

Gainesville.
Citizen centered
People empowered

PARK DESIGN Guidelines





The intent of this document is to help develop Gainesville’s parks into a holistic system, with common philosophical goals of Safety, Comfort and Joy; consistent elements of design; and specific design standards. Following these guidelines and standards can create a system that reflects the City’s character, values, and heritage—while allowing for unique and creative expressions at every park within the system. The document serves as an educational tool for City staff, and as a design and maintenance tool for staff and park designers. While best practice principles and guidelines remain constant, the design standards may change over time.

CONTENTS

The Role of Parks in Livable Cities	1	Detailed Elements of Design	30
Economics	1	Relationship of Design Elements	31
Community Health	1	Active Park	31
Protection of Natural Resources	2	Nature Based Park	32
Addressing Social Needs	2	Neighborhood Park	33
Community Identity	2		
Gainesville’s Park System	3	Design Standards	34
Initiatives Impacting City Parks	3	1 Paving	35
Wild Spaces Public Places	3	1.1 Vehicular Paving	35
Vision 2020 Master Plan	4	1.2 Pedestrian Paving	36
The Blue Ribbon Report	5	1.3 Decorative Pedestrian Paving	37
		1.4 Boardwalk	38
What Makes Gainesville’s Park Unique?	6	2 Furnishings	38
A Vision of the Future	7	2.1 Pavilions	38
Aspirations for the Park System	7	2.2 Benches	39
		2.3 Picnic Tables	42
Creating Successful Parks	8	2.4 Gathering	43
Community Engagement	8	2.5 Waste Receptacles	44
Operations and Maintenance	8	2.6 Flagpole	45
Crime Protection Through Environmental Design	9	2.7 Bike Rack	45
Major Elements of Design	9	2.8 Water Fountain	47
		3 Edges and Barriers	48
Design Considerations	11	3.1 Fences	48
Paving	11	3.2 Bollards	50
Pavilions and Picnic Tables	12	4 Lighting	51
Benches and Waste Receptacles	13	4.1 Area Lighting	51
Tables	14	5 Wayfinding	50
Flagpoles	15	5.1 Vehicular Signs	50
Water Fountains	16	5.2 Pedestrian Signs	51
Playgrounds	16	5.3 Gateway	52
Shade, Cooling Mistlers, and Play Fountains	18		
Custom Design	20		
Architecture	22		
Connections	24		
Edges	25		
Context	26		
Gateways and Entrances	27		
Visual Cues	28		
Memorable Elements	29		



The Role of Parks in Livable Cities



Public space is all around us, a vital part of everyday urban life. The streets we walk and drive, the places where our children play—or where we encounter nature—are the things that help make a city livable. Parks are typically thought of as places for fun and games, but that’s not the only role they play.

Once thought of as civic frills, parks are now considered necessities, placing pressure on cities to provide places for recreation. Communities that pride themselves on their quality of life, are desirable locations for businesses, and are stewards of the environment will typically have a well-developed park system. A quality park system fulfills several community needs, including economics, community health, the protection of natural resources, and addressing social needs and community identity.

Economics

As cities increasingly compete for residents and investment, the presence of attractive public spaces and parks can become a tangible advantage to achieving these goals. Parks enhance property values and can draw new businesses to the area, increasing municipal revenue and urban vitality. Park design, operations, and maintenance create a variety of short- and long-term jobs. A robust park system may also offer destinations for daytime and overnight tourism.

Community Health

Parks offer the opportunity to increase physical and mental health by providing an active lifestyle and exposure to nature. These can help improve the cardiovascular system, reduce stress, combat obesity, and enhance overall well-being. Access to good quality public spaces can encourage people to get active, socialize, or just enjoy the natural environment more frequently.

Protection of Natural Resources

A complete park system includes a variety of park types, from urban spaces and active parks to natural areas and trails. Nature parks should reflect the full range of environmental systems found within a city. These natural amenities, when interwoven into the urban fabric, add definition to the structure of the city while protecting the environment. In addition to their restorative capabilities, nature parks are educational tools, informing residents and visitors of the environment they find themselves in. Management and restoration techniques should also be highlighted through a system of well-designed interpretive signs.

Addressing Social Needs

Parks and open spaces play an important social role within our community, providing a place for events, picnics, organized sports, and social gatherings. Public spaces are open to all, and as such, they represent a democratic forum for citizens. Parks can bring people together to create social ties that strengthen the community. The amenities provided in parks should address the needs of all generations of visitors with places where diverse groups from multiple generations can interact with one another, helping to develop understanding and trust.

Community Identity

Parks are important in helping to form a city's identity, transforming neighborhoods and becoming cherished destinations. They provide an image of what a community is and what its leaders believe is important. For example, the presence of significant pristine natural areas, such as those that are a part of Gainesville's park system, tells residents and visitors that protection of the natural environment is a priority.

Community identity can be further bolstered through a vibrant art scene that includes art in public places, including permanent, temporary, and revolving installations. Ultimately, it should become commonplace to experience art in the public landscape, strengthening the sense of place as much as the natural landscape does.





Gainesville's Park System

For years, Gainesville has been developing a diverse system of parks, recreation facilities, trails, natural areas, and cultural venues, with each making a significant contribution to residents' quality of life. With over 90 parks encompassing 3,184 acres of parkland, 36 consecutive years with a "Tree City USA" designation, and full accreditation by the Commission for Accreditation of Park and Recreation Agencies—one of only 119 nationwide—the City clearly values its parks and the role parks play in making Gainesville a desirable place to live

This focus on parks has been further strengthened through three city initiatives that are helping to determine how the park system is funded, how it should grow to meet the future needs of the citizens, and how parks can become a major contributor to the idea that Gainesville is to become the most citizen-centric city in America.

Initiatives Impacting City Parks

Wild Spaces Public Places

A major hurdle that many municipalities face when trying to achieve their park and recreation goals is financing, and Gainesville is not immune to this problem. Fortunately in November 2008, the citizens of Alachua County first approved a "Wild Spaces and Public Places (WSPP)" referendum, a two-year, one-half percent sales tax to be divided among County municipalities, used to acquire and improve environmentally sensitive lands, while creating, improving, and maintaining parks and recreational facilities. The referendum was approved again on November 8, 2016, providing a resource for the City to make significant improvements its park system over the next 8 years.

WSPP is about more than the funding of individual acquisitions or park development. In 2018, the City developed a WSPP Approach Pyramid which defines the core values of park design and operations: Safety, Comfort, Joy and Ours—the ultimate sense of community pride.

WSPP Approach



- **SAFETY**—Safety is at the core of the user experience and is the most important consideration for park design and operations. Safety is enhanced by clear sight lines, appropriate lighting, enhanced activity, clear display and enforcement of rules, a sense of community involvement and ownership, and accessibility for all. The techniques outlined in Crime Prevention Through Environmental Design (CPTED) guidelines and in the Americans with Disabilities Act (ADA), as well as continuous collaboration with park users and managers, will increase visitor safety.
- **COMFORT**—To create an inviting environment, parks should include site amenities that enhance the comfort of users. These amenities might include sitting areas, shade structures, water fountains, restrooms, shaded walks, and clear wayfinding.
- **JOY**—The sense of Joy may be enhanced by careful design decisions - from highlighting natural features in a park, to bench selection and thoughtful placement take advantage of a specific view. Joy is also enhanced by providing additional amenities that encourage play, mental refreshment, and a spiritual experience—such as public art displays, music events, or landscaping that creates an aesthetically pleasing environment.
- **“OURS”**—This is the ultimate level of the public space development, operation, programming, and maintenance. The sensation of Ours is achieved when a community embraces and celebrates a park as part of its identity and pride. The sensation of Ours is enhanced by offering a variety of programming opportunities to diverse user groups and ages, using park context and natural characteristics to create an experience unique to each park, which meets local needs and creates a sense of park ownership.



Vision 2020 Master Plan

In November 2012, the City of Gainesville adopted its Parks, Recreation and Cultural Affairs (PRCA) Vision 2020 Master Plan, providing a blueprint for how the park system can grow and improve over the next 20 years, with the goal of identifying strategies for the PRCA department to become better integrated in terms of its facilities and programs. Park system master plans are long-range planning documents that evolve over time in response to the changing needs of a community's residents. An important key to its success relies on continued input and dialogue with the City's residents, much like the input provided by citizens in the drafting of the master plan document.

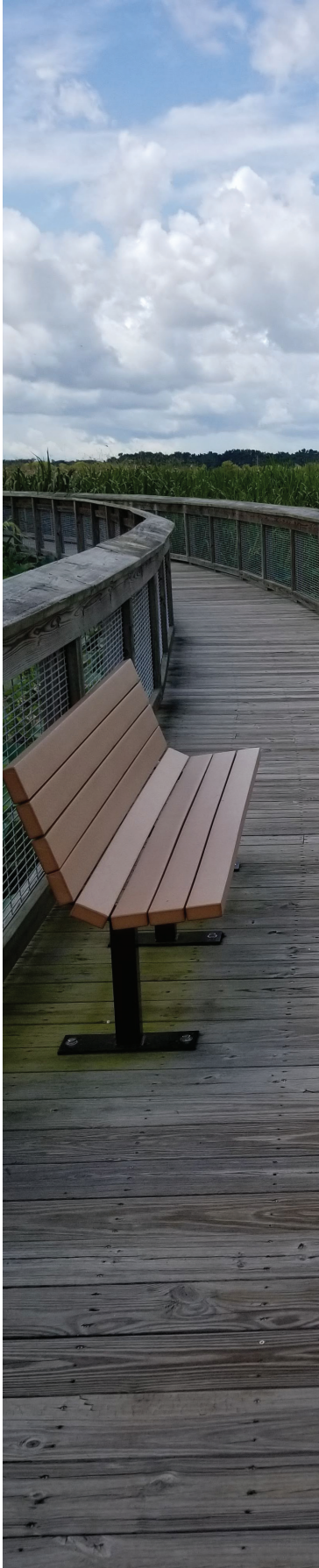
The Blue Ribbon Report

Further advancing this idea of participation, the City embarked on an effort to re-imagine how to improve the City's business environment. A Blue-Ribbon Commission was tasked with answering the question: "How can the City of Gainesville become more competitive?" The Blue Ribbon Report stated the answer is to make Gainesville more "citizen centric" in all things by organizing the entire City structure around its citizens, and to always reinforce the idea that the City exists for the people and that the people are at the center of all that the City does.

While not specifically describing the park system in the report, it is clear that this new way of thinking can have a profound effect on the future of Gainesville's parks. It may determine which lands are acquired and how parks are programmed, designed, developed, maintained, and managed.

When considering the full range of things that local government does, there is no other function that touches more residents of a city than through the park system. Public officials and residents get to know each other and engage in active dialogue about the community character and sense of place.





What Makes Gainesville's Parks Unique?

For a city the size of Gainesville, there is a diverse offering of high quality park types.

- Depot Park satisfies a need for active recreation beyond that which is typically found in a regional park.
- Sweetwater Wetlands Park not only improves the water quality in Paynes Prairie, it also provides education and recreation with higher-quality facilities than most other parks of its type.
- Westside Park provides an immense variety of active recreation opportunities on a location easily accessed by most of the residents of the city.
- Morningside Nature Center's 416 acres of diverse flora and fauna also includes a Living History farm with a cabin, barn and one-room schoolhouse from the 1870s.
- Smokey Bear Park includes elements of design that are reflective of the history of the site giving the place a uniqueness of character.
- The Thomas Center and Gardens is an architectural and historic jewel, bolstering the cultural offerings of the City.
- Bo Diddley Plaza provides a fantastic downtown venue for events and socialization of the entire diverse population of the City.

In addition to the above-mentioned venues, Gainesville's park system is unique due to the amount of natural lands available for public use that it manages. This focus on the environment of North Central Florida, as well as the opportunity to teach residents about the natural systems in which they live, is commendable.

The presence of a major state university within the City is another unique attribute of the park system that has never been fully realized. Both the City and the University of Florida have taken steps to more closely link "town and gown". The opportunity to connect joint bikeways and trails to parks and plazas both on campus and within the City should be seized upon, including allowing the joint use of each other's open spaces when needs and opportunities arise.

Based upon much of these observations, moving forward, Gainesville's parks should continue to include high-quality components; should be reflective of the history of the area or site; should educate; and should include unique and creative design elements evoking a sense that this place (the park, the region, or even the City) is like no other.



A Vision of the Future—

Aspirations for the Park System

Given these unique qualities and the desire to make the entire park system one that evolves from a citizen-centric process which produces places of Safety, Comfort and Joy and reinforces the spirit of Ours, what should Gainesville's Park System aspire to be?

Educates residents and visitors regarding the environment

Assures the safety and security of the users of all public places

Fulfills the needs of all organized sports participants

Provides opportunities for all ages and allows for intergenerational interaction

Is inclusive for all regardless of physical or mental abilities or challenges

Provides venues for social interaction and events throughout the City

Stresses the importance of the arts including art in the landscape, as well as performance and participatory art

Promotes public discourse

Connects to UF through the continued development of trails and bikeways and the joint use of each other's open spaces and plazas

Includes a complete system of trails and bikeways that interconnect the natural areas of the region



Creating Successful Parks

There are many different types of public parks; some are successful and stand the test of time, while others sit unused and idle. Elements of the design process can help to fulfill the aspirations of Gainesville’s park system by transforming these public places. As you begin designing a park, consider community engagement, CPTED design principles, operations and maintenance, and major elements of design.

Community Engagement

Engaging residents in meaningful involvement with the park designers is an essential component in determining how people will use the park and what activities will draw them there. Residents can offer historical perspective, details about the neighborhood, and priorities of the residents. When locals have input, they become stakeholders and have a sense of ownership. A few questions to ask are:

- What will set this park apart from existing parks in the area?
- What elements will give it whimsy, make it memorable, or offer an atmosphere of pleasant surprise and discovery?
- Does the public space have any history or a sense of community importance?

Operations and Maintenance

The City must commit the resources necessary to properly manage and maintain their parks, particularly as the system expands. Proper staffing will be needed to maintain the program elements developed through the inclusive process of design. The Design Standards that follow in this document are intended to help with the ongoing maintenance requirements of the overall park system. Lessening the variety of park elements permitted for use simplifies maintenance and replacement requirements and, at the same time, creates a visual and aesthetic connection between various city park types while still allowing for variety through encouraging custom design elements. The selection of the materials specified should promote responsible management of our natural resources. To the greatest extent, materials should come from sources as close to the project as possible. Natural materials should be sustainably sourced. Landscape plants should be native to the region and appropriate to the individual site. Building designs should promote energy conservation.

Crime Protection Through Environmental Design

To be truly inviting, all parks within a system need to be safe and welcoming. CPTED is an approach to reducing crime through the design and management of the built environment. CPTED strategies aim to reduce targeting of victims, deter offender decisions preceding criminal acts, and build a sense of community among residents to reduce opportunities for crime and fear of crime. Techniques include:

- **NATURAL ACCESS CONTROL** Creates well-defined and defensible entry points that provide safe entry while dissuading criminal activity. Access control uses design to differentiate between public and private space and controls movement through lighting and landscape.
- **NATURAL SURVEILLANCE** Creates unobstructed views to prevent the opportunity of crime. By increasing visibility into a site there are less opportunities for criminals to hide. This strategy reduces ambush points—areas where criminals can hide and attack a victim.
- **TERRITORIALITY** Relies on developing a sense of ownership of facilities by the community of users, empowering community members to challenge or report intruders.
- **MAINTENANCE** Reinforces the idea that someone cares about a space. Observing and repairing vandalism dissuades repeat vandalism while maintaining lighting and landscape ensures natural surveillance.



Major Elements of Design

There are important design elements that should be considered in all public spaces. These elements strengthen the overall design of any place. Designers should be aware of how each of these are addressed, and the detail revealed in the design of each of these elements should reflect the uniqueness of the place as well as the City. Each of the design elements that follow should be considered in all park designs.

Once these overarching design elements have been addressed, the specific component pieces of each individual park—the benches, pavilions, etc. should work in concert to create places that become unique to Gainesville, and reinforce the desired recreational, social and educational needs of the community. There will be a continuity of materials and design, but the uniqueness of the design of each place can be developed through the inclusion of public art and custom amenities that reveal the character of each individual place.





Design Considerations

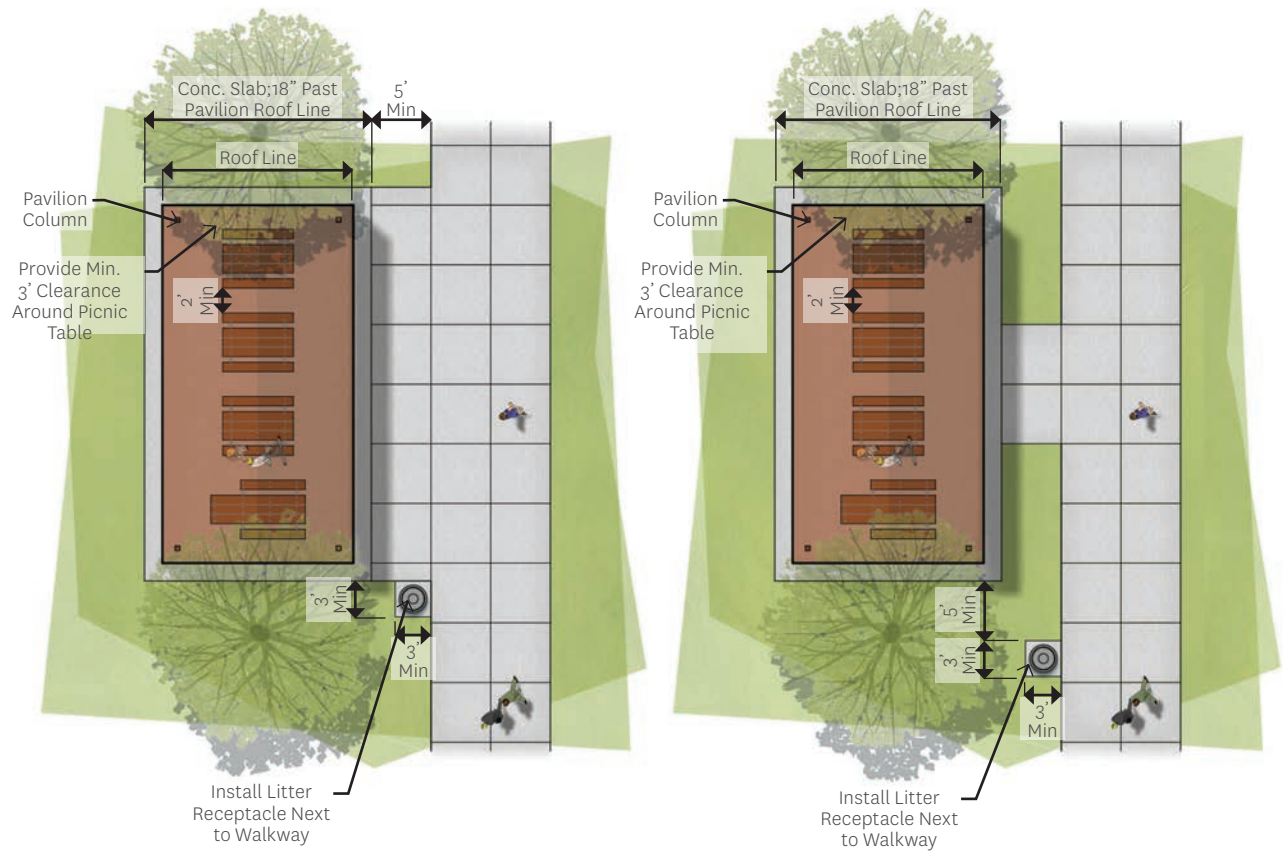
Paving

The paving of primary and secondary pedestrian ways in any park should clearly and safely take users from one activity area to the next. The primary path of travel should be obvious from initial park arrival. Specialty paving materials, if used, should delineate the park entrance or the entrances to individual activity areas. They can also be used at gathering places such as dining terraces or public plazas.

- Primary walks connecting major use areas should be 10' wide in general, but no less than 8'. Secondary walks should be a minimum of 6'. For major destinations or regional parks, consider wider walks on the primary travel route
- When using decomposed granite or concrete fines, consider retaining edges with a 6" wide concrete border or aluminum edging. Wood edging is not permitted
- In natural areas, trails should be a minimum of 6' wide where space permits, but width can vary where trees and other natural features dictate. Trail markers should be used on more extensive trail systems
- Mulch is not desired on natural trails. Maintain trails with mowers or weed trimmers as needed

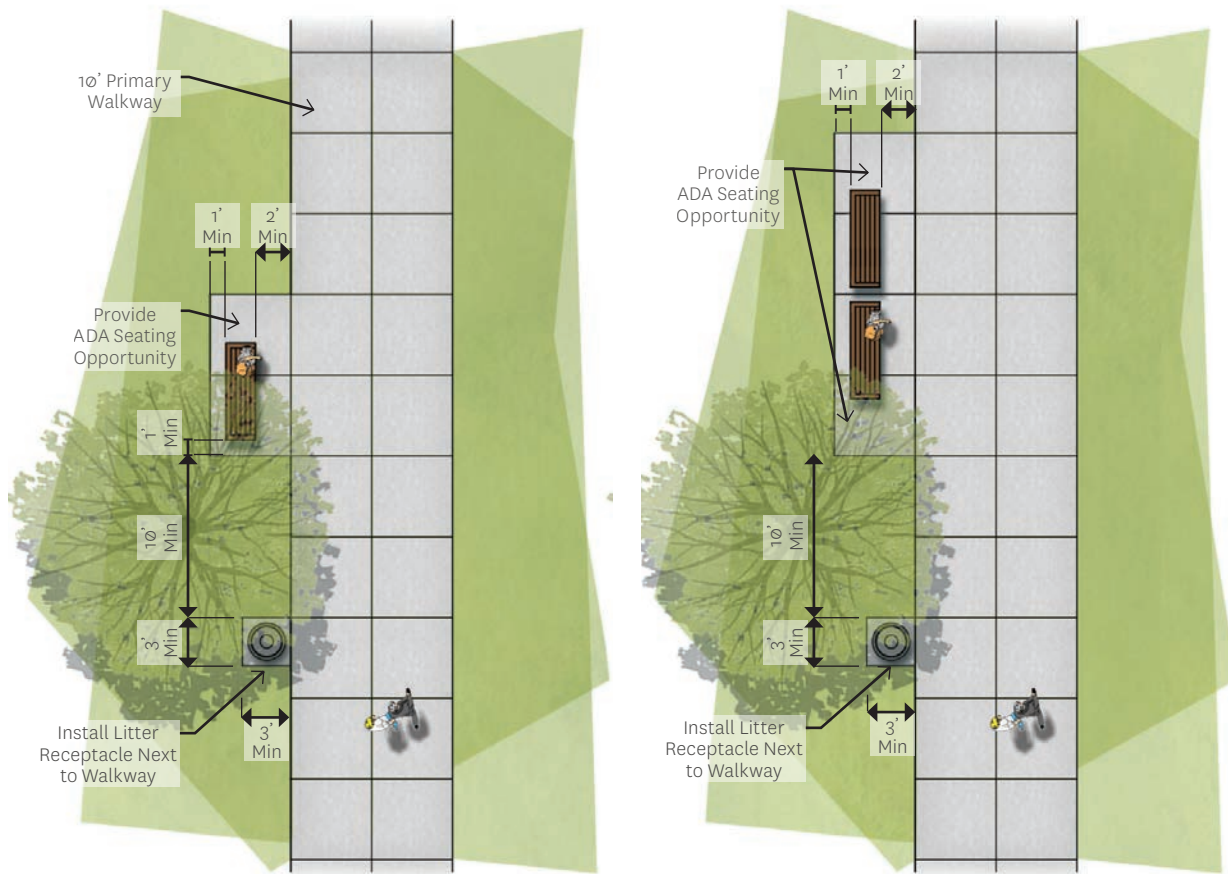
Pavilions and Picnic Tables

- Pavilions should be placed adjacent to other activity areas to allow for extended day use
- Large pavilions can be located with smaller ones, or by themselves
- Connect all pavilions to the park walk system
- Use pavilion design and material to further articulate the park design aesthetic and, where applicable, the park theme
- Custom additions to premanufactured pavilion is encouraged



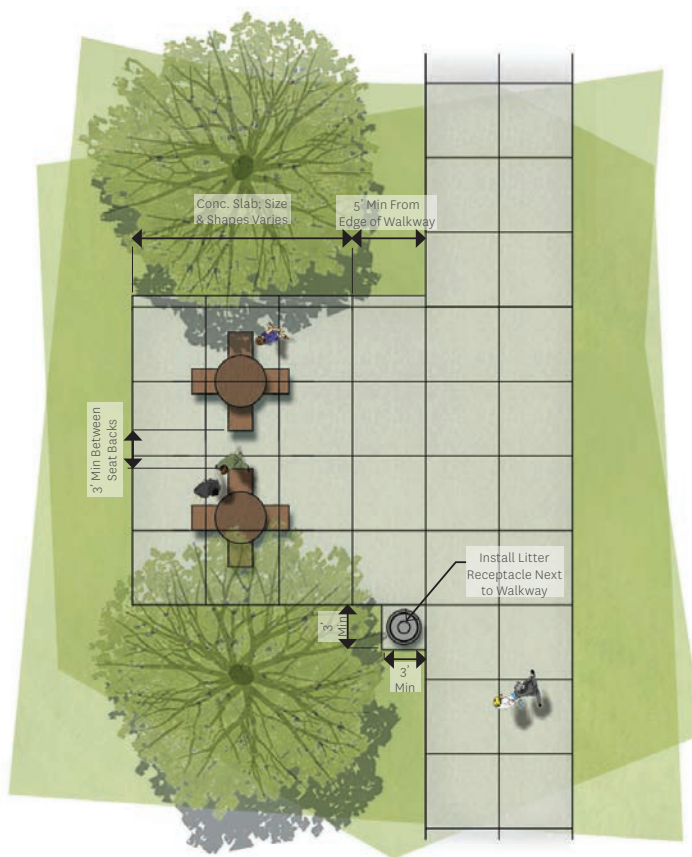
Benches and Waste Receptacles

- When directly adjacent to a walk, keep the leading edge of the bench 2' behind the walk
- Allow 1' to the rear of the bench and 1' on one end
- On the opposite end, place required paving to accommodate wheelchair seating
- Mount waste receptacle on a solid pad directly adjacent to walkway
- Pad should be 1' larger on all sides than the receptacle
- Keep a minimum of 10' away from benches



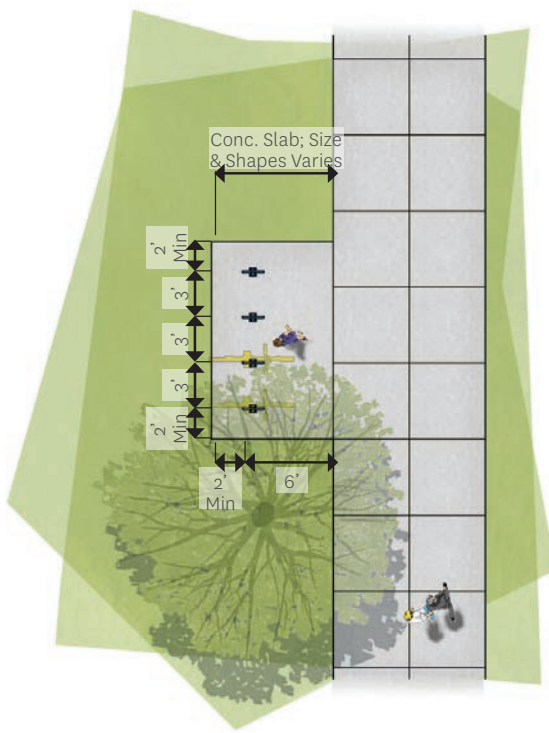
Tables

- Seating options are critical to the success of any park
- Fixed seating options such as the “Mingle” (refer to the Design Standards, page 35) should be located on any hard paved or compacted surface described in these standards
- Allow 3’ of clear space minimum between seat back with 5’ as accessible route to wheelchair accessible tables
- Typically, group multiple fixed seating options together
- Place in areas that provide surveillance opportunities
- Individual tables with movable seats are preferred to fixed seats when the seating area is secured, promoting greater social interaction and flexibility



Bike Racks

- Bike racks should be mounted on a solid pad directly adjacent to a multi-use trail or park entrance
- Dimension of the pad off of the adjacent walk should be a minimum of 6'
- Bike racks should be a minimum of 3' on center and should accommodate 2 bikes
- A minimum of 2' should be provided from the outside bike rack to the edge of the slab



Flagpoles

At parks where flagpoles are desired, they are best when they are incorporated into the overall park design and placed in a location of prominence, such as at park entrances, a landscape island in a dedicated passenger drop-off, community building, or at gathering plazas central to park activities.

- Consideration should be given to the number of flags proposed, and which flags are flown
- At parks with only one flagpole, the flag flown must be the American flag

Water Fountains

- Concession/Restroom Buildings should have drinking fountains incorporated into the architecture wherever possible
- Freestanding drinking fountains should be mounted on a solid pad directly adjacent to a sidewalk and/or accessible trail, integrated into the overall design
- Assure that access to the fountain meets ADA requirements
- Fountains are best located at active locations within the park, such as ballfield complexes or near playgrounds



Playgrounds

Playgrounds add energy and vitality perhaps more than any other park feature. They do so through the active play that is encouraged and the sound and energy of children playing, but also by adding color where needed and by establishing and/or reinforcing the overall park design theme.

Playgrounds should be specified or designed in ways that are more than just accessible; they should be inclusive, addressing the developmental needs of children of all mental and physical abilities, treating all children equally and allowing for all children to play together. Playgrounds should allow for the development of sensory, motor, cognitive, and social skills.



SPECIFIC CRITERIA:

Florida Building Code requirements in a public playgrounds should meet:

- Playground equipment must be IPEMA. The use and layout of the components need to conform to the requirements of ASTM F1487. Safety surfacing must comply with ASTM F1292. Accessible route of travel per ASTM F1951.
- Shade structure equipment must meet current Florida Building Code requirements.
- Shade fabric must meet NFPA 701 (fire retardant)
- Safety Surfacing must meet ASTM F1292 Head Impact and ASTM F1951 Accessibility test.
- If using mulch, surface must have ASTM F2075 Standard specification for wood fiber as a playground safety surface under and around playground equipment.
- Provide signed and sealed drawings of engineered foundations for playground equipment and shade structure by a Florida licensed professional engineer for building permit.

While play equipment is typically considered the realm of children, more parks are including exercise and play for adults, including seniors. Exercise equipment can be placed along a primary or secondary walk around the park, but other pieces for adults can be colocated within traditional playgrounds to create multigenerational areas of recreation.

Play areas should provide separate play equipment for ages 2–5 years and 5–12 years. These two distinct play structures and features can be located within a single play area, but should be physically separated from one another.

- Keep playgrounds away from vehicular use areas and sport facilities that cater to older youth and young adults, e.g., basketball courts
- Playground located close to streets should be enclosed within a 4' tall fence with a single entry/exit point. They should provide adequate seating for caregivers and ample shade should be provided in those seating areas. Where tree canopy is nonexistent, provide overhead shading
- Where budget allows, provide a poured-in-place cushioned surface in fall zones and beyond. The surface can include colors and designs that reinforce the park theme
- Assure that the playgrounds adhere to CPTED techniques, including ample visibility of all play equipment
- Locate playgrounds within a reasonable distance to restroom buildings, typically within 100'

Shade, Cooling Misters, and Play Fountains

- Where park gathering areas are lacking tree canopy, overhead shade structures should be provided
- These features are a perfect way to add custom design elements, color, and uniqueness to a project
- Shade is particularly important over playgrounds and at gathering and socializing areas, such as patios, dining terraces, and plazas
- Shade can be created from hard roof structures, trellises and arbors, awning fabric structures, or small individual elements providing comfort for small areas
- These elements can take on any number of forms as long as they are appropriate to the context and aesthetic of the place
- Shade can be augmented with other comfort-giving features, such as cooling misters and fans





Custom Design

- In addition to the guidelines indicated in these Design Standards, each park designer is strongly encouraged to create custom amenities that are appropriate to each project, considering site context and/or history
- These custom touches to each project are encouraged in order to create projects that are singularly unique and memorable
- The following images of custom design features are intended to spur the imagination
- The creativity of each designer is limitless
- Have fun!

SHADE



BIKE RACKS



GATHERING





Architecture

Park architecture can vary as widely as the parks that are found in the City. The buildings may include community centers, restrooms, or storage and maintenance structures. They may be new construction or the renovation of an existing structure. An existing building may be utilitarian or may have historic significance. For the purposes of this document we are considering that the architecture of the park consists of a new structure.

When designing the park buildings, consider the character of the surrounding architecture of the site or the neighborhood. Assure that the detailing of any of the architectural elements is consistent throughout the park and can be found on other park elements as well such as furnishings, paving, etc. All materials, colors, patterns and textures of design should be evident throughout the park to create a consistent and cohesive aesthetic.

Do not obstruct important views on site through the improper placement of buildings. Locate community buildings so that they are directly visible from entry and parking areas. Restrooms should be no more than 100' from playgrounds and should be visible from the major activity areas within the park, directly on the primary path of travel.



It is important to use materials that are highly durable and vandal-resistant, as well as limited in maintenance requirements. Integrally colored materials such as honed or split-faced concrete masonry units will not require painting and so are preferred, as is colored cementitious plank siding such as Hardie Board. Specific materials to be used on Community buildings should be proposed by the architect with durability and maintenance in mind, and interior finishes will be reviewed by the City for approval.

Provide a dining patio area with tables and chairs near any concession area, but with enough distance to avoid conflicts between those sitting and dining and those queuing up to purchase food. If the community building includes a multi-purpose room or any other interior space that lends itself to an exterior connection, provide ample patio space for events or for the placement of seating.

If a pre-manufactured restroom building is selected for placement on site, additional architectural elements should be added to the structure to assure that it is in keeping with the aesthetic image of the park and the surrounding area. A plain, nondescript, all-concrete, pre-manufactured building is not permitted, unless it is for staff use only and located in an area that is not visible from public view.

RESTROOM/CONCESSION

BUILDING INTERIORS

- Should include an epoxy-coated concrete floor with cove base and floor drain.
- Walls may be tile or painted block.
- Plumbing fixtures should be stainless steel and a central, accessible chase is preferred for access to plumbing.
- Provide ample ventilation—conditioned restrooms are not required.
- Conditioning of concession spaces will be determined by the City. Always provide a mop sink in the concession area, along with a separate dual sink.
- Stainless serving counters, a locking roll-up door, and a fly fan are required.
- Electric hand dryers are preferred over paper towel dispensers.

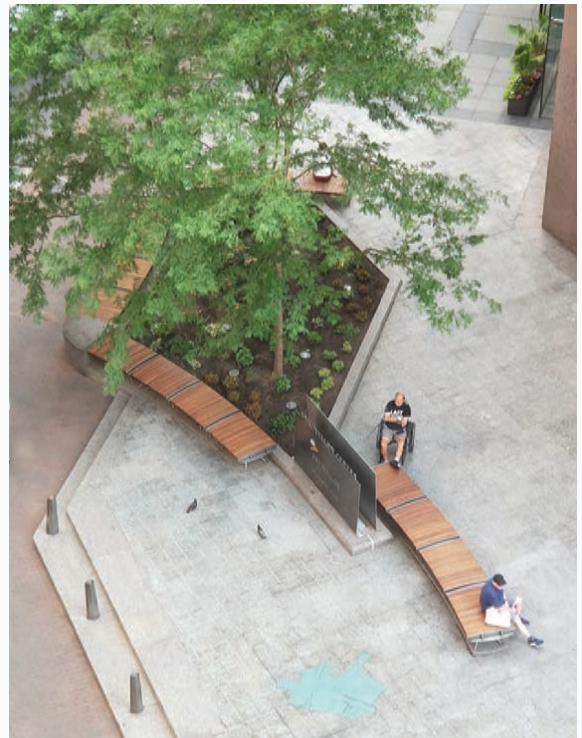


Connections in parks most often refer to pedestrian systems that link or join two or more features and move people sequentially from one location to another. This could be represented by a variety of materials, from hard surfaces to soft surfaces—always with an awareness of ADA requirements.

EDGES



Edges are usually the result of the limitations created by the park space available. They can be very structured features, such as a wall or fence, sidewalks, steps, or a roadway. They can also be soft surfaces designated by hedges, landscaping, water, or other natural features. Depending on the facility, edges can create a visual barrier or be designed to invite views into the park setting.



Context refers to the circumstances that form the setting that helps a place to be understood. This can relate to the context of the park, the neighborhood, the community, or to the context of all three. Individual features and design elements used to establish the character should relate to the environment or setting in which it exists.

GATEWAYS AND ENTRANCES



Gateways and entrances provide a unique sense of identity, transition, and anticipation. They identify entrance points to the city and key destinations, as well as its neighborhoods and parks. Gateways can embrace a variety of configurations, scales, and styles, including architectural, monumental, and landscape.



Visual cues signal and remind us of something remembered from a previous experience. They can be used to aid and alert users of an upcoming feature, and they can be helpful in providing directional decisions. Often, they're iconic, highly visible, and located where decisions need to be made.

MEMORABLE ELEMENTS



Memorable elements refer to features or elements that are worth remembering or likely to be remembered, because they're special or very enjoyable. In relation to parks, this could be something as simple as a sculptural element, a walkway connection, a landscape, or a natural feature.

Detailed Elements of Design

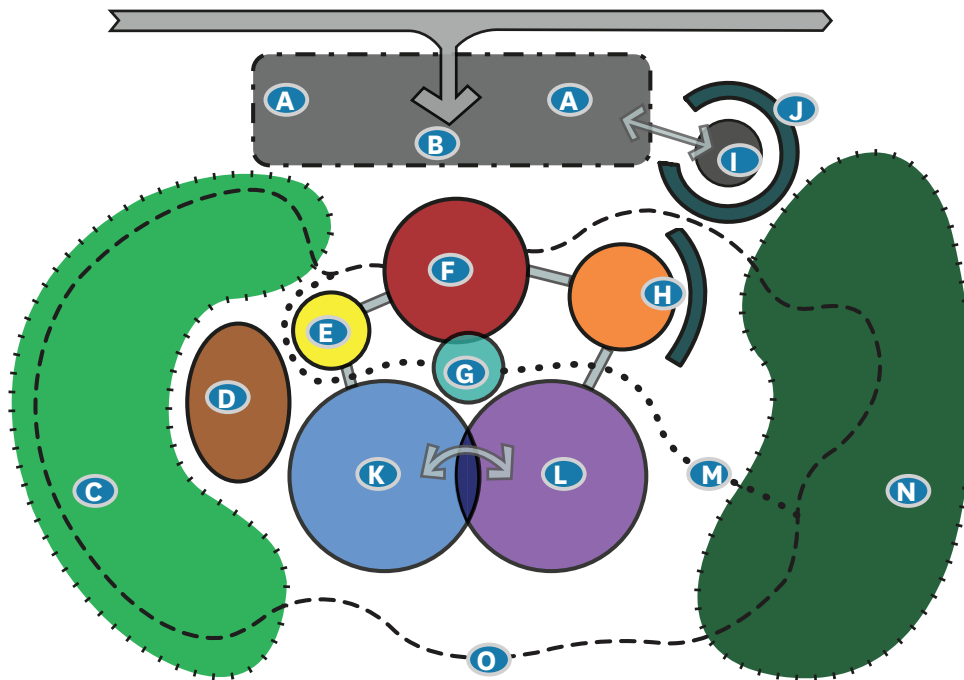
As important as addressing the major elements of design when planning any public space, the elements of Park Organization are critical to the success of each place. The relationships between specific park features and activity areas can help to create places that spark energy and activity, or if improperly planned can result in areas of conflict. Once analyzed and understood, the focus can turn to the individual park amenities.

The careful design of these individual park amenities—the pavilions, benches, waste receptacles, etc.—requires attention to the detail of the location and placement of each. Attention to these specific Design Considerations will result in parks that are safer and more easily maintained and managed.



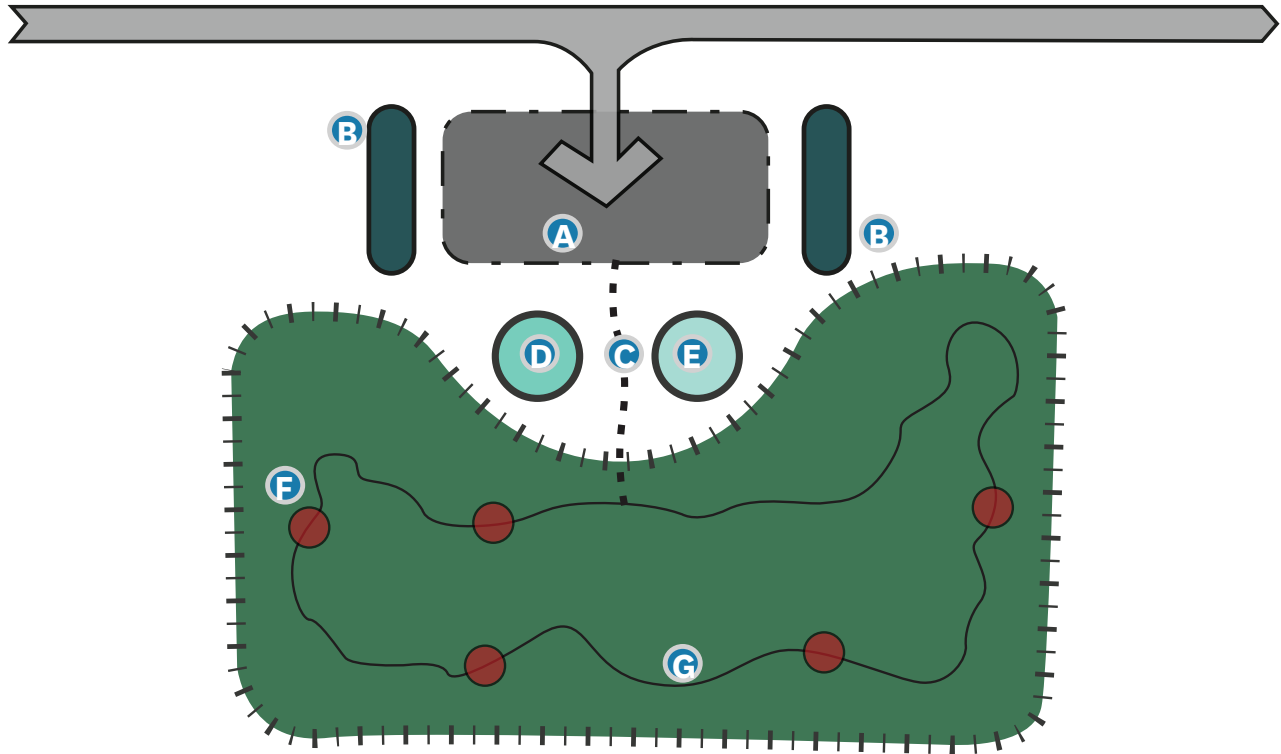
Relationship of Design Elements

The following images are diagrammatic representations of three types of parks—Active, Nature Based, and Neighborhood. These diagrams depict the relationships of various elements and activities at each park, which are strengthened by their proximity to one another as well as activities that are best kept separated or buffered. These diagrams should not be considered absolute, but rather suggestions that underlie the importance of the consequences of design decisions.



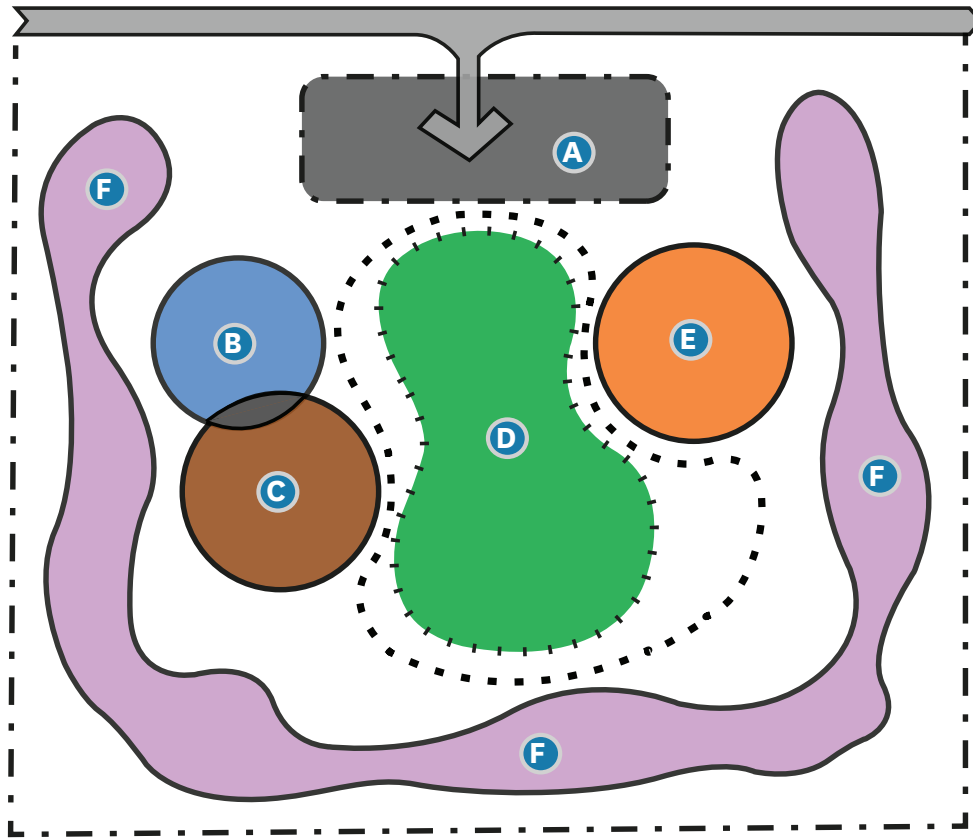
ACTIVE PARK

- | | |
|------------------------------------|-------------------------------|
| A PARKING | I MAINTENANCE/STORAGE |
| B ENTRY | J BUFFER |
| C FLEXIBLE OPEN SPACE | K YOUTH SPORTS |
| D PICNIC | L ADULT SPORTS |
| E PLAYGROUND | M INTERNAL CIRCULATION |
| F CONTROL BLDG/STAFF OFFICE | N NATURAL AREAS |
| G RESTROOM | O PERIMETER TRAIL |
| H COURT PLAY | |



NATURE BASED PARK

- A** PARKING
- B** DENSE BUFFER
- C** TRANSITION ZONE WITH EDUCATION
- D** SHELTER
- E** PARK OFFICE/RESTROOM
- F** DISCOVERY NODES
- G** CIRCULATION



NEIGHBORHOOD PARK

- A** LIMITED PARKING
- B** PLAYGROUND
- C** PICNIC
- D** FREE PLAY/OPEN SPACE
- E** COURT PLAY
- F** LOW NOISE ZONE
(IN RESIDENTIAL AREAS)



Design Standards

The amenities, furnishings, and materials in this document have been selected as appropriate for four distinct types of park and have been selected based upon their appropriateness for each specific type of park. These are:

Contents

1 Paving	12
1.1 Vehicular Paving	12
1.2 Pedestrian Paving	13
1.3 Decorative Pedestrian Paving	14
1.4 Boardwalk	15
2 Furnishings	15
2.1 Pavilions	15
2.2 Benches	16
2.3 Picnic Tables	19
2.4 Gathering	20
2.5 Waste Receptacles	21
2.6 Flagpole	22
2.7 Bike Rack	22
2.8 Water Fountain	24
3 Edges and Barriers	25
3.1 Fences	25
3.2 Bollards	27
4 Lighting	28
4.1 Area Lighting	28
5 wayfinding	30
5.1 Vehicular Signs	30
5.2 Pedestrian Signs	31
5.4 Gateway	32

■ ACTIVE PARKS

Generally any developed public recreation and open space, including parks that may include athletic facilities, picnicking, playgrounds, walking paths, organized open space, or other amenities whose scale may be neighborhood parks, regional parks and/or destination parks.

■ URBAN PUBLIC PLACES

specifically intended as community gathering places such as plazas and special event venues generally, but not exclusively, in the downtown area.

■ NATURE PARKS

Resource-based parks intended to allow for managed public use and education. These parks may include some amenities such as shelters, boardwalks, trails and educational signage, but are typically thought of as minimally developed to fully un-developed natural areas.

■ TRAILS

Linear open spaces and greenways specifically for pedestrian and bicycle use.

The following design standards are provided as a basis of design. “Or equal” products and materials are permitted but must be approved by the City of Gainesville.

1 PAVING

1.1 Vehicular Paving



Asphalt

Specifications:

Design to City of Gainesville Engineering Design and Construction Manual, Chapter 5—Roadway Design. Asphalt drives and parking should have vertical curbs or must have a flush concrete band adjacent to the edges of the asphalt

Park Type

Active, Urban, Nature



Concrete

Specifications:

Meet current FDOT indices for vehicular concrete paving where maintenance vehicles will utilize park walks, provide 6" thickness; other concrete walks 4".

Color:

Standard Concrete (no color)

Park Type

Active, Urban



Brick

Specifications:

Pine Hall Brick, English edge, heavy duty, (4"x8"x 2 3/4")

Color:

Full Range

Pattern:

Pattern to be determined by designer

Park Type

Active, Urban



Concrete

Specifications:

4" thickness to min. 3000 psi in pedestrian areas; 6" thickness to 3000 psi where vehicles cross or are occasionally shared use with pedestrians provide wire mesh or fiber glass reinforcing.

Color & Finish:

Standard Concrete (no color), Broom Finish, Sawcut pattern to be determined by designer

Park Type

Active, Urban, Nature, Trail



Decomposed Granite

Specifications:

4" depth with stabilizing binder on compacted subgrade to 98% modified proctor T-180. Retain edges with a 6" wide concrete border or aluminum edging. Wood edging is not permitted.

Color:

Standard Color

Options:

Place geo-textile fabric between subgrade and decomposed granite based on site conditions or at direction of City,

Park Type

Urban, Trail



Concrete Fines or Crushed Limestone

Specifications:

4" depth crushed recycled concrete fines or crushed limestone on compacted subgrade to 98% modified proctor T-180.

Color:

Natural

Options:

Place geotextile fabric between subgrade and concrete fines based on site conditions. Concrete edging is optional. No wood edging.

Park Type

Nature, Trail



Maintained Natural Trails

Specifications:

Dirt or vegetated

Park Type

Nature, Trail

1.3 Decorative Pedestrian Paving



Concrete Pavers

Specifications: Use at entrances, park gateways and to identify major use areas. Can be used as the primary paving option if cost permits, likely within Urban Parks/Plazas. May be used to accent concrete walks through banding, etc.

Color & Pattern: Color, pattern and style to be determined by designer

Park Type Active, Urban



Colored Concrete

Specifications: Use at entrances, park gateways and to identify major use areas. Avoid using as primary paving option

Color & Finish: Color and finish to be determined by designer

Park Type Active, Urban



Decorative Concrete

Specifications: See CONCRETE (above) for specifications

Finish: Exposed aggregate, cast rock salt or other finish as determined by designer

Park Type Active, Urban



Brick

Specifications: Pine Hall Brick, English Edge (4" x 8" x 2 1/4")

Color & Finish: Full Range

Pattern: Pattern to be determined by designer

Park Type Active, Urban



Wood Boardwalk

Specifications:	Custom design, slanted top rail with vinyl coated mesh and composite decking.
Material:	Pressure treated pine (ACQ treated), or Recycled/Composite deck and top rail.*
Park Type	Active, Nature, Trail

2 FURNISHINGS



Metal Pavilion

Specifications:	Gable roof; 16 ga. standing seam, Galvalume, Tongue and groove deck below. Primed and painted steel columns and roof framing. Place on concrete paving. Column wraps, colors, additional detailing may be added to coordinate with other park elements and/or themes Include accessories in large pavilions including lighting and ceiling fans.
Manufacturer:	Manufacturer to be determined by designer
Park Type	Active, Urban, Nature



Wood Pavilion

Specifications:	Gable roof; 16 gal standing seam, Galvalume, Tongue and groove deck below. Wood columns and roof framing. Place on concrete paving. Column wraps, and colors, additional detailing may be added to coordinate with other park elements and/or themes. Include accessories in large pavilions including lighting and ceiling fans.
Manufacturer:	Manufacturer to be determined by designer
Park Type	Active, Nature



Metal Bench

Manufacturer:	DuMor
Style:	Bench 58
Color:	Black
Length:	6' or 8'
Optional:	Center arm
Park Type	Active, Urban



Metal Bench

Manufacturer:	DuMor
Style:	Bench 92
Color:	Black
Length:	6' or 8'
Optional:	Center arm
Park Type	Active, Urban



Concrete Bench

Manufacturer:	Forms and Surfaces
Style:	Bevel
Color:	Natural
Length:	6'
Park Type	Active, Urban, Nature



Concrete Bench

Manufacturer:	Landscape Forms
Style:	Hebi
Color:	Beige or Gray
Length:	Straight Solid 28" x 114" x 18
Options:	Optional curved section maybe added to create unique shaped and spaces
Park Type	Urban



Metal Bench

Manufacturer: Landscape Forms
Style: Parc Vue
Color: Metallic Silver
Length: 6'
Options: Seat divider
Park Type Active, Urban



Metal Bench

Manufacturer: Landscape Forms
Style: Parc Vue
Color: Metallic Silver
Length: 6'
Park Type Active, Urban



Metal Bench

Manufacturer: Ultra Play
Style: 94ØP-V6 Lifestyle, surface mounted
Color: Black frame; color: green
Length: 6'
Park Type Active



Metal Bench

Manufacturer: Anova
Style: Victory Flat Bench, surface mounted, expanded steel deep seat bench
Color: Textured Black frame, color: green
Length: 6' or 8'
Park Type Active



Recycled Bench

Manufacturer:	Barco Products
Style:	Silhouette
Color:	Frame color-black, seat color-cedar
Length:	6' or 8'
Park Type	Nature, Trail



Recycled Bench

Manufacturer:	Pride Enterprises
Style:	Traditional Plank Recycled Bench Backless
Color:	Frame color-black, seat color-cedar
Length:	6' or 8'
Park Type	Nature, Trail



Stone Bench

Manufacturer:	Hill Billy Rocks, Waldo, FL
Color:	Grey/Brown
Length:	5'-6'
Park Type	Nature, Trail



Metal Picnic Table

Manufacturer:	Ultra Play
Style:	Rectangular Steel
Color:	Black frame; color-green
Length:	6'
Park Type	Active, Nature



Metal Picnic Table

Manufacturer:	Anova
Style:	Square Expanded Steel
Color:	Textured black frame; seat color-green
Length:	6' square, optional ADA access
Options:	Umbrella hole
Park Type	Active, Nature



Metal Picnic Table

Manufacturer:	Keystone Ridge
Style:	Fully-welded commercial-grade steel construction
Color:	Black
Length:	8', optional ADA access
Park Type	Active, Urban



Wood Picnic Table

Manufacturer:	DuMor
Style:	Table 75
Color:	Ipe or Douglas Fir
Length:	8', optional ADA access
Park Type	Active, Nature



Metal Table w/ Fixed Seats

Manufacturer:	Landscape Forms
Style:	Mingle
Color:	Metallic Silver or as approved by the City
Length:	Backed 4 seat / Backed 3 seat for accessibility
Park Type	Active, Urban



Movable Metal Chairs

Manufacturer:	Landscape Forms
Style:	Traverse Chair, to match table, perforated metal, movable chair
Color:	Metallic Silver or as approved by the City
Park Type	Active, Urban



Movable Metal Table

Manufacturer:	Landscape Forms
Style:	Catera Tabletop with quad base, optional umbrella hole, movable table
Color:	Metallic Silver or as approved by the City
Park Type	Active, Urban



Movable Metal Table & Chair

Manufacturer:	Victor Stanley
Style:	Table-PR SCT-36R, Perforated Round, Chair-PRSCA-8, movable table and chairs
Color:	Black
Park Type	Active, Urban



Chess Table & Stools

Manufacturer:	Concrete Classics
Style:	Fixed Table Set, with integral footing, inlaid playing surface of white and green terrazzo squares. Includes 2 fixed stools. The table footing is 24" deep. The footing on the stools are 6" deep. Installation of these items typically requires the use of machinery for the lifting and placement due to their weight.
Size:	32" L x 32" W x 53" H, 1500 lbs
Park Type	Active, Urban



Metal Trash Receptacle

Manufacturer: Landscape Forms
Style: Chase Park
Color: Metallic Silver or Black, simple side load

Park Type Active, Urban



Metal Trash Receptacle

Manufacturer: DuMor
Style: Model 84-32
Color: Black

Park Type Active, Urban



Wood Trash Receptacle

Manufacturer: Pride Enterprises
Style: Classic square wood trash receptacle with lid
Color: Natural
Size: 28” Width by 32” Height

Park Type: Nature



Wood Recycle Receptacle

Manufacturer: Pride Enterprises
Style: Classic square wood trash receptacle with lid
Color: Natural - Place appropriate recycle identification sign to front of receptacle

Size: 28” Width by 32” Height

Park Type Nature



Recycle Center

Manufacturer: Victory Stanley
Style: Recycle Station ‘SD-242’
Color: Silver
Size: 2-36 gal liners, with optional dome lid.

Park Type Active, Urban

2.5 Waste Receptacles (continued)



Recycle Center

Manufacturer:	Max-R
Style:	Terra (Custom)
Material:	Recycled Plastic
Color:	Green-black trim and roof; symbols and text as shown
Park Type	Active, Nature

2.6 Flagpole



Specifications:	Clear anodized aluminum or fiberglass with galvanized foundation ground sleeve, multiple manufactures are acceptable.
Height:	Varies, depending upon number of flags placed.
Options:	Internal halyard; LED flagpole down light or ground mounted up-light
Park Type	Active, Urban, Nature, Trail

2.7 Bike Rack



Single Bike Rack

Manufacturer:	Landscape Forms
Style:	Ring
Color:	Metallic Silver or Black
Size:	Quantity to be determined by designer
Park Type	Active, Urban

2.7 Bike Rack (continued)



Single Bike Rack

Manufacturer:	Landscape Forms
Style:	Loop
Color:	Metallic Silver or Black
Size:	Quantity to be determined by designer
Park Type	Active, Urban



Multiple Bike Rack

Manufacturer:	Landscape Forms
Style:	Flo
Color:	Metallic Silver or Black
Size:	Quantity to be determined by designer
Park Type	Active, Urban, Nature



Multiple Bike Rack

Manufacturer:	Madrax
Style:	Genesis
Color:	Color to be determined by designer
Size:	Quantity to be determined by designer
Park Type	Active, Urban, Nature, Trail



Multiple Bike Rack

Manufacturer:	Peak Racks
Style:	8-Bike Double-Sided Rack
Color:	Stainless Steel
Size:	Quantity to be determined by designer
Park Type	Active, Urban, Nature, Trail

2.8 Water Fountain



Water Fountain

Manufacturer:	Most Dependable Fountain
Style:	Model 440 SM, Hi/Lo
Color:	Black
Options:	Pet Fountain
Park Type:	Active, Urban, Nature



Water Fountain

Manufacturer:	Most Dependable Fountain
Style:	Model 10145 SM Hi/Lo w/ Bottle Filler
Color:	Black; Stainless

Park Type Active, Urban, Nature



Water Fountain

Manufacturer:	Most Dependable Fountain
Style:	Model 840 SMSS with recessed hose bib and lock door
Color:	Black; Stainless

Park Type: Active, Urban, Nature



Historic Water Fountain

Manufacturer:	Haws Fountain
Style:	3511, Hi/Lo antique historic style, cast aluminum
Color:	Ebony

Park Type Active, Urban

3 EDGES AND BARRIERS

3.1 Fences



Aluminum Fence

Manufacturer:	Ameristar
Style:	‘Echelon Plus—Majestic’
Height:	4’ to retain play areas and to direct or limit pedestrian access
Color:	Black
Park Type	Active, Urban



Wire Fence

Manufacturer:	Omega Fence Systems
Style:	Welded Wire
Height:	4’, 6’
Color:	Black
Park Type	Active, Urban



Wood 3 Rail Fence

Specifications:	Custom, pressure treated pine, 3 rail fence
Color:	Natural
Height:	4’
Park Type	Nature

3.1 Fences (continued)



Decorative Screen/Fence

Manufacturer:	Greenscreen
Style:	3 Dimensional modular trellis
Color:	Color to be determined by designer
Height:	Height and layout determined by city ordinance
Park Type	Active, Urban



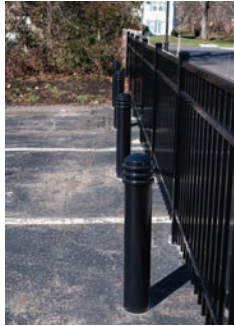
Field Fence

Specification:	Custom, pressure treated pine with hogwire
Color:	Natural
Height:	4'
Park Type	Nature



Boulder Edge

Specifications:	Natural boulders, place boulders along edges as natural barrier or edge
Park Type	Active, Urban, Nature, Trail



Metal Bollard

Manufacturer:	Reliance Foundry
Style:	Removable- R-7901, Permanent-R-7576
Color:	Black or Silver
Options:	Removable or embedded mount, spacing to be determined by designer
Park Type	Active, Urban



Wood Bollard

Manufacturer:	American Timber & Steel
Style:	Wood Bollard, square or round
Color:	Southern Yellow Pine (S45) ACQ to 4lbs per cubic foot
Park Type	Nature, Trail



Historic Bollard

Manufacturer:	Reliance Foundry
Style:	R-7539
Color:	Black or Silver
Options:	Surface or embedded mount, spacing to be determined by designer
Park Type	Urban



Concrete Bollard

Manufacturer:	ParkWarehouse.com
Style:	544bo (12" dia x 40" or 12" dia x 46")
Color:	Buff, Sand, Grey, Brick, Charcoal
Options:	Surface or embedded mount, spacing to be determined by designer
Park Type	Active, Urban, Nature

4 LIGHTING

4.1 Area Lighting



Area Lighting

Manufacturer:	Philips Lumec
Style:	Capella LED fixture mounted on a direct bury aluminum pole
Color:	Medium Grey Texture
Spacing:	To be determined by designer
Park Type	Active, Urban



Area Lighting

Manufacturer:	Philips Lumec
Style:	Refractive Post Top (R34-15S3V-T), Victorian roof, finial style 'A', LED w/ fluted base/pole
Color:	Black
Spacing:	To be determined by designer
Park Type	Active, Urban



Area Lighting

Manufacturer:	Philips Lumec
Style:	Urban Renaissance LEF Pendant, RN20, Prismatic globe mounted on AM8 pole
Color:	Black
Spacing:	To be determined by designer
Park Type	Active, Urban

*All light levels to meet GRU standards.



Area Lighting

Manufacturer:	Philips Lumec
Style:	Pureform LED Post Top Comfort PPT mounted on a direct bury aluminum pole
Color:	Light Grey or Black
Spacing:	To be determined by designer
Park Type	Active, Urban



Area Lighting

Manufacturer:	Philips Lumec
Style:	Pureform LED Area Large P34 mounted on direct bury aluminum pole
Color:	Light Grey or Black
Spacing:	To be determined by designer
Park Type	Active, Urban



Bollard Light

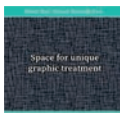
Manufacturer:	Philips Hadco
Style:	DB30-H
Color:	Black or Gray
Spacing:	To be determined by designer
Park Type	Active, Urban ,Trail

*All light levels to meet GRU standards.

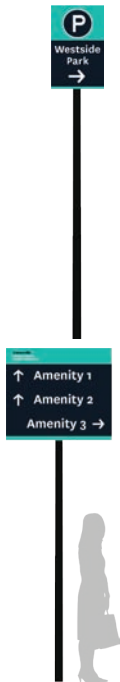
5 WAYFINDING

The wayfinding sign shown here are intended to represent a complete design palette for both active and nature based park signs. For final design and implementation standards for park wayfinding signs, please refer to the “Wayfinding Standard” for City of Gainesville Parks, Recreation and Cultural Affairs. Dated 31 August 2019, revision #2.

5.1 Vehicular Signs



Parking Lot Arrival (front and back)



Parking Directional

Parking Amenity Directional

5.2 Pedestrian Signs



Pedestrian Directional (totem, directional) double sided



Trail Map



Rules and Regulations



Place Markers



Miles Marker



Interpretive Sign (front view)



5.3 Gateway



Gateway Portrait (front view)

Gateway Landscape (front view)



Minor Gateway (front view)





Revised September 10, 2019

Gainesville.
Citizen centered
People empowered

