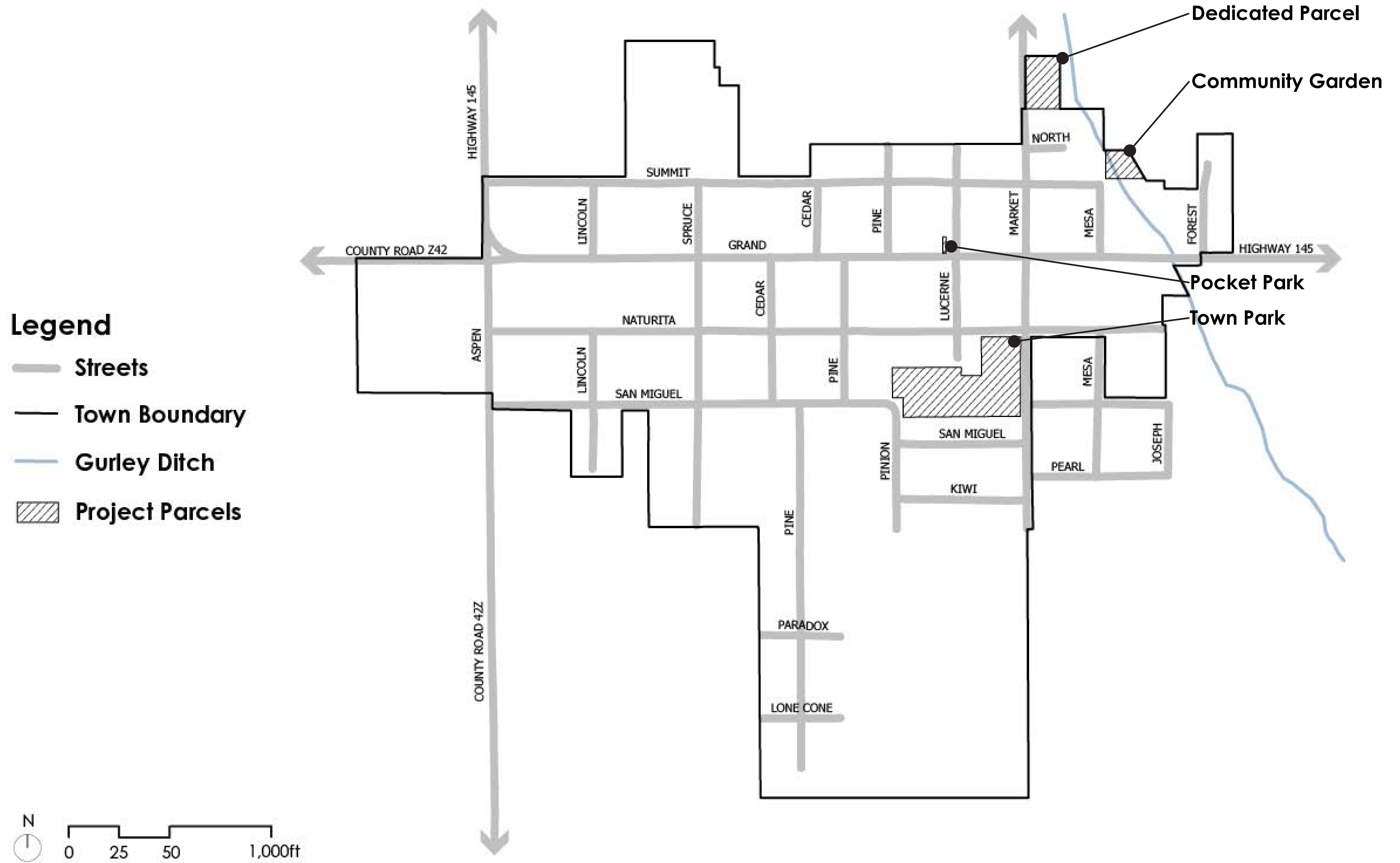


TOWN OF NORWOOD PARKS, TRAILS & OPEN SPACE PLANNING

Overall Trail Planning and
Open Space and Park
Planning within
Norwood, Colorado

OCTOBER 2022
CLIENT PACKET





Lone Cone Mountain Theme: Option 1



- 1 Gateway Banner
- 2 Park Entry
- 3 Pedestrian Kiosk
- 4 Planters
- 5 Lighting
- 6 Directional Signage



This concept draws inspiration from Norwood's own Lone Cone Peak. It is a traditional style with neutral finishes of natural materials creating a style that is simple and rustic.

DESIGN REFERENCE

Lone Cone Peak

Existing town Welcome Sign

MATERIALS

Stone

Stained Wood

Brushed Metal



Night Sky Theme: Option 2




- 1 Gateway Banner
- 2 Park Entry
- 3 Pedestrian Kiosk
- 4 Planters
- 5 Lighting
- 6 Directional Signage




This concept is inspired by Norwood's status as the first dark sky community of Western Colorado. It is a modern style which utilizes sleek finishes that are minimalistic and sophisticated.

DESIGN REFERENCE




Dark Sky/
Constellations




Lone Cone
Library Interior


MATERIALS



Light Wood



Brushed
Metal



Aluminum
details



Historic Pioneer Theme: Option 3



1


- 1 Gateway Banner
- 2 Park Entry
- 3 Pedestrian Kiosk
- 4 Planters
- 5 Lighting
- 6 Directional Signage




2

This concept is inspired by Norwood's status as the first dark sky community of Western Colorado. It is a modern style which utilizes sleek finishes that are minimalistic and sophisticated.

DESIGN REFERENCE




Ranching/Pasture Landscape/Ranch Signage

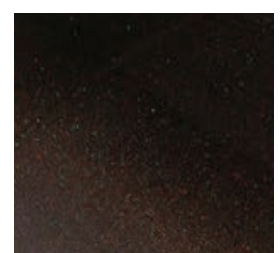


Norwood Pioneer History

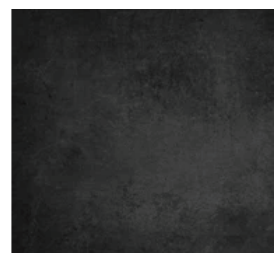
MATERIALS



Wood



Powder Coated Aluminum



Black Steel



3

4

5

6



KEY

- PARCEL BOUNDARY
- EXISTING SIDEWALKS

TO TOWN PARK





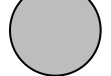






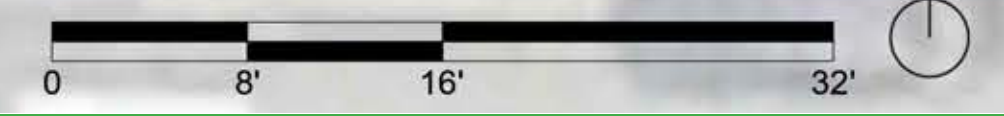
A New Downtown Area of Rest or Activity:

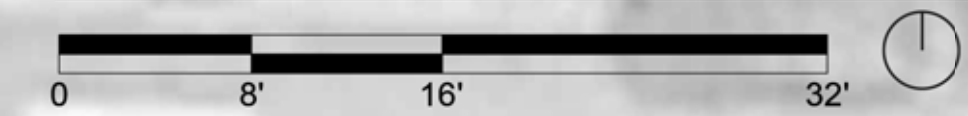
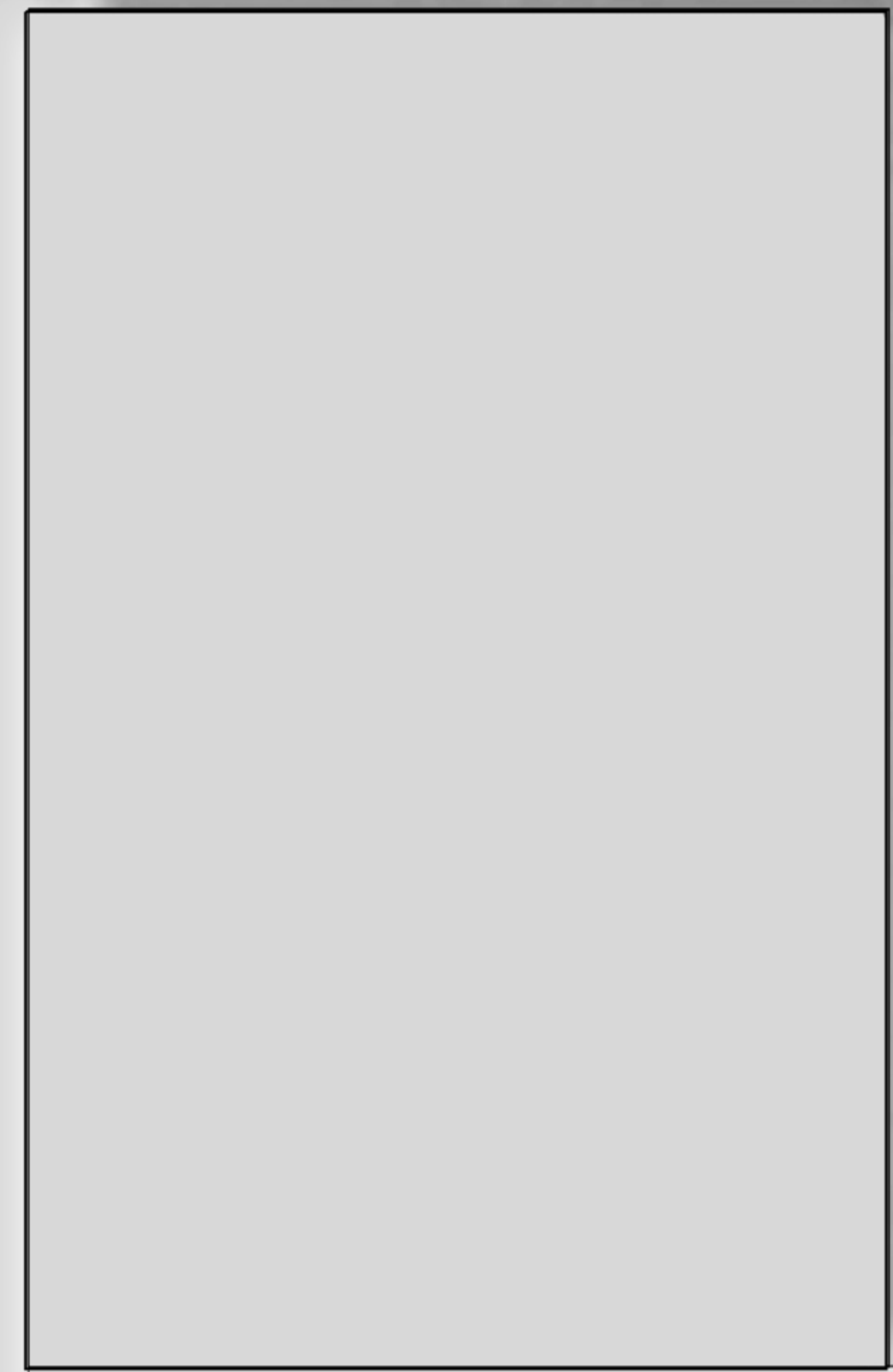
This design option increases the placemaking in the core downtown area of Norwood. It proposes a greater expansion of programming within the pocket park by creating a central lawn or paved area and a stage near the entrance. A clear central area of the park emerges that can host a farmer's market or other community events. This central multi-use space can be filled with native grasses as a lawn area with a perimeter seat wall for visitors who want to linger. Small stone and metal garden sculptures connect the lawn area to the entry plaza and xeriscape garden. The front area of the pocket park extends the look and feel of the existing perennial garden on the west side by creating more space for xeriscape gardens to the east, complete with seating. The entrance welcomes visitors to the pocket park with a stage and entry plaza angled towards the street. The existing sign would be moved to be placed along the back of the new stage area. The space can be used as a prep area for parades, especially utilizing the entrance plaza. This could also serve as a gathering area during small events where food trucks could park in the newly organized parking areas along the north and east sides. When a visitor enters from the northwest parking, they will be met with a new interactive sign connecting this small downtown space feature to the ongoing projects and history of the town. During other times the parking and central areas can be used for additional events. The new entryways, especially the ones to the south create greater visibility and to draw in new visitors passing by on foot, by vehicle, or using the proposed trail on Lucerne Street which are part of the new town trails plan.

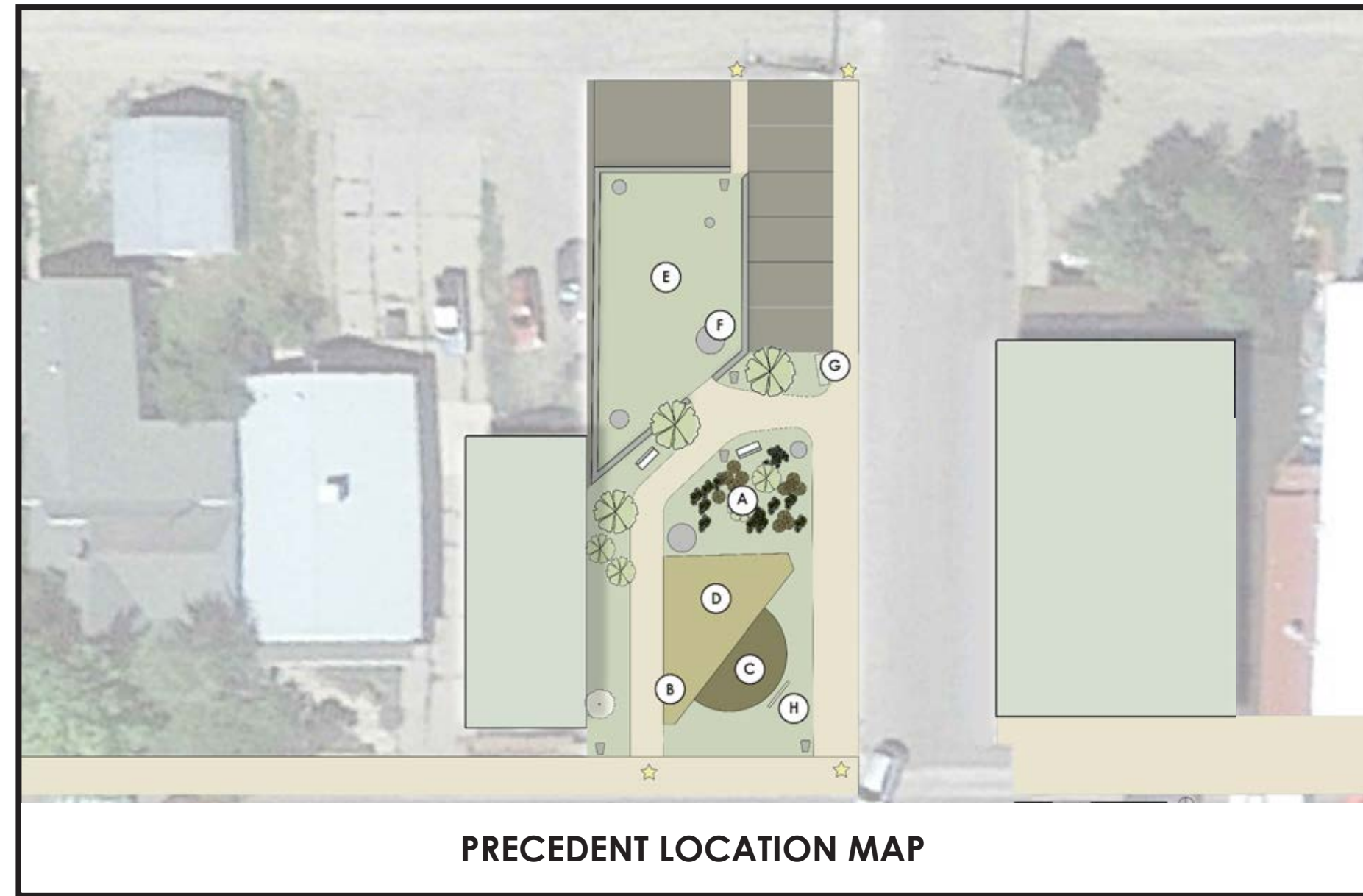
POCKET PARK | Plan

LEGEND

-  Park Entry
-  Welcome Sign
-  Existing Tree
-  Proposed Tree
-  Sculpture
-  Bench
-  Picnic Table
-  Trash Receptacle
-  Water Fountain







PRECEDENT LOCATION MAP



A XERISCAPE EXTENSION GARDEN



B ENTRY PLAZA



C OUTDOOR STAGE



D SEATING



E GREEN SPACE WITH SEAT WALL



F SCULPTURES



G INTERACTIVE SIGN



H ENTRY SIGN

Community Garden Existing Conditions

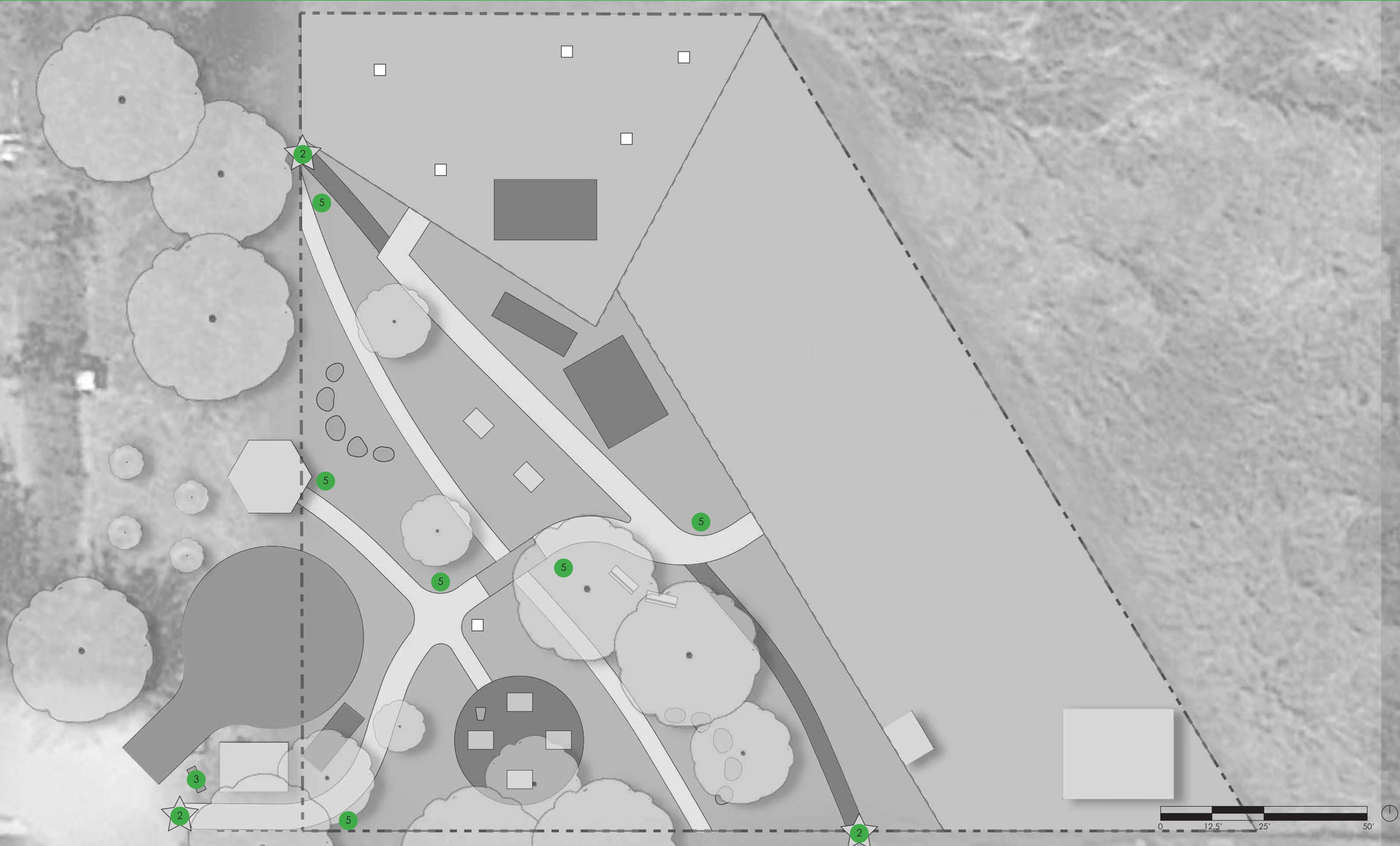


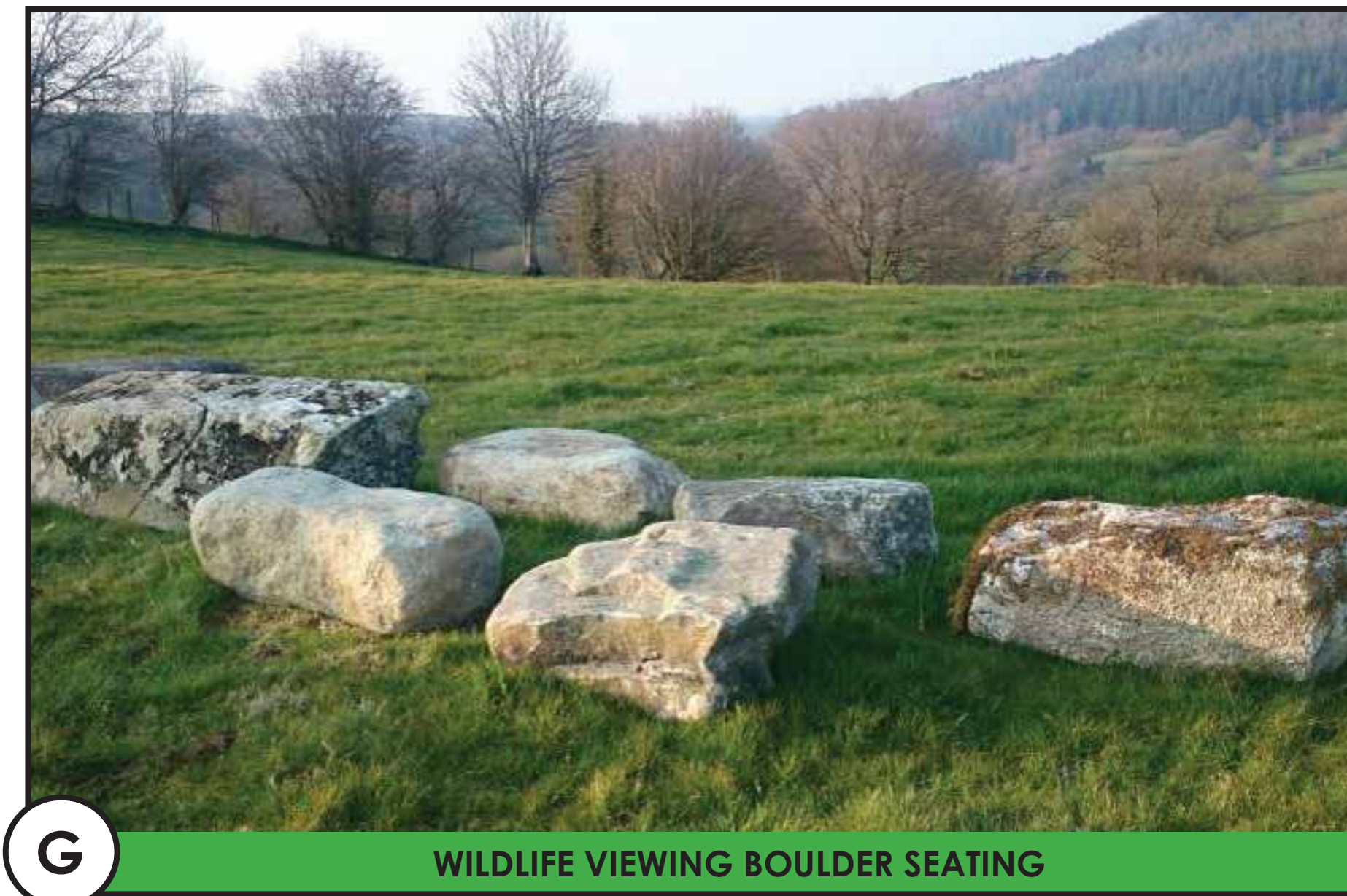
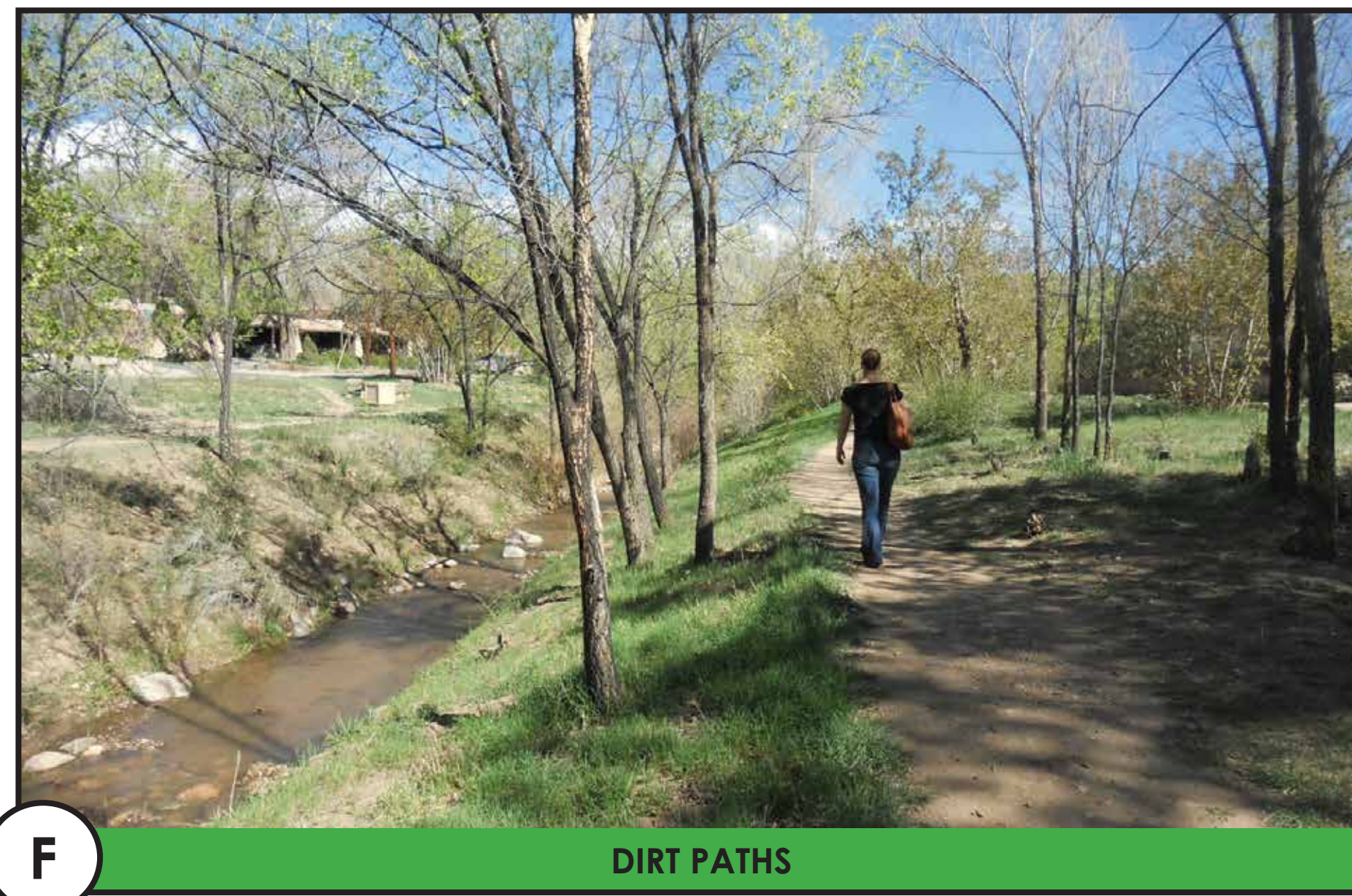
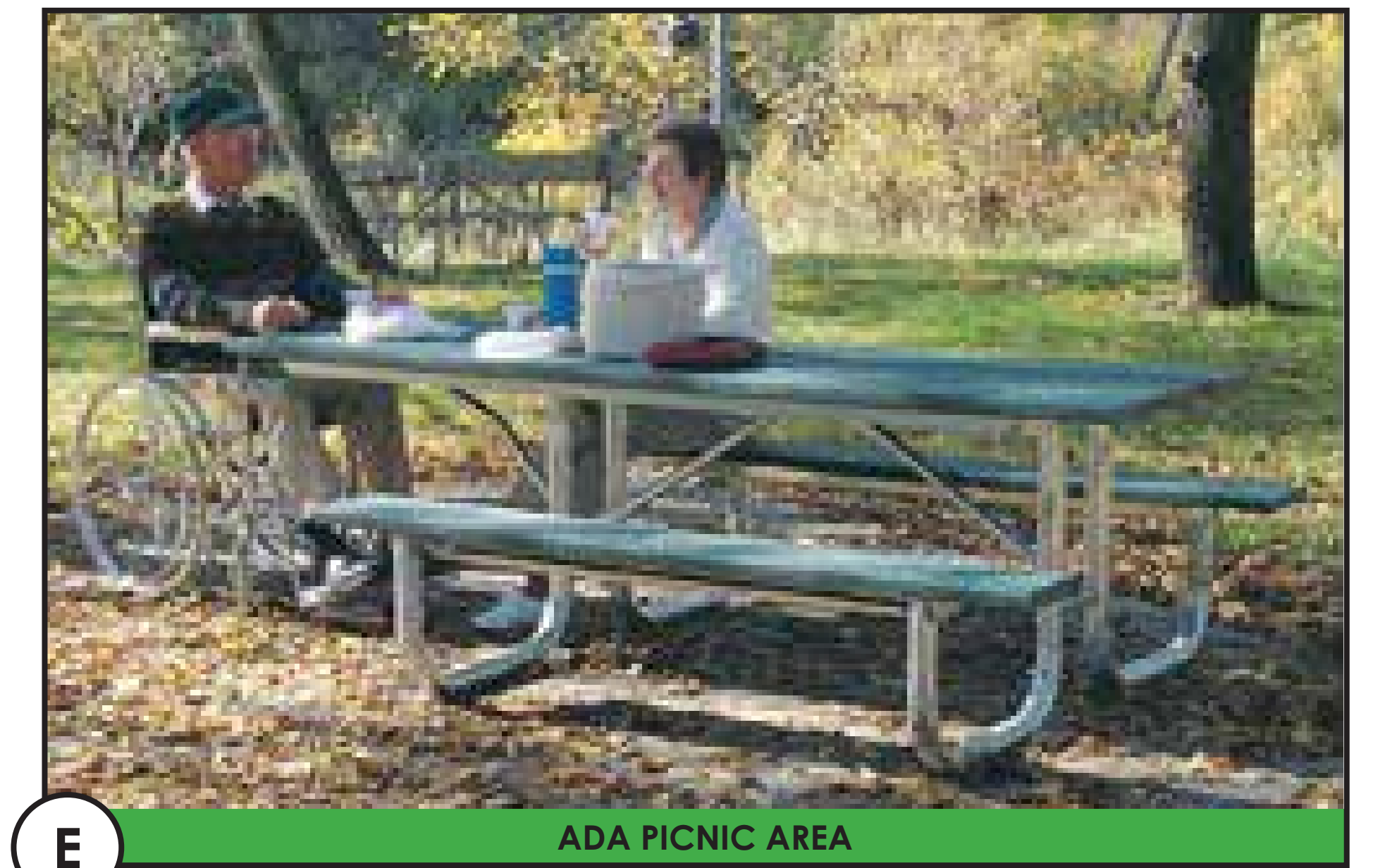
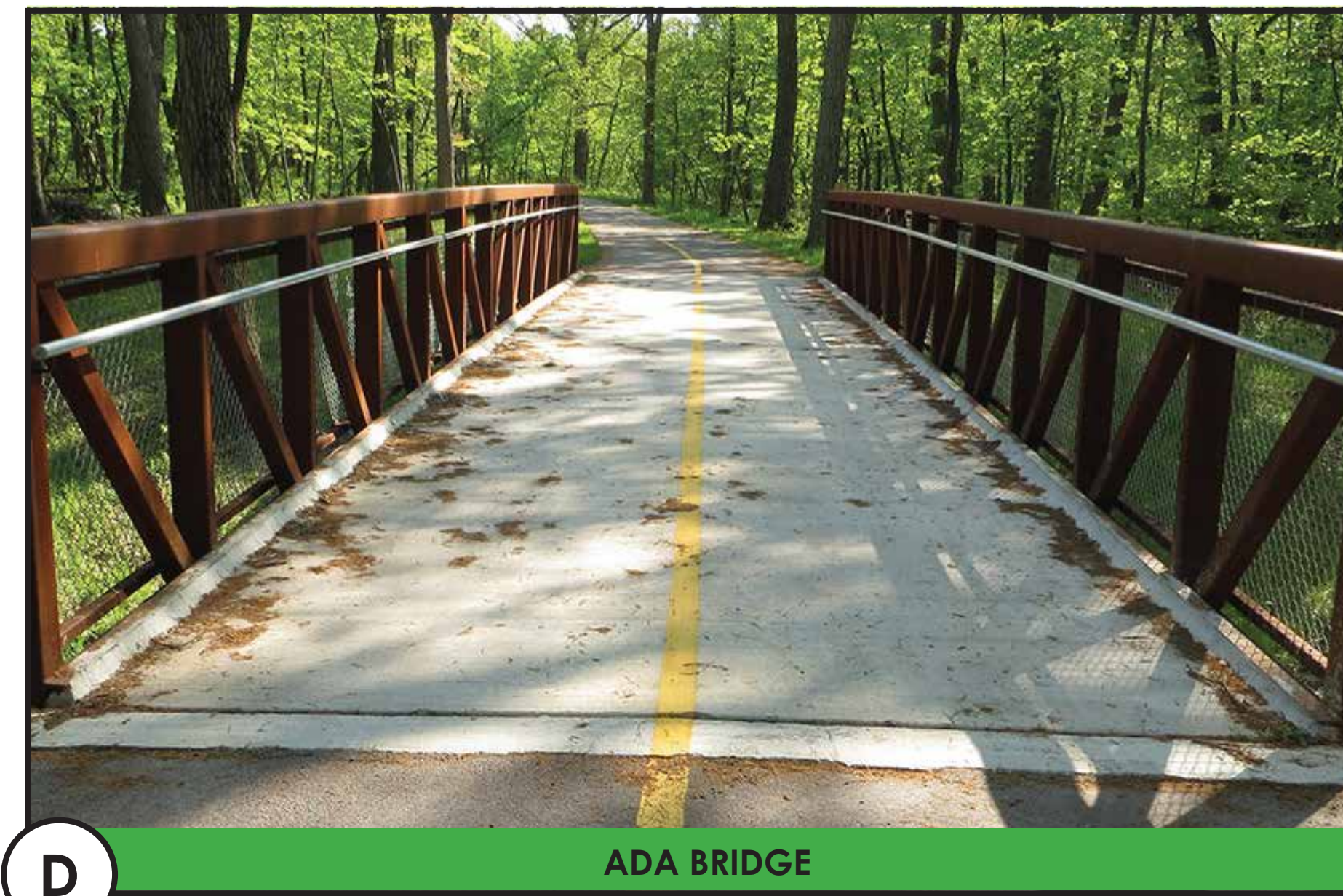


Bringing the Community Together Through Education:

The design of the community garden is intended to create spaces for small community gathering centered around gardening education. The current community garden will be expanded to include a learning and sensory garden with an outdoor classroom and interpretive signage to educate visitors on plants and gardening techniques. A compost demo area is located outside of the garden near the compost bins to provide a space to educate visitors on the importance of composting. Other areas of gathering include a picnic area, gazebo, and two wildlife viewing areas with boulder seating along the Gurley Ditch. Accessibility to the all areas of the site was also of high importance. The design includes paved pathways from Mesa and Summit streets to the picnic area, gazebo and gardens. Higher trafficked pathways are six feet wide, to provide enough room for passing, and lesser trafficked pathways are four feet wide. The bridge across the Gurley Ditch should also be replaced with a wider, paved bridge to accommodate persons of all abilities and provide enough space for passing. The picnic area should also include ADA accessible tables and be paved with an ADA accessible material such as stabilized crusher fines. Additional design features include a gravel vehicle loading and turn around for supplies and produce to be brought to and from the site, a welcome sign at the entrance from Mesa and Summit streets, a farm stand for produce sales, and bike parking as this location is part of the proposed trail system for the Town of Norwood. Additional picnic tables have also been placed east of the Gurley Ditch to provide more spaces of gathering and rest for visitors of the community garden and travelers on the Gurley Ditch Trail.



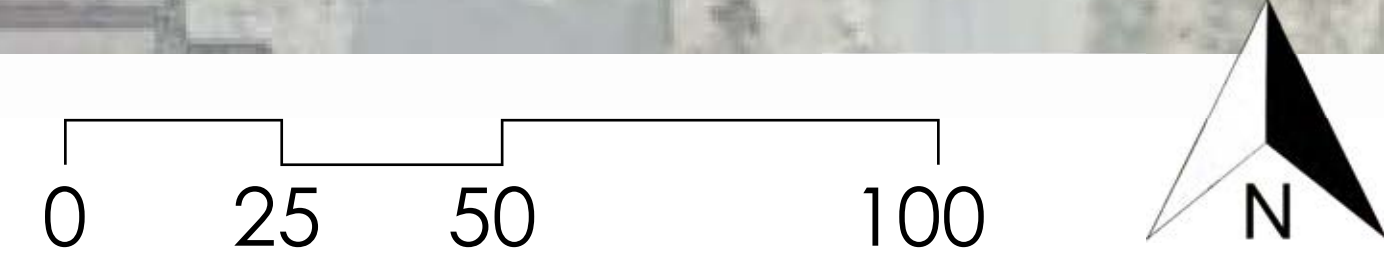






KEY

- PARCEL BOUNDARY
- EXISTING SIDEWALKS



Creating a Multi-Use Space with Something for Everyone:

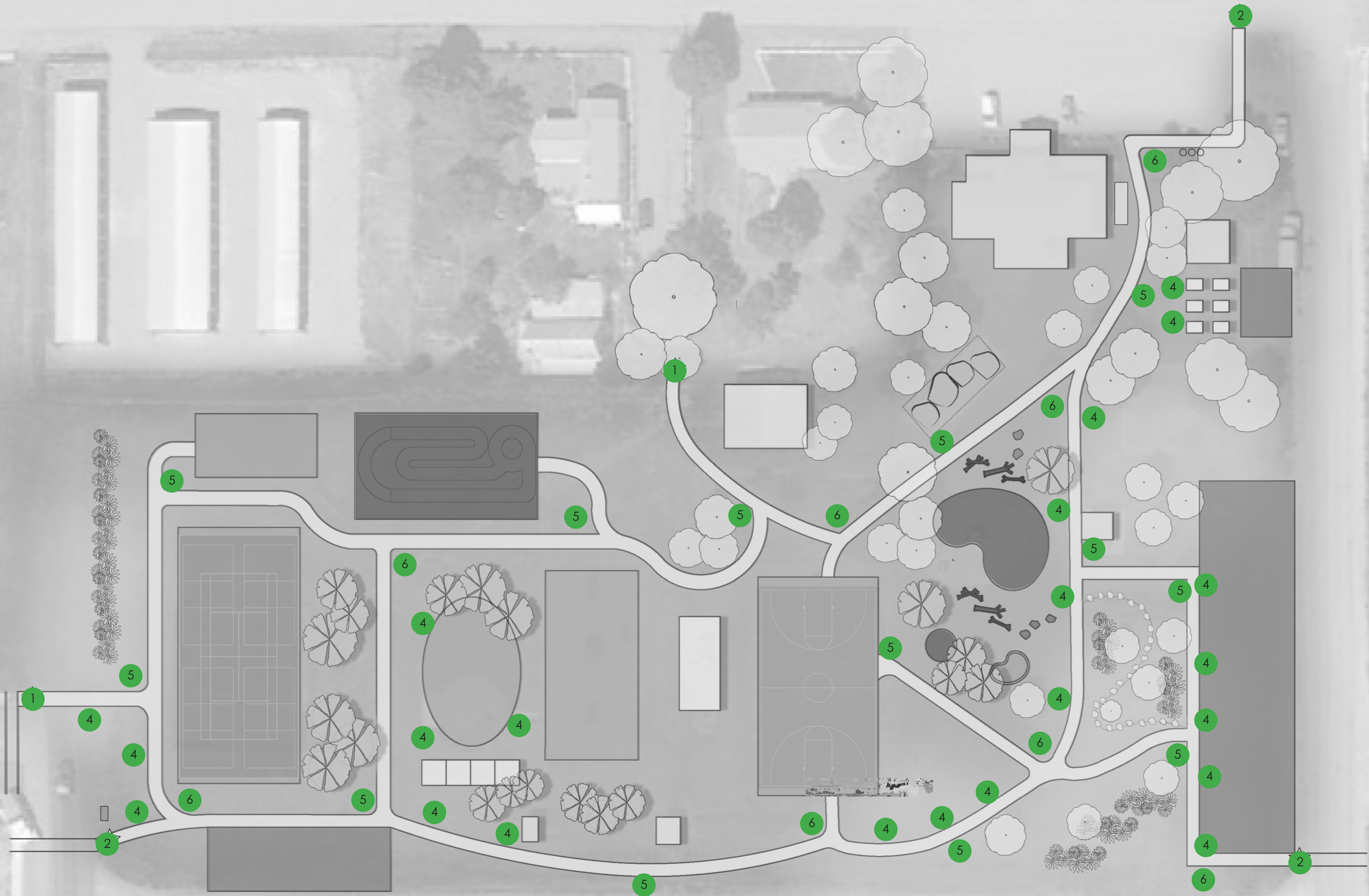


The redevelopment of the Town Park is intended to create multi-use spaces which can be enjoyed by people with varying interests. The Town Park will expand on some existing elements in the space as well as develop new spaces entirely. The existing pickleball courts will be lengthened which will allow for both tennis or pickleball games to be played. Similarly, the basketball court will be repainted to add additional options for various pavement games. The sand volleyball court will be moved to the northwest corner of the site and a pump track will be added adjacently to the east, giving each area of play its own space connected by sidewalks. The splash pad will be enlarged with shade trees and cabanas added to the surrounding perimeter giving parents and children essential shaded spots to sit and relax around the splash pad. A pavilion will be put in between the skate park and multi-use court, offering additional seating and places to picnic in the shade. In the southwest corner of the lot, a small one-way parking lot, adding 9 parking spaces to the park, will be built. Additional picnic opportunities are created on the northeast area of the site, with a designated picnic area placed adjacent to a concrete pad which can be used for food truck hook ups and parking, creating a food truck haven which can be enjoyed by anyone using the park. The traditional style playground is enhanced on site with the addition of nature-play and bouldering opportunities, creating a diverse and functional playground space that appeals to all children. The nature-play will offer logs, boulders, and trees to climb as well as sand and earth-play areas. Pollinator, sensory, and native gardens as well as open lawn spaces are added throughout the Town Park site to create opportunities of education, rest and relaxation, and nature immersion. A veteran memorial wall will be installed to the east of Town Hall near the flag pole entrance, creating opportunities for appreciation and reflection.

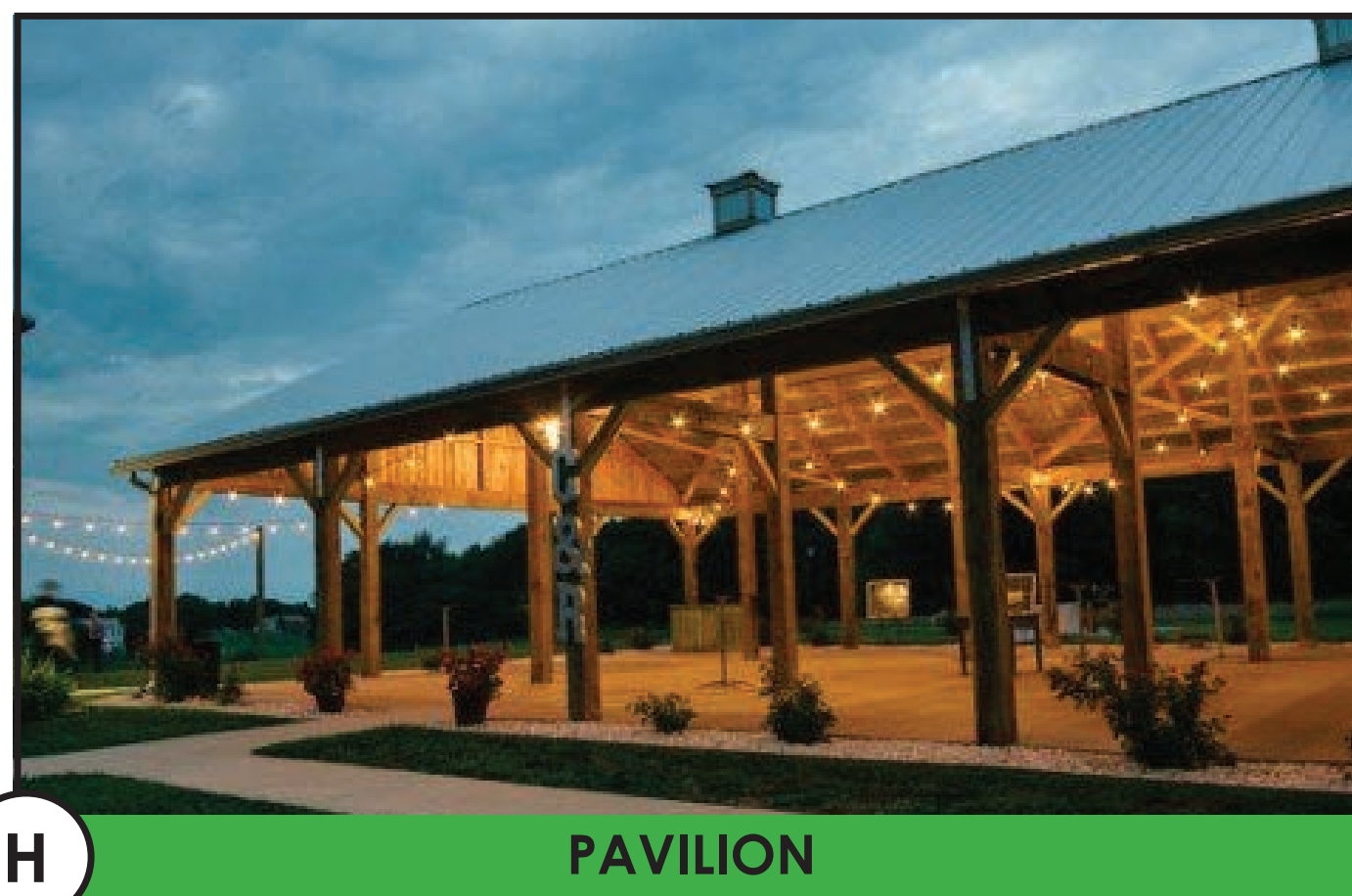
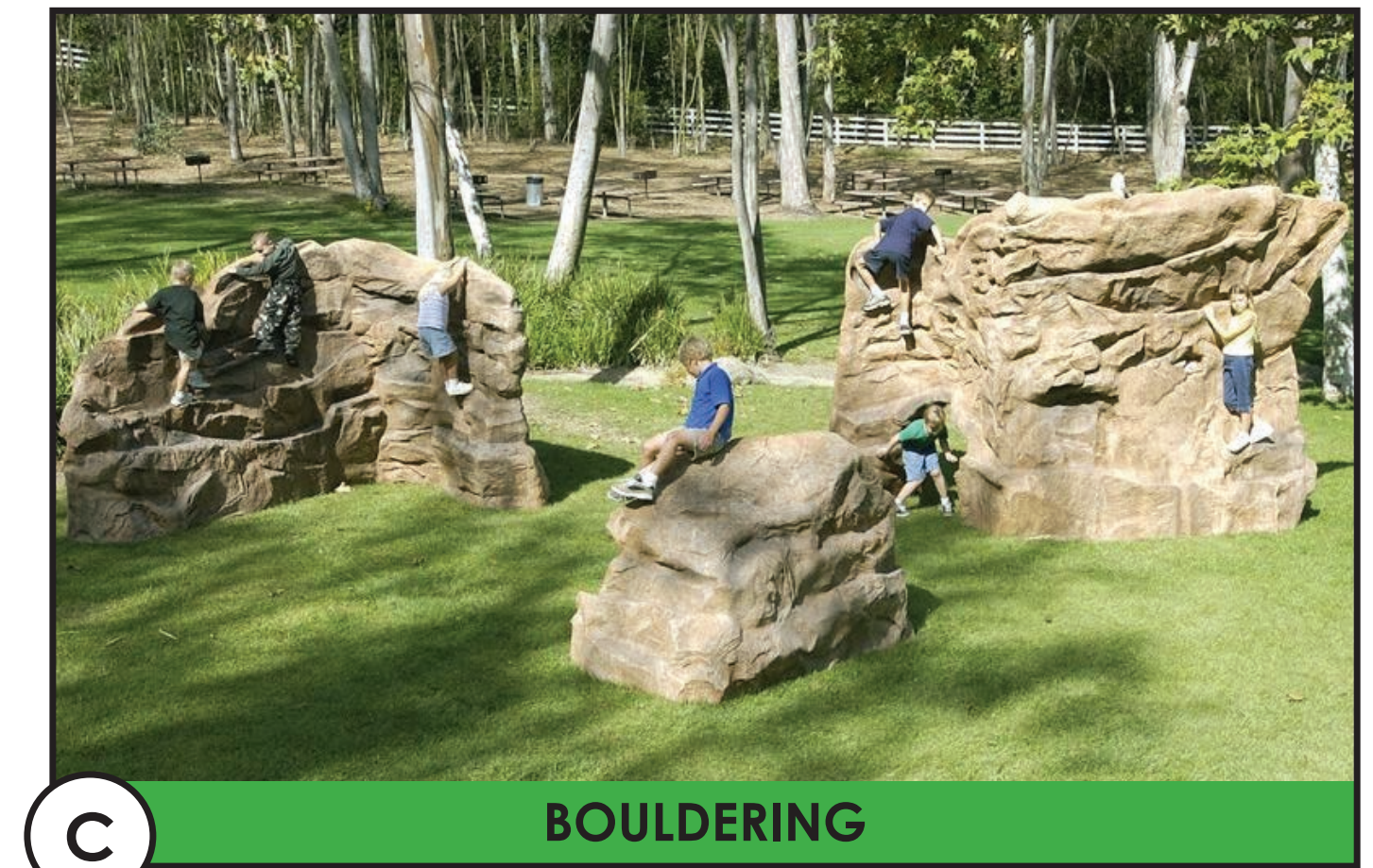
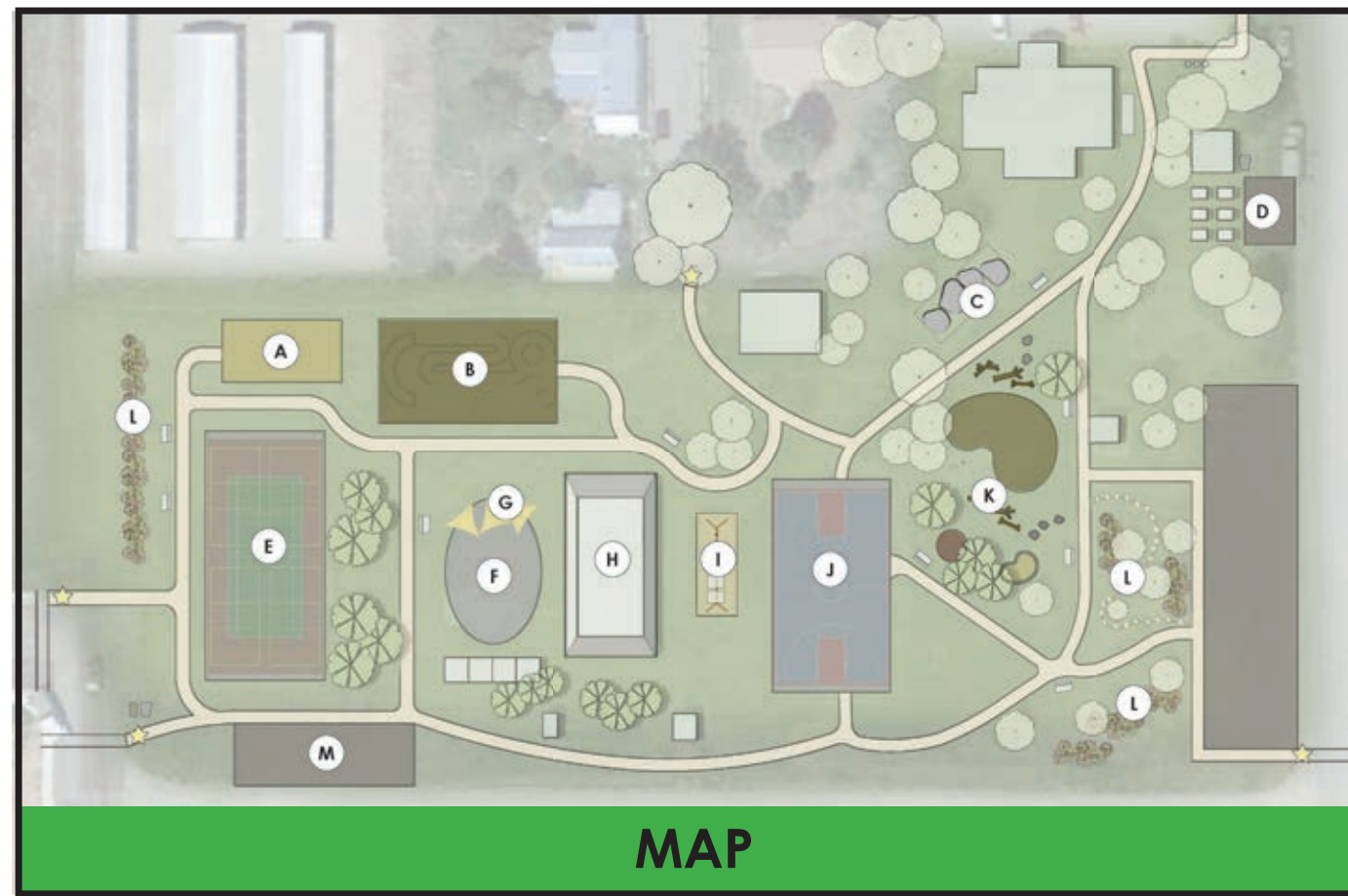
LEGEND

- ★ Park Entry
- Welcome Sign
- Existing Tree
- Proposed Tree
- Proposed Garden
- ▭ Bench
- ▭ Picnic Table
- ♻️ Trash Recepticle





TOWN PARK | Project Precedents







A New Area for Picnics, Nature, and Play:

This newly designed parcel provides the opportunity for people to enjoy being outside. This new parcel is intended for people to gather and enjoy the space through multiple uses and will create opportunities for people of all ages and outdoor interests. The design includes a new ADA trail that loops around the perimeter of the site. Along the path, visitors can use a variety of amenities. Two large shaded picnic areas are proposed that includes 8 total picnic tables. This area will be surrounded by a native design of water smart and low maintenance plants that create a comfortable aesthetic. New trees are proposed that will not only enhance the space aesthetically, but also provide more shade for the comfort of visitors. On the northern side of the site, a small outdoor amphitheater is proposed that has the ability to be used for small music performances and plays. This amphitheater has the opportunity to seat around 20-40 people. Learning gardens will be located just across the amphitheater for families to learn about plants for growing or learning purposes. Children will also be invited to play in the new nature playground. This playground provides elements of natural features such as rocks and ropes to climb on, tunnels to crawl through, and wooden pegs to jump across. The nature play is conveniently placed under the existing large trees that provide shade for the kids and parents who watch. The whole site is planted with native grasses that require little maintenance and water. This is intended to support local native growth that contribute to a healthier ecosystem of the area. Visitors will be welcomed by a new parking lot located on the south end of the site.



LEGEND

- Parcel Entry
- Proposed Tree
- Existing Tree
- Bench
- Covered Picnic Tables
- Trash Receptacle
- Small Amphitheater
- Parcel Boundary

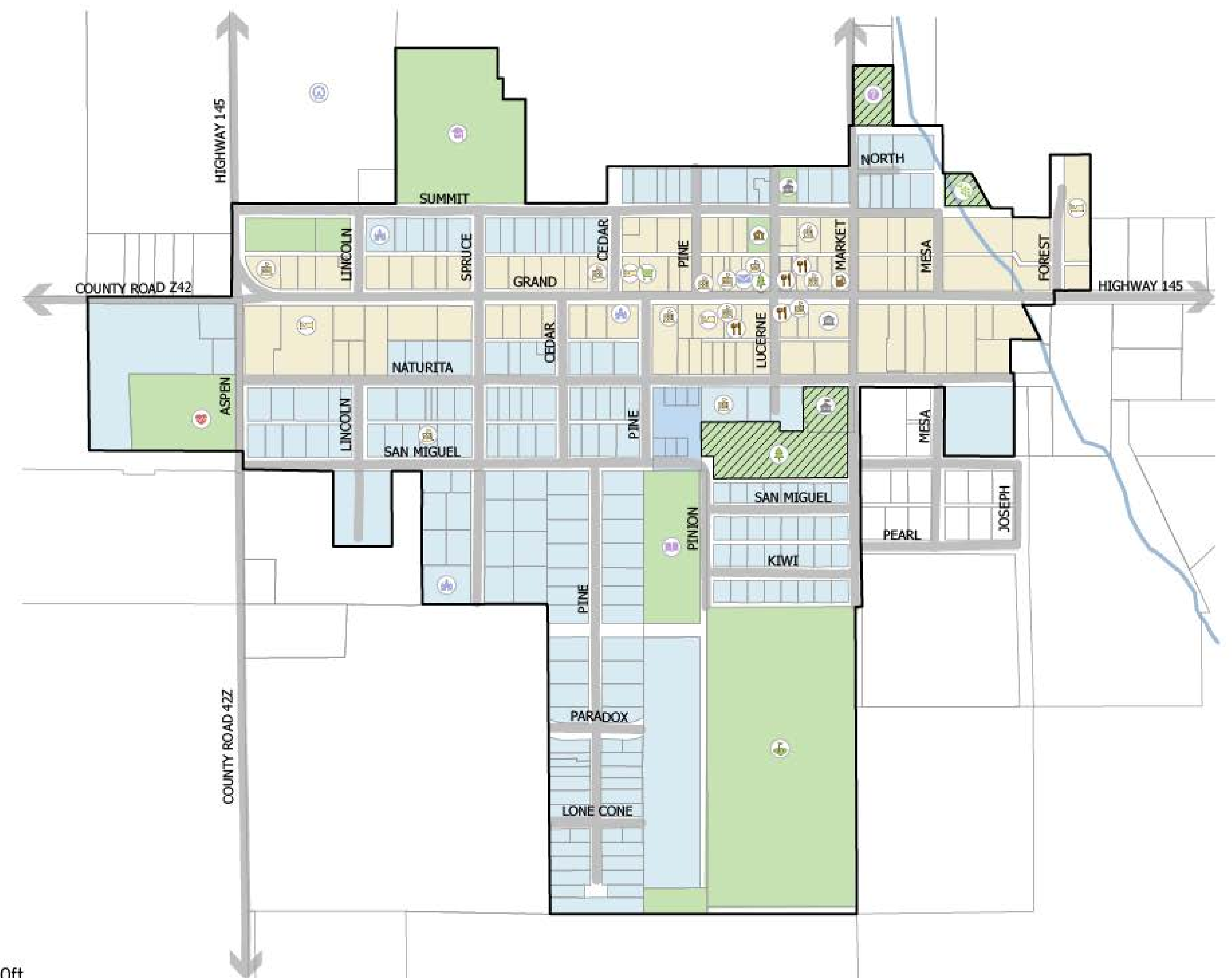
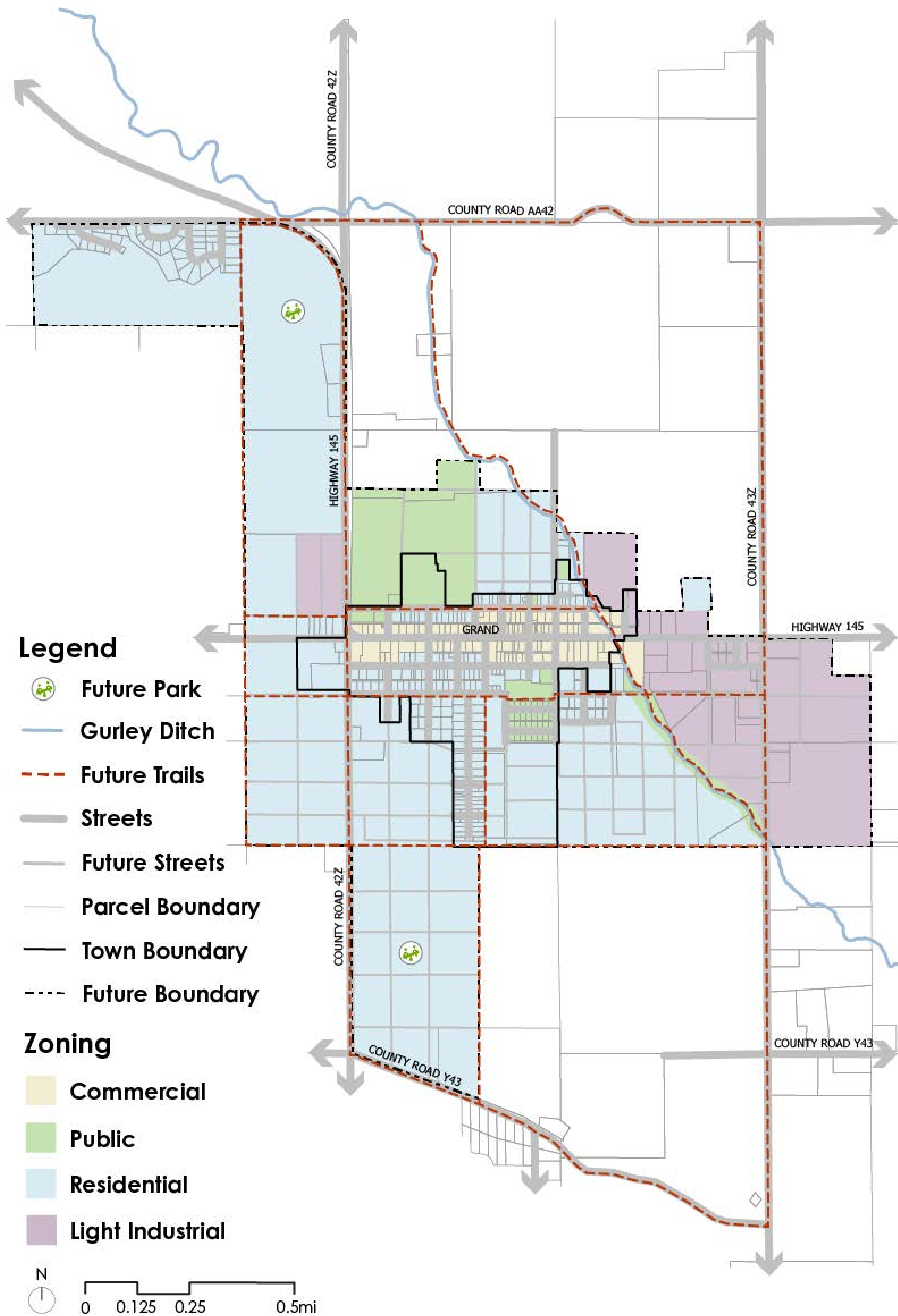




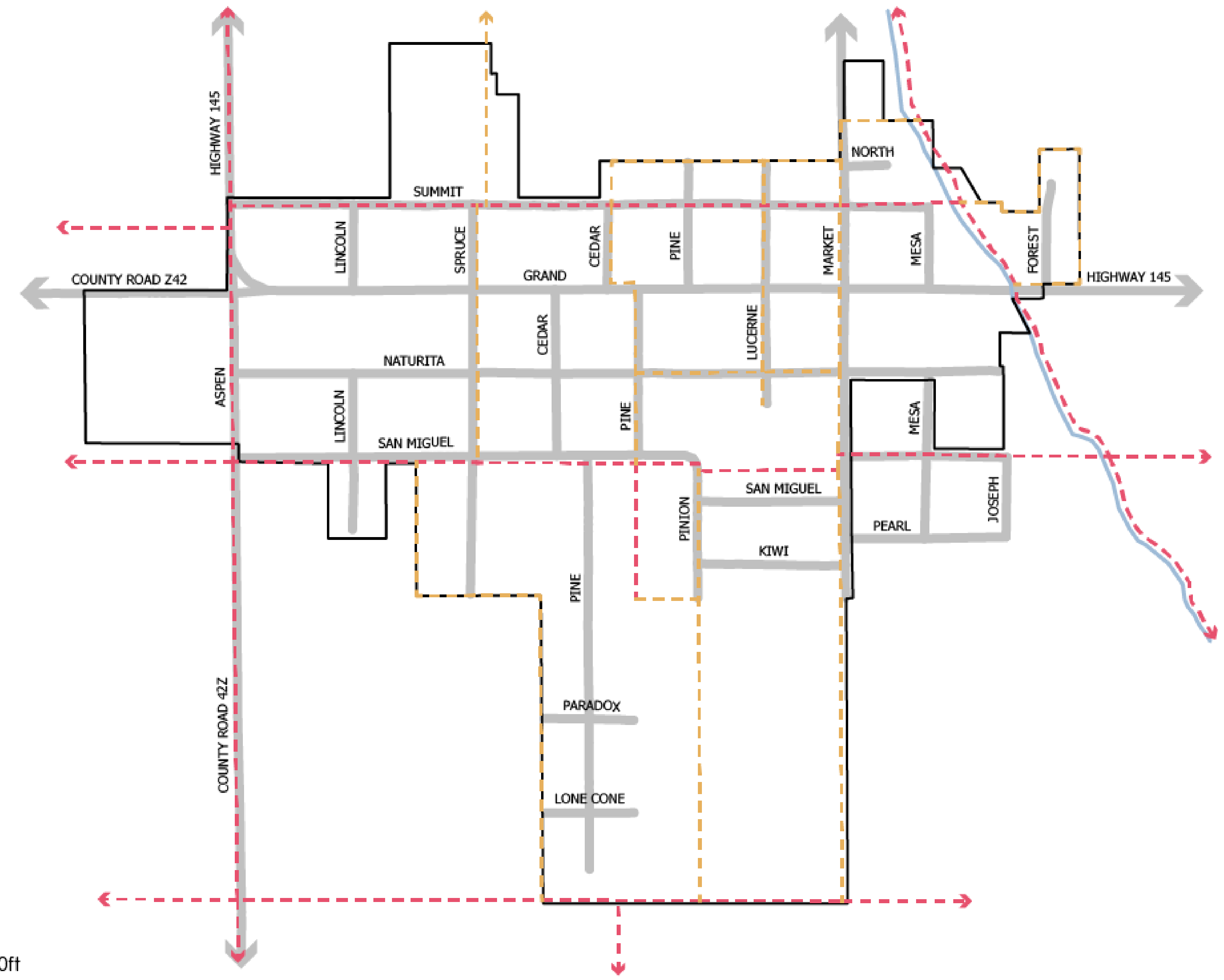
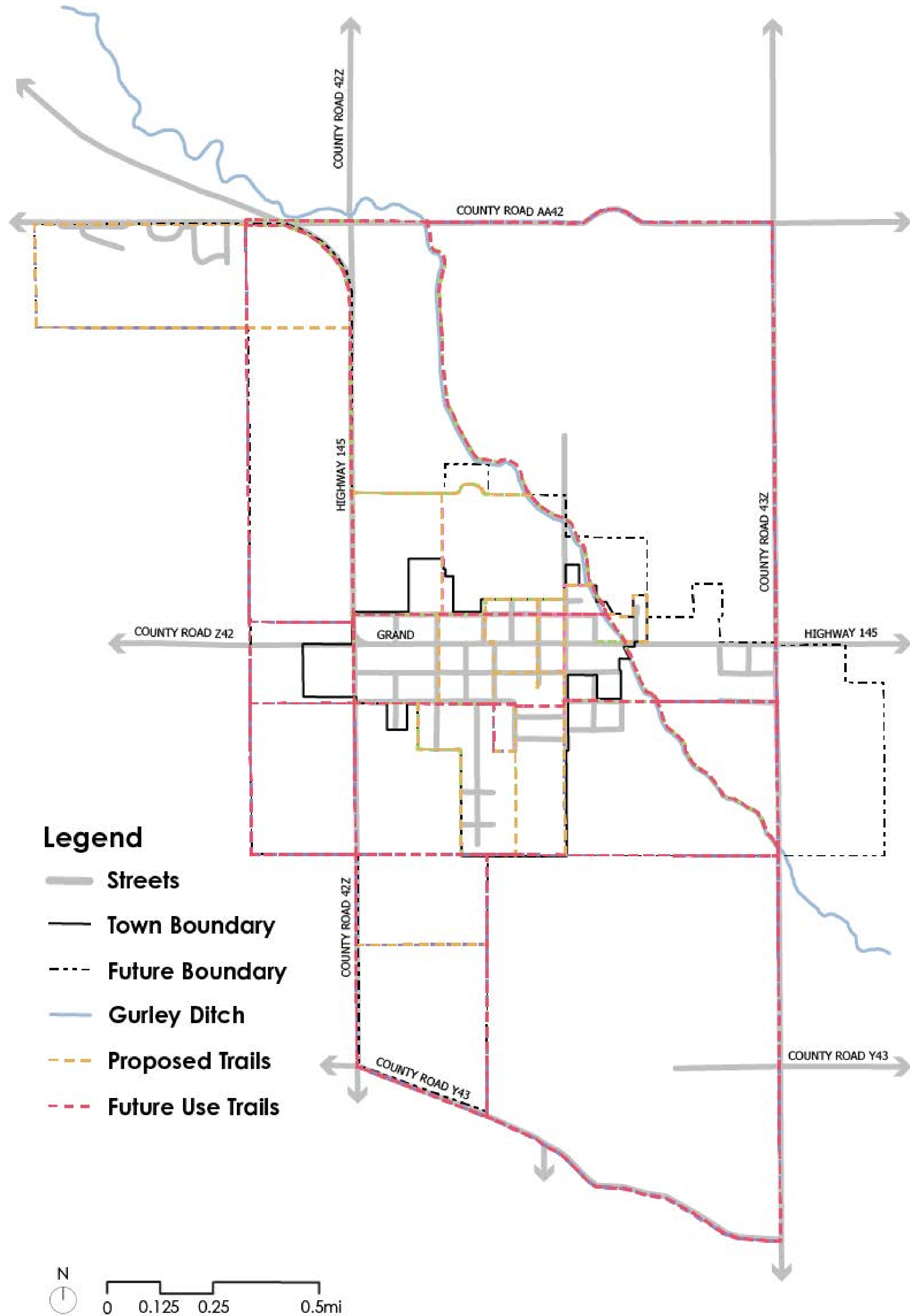
DEDICATED PARCEL | Precedents



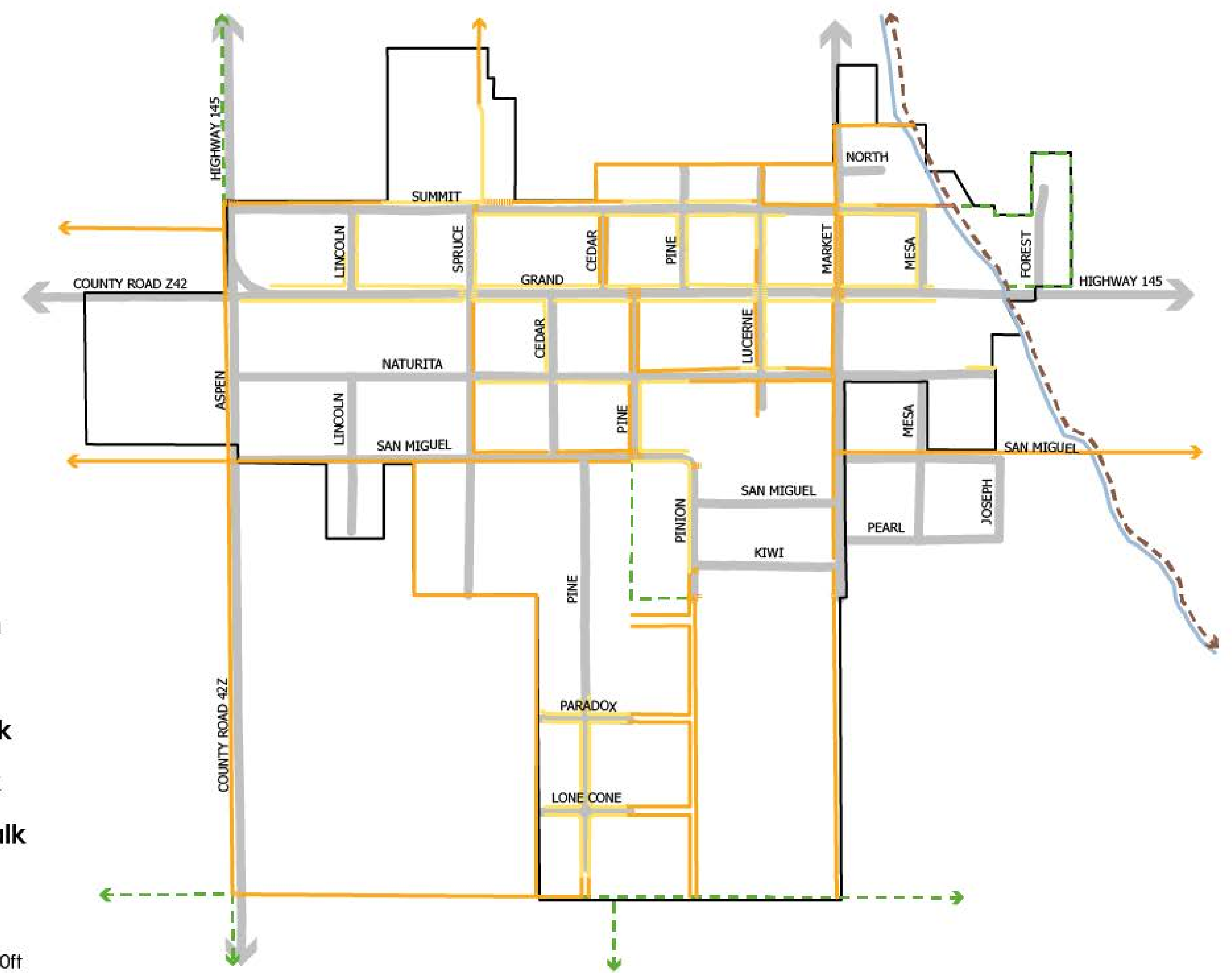
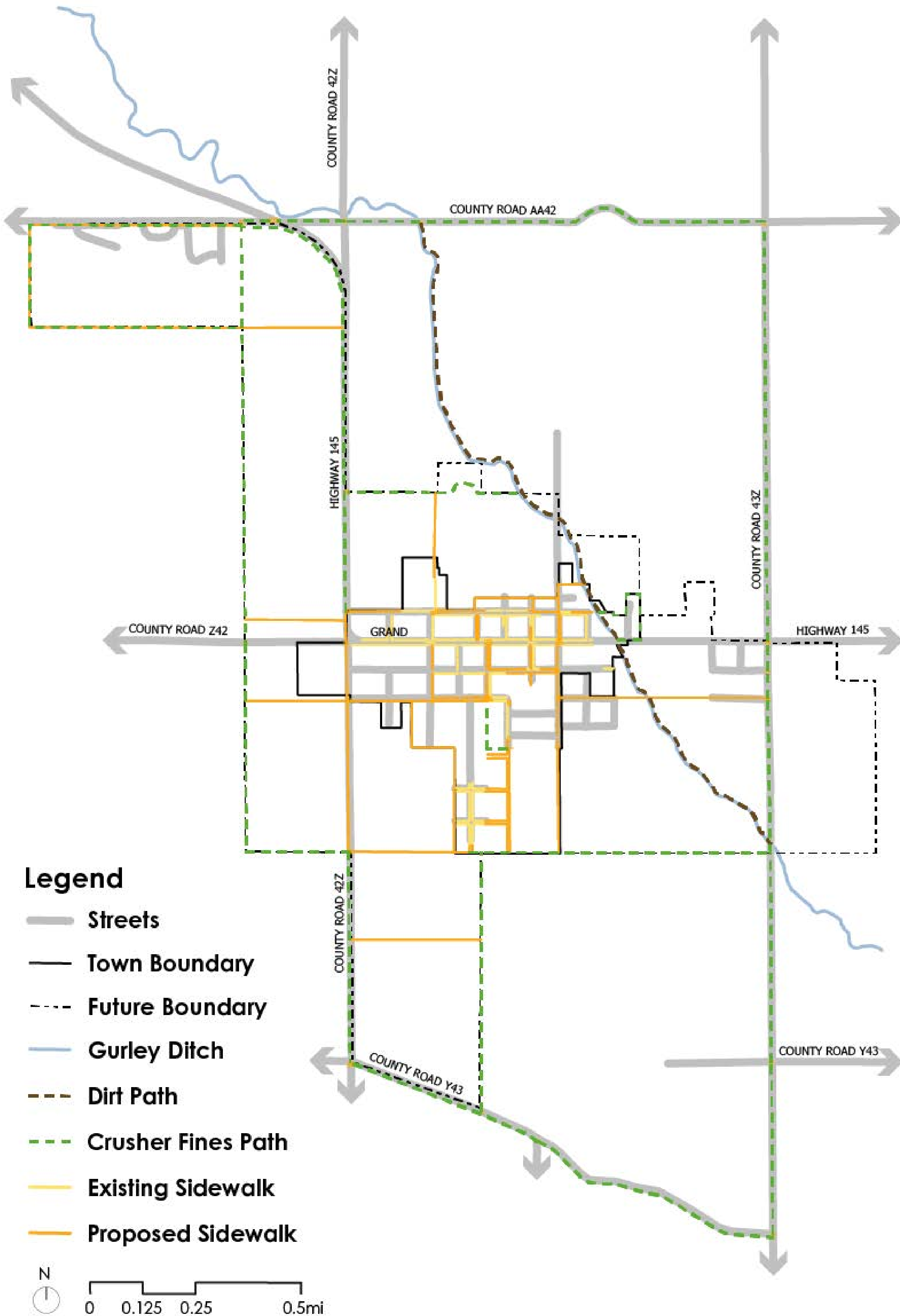
The Town of Norwood currently contains mostly residential zones R1, business zones B1 in the downtown core and public zones. The surrounding areas are zoned mostly as Wright's Mesa with a few residential parcels scattered throughout. The four parcels included under the scope of this project are identified as blocks with diagonal lines. Norwood's future land use plans to expand the town to include a large portion of residential areas, some light industrial areas and public areas that will include the fairgrounds, parcels around Norwood High School, two parks in residential zones and areas along the Gurley Ditch. Norwood also plans to expand its trail system to provide connection from neighborhoods to the downtown core, high school, and other public parcels and to provide recreational trails along the Gurley Ditch and nearby county roads. Currently, the town's trail system consists of a consistent sidewalk along both sides of Grand Avenue in the downtown core with disconnected portions of sidewalk found in various locations throughout the rest of town. The following pages present a proposed trail system for the Town of Norwood that will aid in increasing connectivity within the town in its present and plan for its future.



Based on Norwood's current and future land use conditions, the following trails were identified as pathways of connection from residential areas to the downtown core and public areas as well as recreational trail opportunities. Trails proposed by the Town of Norwood's Future Land Use Map are identified in red along with new proposed trails in orange.

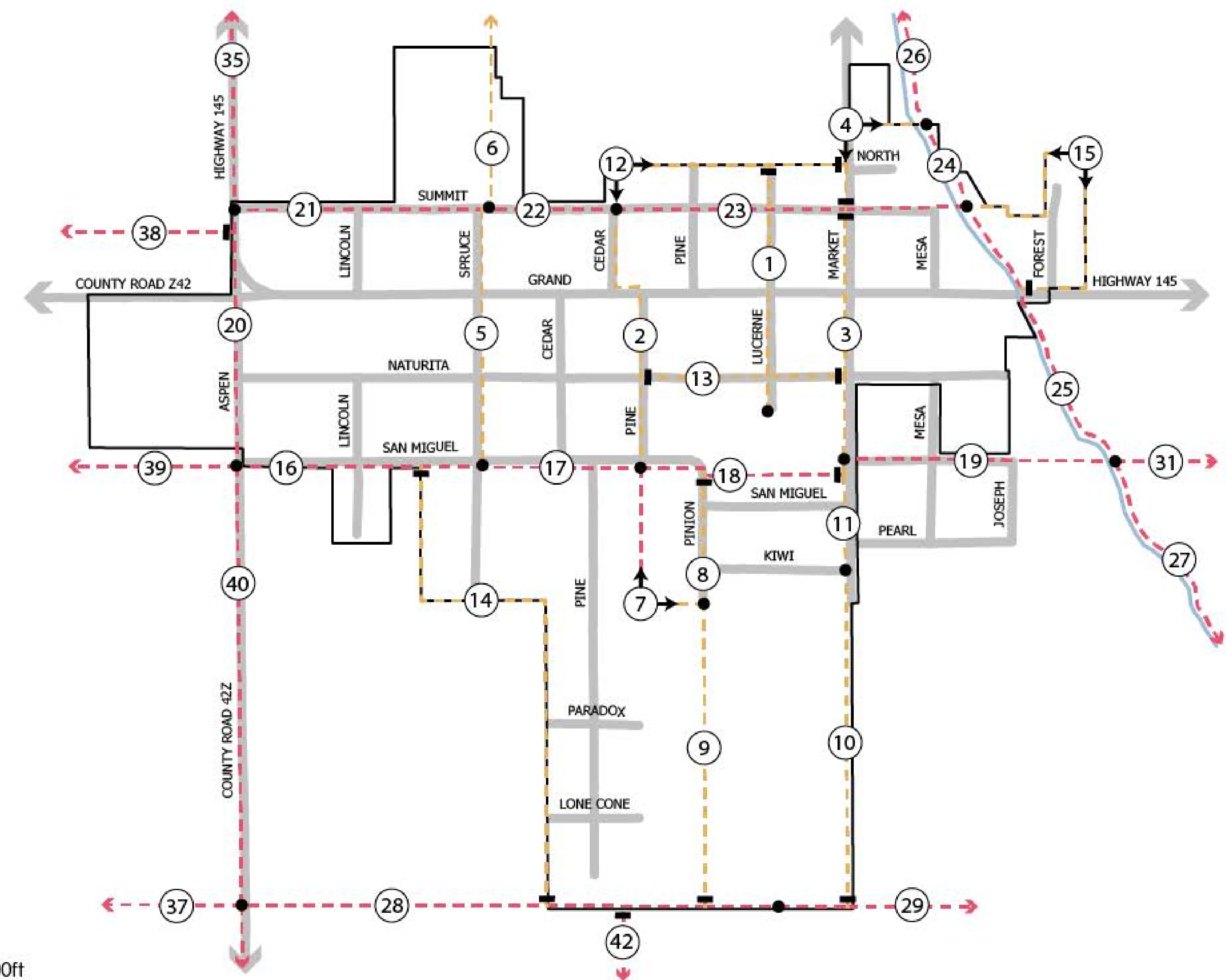
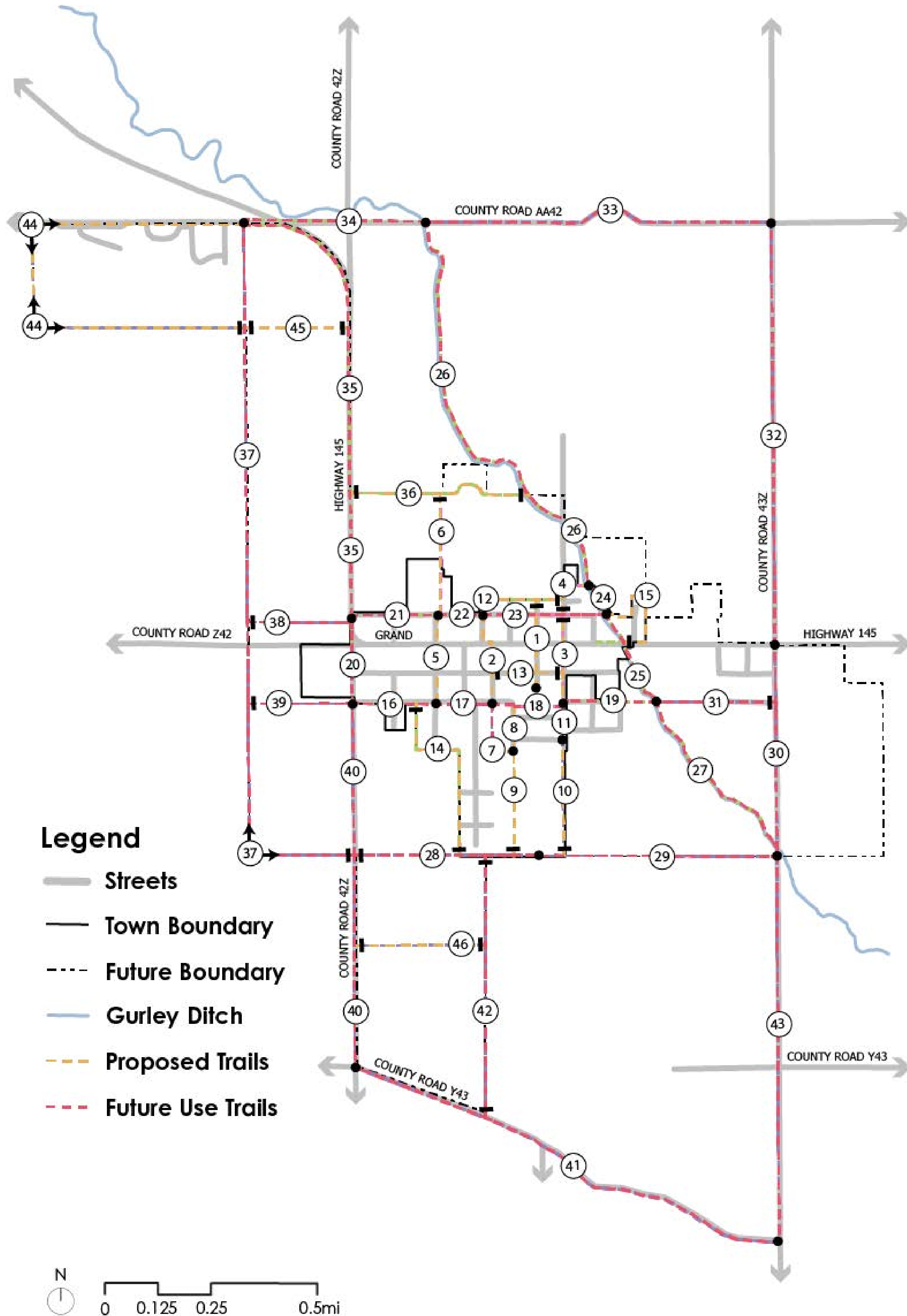


Materiality for the proposed trail system is shown in the maps below. Trails that connect to the downtown core or through neighborhoods should be concrete sidewalks and fill in gaps between existing sidewalks in town. An ADA accessible dirt path could run alongside the Gurley Ditch for a more natural feel to the trail experience. Other recreational trails along the outskirts of town could be made of crusher fines for an inexpensive but durable trail material. Crusher fines and dirt trails will also be more comfortable for horses traveling along proposed bridal paths.



TRAILS | Priority Matrix

A priority matrix was created to determine appropriate phases of construction for the proposed trail system. Each section of trail was assigned a number from 1-46 and entered into a spreadsheet on the following page. For the purposes of the matrix, black dots on the maps below indicate intersections where multiple trail segments start or end. Black dashes indicate the end of the trail segment on which it lies. Black arrows indicate that the trail segment continues around a corner. One trail was determined redundant as a proposed trail in a more fitting location was located just a block east of it. The removal of this trail is indicated with a black X.



TRAILS | Priority Matrix

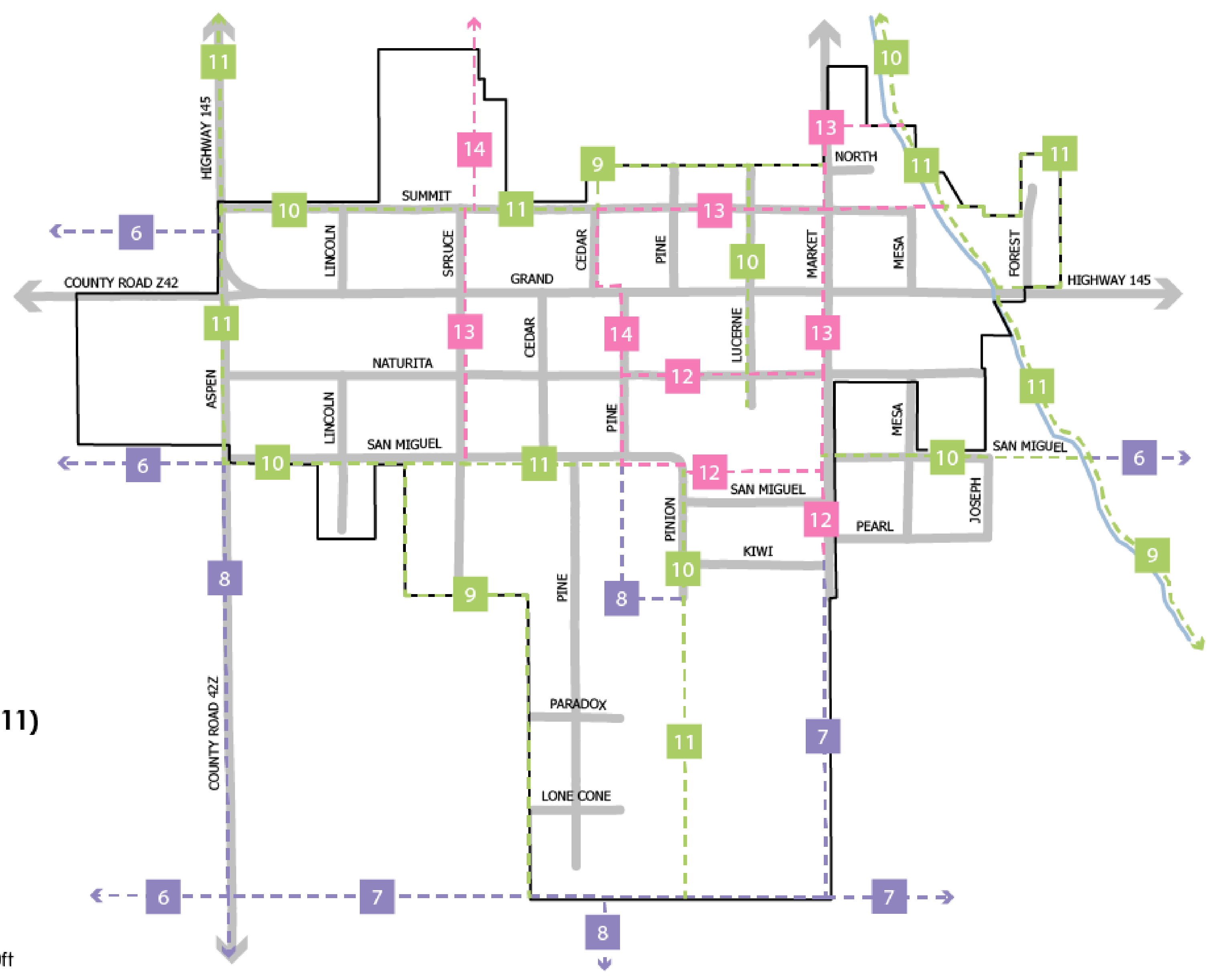
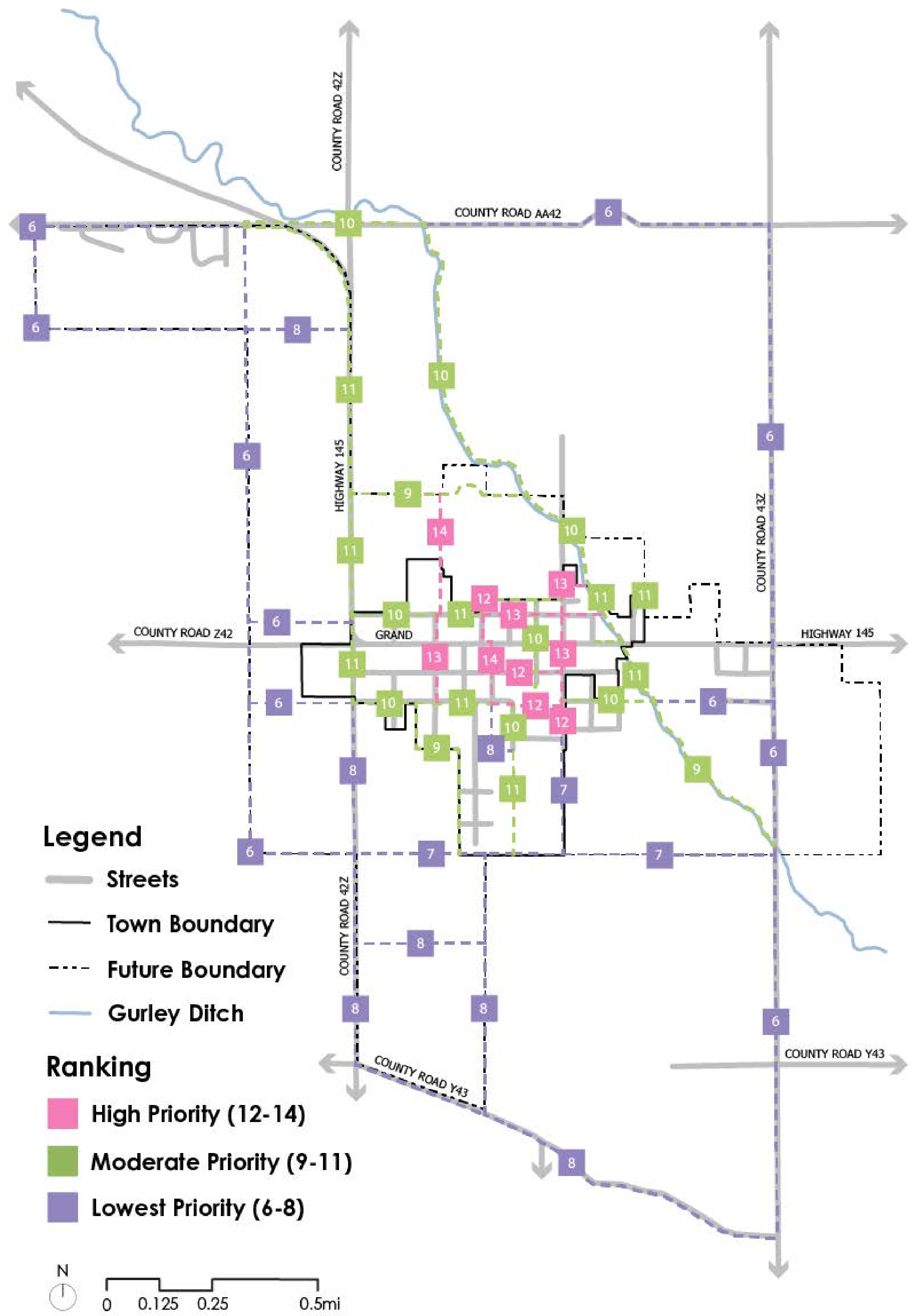
Trail	Safety	Accessibility	Connectivity	Total
1. Lucerne from Town Park to Parks and Rec Dept.	4	1	5	10
2. Pine and Cedar from Library to Summit	5	4	5	14
3. Market from San Miguel to Summit	4	4	5	13
4. Market from Summit to Gurley Ditch	3	5	5	13
5. Spruce from San Miguel to Summit	4	4	5	13
6. Trail from high school to future Norwood boundary north	4	5	5	14
7. Trail from San Miguel around library to Pinion	2	4	2	8
8. Pinion in front of the library	3	2	5	10
9. Trail from library through 19 Acre Lot	1	5	5	11
10. Market from SE corner of 19 Acre Lot to Kiwi	1	5	1	7
11. Market from Kiwi to Town Park	2	5	5	12
12. Norwood boundary from North to Summit	1	5	3	9
13. Naturita from Pine to Market	3	4	5	12
14. Norwood boundary from San Miguel to southernmost extent	1	5	3	9
15. Town boundary from Community Garden to Highway 145 to Gurley Ditch	3	5	3	11
16. San Miguel from Aspen to Spruce	2	5	3	10
17. San Miguel from Spruce to Pine	2	5	4	11
18. San Miguel from Pine to Market	5	2	5	12
19. San Miguel from Market to Gurley Ditch	2	5	3	10
20. Aspen from San Miguel to Summit	4	5	2	11
21. Summit from Highway 145 to Spruce	5	3	2	10
22. Summit from Spruce to Cedar	5	2	4	11
23. Summit from Cedar to Gurley Ditch/Community Garden	5	3	5	13
24. Gurley Ditch from Dedicated Parcel to Community Garden	1	5	5	11
25. Gurley Ditch from Community Garden to San Miguel	3	5	3	11
26. Gurley Ditch from County Road AA42 to Dedicated Parcel	2	5	3	10
27. Gurley Ditch from San Miguel to County Road 43Z	2	5	2	9
28. County Road 42Z to 19 Acre Lot	2	2	3	7
29. 19 Acre Lot to County Road 43Z	2	2	3	7
30. County Road 43Z from future Norwood south to Highway 145	3	2	1	6
31. San Miguel extension from Gurley Ditch to County Road 43Z	2	2	2	6
32. County Road 43Z from Highway 145 to County Road AA42	3	2	1	6
33. County Road AA42 from Gurley Ditch to County Road 43Z	3	2	1	6
34. County Road AA42 from Gurley Ditch to start of neighborhood	5	2	3	10
35. Highway 145 from neighborhood pass Fairgrounds to Summit	5	2	4	11
36. Trail from Fairgrounds to Gurley Ditch	3	2	4	9
37. Trail from northern neighborhood along future Norwood boundary to County Road 42Z	2	2	2	6
38. Northern trail from current Norwood to future Norwood on W side	2	2	2	6
39. Southern trail from current Norwood to future Norwood on W side	2	2	2	6
40. Trail from current Norwood to County Road Y43 on County Road 42Z south	3	2	3	8
41. County Road Y43 from County Road 42Z to County Road 43Z	4	2	2	8
42. Trail from County Road Y43 to current Norwood boundary	3	2	3	8
43. County Road 43Z from County Road Y43 to future Norwood boundary	3	2	1	6
44. Trail following future Norwood at northwest	3	2	1	6
45. Trail to northern future park	3	2	3	8
46. Trail to southern future park	3	2	3	8

To determine which trails should be given priority, all trail segments 1-46 were evaluated based on three different criteria: safety, accessibility and connectivity. Each segment was given a rating from 1-5 under each criteria. A more detailed description of each criteria and accompanying rating can be seen in the table below. Once each trail was rated, the rating for each criteria was totaled for each segment to determine which segments needed to be constructed first, second and third. The totals ranged between 6-14. The team determined that if the segment total was between 12-14 (pink), the trail segment was considered a high priority trail and should be constructed in the first phase. If the total was between 9-11 (green) the segment was considered to have moderate priority and should be constructed in the second phase. If the total was between 6-8 (purple), the trail was a low priority and could wait to be constructed in the third phase. The results of the priority matrix are mapped on the following page.

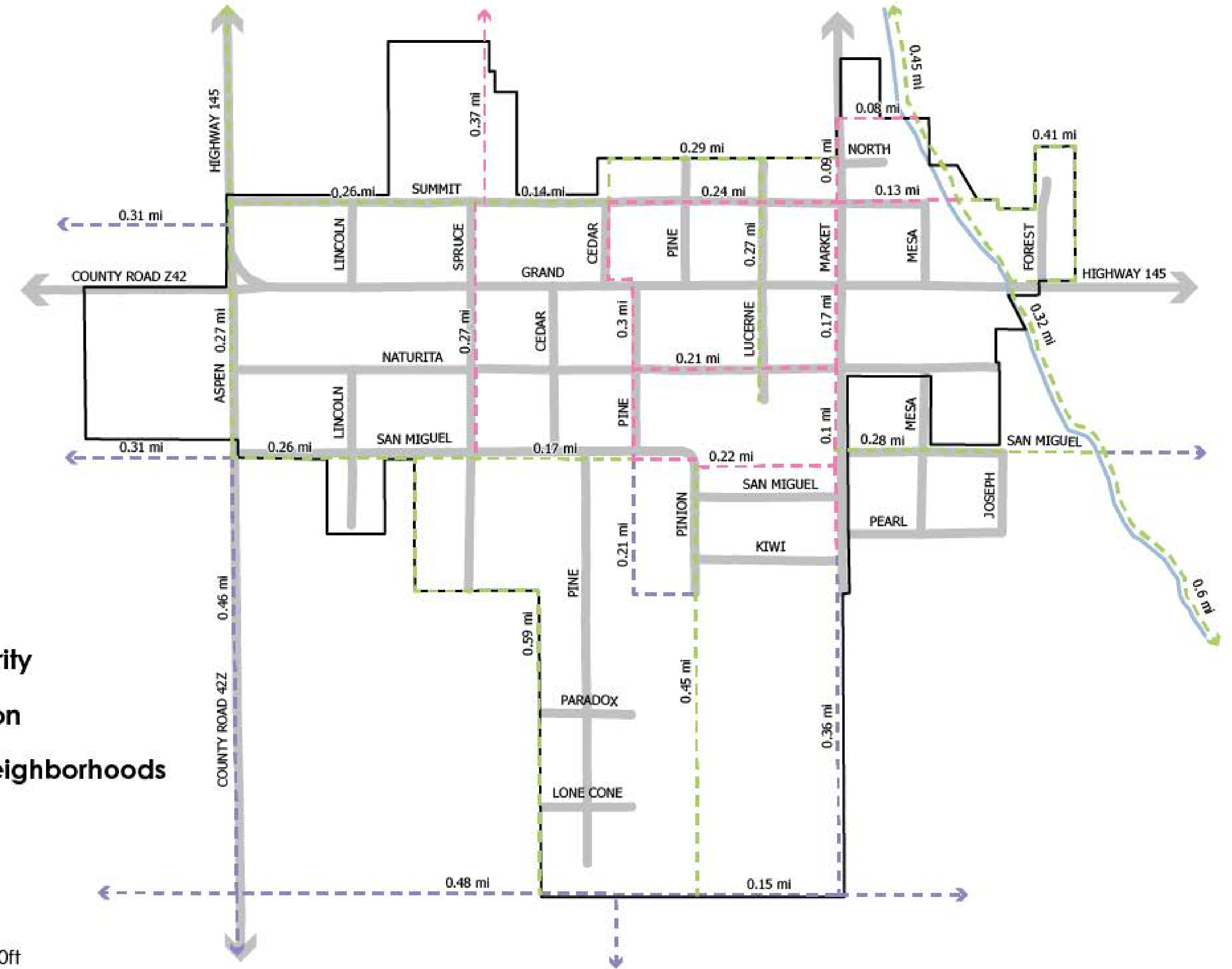
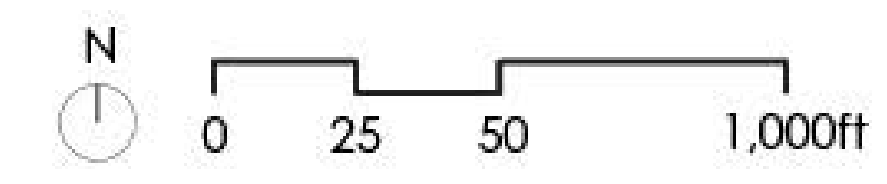
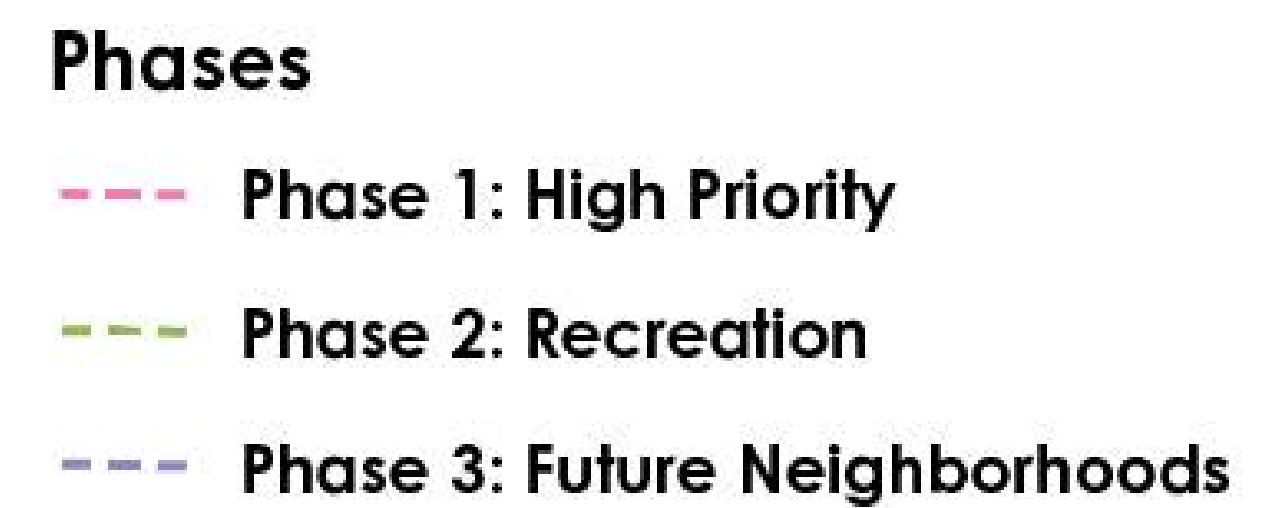
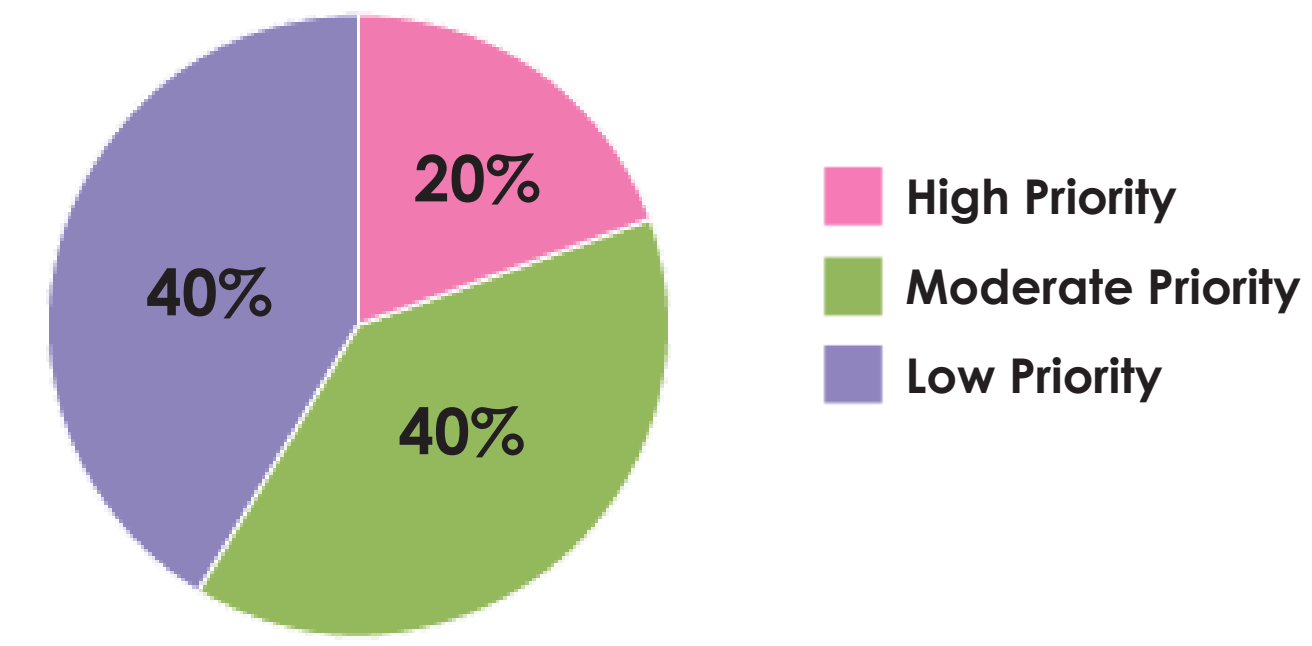
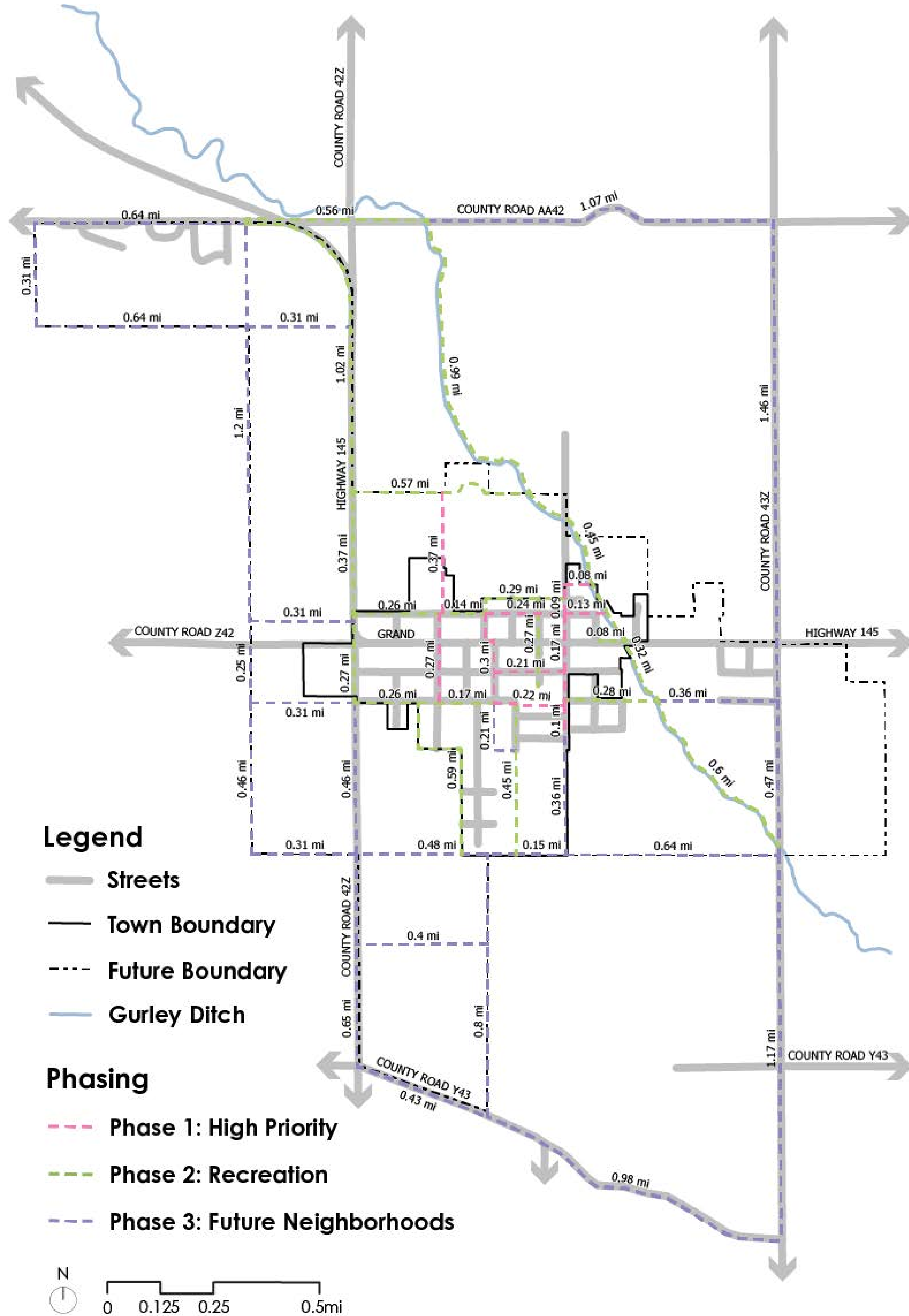
Criteria	Description	Rating	Rating Description
Safety	Trails that would improve safety get a higher score. Safety issues may include unmarked passage across busy streets, narrow trails or areas where kids will be traveling frequently.	1 or 2	minimal safety concerns
		3 or 4	moderate safety concerns
		5	significant safety concerns
Accessibility	Trails that would improve access to community areas in town get a higher score. Improving access can include ADA accessibility, improving trail or sidewalk quality or providing a recreational trails so residents. Future Norwood neighborhoods will be given a lower ranking.	1 or 2	Accessible. Trail exists, are in good shape and are ADA compliant.
		3 or 4	Partially accessible. Trail exists, but needs improvements and may not be ADA compliant.
		5	Completely inaccessible. Either the trail is damaged, nonexistent and/or needs high levels of maintenance.
Connectivity	Trails that improve overall system connectivity, improve connectivity to a need, service, or point of interest, or to a neighborhood get a higher score.	1 or 2	Another trail provides access to the same area, not connecting to a point of interest, not connecting one of the 5 parcels or a need, not adjacent to or in a neighborhood, not along an equestrian loop, not a path to school, or not the Town Loop.
		3 or 4	Is adjacent to or in a future neighborhood, connects to a point of interest, is part of an equestrian loop, the Gurley Ditch trail, or the Town Loop.
		5	Fills a gap in the trail system, connects one of the 5 parcels or a need, is adjacent to or in an existing neighborhood or is a path to school.

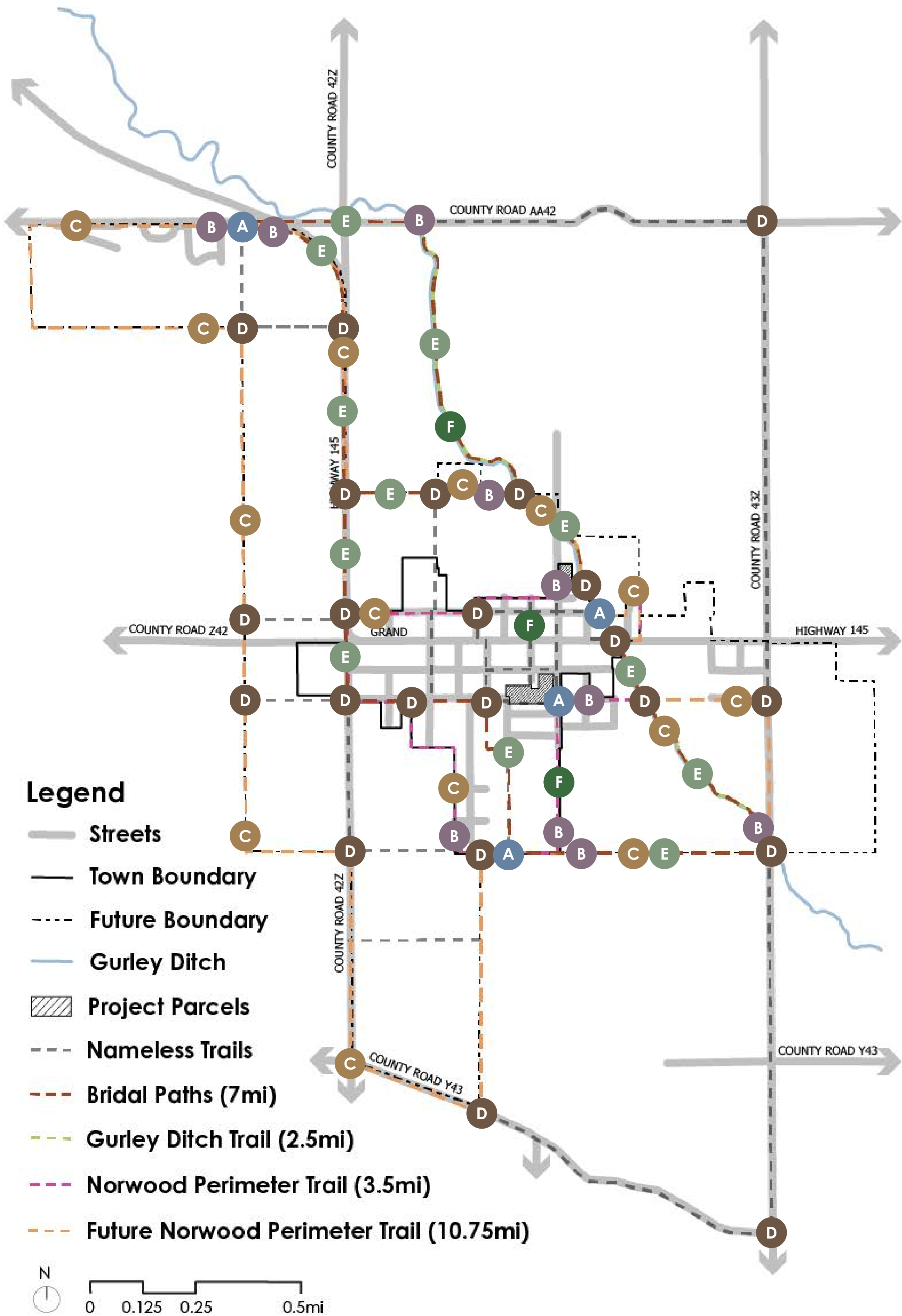
TRAILS | Priority Matrix Results

The results of the priority matrix found that the high priority trail segments (pink) are near the downtown core and provide connection between the downtown core and core public spaces, such as the high school, the library and town park. Most all the high priority segments also contained disjointed sidewalks requiring a block or two of additional sidewalk to complete. Moderate priority trail segments (green) tended to be segments around existing neighborhoods and recreational trails that would connect the greater area of the Town of Norwood to the high priority trails constructed in the first phase. Segments of the lowest priority (blue) were typically segments planned for future neighborhoods and would tie into the trail segments from the first and second phases.



Based on the results of the priority matrix, the following phases of construction were determined: Phase 1 - High Priority Trails (pink), Phase 2 - Recreational Trails (green) and Phase 3 - Future Neighborhood Trails (blue). Existing sidewalks are included in the Town of Norwood: Trail Phases of Construction map to show where proposed trails could fill in sidewalk gaps. Trail segment lengths are also included for reference.





The map to the right maps the locations of the trail head signs. Trail head kiosks should be located near busy areas and places where many people would regularly access the trail system. Trail head gateway signs should be located at the start and end of trails or to provide clarity where trails are splitting or intersecting. Mileage markers should be placed on named trails at every mile. Trail directional signage should be placed in areas where trails intersect or where it is unclear in what direction the trail continues. Equestrian signage should be placed at intervals along bridal paths or trails that will be used by both pedestrians and horses, such as the Gurley Ditch Trail. Interpretive signage should be placed at areas of historical or ecological significance, such as the historic Old Log Cabin and riparian areas along the Gurley Ditch.

This concept is inspired by Norwood's ranching and pioneer history. It is minimalistic and uses simple materials like wood paint to give a rustic feel.

DESIGN REFERENCE



Ranching/Pasture Landscape/Ranch Signage



Norwood Pioneer History

MATERIALS



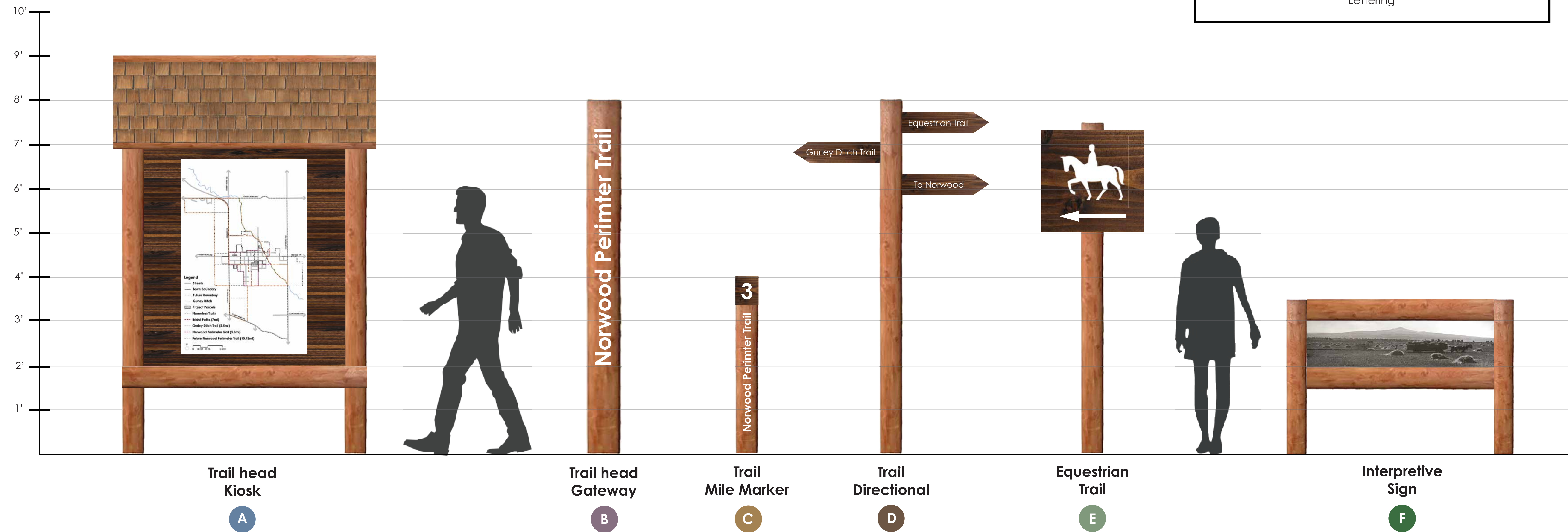
Wood



Carved and Painted Lettering



Wood Shingles



AMENITIES | Additional Amenity Precedents

Tables



Benches



Crosswalks



Bike Lanes

Fountains



Waste Bins



Additional amenities will need to be placed in the parks and throughout the new trail systems as the town sees fit. Here are provided a few options for each of these additional amenities.



CONCRETE SIDEWALKS



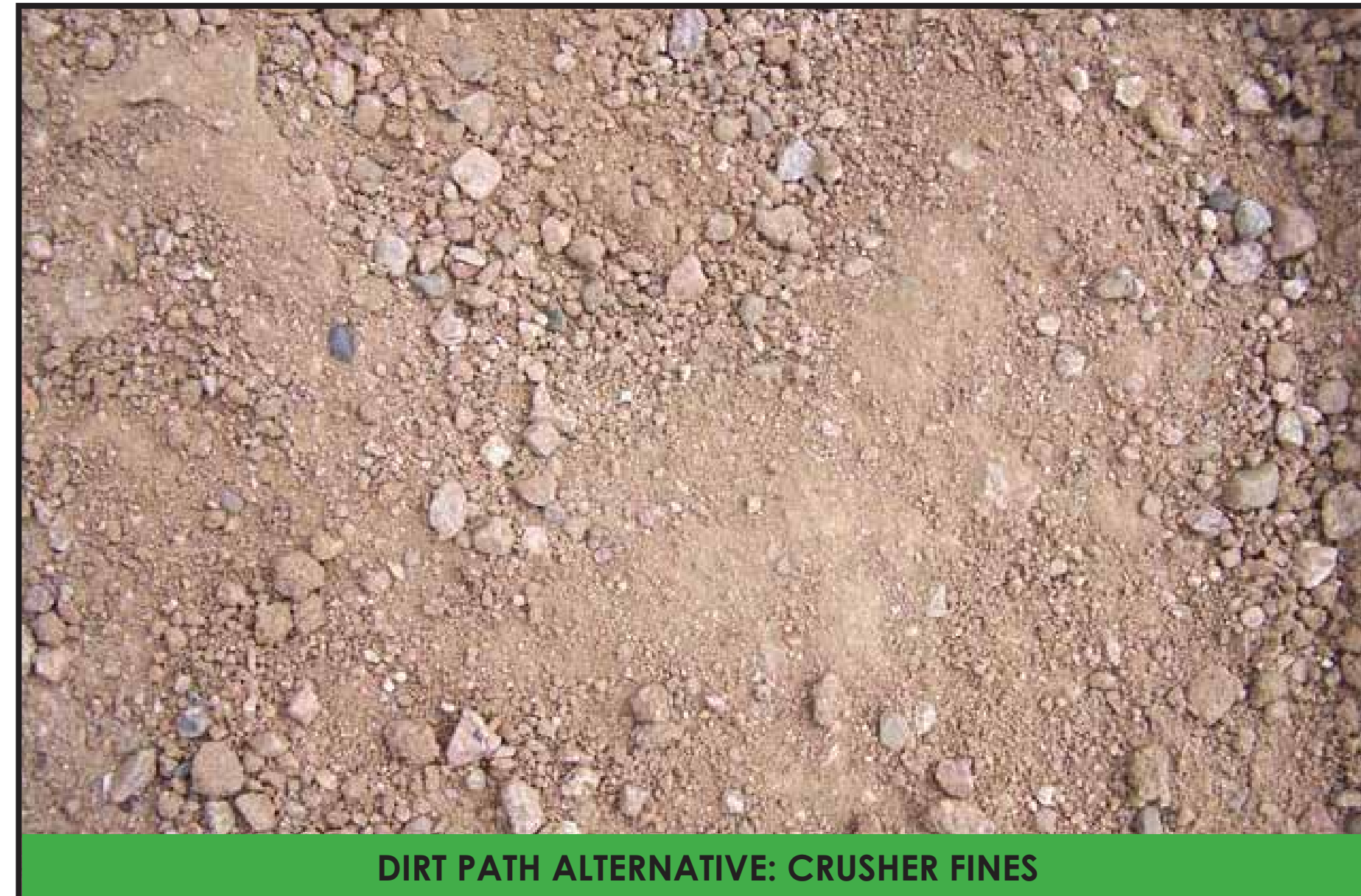
DIRT PATHS



CRUSHER FINES PATHS



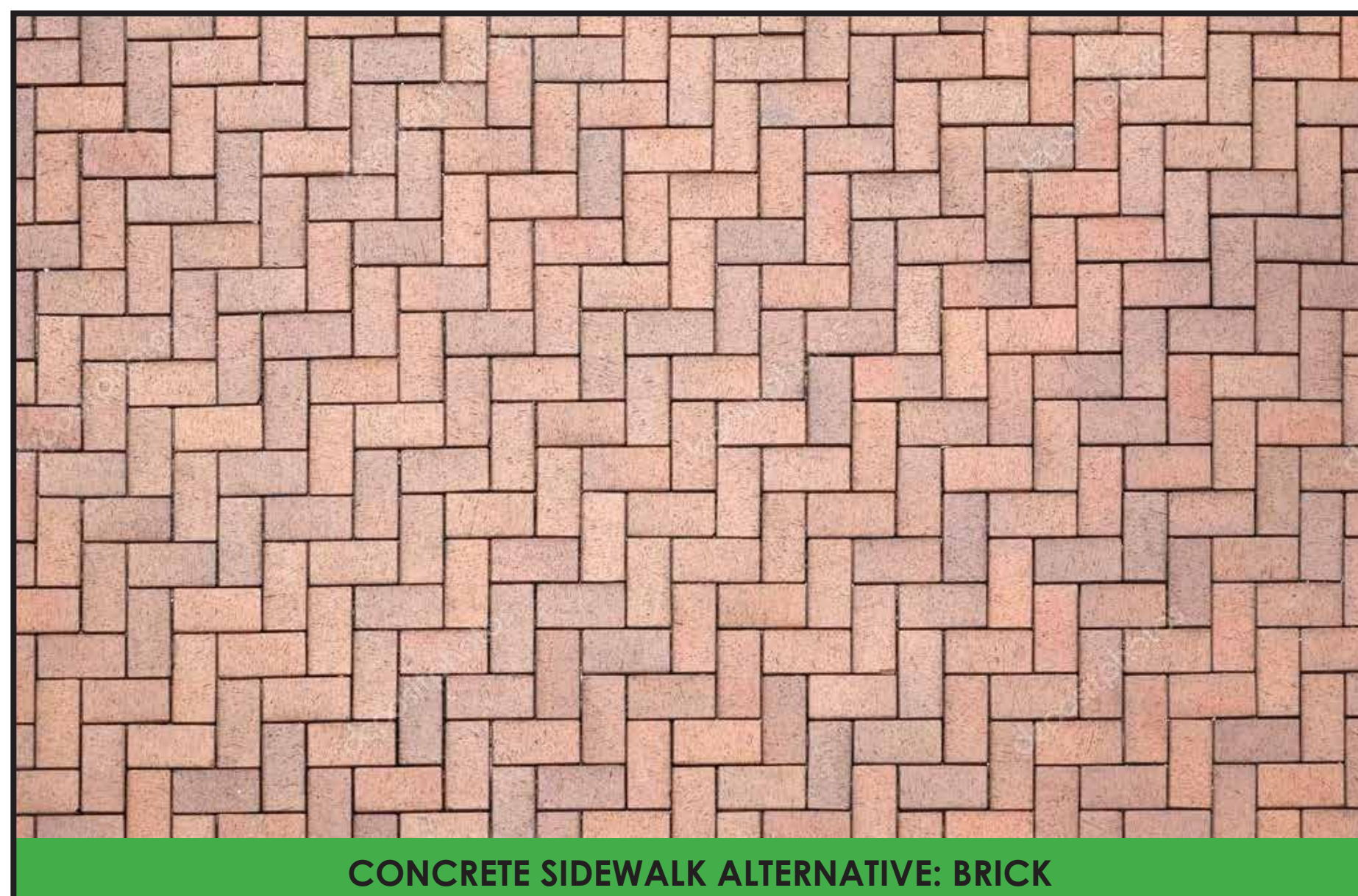
CONCRETE SIDEWALK ALTERNATIVE: COLORED CONCRETE



DIRT PATH ALTERNATIVE: CRUSHER FINES



CRUSHER FINES PATH ALTERNATIVE: ASPHALT



CONCRETE SIDEWALK ALTERNATIVE: BRICK



DIRT PATH ALTERNATIVE: DECOMPOSED GRANITE



CRUSHER FINES PATH ALTERNATIVE: STABILIZED CRUSHER FINES