

EXERCISE #3 – PARK AMENITIES & FUTURE MASTER PLANS

In the 2009 Plan Update, the RPOS Planning Committee established the following Recommendations to serve as guidelines for Township Parkland Development:

- **Parkland Recommendation #1:** The Township should ensure that there is an appropriate mix of active and passive recreation areas in each park to meet the needs of the park users.
- **Parkland Recommendation #2:** The minimum facilities within each park should include a playground, picnic area, active recreation area and a park trail that connects to adjacent bike paths.
- **Parkland Recommendation #3:** The facilities planned in each park should be flexible in use (ie. Dual soccer and ballfield) and should be able to be converted to meet changing needs.

In the 2022 RPOS Plan Update, the design team would like the Township to consider the following questions:

1. Do the Township’s parks still need to provide a mix of active and passive recreation areas?
2. Do all parks need to have identical amenities and facilities, or can they differ, and how?
3. Do all park facilities need to be flexible in design, or can some be dedicated to a particular use?

STEP ONE – PARK AMENITIES:

Please review the Recommendations above and **select KEEP, REMOVE or REVISE** to indicate whether the Parkland Development recommendation should carry into the 2022 RPOS Plan Update, be removed from it, or be revised based on Committee and Citizen Survey input.

Plan Recommendations			
	KEEP	REMOVE	REVISE
Recommendation #1			
Recommendation #2			
Recommendation #3			

STEP TWO – FUTURE MASTER PLANS:

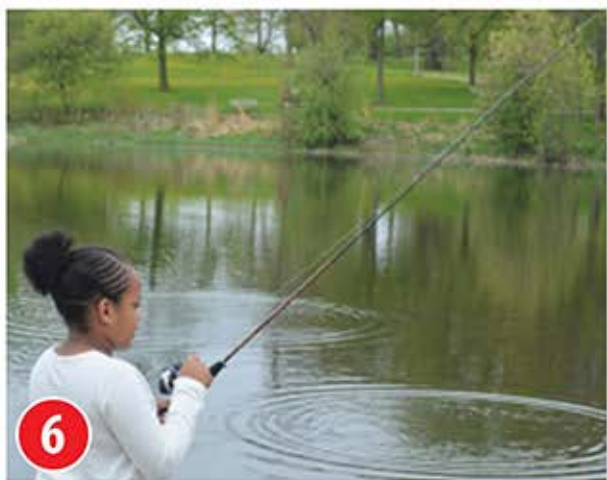
Please review the following Character Preference Image pages and **select your TOP 3** preferred options for Active Recreation, Passive Recreation and Accessible Play amenities to consider for inclusion in future park master plans.

Future Park Master Plans			
	1 ST CHOICE	2 ND CHOICE	3 RD CHOICE
ACTIVE RECREATION			
PASSIVE RECREATION			
ACCESSIBLE PLAY AMENITIES			

ACTIVE RECREATION



PASSIVE RECREATION



ACCESSIBLE PLAY

