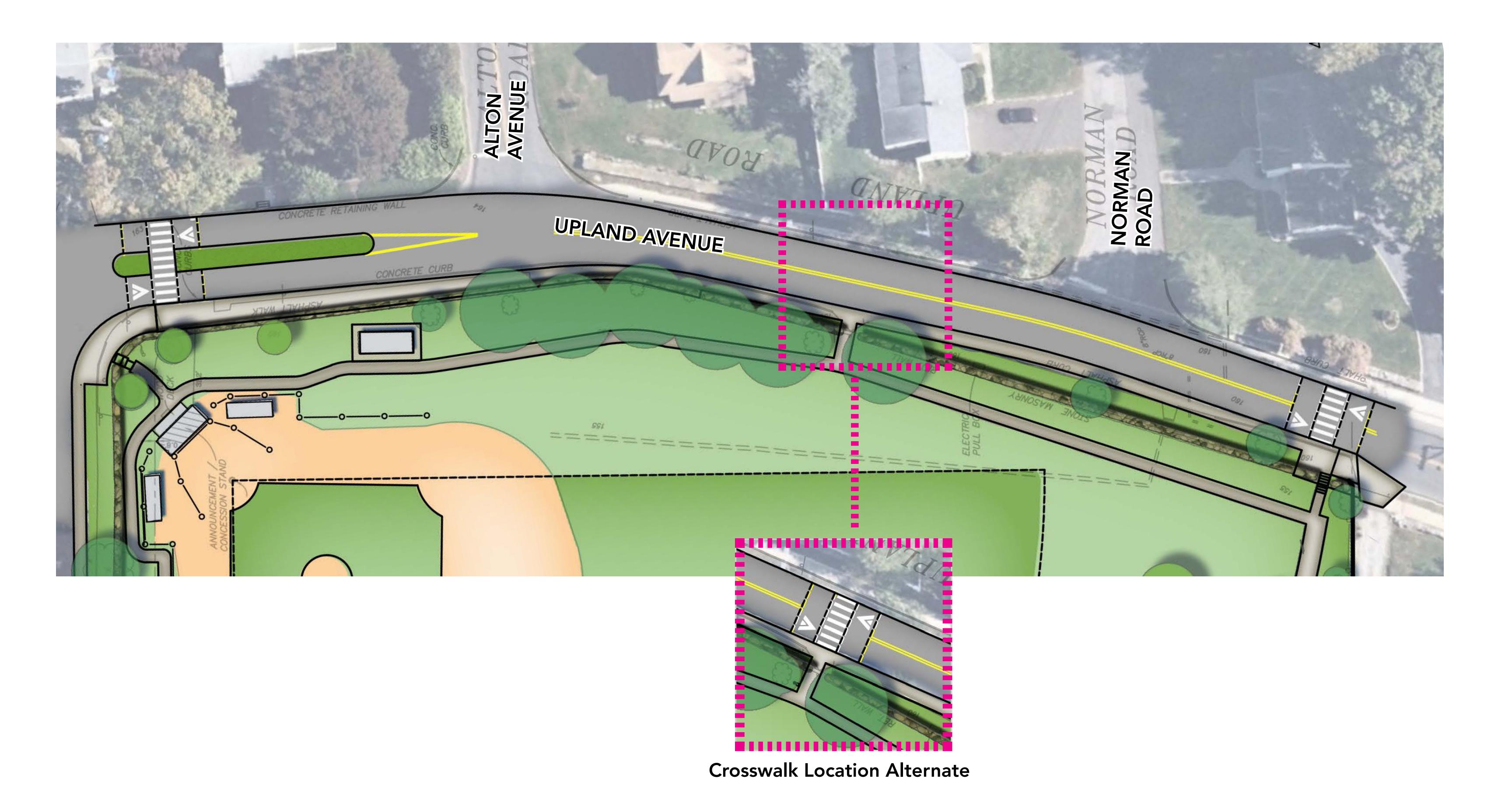














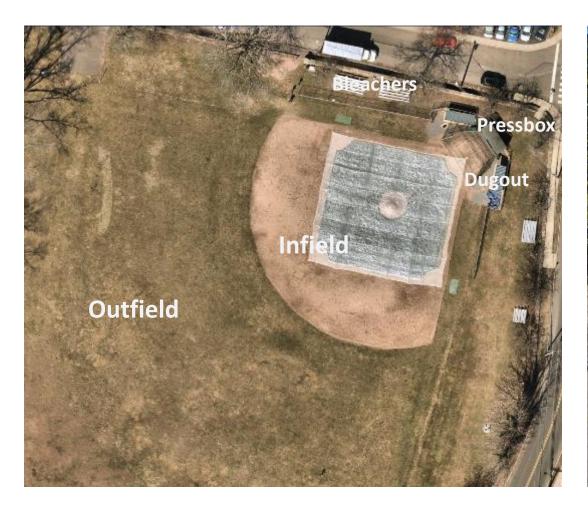








Baseball Field





Park Building, Pavilion, Basketball Court





Park Building, Pavilion, Basketball Court







Parking Area





Survey: What do you like best about Barrett Park?

This is what we have heard so far:

- Open green space
- Love the 'nature' feel
- The community feel
- Trees, rocks, and grass
- Walking path

- The pavilion
- Multi-use area
- Shady benches
- Baseball field
- Basketball court
- Playground

What would improve Barrett Park?

This is what we have heard so far:

- Improved playground
- A track/ a path to walk around in a circuit
- Improve accessibility/crosswalks
- Sidewalk Improvements
- A ramp from upland into the park
- More benches/seating/picnic tables
- Tables with games on them/Ping pong
- Hammocks! Cool sitting areas!
- Better grills
- bike racks
- Additional trash cans

- Shade/More trees!
- Lawn improvements
- Repair basketball hoops
- Better bathroom facilities.
- Better lighting/security
- Improvements to scoreboard
- Repair stone walls
- Pickleball courts, Bocce court
- Splash pad
- Exercise stations
- Community garden
- Dog run
- Gazebos



What do you wish there was less of/do not prefer to have in Barrett Park?

- Puddles/mud/standing water
- Drainage
- Litter
- Noise
- Dog park
- Splash pad
- parking on Burdick Street (needs improvement)
- Additional fenced in areas.



Goals:

- 1. Develop new universal access playground
- 2. Drainage Improvements
- 3. Develop path around park
- 4. Develop new walk off of Upland Ave
- 5. Develop new sidewalk extending into the roadway 5' to avoid impacting existing trees
- 6. Widen existing walk to from 5' to 8' to accommodate future use
- 7. Accessible ramp to restrooms, expand landing area as needed
- 8. Provide additional seating and recycling/trash units along walks
- 9. Invasive Species Management
- Evaluate and renovate existing buildings
- Improve parking area; restripe and provide lighting
- Provide parking and sidewalk along Burdick St
- Improve basketball court
- Enhance baseball field with new fence mesh, bleachers and bleached pads, update dugouts and pressbox
- Inspect irrigation system and update as needed.
- 16. Provide continued lawn improvements at outfield and infield
- 17. Repair scoreboard
- Rebuild wall
- Adjust location of entry sign
- 20. Add drop off



Goals:

- 1. Develop new universal access playground
- 2. Provide splash pad
- 3. Drainage Improvements
- 4. Develop path around park
- 5. Develop new walk off of Upland Ave
- 6. Develop new sidewalk extending into the roadway 5' to avoid impacting existing trees
- 7. Widen existing walk to from 5' to 8' to accommodate future use
- 8. Accessible ramp to restrooms, expand landing area as needed

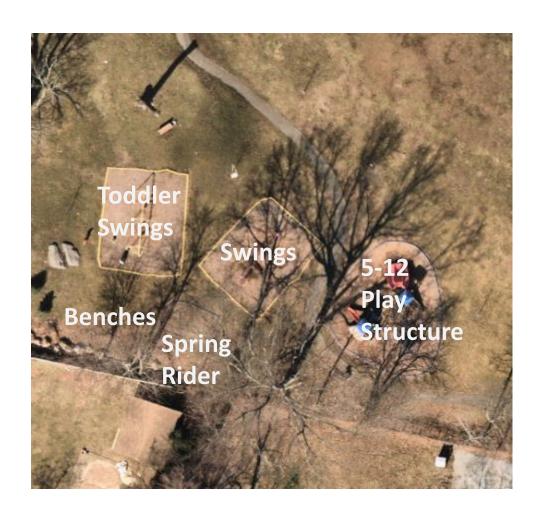
9. Incorporate fitness areas along walk

- 10. Provide additional seating and recycling/trash units along walks
- 11. Enhance neighborhood connection at Newfield Ave
- 12. Evaluate and renovate existing buildings
- 13. Improve parking area; restripe and provide lighting,
- 14. Provide parking and sidewalk along Burdick St
- 15. Provide lighting along entries
- 16. Improve basketball court
- 17. Enhance baseball field with new fence mesh, bleachers and bleached pads, update dugouts and press-box
- 18. Inspect irrigation system and update as needed.
- 19. Provide continued lawn improvements at outfield and infield
- 20. Repair scoreboard
- 21. Rebuild wall
- 22. Adjust location of entry sign
- 23. Develop Unstructured Play area with rocks, seating areas, and trees
- 24. Develop "Adventure Play" with berms, paths, plantings, and hills
- 25. Invasive Species Management
- 26. Develop dog park





Playground Improvement Plan



City of Stamford Goals - Playground

- 2-5 & 5-12 play areas
- Appropriate surfacing
- Adequate Grading and Drainage
- Site fencing (if appropriate)



Playground

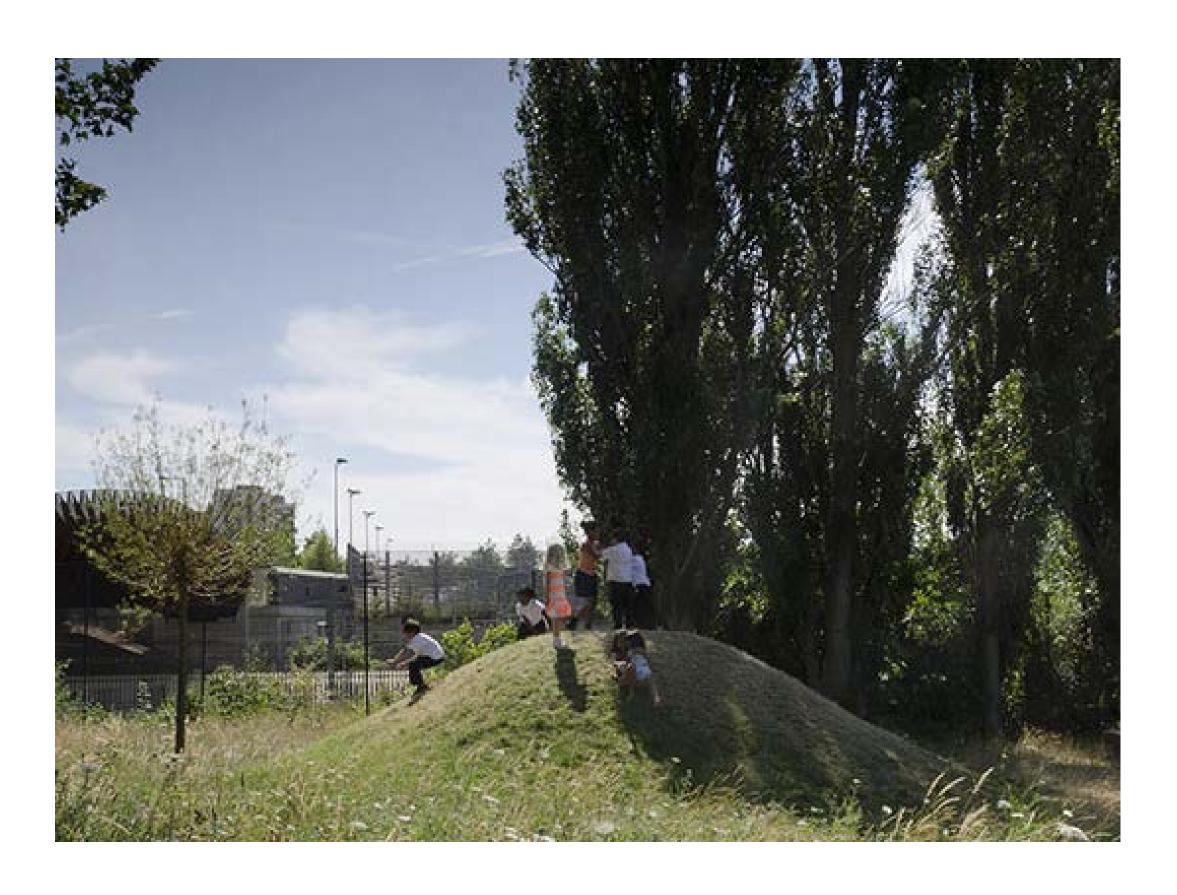
Early Questions

- What features would you like to see in this play area?
- Are there unique historical characteristics, a color scheme or theme you'd like to incorporate?

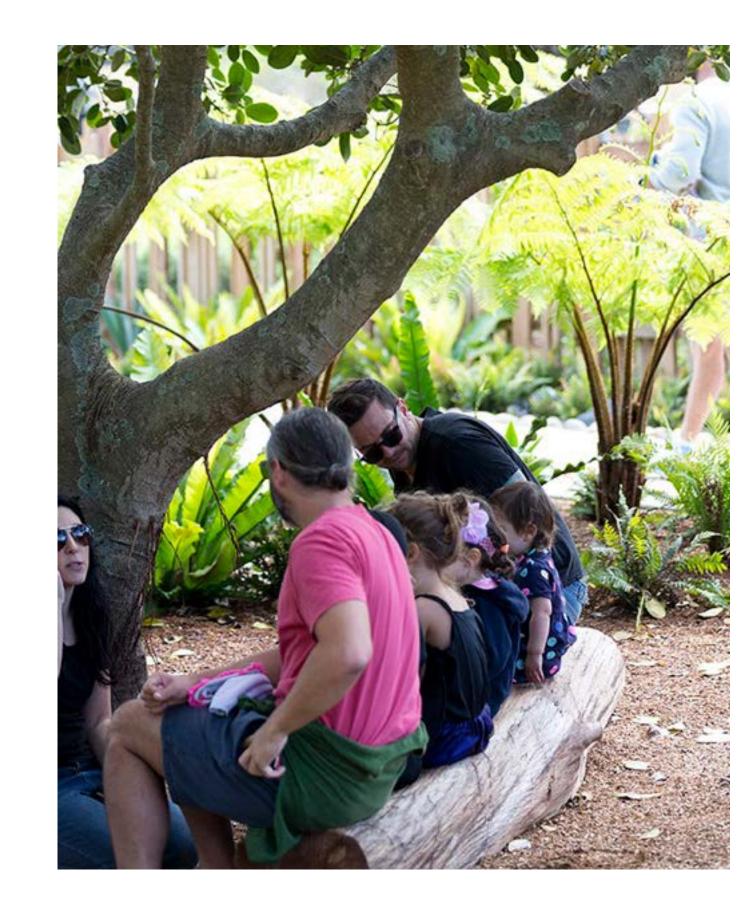
What we have heard so far:

- Climbing equipment
- Play structures
- obstacle course, zip line, ropes, ninja challenge
- Baby swings and big kid swings
- Areas for different ages
- complex/interesting equipment

- ADA accessible
- Shade above playground
- benches surrounding the play areas
- splash pad
- ADA surfacing
- Nature-themed setting











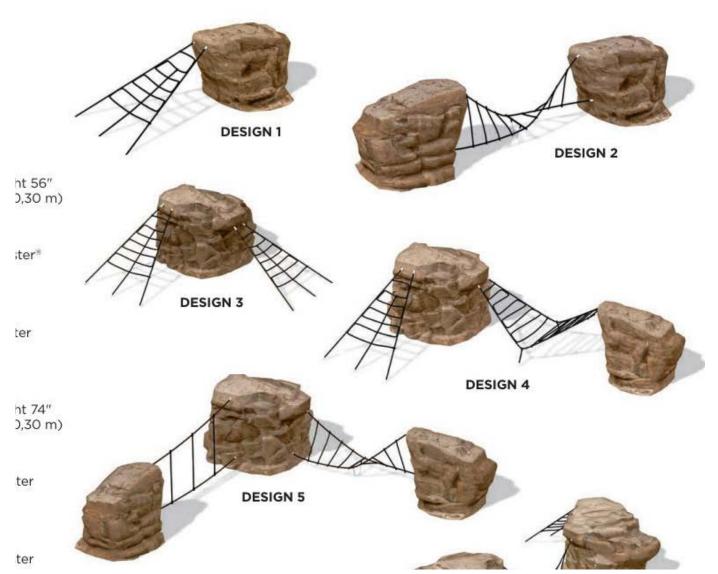
















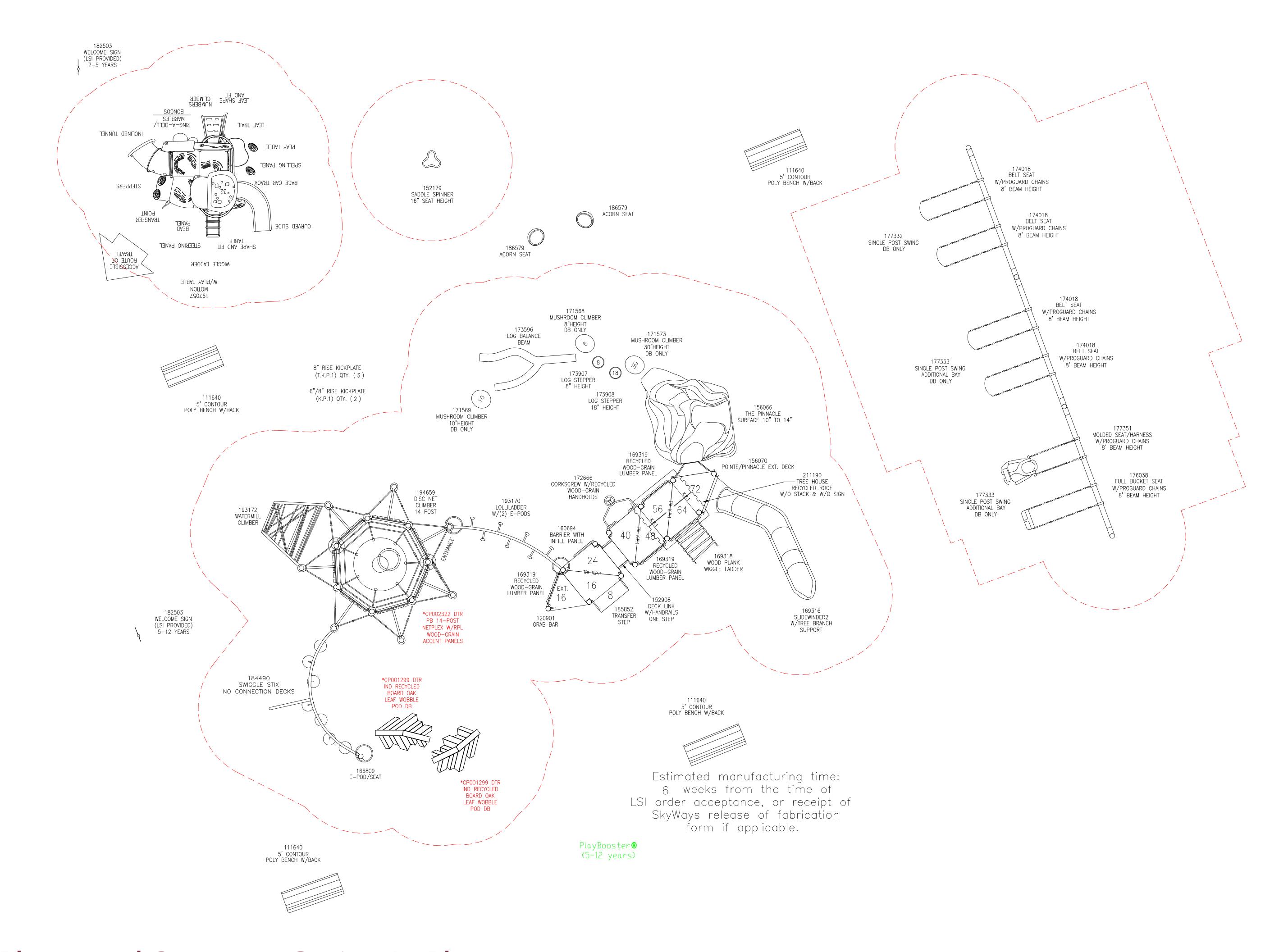












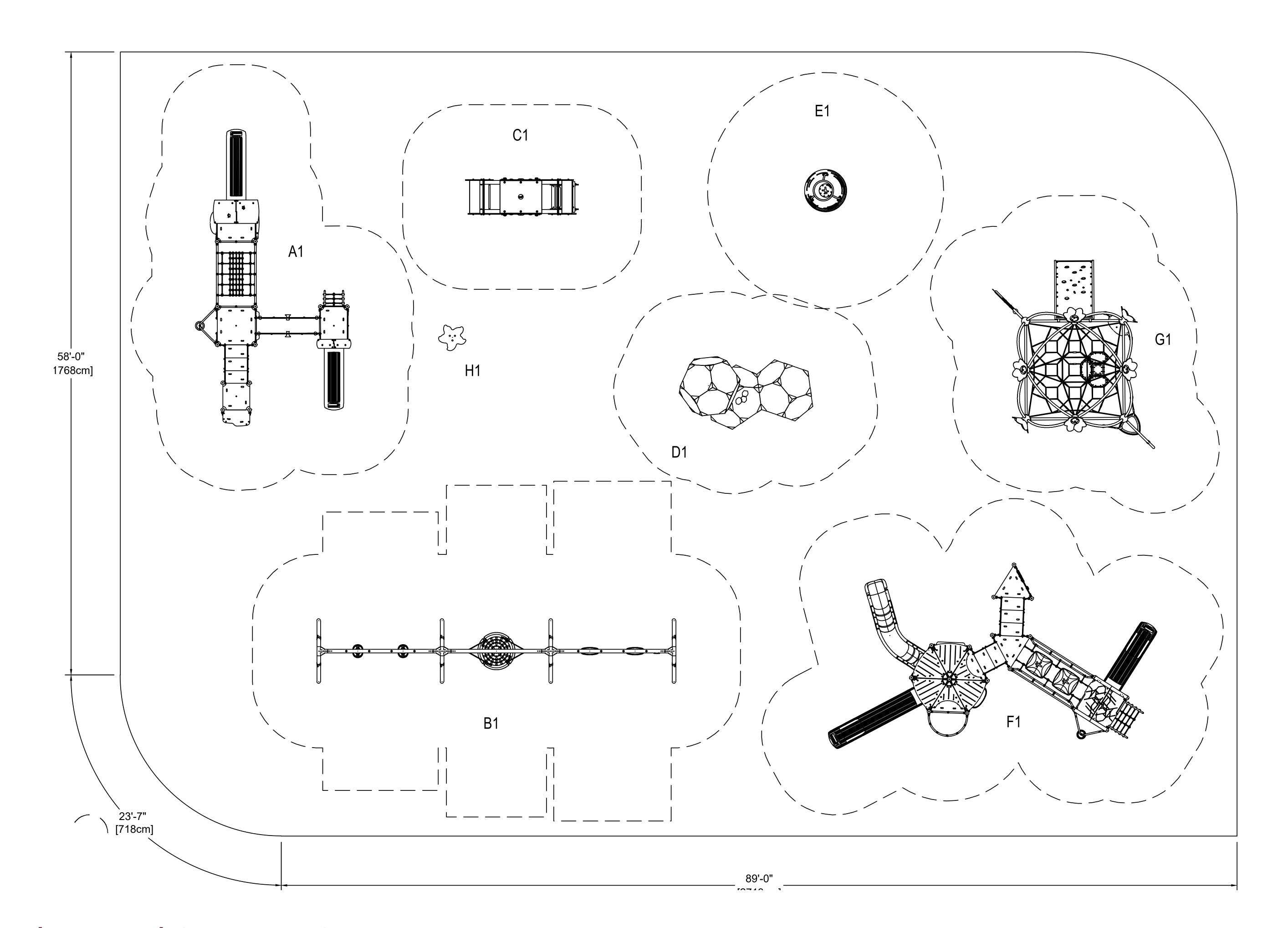
















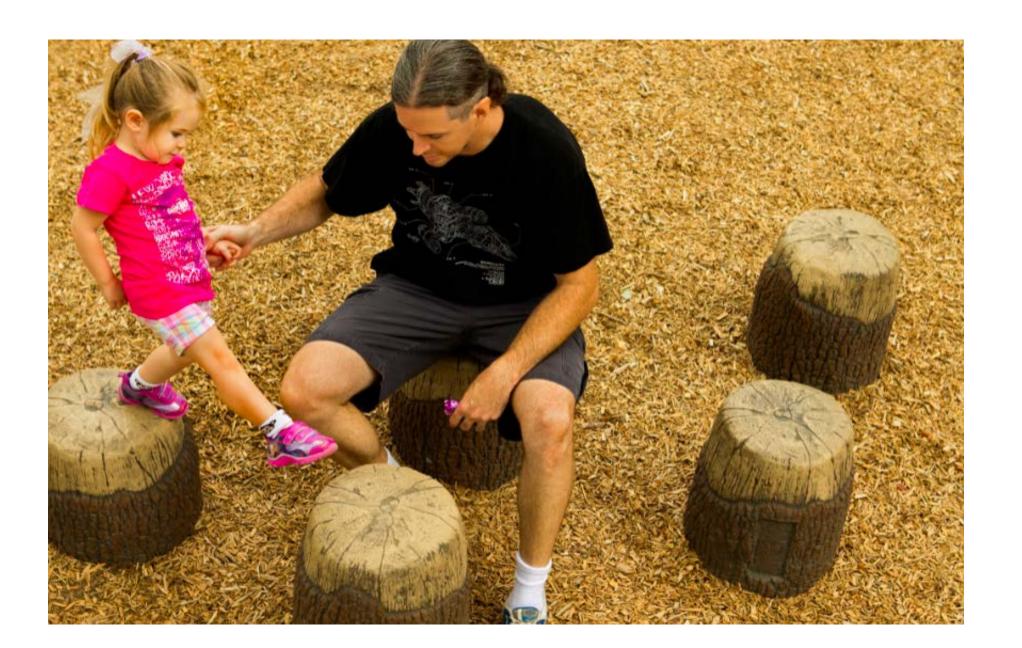
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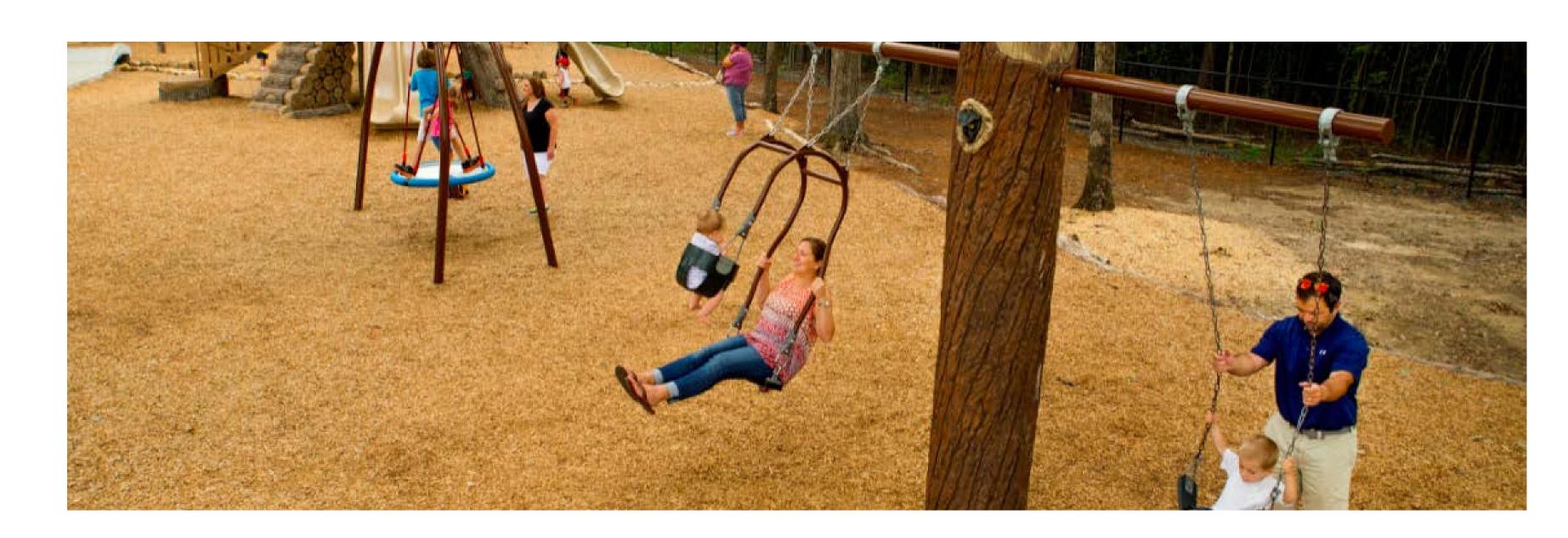






















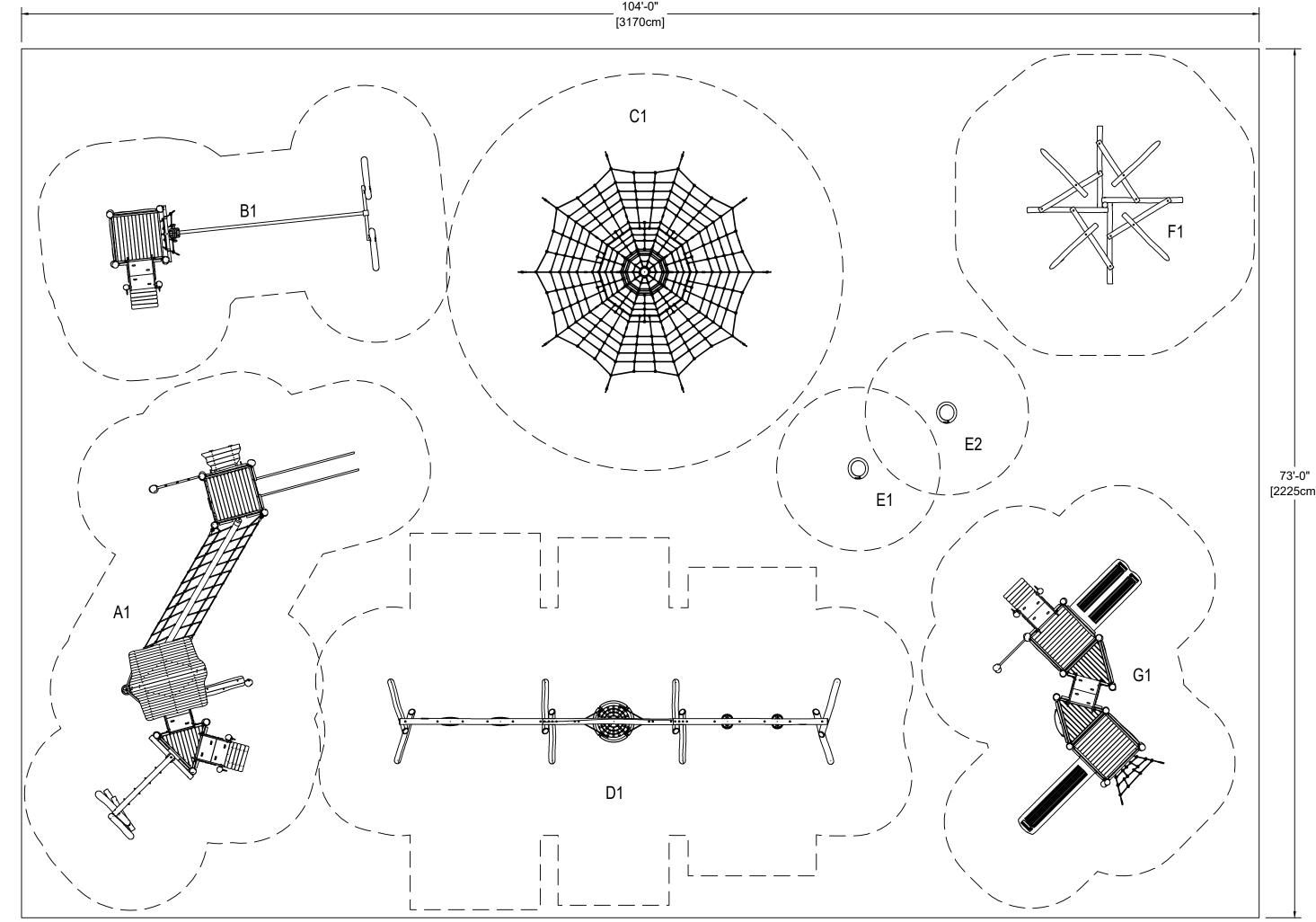




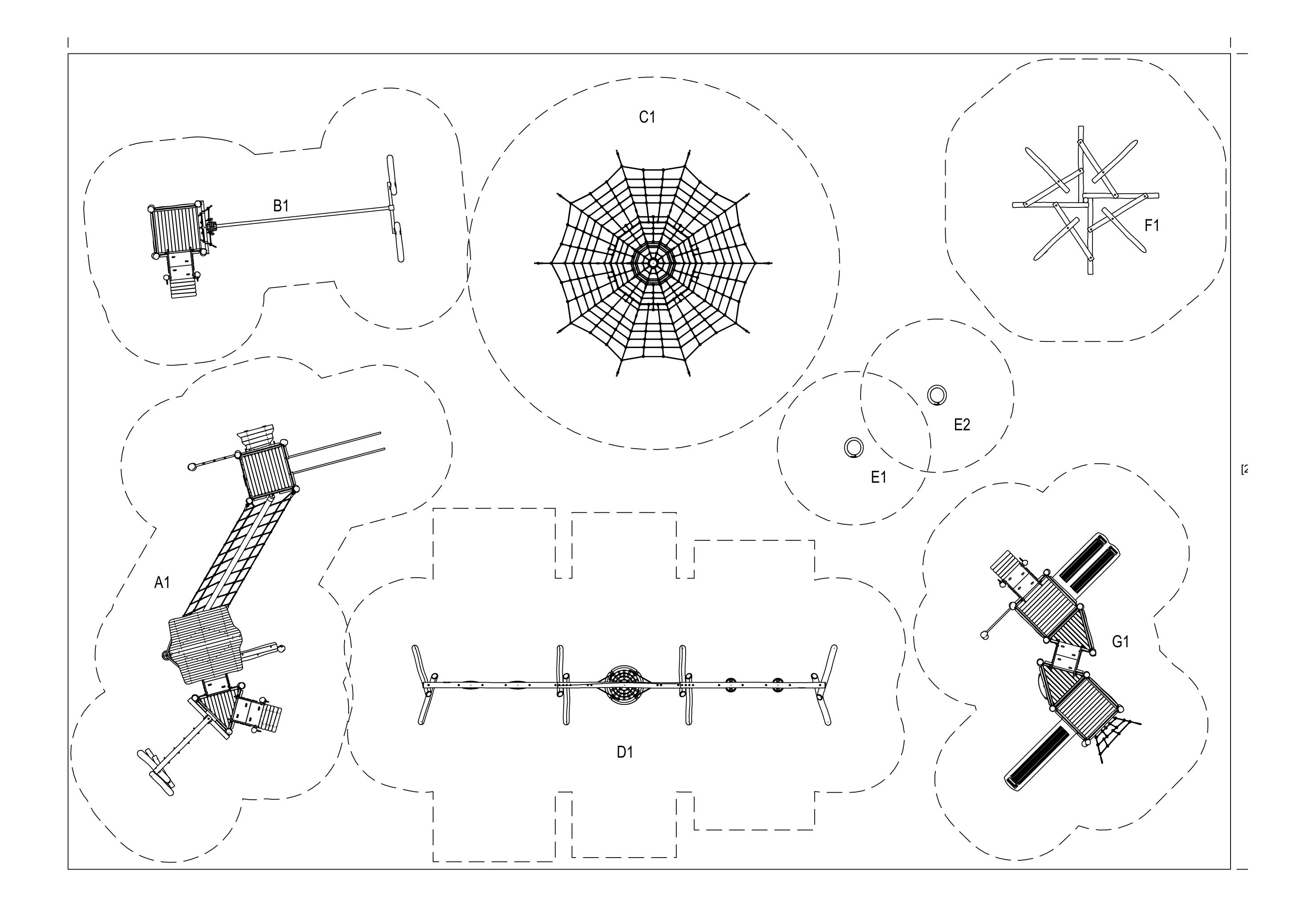












March 2022















Listening and Discussion

Help us improve a great park. Let us know what matters to you.



Thank You

Next Meeting TBD For questions and concerns contact:

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