

City of Talent Parks Master Plan

Report Prepared For:
City of Talent

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Community Planning Workshop

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Executive Summary

Talent is growing. As the population expands, new residents will create additional demand for parks and recreation facilities. The Talent Parks Master Plan is intended to guide development of the municipal parks system for the period between 2006 and 2030.

This 2006 Parks Master Plan is an update to the 2001 Parks Master Plan. A parks master plan is a long-term vision and plan of action for a community's park system. Currently, Talent has 12 parks facilities—seven developed and five undeveloped. This plan identifies strategies and techniques for operation and development of parks, land acquisition, and funding. Through this plan, the City of Talent intends to continue improving the level and quality of its parks to meet the needs of current and future residents.

The Plan guides future development and management efforts for the Talent park system over the next 24 years. Specifically the Plan:

- Provides an inventory of existing parks and an analysis of appropriate park classifications and standards;
- Identifies current and future park needs using input from the community as well as technical data;
- Includes a capital improvement plan (CIP) that enables the City to achieve its goals;
- Creates a strategy for short and long-term land acquisition; and
- Identifies potential funding techniques and sources to implement the CIP.

The Executive Summary highlights existing facilities, key community needs, goals and actions, park improvements and acquisitions, and the funding strategies described in the Talent Parks Master Plan.

Park Inventory

A critical aspect of planning for the future of a city's park system is conducting an inventory and condition assessment of existing parks and open space. The City currently owns seven developed parks and five undeveloped parks.¹ A summary of the inventory is presented in Chapter 2, Detailed inventory information, including an assessment of conditions of each park, is included as Appendix B. Table ES-1 shows park facilities by classification, name, and size.

¹ Three parks, Kamerin Springs Park, Lynn Newbry Park, and Old Bridge Village Greenway, are not currently owned by the City but are included in the parks inventory. Refer to Table 2-1 Inventory and Classification Summary and Chapter 2 Park Inventory for detailed information regarding ownership.

Table ES-1. Park Inventory

Classification	Park	Acres
Mini Park	Kamerin Springs Park	0.21
Neighborhood Park		
Community Park	Chuck Roberts Park	12.34
	Talent Commons	1.00
Regional Park		
Special Use Park	Old Town Park	0.96
Linear Park	Lynn Newbry Park	2.46
Greenway	Bear Creek Greenway	19.19
	Old Bridge Village Greenway	0.22
TOTAL DEVELOPED PARKLAND		36.38
Undeveloped	Wagner Creek Park	0.76
	Wagner Creek Greenway	1.53
	Joseph Park	0.28
	Whackers Hollow	5.15
	DeYoung Property	13.89
TOTAL UNDEVELOPED PARKLAND		21.61
TOTAL CITY-OWNED PARKLAND		57.99

Source: Community Planning Workshop (CPW), City of Talent 2006

Community Needs Analysis

The Talent Parks Master Plan includes an analysis and assessment of community needs based on local demographic, economic, and recreation trends, a household survey, and three community workshops. Parks and recreation facilities are important to communities and to the residents of Talent in particular. Therefore, it is not surprising that many residents see opportunities for improvement in the park system. After reviewing recreation trends, survey results, and input from the community workshops, several key park facility needs emerged. These include the need for:

- Connectivity
- Diversity of Park Types and Location
- Stewardship
- Natural Resources
- Funding

Community Vision

The Parks Master Plan includes a long-term vision for the Talent Park System, nine goals that define system priorities and specific objectives that guide implementation.

Vision: “We envision an interconnected and accessible system of vibrant public spaces and natural areas that support a diversity of recreation opportunities and ensure a healthy, active and beautiful place to live, work and play.”

- *Goal 1: Parks Planning.* Establish a coordinated process to plan a parks and recreation system that will meet the present and future needs of Talent residents.
- *Goal 2: Maintenance and Operations.* Provide exceptional City parks through regular maintenance to ensure safe, healthy and accessible spaces/parks.
- *Goal 3: Level of Service.* Establish a Level of Service (LOS) that will guide land acquisition efforts for future parklands. Ensure that all areas and populations within the City are adequately served by developed parklands.
- *Goal 4: Trails and Connections.* Enhance and improve connectivity and accessibility throughout the City utilizing trails, pathways, greenways and the existing transportation infrastructure.
- *Goal 5: Natural Resources and Open Space.* Acquire and preserve natural resource areas and open space with unique ecological, historical, and regional significance.
- *Goal 6: Parkland.* Acquire additional parkland to ensure that all areas and recreation needs of the City are adequately served by park facilities.
- *Goal 7: Funding.* Provide various mechanisms for funding existing and future parks and recreational facilities.
- *Goal 8: Park Stewardship and Community Pride.* Increase community involvement, awareness and stewardship of the City parks system.
- *Goal 9: Park Design.* Design and manage City park environments that are conducive to user enjoyment and respectful of limited resources.

System Improvements

The Talent Parks Master Plan identifies system improvements as well as capital improvements for specific parks. The system improvements include the development of Suncrest Park, new parkland acquisition and development, and an enhanced path and trail system.

The Parks Master Plan is implemented, in part, through the Parks Capital Improvement Plan (CIP). The Capital Improvement Plan (CIP) identifies park improvements and estimates costs for the ten-year period between 2006 and 2016. Park improvements, for developed parks, included in the capital improvement plan focus on improving landscaping, bringing parks up to the City's park design standards, improving play and restroom structures, and providing improved picnic facilities. The CIP also includes projects to be included in the upgrading/improvement of currently undeveloped parks.

Because of its dynamic nature, the CIP is incorporated as a separate document. The Parks CIP will be reviewed on an annual basis by staff and the Parks Commission as part of the City of Talent's 5-year Capital Improvement Plan.

Funding

Acquisition and development of new parklands, operation and maintenance of parkland, and system improvements will constitute the majority of the City's park expenditures over the next 10 years. Based on the proposed development program and estimated costs to implement the proposed improvements, the City will need to spend approximately \$3.4 million on its park system over the next 10 years. To be conservative, the CIP utilizes a high-value land cost estimate. To maintain the level of service standard, the City will need to spend an additional \$2.1 to \$3.3 million over the next 25 years to acquire and develop new parkland. The actual costs to the City of acquisition and development of new parks can be reduced through mandatory dedication policies, partnerships, and land donations, trusts, and easements.

This Parks Master Plan establishes a vision for the future park system in Talent. This vision, however, is meaningless if the City cannot secure the funds to achieve the vision. Talent needs to identify and pursue a variety of short and long term funding strategies to fulfill its park system goals. Moreover, strategies are also needed to help the City implement the recommended land acquisitions and facility improvements.

The City should pursue a funding strategy that includes a variety of sources including grants, donations, and partnerships, as well as bonds and SDC revenues. The Plan specifically recommends that the City continue to monitor the SDC assessment rates; pursue grant opportunities for capital improvement projects, trails, and land acquisition; develop partnerships within the community; develop relationships with landowners; evaluate the feasibility of bond measures; and employ measures to reduce acquisition, development, and operational costs.

Summary

Completion of this plan update is an important step toward the fulfillment of the City's Park System Vision and Goals. With careful attention, Talent Parks will continue to improve local resident quality of life while adequately planning for the future park needs of the growing community.

Chapter 1

Introduction

Purpose of the Plan

Parks, open space, and natural areas greatly enhance a community's quality of life. They provide gathering spaces, recreational facilities, connectivity, natural resources protection and visual beauty. These functions shape the character of communities, provide an anchor for neighborhood activities and promote healthy behaviors and lifestyles.

Providing adequate park facilities is a challenge for many communities. Lack of resources—both staff and money—limits many communities' ability to develop and maintain adequate park systems. Identifying system priorities and matching them with available resources requires careful planning. Many communities develop and adopt Park System Master Plans to guide development of their parks system.

This document is an update of the 2001 Parks Master Plan and builds upon information in that plan to provide a current and more comprehensive guiding document. Specifically, this plan includes:

- An inventory of existing park and recreational facilities in the Talent service area, including an analysis of park classifications and standards;
- A parks and recreation needs analysis based on current technical data, and extensive citizen involvement—including community and youth workshops and a household survey;
- A five-year capital improvement program with estimated project costs and target completion dates;
- A parkland acquisition strategy that identifies the amount of land needed, by park type, for the next 20 years and describes strategies for acquiring lands that are appropriate for inclusion in the park system;
- Funding options and a funding strategy, including a review of revenue sources such as Systems Development Charges (SDCs) and the Parks Utility Fee.

The plan outlines Talent's vision for the park system and provides the specific tools and components necessary to achieve that vision. For this plan to best reflect Talent's current and future needs, revisions should be done every five years. This will ensure that the plan continues to be a relevant planning tool.

The Parks Planning Process

This plan uses a "systems" approach for the planning process, as recommended by the National Recreation and Parks Association (NRPA). The systems approach places local values and needs first, and provides a framework for creating a parks

system that physically meets those values and needs. There are five steps used in the systems approach:

Step 1: Inventory existing parks. Identify existing park facilities, assess general park condition and existing improvements, identify needed maintenance or additions.

Step 2: Determine level of service, usually expressed as acres of developed parkland per 1,000 residents.

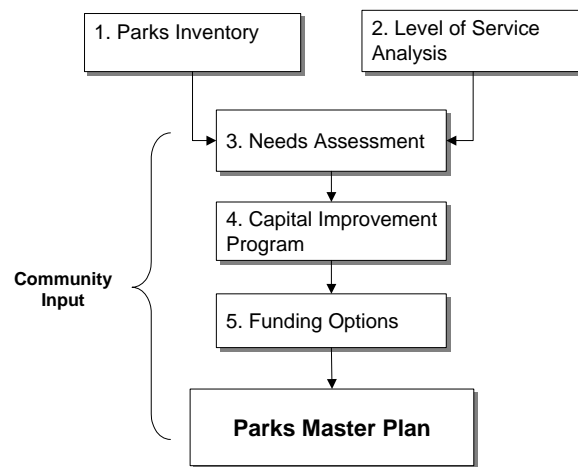
Step 3: Conduct a needs assessment. Identify key needs in the community, drawing from demographic and recreational trends and community input. Population growth, demographic characteristics and activity participation trends help identify the types of facilities needed by current and future residents.

Step 4: Create a capital improvement program (CIP) and land acquisition plan. Using Steps 1-3, the CIP identifies capital improvement projects for 2006-20016 and prioritizes projects for the first five years of the plan. The CIP is based upon current needs and provided as a separate document from the Parks Master Plan. The land acquisition plan looks at the longer 20-year planning term to determine needed parkland to serve a growing population.

Step 5: Identify potential sources and methods of acquiring funds for new park creation and maintenance and improvements to existing parks.

Figure 1-1 displays the 5 steps used to update the Talent parks master plan:

Figure 1-1. The Parks Planning Process



Source: Community Planning Workshop

The Talent parks planning process relied heavily on the input and suggestions of residents and other “stakeholders.” The parties involved in the planning process include:

- The residents of Talent
- Talent City Council

- Talent City Manager and City Planning and Public Works Staff
- Talent Parks Commission
- Phoenix/Talent School District

The Plan used three primary methods for gathering input from the community: (1) a household survey distributed to 1,200 randomly selected Talent residents; (2) two youth workshops conducted with students from the Talent Middle School and a community workshop conducted with community members, elected officials and city staff; and (3) interviews with Parks Commission members. The planning process was further aided by information and direction from the City Manager, City Planner, and Public Works Director.

This plan combines community input with technical analysis to provide a framework for achieving both short and long-term goals and objectives that implement the community park system vision. The Plan can also be integrated into other planning decisions that relate to areas of parks planning, such as open spaces, connectivity, natural resources, or community spaces.

Relationship to Other Plans

The following documents have bearing on the current parks planning process and have been considered during the creation of this Parks Plan:

The City of Talent Comprehensive Plan, adopted in 1999. Element B of Talent’s Comprehensive Plan addresses Parks, Recreation, Open Space, and Urban Forestry. Element B consists of 5 policies (Preservation, Conservation, Recreation, Interagency Involvement, and Urban Forestry) that helped guide the expanded parks and open space goals of this parks plan.

The City of Talent Parks Master Plan, adopted in 2001. This document provides an inventory of the parks system, expands the 1999 Comprehensive Plan’s Element B section on park goals and policies, and provides information about potential parks and open space funding sources. This Parks Master Plan is an update of the 2001 plan.

The City of Talent Greenway Master Plan, adopted in 2001. This document guides development, maintenance and management of all greenways within the Talent Urban Growth Boundary. The plan was adopted through a citizens’ involvement process and seeks to provide alternative transportation accesses, in the form of greenways, throughout Talent. The Greenway Master Plan will retain its relevance as a separate, complimentary document to the Parks Master Plan.

Talent Transportation System Plan (TSP), adopted in 1999. This plan guides the management of all existing transportation facilities, as well as providing a planning framework to guide future transportation development for a 20-year period. For issues of connectivity within the city and park access, it is important to relate the current Parks plan to the TSP.

City of Talent Community Survey, conducted in 2004. Provides community input and guidance for current management and future development of Talent, including parks, open spaces and recreation.

Report Organization

The remainder of this Plan is organized as follows:

Chapter 2: Park Inventory – Provides information on Talent’s planning area, growth trends, park classifications, park service areas, and level of service. Includes planning area, classification, and service area maps.

Chapter 3: Community Needs Analysis – Provides a summary of key trends based on survey and workshop findings. Information from the US Census Bureau, National Recreation and Park Association (NRPA), and National Sporting Goods Association (NSGA) is also utilized. The complete community and needs analyses are included in Appendix A.

Chapter 4: Community Vision – Presents the vision, goals, and objectives for the Talent Parks Plan. Includes a discussion of the visioning process.

Chapter 5: System Improvements – Includes a summary of the Capital Improvement Plan, Land Acquisition Plan, Trails Plan, a conceptual development plan for the Whacker’s Hollow/De Young Property, and Overall System map.

Chapter 6: Funding Strategy – Includes the current budget, funding needs, and funding recommendations.

Appendix A: Community Needs Assessment – Includes the detailed community profile, key findings from the survey and workshops, and trend analysis for recreation and participation rates.

Appendix B: Expanded Park Inventory – Includes park inventories for each park currently in the parks system.

Appendix C: Park Design Standards – Provides guidelines for the improvement and development of all parks.

Appendix D: Funding Sources – Provides detailed information on funding and land acquisition strategies, including relevant contacts.

Appendix E: Alternative Concept Plans – Provides an alternative conceptual design plan for Suncrest Park.

Chapter 2

Park Inventory

A park and recreation facilities inventory, classification, and level of service analysis are important components of a parks master plan. These components characterize the existing park system and establish a framework that helps identify current and future park needs. The complete park and recreation facilities inventory and classification system is included as Appendix B. This chapter contains a summary of the parks and recreation facilities inventory, a summary of the classification system for inventoried facilities, and an assessment of the current level of service (LOS) provided by the system. This chapter also includes a discussion of the planning area encompassed by the plan.

Planning Area

Talent is located in Jackson County and the Rogue Valley of Southern Oregon. The closest cities are Medford, which is seven miles to the north, and Ashland, which is four miles to the south. Talent is located just off of Interstate 5, providing connectivity to a major transportation corridor. The city is surrounded by the Cascade Mountains to the East, and the Siskiyou mountains to the South and West. Bear Creek flows along the East side of the City, and Wagner Creek flows through the Center of the city. The mountains and creeks are natural resources, and are considered in the parks planning process.

The Talent parks planning process focused on a planning area consisting of the current Urban Growth Boundary (UGB) plus selected areas outside the UGB (see Map 2-1). The Plan considers areas outside of the current UGB since the City is currently experiencing rapid growth and will likely expand the UGB within the twenty year planning period. The planning area includes land identified as proposed future growth areas.² The planning area excludes land east of I-5 because the freeway serves as a natural barrier to growth in that direction.

Parks Inventory and Classification

A critical step in parks planning is identifying how much parkland exists, where parks are located, what facilities and amenities parks provide and what condition parks are in. This information is used to create both a parks inventory and a classification system. The parks inventory and classification process identifies the strengths and weaknesses of a park system by revealing areas or activities that are underserved by the system, as well as overall improvements that need to be made to the system.

Parks are assessed based on level of development, amenities, size and service area. Parks are categorized into the following classification types: Mini Parks, Neighborhood Parks, Community Parks, Regional Parks, Special Use Parks,

² Rouge Valley Council of Governments (RVCOG). (2006). Regional Problem Solving (RPS) in the Bear Creek Valley. Current draft map of proposed future growth areas. rps_3_20.06.pdf.

Linear Parks, Greenways, Open Space/Natural Areas, and Undeveloped. The Talent park system does not currently include any parks classified as Neighborhood Parks, Regional Parks, or Open Space/Natural Areas. Following is a summary description of the classifications along with brief descriptions of each of the parks. A comprehensive discussion of the parks inventory and classification system is included as Appendix B.

Mini Parks

Mini parks provide passive or limited active recreational opportunities, as well as a balance between open space and residential development. Mini parks add activity and character to neighborhoods. Park size ranges between 0.25 to 1.0-acres and serves an area of approximately ¼ mile or less. Talent has one mini-park.

- **Kamerin Springs Park** is a 0.21-acre site, containing a half court basketball facility, a children's play area and a rectangular gazebo that also functions as a picnic shelter. A small pond is located in the northeast corner of the park. The park was constructed by a developer in conjunction with the adjoining development. A mobile home park abuts the park to the west, separated from the park by a large fence.

Neighborhood Parks

Neighborhood parks offer accessible recreation and social opportunities to nearby residents. Neighborhood parks provide access to basic recreation activities for nearby residents of all ages. They contribute to neighborhood identity and create a sense of place. Neighborhood parks range in size from 1 to 10-acres and serve an area of approximately ½ mile. There are currently no neighborhood parks in Talent.

Community Parks

Community parks provide a variety of active and passive recreational opportunities for all age groups. These parks are larger in size and serve a wider base of residents than neighborhood parks. They provide educational opportunities, serve recreational needs of families, preserve open spaces and unique landscapes, and provide spaces for community activities and events. Community Parks range in size from 1 to 50-acres and serve an area of approximately 1 mile. Talent has two community parks.

- **Chuck Roberts Park** is a 12.34-acre site located in the southern portion of town. Chuck Roberts Park is the city's largest park and, until Library Park is completed, is the only community park in town. Currently, the park contains developed softball fields, a basketball court, tennis courts, a children's play area, a picnic shelter and tables, a new restroom, and an area of open lawn. The park is in generally good condition. Some areas, however, including the parking lot, are in need of improvement.
- **Talent Commons** is an approximately 1.00-acre site located northwest of Main Street on "I" Street. Talent Commons is situated between the existing City Library and the new Jackson County Library. Although neither the park facility nor the Jackson County Library have been built, they are currently under construction and therefore the park facility is included in the inventory. When constructed, the park will contain a children's play area, restrooms, an open commons area, connecting

sidewalks to public buildings, lawn, and trees. Talent Commons is expected to serve as a community gathering space as did Library Park, which it replaces.

Special Use Parks

Special use parks are public recreation areas or land occupied by a specialized facility or serve a specific function. Some of the uses that fall into this classification include special purpose areas, waterfront parks, landscaped areas, and community gardens. Talent has one special use park.

- **Old Town Park** is a 0.96-acre park located in the heart of Talent. The majority of the site is dedicated to a skateboard and bike park. Another significant section of the site is dedicated to passive recreation. The area contains lawn, four benches, a barbecue grill, and shrub and flower plantings. The site is also criss-crossed by a sidewalk and a mulch pathway.

Linear Parks

Linear parks typically contain developed amenities common to mini, neighborhood, or community parks but are located along linear features such as streams and lakes. They can contain trails, landscaped areas, viewpoints, gathering spaces, and seating areas. They provide a variety of passive recreational opportunities. They can provide a transportation corridor linking neighborhoods to parks, schools and shopping areas. Talent contains one linear park.

- **Lynn Newbry Park** is a 2.46-acre site is located on the east side of Bear Creek along the Bear Creek Greenway. Lynn Newbry Park serves as both a destination for residents as well as a stopping point for users of the Bear Creek Greenway. The park includes a picnic shelter with two picnic tables, a trash can and a BBQ grill, and an exercising and stretching station (containing several exercise/stretching apparatus). The park provides potential wildlife viewing opportunities including steelhead salmon in Bear Creek.

Greenways

Greenways are developed around a natural resource such as creek, lakeshore, forest, or agricultural area. Greenways are similar to linear parks but do not typically contain developed recreation facilities (i.e. playgrounds, shelters, ballfields). Protection of ecological integrity or agricultural production is the primary purpose of the park designation; however, levels of passive recreation can be incorporated. Greenways can provide connectivity between communities, neighborhoods, other parks and natural resources. Talent contains two Greenways.

- **Old Bridge Village Greenway** is a 0.22-acre site located along Wagner Creek. Old Bridge Village Greenway is currently owned by the Old Bridge Village homeowner's association. Public access is provided through a pedestrian easement along Wagner Creek. The greenway is part of a larger residential development to the south. The greenway contains a paved walkway which runs along Wagner Creek for approximately 100 yards. The site has potential for linkages to the east (East Talent, DeYoung Property).

- The City of Talent owns several parcels along Bear Creek comprising 19.19-acres. Within the context of this plan, **Bear Creek Greenway** refers to those City-owned parcels. Bear Creek Greenway also refers to a publicly owned corridor that stretches from Ashland to Central Point containing a multi-use paved path. Currently, Jackson County maintains large sections of it. A shared management and maintenance agreement between the county and all the cities along the greenway is under consideration.

Undeveloped Sites

Undeveloped sites consist of property designated as parkland, but have little or no improvements and no specific park use. Talent has several undeveloped sites.

- **Whacker’s Hollow/De Young Property.** These two adjacent sites comprise a total of 19.49 acres. The Whacker’s Hollow site was formerly used as a driving range for golfers, and the DeYoung property has been privately owned property bordering the Bear Creek Greenway. The city has expressed a desire to develop a park that would provide for some active recreation on these sites. Both sites have potential for linkages to the Bear Creek Greenway and other park sites. The DeYoung Property is particularly rich in natural resources including riparian areas along Bear Creek, and a large storm water retention pond on the property surrounded by riparian vegetation.
- **Wagner Creek Greenway (Wagner Park, Joseph Park, Wagner Creek):** The Wagner Creek Greenway area is made up of Wagner Park (0.76 acres), Joseph Park (0.28 acres) and the Wagner Creek Greenway (1.52 acres). This area is characterized by Wagner Creek which runs through and is adjacent to each site, creating significant sections of riparian vegetation. The sites have very few improvements. Joseph Park is bounded on both sides by residential homes, and is the site where two homes were destroyed by flooding in 1996. Joseph Park is just downstream from Wagner Park along Wagner Creek: however, connectivity would require the purchasing of private homes to the west of Joseph Park (south of Wagner Park).

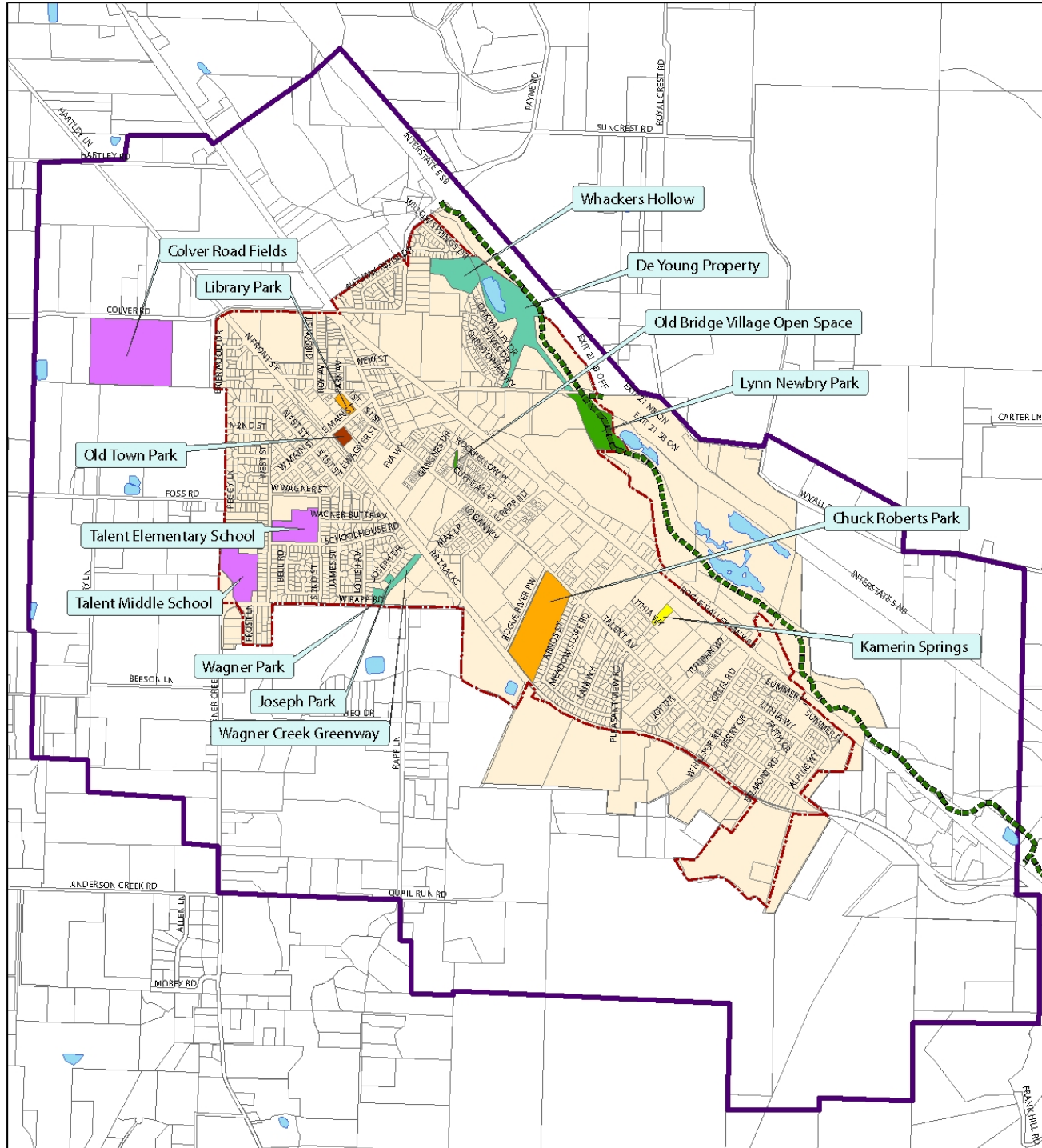
Table 2-1. Inventory and Classification Summary

Classification Type	Park	Acres
Mini Park	Kamerin Springs Park*	0.21
Neighborhood Park		
Community Park	Chuck Roberts Park	12.34
	Talent Commons	1.00
Regional Park		
Special Use Park	Old Town Park	0.96
Linear Park	Lynn Newbry Park*	2.46
Greenway	Bear Creek Greenway	19.19
	Old Bridge Village Greenway*	0.22
TOTAL DEVELOPED PARKLAND		36.38
Undeveloped	Wagner Creek Park	0.76
	Wagner Creek Greenway	1.53
	Joseph Park	0.28
	Whackers Hollow	5.15
	DeYoung Property	13.89
TOTAL UNDEVELOPED PARKLAND		21.61
TOTAL CITY-OWNED PARKLAND		57.99

* Note: Kamerin Springs Park, Lynn Newbry Park, and Old Bridge Village Greenway are not currently owned by the City. Kamerin Springs Park is proposed to be deeded to the City per the completion of a surrounding residential development. Lynn Newbry Park is currently owned by the State of Oregon but maintained by the City. The City is exploring options for acquiring the park. Old Bridge Village Greenway is owned by the Old Bridge Village homeowner's association. Public access is provided via an easement along the length of Wagner Creek.

Source: CPW 2006

Map 2-1. Talent Parks Inventory



Park Inventory Map

Parks Master Plan
City of Talent
July 2006



Cartography/GIS: Jacob Callister, University of Oregon, 2006

<ul style="list-style-type: none"> UGB City Limits Planning Area Water Bear Creek Greenway 	<ul style="list-style-type: none"> Community Park Linear Park / Greenway Mini Park 	<ul style="list-style-type: none"> School Park Special Use Park Undeveloped Parkland
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0 0.125 0.25 0.5 Miles



Data Source: Jackson County SmartMap, 2006

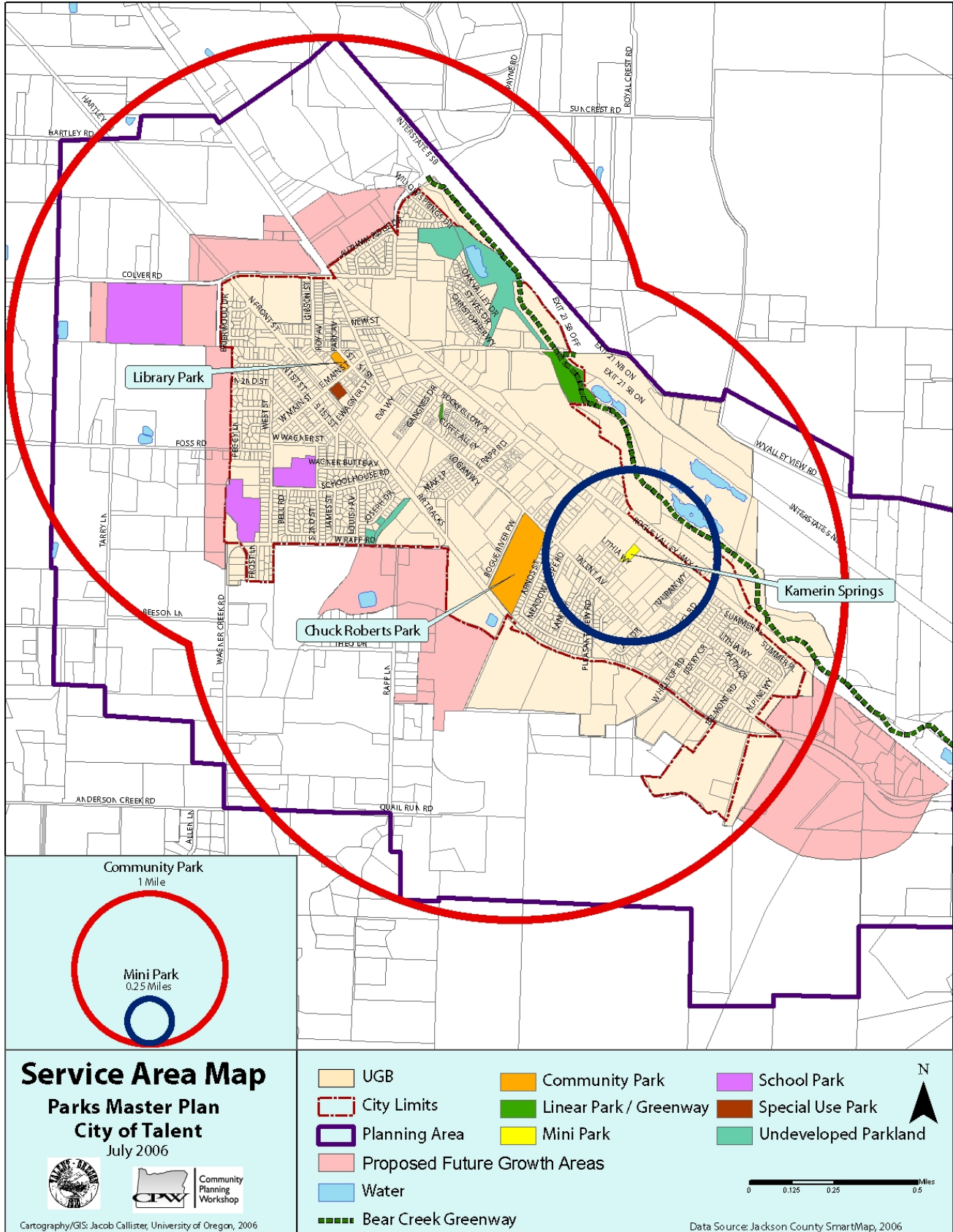
Park Service Areas

To serve the needs of a diverse population, it is important that a park system contain parks of different sizes and types. Currently, Talent contains community, mini, and special use parks as well as linear parks, greenways and a number of undeveloped sites. Each park type has a different service area based upon the park's size and type. Generally, mini parks are designed to serve residents within an approximately $\frac{1}{4}$ mile radius, neighborhood parks serve an approximately $\frac{1}{2}$ mile radius, and community parks serve an approximately 1 mile radius.

Linear parks, greenways and trails serve varying groups based on their amenities and location. In the process of determining the need for, and possible location of additional parks, it is important to identify and reference these service areas. A service area analysis will reveal which areas are currently underserved by parks. Map 2-2 shows park service areas. The service area for each park is represented by a circle.

Talent currently contains only two park types for which there is a defined service area standard, mini parks and community parks. The service area of the community parks are represented by the larger circle and the mini parks by the smaller circle.

Map 2-2. Park Service Areas



Level of Service (LOS) Analysis

The Level of Service (LOS) analysis for the park system is based on existing park acreage and current population estimates for the city. The LOS is expressed as the ratio of developed park acres per 1,000 residents. This ratio provides guidance for determining the amount of parkland necessary for meeting current and future recreation needs.

A LOS standard is a measurable target for parkland development that provides the foundation for meeting future community parkland needs and leveraging funding. The LOS is used to project future land acquisition needs and appropriately budget for those needs through the Capital Improvement Program (CIP) and System Development Charge (SDC) fees. As it functions primarily as a target, adopting a LOS standard does not obligate a City to provide all necessary funding to implement the standard. It simply provides the basis for leveraging funds through the CIP and SDC revenues.

The basic function of the LOS is to ensure quality of service delivery and equity. It is a needs driven, facility based and land measured formula - expressed as the ratio of developed parkland per 1,000 residents. For the purposes of LOS analysis, six parks in Talent are considered to be “developed”³: Chuck Roberts Park, Lynn Newbry Park, Old Town Park, Kamerin Springs Park, and the Talent Commons³. The total acreage for these developed parks is 16.97-acres. Table 2-2 displays a summary of developed parkland by classification and the existing LOS provided by the classifications. The overall LOS currently provided by the parks system is 2.71. This is based on the estimated 2005 population of 6,255 residents.⁴

Table 2-2. Current System-wide LOS

Park Area or Facility	Existing Inventory (Acres)	Existing LOS (Acres per 1,000 residents)
Mini Parks	0.21	0.03
Neighborhood Parks	0	0.00
Community Parks	13.34	2.13
Special Use Parks	0.96	0.15
Linear Parks	2.46	0.39
Total Parkland	16.97	2.71

Source: CPW 2006

Many cities adopt an LOS standard. This standard can be established with the intention of either maintaining the current level of service, or as a goal for an increase in future levels of service. The Talent Parks and Recreation Commission, as proposed through this plan, has recommended adopting a LOS standard of 3.00-acres per 1,000 residents. As Talent’s population increases, it will be necessary to develop additional parkland in order to maintain the LOS.

³ Talent Commons is currently not constructed but considered developed because the City has secured funding and is moving forward with construction.

⁴ Portland State University (PSU).

The City currently owns parkland that can be developed to meet some of this demand. This includes the Whacker's Hollow, DeYoung, Joseph Park, and Wagner Park properties. It is anticipated that Whacker's Hollow will be developed as a neighborhood/community park within the next 10 years. The remaining properties are projected to function primarily as natural areas/open space and provide passive recreation uses, although portions may be developed to provide limited active uses.

By 2030 the Talent population is estimated to reach 9,821 residents.⁵ If the future Whacker's Hollow park is the only developed parkland to be added to the system by 2030, the LOS will drop to 2.25 acres per 1,000 residents. The baseline LOS analysis shows that Talent does not currently contain any developed Neighborhood Parks. Neighborhood Parks typically range between 1 and 5-acres in size. If Talent were to acquire and develop two to four Neighborhood Parks by 2030, the City could add approximately 10-acres to the system. This addition would constitute a marginal increase in the LOS from 2.71 to 3.27 acres per 1,000 residents in 2030.

⁵ Rouge Valley Council of Governments (RVCOG). (2001). Greater Bear Creek Valley Regional Problem Solving Phase One Status Report. Note: This forecast may underestimate population growth. Jackson County is in the process of developing new coordinated forecasts for all incorporated areas of the County.

Chapter 3

Community Needs Analysis

The community needs analysis summarizes the key findings from the community profile, recreation trends analysis, household survey, youth workshops, a community workshop and parks commission interviews. These key findings guide the overall plan goals and objectives in Chapter 4. Over the course of the 20-year planning period, the goals and objectives will help establish a park system that promotes an active, healthy, livable community. The complete Community Needs Assessment is included as Appendix A.

Consolidated Key Findings

Growth Trends: The parks planning process involves identifying current community needs and predicting future trends. Since people use parks differently, understanding community demographic characteristics and trends can help to ensure that parks best fit the diverse needs of varied populations. Current and future population, economic and housing growth trends are all elements of understanding a city's demographics. Identifying growth trends allows a city to plan for park system elements that will best meet those current and future needs. Key growth trends from the Community Profile are summarized below:

- **Population:** Talent is growing at a rapid pace. Between 1990 and 2004, Talent's population increased by 79.9%, from 3,274 to 5,890 residents. Talent's growth rate during this period was double the growth rate of Jackson County and Oregon. By 2030, Talent's population is projected to approach 10,000 residents.
- **Age:** Talent has a higher percentage of youth (26%) and elderly (17%) residents than either Jackson County (24% and 16% respectively) or Oregon (25% and 13% respectively).
- **Race and Ethnicity:** Talent is growing more racially and ethnically diverse. Talent's non-white racial population grew by 5% between 1990 and 2000. In 2000, 12% of Talent's residents identified themselves as Hispanic, the largest ethnic or racial minority in the City.
- **Economic Trends:** Talent has lower median family and per capita incomes than either Jackson County or Oregon. Talent also has a higher poverty rate than the county or the state. This may be attributed to larger percentage of youth and elderly residents, which results in a smaller percentage of individuals in the working age range.
- **Housing:** Talent's housing tenure is growing more diverse, with increasing numbers of citizens becoming renters, rather than owners. Between 1990 and 2000, the population of renters increased 11%. After the building moratorium ended in 2002, the number of building permits issued by the city grew steadily, from 0 in 2001 to 133 in 2004. In 2004, 88% of these permits were for single-family housing.

Talent's rapid population growth has a direct impact on the future park system. Increase population means that the city will require more parkland to meet community needs as the city expands. Youth and elderly populations have different active or passive park needs. Racial and ethnic groups have different cultural park uses and needs. Analyzing economic trends helps provide an idea of the funds that will be available for developing and maintaining the parks system. Individuals with different income levels and individuals living in single-family, multi-family, or mobile housing all have different park needs. Identifying and addressing diverse types of community needs can begin to establish the framework for a park system that is enjoyed and utilized by all types of residents.

Recreation Trends Analysis: The 2003-2007 Oregon Statewide Comprehensive Outdoor Recreation Plan (SCORP) is a 5 year plan that analyzes outdoor recreation trends by region in Oregon. As a planning and information tool, the SCORP provides data on recreation participation and trends, and relates to wider planning goals because it helps communities plan for popular recreation trends in their area. The SCORP is an important analytical tool for looking at wider national and regional recreation trends. Talent is growing at a fast pace and future residents may have some different recreation needs than current residents, therefore, looking at national and regional trends can help provide additional information supporting parks system needs, goals, and objectives. Respondents to the SCORP indicate the following key findings:

- Respondents want more protection for natural resources and more opportunities for amenities such as natural places, education and information. Walking as an activity increased in the United States 15.6% between 1994 and 2004. Nature and wildlife observation increased in the Talent region of Oregon 226% between 1987 and 2002.
- The recreating public has less leisure time available, which results in an increased need for locally available recreation opportunities.
- An increase of baby boomer retirees results in a need for more recreation facilities with more amenities and enhanced accessibility. Picnicking has increased 51% and golf has increased 232% in Southern Oregon between 1994 and 2004.
- Respondents identify an increased need to manage conflicting uses as demand increases and available space decreases. With population growth comes an overall need for parks and open spaces.

Household Survey: The household survey provides a broad assessment of community attitudes toward parks and open spaces. As part of the planning process, 1200 surveys were sent to randomly selected registered voters in Talent. Participants responded for their households, with a 30% total response rate. Survey participants have lived in Talent an average of 12.5 years. Their average age is 54.9 years. Sixty six percent of respondents are female, 34% are male. Key findings include:

- Parks are very important to Talent's quality of life. Sixty six percent responded that parks are very important, 24% felt that parks are somewhat important. Only 4% said that parks are somewhat or very unimportant.

- The most frequently visited facility and the facility people are most satisfied with is the Bear Creek Greenway, with 29% visiting the park weekly. The second most frequently visited park and the park people are most dissatisfied with is Lynn Newbry Park, with 18% visiting weekly.
- Passive recreation is more popular than active sports. The four most popular weekly activities are walking/hiking (57%), dog walking (35%), bicycling (28%), and wildlife viewing (27%).
- Picnic areas (80%) and playgrounds (79%) are the two most important facilities in parks.
- In developing new parks, people would most like to see a dog park (24 respondents), open space (20 respondents), walking paths, trails and connectivity (20 respondents) and nature areas (17 respondents).
- In response to potential areas of funding outlined in the survey, the top three funding priorities are additional trails, additional natural areas and additional neighborhood parks.

Youth Workshops: Youth have different park system needs than adults. Community Planning Workshop (CPW) held two youth workshops at the Talent Middle School to look at park system needs and design. Using key findings from these workshops in developing the Parks Plan goals and objectives ensures that the parks system meets the needs of the youth population. Youth identified the following items as important for the park system as a whole:

- Biking and walking routes through the community
- Activities and play structures for older youth, not merely for elementary age youth. Examples included rock climbing, challenge course, water play areas and places for walking dogs
- Restrooms and water fountains in the parks

Community Workshop: The purpose of the community workshop was to determine community opinions about the strengths and weaknesses of the current parks system, and to gain a community vision to guide the park planning process. Over 30 community members attended the April 10, 2006 community workshop. Key findings from the community workshop are used to ensure that the park system meets the diverse needs of the community as a whole. Community members identified the following strengths, weaknesses, and elements of a park system vision:

Strengths

- Diversity of current parks
- Potential for connectivity
- Proximity to the Bear Creek Greenway

Weaknesses

- Lack of connectivity

- Focus of active uses for younger youth, no active uses for older youth
- Lack of community gathering spaces
- No area for walking dogs

Vision elements

- Focus on connectivity
- Balance active and passive park uses
- Improve access to parks for all areas of Talent

Parks Commission Interviews: CPW conducted phone interviews with members of the Parks Commission in February, 2006. These interviews focused on identifying the strengths, weaknesses, and vision for the park system.

Strengths

- Developed parks are in good condition
- Potential for creating a diverse park system
- Identifying areas for new parks will complement existing park system

Weaknesses

- No dog park
- Funding shortages to implement and maintain vision
- South end of Talent is underserved by parks

Vision - Most commissioners agreed on the following components of a park system vision:

- Expand the parks system to provide a variety of services, both passive and active
- Improve connectivity throughout the planning area
- Increase community involvement and ownership of the parks system

Summary

Five common themes regarding the park system goals emerge from the community profile, recreation trends analysis, household survey, youth workshops, community workshop and parks commissioner interviews:

- **Connectivity.** Provide walking, biking and hiking connections throughout the planning area.
- **Diversity of Park Types and Location.** Balance active and passive park types and provide a range of activities to ensure that people have access to a diverse variety of park usages. Acquire land to ensure a diversity of service to all areas of Talent.

- **Stewardship.** Ensure that the community is involved and invested in maintaining and developing its park system. Uphold a level of maintenance that fosters community safety and pride in the parks system. Promote park design that increases safety, promotes public interaction and provides community spaces.
- **Natural Resources.** Identify and preserve natural areas and open areas as part of the park system.
- **Funding.** Prioritize and provide funding opportunities to make the community parks system vision financially feasible.

Chapter 4 Community Vision

This chapter outlines the vision, goals, and objectives of the Talent Parks Master Plan. Figure 4-1 illustrates the steps involved in the visioning process.

Vision

Talent residents want a diverse park system that allows for non-motorized connectivity between parks. The themes of connectivity, diversity and stewardship emerged from community input, leading to the following vision statement:

“We envision an interconnected and accessible system of vibrant public spaces and natural areas that support a diversity of recreation opportunities and ensure a healthy, active and beautiful place to live, work and play.”

Nine system goals and subsequent objectives were developed to define Talent’s vision.

Figure 4-1. Talent Master Parks Plan Visioning Process



Goals and Objectives

This section provides goals and objectives to guide the implementation of Talent’s vision for its park system. Combined with specific actions in the Capital Improvement Program and Parkland Acquisition Strategy, this section provides for the development of a high quality, equitable system of parks facilities and services.

This plan defines goals and objectives as follows:

- **Goals** represent the general end toward which an organizational effort is directed. The following goals are statements of the community’s aspirations as they relate to parks, open spaces, and natural areas.
- **Objectives** are measurable statements, which identify specific steps needed to achieve the stated goal.

Goal 1: Parks Planning

Establish a coordinated process to plan a parks and recreation system that will meet the present and future needs of Talent residents.

- Objective 1.1 Engage stakeholder groups, community members, and other regional recreation providers in the parks planning process.
- Objective 1.2 Coordinate planning and programming efforts for natural areas and open space conservation, project partnerships, and community planning with county, state, and federal agencies.
- Objective 1.3 Update the Parks Master Plan every five years to ensure it continues to address the needs of the community.
- Objective 1.4 Annually review the City’s 10-year CIP Plan and update cost estimates.
- Objective 1.5 Prepare master plans for the development, maintenance, and operation of parklands as soon as possible after acquisition.

Goal 2: Maintenance and Operations

Provide exceptional City parks through regular maintenance to ensure safe, healthy and accessible spaces/ parks.

- Objective 2.1 Upgrade and/or replace facilities or equipment that is in poor condition, i.e., restrooms, playground equipment, picnic facilities, etc.
- Objective 2.2 Repair acts of vandalism or other damage within 48 hours, or as soon as possible.
- Objective 2.3 Provide a continuous training program for permanent employees to enhance professional maintenance operations.
- Objective 2.4 Provide adequate staffing for maintenance and operations.

Goal 3: Level of Service

Establish a Level of Service (LOS) that will guide land acquisition efforts for future parklands. Ensure that all areas and populations within the City are adequately served by developed parklands.

- Objective 3.1 Adopt a Level of Service Standard of 3 acres per 1,000 residents.
- Objective 3.2 Coordinate the Land Acquisition Plan and Capital Improvement Plan to prioritize areas of greatest need.

Goal 4: Trails and Connections

Enhance and improve connectivity and accessibility throughout the City utilizing trails, pathways, greenways and the existing transportation infrastructure.

- Objective 4.1 Create a Trails Sub-Committee within the Parks Commission to implement the trails system improvements outlined in the CIP.
- Objective 4.2 Utilizing areas within the floodplain, easements, and parklands, the city should expand trails and connections to underserved areas.
- Objective 4.3 Enhance and standardize trail signage and create trailheads and kiosks for educational and interpretative services.
- Objective 4.4 Provide additional connections to the Bear Creek Greenway.
- Objective 4.5 Establish a trail and greenway along Wagner Creek from West Rapp Road to the Confluence of Wagner and Bear Creek.

Goal 5: Natural Resources and Open Space

Acquire and preserve natural resource areas and open space with unique ecological, historical, and regional significance.

- Objective 5.1 Identify, prioritize and acquire wetlands, riparian corridors, and upland oak savannah for integration into the Talent Parks System.
- Objective 5.2 Preserve and expand the Bear Creek and Wagner Creek corridors for wildlife, water quality and overall community health.
- Objective 5.3 Preserve areas of open space to protect habitat and corridors that connect to regional open spaces.
- Objective 5.4 Protect and provide access to the southern hills and secure natural resource and open space sites through direct acquisition of property or cooperation with private developers and public agencies.

Goal 6: Parkland

Acquire additional parkland to ensure that all areas and recreation needs of the City are adequately served by park facilities.

- Objective 6.1 Acquire and develop neighborhood parks in areas within the UGB that are currently underserved by parks, or in areas that will need to be served by parks in the future.
- Objective 6.2 Acquire Lynn Newbry Park from the State of Oregon.
- Objective 6.3 Develop standards for all new parkland acquisitions including dedications, conservation easements and purchases.
- Objective 6.4 Ensure that lands acquired through purchase or dedication meet the City's parkland acquisition standards.
- Objective 6.5 Utilize the Land Acquisition Strategy outlined in this document to analyze and guide future land acquisitions.

Goal 7: Funding

Provide various mechanisms for funding existing and future parks and recreational facilities.

- Objective 7.1 Review the Systems Development Charge rate every 2-3 years.
- Objective 7.2 Identify and secure appropriate funding sources for operations, parks maintenance, and future land acquisition.
- Objective 7.3 Coordinate staff resources to pursue parks, open space, and recreation related grant funding.

Goal 8: Park Stewardship and Community Pride

Increase community involvement, awareness and stewardship of the City parks system.

- Objective 8.1 Develop natural resource and stewardship plans for individual parks, natural areas, and open spaces within the Talent parks system.
- Objective 8.2 Develop and coordinate volunteer opportunities emphasizing the maintenance of existing parks, open spaces and natural resource areas. Consider the creation of a "Talent Parks Volunteer Corps."
- Objective 8.3 Provide opportunities for community involvement, such as sponsoring community park events which focus volunteer efforts on one particular project and provide community interaction. These could include: "Talent Park Days" in mid-summer, "Talent Park Clean-Up Day" on Earth Day, and "Talent Harvest Festival" in the fall.

Objective 8.4 Develop and incorporate community initiated stewardship activities into the Talent parks system.

Objective 8.5 Develop a stewardship education and outreach action plan to include schools, community groups, and civic activities.

Goal 9: Park Design

Design and manage City park environments that are conducive to user enjoyment and respectful of limited resources.

Objective 9.1 Incorporate identified community needs and current trends into park designs.

Objective 9.2 Integrate water and energy conservation into the design for sustainable and low maintenance park features.

Objective 9.3 Encourage ecological park maintenance practices that will increase water quality.

Objective 9.4 Utilize locally produced goods, materials and services whenever possible for the development and improvement of park system.

Chapter 5

System Improvements

Communities are strengthened by a sufficient supply and variety of parks, trails and pathways, and open space/natural areas. Based on this plan's evaluation of the current park system, discussions with City officials and staff, and input received from the community, the acquisition of new land is important to developing and maintaining the park system. This chapter provides a strategy for identifying and acquiring potential areas for parks, trails and pathways, as well as natural areas and open space.

Parkland

Existing Park System

The City of Talent currently owns and maintains 16.97 acres of developed parkland. This includes Chuck Roberts Park, Lynn Newbry Park, Old Town Park, Kamerin Springs Park and Talent Commons. These parks were identified as developed due to the extent of recreational amenities and improvements in them. Talent currently has a population of 6,255, resulting in a current level of service (LOS) of 2.71 acres per 1,000 residents. Refer to Table 2-2 for a breakdown of the LOS provided by each park type. The Talent Parks and Recreation Commission has recommended the adoption of an LOS standard of 3.00-acres per 1,000 residents. An increased LOS standard coupled with a growing population means that Talent will need to both develop existing undeveloped parkland and acquire and develop new parkland to maintain the LOS standard and keep pace with growth.

Projected Parkland Needs

A community with a diverse population must ensure parks of different sizes and types. In order to maintain or increase Talent's current LOS as the City grows in both population and size, the acquisition and development of new parkland will be necessary.

Deficiencies in Talent's current park system include a number of areas that are underserved by parks and an overall absence of neighborhood parks. The City currently owns parkland that can be developed to meet some of this need. Undeveloped parkland includes the Whacker's Hollow, DeYoung, Joseph Park, and Wagner Park properties. Whacker's Hollow will likely be developed as a neighborhood/community park within the next 10 years. The remaining properties are projected to function primarily as natural areas/open space and provide passive recreation uses, although portions may be developed to provide limited active uses.

The City of Talent has adopted an LOS standard of 3.0-acres per 1,000 residents. As discussed in Chapter 2, the LOS provides a standard by which the system can be assessed to determine if the current park system meets current and future parkland needs. According to population projections by the Rogue Valley Council of Governments (RVCOG), Talent's population is estimated to reach 9,821 residents by 2030. If the future Suncrest Park (formerly Whacker's Hollow) is the

only developed parkland to be added to the system by 2030, the LOS will drop to 2.25 acres per 1,000 residents.

Table 5-1 displays the cumulative amount of developed parkland needed to maintain an LOS standard of 3.0 based on future population projections through 2030 (assuming immediate development of all existing land). Based on these projections, the City of Talent will need to acquire and develop an additional **7.34-acres** of parkland within the next 25 years to maintain the desired LOS of 3.0.

Table 5-1. Projected Parkland Needs

	2004	2010	2020	2030
Projected Population	6,255	6,813	8,471	9,821
LOS Standard (acres per 1,000 residents)	3	3	3	3
Developed Parkland	16.97	22.12		
Undeveloped Parkland	5.15			
Total Parkland	22.12			
Developed Parkland Needed to Reach LOS Standard	18.77	20.44	25.41	29.46
Cumulative Surplus / (Deficit)	3.36	1.68	(3.29)	(7.34)

Note: Developed Parkland assumes that Suncrest Park (formerly Whacker’s Hollow) will be developed within the next 10 years.

Source: CPW 2006

Parkland Acquisition

A major goal of the Parks Master Plan is to provide parks within walking distance (1/2-mile) of all residential areas. Though a number of parks exist throughout Talent, sections of the city are currently underserved or not served at all by developed parks. These areas, because of their lack of developed parkland, constitute potential parkland acquisition areas.

Communities in the Rouge Valley are developing a Regional Problem Solving (RPS) Plan that will identify “future growth areas” outside of the UGB. Talent city officials have identified proposed future growth areas outside the City’s current UGB. Parkland acquisition is a priority in future growth areas. Map 5-1 displays recommended areas for parkland acquisition. Recommendations are based upon community and staff input, GIS analysis of tax lot data, and other City plans (i.e., the Railroad District Master Plan). Additional consideration focused on the need to address physical barriers, which may limit service in areas that appear served. For example, Interstate 5 and the Central Pacific Railroad exist as access barriers. The recommendations for parkland acquisition are as follows:

- A-1 Acquire land west of Suncrest Park to ensure the availability of access to the proposed site.
- A-2 Acquire parkland in the northwest portion of the proposed future growth area.
- A-3 Acquire parkland suitable for a neighborhood park in the southern portion of the proposed future growth area and along Wagner Creek up to the Rapp Road bridge.
- A-4 Acquire parkland suitable for a neighborhood park in the proposed future growth area identified by City staff through the RPS process.

- A-5 Acquire parkland within the Railroad District as recommended by the Talent Railroad District Master Plan. Acquire parkland suitable for the development of a neighborhood park.

Open Space and Natural Areas

Critical to a park system is the provision of natural areas and open space. Natural areas and open space are undeveloped lands primarily left in their natural state with passive recreation uses as a secondary objective. They are usually owned or managed by a governmental agency and may or may not have public access. This type of land often includes wetlands, steep hillsides or other similar areas. In addition to open space and natural areas, which are typically acquired or dedicated to the City or other public agencies, conservation buffers can be overlaid on property to preserve open space and natural resources.

Talent currently has no designated open space or natural areas. This plan identifies several priority areas for open space and natural area acquisition. The following are recommendations for the acquisition of open space and natural areas. (Refer to Map 5-2 for site references.)

- O-1 Acquire or conserve open space along Wagner Creek to secure future extension of the Wagner Creek Greenway/Trail.
- O-2 Secure a conservation buffer along Wagner Creek between Quail Run Road and its confluence with Bear Creek.
- O-3 Secure a conservation buffer along the southern edge of the Ridgeline Trail to ensure the protection of areas adjacent to the trail and to provide for future expansion of the trail system.
- O-4, O-5 Acquire or conserve land proposed as a conservation overlay by the 2005 Talent Railroad District Master Plan.
- O-6 Acquire or conserve open space outside of UGB in the foothills south of town and adjacent to the proposed Ridgeline Trail.

Trails, Bikepaths, and Pathways

Trails, bikepaths, and pathways establish connectivity and enhance quality of life in communities by facilitating movement throughout the city. Proposed paths seek to create trail networks, or loops throughout the city and its surrounding area. Map 5-3 shows current, TSP designated, and proposed multi-purpose paths. These networks will contain both off-street and on-street sections, and will allow residents many options for traversing the city and adjacent areas.

Some portions of trail segments, bikepaths, and pathways in the plan are proposed to occur outside of City jurisdiction (i.e. outside the City limits). The City does not have the authority to establish trails outside of City jurisdiction, but it does support County efforts to establish trails and will work with the County to make connections to City trails, streets and paths.

Existing Bikepaths/Pathways

There are several existing bikepaths or walking routes in Talent. Proposed additions seek to expand the connectivity of existing multi-purpose paths. Existing routes include:

Talent Avenue: 0.39 miles, along Talent Avenue, beginning at Colver Road and ending where Talent Avenue merges with Rogue Valley Highway 99;

Rapp Road: 0.13 miles, from intersection of Rapp Road and Rogue Valley Highway 99 to intersection of Rapp Road and Wagner Creek Road;

Suncrest Road: 0.26 miles, path connects to the Colver Road bike route, intersects with the Talent Avenue bike path, and continues the loop until the intersection with West Valley View Road;

West Valley View Road: 0.14 miles, begins at intersection with Talent Avenue and continues until intersection with Suncrest Road;

Bear Creek Greenway: 0.32 miles, connects Talent to Ashland, and will, in the next couple of years, connect Talent to Medford. The Greenway follows Bear Creek in a SE-NW direction through the northeast side of Talent. The Greenway is paved and maintained by Jackson County and the cities along the route.

Transportation System Plan (TSP) Proposed Bikelanes

The TSP is a comprehensive transportation plan that guides management of existing transportation systems and development of future transportation systems for a 20-year planning period. The Transportation Plan proposes several new on-street bikelanes to increase connectivity. TSP proposed bikelanes are included in Map 5-3, The TSP is the sole regulating document for bikelane planning, however the Park Master Plan identified additional connections to TSP proposed bikelanes. Further analysis and integration is necessary.

Paths and Trails Proposed by the Parks Master Plan

As part of the parks master planning process, City staff identified a need for increased trails and pathways throughout the planning area. The community growth trends, recreation analysis, community survey, community workshops and parks commission interviews all contributed to identifying the overall need for improved connectivity. Walking was identified in the community survey as the most frequently practiced recreation activity. Trails and connections were identified during the needs analysis as important recreation needs. This Plan proposes ten new multi-use paths:

T-1 Wagner Creek Trail: 9,091 feet, from Quail Run Road to Valley View Road. Off-street trail. Trail could extend past Quail Run Road along Wagner Creek, and could extend past Valley View Road to join the Whacker's Hollow and DeYoung property loop;

T-2 Quail Run Road Trail: 2,520 feet, from Rapp Lane to Wagner Creek Road. On-street trail;

T-3 Ridgeline Trail: 13,979 feet, from Rapp Lane to Talent Avenue. Off-street trail;

T-4 Alpine Trail: 545 feet, connecting Alpine Way to the Bear Creek Greenway. On-street and off-street trail;

T-5 Creel Trail: 552 feet, connecting Creel Road to the Bear Creek Greenway. On-street and off-street trail with highway crossings;

T-6 Arnos Trail: 797 feet, connecting Arnos Street to the Bear Creek Greenway. On-street and off-street trail with highway crossings;

T-7 2nd St/Schoolhouse Trail: 1,541 feet, connecting Wagner Creek Road and Rapp Road through 2nd street and Schoolhouse Road. On-street trail;

T-8 Colver Trail: 3,040 feet connecting Colver Fields and Wagner Creek Road through Foss Road and a new path system. On-street and off-street trail;

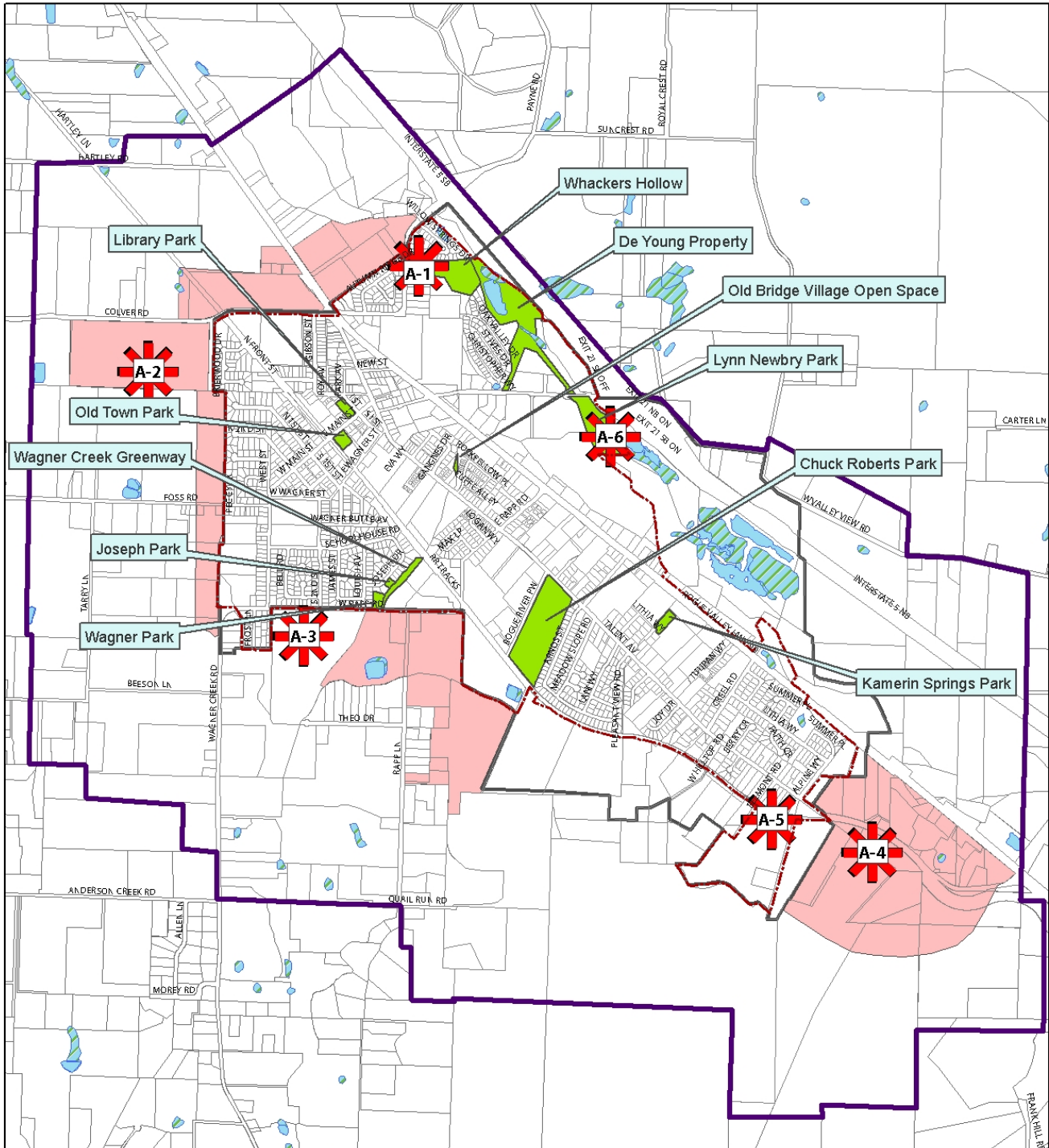
T-9 Whacker's Hollow/DeYoung Loop: 2,683 feet, connecting Whacker's Hollow and the DeYoung property pond area. Off-street trail;

T-10 Front Trail: 2,825 feet, on Front Street, connecting Colver Road and East Wagner Street. On-street trail.

The proposed trail/path system establishes several interconnected loops within and extending outside of Talent. The following section provides a brief example of a loop trail.



A River to Ridge trail would go from Newbry Park, west along Valley View Dr., southwest along the Wagner Creek greenway to Rapp Road, then south along Rapp Lane until it reaches the Forest service road that runs east along the foothills until it connects to Talent Avenue, then runs south along Talent Avenue to connect to the Bear Creek greenway, then travels north to Newbry Park.

Map 5-1. Parkland Acquisition Map











Parkland Acquisition Map


Parks Master Plan
City of Talent
July 2006


Community Planning Workshop

Cartography/GIS: Jacob Callister, University of Oregon, 2006

 UGB	 Proposed Future Growth Areas
 City Limits	 Existing Parks
 Planning Area	 Acquisition Areas
 Water	
 Wetlands	



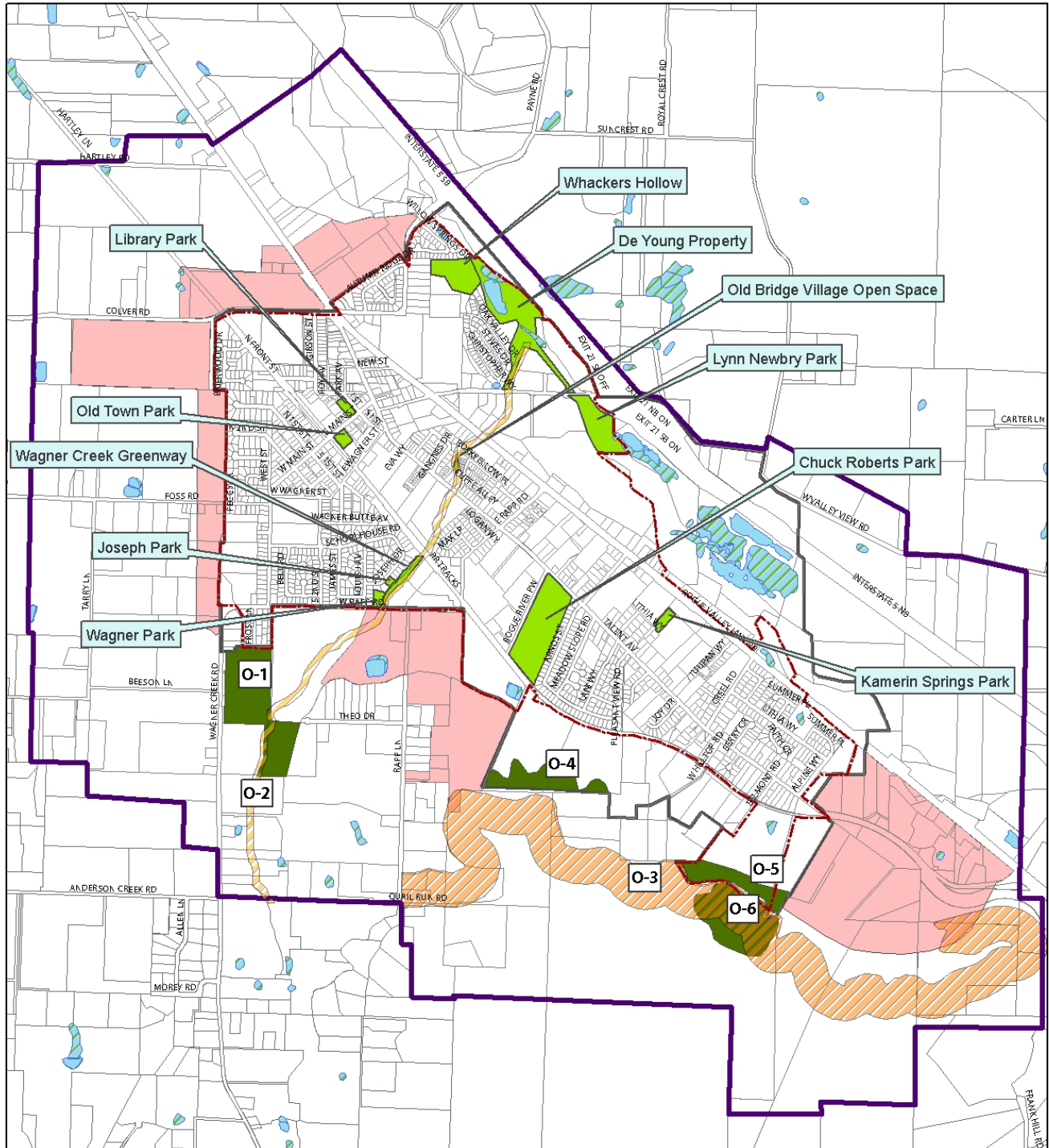
N



0 0.125 0.25 0.5 Miles

Data Source: Jackson County SmartMap, 2006

Map 5-2. Open Space and Natural Areas Map



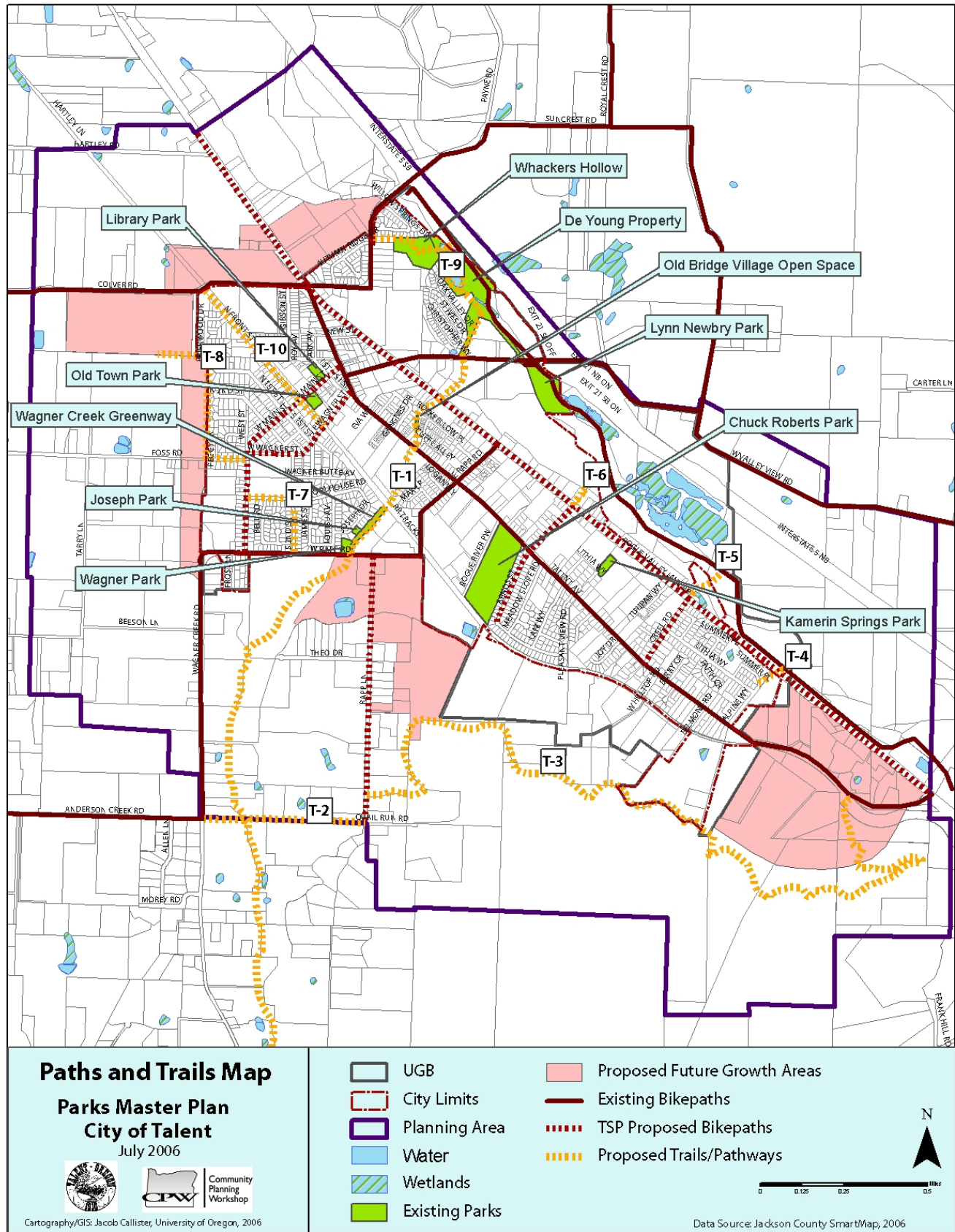
<p>Open Space and Natural Areas Map Parks Master Plan City of Talent July 2006</p>		<p>▭ UGB</p> <p>▭ City Limits</p> <p>▭ Planning Area</p> <p>▭ Water</p> <p>▭ Wetlands</p>	<p>▭ Proposed Future Growth Areas</p> <p>▭ Existing Parks</p> <p>▭ Proposed Open Space</p> <p>▭ Proposed Conservation Buffer</p>	<p>N</p> <p>0 0.125 0.25 0.5</p>
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Cartography/GIS: Jacob Callister, University of Oregon, 2006

Community Planning Workshop

Data Source: Jackson County SmartMap, 2006

Map 5-3. Paths and Trails Map



Suncrest Park

One of the primary elements of the Parks Plan update process is the generation of a conceptual development plan for the Whacker's Hollow and DeYoung properties. Whacker's Hollow was renamed "Suncrest Park" by the City Council based on the recommendation from preferences expressed in the household survey. The development of a concept for Suncrest Park and the DeYoung Property was the focus of an exercise at the community and youth workshops. Preliminary concepts were reviewed by City staff who provided direction and feedback. Following is a narrative that expresses the design intent for Suncrest Park. The conceptual development plan for Suncrest Park is included as Figure 5-1. The conceptual development plan for the DeYoung property is included as Figure 5-2.

A major challenge associated with the design of Suncrest Park is the proposed location of a soccer field, which was identified as a needed facility by the community survey and workshop findings. The site presents both grading and spatial constraints. The conceptual development plan included as Figure 5-1 includes a soccer field. As an alternative, the concept of developing Suncrest Park primarily as unstructured open space was explored. An alternative conceptual development plan for Suncrest Park is included as Appendix E. If the City chooses to develop Suncrest Park without a soccer field it will not meet an identified community facility need. The acquisition of another site for the development of a soccer field (or fields) would be necessary. This will result in additional costs to be borne by the Parks budget.

Suncrest Park Concept Statement

The dappled shade of the broad branching trees lead to an open, sunlit lawn. In the distance, Mt Ashland is missing its snow capped peak of winter and Mt Baldy, to the east, is sunning its western slopes. The formal gardens are brightly dancing with soft petals of summer fragrance. The activity at Suncrest Park is at a peak during the heat of the summer season and the people of Talent have come out to enjoy the day together.

Families gather around picnic tables decorated with table clothes, balloons and food. Two women are sitting on a bench, chatting and laughing while watching the scenes of this new community park: children running barefoot in the green grass, couples riding bicycles, a gentleman sleeping under a Big Leaf Maple. In the near distance there are roars of cheering and laughter.

The paved path leads to the soccer field with tanned players running around. A crowd has gathered on the lower terrace to watch the weekend athletes maneuver the black and white, checkered ball. The crowd is not only on the 2nd terrace on the soccer field but some are on the first terrace enjoying the game from above while taking in the views of the surrounding Rogue Valley.

People are strolling up the tree lined path from the terraces below. Some have dogs that just have had a good romp in the fenced dog play area, others have chalked hands from climbing, binoculars are hanging off the shoulders of those who were bird watching down at the creek and others are hand in hand with a child or partner.

The trail leads people from the neighborhoods of Suncrest Avenue through formal gardens to an open lawn with playgrounds and trees. A soccer field lies below,

overlooking a native meadow edged with riparian trees along Bear Creek. In the future the trail will lead to the confluence of Wagner and Bear Creeks while connecting with the Bear Creek Greenway and Valley View Road. For now, Suncrest Park will bring the residents together in a safe, beautiful setting that embraces Talent's vision of connectivity, diversity and stewardship.

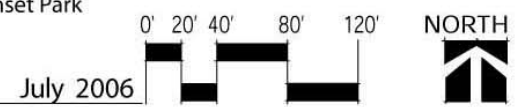


The canopy of native and non-native trees creates an entrance that will feel inviting while at the same time provide plenty of parking.



- PROGRAM ELEMENTS:**
- Parking (30 - 50 cars)
 - Botanical gardens and public art space
 - Restrooms (2)
 - Bicycle parking (2), one rack at each entrance
 - Junior High Soccer Field
 - Basketball and Volleyball courts
 - Paved and unpaved pathways (ADA accessible)
 - Terraced landscaping
 - Play area with climbing rock
 - Benches for resting, conversation and contemplation
 - Picnic tables on the upper terrace
 - Enhanced stormwater conveyance
 - Open greenspace
 - Interpretive areas for native plants, wetlands, riparian areas, bioswales and views
 - Signage at all entrances to the park
 - Boardwalk
 - Connections to lower passive trail system, the pond and Bear Creek Greenway

SUNCREST PARK
 Designed by: Tiina Beaver, Sarah Shrock and Colin McArthur





The DeYoung Property is cradled at the confluence of Bear and Wagner Creek. There is the opportunity to offer many types of recreation to Talent residents within this new park. This site will need to be expanded slightly to the south through the purchase or an agreement of an easement to allow connection between both ends of the park.

The site is designed for passive recreation. The restoration of this site can be used to bring the community together and educate the residents of Talent and the Rogue Valley.

This site will offer a local experience that will benefit the community in many ways.

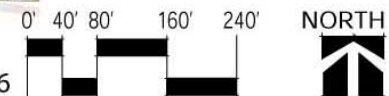
PROGRAM ELEMENTS:

- Parking (16 cars off of West Valley View Road)
- Native garden demonstration areas
- Restrooms
- Bicycle parking
- Paved and unpaved pathways (ADA accessible)
- Native landscaping
- Benches for resting, conversation and contemplation
- Picnic tables
- Enhanced stormwater conveyance
- Interpretive areas for native plants, wetlands, riparian areas and bioswales
- Signage at all entrances to the park
- Boardwalk
- Connections to Bear Creek Greenway and Whackers Hollow

THE DEYOUNG PROPERTY

Designed by: Tiina Beaver, Sarah Schrock and Colin McArthur

July 2006



Chapter 6

Funding Strategy

This chapter provides information on the current parks budget, estimates future funding requirements, and provides recommendations and strategies for funding the proposed park system. Funding recommendations are based on park specific improvements, system-wide improvements, and parkland acquisition and development, as outlined in the Capital Improvements Plan (CIP).

Organizational Structure

The Talent Parks Department supports one Full Time Equivalent (FTE) position. The Parks maintenance staff reports to Public Works Superintendent. The parks budget is prepared by Public Works and the City Manager each year as part of the full City Budget, which is approved by the City Council for the July to June fiscal year. The Parks Commission is a citizen committee that provides advisory support to the Mayor and City Council on park related matters.

Operating Budget

This section presents the current operating budget for the Talent Parks Department.

Expenses

The parks budget is divided into four primary expenses: personal services, materials and services, programs, and capital outlay, which includes minimal capital expenditures related to improvements.

The City has a proposed budget of \$100,445 for FY06/07 for operation and maintenance of the park system. This budget includes personal services and materials and services (Table 6-1). Based on 16.97 acres of developed parkland, the City spends \$5,898 per developed park acre for maintenance and operation.

Table 6-1. Parks Operation and Maintenance Budget, 2002 to 2007

	2002-2003 (Actual)	2003-2004 (Actual)	2004-2005 (Adopted)	2005-2006 (Adopted)	2006-2007 (Proposed)
Personal Services	\$ 41,767	\$ 22,380	\$ 43,186	\$ 39,339	\$ 44,285
Materials and Services	\$ 32,109	\$ 37,444	\$ 55,100	\$ 60,750	\$ 56,160
Total O&M Budget	\$ 73,876	\$ 59,824	\$ 98,286	\$ 100,089	\$ 100,445
Annual Percent Change	0%	-19%	64%	2%	0%

Source: City of Talent, Proposed Park Budget, 5/24/06.

Program costs and capital outlay for park related activities are included in the parks budget but are not included with annual operation and maintenance costs. Program expenditures consist of payroll and materials/supplies for the City sponsored summer recreation programs which started in FY05. The majority of the programs budget is recouped from participant fees and donations. Capital outlay represents small capital improvements totaling less than \$5,000.

In addition to the operation and maintenance of parks the city is responsible for capital improvements to parks. The City utilizes SDC revenues as the primary source to fund these improvements.

Revenue Sources

The current Talent parks operation and maintenance budget is funded through a mix of revenue sources. The three primary categories are: (1) general revenue; (2) Park Utility Fees; and (3) program revenue.

General Revenue

This category of revenue consists of an allocation from the City's general fund, roll-over fund balance, permits and fees, intergovernmental, and miscellaneous revenues, and is used primarily for operation and maintenance of the park system. As Table 6-2 shows, a large portion of the annual parks revenue consists of the unexpended funds from the previous year. In addition, much of the revenue in this funding source category is derived from undedicated funds that vary from year to year. For example, 65% of the FY07 General Revenue derives from: unreserved balance (37%), Fill Charge Fee (9%), and transfer from General Fund (19%).

Table 6-2. Roll-over Fund Percentage of Total Parks Budget, FY03-FY07

Fiscal Year	FY03	FY04	FY05	FY06*	FY07*
Fund Balance-Unreserved	\$ 37,369	\$ 28,542	\$ 56,530	\$ 31,941	\$ 45,774
Total Revenue	\$ 147,403	\$ 153,151	\$ 137,812	\$ 127,357	\$ 123,024
<i>Percentage of Total Revenue</i>	<i>25%</i>	<i>19%</i>	<i>41%</i>	<i>25%</i>	<i>37%</i>

Source: City of Talent Parks Fund Budget, FY05/06 and FY06/07

Park Utility Fees

To stabilize park maintenance funding, the City Council passed the Parks and Maintenance Act (Ordinance #795). The Act created a Parks Utility Fee for Operation and Maintenance assessed at one dollar (\$1) per unit per month for each residential unit and non-residential unit with an employee component on existing developed properties. The Park Utility Fee for Operation and Maintenance provides a dedicated revenue source for parks operation and maintenance. The surcharge went into effect in January 2006. The FY07 revenue estimate generated by the surcharge is \$25,000.

Although the Park Utility Fee for Operation and Maintenance creates an additional revenue stream, the forecasted amount for Park General Revenue will be smaller in FY08 than in FY07 due to a decrease in unreserved funds and fill charge revenues. Given the limited options for operation and maintenance funding, the City will need to continue to develop strategies to fund operation and maintenance of parks.

Table 6-3. Forecasted General Revenue, FY07-08

Parks Fund	Proposed FY07	Forecasted FY08
Revenue Source		
Fund Balance - Unreserved*	\$ 45,774	\$ 20,000
Intergovernmental Revenue	\$ 3,200	\$ 3,200
Transient Room Tax	\$ 7,100	\$ 7,100
Fill Charge Revenue**	\$ 10,000	\$ 5,000
Parks Utility Fee***	\$ 25,000	\$ 26,250
Transfer in from General Fund	\$ 22,000	\$ 22,000
Total Revenue	\$ 113,074	\$ 83,550

* Assumes a decrease in unreserved funds

** Assumes fill program slows

*** Assume a 5% increase due to new units

Source: City of Talent and CPW, 2006

Program Revenue

Program revenues consist of funds generated through operation of recreation programs and fundraising activities such as the Harvest Festival Run. The City received \$8,900 in program revenue during 2006. As programs increase, revenues, in addition to costs, will also increase.

Improvement Budget

System Development Charges (SDCs)

The City currently funds the majority of major park improvements through system development charges (SDCs). SDCs are one-time fees imposed on new development to help fund infrastructure improvements to offset the impacts of growth. Talent has a Parks SDC charge which funds park improvements. Legally, SDCs can only be utilized for land acquisition and capital improvements to transportation, water, sewer, storm water, and park facilities; operation and maintenance expenses do not qualify.

The City of Talent's Parks Systems Development Charge Ordinance #729, initially adopted in 1995, has been amended several times most recently in October 2005. Amendments have occurred based on revisions of the Capital Improvements Plan and evaluation of the basis for the fee charges. In addition, these fees are adjusted annually based on an inflationary factor that is permitted by Ordinance. The components of the charge include three elements: the Improvement Fee, the Reimbursement Fee and the Administrative Cost Recovery Fee.

The Improvement Fee is based upon the projected per person cost for acquiring new park land and development of facilities. The Reimbursement Fee includes charges based on use of existing park facilities and costs associated with compliance with Oregon SDC regulations such as professional services for site design and development. The Administrative Cost Recovery Fee is a 5.06% charge based on the combined per person Improvement and Reimbursement Fees.

Table 6-4 shows the expected SDC revenue generated annually. Although the current ordinance charges SDCs to single family dwelling units (SF-DU), multi-family dwelling units (MF-DU) and Mobile Homes, this projection uses only SF-DU at a density of 2.7 people/unit for calculations. Recent growth in Talent is predominantly single-family home construction. Based on these assumptions, the City can expect to receive approximately \$58,000 to \$95,000 in SDC revenues annually through 2030. The current SDC rate is based on the 2004 Parks CIP, which proposed limited park improvements and did not include future land acquisition and new parkland development costs to maintain the adopted level of service standard. The 2006 Parks CIP provides a foundation for a review and increase of the SDC rate to fund park improvements, system-wide improvements, and land acquisition and development associated with implementing the goals and objectives of this plan.

Table 6-4. Forecasted System Development Charge Revenues, 2006-2030.

Year	Population	Population Change	Expected Increase in Dwelling Units, 5 year period	Increase in Dwelling Units Annually ³	SDC Rate per Dwelling Unit ⁴	SDC Revenue Generated Annually ⁵
2004	5,890	-	na	na	na	\$ 89,380
2005	6,081	191	na	71	na	\$ 101,022
2006	6,255	174	na	64	\$ 1,402	\$ 33,919
2007-2010	6,813	558	207	41	\$ 1,402	\$ 57,949
2011-2015 ¹	7,642	829	307	61	\$ 1,472	\$ 90,398
2016-2020 ¹	8,471	829	307	61	\$ 1,546	\$ 94,918
2021-2025 ²	9,146	675	250	50	\$ 1,623	\$ 81,150
2026-2030 ²	9,821	675	250	50	\$ 1,704	\$ 85,207

¹ Assumes a 2.4% annual population increase between 2011 and 2020.

² Assumes a 2.0% annual population increase between 2021 and 2030.

³ Assuming 2.7 residents per dwelling unit (as used in ordinance).

⁴ Assumes 5% SDC rate increase every 5-year period.

⁵ 2004, 2005, and 2006 figures from FY07 City of Talent Budget

Source: CPW, 2006

Funding Requirements

The following section summarizes the funding necessary to meet the vision and goals for the Talent Parks System. These funding needs include specific park improvements, system improvements, land acquisition and development, and operations and maintenance of existing parklands. Table 6-5 presents a summary of capital costs associated with current park improvement and proposed system enhancement. The CIP is a 10-year plan and therefore only includes improvement costs through 2016.

Table 6-5. Summary of CIP Costs and Proposed Land Acquisition and Development, 2006-2016

Park Improvements	Total Cost
Chuck Roberts	\$528,567
Joseph Park	\$15,840
Suncrest Park	\$1,009,998
Old Town Park	\$17,035
Lynn Newbry	\$200,000
Subtotal	\$1,771,440
System-wide Improvements	
Trail System	\$918,366
Subtotal	\$918,366
Land Acquisition and Development	
Acquire and Develop 1.34-acre of new parkland	\$702,763
Subtotal	\$702,763
TOTAL	\$3,392,569

Source: CPW 2006

Park Capital Improvements

To implement the capital improvement program (CIP) included with this plan, the City of Talent will need to obtain roughly \$1.77 million within the next ten years. The CIP cost estimates are for individual and system-wide park improvements that meet the City's design standards and residents' needs. However, costs for these types of projects can vary greatly and depend upon the design of the facilities. For a detailed description of park improvements see the separate City of Talent Capital Improvements Program 2006-2016.

Trail System Improvements

Implementing system-wide actions has the advantage of consolidating costs for similar projects. System-wide projects reflect actions that can be implemented to achieve uniformity and park identity throughout the park system. Table 6-5 contains a summary of capital projects at a system-wide level, which are comprised of costs associated with constructing the trail system.

Acquisition and Development

In order to acquire and develop sufficient lands to meet the proposed LOS standard (3 acres per 1,000 residents), the City will likely need to spend between \$2.4 and \$3.9 million in actual costs or dedication value, over the life of the plan, see Table 6-6.

Table 6-6. Cost Estimates for Parkland Acquisition and Development, LOS Standard of 3 acres/ 1,000 residents, 2006-2030.

	2006-2010 ⁴	2011-2020	2021-2030	Total
Forecasted Population, end of Period	6,813	8,471	9,821	
Amount of Parkland Needed for LOS standard of 3.0 (acres)	20.49	25.41	29.49	
Amount of Existing Parkland (acres)	22.12	22.12	22.12	
Cumulative Surplus (Deficit) of Parkland (acres)	1.63	(3.29)	(4.08)	7.37
Low Cost of Land Acquisition (per period)¹	\$ -	\$ 658,600	\$ 815,400	\$ 1,474,000
High Cost of Land Acquisition (per period)²	\$ -	\$ 1,317,200	\$ 1,630,800	\$ 2,948,000
Average Cost of New Park Development³	\$ -	\$ 411,625	\$ 509,625	\$ 921,250
Total Low Cost of Acquisition and Development	\$ -	\$ 1,070,225	\$ 1,325,025	\$ 2,395,250
Total High Cost of Acquisition and Development	\$ -	\$ 1,728,825	\$ 2,140,425	\$ 3,869,250

¹ Assume cost of \$200K per acre across period

² Assume cost of \$400K per acre across period

³ Assume \$125K per Acre for development

⁴ This period reflects the acquisition of the "Whackers Hollow" property with development costs included in the CIP

Source: CPW 2006

Due to demand pressures and inflation rates, acquisition costs between \$200,000 and \$400,000 per acre (the range of land values within and outside the UGB) are likely over the twenty year period of this plan. Development costs for new parkland were estimated at \$125,000 per acre, based on the average costs for park development in the City of Eugene and the State of Oregon.

With a constant level of service standard of 3 acres per 1,000 residents, total costs for the five-year periods are approximately: between \$1 and \$1.7 million for 2011 to 2020, and between \$1.3 and \$2.1 million for the period of 2021 to 2030.

The Parks CIP is a ten-year program (2006-2016). Therefore, costs included in the CIP only reflect land acquisition and development needs through 2016 to maintain the adopted level of service standard. Assuming the future development of the Whacker's Hollow property within the next five years (Suncrest Park), the City's parkland needs will be met through approximately 2014. The CIP includes costs for acquiring and developing 1.34-acres of new parkland, the amount needed to maintain the level of service standard in 2016.

This does not imply that the City should wait to acquire new parkland until 2012. The City needs to think strategically about acquiring parkland in the immediate future and be prepared to capitalize on opportunities for acquisition. The longer the City waits to acquire new parkland, both land costs and development pressures are likely to increase; making the acquisition of large parcels (approximately 5-acres, suitable for a neighborhood park) difficult. Targeted acquisition areas consist of land in the UGB in underserved areas and parkland outside the current UGB in or adjacent to proposed future growth areas.

Operations and Maintenance (O&M)

The Talent Parks System will increase in acreage over the next 20 years. Operations and maintenance will continue to be a concern. If the City of Talent meets the 3.0 acres per 1,000 residents level of service standard the City will have approximately 30-acres of developed parkland in the year 2030. The current per acre cost for operations and maintenance is \$5,898 per developed park acre. Using these numbers as a standard maintenance cost per acre, the City can expect to spend approximately \$177,000 in the year 2030 for operation and maintenance of the system.. The Parks Utility Fee for Operation and Maintenance is the primary dedicated funding source for O&M. The City will receive approximately \$26,000 in fees in FY08 and approximately \$44,000 in fees in FY30. The City will need to obtain an additional \$133,000 in 2030 to cover O&M costs associated with a 30-acre park system.

Total Cost Summary

Total costs for park improvements and development are estimated to be approximately \$143,789 for FY06. There is no anticipated parkland acquisition in FY06. This value is based upon the capital improvements and operations identified in the FY06 Parks and CIP Budgets.

Total estimated costs for the 2006-2016 time period were calculated, with the addition of land acquisition and development costs from Table 6-6. Table 6-7 shows the total costs for the 10 year period, forecasted SDC revenue, and the fund balance. The City will expend approximately \$440,000 to \$700,000 by 2016 to acquire and develop new parkland. The Parks CIP proposed approximately \$2.7 million in improvements. However, the City expects to receive approximately \$813,000 in SDC revenues over that period.

This analysis identifies a funding gap of \$1.4 to \$1.7 million over the next 10 years. The funding gap is created by the costs of needed parkland acquisition and development, operations and maintenance, and CIP improvements; minus

projected SDC revenue, projected Park Utility Fee for Operation and Maintenance revenue, and projected general revenues.⁶

This analysis only includes parkland acquisition and development costs through 2016. As presented in Table 6-6, the City will need to acquire and develop an additional 7.37-acres of parkland by 2030, or 6.03-acres between 2016 and 2030. The estimated costs for the acquisition and development of 6.03-acres of parkland will be roughly \$2.1 to \$3.3 million.⁷ The City will need to account for these costs through subsequent CIPs or other funding strategies.

The assumptions in this analysis are based on current trends and available funding sources. The following section identifies strategies the City of Talent can pursue to reduce this budgetary gap and provide a high quality park system for residents.

Table 6-7. Talent Parks Budget, Forecasted Costs/Revenue Summary, 2006-2016

	2006	2008	2010	2012	2014	2016	TOTAL
Population	6,255	6,549	6,813	7,133	7,468	7,820	
Amount of Parkland Needed for LOS standard of 3.0 (acres)	18.77	19.65	20.44	21.40	22.41	23.46	
Amount of Existing Parkland (acres) ⁴	22.12	22.12	22.12	22.12	22.12	22.12	
Cumulative Surplus (Deficit) of Parkland (acres)	(3.36)	(2.47)	(1.68)	(0.72)	0.29	1.34	
COSTS							
Low Cost of Land Acquisition (per period) ¹	-	-	-	-	\$57,099	\$267,719	\$267,719
High Cost of Land Acquisition (per period) ²	-	-	-	-	\$114,198	\$535,438	\$535,438
Average Cost of New Park Development ³					\$35,687	\$167,325	\$167,325
Total Operation and Maintenance Costs	\$130,464	\$130,464	\$130,464	\$130,464	\$132,148	\$138,359	\$1,449,434
Total Cost of Capital Improvements in the CIP							\$2,689,806
Total Costs Using Low Cost							\$3,124,850
Total Costs Using High Cost							\$3,392,569
REVENUE							
System Development Charges (SDCs)	\$33,919	\$57,949	\$57,949	\$90,398	\$90,398	\$94,918	\$812,623
Park Utility Fee for Operation and Maintenance	\$25,000	\$26,822	\$27,903	\$29,215	\$30,588	\$32,025	\$314,990
General Revenues	\$94,516	\$44,217	\$46,003	\$47,862	\$49,796	\$51,807	\$569,186
Total Revenue							\$1,696,800
BALANCE							
Total Funding Surplus (Deficit) Using Low Cost							(\$1,428,050)
Total Funding Surplus (Deficit) Using High Cost							(\$1,695,769)

¹ Assume cost of \$200K per acre across period

² Assume cost of \$400K per acre across period

³ Assume \$125K per Acre for development

⁴ This includes development of the "Whacker's Hollow" property (Suncrest Park) with development costs included in the CIP

Source: CPW 2006

⁶ General revenue sources consist primarily of unreserved fund balances, intergovernmental revenues, transient room tax, fill charge revenue, interest, donations, park rental fees, and general fund transfers,

⁷ The estimated costs for the acquisition and development of 1.34-acres of parkland to maintain the level of service through 2016 are included in the 2006-2016 CIP. This range (\$2.1 to \$3.3 million) represents the estimated costs required to maintain the level of service standard between 2016 and 2030.

Recommended Funding Strategies

As the City of Talent expands its park system, additional funding is necessary for parkland acquisition, development and maintenance. The City should work to obtain critical funding from diverse sources in order to maintain and expand its park system. Table 6-11 summarizes the range of funding and support strategies available. Although, Talent currently utilizes a variety of these strategies, and recently created a Parks Utility Fee for Operation and Maintenance, a funding gap continues to exist. This section provides recommendations for the City of Talent in two sectors, Capital Improvements and Operations. Additional information on funding strategies is located in Appendix D.

Table 6-8. Potential Park System Funding and Support Strategies

Funding Source	Time Frame	Duration	Current Use	Pros	Cons
Partnerships	Short-Term	Varies	Yes	Builds cooperation. Increases ability to pursue projects through sharing of resources.	Requires ongoing coordination. No guarantee of success.
Donations	Short-Term	Ongoing	Yes	Can be a win-win situation. May include land, financial, or materials.	Requires continuous time and effort.
Grants	Short-Term	Varies and limited	Yes	Good track record with grants often leads to more grants. Often support new, one-time expenditures.	Requires staff time for applications (with no guarantee) and ongoing reporting. Often short-term and only for specific projects (not usually including staff time). Often require matching funds.
Parks and Recreation District	Long-Term	Ongoing	No	Provides ongoing source of funds. All area park users (not only City residents) would pay for services. Fund source would directly and only benefit parks.	Long-time to form. Some citizens may oppose. Could mean loss of revenue (control) for City.
Land Trusts	Long-Term	Ongoing	No	Good way of working with landowners.	Often have very specific projects in mind. Lengthy process. Land trusts may have limited resources.
Bonds	Long-Term	Limited	No	Distributes cost over life of project. Can generate substantial capital.	Debt burden must not be excessive. May require voter approval.
Levies	Long-Term	Limited	No	Can generate reduced-interest funding Can provide substantial funding for short-term (under 10 year) projects	Intergenerational inequity (levies are carried by current users, although future users will benefit.) Requires voter approval (double majority)
System Development Charge	Short-Term	Ongoing	Yes	Development helps pay for the capital improvements, which will be necessary to provide residents with adequate park services. Ordinance in place.	Can only be used for capital improvements, not for deferred or ongoing maintenance needs.
Park Maintenance Fee	Long-Term	Ongoing	Yes	Would provide a stable stream of funding for maintenance. Addresses identified maintenance funding issue. Several Oregon cities have adopted fees.	Requires passage by City Council. Some citizens and businesses may oppose.

Source: CPW

Operations and Capital Projects

The following funding sources are for operations and maintenance as well as capital projects.

- *General Fund:* Ideally, the parks system receives dedicated sources of funds. It is the desire of the City to decrease parks reliance on the general fund; therefore, the City will need to explore alternate funding sources for maintenance and operations.
- *Local Option Levy:* A local option levy for capital improvements provides for a separate property tax levy outside the City's permanent rate limit. This levy may be used to fund a capital project or a group of projects over a specified period of time, up to ten years. Revenues from these levies may be used to secure bonds for projects, or to complete one or more projects on a "pay as you go" basis.
- *Public/Government Grant Programs:* This includes the federal Recreational Trails Program (RTP) administered by Oregon Parks and Recreation Department (OPRD). The City should pursue RTP funds for developing the proposed trail plan outlined in this Plan.
- *Private Grants and Foundations:* Donations of labor, land, or cash by service agencies, private groups or individuals are a popular way to raise small amounts of money for specific projects. Two key motives for donation are philanthropy and tax incentives. The typical strategy for land donations is to identify target parcels and then work directly with landowners. Soliciting donations takes time and effort on the part of City staff, and it is important to set up a nonprofit foundation to accept and manage them. Generally, donations are not stable sources of land or finances and should not be relied upon as a major portion of funding.
- *Public/Private Partnerships:* Partnerships play an important role in the acquisition of new park and recreation facilities and in providing one-time or ongoing maintenance support. Public, private and non-profit organizations may be willing to fund outright, or work with the City to acquire additional parks and recreation facilities and services.
- *Fees and Charges:* There are two current fees/charges issued by the City of Talent, these are: the Parks Utility Fee for Operation and Maintenance and recreation program fees. The Parks and Maintenance Surcharge started in January 2006, with an estimated revenue generation of \$25,000 for FY07. This amount can increase to stabilize the on-going maintenance needs which represent the largest long-term cost to the City (Table 8.7). As recreation programs expand, the fees associated will increase, yet most likely not at the level necessary to fully fund these programs. The City should identify a dedicated source of funds to supplement these important programs.

Capital Improvements

The following funding sources are for capital projects only.

- *System Development Charges (SDC):* Talent Ordinance 729 took effect in January 2006 and set the rate for Park SDC fee at \$512 per person. This fee is charged to all new developments within the city limits and is based upon the average occupancy density for the specific type of development. Table 6-9 shows how Talent's current SDC compares to other Oregon communities.

Table 6-9. SDC Residential Park Fee Comparison, 2004

City	Park SDC Rate*
Cottage Grove	\$204.00
Madras	\$400.00
Lebanon	\$610.00
Columbia City	\$1,133.00
Grants Pass	\$1,157.00
Talent	\$1,382.00
Monmouth	\$1,484.00
Woodburn	\$1,513.00
Lake Oswego	\$1,825.00
Corvallis	\$1,928.00
Tualatin	\$2,100.00
Salem	\$2,962.00
Sherwood	\$4,996.00

*Based on Single Family Occupancy (2.7 persons)

Source: League of Oregon Cities, 2004

- *Donations:* Donations of labor, cash, services, or land provide the opportunity to increase the value of capital projects. The City should review the creation of a nonprofit parks foundation, a parks improvement fund, and/or a stewardship committee.
- *Local Improvement District (LID):* Under Oregon Law, communities can create LIDs to partially subsidize capital projects. The creation of a special district is most appropriate for an area that directly benefits from a new development such as a neighborhood park. A LID for the proposed Railroad District can increase funding for a neighborhood park in South Talent.
- *General Obligation Bond:* This type of bond is a tax assessment on real and personal property. The City of Talent can levy this type of bond only with a double majority voter approval unless the vote takes place during a general election held on an even year, in which case a simple majority is required. This fund can support SDC revenues and is more equitable.
- *Public/Government Grant Programs:* These include Community Development and Block Grants (CDBG), Land and Water Conservation Grants, Federal Transportation Grants, State of Oregon Local Government Grants, Urban Forestry Grants, Oregon Watershed Enhancement Board Grants.
- *Other Options:* These include land trusts, exchange of property, conservation easements, lifetime estates and the National Tree Trust programs.

Summary

To create a healthy, well-funded park system, the City of Talent must pursue a funding strategy including a variety of sources. Grants, donations, partnerships, as well as bonds, levies, and fee/permit revenues all play a part in a diverse funding strategy. Specifically, the City's funding strategy should involve:

- *Increase the SDC assessment rates.* The current SDC rates are not sufficient to allow the City to expand and develop its park system while meeting its park goals and objectives. Additionally, the SDC methodology does not incorporate acquisition or development costs for calculating rate charge. The City should evaluate the affect of an SDC rate increase on development efforts and the City Park Budget.
- *Increase the Parks Utility Fee.* The current Park Utility Fee rate will not sufficiently support the continued level of service identified by the City and public. The City should evaluate the impacts of a rate increase and/or explore additional General Revenue strategies.
- *Pursue grant opportunities for capital improvement projects, trails, and land acquisition.* State, regional, and federal grants can provide funding for a variety of park, open space, and trail projects. The City should balance the potential application's competitiveness with required outlays of staff time when considering applying for grant funds.
- *Develop partnerships.* The City should work to develop partnerships with local recreation service providers to improve operational efficiencies and leveraging of funds.
- *Develop relationships with landowners.* The City should cultivate relationships with landowners who may be interested in donating land to the City or allowing purchase at a reduced cost. Private landowners have contributed to the Talent Parks System in the past, and may continue to do so in the future.
- *Evaluate the feasibility of bond measures.* The City should revisit submitting a bond measure for public vote with a defined development plan as outlined in this Plan.
- *Explore measures to reduce acquisition, development, and operational costs.* The City should explore ways to reduce operational costs, potentially through cost-efficient design and facilities; development costs, through the use of volunteers and donations; and land acquisition costs, by exploring alternative means of acquiring lands and including lands outside the urban growth boundary when assessing potential parklands.