

RIVER RANCH COUNTY PARK CONSULTANT TEAM

Landscape Architecture :: Design Workshop

Civil Engineering :: Binkley & Barfield

Architecture :: McKinney/York Architecture

Equestrian Facilities Design :: Lynn Long Planning and Design

RIVER RANCH COUNTY PARK LEGACY DESIGN

Comprehensive Thinking
Collaborative Spirit
Transparent Decision Making
Performance-Based Design





PROCESS

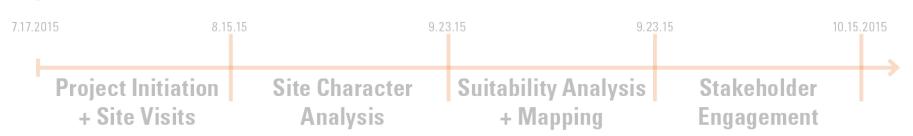
PAST





PROCESS

PAS₁







PROCESS



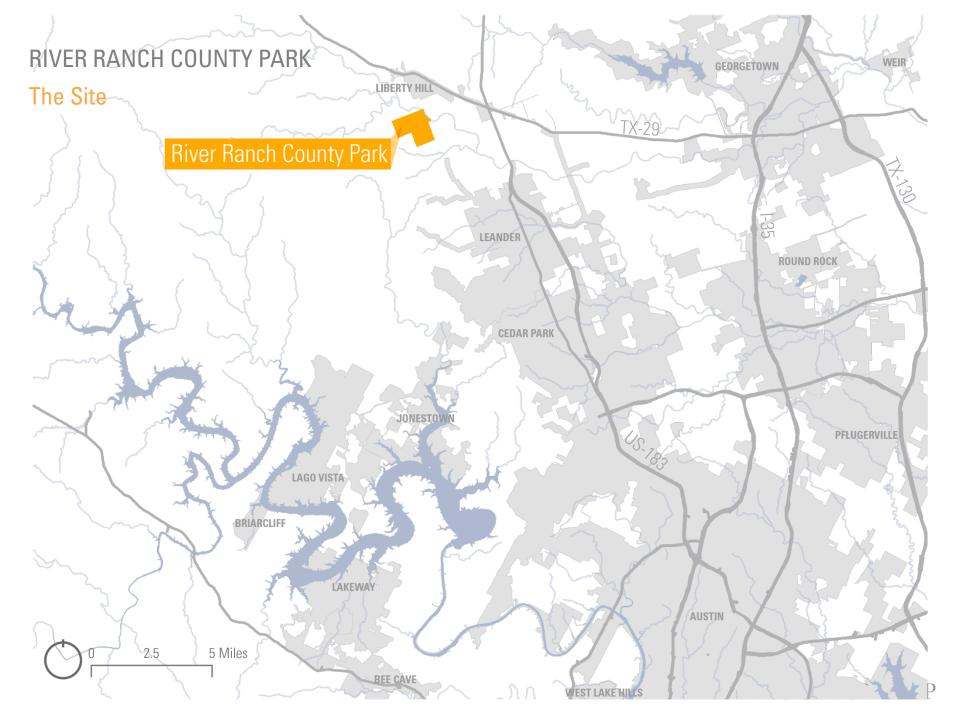


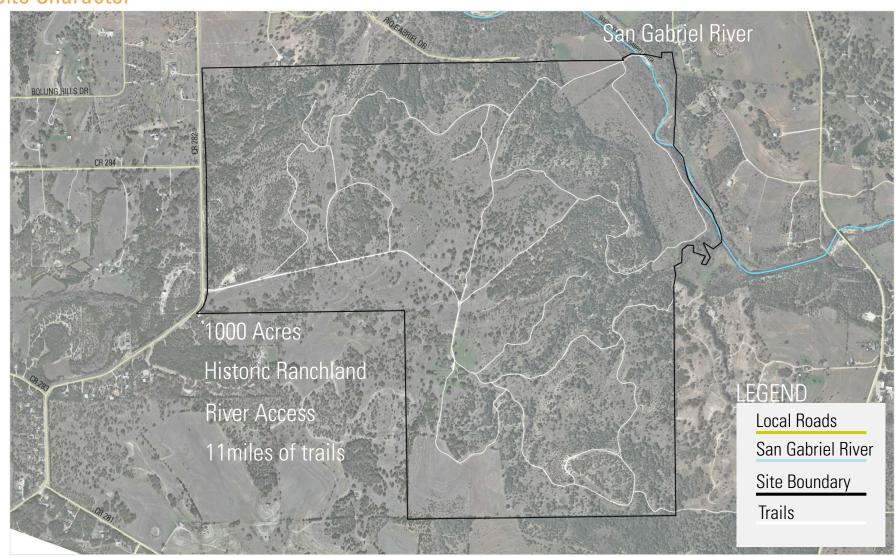


FUTURE



Schematic Design + Estimate of Probable Cost













LAND SUITABILITY ANALYSIS













STAKEHOLDER ENGAGEMENT













STAKEHOLDER ENGAGEMENT





DESIGN PROCESS AND SYNTHESIS













STAKEHOLDER ENGAGEMENT





DESIGN PROCESS AND SYNTHESIS





MASTER PLAN



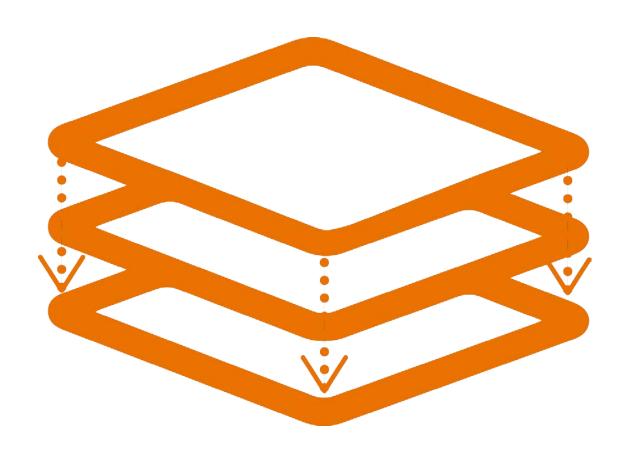
SITE CHARACTER AND PROGRAM ANALYSIS





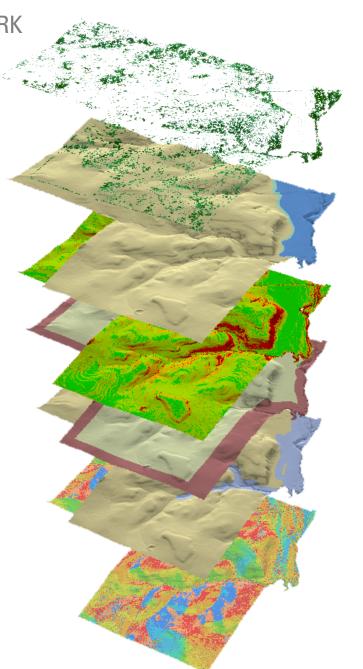






LAND SUITABILITY ANALYSIS

SUITABILITY MAPPING



VEGETATION

+

FLOODPLAIN

+

SLOPE

+

BOUNDARIES

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HYDROLOGY

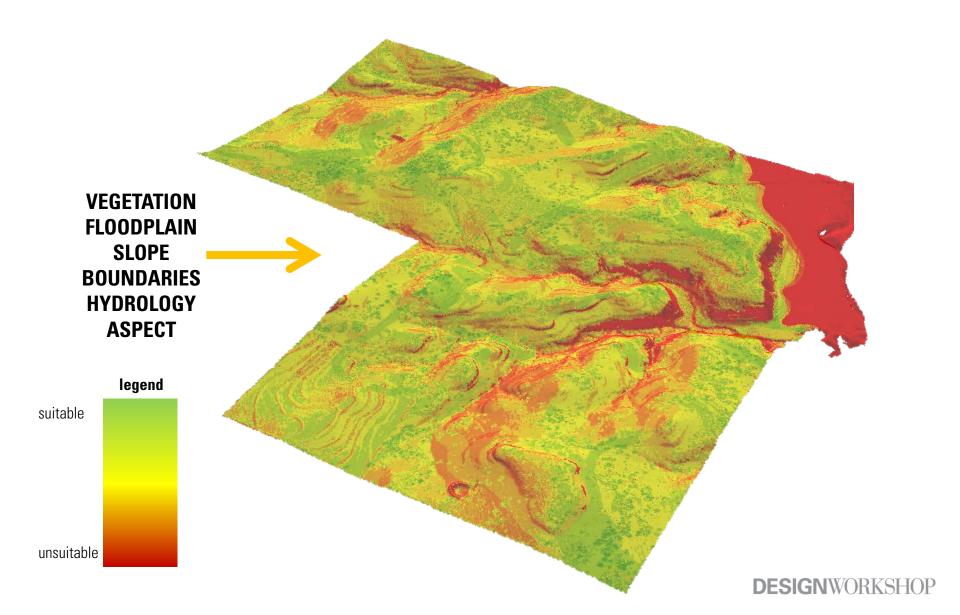
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ASPECT

DESIGNWORKSHOP

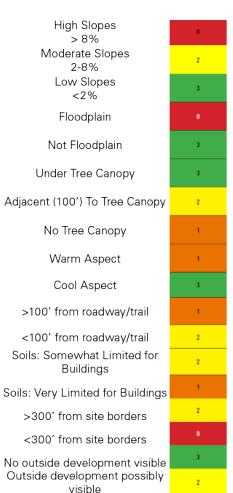


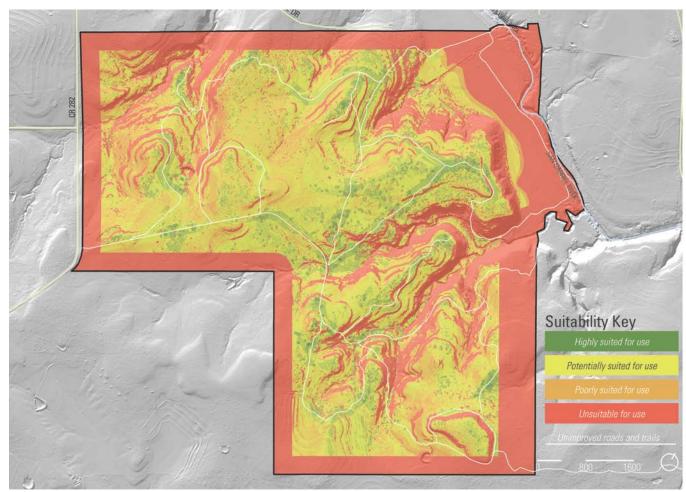
SUITABILITY MAPPING





SUITABILITY MAPPING – improved camping suitability



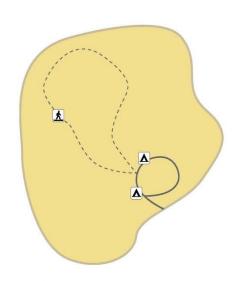




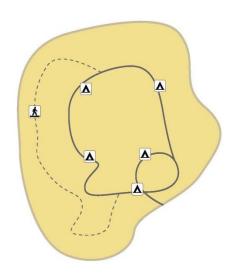
PARK DEVELOPMENT INTENSITY

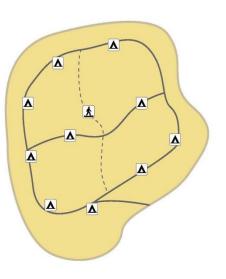
Vision:

Create a park destination that serves a wide variety of users, demographics and communities, and connects these people to the natural and scenic qualities of the site.



LOW INTENSITY PARK DEVELOPMENT





HIGH INTENSITY
PARK DEVELOPMENT

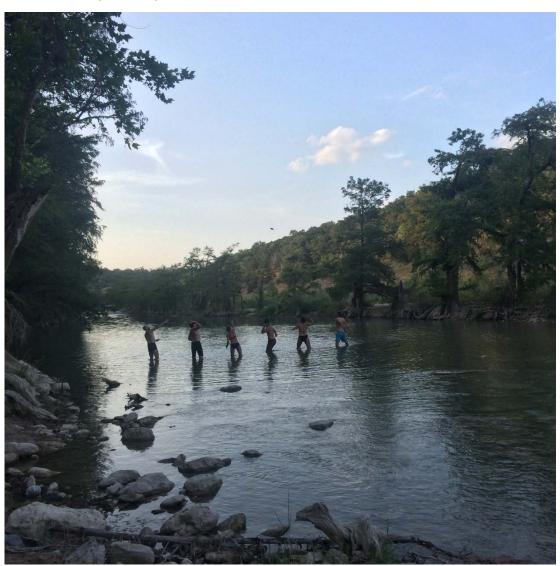
LOST MAPLES STATE NATURAL AREA – low intensity comparison

- 2800 Acre Park
- 11 miles of trail
- 2 miles of roadway
- 30 Improved Campsites
- 40 Primitive Campsites
- 4% of park developed (roads/utilities/architecture)



PEDERNALES STATE PARK – moderate intensity comparison

- 5000 acre park
- 35 miles of trail
- 10 miles of roadway
- 90 Improved Campsites
- 20 Primitive Campsites
- 7% of park developed (roads/utilities/architecture)



BASTROP STATE PARK – moderate intensity comparison

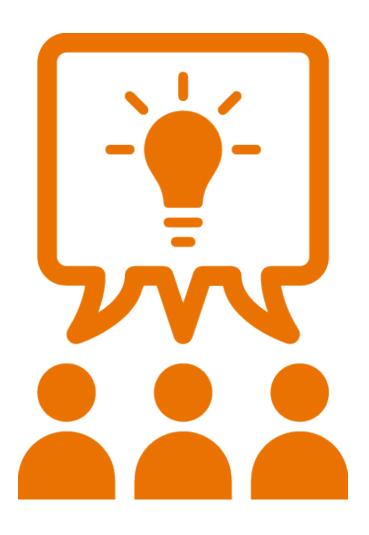
- 3800 acre park
- 6.2 miles of trail
- 7.6 miles of roadway
- 78 Improved Campsites
- 0 Primitive Campsites
- 6% of park developed (roads/utilities/architecture)
- Pool, heated bathrooms, cabins



INKS LAKE STATE PARK – high intensity comparison

- 1200 acre park
- 5 miles of trail
- 10 miles of roadway
- 342 Improved Campsites
- 72 Primitive Campsites
- 8% of park developed (roads/utilities/architecture)
- Climate controlled cabins





STAKEHOLDER ENGAGEMENT

VISION

Create a park destination that serves a wide variety of users, demographics and communities, and connects these people to the natural and scenic qualities of the site.

STRONGLY AGREE	75 %
SOMEWHAT AGREE	25%
NEUTRAL	0%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%

ENVIRONMENT

Env1. Implement a park which benefits the natural environment by minimizing disturbance of sensitive landscapes.

STRONGLY AGREE	78 %
SOMEWHAT AGREE	22%
NEUTRAL	0%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%

ENVIRONMENT

Env2. Identify and prioritize natural landscape sensitivity throughout the site.

STRONGLY AGREE	76%
SOMEWHAT AGREE	24%
NEUTRAL	0%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%



ECONOMICS

Ecn1. Develop a park with multiple revenue streams which add value to the community and become treasured assets.

STRONGLY AGREE	38 %
SOMEWHAT AGREE	62%
NEUTRAL	0%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%

ECONOMICS

Ecn2. Creatively reuse materials found on site to reduce construction costs.

STRONGLY AGREE	69 %
SOMEWHAT AGREE	19%
NEUTRAL	12%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%

COMMUNITY

C1. Create a community destination and amenity centered around the restorative and educational powers of the natural environment.

STRONGLY AGREE	69 %
SOMEWHAT AGREE	25%
NEUTRAL	6%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%

ART

A1. Maximize use of site specific and regional materials in site design.

STRONGLY AGREE	75 %
SOMEWHAT AGREE	25%
NEUTRAL	0%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%



ART

A2. Provide spaces that engage all the senses and connect users to the natural environment.

STRONGLY AGREE	94%
SOMEWHAT AGREE	6%
NEUTRAL	0%
SOMEWHAT DISAGREE	0%
STRONGLY DISAGREE	0%



RIVER RANCH COUNTY PARK VISUAL PREFERENCE SURVEY

MATERIALS



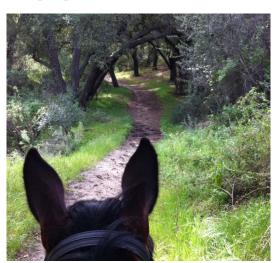
STRUCTURES



SIGNAGE



EQUESTRIAN



SITE ELEMENTS



CHILDRENS PLAY





RIVER RANCH COUNTY PARK

VISUAL PREFERENCE SURVEY







PICNIC TABLE



WOOD TENT PAD



COVERED PAVILION



FULL RV HOOKUPS



CHARCOAL GRILL



POTABLE WATER ACCESS



CRUSHED STONE TENT AREA



GROUP CAMPING FACILITIES



OPEN SPACE FOR PLAY



WATER ACCESS

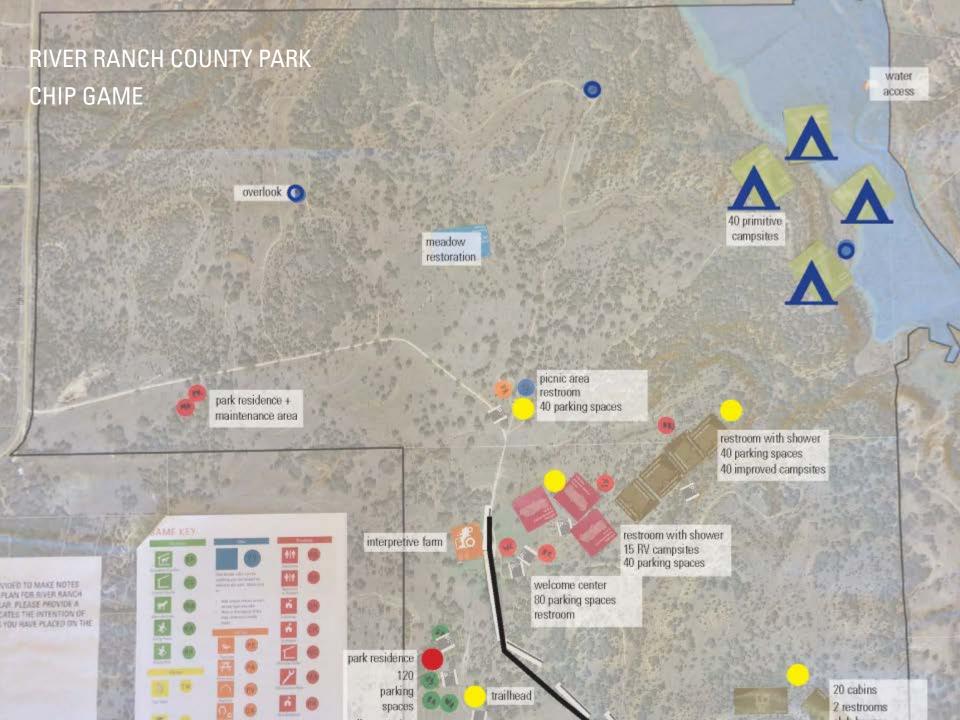


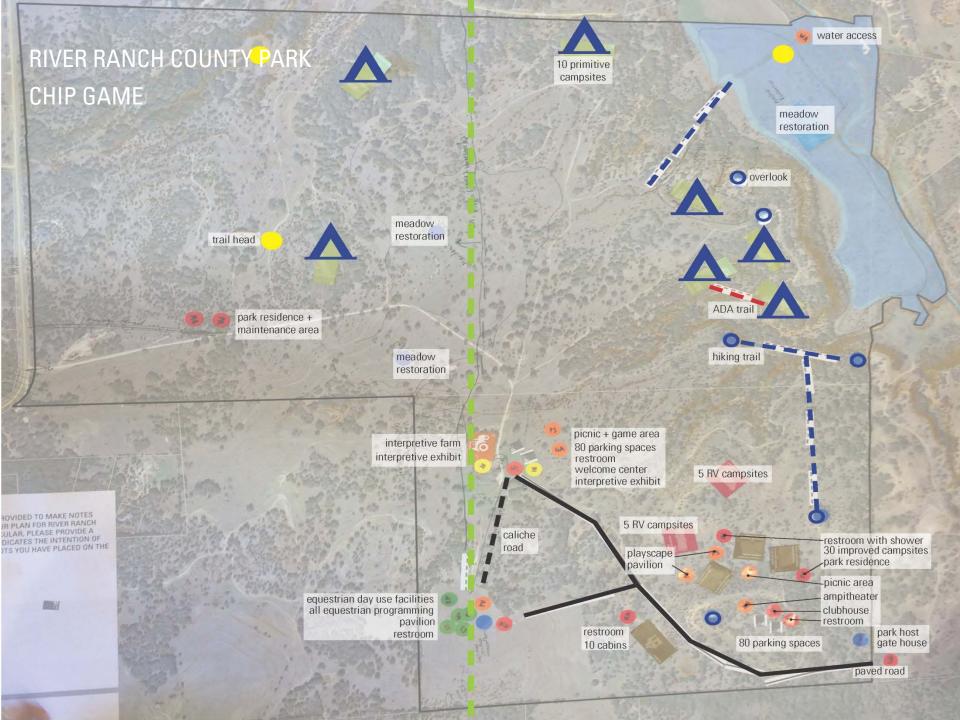
OUTHOUSE

RIVER RANCH COUNTY PARK CHIP GAME



The Chip Game is a collaborative mapping exercise. Teammates are encouraged to share ideas with each other about where improvements should be located as well as what types of park facilities and landscape treatment are appropriate.





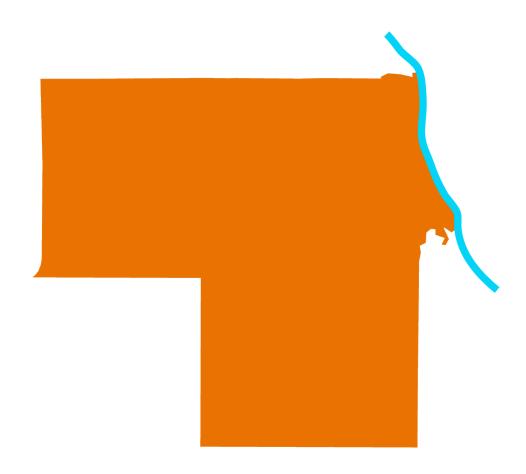


DESIGN PROCESS AND SYNTHESIS









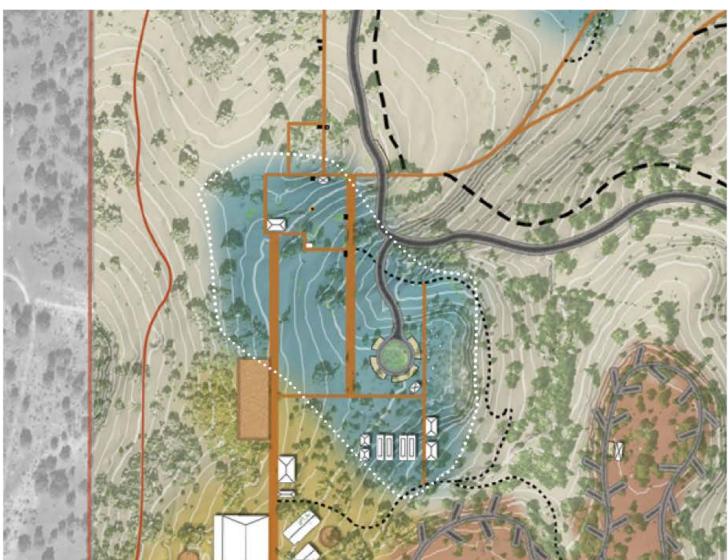


1. DAY USE AND HERITAGE CENTER

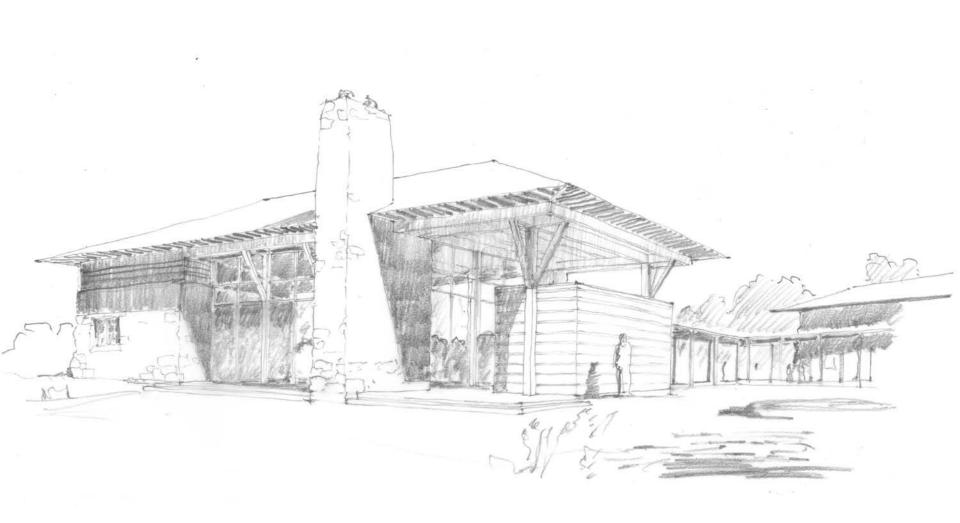








1. DAY USE AND HERITAGE CENTER



2. EQUESTRIAN FACILITIES







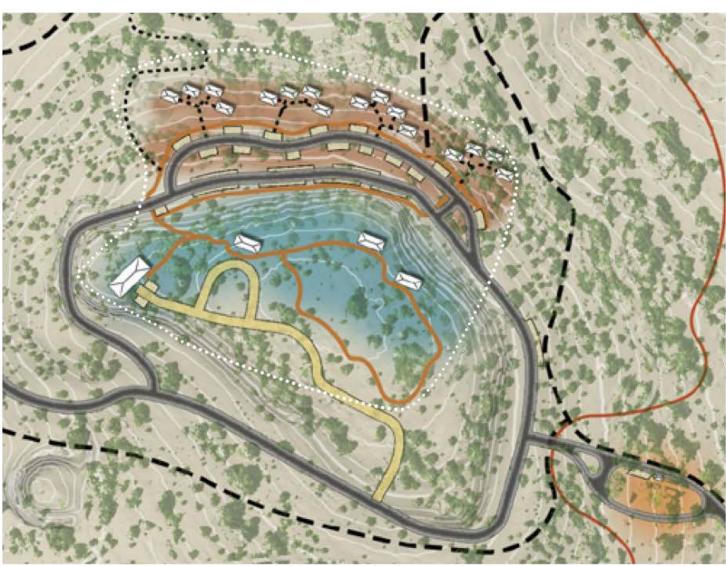


3. PAVILIONS AND CLUBHOUSE

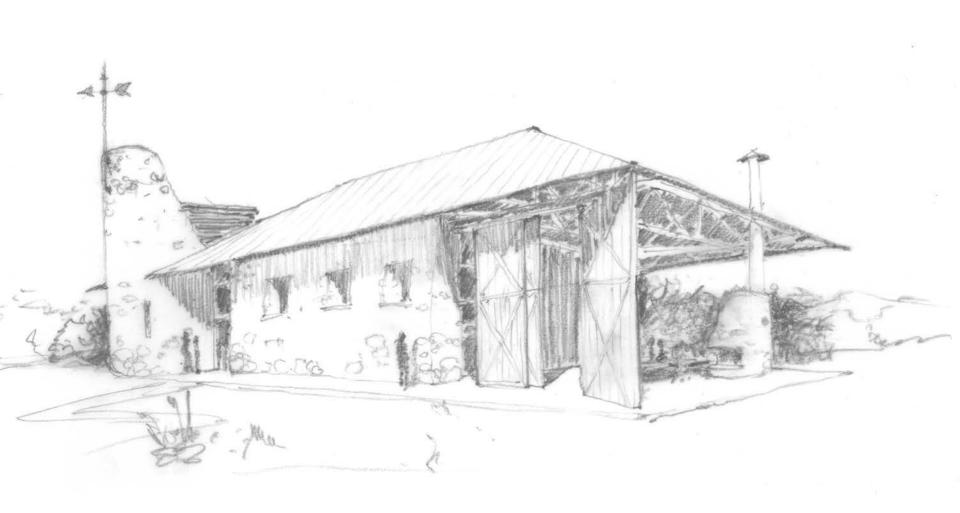




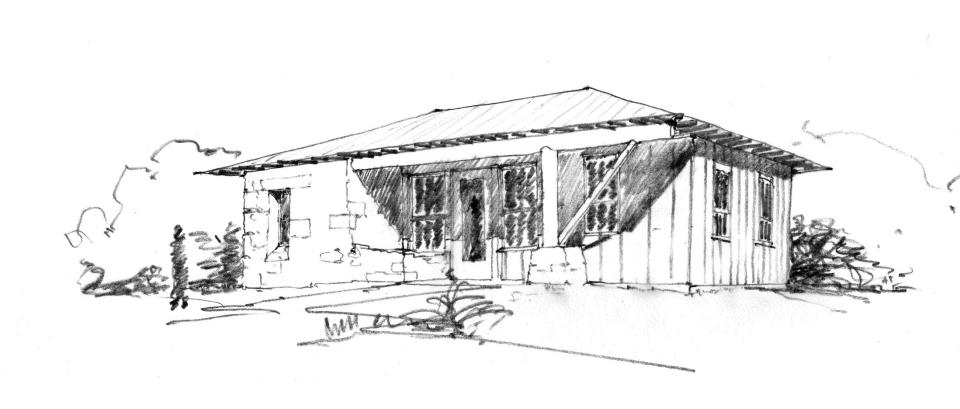




3. PAVILIONS AND CLUBHOUSE



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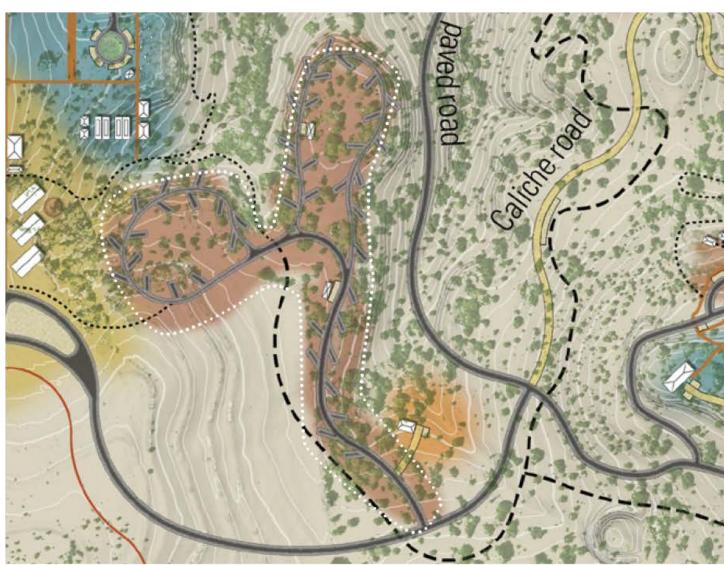


4. IMPROVED CAMPING









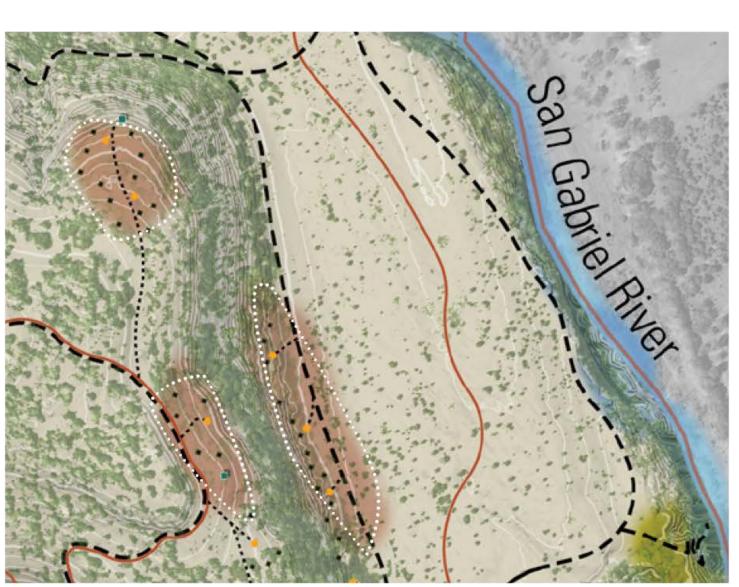


5. PRIMITIVE CAMPING









PRESERVED TRAILS

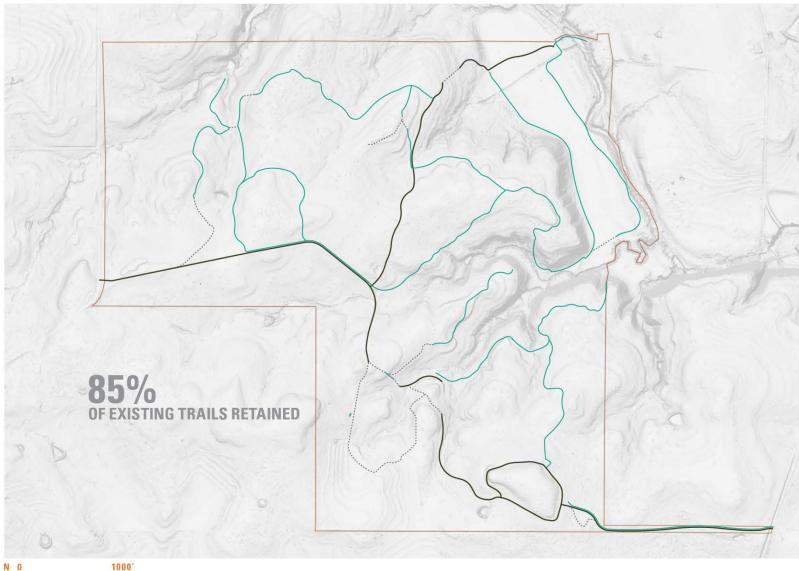
LEGEND

property line

revegetated trail



retained trail repurposed trail for road





LEGEND

VEHICULAR CIRCULATION

property line asphalt road

parking

Caliche road

existing road



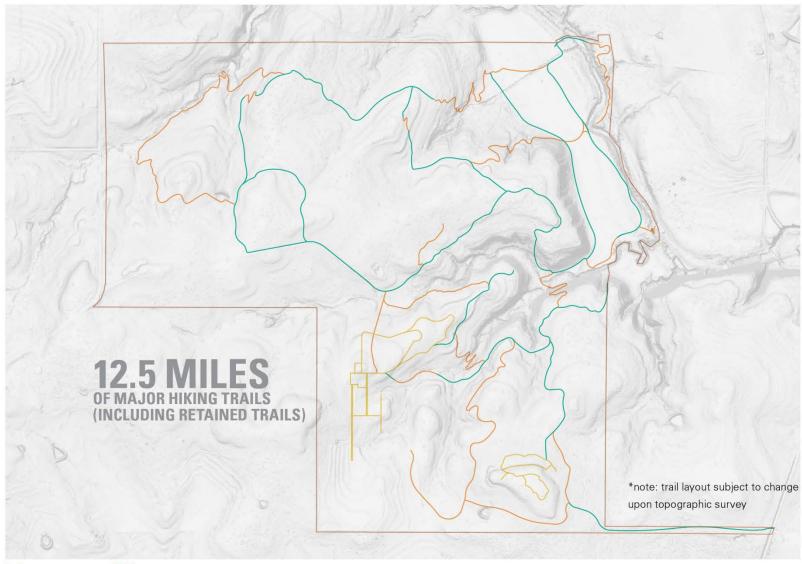
HIKING TRAILS

LEGEND

property line major hiking trail (retained)



major hiking trail (modified) major trail (ADA compliant)





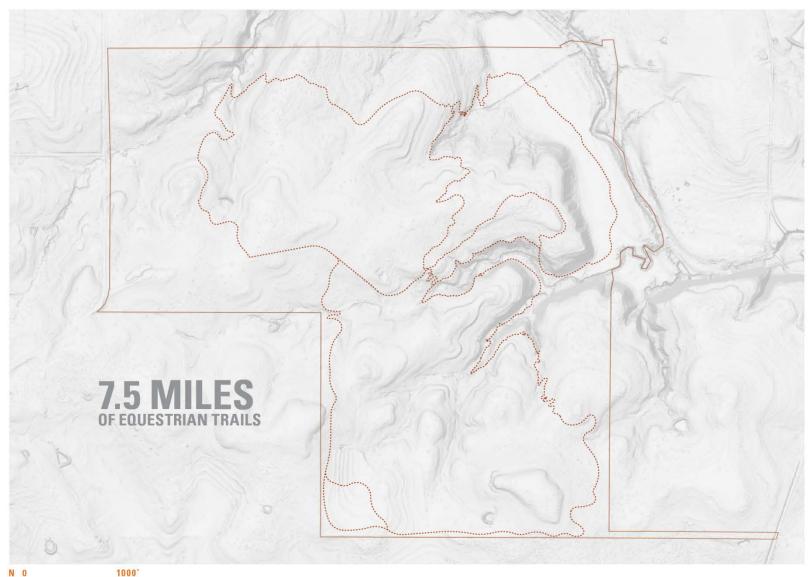
EQUESTRIAN TRAILS

LEGEND

property line

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equestrian trail





LEGEND

MASTER PLAN

TRAILS OVERLAY

property line

equestrian trail

major hiking trail (retained)

major hiking trail (modified)
major trail (ADA compliant)

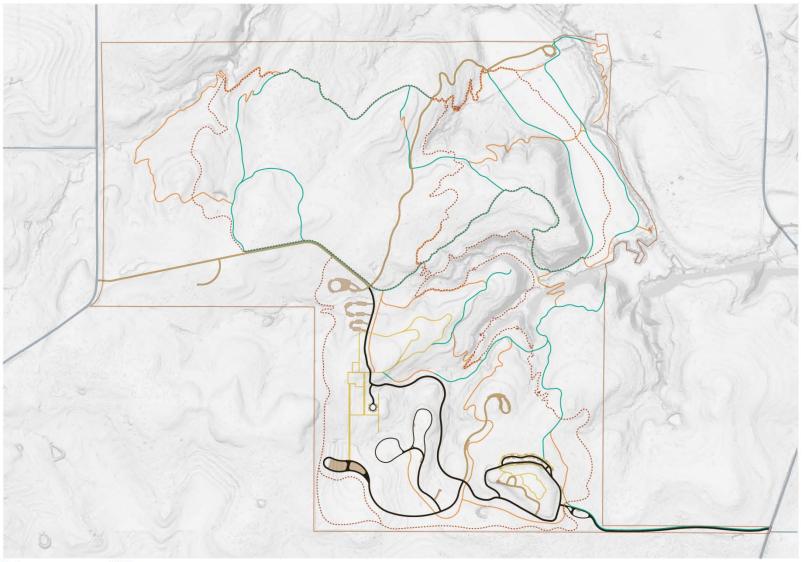
ed)

asphalt road

Caliche road

parking

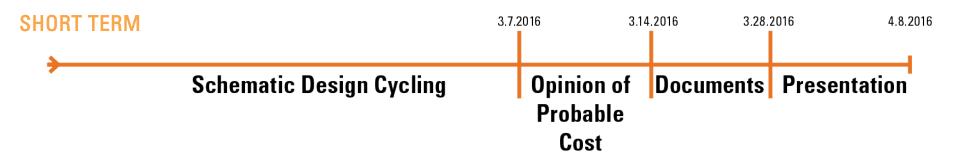
existing road



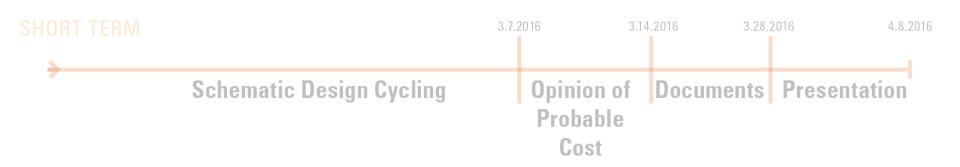


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SCHEDULE NEXT STEPS



SCHEDULE NEXT STEPS





THANK YOU