

Scottsdale 'Desert' Parks Design Guidelines



The ultimate image that should be fostered is that the park 'grew' out of its site and has been there for generations.



Table of Contents

Introduction/Background	1
Purpose	3
Goals	4
Site Selection and Evaluation	5
Local Context	6
Topographic Suitability	7
Proposed Program/Activities	8
Appropriate Access	9
Site Planning & Design	10
Siting of Recreation Amenities	11
General Considerations	11
Tennis and Basketball Courts	12
Athletic Fields: Ball Fields, Soccer Fields	13
Playgrounds	14
Swimming Pools	15
Equestrian Facilities	16
Non-Traditional Amenities	17
Buildings/Architecture	18
General Considerations	18
Community Centers	19
Restrooms	20
Ramadas	21
Maintenance Facilities	22

Walls, Earth Berms and Fences	23
Screen Walls and Earth Berms	23
Seatwalls	24
Fences	25
Circulation	26
Entry	26
Internal Roadways	26
Parking Lots	27
Wash/Arroyo Crossings	28
Shared Use Paths and Trails	29
Neighborhood or Adjacent Parcel Connections	30
Transit Stops	31
Lighting	32
Concept/Approach	32
Parking Lots	33
Ballfields	34
Courts	35
Shared Use Trails and Paths	36
Site Furnishings	37
Benches/Trash Receptacles/Etc.	37
Landscape	38
Inventory Process	38
Preserve Zones	39
Revegetation	40
Summary	41
Appendix	42

Introduction/Background

North Scottsdale is blessed with some of the finest natural characteristics of any portion of the Phoenix metropolitan area, characterized by vegetation and landforms unique to the Sonoran Desert. Consequently, this area represents a very desirable location for growth and development; and in fact, is among the fastest growing areas in the region.



The recent and anticipated development in this area has precipitated the need for the City of Scottsdale to establish criteria for the design and construction of parks that consider the unique qualities of the area and providing a direction for the expansion of the park system to serve the residents in this area.

In 1991, the City of Scottsdale developed the Vision 2010 Parks Master Plan, which is a city-wide document that projects park and recreation facility needs based upon projected population. As of now, portions of the City of Scottsdale do not have enough park sites to provide the necessary facilities to this projected population. The study area considered in this document includes the eastern portion of park Planning Unit Six, and a small portion at the southern edge of park Planning Unit Eight. Boundaries of the study area are defined to the west on northern and eastern boundaries of incorporated Scottsdale areas north of the Central Arizona Project. However, these guidelines may be applied to any native desert areas, as well as areas which are reestablishing a desert environment.



Six facilities were considered in the Vision 2010 Parks Master Plan in Planning Unit 6, including:

- Pinnacle Peak Mountain - Trailhead specialty park (150 acres north of Jomax & west of Alma School Road)
- Troon North Community Park (34 acre school/park site east of Alma School Road & north of Pinnacle Vista Drive)
- Sonoran Hills Neighborhood Park (11 acre parcel south of Pinnacle Peak Road & east of Miller Road)
- Pinnacle Peak Road/Pima Road Neighborhood Park (11 acre parcel near the northeast corner of Pinnacle Peak and Pima Roads)
- Cave Creek Elementary School (adjacent to Troon North park)
- Sonoran Hills Elementary School (adjacent to Sonoran Hills park)

According to population projections, currently there are not enough sites to provide all of the facilities required. This document is intended to assist in the evaluation of potential additional park sites, and provide guidance in the development of future facilities which are effectively integrated into the context of current and proposed development and the unique natural surrounds.

Purpose

“The creation of places for public recreation, developed in harmony with the unique Sonoran Desert environment...”

Toward this end, all parks should embody the character of the desert; reinforced through sensitive site planning, native landscape materials, appropriate architecture, and the preservation of significant natural areas within the park. It should be recognized that all future facilities are integrated in to, and in fact part of the desert environment.

Each facility should be immediately **recognizable as a “Sonoran Desert” park**, as opposed to a park indistinct in character, and indistinguishable in locale.

The ultimate image that should be fostered is that the park “grew” out of its site and has been there for generations.





Goals

The Vision 2010 Parks Master Plan identifies several park policies that are environmentally based:

1. **Turf will be limited** to athletic field areas, specified picnic/open play spaces, and in areas of high public use.
2. **Drought tolerant plant material** is preferred in landscaped areas with native plants having the highest priority.
3. **Unique** open spaces, archaeological sites and historical **sites should be preserved and protected**
4. The City should seek opportunities to accommodate specialty parks that are not based on development standards, but may **respond to the demand of the citizens, unique site conditions and/or special community interests.**
5. **State-of-the-art lighting systems** shall be utilized for outdoor recreational facilities to ensure participant safety and to minimize trespass light into adjacent neighborhoods and streets.

The following goals more specifically address the sensitive desert environment of Scottsdale and further define the city's visions for desert parks.

1. **Neighborhood and community parks** should include playgrounds, ramadas, tennis, basketball and volleyball courts, soccer, softball, and multi-use fields, and multi-use rooms. Pet amenities should also be a consideration. These facilities would be centrally located to the population base they are intended to serve. **Design would emphasize the unique Sonoran Desert environment through minimal site disturbance and desert-responsive architecture. Lighting should be sensitively considered.**

2. **Specialty park facilities** could be similar to what is planned for Pinnacle Peak. These may include: trailhead parking areas, desert open space preserves, multi-use trails, interpretive trails, equestrian centers, mountain biking courses, rest rooms, small classrooms for outdoor education, interpretative and museum-like center and demonstration gardens. **These would be located to preserve public access to most sensitive or unique natural or cultural features in the area.** Similar to the neighborhood and community parks, design would emphasize the native desert environment through minimal site disturbance, desert-responsive architecture and a sensitive approach to lighting.





Site Selection and Evaluation

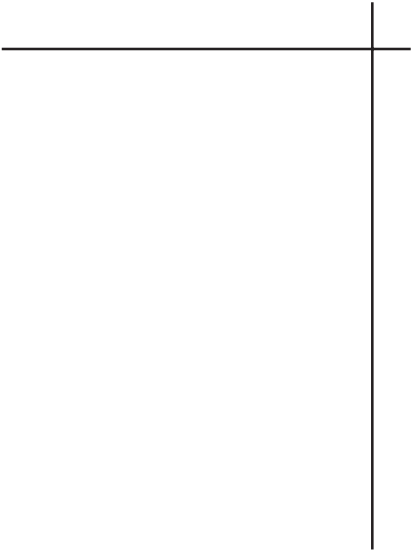
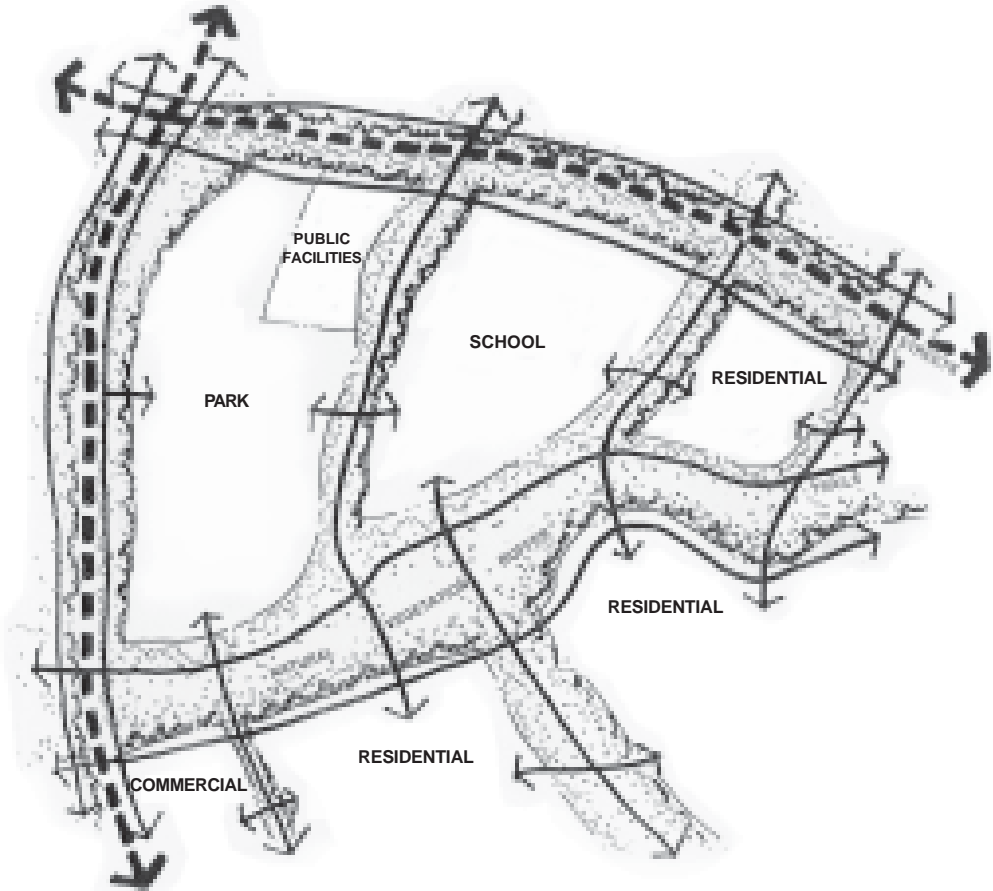
Selection of appropriate park sites and the development of suitable recreation activities are critical first steps in park development. **When considering a potential park site, the following criteria should be evaluated.**

1. Local Context
2. Topographic Suitability
3. Proposed Program/Activities
4. Appropriate Access

Local Context:

Because of the important need of a park to serve a community, a site should be considered based upon the current and projected demographics of the citizens it is intended to serve. Additionally, accessibility to a potential site must be easily accomplished by vehicles, pedestrians, and transit if possible. If appropriate access is not presently available, provisions for such access should be considered for a site to be viable.

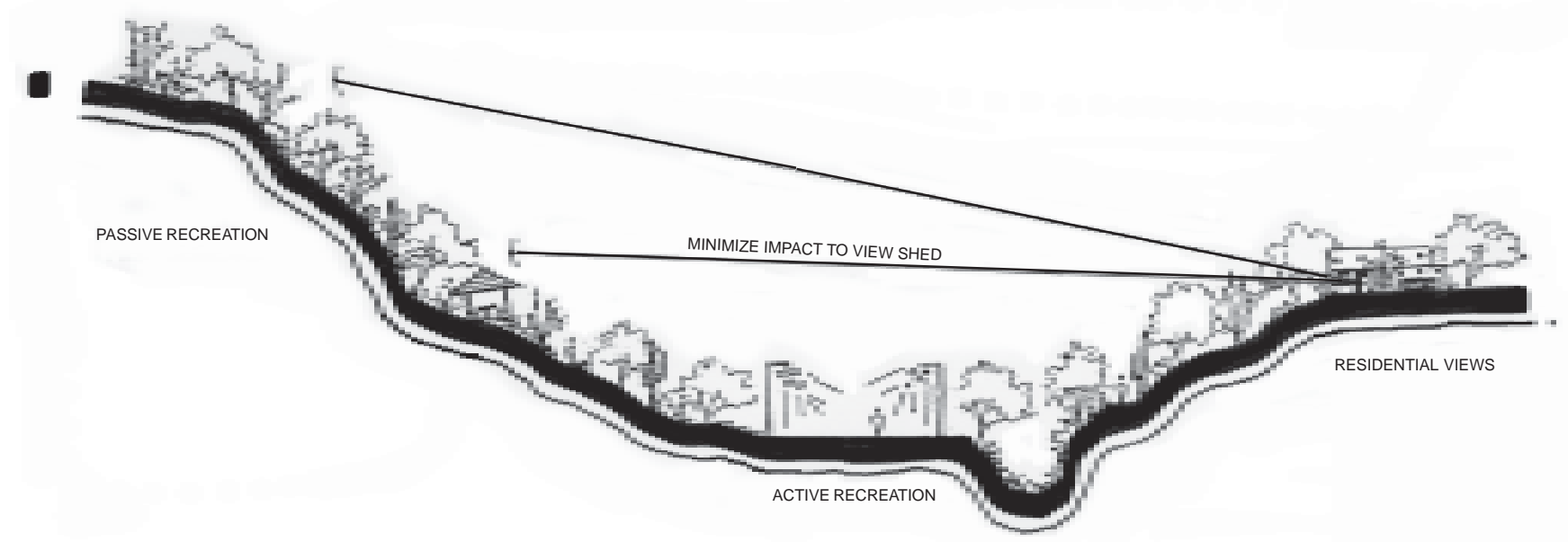
Wherever possible, parks which have active recreational amenities should be located adjacent to other public activity areas such as schools, libraries, fire or police stations, or small commercial areas in order to create an “activity core” and share common land uses. Create linkages to these adjacent uses and create transitions to more sensitive land uses. Additionally, sites should be selected with good visibility from public edges to provide adequate safety.



Topographic Suitability:

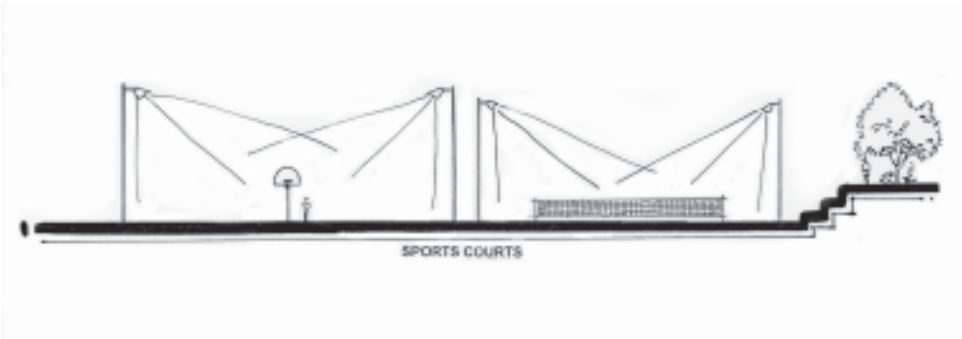
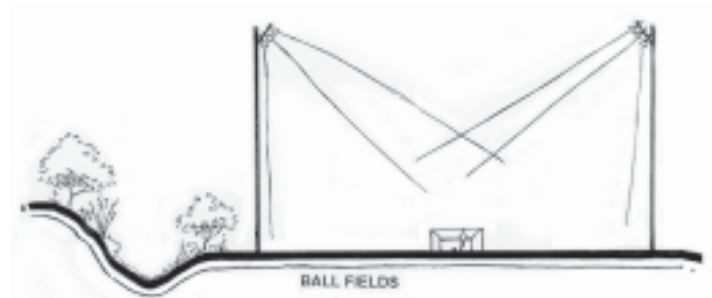
Existing landforms, slope, and orientation must be considered to ensure that proposed park elements may be appropriately integrated. The following general principles should be consulted to determine the appropriate program and capacity for a given site:

1. Parks with “active” recreational amenities such as basketball, volleyball, soccer, baseball and tennis should generally not be located along topographic ridges or peaks to preserve the desert as the superseding park element. Parking lots also need to be placed below prominent topographic ridges. If possible, these larger park elements are best located areas of lower landscape quality, or areas which have been previously disturbed or burned.
2. Parks with an active recreational program should be located on sites with an average slope of less than 10% to minimize grading and disturbance to the landscape.
3. Sites with steep slopes can be used for “passive recreation” such as hiking/mountain bike trails and other similar uses, but should not be used for athletic fields, sport courts, or buildings.

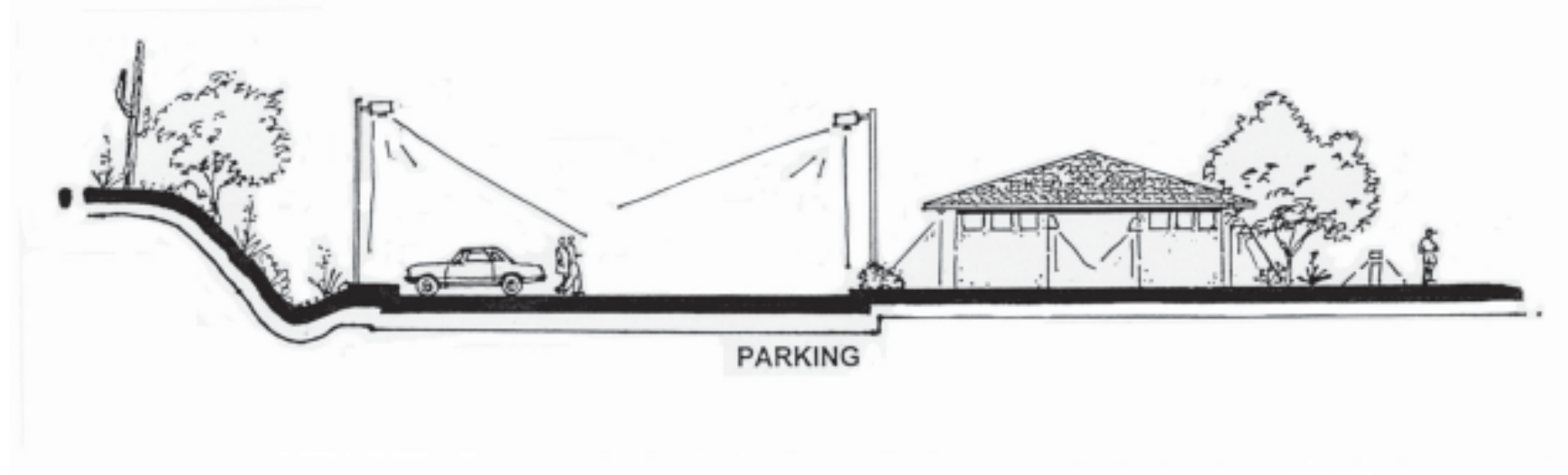


Proposed Program / Activities:

Park activities should be selected based upon the anticipated demand for the immediate constituents it serves. Care should be taken, particularly in the sites with the most natural character, to avoid over-programming a site. Substantial contiguous preserve zones should be preserved, and included in the proposed development program for each site. Each site must be judged upon it's own merit.

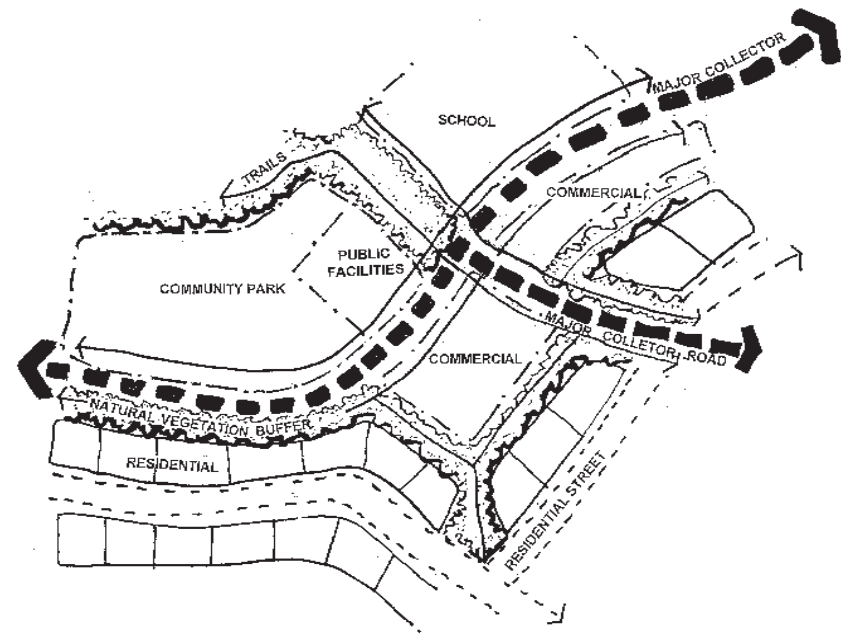
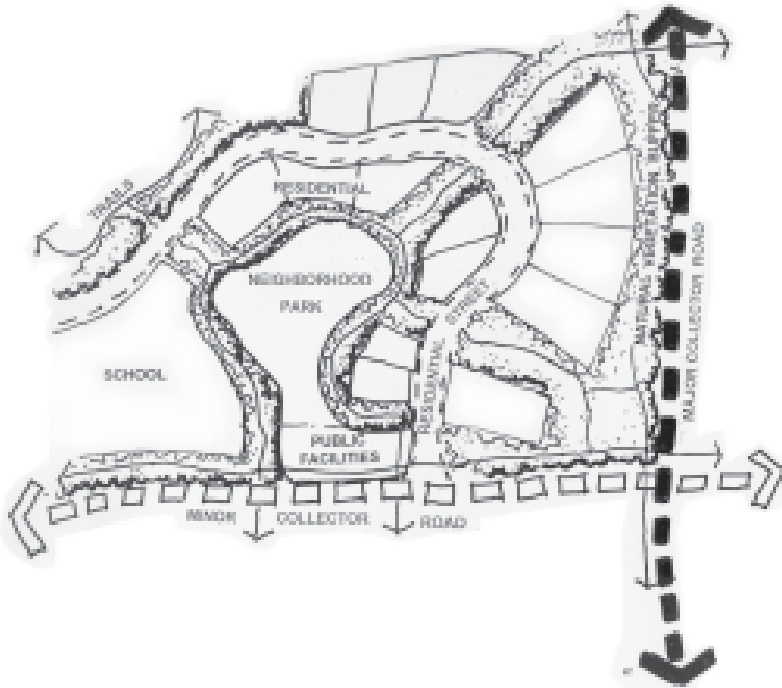


Sites with more topographic change and lush or unique vegetation may be more restrictive of more intense activities such as turf based sports and court sports. Overhead lighting should be avoided except as necessary to light ballfields, courts and parking lots. Low-level and low-intensity lighting may be used elsewhere with discretion. In general, a less-aggressive program should be considered for parks in this area than in more urbanized, and previously disturbed sites elsewhere.



Appropriate Access:

Neighborhood parks and minor trailheads should have access from minor collector streets that serve the surrounding neighborhoods but have limited direct frontage. Pedestrian access from the neighborhoods should be a high priority.



Community parks and major specialty parks should have access to roads that do not have direct residential frontage. Wherever possible, these should be accessible from major pathways and/or trail corridors.

Site Planning & Design

Site Planning and Design standards have been developed as a guide in the sensitive development of parks into a natural desert environment.

General design criteria has been established to include: siting of recreational amenities, architecture and walls, vehicular and pedestrian circulation, landscape and grading, and lighting.

These guidelines are not intended to be mandates or dictates, but rather design expectations for designers, developers, and the public.



Siting of Recreational Amenities:

General Considerations:

New parks that provide active recreational amenities such as basketball, volleyball, tennis, etc. should be located in less sensitive or visible areas of the site and if possible at a lower grade (as also with parking). Facilities should be “dug in” and not “filled in” onto the site. Where possible, the shape of the park should use natural features such as washes, rock outcroppings or ridges as the edge in order to enhance a buffering zone from residential areas.



Neighborhood or community park sites should have an average slope of ten percent or less to minimize grading and disturbance to the landscape. Parks with active recreational amenities should be located as much as possible to other nearby activity areas such as schools, libraries, fire or police stations, or small commercial areas in order to create core activity areas and to provide additional “eyes on the park”.



Tennis and Basketball Courts:

Siting

Considerations:

Court surfaces should be located in lower topographic locations to provide an element of separation and enclosure. **If possible, courts should be slightly “depressed” within a landform to reduce the appearance of height, and create additional enclosure.** Courts should be sited near other active use areas, to concentrate activity zones.



Surfacing: Court surfacing should **utilize colors complimentary to the colors of the desert.** In general, muted colors should be selected. Shades of green and tan are acceptable colors; bright reds, purples, or other unusual or vivid colors which may distract from the natural environment should be avoided.

Screening: Court screening should be accomplished using the lowest appropriate fence height. **Dark colored screening/fencing** should be utilized so as not to draw undue attention to itself. Pole and fencing should match in color.



Athletic Fields: Ball Fields, Soccer Fields

Siting considerations: Athletic fields should be located on the most level portions of the site, with existing grades of less than 10% to minimize grading requirements. Ideally, fields should be oriented in a north-south direction to reduce the glare of the sun. **Fields should be grouped, to concentrate large turf areas and to preserve a major natural buffer outside the field area.**

Accessibility: **Fields should be easily accessible** from the parking lot to efficiently handle circulation and reduce disruption to more passive portions of the site.



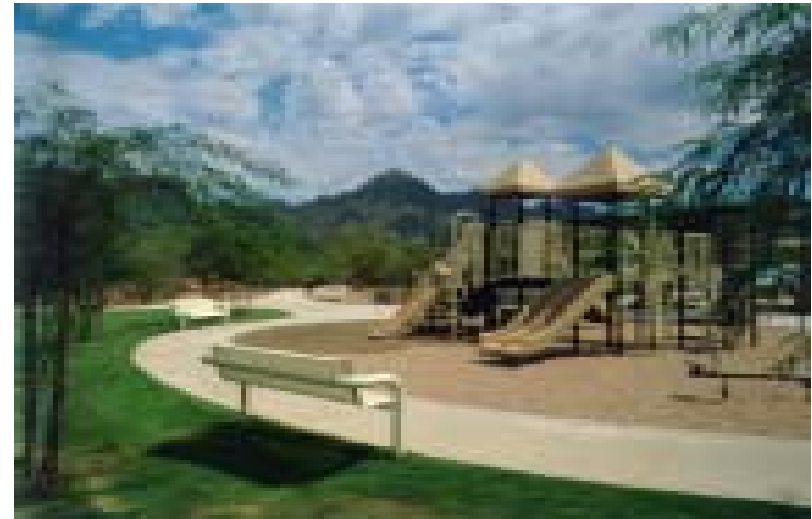
Surfacing: **Resilient play surface is required in portions of the playground to facilitate handicap accessibility to play structures.** Resilient surface color should be muted and complimentary to the desert; with greens, tans, and terra cotta colors most desirable.

Shade Structures: **Shade structures are desirable to provide shelter from the sun during the hot summer months.** Structures should be designed with pole colors to match play equipment and shade cloth color similar to resilient surfacing.

Playgrounds:

Siting Considerations: **Playgrounds should be located within turf areas or adjacent to other “activity zones”.** It is not appropriate to use a playground as an edge to the natural desert, however, it is appropriate to utilize certain desert adaptive plant material adjacent to or within the playground.

Play Equipment: **Equipment should be selected for all age groups the park is intended to serve.** Appropriate handicap accessibility must be maintained to all equipment. Play equipment color can be vibrant and fun. It is a park element where accenting color is appropriate. Accenting colors should represent the desert in bloom (i.e., Lupine blue, Arizona Poppy orange, and Desert Marigold yellow). Playground equipment colors shall be included in the Design Review Board (DRB)..



Swimming Pools:

Siting Considerations: **Swimming Complexes and shower buildings should be located in close proximity to community centers or other architectural components of a park facility to consolidate buildings in one area.** Lower, fairly level topographic sites should be selected to minimize grading impacts and de-emphasize building architecture.

Access: **Pool facilities should be located adjacent to parking for ease of access.**





Equestrian Facilities:

Siting Considerations: **Equestrian facilities should be located separate from other park amenities, with a separate entry and parking lot.** The parking lot should be located in a fairly level, low-lying area; removed from other park activities. Equestrian trails can be routed (formally or informally) through dry washes or more hilly terrain. Access to the park maintenance area should be easily accomplished.

Parking Lot: **The parking lot should be a cleared desert floor with stabilized ¼” minus decomposed granite.** Periodic watering should be considered to reduce blowing dust.



Non-Traditional Amenities:

Efforts should be made to introduce non-traditional amenities into future park sites according to resident interest and demand. The following are some examples of non-traditional recreation amenities: skateboard park, roller blade course, frisbee course, fitness course, fenced pet runs, dog trials, and equestrian center. Each amenity should be planned and designed to be an understated park element, integrated into the site through the use of appropriate colors, materials, and forms.





Buildings/Architecture:

General Considerations:

Architectural Style: Numerous architectural styles have been historically associated with the desert. Buildings should be designed to reflect this unique character. Architectural styles may include Mission, Santa Fe, Territorial, Spanish, or a more contemporary derivation. All buildings must adhere to local building codes and requirements. **Artwork is encouraged** and should represent characteristics of the local desert setting.

Materials: Buildings and walls should be constructed of materials which blend with the natural surrounds or are consistent with materials found in high-quality historic

buildings in the area. Materials appropriate for consideration include: native stone, wood, stucco, split-faced concrete block, sandblasted concrete, corten steel, galvanized aluminum, oxidized copper, or exposed aggregate concrete. **Each site should be evaluated on its own merit to select the most suitable materials for buildings and walls.** Materials selected should be consistently expressed through all architectural elements including buildings, ramadas, walls, and signage.



Siting Considerations: Buildings should be oriented to capture significant views and in response to solar orientation, with major windows facing to the north and east to reduce the intense effect of the sun. Wind patterns should also be considered to enhance comfort of park users. The main public entrances to each building should be clearly defined. In general, building height should not exceed one story, and structures should not interfere with significant views. **Wherever possible, buildings should be located in areas of lowest environmental significance, in areas of sparse vegetation, or in previously disturbed areas. Building forms should blend into the natural shape of the topography.**





Orientation and Organization:

- Buildings should be sited to **capture and emphasize natural viewpoints**.
- **Pedestrian access should be shaded** from daytime sun and illuminated with low intensity lighting for evening events.
- **Seating should be provided** near building entry and in public courtyards.
- **Every building should have an interpretive component**, with an art or signage element describing historic significance or character unique to the desert environment.

Community Centers:

Building Massing:

- Wherever feasible, Community Center facilities should be developed as two or more buildings to reduce a large singular building mass.
- The buildings must **encourage a visual and connective interaction** between interior and exterior space through large windows and door openings, shaded outdoor terraces and arcades, as well as outdoor classrooms.
- Buildings should be “stair stepped” when a volume greater than one-story is required (i.e. multi-purpose/basketball facility) to **reduce the overall building mass**.
- **On a sloped site, the building should be stepped down the hill** in accordance with the existing grade.





Restrooms:

Siting Considerations:

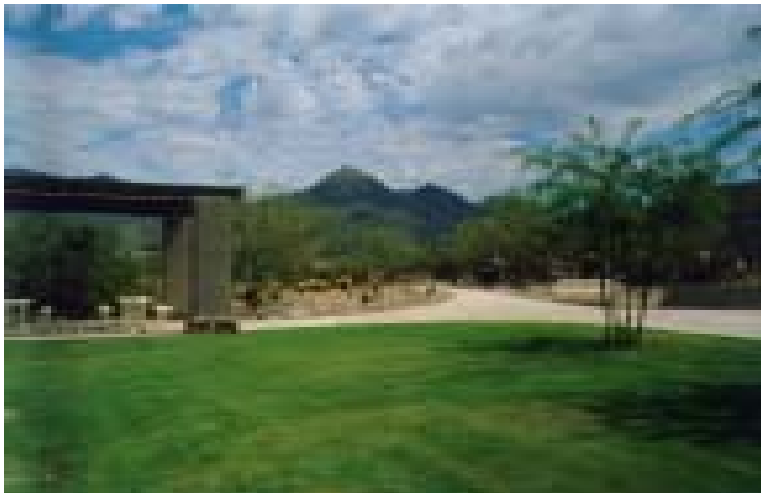
- Restroom **entries should be highly visible** from public areas to **encourage safety**.
- Restrooms should be **located adjacent to high-use park facilities**, and may provide an architectural “anchor” to the park.
- Wherever possible, **consolidation of other park uses should be incorporated into one building**. Other uses may include, maintenance/storage, mechanical rooms, staff offices, concession stand, and equipment loan/rental.
- **A combined facility should not exceed a single building of 1,000 square feet**. If program dictates a larger facility, it should be separated into smaller buildings.
- **Fixtures and furnishing should resist vandalism**.



Ramadas:

General Considerations:

- Ramadas should be oriented to **provide maximum shade during afternoon and early evening hours.**
- **Protection from wind** throughout the day and year should also be considered.
- **Lighting should be provided** internally, or adjacent with low level lighting.
- Wherever possible, **ramadas should be located adjacent to natural areas**, or proximate to primary activity zones/park elements.
- **Provide family and group ramadas** for special events as dictated by demand.
- Modest **open space play areas should be provided** adjacent to all ramadas.
- **Barbecue should be provided** adjacent to each ramada if dictated by park use.





Architectural Style:

- **Maintenance facilities should reflect the same architectural character as other site buildings** as expressed through consistent use of materials, forms, and colors.
- The maintenance facility **should not appear as an architectural “afterthought”**.

Maintenance Facilities:

Siting Considerations:

- **Maintenance facilities should be located away from public use areas**, and maintenance activities should be screened from public view.
- **Screening should be accomplished** with earth berms, walls, and dense native landscape vegetation.
- **Access to maintenance facilities should be separate** from public circulation routes.
- Maintenance facilities should be **located on the portions of the site with the least environmental merit**.

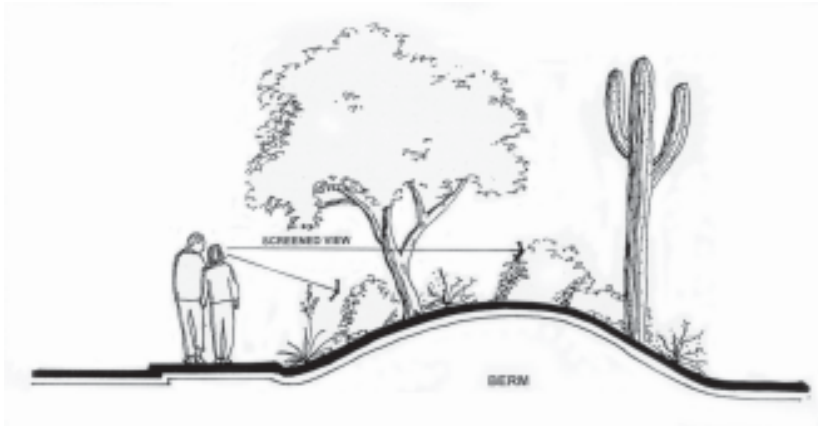


Walls, Earth Berms and Fences

Screen Walls and Earth Berms:

Location:

- **Screen walls are less desirable in parks** than earth berms, low seat walls, tubular steel fencing and plantings. However, they are fine to use when other options do not fulfill the desired purpose.
- **Walls and earth berms should be used within a park to screen utility parking and service areas** from public view and to delineate use areas.
- **Walls must be in compliance with all City of Scottsdale ordinances** for maximum height.
- **Where walls exceed a height of four feet use terracing.**

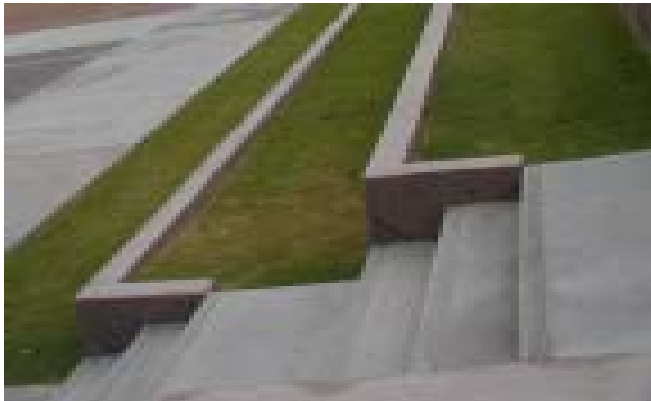


- **Native landscaping should be utilized to soften** long continuous walls and deter graffitiing.
- **Walls should not block natural drainage patterns or major wildlife corridors.**

Materials:

- Walls should be constructed of the **same or similar materials expressed in the park architecture.**
- Generally, **materials reflective of the indigenous character** should be selected including native stone, and stucco, or more contemporary materials such as split-faced concrete block, or sandblasted concrete or exposed aggregate concrete.





Seatwalls:

Location:

- Seatwalls should be used in **public areas as locations for rest and viewing.**
- Ideal seatwall **height is 18”.**
- Seatwalls provide an ideal location for **watching court games** and should be located to provide additional **enclosure** to court surfaces.
- **Located near entries and drop zones,** seatwalls provide a location for waiting and help define the park entry.

Materials:

- Seatwalls should be **constructed of the same or similar materials expressed in the park architecture.**
- Design consideration should be given to **resisting vandalism** or misuse by skateboarders, etc.





Fences:

Location:

- Fences should be used to **define use areas and restrict public access while maintaining positive views.**
- Perimeter fencing is highly discouraged. **Fencing should be utilized to maintain park security and encourage safety of park users.**

Materials:

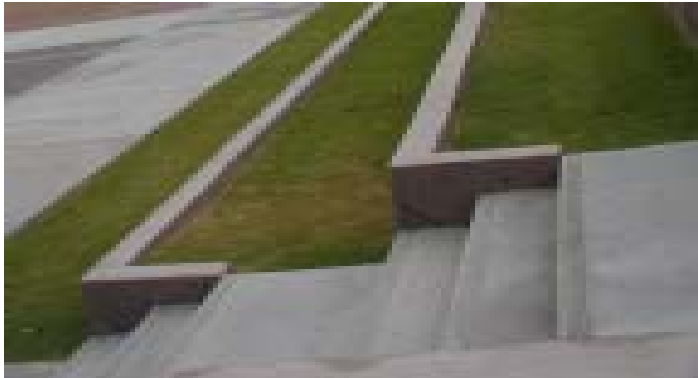
- Fences should be constructed of **tubular steel or wrought iron and painted** to blend with the natural surrounds.
- **Chain link is not an appropriate fence material.** The use of chain link should be reserved for tennis court screening and baseball/softball backstops.



Circulation

Entry:

The park entry should be clearly identifiable from the street through signage and/or enhanced landscaping. Signage should introduce the park name and create the initial impression of the park character. Landscape enhancements extended to the street further



emphasize the importance of the park entry. Specialty paving and bollards should be considered for use at the park “drop zone” to control and direct traffic, and clearly articulate the Sonoran Hills entrance.



Internal Roadways:

Vehicular drives within the park should “fit” as naturally as possible into the existing terrain. Wherever possible, roadways should be aligned with contours to eliminate costly and disruptive grading activity. A concrete ribbon curb should be utilized to avoid the appearance of an “engineered” roadway within the park. No drive should exceed 26’ in width, and efforts should be made to minimize the pavement width.



Parking Lots:

Siting Considerations:

- Parking lots should be located in fairly level terrain to **minimize the impacts of grading**, otherwise, parking lots located on mild slopes can be “terraced in.”
- **Locations with fairly sparse vegetation or which have been previously disturbed are most desirable.**

Design Considerations:

- **Landscape for parking lots must comply with and exceed minimum standards established by the City of Scottsdale.**
- **Parking lots should be developed in small “pods” not exceeding 40 spaces in each to reduce extensive contiguous paved areas. Individual pods should be separated by substantial natural or dense landscaping.**
- **All parking lots must be screened from public view** through a combination of low walls, dense desert landscape, and berms.



- **Primary parking lots should be constructed of asphalt.** Stabilized decomposed granite is an acceptable paving surface for overflow and equestrian parking.
- **Colored ribbon curbing should be used wherever possible** in lieu of vertical curbs depending upon drainage conditions. Where ribbon curb is utilized, dense landscape should clearly delineate the parking edge.



Wash/Arroyo Crossings:

Design Considerations:

- Natural drainage patterns should be evaluated and preserved during the park planning process. **Where washes must be crossed, disturbance should be minimized to whatever extent possible.**
- **In general, park roadways should cross washes at grade with a “dip” crossing,** using cut-off walls, native stone dissipaters, etc. in order to reduce erosion.
- **If a bridge or culvert structure is required for hydrologic or engineering reasons, it should be designed to minimize disturbance and to blend** as naturally as possible with the existing surrounds.



- Where trails or pathways pass **under bridges, lighting should be provided.**
- **Any modification required to the wash corridor should appear natural.** Concrete lined channels or other unnaturally appearing solution is unacceptable. Stones, exposed aggregate and heavy timbers are examples of acceptable materials.



Shared Use Paths and Trails

Design Considerations:

Primary paths which provide a heavily traveled circulation “spine” through a park or serve as a major connection to an adjacent land use **shall be a minimum 8’ wide colored concrete path.** Other significant paths should be constructed of colored concrete.

Non-paved shared use trails used for activities such as hiking, mountain biking or equestrian use **can be constructed of stabilized decomposed granite or compacted native soil.** Shared use paths and trails with an interpretive component are encouraged.

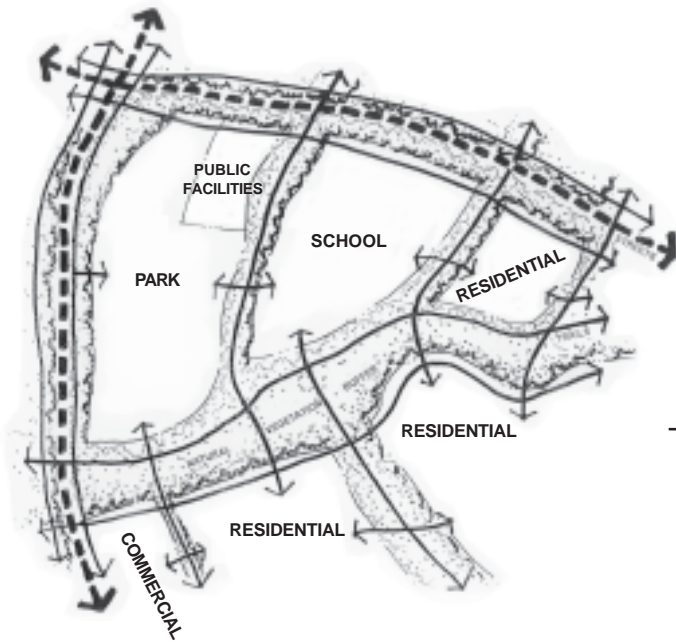
The City of Scottsdale Design Standards and Policies Manual further addresses the design of non-paved shared-use trails (Section 7.3).

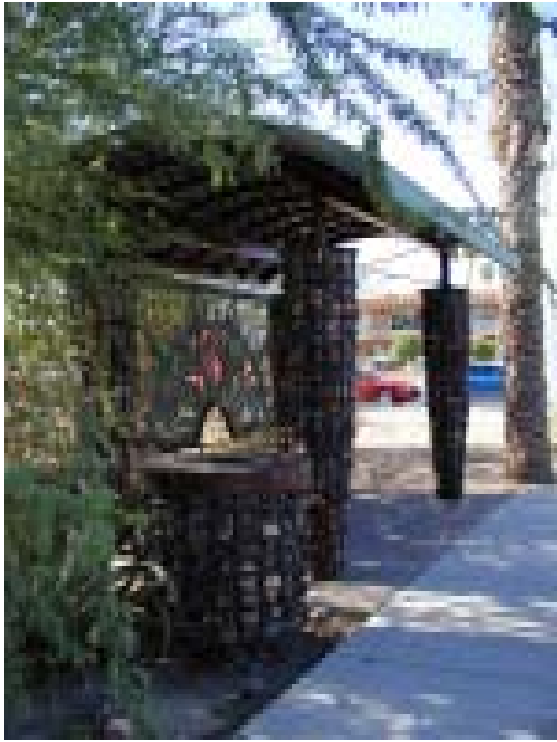


Neighborhood or Adjacent Parcel Connections:

Design Considerations:

- Integrally colored concrete walks should be provided connecting adjacent parcels. **Particular emphasis should be placed upon connections to adjacent public facility, neighborhood, school parcels and commercial areas.**
- **Connections should be treated as secondary pedestrian park entries** with enhanced landscape, specialty paving, bollards, seatwalls, and signage.





Transit Stops:

Design Considerations:

- Transit stops should be located along the **park perimeter near the entry, or within the park near trailheads and high activity zones.**
- **Transit circulation should be designed to compliment park pedestrian circulation patterns.** Conflicts between vehicular and pedestrian traffic, and transit are not acceptable.
- **The bus stop design should be unique,** as an expression of the architectural character of the park and the surrounding desert environment.



Lighting

Concept/Approach:

Because of the remote nature of this study area, **an emphasis should be made to limit park lighting, yet address basic site safety requirements.** Lighting, in general, should be **low-level and low-intensity.** **Overhead lighting should be avoided except as necessary** to light ballfields, courts, and parking lots. The color of tall and low-level light fixtures should blend as much as possible with the natural colors of the desert.



Light fixtures, bollards, and poles should be selected to be **attractive, durable, vandal resistant, and “fit” with the established architectural character of the park.** Where possible, bollards and landscape lighting is preferred over pole or building mounted lighting. During late evening and overnight hours when the park is closed, **lights should shut off automatically** to eliminate negative light impact to nearby residents.

Parking Lots:

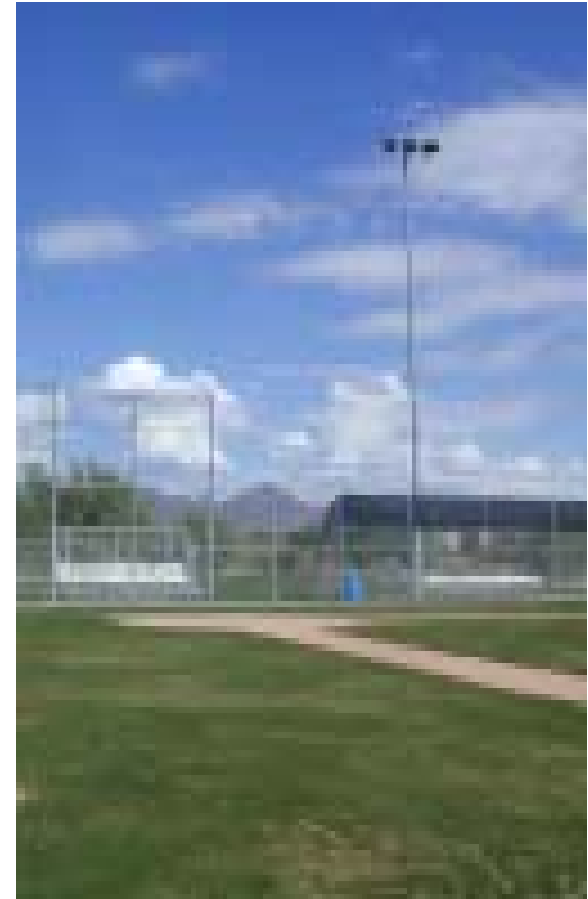
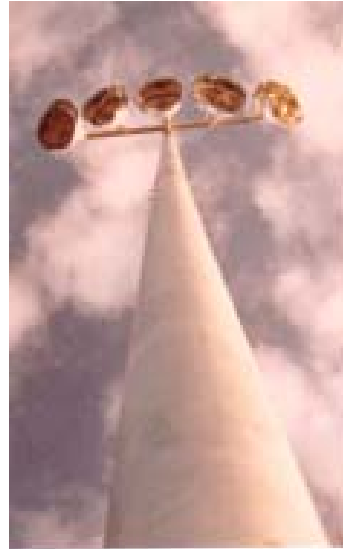
- Pole-mounted light fixtures should be utilized in the parking lot to provide an appropriate safe light-level. **Pole-heights should be as low as possible while still providing adequate light coverage** (16 ft. is preferred as a maximum height).
- Poles should generally be a **dark non-reflective color**, or painted to match park architecture, railings, etc.
- **Metal halide is the preferred light type.**
- Lighting source should be shielded from view wherever possible, and should **minimize unnecessary light “spillage”**.



- **Light should be concentrated at parking lots, intersections, and the park entry for safety and clarity of direction.** Other roadways should remain unlighted.
- For lighting cutoff and control, the city of Scottsdale will **use the best available and current technology.**

Ballfields:

- **Light source should be shielded** as much as possible to reduce light impact to nearby residential areas.
- Wherever possible, light poles should be located near other on or off-site vertical elements including tall trees, existing power poles, school or commercial sites, etc. Generally, **ballfield light poles should not be located near or facing any residential development.**
- Light poles should be painted a **dark non-reflected color.**
- **Lighting system should be controlled to shut off** immediately after evening use, reducing unnecessary night lighting



Courts:

- Basketball, Volleyball and Tennis Courts should be **lighted during evening park hours, and controlled to automatically shut off when the park closes.**
- Light poles **should be designed at a minimum acceptable height, with light source shielded to concentrate light on court surface.**
- Light poles should be **painted a dark non-reflective color, or to match other park architectural elements.**





Shared Use Trails and Paths:

- **Main shared use path lighting should be low level and low intensity;** adequate to maintain an acceptable level of safety.
- **Minor pathways and multi-use trails should not be lighted,** except in specific designated areas with special safety requirements.
- **Park drop-zone and trailheads should have minimal lighting to identify signs and trail entrance.**



Site Furnishings

Benches/Trash Receptacles/Etc.:

- One system of trash receptacles, drinking fountains, picnic tables, bicycle racks (no ribbon racks), etc. should be selected for the park, in order to **establish consistency in color and style.**
- **The predominant color selection for parks should be similar to the natural tones of the desert**, so as to not dominate the existing beauty of the natural areas and views. Accent colors should be the colors of the desert in bloom and are appropriate primarily in playgrounds.
- Materials should have **minimal reflectability.**
- **Furniture should be a secondary park element**, and should not clutter or dominate. Wherever possible, furnishings should be **grouped.**
- Benches should be oriented to **facilitate social interaction.**
- Consider using boulders to **create seating areas.**
- **Incorporate artists** in design.
- Furniture should be selected to be **sturdy and vandal resistant** (i.e.; bicycle racks should be the individual “u” shaped style per City of Scottsdale standard).
- Design considerations should also **include a source of drinking water for pets.**





Landscape

Inventory Process:

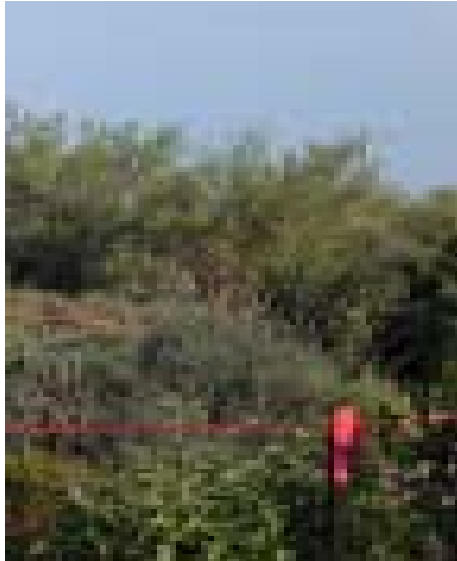
Due to the unique character of this area, it is important to thoroughly understand existing landscape materials found on the site. A comprehensive inventory of all trees, cacti, and dense shrub stands must be done prior to developing the park site plan. **Significant landscape material should be preserved in place wherever possible. If necessary, material in good health should be salvaged for reuse elsewhere in the project.**



Preserve Zones:

The preservation of substantial natural areas results in a high value environment which cannot be created. The sense of the park's integration into the desert is enhanced by these natural preserves. Preserve zones should be incorporated into the project program, with a significant portion of the overall site left in its natural state.

Preserving natural features like boulder outcroppings, washes and slopes over 10%, help to maintain the unique character of the Sonoran Desert. A minimum of 25% of the park site should be left as undisturbed desert preserve.





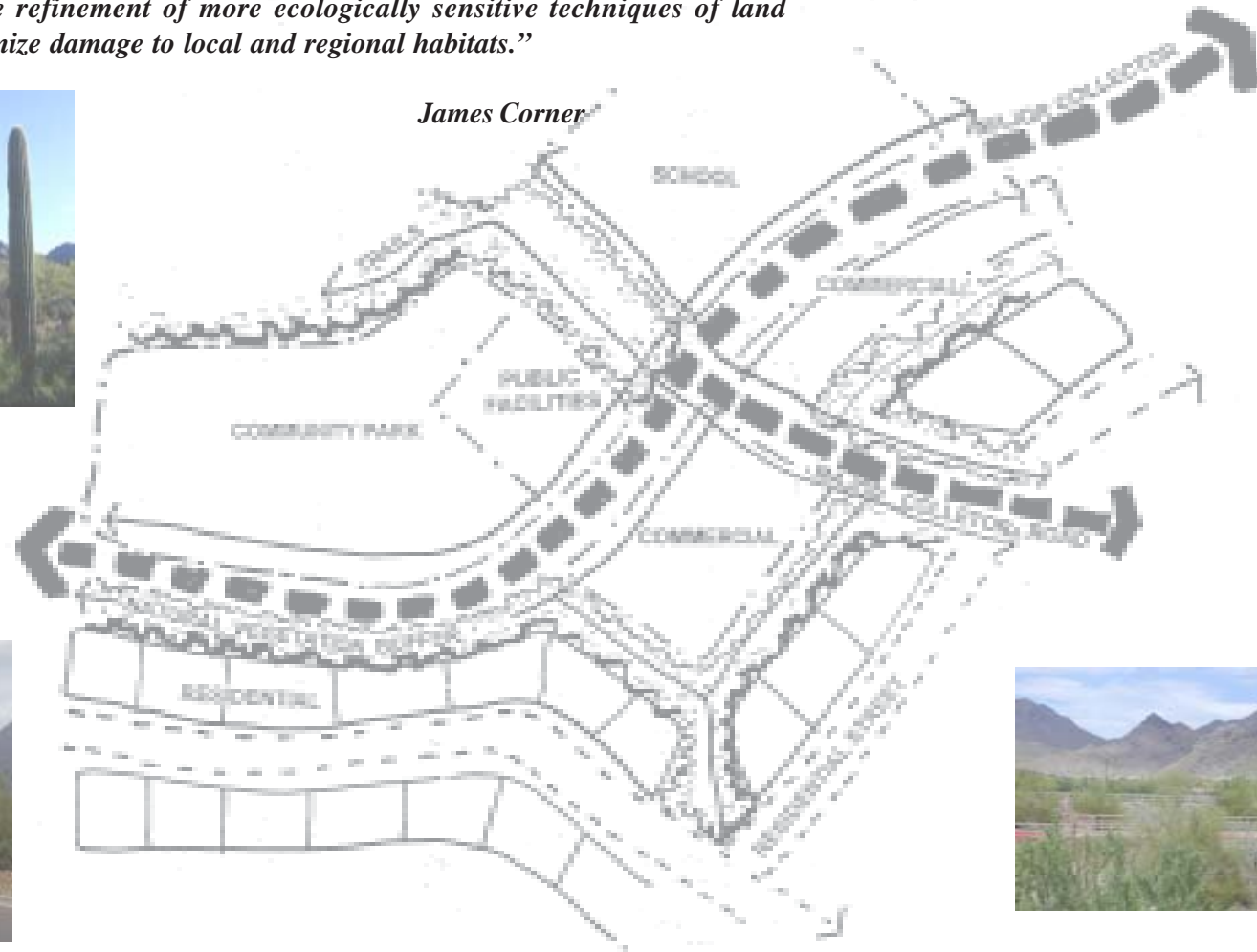
Revegetation:

All areas disturbed by construction that is not used within turf recreational areas shall be revegetated with native plants of the Sonoran Desert and with the intensity of the vicinity. Revegetated areas are not to be included within the parks' 25% undisturbed preserve area.



Summary

“The belief is that the refinement of more ecologically sensitive techniques of land development will minimize damage to local and regional habitats.”



Appendix of Photographed Places

- **DC Ranch**
- **Desert Botanical Garden**
- **Desert Mountain**
- **General Desert Photos - North Scottsdale and Vicinity Views**
- **Goldwater Boulevard Transit Stop (Downtown Scottsdale)**
- **Grayhawk Park**
- **McDowell Mountain Ranch**
- **Papago Park**
- **Pinnacle Peak Mountain and Neighborhood Park**
- **Rio Montana Park**
- **Skate Park - El Dorado Park**
- **Sonoran Hills Neighborhood Park**
- **South Mountain Park**
- **Terravita**
- **Troon North Community Park and Monument Golf Course**
- **Winfield**