



Group 1 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Want to bring the two halves of the park together - unify them so not half park and half recreational. To do this want to have a market zone in the middle of the park where people can try the food grown on site.
- Group together the picnic area, farm play, storage, market, and the wash and pack station
- Entry sequence from north-central area grouping bus /unloading, parking, interpretive signage, bike rack, gathering area and rest rooms.
- In the south, an expansion of farming, livestock area
- For recreation, want to create a neighborhood edge where community and environment activities happen together - group the multi-use building with catchment that attaches to the swale, a natural play area, and a map for wayfinding.
- Want there to be clear indication from the edges what is happening in the center of the park - clear visibility, distinct access points, easy to monitor and know what should or shouldn't be happening.



Group 2 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Wide space for walking, jogging, biking, especially for elderly folks who want to use that space.
- Group member who farms- protect farming activity from visitors, encourage visiting around the perimeter.
- Can we survey the Latino farmers in Spanish?
- They like the idea of extending the farm and diversifying it.
- Can the gathering space be used to sell what they grow during the summer and enclosed during the Winter for gathering, meeting, and celebrating.
- Power for outside performances and improved security.
- More traditional play.
- Places for kids of all ages.
- Like the idea of exercise machines.
- Locate parking away from farm activity.



Group 3 Game Board

**HIGHLIGHTS / BIG MOVES PROPOSED**

- Keep it simple.
- Improve pathways first- make it easier for everyone to get around.
- Make it easy to maintain. Visits the park every day and has noticed more positive activity when they have been mowing- more activity, frisbee, golf, catch. Less positive activity when overgrown and full of trash.
- Biggest appeal of the park is the farm- seeing the seasons change, seeing where food comes from-expand farming and support more community involvement. Encourage that- fix greenhouse.
- Expand the architectural part of the park.
- Is size of P-Patch equal to demand?
- Basic vegetation maintenance. Can't walk through apple orchard.
- Many treacherous spots throughout.
- It would be great to have an asphalt parking lot, to prevent rocks getting kicked up and at their house, across the street.
- Closing gate to help enforce park hours?



### Group 4 Game Board

#### HIGHLIGHTS / BIG MOVES PROPOSED

- Focus is on how to make this community friendly, safe, and inviting to all ages and abilities
- The historical tree line that has divided the park is becoming hazardous - clear it out and put in a agricultural learning center. It could have a historical component to explain everything that has happened to the site.
- Add a natural play area and fix the parking
- Keep the open field
- Add bathrooms, easier maintenance access, and vegetation maintenance
- Key is to keep the plum tree - it has historical significance for the park as is quite old
- Put in a picnic area
- Add another entrance
- Would like to see a few covered plazas



## Group 5 Game Board

### HIGHLIGHTS / BIG MOVES PROPOSED

- Farm is a significant emblem of what United States offers to immigrants (MEIN) so want to maintain farm character
- Don't want to have the parking too close to farming area because it is dangerous - muggings can happen
- Provided good visibility throughout the park for safety, but also so community can see changes to gardens throughout the seasons
- Want a playground or festival area so there can be international celebrations of cultures in park at different times of the year. This allows different cultures to grow closer.
- Bathroom should be close to the parking area and not close to the garden area.
- Recreation area close to the bathroom and parking
- Would like a shade area for people who work in the garden all day - rest, eat lunch, etc.
- Want a windmill or other emblematic item to distinguish the farming area
- Blueberry field between gardens and parking
- Take out big trees because they are dangerous for everyone
- Picnic area for the people who work in the garden - a place where they can be with their family on the weekend and can mix people of different cultures, etc.
- Like design B the best



Group 6 Game Board

HIGHLIGHTS / BIG MOVES PROPOSED

- Would like to have a public gathering space
- Want an entrance as shown in option A
- Think wayfinding is good
- Want farming specific theme play equipment rather than something general
- Center area for farm gathering area - equipment, etc.
- Want market area but not sure if should be centrally located or near the parking
- Group maintenance equipment and farm animals
- Demonstration area for farming near market area, probably near buses and parking area



### Group 7 Game Board

#### HIGHLIGHTS / BIG MOVES PROPOSED

- Like Option B the best
- Want the parking further away from the garden area
- Like:
  - Entrance Marker
  - Restroom by the Parking Lot
  - Bike Racks by the Parking Lot
  - Mult-Use Community Building by the Parking Lot that can double as a market and learning area
- Want 'Farm' back in the name because of the history associated with title
- Want the colorful bandshell for performance space
- Utilities would be near the bandshell
- Like current chicken coop and want to add more livestock to that area
- Want natural play, farm play, picnic tables, and benches
- Also want a wash station
- Livestock can be managed by the community and things like goats can be rented out for brush removal, etc.
- Edible forest near the livestock area
- Facility to support sustainable farming practices near the greenhouse
- Add a restroom and picnic area
- Improve the wash area the farmers use
- A fix for flooding?
- Make the path through the center stronger

