

NEWARK COMMUNITY PARK MASTER PLAN



COMMUNITY INPUT MEETING #1



THE CITY OF NEWARK

WANTS YOUR INPUT ON THE PROPOSED

DOG PARKS

NEWARK COMMUNITY PARK AND BIRCH GROVE PARK















Saturday, December 9, 2017

Community Workshop at Silliman Activity Center Meeting Room

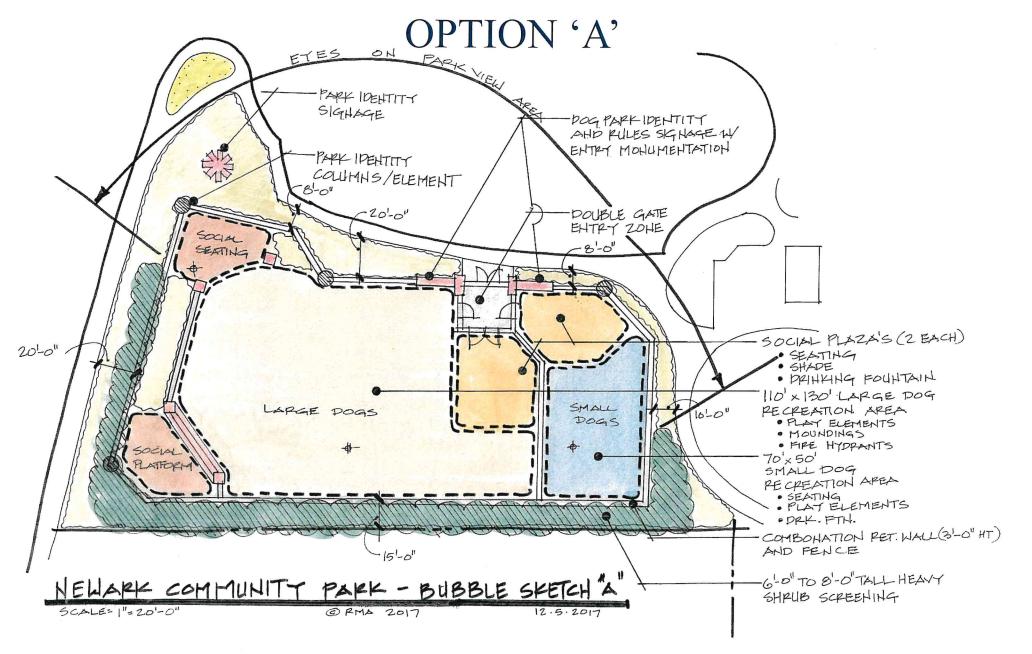
6800 Mowry Ave. Newark, CA 94560



10am - 11:30pm: Dog Park at Birch Grove Park 11:30pm - 1pm: Dog Park at Newark Community Park



NEWARK COMMUNITY PARK SCHEMATIC DESIGN



COMMUNITY MEETING #1 SUMMARY:

- 1) THE DOG PARK AT NEWARK COMMUNITY PARK WAS WELL RECEIVED.
- 2) BUBBLE DIAGRAM 'A' FOR NEWARK COMMUNITY DOG PARKWAS OVERWHELMINGLY MORE POPULAR.
- 3) SOME INPUT RECEIVED INCLUDED: SAFETY/MAINTENANCE CONCERNS, LIGHTING AVAILABILITY, AND SHADE STRUCTURE OPTIONS.

COMMUNITY INPUT MEETING #2

JOIN THE FINAL INPUT MEETING FOR THE



AT NEWARK COMMUNITY PARK











Tuesday, February 27, 2018

Newark Community Center 35501 Cedar Boulevard, Newark, CA 94560 from

7:00pm to 8:00pm



For more information please visit: www.newark.org



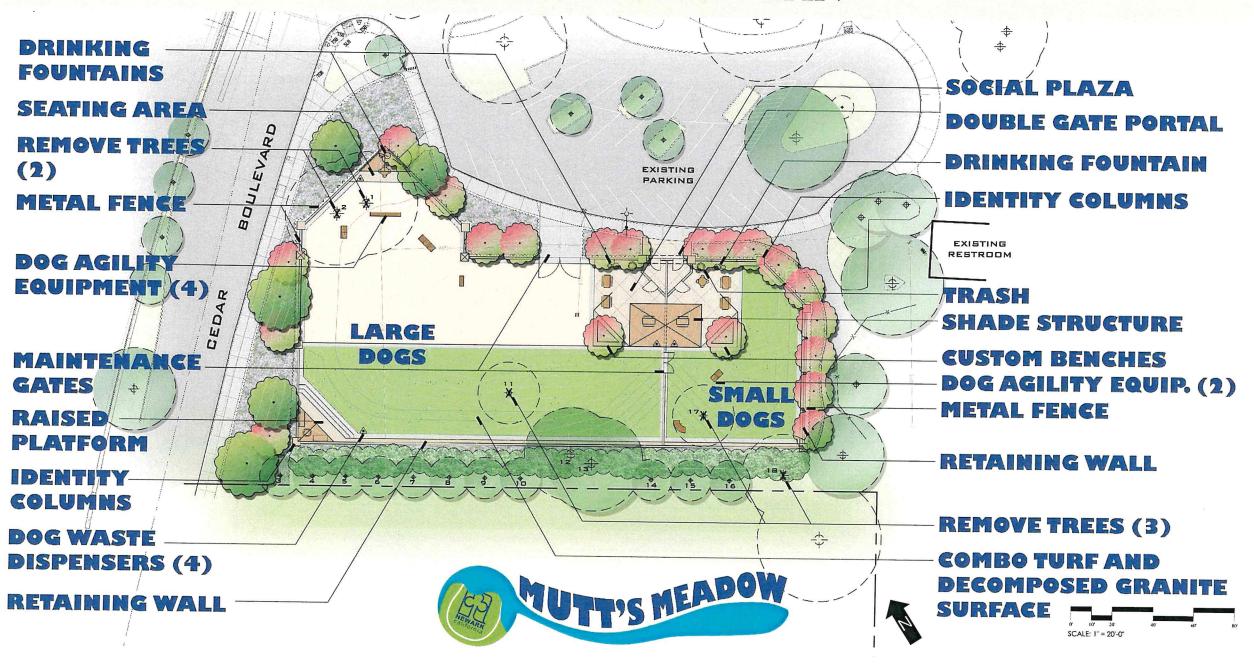
PRELIMINARY MASTER PLAN



COMMUNITY MEETING #2 SUMMARY:

- 1) ATTENDEES CONTINUED TO SHOW THEIR SUPPORT OF THE DOG PARK AT NEWARK COMMUNITY PARK
- 2) EXPRESSED PREFERENCES ON A VARIETY OF DESIGN FEATURES, INCLUDING:
 - FENCING DECORATIVE COLUMNS WITH VINYL CLAD WIRE
 - SOME PLAY & DOG AGILITY ELEMENTS
 - METAL SHADE STRUCTURES
 - MULTIPLE DRINKING FOUNTAINS IN LARGE DOG AREA
 - SURFACING COMBO OF LAWN AND DECOMPOSED GRANITE (CRUSHED FINES)

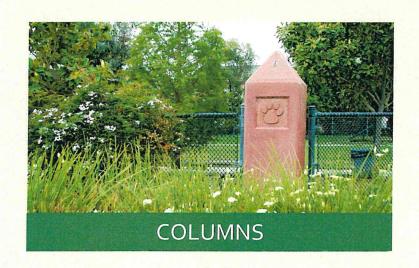
FINAL MASTER PLAN



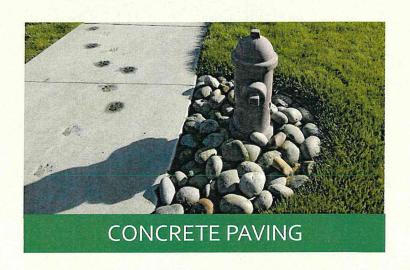






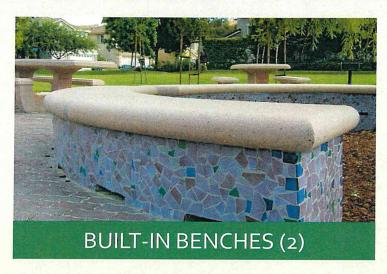


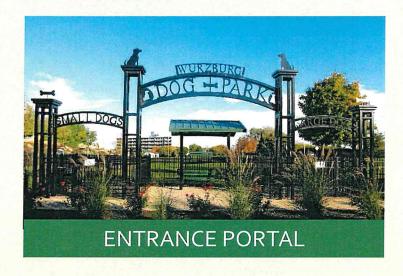




PERIMETER AND SURFACE TREATMENT





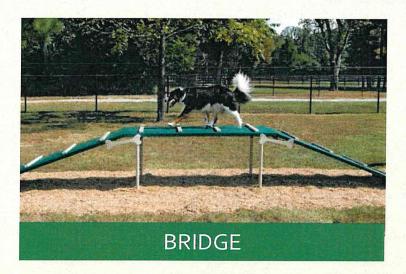






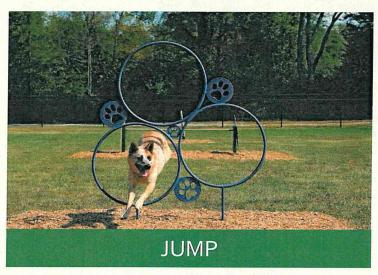


SOCIAL PLAZA FEATURES











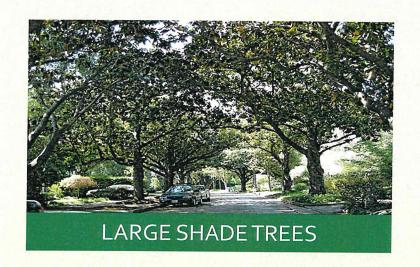


POPULAR DOG AGILITY EQUIPMENT

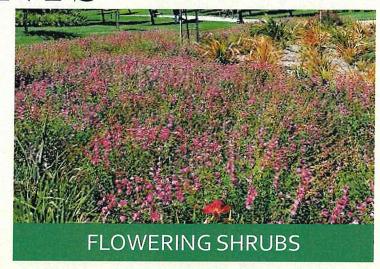




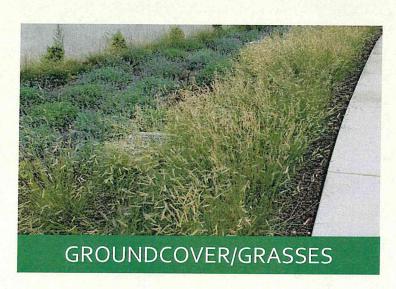
OTHER ACCESSORIES

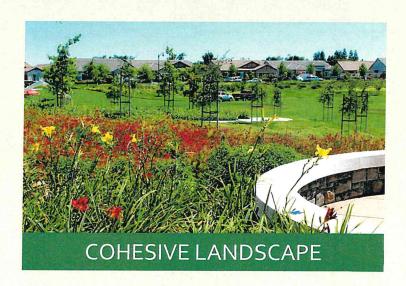












PLANTING

NEXT STEPS

- 1) APRIL 2018: RMA TO BEGIN PREPARATION OF CONSTRUCTION DOCUMENTS
- 2) SUMMER 2018: BEGIN CONSTRUCTION
- 3) FALL 2018: COMPLETION OF CONSTRUCTION

THANK



YOU!