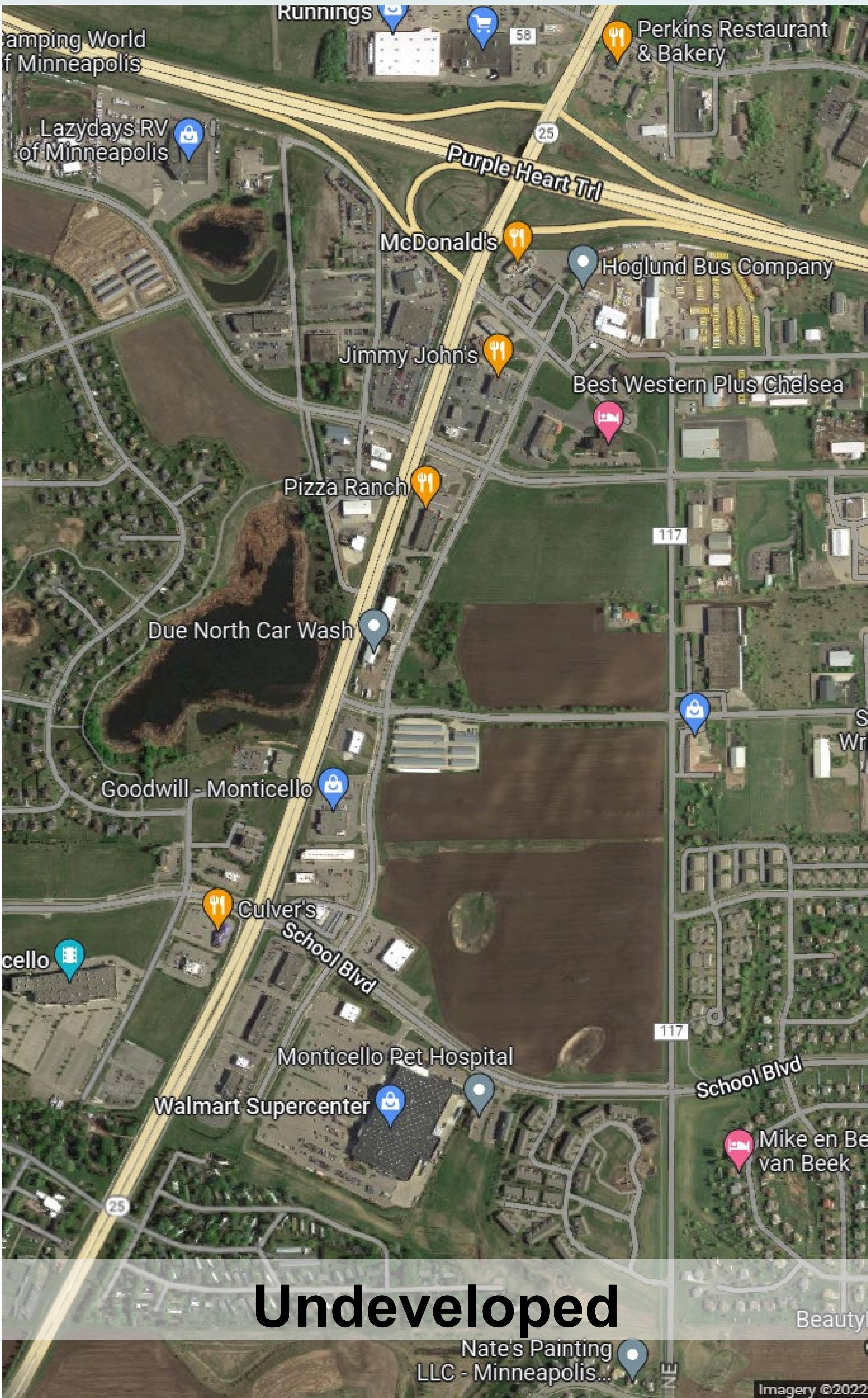


Master Plan

September 16, 2022

Agenda:

- Project background
- Summary of Public Engagement Process
- Master Plan
- Recommended Sequence / Priorities
- Next Steps



Small Area Plan



Master Plan

Public Engagement Overview:

- Compass Committee – 5 Meetings
- Pop-ups and open house – 5 events
 - 2 winter events, 2 spring events and 1 summer open house event
 - Approximately 350 – 400 interactions with community members
- Online/Virtual Feedback – 3 Surveys
 - 1 online feedback opportunity with each segment of pop-up events
 - Nearly 500 responses
- Informational Takeaway



Common Themes and Feedback:

- Desire for interactive water features
- Interest in the distinctive character of the 3 biomes
- Flexible spaces to allow for a variety of activities, programming and mixed use



Master Plan Vision & Purpose

- A unique destination which compliments other areas in Monticello
- The public spaces will act as a foundation for encouraging high-quality private investment and reinvestment in the surrounding area
- The public spaces should be intentionally designed with all seasons, senses, and users in mind
- Connected to the surrounding private development and to the neighborhoods just beyond are an important element for use and are reinforced by the master plan design



PLAY NODES



Play nodes can be **discovered** throughout the site along the trail system. They range from **biome themed** play elements, **interactive** sculptures, musical instruments, and life size games. There is an opportunity for people of **all ages** to interact with a variety of features.

GATHERING SPACES



A variety of gathering spaces are located throughout the site that range in **size** and **character**. Intimate spaces provide the opportunity for one person or a small group to enjoy **swing benches** or a **lake view**. Larger spaces exist for large groups to gather or host **pop up events**.

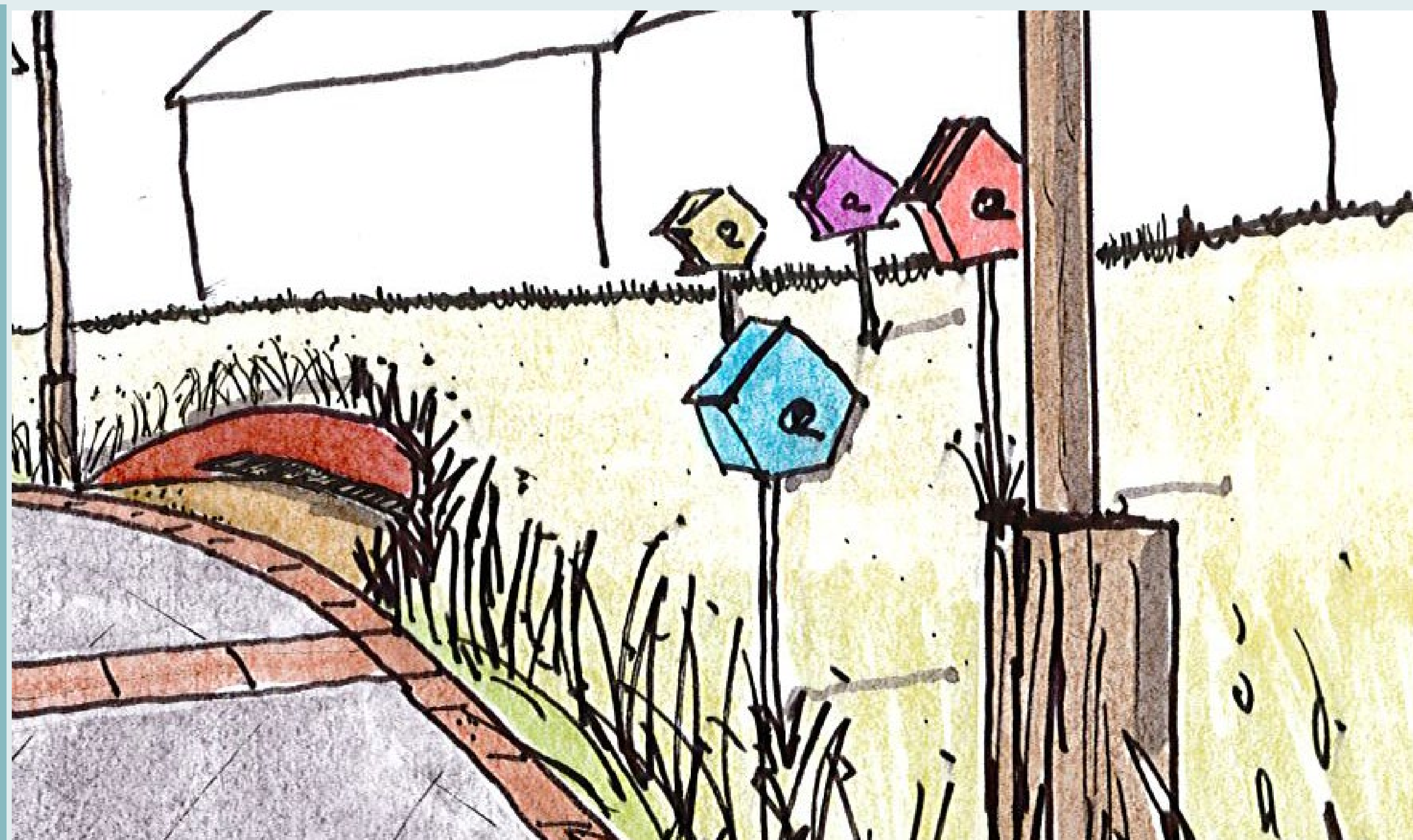
Sketches and Design Images

FLEXIBLE LAWN SPACES



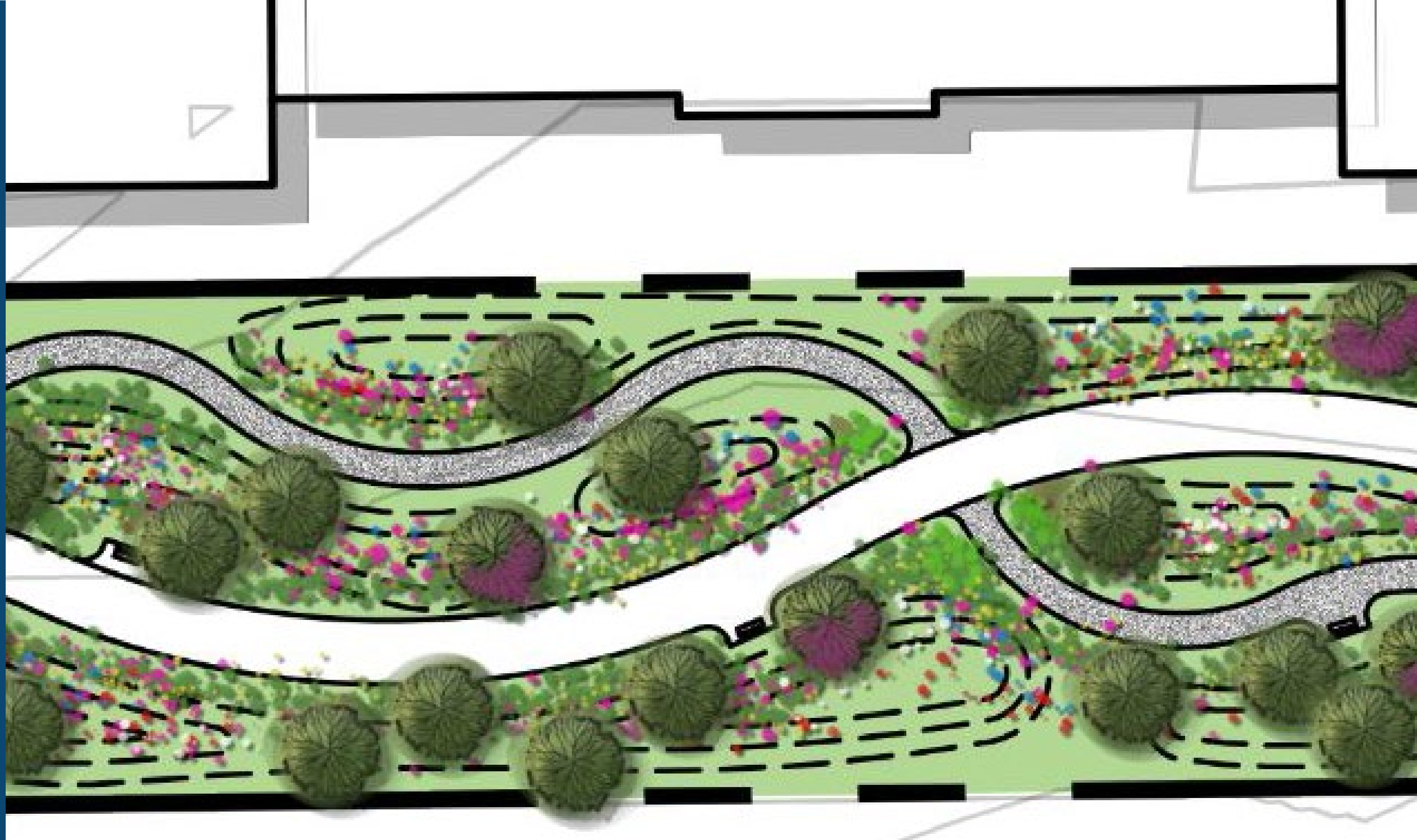
Organic *park* like lawn spaces can be used for field games or can be transformed into a **small amphitheater** for an event. **Formal** lawn spaces host pop-up **lawn games** or can be arranged with seating opportunities for **seasonal** outdoor dining. In either case, the spaces are meant to provide flexibility for programming various events.

PUBLIC ART



Public Art brings color and interest to the site. It can include **temporary installations** like seasonal snow sculptures or **permanent fixtures** along the sculpture alley gateway. Everyday objects can be transformed into public art such as **colorful** and **unique** birdhouses and site furniture. Sculptures can be tucked into the landscape for a sense of **discovery** or on **prominent display** on a pathway node.

ARBORETUM



Mini arboretums are proposed in each biome to showcase the **native plant palette**. **Educational signage** is placed throughout from **larger monuments** describing biome characteristics to **individual plant tags**.

INTERACTIVE WATER
FEATURES



Opportunities to **interact** with different types of water features are located throughout the site providing interest for **all senses**. Some may be more visually appealing, while others provide more sound, and some will provide opportunities for physical contact. A plaza with **ground jets** provides the opportunity to run through the water or sit and watch. A seating area surrounded by **mist** enhances the natural landscape. Lighting elements can be incorporated to bring interest in the evening.

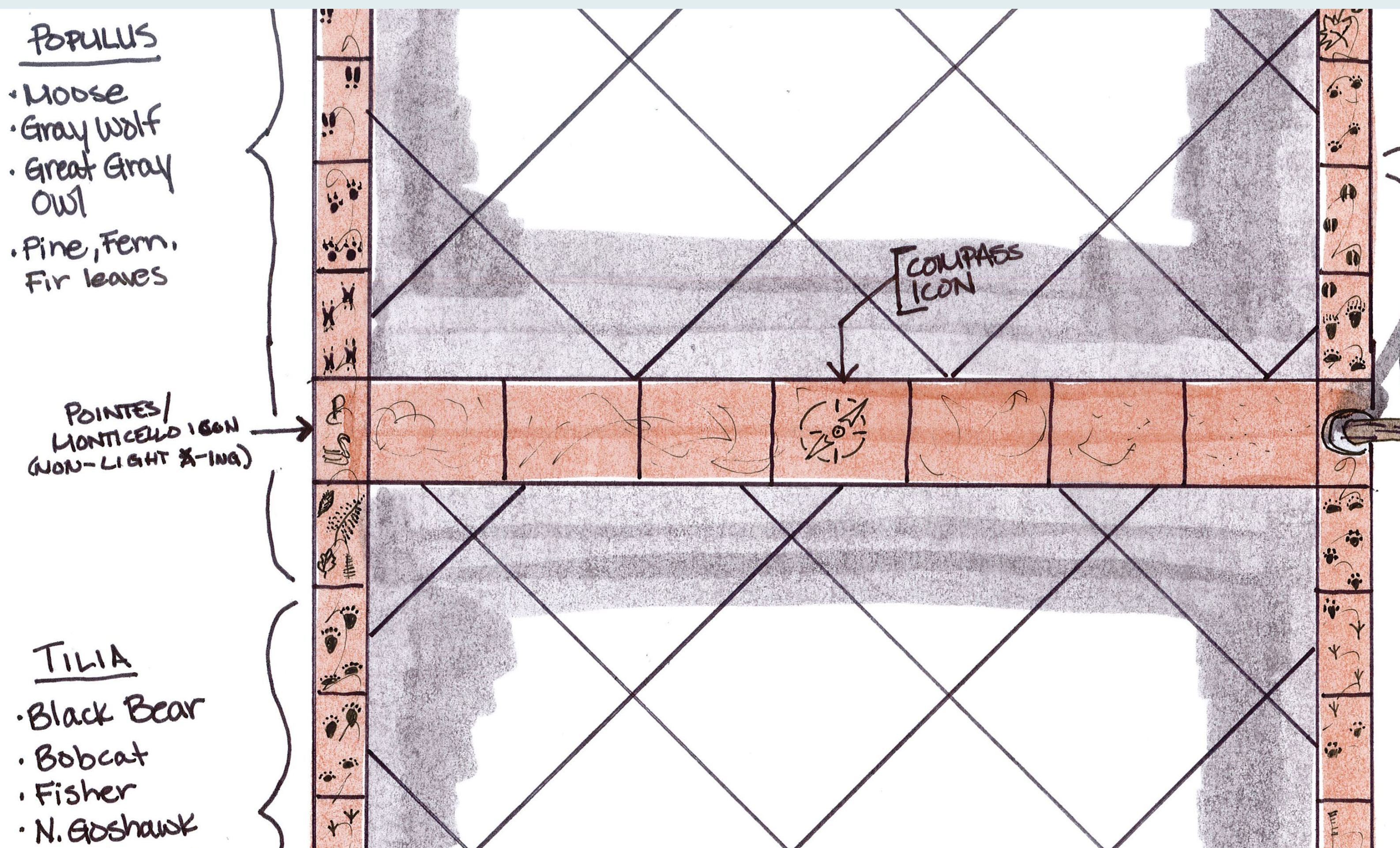
Sketches and Design Images

SEASONAL USE



Seasonal activities can take place on the **lake** from pond hockey, ice **skating**, and summer kayak and paddleboat **rentals**. Plazas with **fire tables** can be used to warm up during the winter or sit around on a summer evening. There will be opportunities for activities and gathering during **all seasons**.

STYLE



Site details and furnishings will be **customized** to make the space unique. Wildlife and native foliage can be stamped into the pavement at **key areas** to reflect the **biome character**. Unique **lighting features** can be used throughout to transition spaces from day to evening use. **Historic elements** can be referenced making The Pointes custom to Monticello.

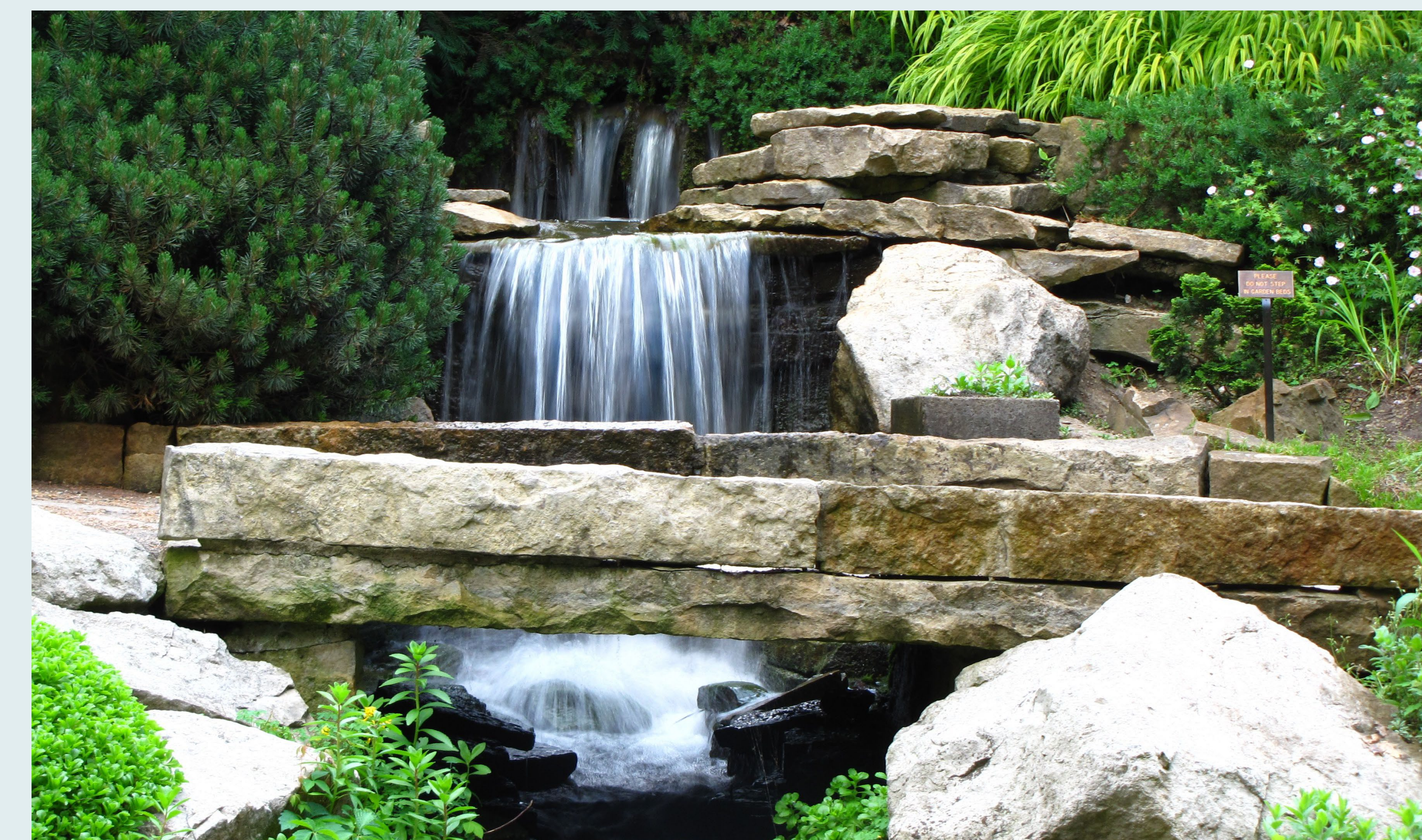
Sketches and Design Images

SKATE PARK



The skate park brings a destination to the site that helps enhance the overall goal of reaching *all ages*. Site amenities such as *seating* and *landscape* will enhance and soften the space.

BABBLING BROOK



The *babbling brook* will be a recirculating system of the lake to make it appear that the smaller pond at the north of the site flows into the lake. Materials used such as stone and plantings will help enhance the northern biome. A timber bridge will span over the water feature to provide a point of interest.

Sketches and Design Images

BRIDGES & OVERLOOKS



Various *styles and sizes* of bridges and overlooks provide the opportunity for *function* and *accessibility* to the water. Large groups or events could be hosted on larger plazas and overlooks on the *water edge*. Piers could provide a place for *fishing* or sitting and enjoying the view. *Bridges* can be a point of *interest* and a way to cross to various destinations.

PEDESTRIAN PAVEMENT



Walkways range in *size and materials*. Main 15' wide concrete walkway loop will accommodate *walkers, runners, and users of wheelchairs or electric carts* to experience the site while reducing congestion. Areas of boardwalk provide a sense of *exploration* through low areas. Narrower aggregate trails provide a more intimate experience to discover the various biomes and landscape on the site.

NORTH BIOME | POPULUS

1. ENTRY MONUMENT/PLAZA
2. GATEWAY & INFORMATIONAL KIOSK
3. NATURE TRAIL
4. "THE CLEARING" OVERLOOK
5. BABBLING CREEK WITH BRIDGE
6. SECONDARY GATEWAY
7. LAKESIDE TRAIL

CENTRAL BIOME | TILIA

8. MURAL ALLEY (COMMERCIAL ENTRY)
9. OVERLOOK PIER
10. "BACKYARD GAME" PLAZA
11. THE MIDWAY - MAJOR GATEWAY
12. BRIDGE OVERLOOK PLAZA
13. PADDLEBOAT DOCK
14. SNACK SHACK PLAZA
15. FLEX LAWN / INTERACTIVE WATER FEATURE
16. THE PROMENADE GARDENS - MAJOR GATEWAY
17. SUNSET OVERLOOK TERRACE
18. GREAT EVENT LAWN
19. PICNIC SHELTER AND RESTROOM
20. THE PARK - MAJOR GATEWAY
21. SKATE PARK
22. 2-STORY PARK PAVILION & LAKE PLAZA
23. MAINTENANCE & STORAGE FACILITY

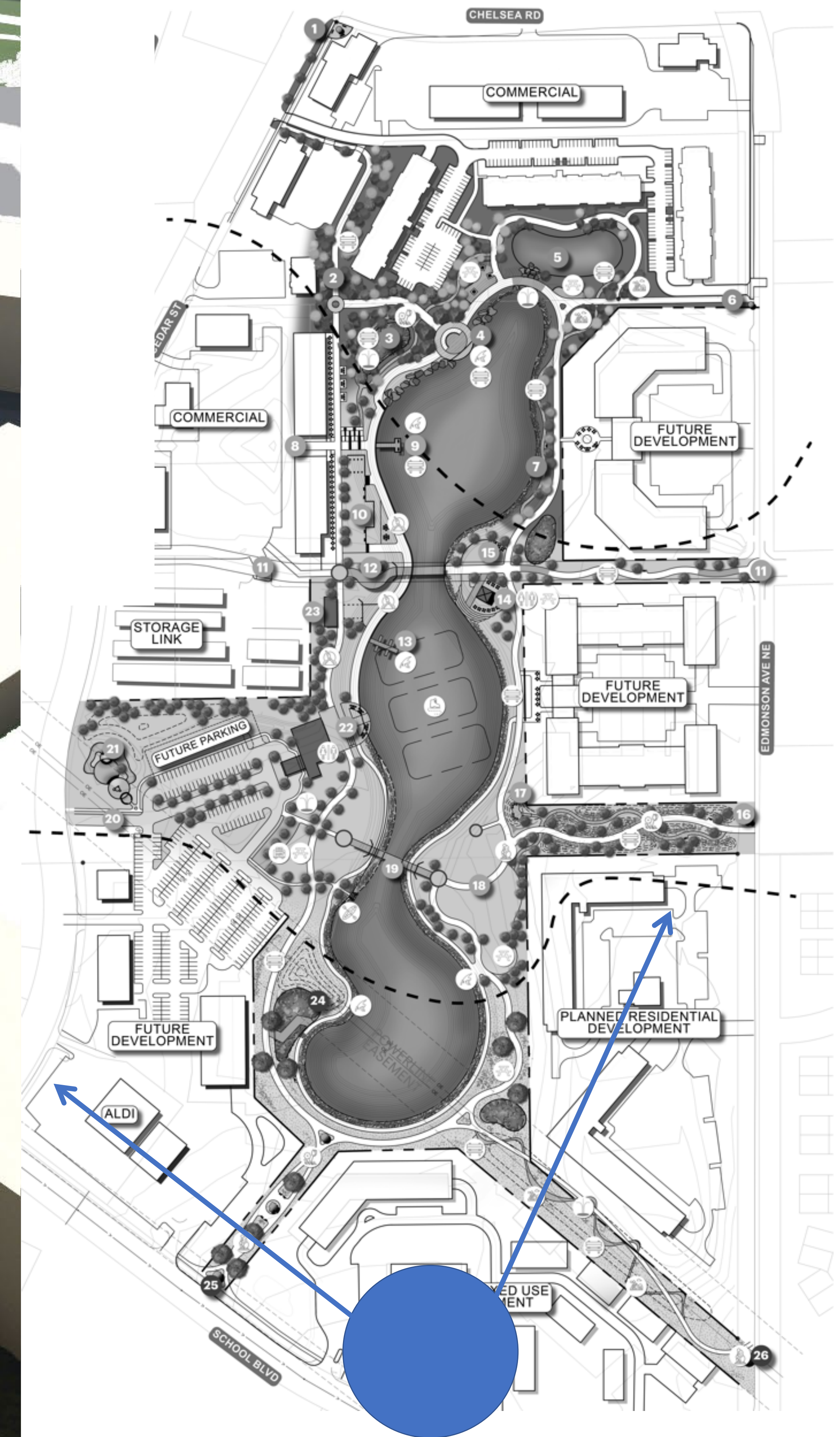
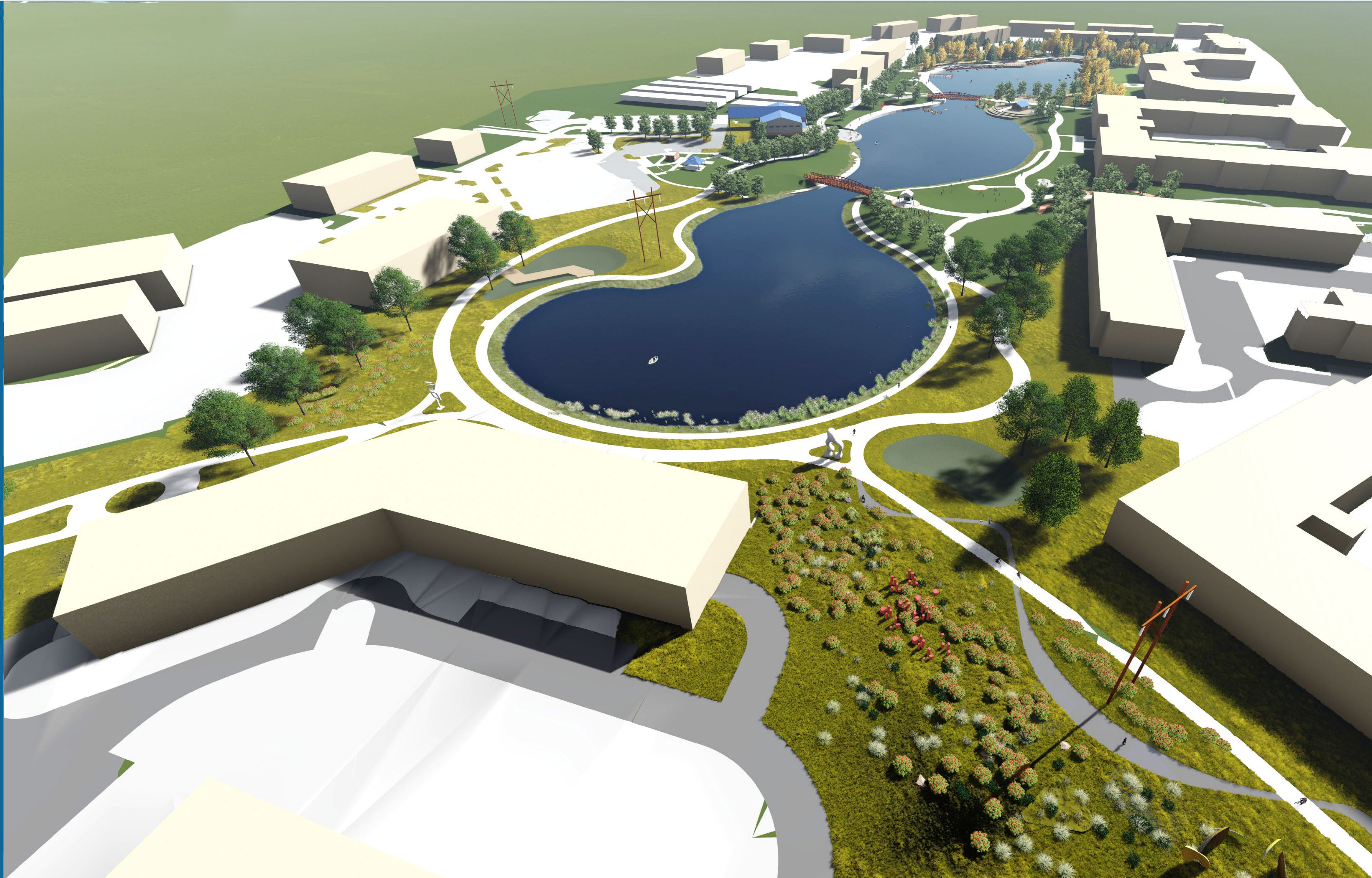
SOUTH BIOME | QUERCUS

24. NATURE TRAIL & BOARDWALK
25. SCULPTURE ALLEY - SECONDARY GATEWAY
26. THE RIBBON - SECONDARY GATEWAY

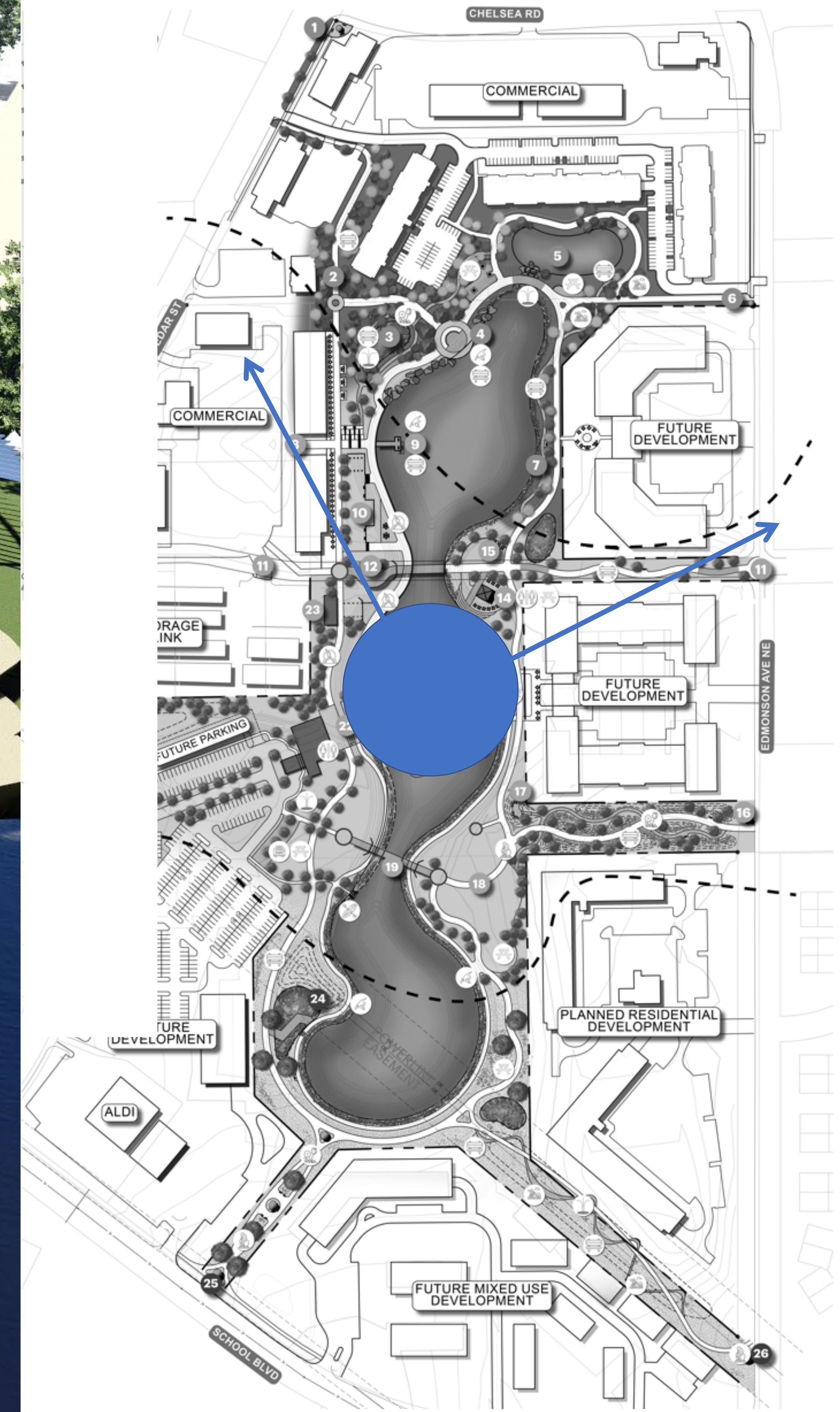


Full Buildout View

VIEW OF ENTIRE SITE FROM SCHOOL BOULEVARD

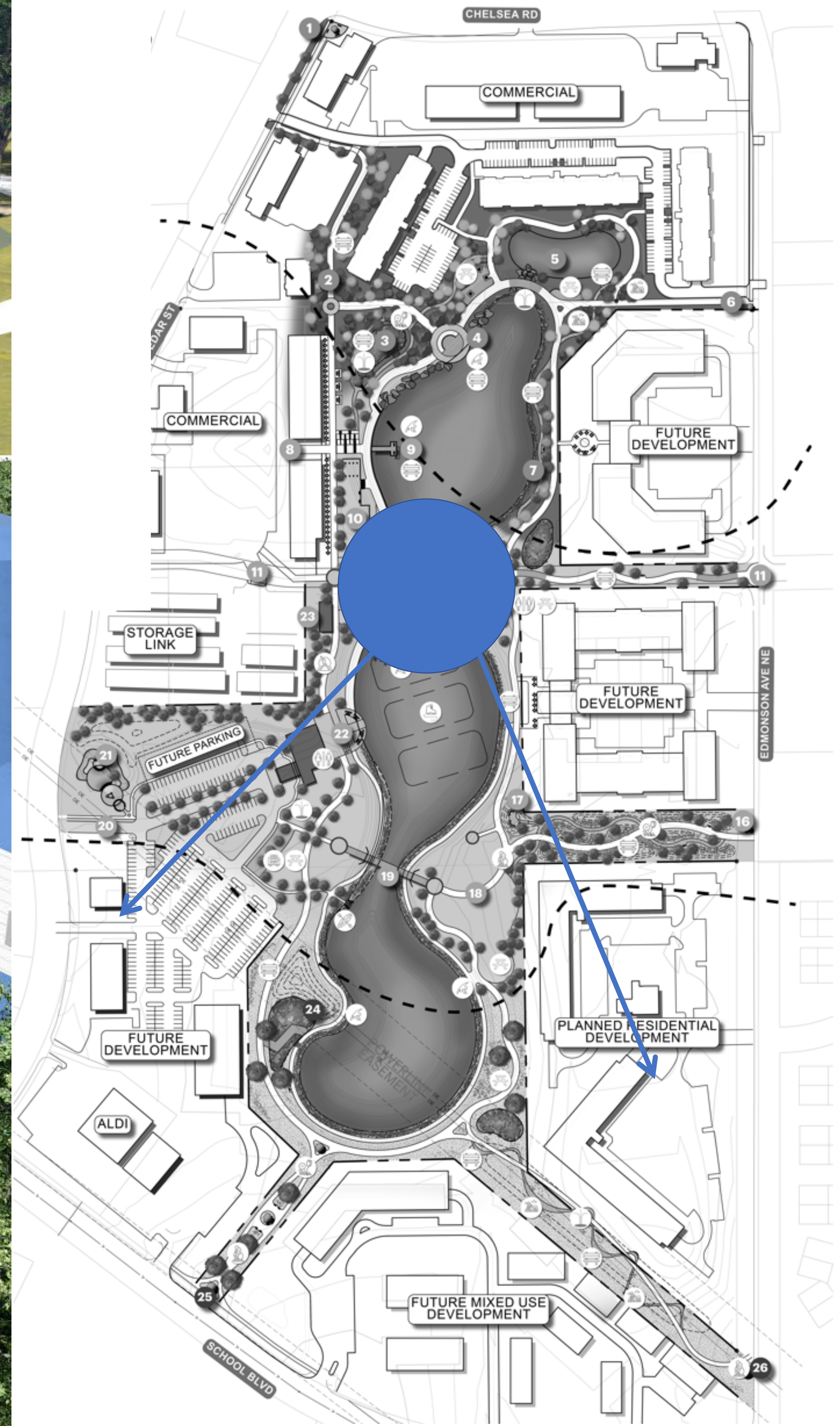


VIEW TO THE NORTH



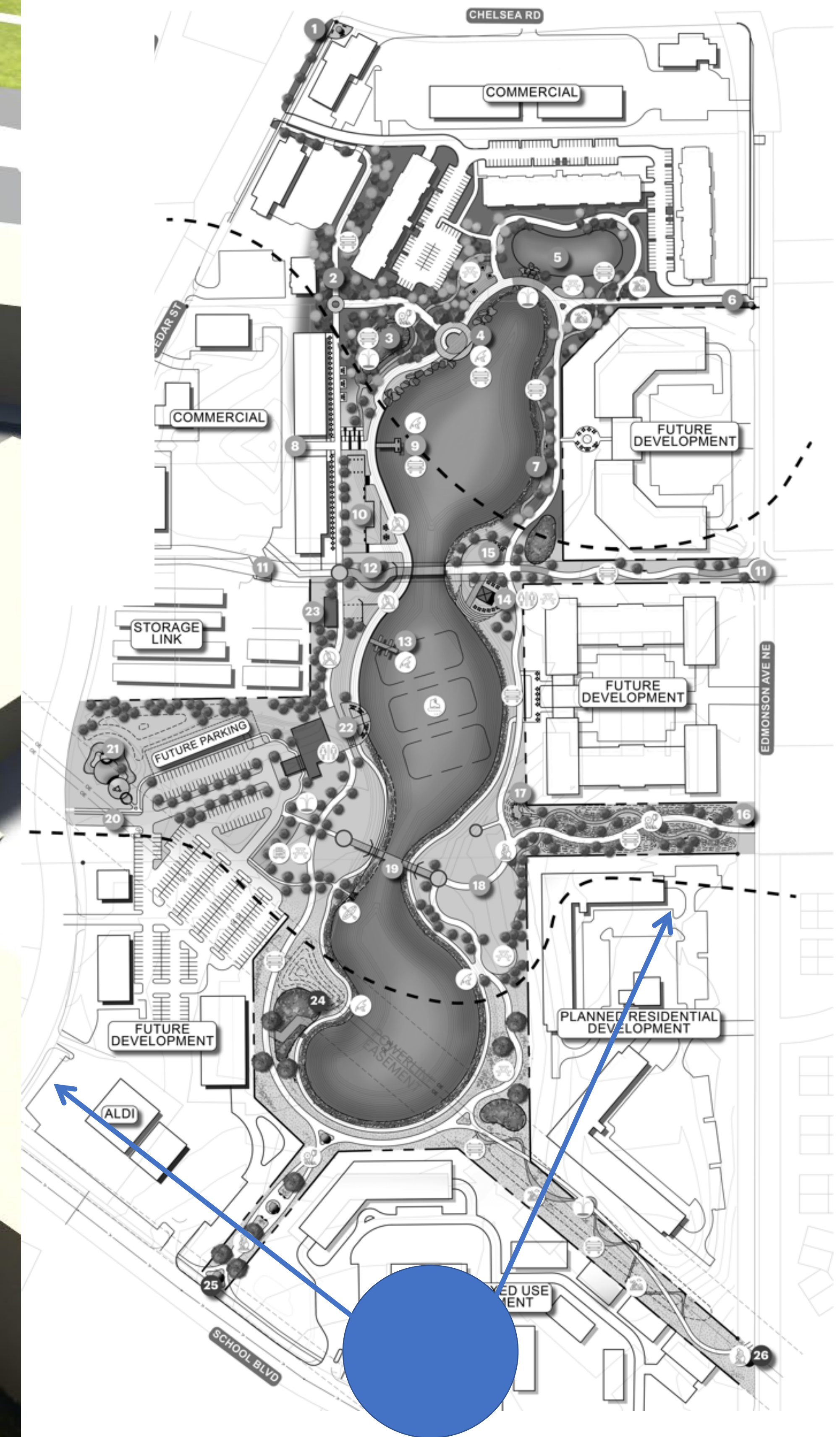
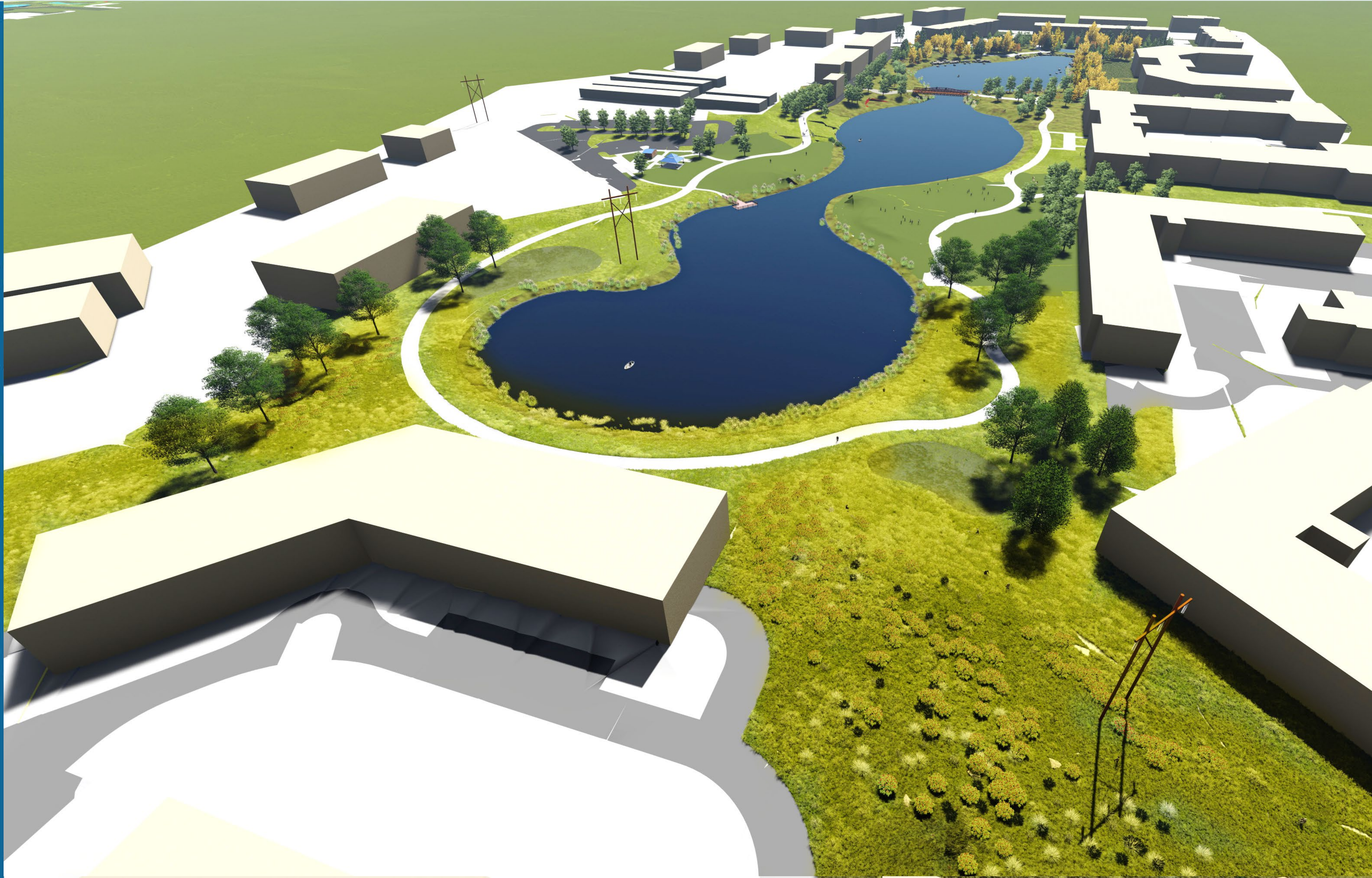
Full Buildout View

VIEW TO THE SOUTH



Baseline View (with potential ped bridge)

VIEW OF ENTIRE SITE FROM SCHOOL BOULEVARD

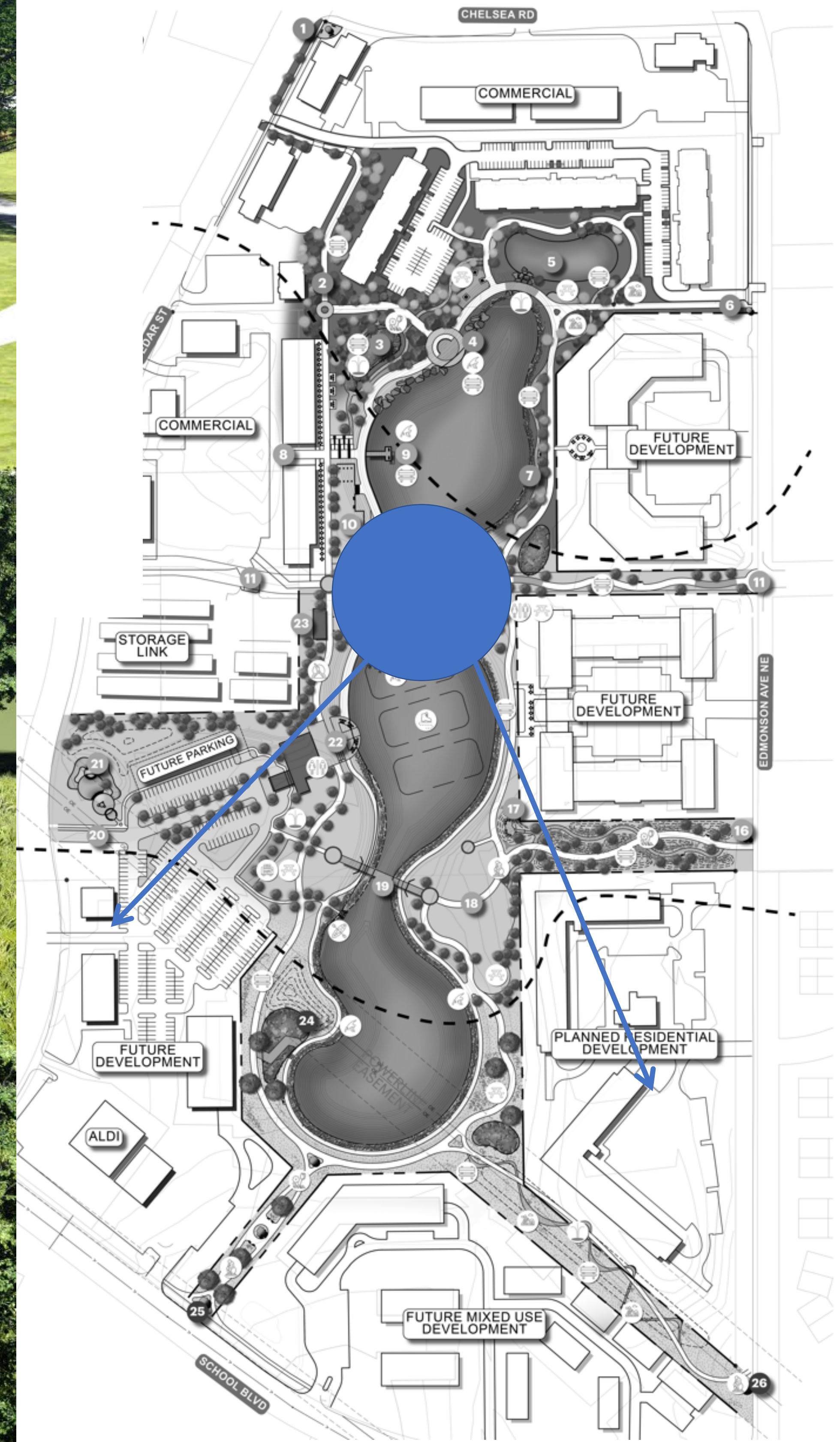


Baseline View (with potential ped bridge)

VIEW TO THE NORTH

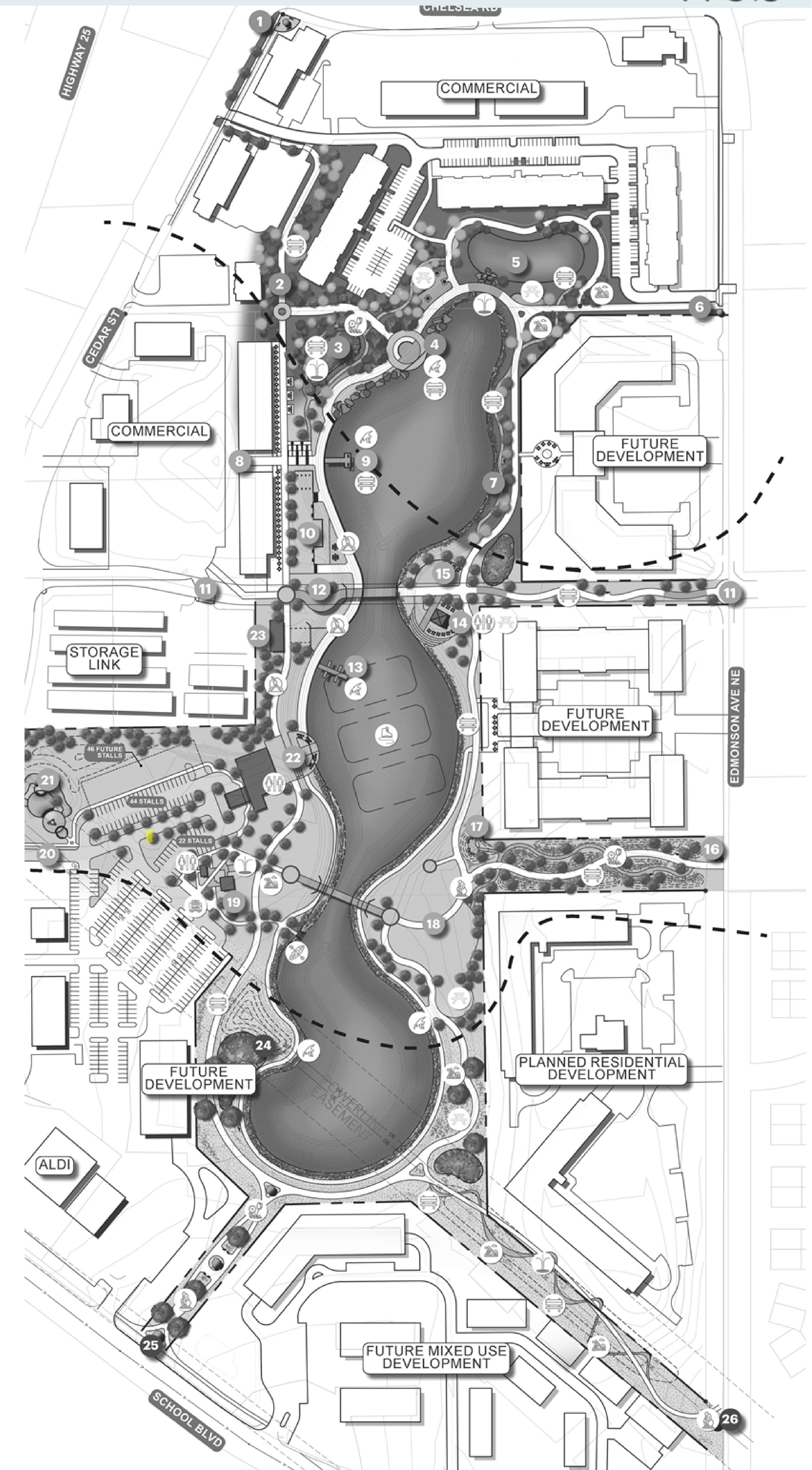


VIEW TO THE SOUTH



Follow up from recent Workshop, Compass Committee Meeting and Staff Input

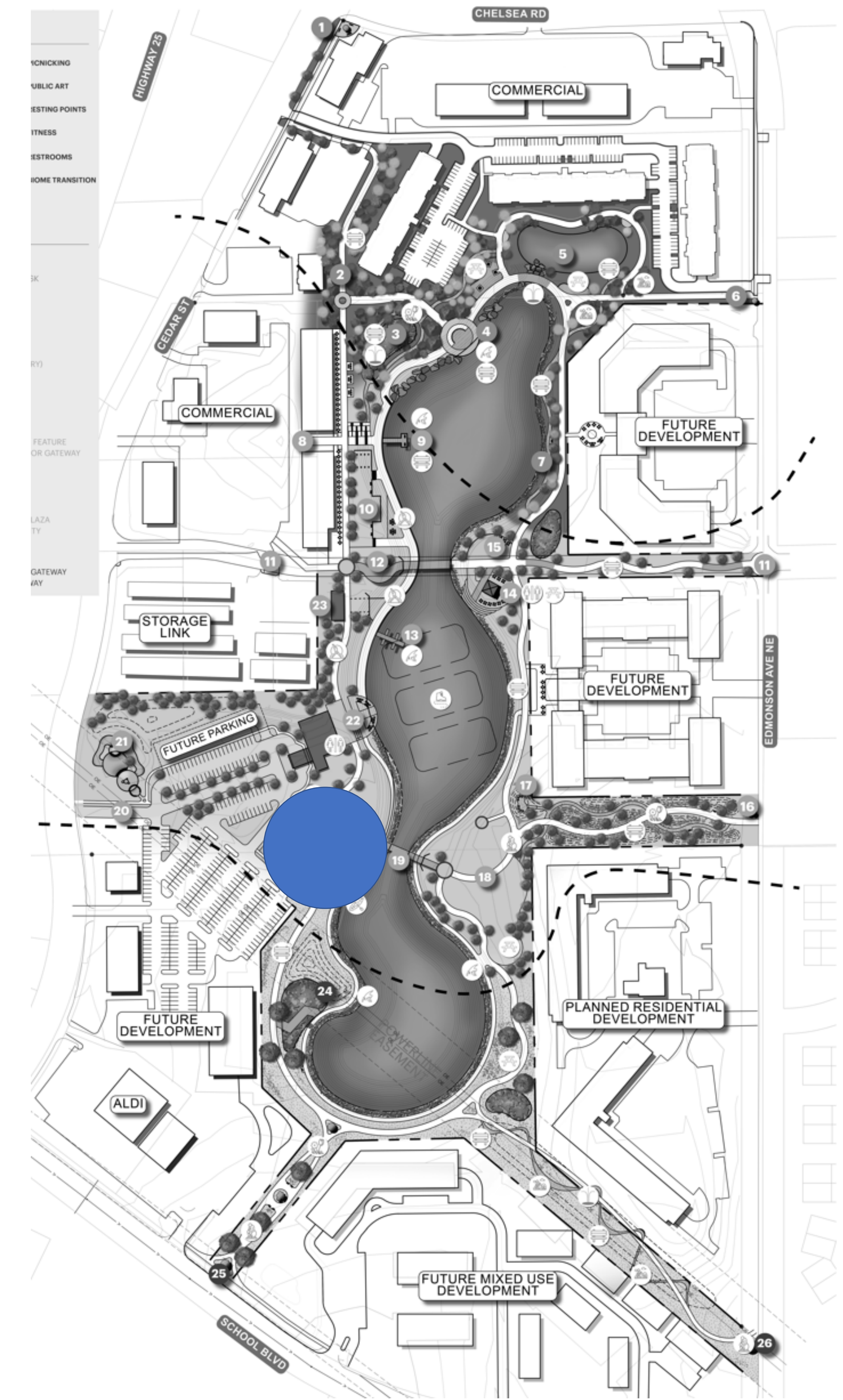
- Shorter walking loop
- Parking
- Bridge style consistency
- Inclusion of park shelter, small restroom and interactive water feature
- Updated cost estimate with breakdowns for future improvements



Baseline Park Plan

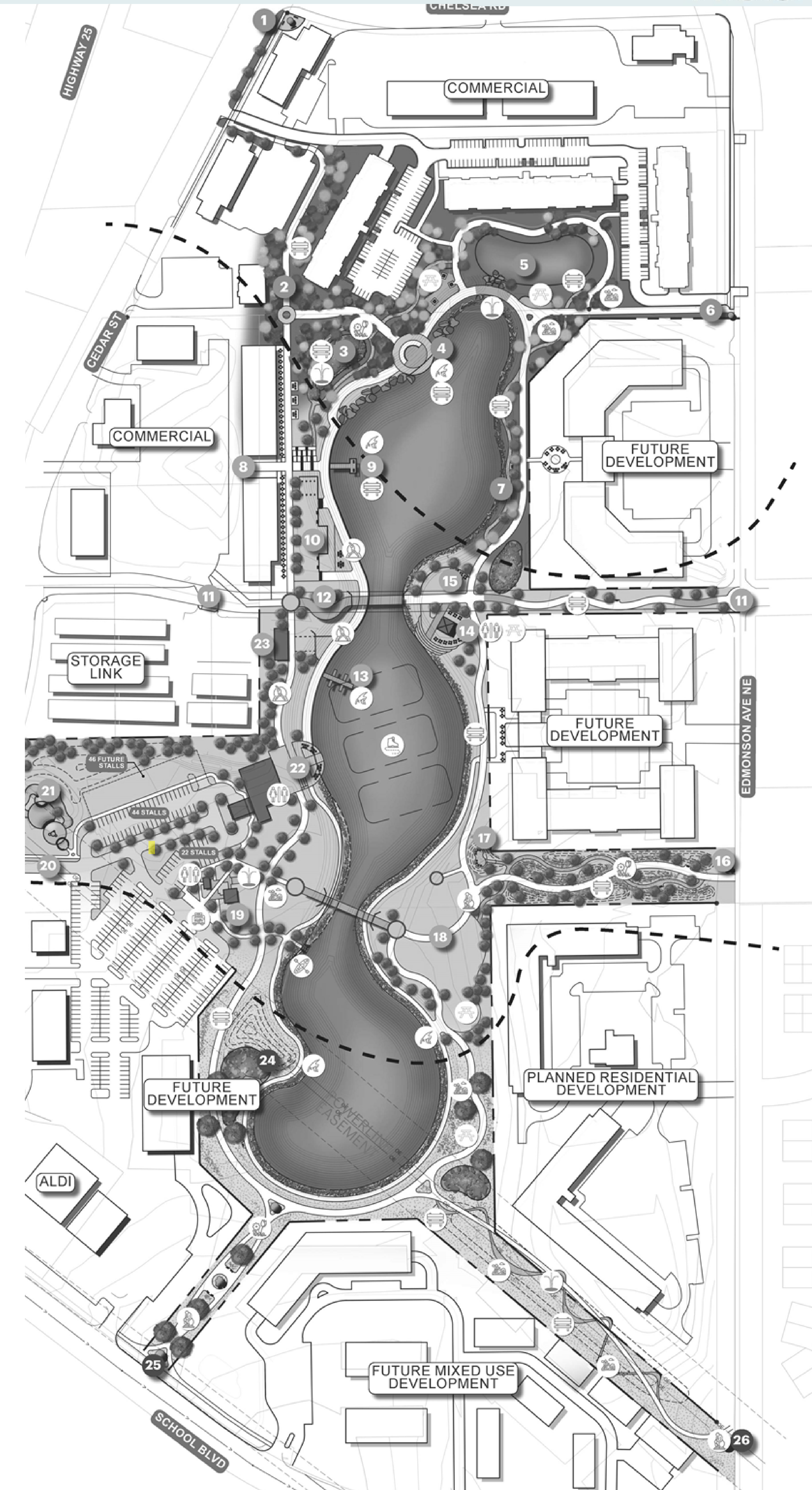


- Interactive water feature
- Restroom
- Park Shelter
- Food Truck Plaza



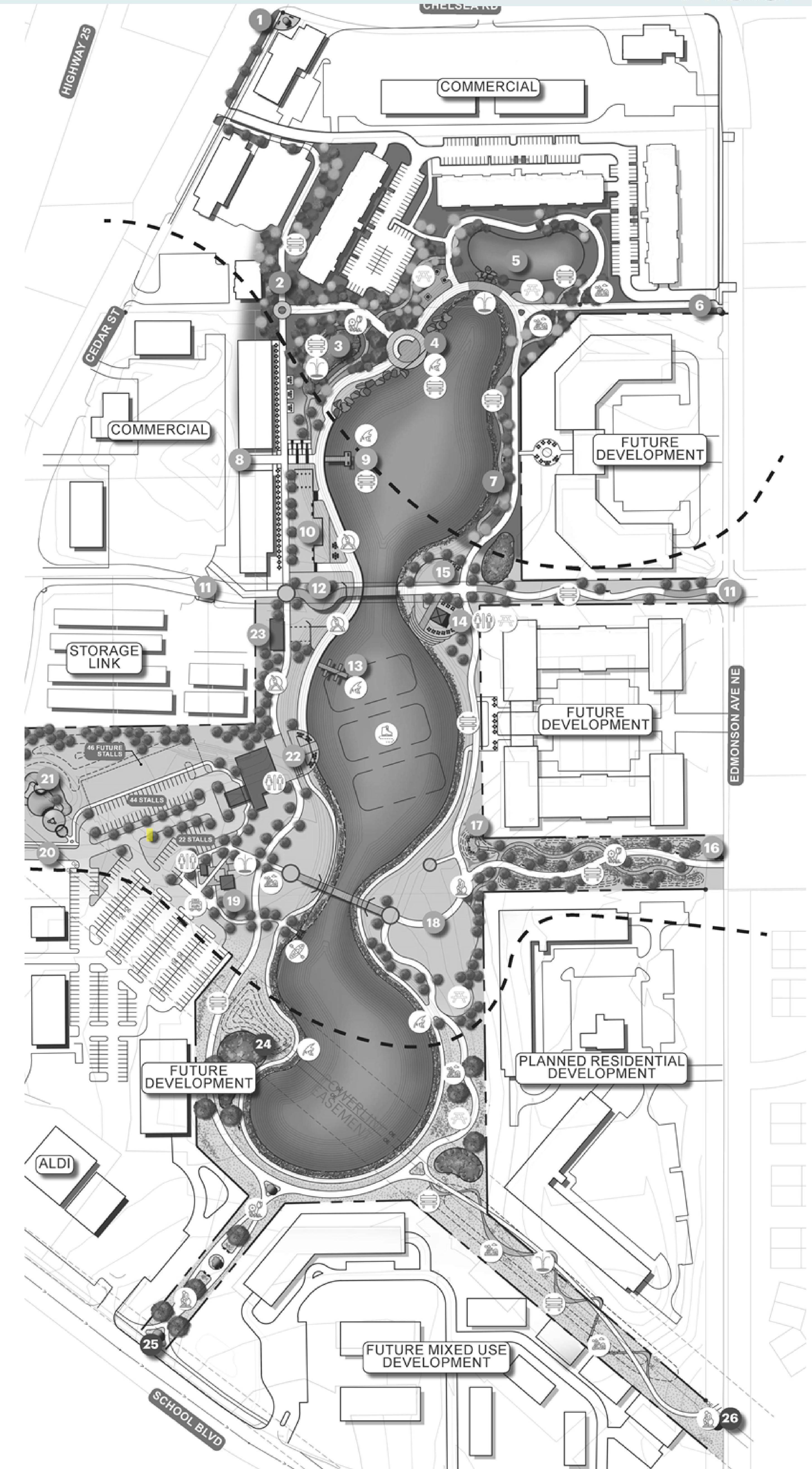
Recommended Baseline Improvements

Baseline Development		Estimated Cost Range	
		Low	High
1.01	General sitework - removals/Dundas/earthwork & pond liner with necessary stormwater management system and well augmentation system (<i>assumes 160,000 CY of earthen material will be removed by developers per City agreements</i>)	\$6,550,000	\$7,205,000
1.02	Private Site Utility Reroutes - private utility relocation (<i>estimated private development contribution to bury Xcel along Edmonson has been subtracted</i>)	\$636,000	\$699,600
1.03	Irrigation System - pump station with prefab building, 2 lawn areas, southern mainline with Kifco connections	\$475,000	\$522,500
1.04	Natural biome seeding restoration	\$82,250	\$90,475
1.05	Turf seeding restoration	\$12,500	\$13,750
1.06	Initial Biome Trees (4" - 12" DBH Spaded)	\$45,000	\$49,500
1.07	Initial Biome Trees (2" - 4" cal. B&B) - avg. 10 trees/acre	\$235,000	\$258,500
1.08	Partial improvements at 2 major gateways	\$300,000	\$330,000
1.09	Biome demonstration gardens at key locations	\$225,000	\$247,500
1.10	30' Sq. Open Air Pavilion with picnic tables	\$95,000	\$104,500
1.11	17'x25' Pre-fab Concrete restroom building w/drinking fountain	\$315,000	\$346,500
1.12	Interactive water feature (ground spray - flow through type)	\$125,000	\$137,500
1.13	Plaza pavement adjacent to shelter / restroom building - decorative concrete pavement	\$94,500	\$103,950
1.14	Parking lot with entry drive and lighting (66 stalls)	\$534,000	\$587,400
1.15	City's shared cost for widened walkway through developer land and around northern storm pond	\$112,500	\$123,750
1.16	10' Bituminous Trail	\$107,250	\$117,975
1.17	15' Wide Primary Walking Loop - Reinf. Concrete	\$1,057,500	\$1,163,250
1.18	Site amenities along trails (benches/trash recept., etc.)	\$92,500	\$101,750
1.19	Pathway lighting - with light every 100 ft	\$552,500	\$607,750
ESTIMATE SUBTOTAL:		\$11,646,500	\$12,811,150
Recommended Contingency 10%		\$1,164,650	\$1,281,115
Estimated Professional Design and Indirect Costs 20%		\$2,329,300	\$2,562,230
ESTIMATED PROJECT TOTAL:		\$15,140,450	\$16,654,495

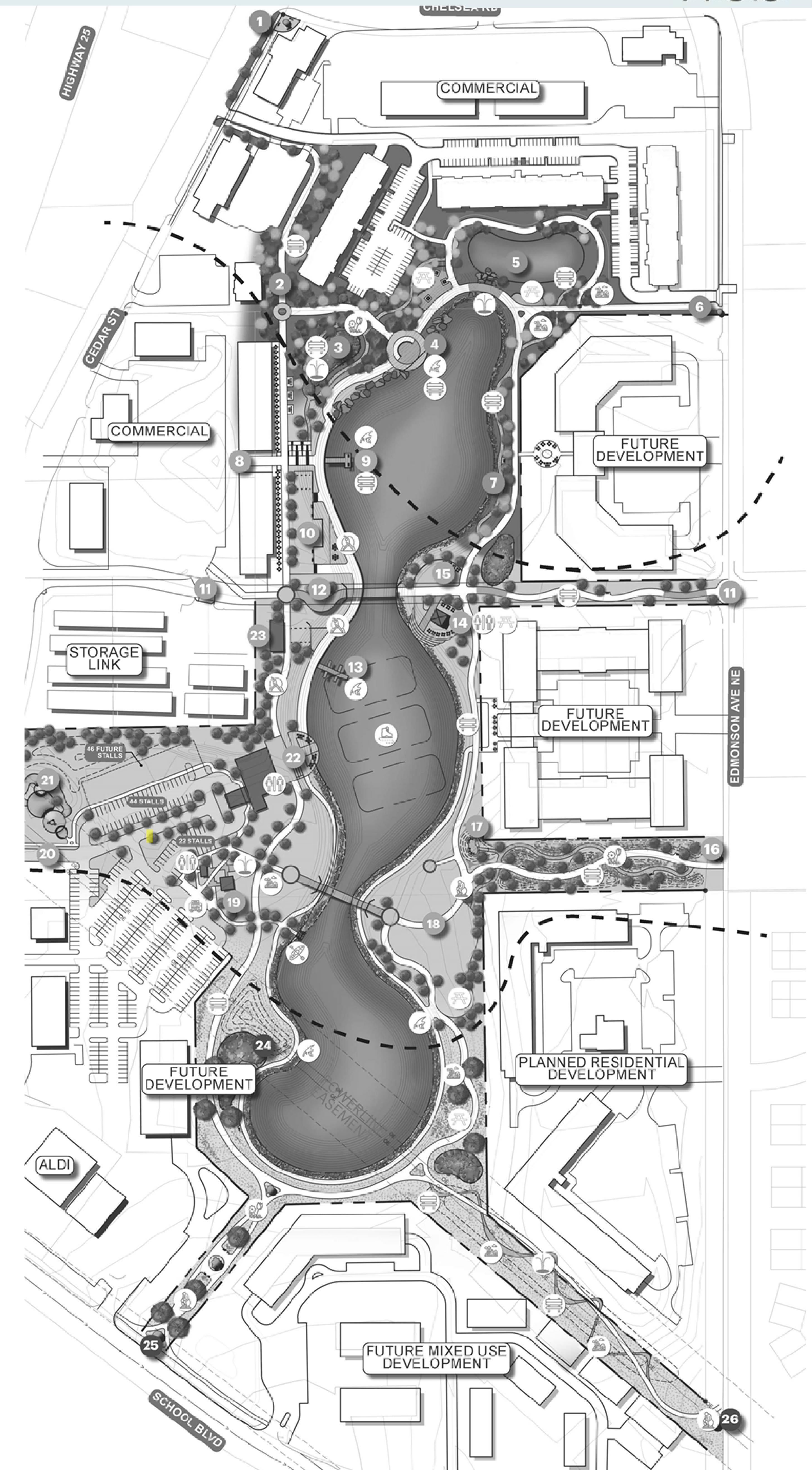


Recommended Baseline Add-ons

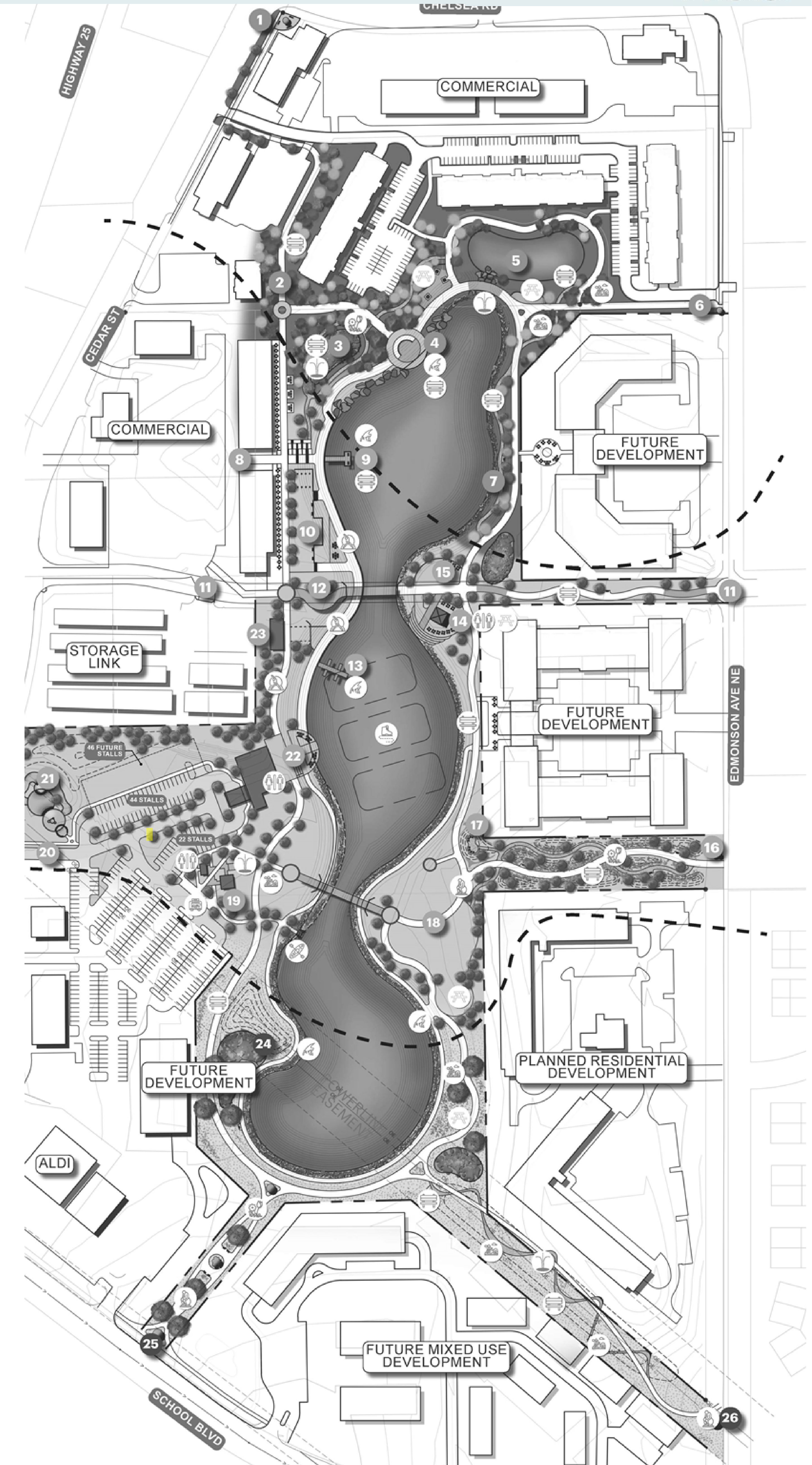
Recommended Baseline 'Add-ons' for Consideration			Estimated Cost Range	
			Low	High
2.01	15' wide pedestrian bridge (prefab bowstring truss)	\$700,000	\$770,000	
2.02	Three play nodes	\$150,000	\$165,000	
2.03	Additional interactive water feature	\$100,000	\$110,000	
2.04	Fishing dock (floating type)	\$85,000	\$93,500	
2.05	Pond fountain	\$25,000	\$27,500	
ESTIMATE SUBTOTAL:		\$1,060,000	\$1,166,000	
	Recommended Contingency 10%	\$106,000	\$116,600	
	Estimated Professional Design and Indirect Costs 20%	\$212,000	\$233,200	
ESTIMATED PROJECT TOTAL:		\$1,378,000	\$1,515,800	



Future Development (Good/Great)		Estimated Cost Range	
	Item Description	Low	High
3.01	Site removals/grading	\$750,000	\$900,000
3.02	Utilities (storm/water/san/electrical)	\$975,000	\$1,170,000
3.03	Site Lighting - future Walkway	\$330,000	\$396,000
3.04	Hockey lighting	\$250,000	\$300,000
3.05	boarding docks	\$125,000	\$150,000
3.06	Primary Interactive Water Feature (Snack Shack Plaza)	\$200,000	\$240,000
3.07	Snack Shack w/Public Restroom	\$750,000	\$900,000
3.08	Concrete Stepped Terrace into lake (adjacent to Snack Shack)	\$145,000	\$174,000
3.09	15' wide pedestrian bridge (prefab bowstring truss)	\$650,000	\$780,000
3.10	Shoreline - sheet piling / wall treatments	\$309,710	\$371,652
3.11	Shoreline - Northern Biome Boulders	\$135,000	\$148,500
3.12	Shoreline planting enhancements - Live plugs	\$273,750	\$301,125
3.13	Play Pods / Nodes (1 per Biome)	\$195,000	\$234,000
3.14	Large decorative concrete plazas ("Clearing," "Bridge Overlook" & "Snack Shack")	\$487,347	\$584,816
3.15	Major Gateway Enhancement - Populus	\$153,767	\$184,520
3.16	Major Gateway Enhancement - Tilia ("Midway")	\$125,637	\$150,764
3.17	Major Gateway Enhancement - Tilia ("Promenade")	\$232,969	\$279,563
3.18	Pavilion / Shade Structures	\$225,000	\$270,000
3.19	Signage - Basic Wayfinding & Regulatory	\$30,000	\$36,000
3.20	Site Furnishings (Excluding Gateway Furnishings)	\$262,500	\$315,000
3.21	Signage - Entry Monument	\$100,000	\$120,000
3.22	Signs - Gateway entrances	\$125,000	\$150,000
3.23	Gateway Biome Enhancements- Planting Beds	\$653,400	\$784,080
3.24	Biome Vegetation Treatment - Trees (2" - 4" cal.)	\$120,000	\$144,000
3.25	15' Wide Primary Walking Loop - Reinf. Concrete	\$641,250	\$769,500
3.26	Secondary Pathways - 10' wide concrete walks	\$809,250	\$971,100
3.27	Secondary Pathways - 8' wide aggregate surface	\$74,030	\$88,836
3.28	Natural walls / boulder style to fit Biome	\$109,250	\$131,100
3.29	Small decorative concrete Plazas, Sitting Areas & Gathering Spaces	\$225,120	\$270,144



3.29	Small decorative concrete Plazas, Sitting Areas & Gathering Spaces		\$225,120	\$270,144
3.30	Additional Interactive Water Features		\$375,000	\$450,000
3.31	Secondary Gateway - Quercus ("The Ribbon")		\$279,522	\$335,427
3.32	Secondary Gateway - Quercus ("Sculpture")		\$209,568	\$251,482
3.33	Backyard Game Plaza - synthetic lawn/walls/ramps		\$495,325	\$594,389
3.34	Additional Play Nodes / Pods		\$150,000	\$180,000
3.35	Babbling Creek Water Feature with timber ped crossing		\$250,000	\$300,000
3.36	2 story park pavilion with adjacent plaza		\$9,850,000	\$11,820,000
3.37	Maintenance & Storage Facility		\$2,700,000	\$3,240,000
3.38	Skate Park - Custom concrete with seating & landscape improvements		\$450,000	\$540,000
3.39	Expanded irrigation system (approx 10 acres)		\$525,000	\$630,000
3.40	formal natural gas fire pit		\$30,000	\$36,000
3.41	Feature lighting (to highlight bridges or sculptures)		\$200,000	\$240,000
3.42	Artistic lighting (cattail lights, fireflies, etc.) - 3 areas		\$100,000	\$120,000
3.43	Landscape lighting enhancements - allowance per area - suggest 3 areas per biome		\$540,000	\$648,000
3.44	artistic shade/trellis features with swinging benches		\$315,000	\$378,000
3.45	Pond fountains		\$50,000	\$60,000
		ESTIMATE SUBTOTAL:	\$25,982,394	\$31,137,998
		Recommended Contingency 15%	\$3,897,359	\$4,670,700
		Estimated Professional Design and Indirect Costs 20%	\$5,196,479	\$6,227,600
		ESTIMATED PROJECT TOTAL:	\$35,076,232	\$42,036,297



Appendix:

Other Deliverables provided to City Staff in addition to Master Plan:

- ALTA Survey
- Geotechnical Report
- Private Utility Reroute Summary
- Stormwater Management Plan Report
- SWPPP for Interim Grading operations
- Zoning and Biome Maps

Next steps

- September 2022 - City Council Meeting
- 2023 - Proceed with final design of Baseline Improvements
- 2024 / TBD - Bidding
- 2024-2025 / TBD - Construction oversight



THANK YOU