Symphony Woods Park

in Columbia Town Center

Design Advisory Panel meeting for

Final development Plan

July 13, 2011

Symphony Woods Park Today
Symphony Woods Park
Project background & Scope

- People have been talking about improving Symphony Woods for 40 years

- Downtown Plan Process inspired CA & local designers to revisit the idea

- CA’s Goal: make the Park more attractive for every day users & for community events

- Scope of First Phase: walkways, additional parking, a plaza and restrooms
Park Planning Design Timeline

- **2009:** Community Meetings & Concept plan development
- **April 2010:** CA Capital Budget Approved
- **October 2010:** Hired WR&A/Mahan Rykiel Team
- **April 2011:** Design development Plan approved by CA Board
- **June 2011:** FDP Community Pre-submission meeting
Symphony Woods Park

FIRST SUBMITTAL UNDER THE NEW PROCESS!

- In addition to community engagement CA is
  - working with P & Z staff to develop the review process
  - working with the Howard Hughes Corporation on matters of mutual interest
Design Development Plan Phase 1
Design Development Plan Phase 1
Little Patuxent Parkway Plaza - Plan & Elevation

Symphony Woods Park

December 21, 2010
Contents of the DAP Submittal

- The Neighborhood Concept Plan

- The FDP:
  - Context Plan
  - FDP: natural features & the Phase 1 “footprint”
  - Conceptual Stormwater management Plan

- Neighborhood Design Guidelines

- Neighborhood Specific Implementation Document
Merriweather-Symphony Woods Neighborhood Concept Plan

- This Neighborhood includes:
  - Symphony Woods Park
  - Merriweather Post pavilion

- Concept Plan is from Downtown Plan Exhibits
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Merriweather-Symphony Woods
Neighborhood Design Guidelines

- Downtown-wide Guidelines provide the template
- A stand alone document
- To be recorded
- Use of Guidelines is verified in Site Development Plan Review
- Amendments may be made for future projects
Symphony Woods Park
Amenity Space Guidelines

▪ Design Elements:
  1. Paths and Walkways
  2. Gathering Areas
  3. Paving Materials
  4. Lighting
  5. Site Furniture
  6. Park Buildings
  7. Landscaping
  8. Public Art

▪ For Each Design Element
  1. Design Intent
  2. Design Standards
1. Paths and Walkways

- Minimum clear walking zone:
  - 10’ shared use;
  - 8’ heavy Use
  - 6’ other areas

- Barrier free access to gathering areas and buildings from periphery and between key areas

- Clear sight lines for surveillance

- Seating at intervals

- Locate walkways for connections to future pedestrian & bicycle facilities

- Minimize conflicts between bicyclists and pedestrians

- Provide signage and visual cues for navigation
2. Gathering Areas

- Comfortably support large groups of people
- Allow for surveillance
- Protection against unpleasant sensory experiences
- Provide desirable landscape microclimates
- Maximize pleasant views & opportunities for people watching
- Design to promote communication and interaction
3. PAVING MATERIALS

- Use paving materials to distinguish use areas
- Select pervious where appropriate
- Meet ADA for smoothness
- Acceptable paving materials:
  - Poured concrete
  - Brick or concrete pavers
  - Bituminous pavement may be used for walkways and parking
  - Boardwalks may be wood, recycled decking materials, and other materials designed for boardwalks
4. Lighting

- **Scaled for pedestrians and spaced appropriately**
- **Select for quality design, fine detailing, durable materials and effective performance**
- **Use a coordinated family of fixtures**
- **Use LED fixtures**
- **Include fixture for attachment of signs, banners, if desired**
- **Select fixtures with these features:**
  - Meet Dark-Sky Association standards
  - 14 to 16 feet in height
- **Examples of acceptable selections:**
5. Site Furniture

- Locate to allow a clear walking zone
- Select consistent styles, finishes & colors
- Seating & benches
  - Group in gathering Areas
  - Place along pathways at intervals
  - Acceptable materials: powder coated metal, wood
  - Examples of Acceptable benches:
- **Tables**
  - **Acceptable Materials:** powder coated metal, wood, recycled plastic
  - **Examples of Acceptable Tables:**

![Example Images of Acceptable Tables](image1.jpg) ![Example Images of Acceptable Tables](image2.jpg)
Trash & recycling Bins
- Permanently attached
- Locate to maximize use
- Include tops, if desired
- Acceptable materials: Powder coated metal
- Examples of Acceptable Trash and Recycling bins:
Bike Racks

- Permanently mounted
- Place in convenient locations that are not in the way of pedestrians
- Select rack that allows bike contact at 3 points
- Acceptable materials: powder coated metal
- Examples of Acceptable bike racks:
6. Park Buildings

- Locate appropriately in relationship to gathering areas
- Locate to allow for ease of maintenance, maximum utility and surveillance
- Highly durable & connote a sense of permanence and quality

Examples of park restrooms
7. Landscaping

- Replace each tree removed for construction with 2 trees
- Allow for unrestricted pedestrian flow
- Allow for surveillance around primary use areas
- Allow for effective lighting
- Provide interest in all seasons
- Select durable, low maintenance native & adapted species
- Specify that plants meet American Standard for Nursery Stock
- Meet or exceed Howard County landscape manual, where applicable
8. Public Art

- Allow for surveillance
- Select for appropriate scale
- Allow for unobstructed circulation
- Include water, seating or decorative architectural elements, if desired
- Free of physical hazards
- Select for limited maintenance requirements
Symphony Woods Park
Sustainability Guidelines

- References 2008 Environmental Enhancements Study (per Downtown Plan)

- Sustainability Elements
  1. Water
  2. Energy
  3. Ecology
  4. Materials

- For Each Sustainability Element
  1. Design Intent
  2. Design Standard
Downtown Plan: suggested enhancements will be implemented as projects move forward

Phase 1 Site Description:
- Forest has park-like structure with minimal understory or native ground cover.
- Forest stand quality in project site is in the lowest category found in the Study
- No streams, wetlands or floodplain on the Phase 1 site
1. **Water**

**Stormwater Quality & Groundwater Recharge**
- Implement Environmental site Design strategies
- Use landscape features to increase infiltration
- Maintain 100% of the predevelopment groundwater recharge

**Stormwater Quantity**
- Limit the use of Impervious surfaces
- Manage runoff from 100% of the proposed & existing impervious surfaces with Environmental site designs strategies

**Landscape Water Use**
- Minimize potable water use in the design of park water features & landscaping
- Select Plants with low water
- Harvest rainwater for irrigation
2. Energy

Bioclimatic Design

• Create a diversity of sun & shade areas
• Plant trees along paved areas to maximize shade
• Locate areas with a diversity of solar exposure

Infrastructure Energy Efficiency

• LED site lights
• Photo sensors
• Timed lighting or manually controlled lighting
• Energy efficient irrigation & pump infrastructure
3. Ecology

Environmental Enhancements:
• Replace each tree removed with, at minimum, 2 trees
• Complete a forest restoration project commensurate with the proposed development

Light Pollution:
• Use shielded or directional lighting
• Luminaries approved by the Dark-Sky Association
4. Materials

Design Standard for Construction Material Selection

- Specify asphalt with, at minimum, 15% recycled content
- Specify that at least 50% of construction materials be manufactured, grown, extracted or recovered within 500 miles of the site
Questions & Comments