

AGENDA
Parks, Trails, & Open Space Steering Committee: Meeting #1

6:00	What we have heard so far: June 21 Joint Steering Committee Meeting
6:10	Overview of Parks existing conditions and takeaways
6:40	Parks, Trails, and Open Space Opportunities Mapping Exercise
7:10	SWOT Exercise (Strengths, Weakness, Opportunities, Threats)
7:40	Report back
7:55	Next Steps
8:00	Adjourn

Meeting #1 Goals

- Overview of feedback from June 21 Joint Steering Committee Meeting
- Overview of parks background information
- ✓ Parks, trails, & open space opportunities map exercise
- ✓ Parks, trails, & open space SWOT exercise



Meeting #2 (06/21/18) Exercise Overview

Exercise 1: Expand on Community Vision. Unique characteristics of Faribault

• The goal was to expand the Community Vision as narratives and stories with specific language to better describe Faribault's character and attributes.

Exercise 2: Integrating Journey to 2040 Plan into Community Values

• The goal of this exercise is to integrate the Vision 2040 Community Values into the Journey to 2040 Plan as a preliminary set of Guiding Principals in order to shape a cohesive planning effort.

Exercise 1: Expand on Community Vision. Unique characteristics of Faribault

Table 1: Facilitator: John	Table 2: Facilitator: Ana	Table 3: Facilitator: Jennifer & Jay
 Riverbend Nature Center (educational opportunities, staff). Partnership with school district foralmost 40 years Shattuck St. Mary's. Unique schools that set us apart, economic driver, blind and deaf Cultural History. 1862 uprising, native interactions Largest Historic District. Outside of metro/Minneapolis + St. Paul Confluence of two rivers. Cannon and Straight River Proximity of lakes. Southern chain of lakes International investment in commercial development. Sage, Faribault foods, etc) Great place for "mom+ pop" types of businesses 	 Started as a cultural Center in the 1800's. Mark Twain History – Impressive History Faribault chosen as specialty education because of location Fur trading – Alexander Faribault (MN tradies.org), known for trading with natives Became a milling town First cathedral Strong French background (yet no French festivities – celebration of heritage) Manufacturing town (sage glass) Strong economic base: agriculture, education, diverse, financial Education destination: specialty schools Ample green space but underutilized – didn't know about straight river Improve on the story of the two rivers – awareness Great trails for all users Great performing arts center Medical specialties – Abbott – Qualified staff 	 Nature Center State Parks 10 lakes within 10-mile radius Public and Private schools at all levels (charter, national), blind and deaf access Historic and architectural integrity of school campuses and other Oldest factory in MN (Mill): Foods Performing Arts Center Largest Historic District outside of the Twin cities Diversity in History expressed in Architecture Mayo and Allina – larger health care providers (more than one) Iconic businesses that started here: fold craft, tilt a whirl, cheese cave Weekends with hockey (night level) – talent of young people at Shattuck Bruce Smith: only Heisman Trophy winner (1941) Ivan Whillock - Wood carver – carve figures Foester Lambert Series Shattuck – Art talent in school Camps, music, hockey Music in Park, Blue collar Festival

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Exercise 1: Key Themes

Unique Attributes

A rich history/large historic district

Strong arts community

Access to natural resources/amenities

Education destination

Exercise 2: Integrating Journey to 2040 Plan into Community Values

Table 1: Facilitator: John

- Sense of Community: Creating safe environment, walkability, "buddy bunch" (rotary club installed these), why don't we have?
- Sense of Place: Same as above
- Opportunity: Housing, retail, investment in the community, recreation (for youth, etc), collaboration (improve outcomes thru public private partnerships)

Table 2: Facilitator: Ana

- Sense of Community: Differences –
 accept/expand perspective. Night to unite –
 library party, tours, good food, examples of great
 sense of community. Challenge: Different
 generations how to bring them together –
 activities millennial population. Individuality –
 adventure, some recreation activities in decline –
 what can bring them together?
- Sense of place: We need a central meeting space, attract everybody – distinct communities, a spot appropriate for various ages – age appropriate, provide a sense of togetherness
- Opportunity: What can we do to bring people together? What are the opportunities to bring us together? Relocate Fields at Tee Pee Tonka and provide a place for community gathering instead
- Innovation: Creative community in manufacturing, custom pieces, south central college – working together
- Excellence: Bruce Smith Heisman Trophy,
 Movies taken place in Faribault, Known names,
 big city opportunities, businesses: examples of
 excellence Shattuck, Famous architect Deaf
 academy

Table 3: Facilitator: Jennifer & Jay

- Sense of Community: Place where you can live, work, and play; bike paths; high percentage of park land for community; one of best parks in the region (Alexander); bridge the diversity gap, embrace diversity; engage communities/cultures through use
- Sense of Place: Tell the story of the arks its history, increase/improve message of what community has to offer
- Opportunity: Soccer, raise awareness of natural systems – resiliency, Frisbee-golf (low investment, high return) uses 35 access – jobs/employment; high quality private education need public schools to compete
- Innovation: More complete bikeways/system, bringing people and cultures together through foods and arts; stormwater and surface water management
- Excellence: Dedication to finishing systems, i.e. bike trails, make it the best; focus to complete networks, raise the "level" of systems (jobs, schools) etc. --- strengthen wider community

Exercise 2: Key Themes

Community Values

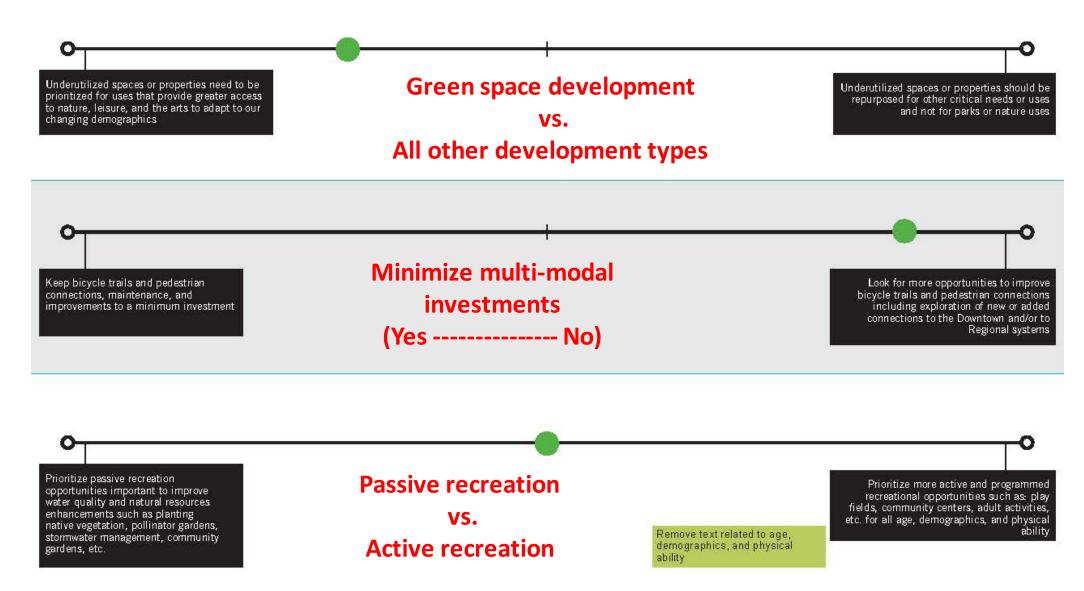
Connecting different communities (e.g., young/old; newbies/oldtimers) thru shared experiences and common gathering areas

- Sports/recreation
- Food
- Arts
- Storytelling

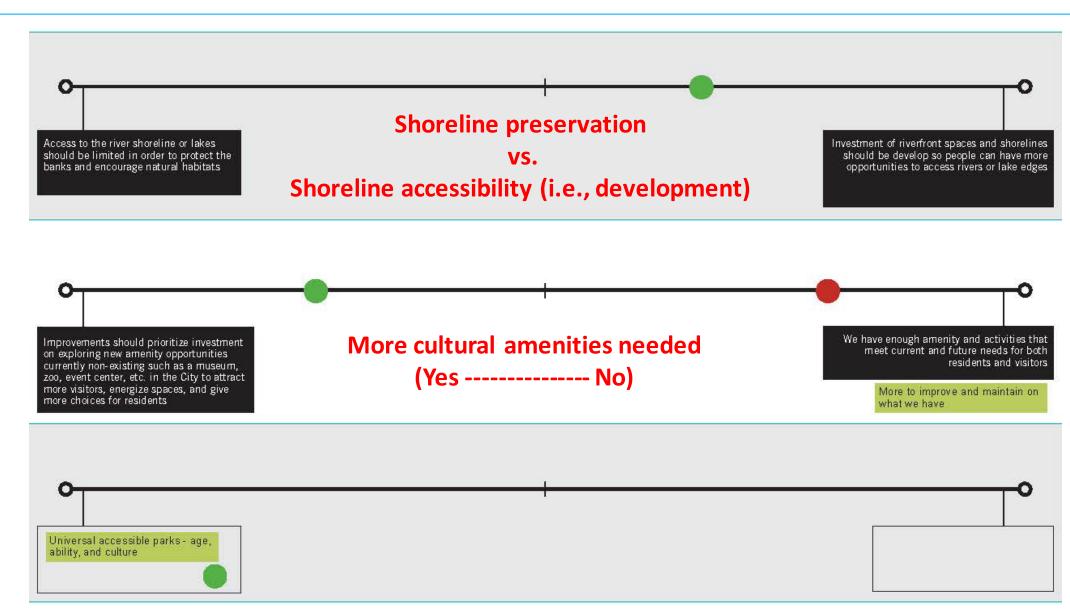
Striving for excellence and innovation by finishing/strengthening social, economic, and natural systems

- Connect trails
- Support schools
- Grow employment

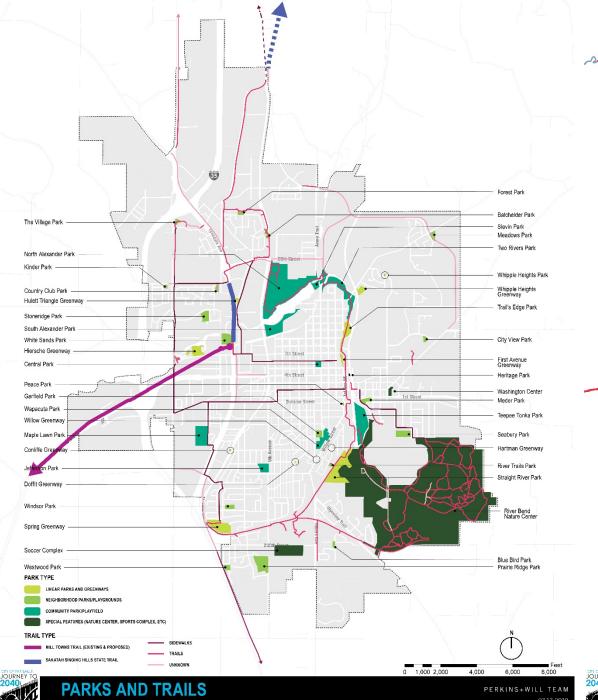
Parks, Trails, & Open Space Steering Committee Continuum Statements

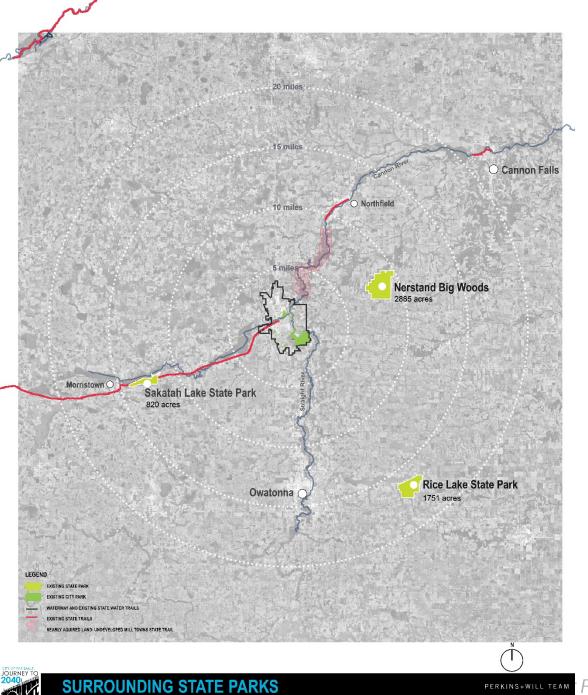


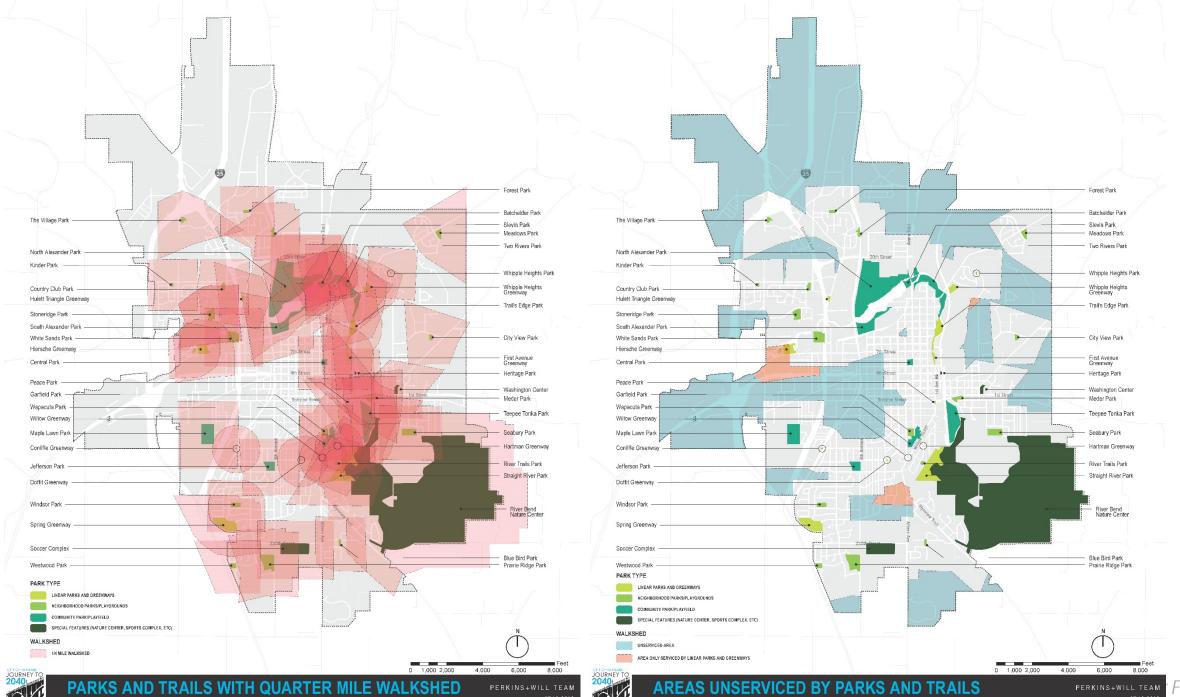
Parks, Trails, & Open Space Steering Committee Continuum Statements

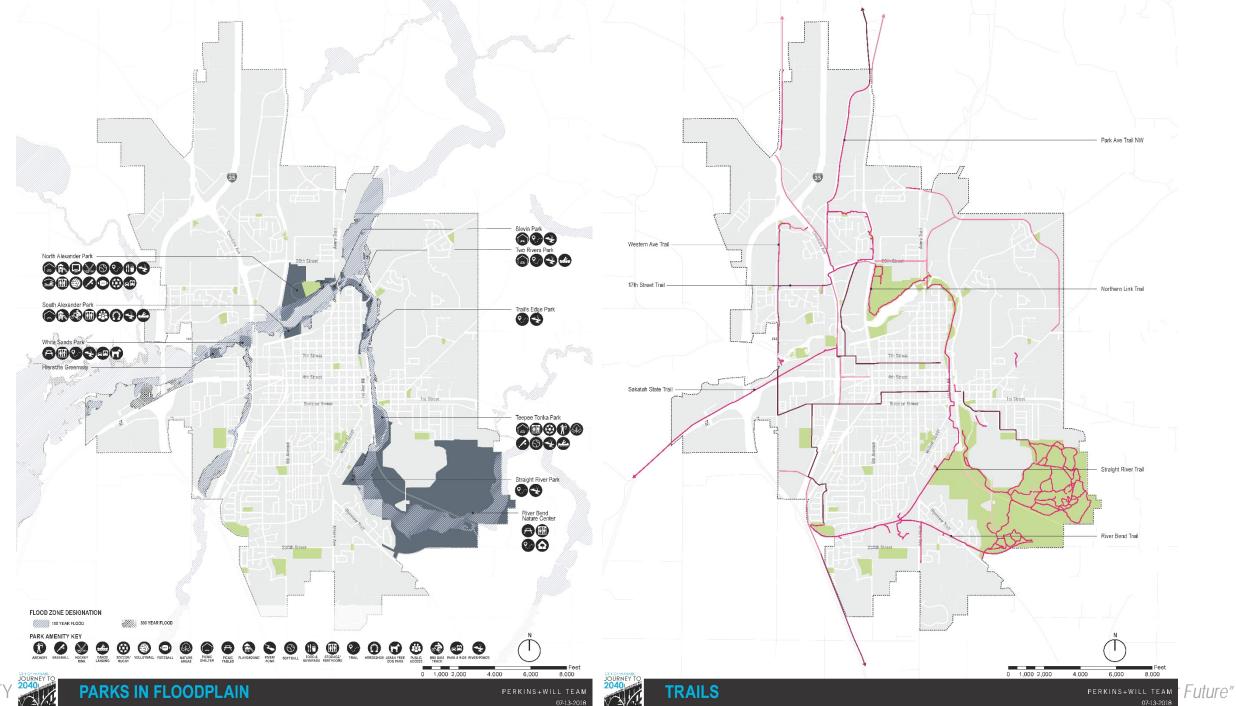












Economic Impact of Parks in Minnesota

Economic Activity (Transactions)	Labor Income	Employment (Jobs)	Economic Activity Per Capita
\$2,520,078,184	\$963,778,166	20,338	\$459.06

*Source: 2015 'The Economic Impact of Local Parks' by National Recreation and Parks Association

Parks Profiles

TEEPEE TONKA PARK



LOCATION: 10 3rd Avenue NE, Faribault MN

SIZE: 25.3 acres

CLASSIFICATION: Community Park/Playfield

REC CENTER: No

SCHOOL CONNECTIONS: None

CURRENT PROJECTS: None

CONTEXT

This sports focused park facility is located a quarter mile from downtown Faribault along the Straight River. It is directly adjacent to the River Bend Nature Center and connected to the nature center's trail system. The elevated railroad adjacent to the western edge of the park, the river lying to the east and south, and the low topography makes this park disconnected from the surrounding city and residential communities. The surrounding natural features, including the river and nature center, offer unique opportunities in the parks for park programming.

CURRENT CONDITIONS AND CONCERNS

The park is generally in good condition with well maintained fields and diamonds.

The park is located within the floodplain and has been seriously flooded during the spring over the past 5 years. After each flood period, the park features need to be rebuilt and needs considerable resources to maintain.

There is significant erosion along the banks of the Straight River. This is creates a safety hazard at several highly trafficked locations and limits the planned access to the river.

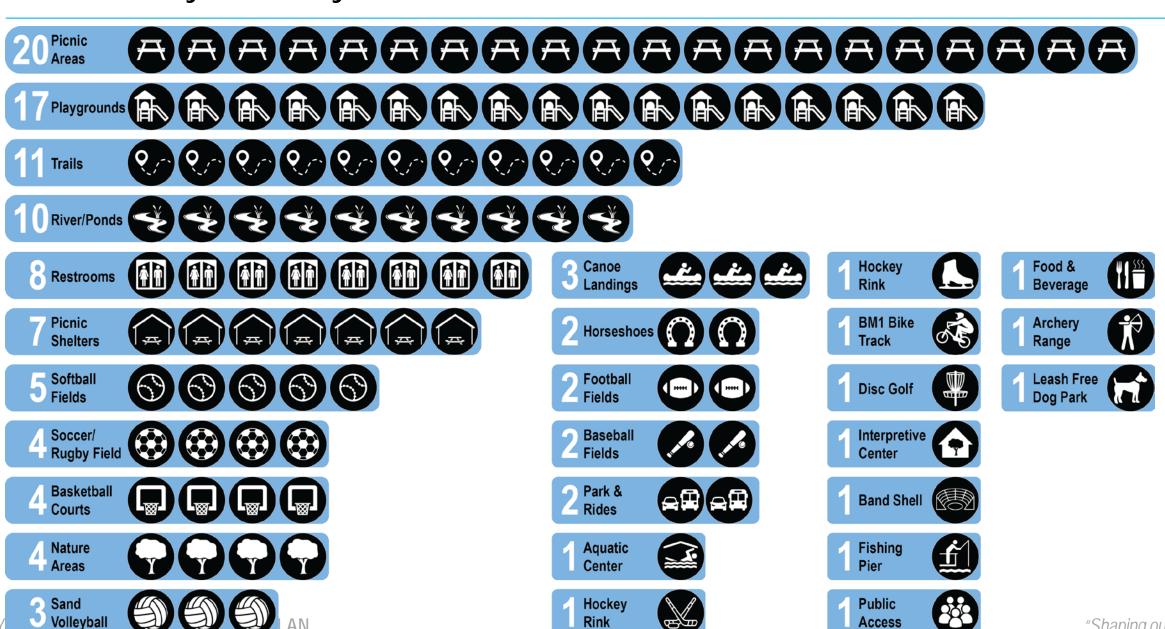
PARK FACILITY CONDITIONS (SITE VERIFIED)



SEASONAL AMENITIES



Park Amenity Inventory



Park Acreage Per Capita

Total Park System (excluding special use facilities)(6.25 – 10 ac/1000):

Year	Population (adjusted for MCF population)	Total Land Area	Recommended Acreage (Low - High)	Surplus Acreage (Low – High)
2010 Population	21,395 people	341.3 ac	133.7 – 214.0	127.4 - 207.6
2040 Estimate	21,213 people	341.3 ac	132.6 – 212.1	129.2 - 208.7

Current and future park acreage per capita, exceeds national recommendations

*Source: Standard park areas are from the 2003 Faribault area master plan for city accepted standards

Park Acreage Per Capita

Community Parks (5 - 8 ac/1000):

Year	Population (adjusted for inmate population)	Total Land Area	Recommended Acreage (Low - High)	Surplus Acreage (Low – High)
2010 Population	21,395 people	242.7 Acres	23.4 – 46.8	55.9 – 125.9
2040 Estimate	21,213 people	242.7 Acres	23.17 – 46.34	57.3 – 126.9

Current and future park acreage per capita, exceeds national recommendations

*Source: Standard park areas are from the 2003 Faribault area master plan for city accepted standards

Park Acreage Per Capita

Neighborhood Parks (1 – 2 ac/1000):

Year	Population (adjusted for inmate population)	Total Land Area	Recommended Acreage (Low - High)	Surplus Acreage (Low – High)
2010 Population	21,395 people	40.5 Acres	23.4 – 46.8	-6.3 – 17.2
2040 Estimate	21,213 people	40.5 Acres	23.17 – 46.34	-5.8 – 17.3

Current and future park acreage per capita, exceeds national recommendations only for high recommendations

*Source: Standard park areas are from the 2003 Faribault area master plan for city accepted standards

Operating Expenditure Per Capita



5 Year Average for City of Faribault:

\$78.26

\$49.01

*Source: Standard park areas are from the 2003 Faribault area master plan for city accepted standards & 2018 National Recreation and Park Association Agency Performance Review

- 48.6% of Americans report participating in at least 1 outdoor activity
 - Participation for youth and young adults skewed heavily Caucasian, with Hispanics in a distant second
 - Gender participation almost evenly split

	Toda	ICII	Juli	rau	iti u	ı üçik	Juiit	DCIII	ogra	pine	,3
		2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
Gender	Male	52%	50%	57%	53%	53%	52%	50%	50%	51%	51%
	Female	48%	50%	43%	47%	47%	49%	50%	50%	49%	49%
		2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
Age	6 to 12	33%	29%	37%	36%	36%	38%	38%	38%	39%	39%
nge .	13 to 17	24%	25%	30%	30%	30%	26%	26%	27%	28%	28%
	18 to 24	44%	46%	34%	34%	34%	36%	36%	34%	33%	339
		2007	2008	2009	2010	2011	2012	2013	2014	2015	201
	African American/Black	8%	8%	8%	11%	7%	11%	11%	10%	8%	99
Race/	Asian/Pacific Islander	4%	6%	5%	6%	6%	7%	7%	7%	7%	79
Ethnicity	Caucasian/ White, non- Hispanic	77%	75%	78%	71%	76%	71%	68%	70%	71%	709
	Hispanic	7%	7%	7%	9%	8%	8%	10%	10%	12%	129
	Other	4%	4%	3%	4%	4%	4%	3%	3%	2%	29
		2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
	New England	5%	5%	5%	5%	4%	5%	5%	4%	4%	49
	Middle Atlantic	15%	14%	12%	13%	13%	13%	13%	13%	13%	149
	East North Central	17%	17%	17%	17%	17%	16%	17%	17%	17%	169
Census Region	West North Central	7%	7%	8%	7%	7%	8%	7%	7%	7%	79
	South Atlantic	18%	19%	18%	17%	18%	18%	18%	19%	19%	199
	East South Central	5%	6%	7%	6%	6%	6%	6%	6%	6%	69
	West South Central	9%	9%	10%	10%	11%	10%	11%	11%	10%	119
	Mountain	8%	8%	8%	9%	9%	8%	8%	9%	8%	89
	Pacific	16%	15%	15%	16%	16%	16%	15%	14%	15%	169

Youth & Youth Adult Participant Demographics

*Source: Outdoor Recreation Participation Topline Report 2017

Youth & Young Adult (Ages 6-24) Participation

Most Popular Youth Outdoor Activities By Participation Rate, Ages 6 to 24

- 1. Running, Jogging and Trail Running 25.3% of youth, 20.3 million participants
- 2. Bicycling (Road, Mountain and BMX) 22.6% of youth, 18.2 million participants
- 3. Fishing (Fresh, Salt and Fly) 19.5% of youth, 15.6 million participants
- 4. Camping (Car, Backyard and RV) 19.0% of youth, 15.3 million participants
- 5. Hiking 15.5% of youth, 12.5 million participants

Favorite Youth Outdoor Activities

By Frequency of Participation, Ages 6 to 24

- Running, Jogging and Trail Running
 average outings per runner,
 billion total outings
- 2. Bicycling (Road, Mountain and BMX)58.0 average outings per cyclist,1.1 billion total outings
- 3. Fishing (Fresh, Salt and Fly) 16.1 average outings per fishing participant, 251.4 million total outings
- 4. Skateboarding46.8 average outings per skateboarder,212.2 million total outings
- 5. Camping (Car, Backyard and RV)12.4 average outings per camper,189.0 million total outings

Aspirational Youth & Young Adult (Ages 6-24) Participation

Aspirational Participants, Physical Activity In	Ages 6-12 nterest Rate	Aspiration Physical A
1. Camping	16%	1. Camp
2. Basketball	14%	2. Swimr
3. Fishing	13%	3. Runni
4. Soccer	13%	4. Fishin
5. Swimming for Fitness	12%	5. Bicycl
6. Bicycling	12%	6. Worki
7. Running/Jogging	11%	7. Hiking
8. Football	11%	8. Baske
9. Swimming on a Team	10%	9. Footb
10. Martial Arts	10%	10. Marti

Aspirational Participants, Ages Physical Activity Interes	
1. Camping	13%
2. Swimming for Fitness	10%
3. Running/Jogging	9%
4. Fishing	9%
5. Bicycling	9%
6. Working Out with Machines	8%
7. Hiking	7%
8. Basketball	7%
9. Football	7%
10. Martial Arts	7%

Physical Activity Interest Rate 1. Camping 18% 2. Bicycling 16% 14% 3. Backpacking 4. Martial Arts 14% 12% 5. Climbing 6. Working Out with Weights 7. Hiking 11% 8. Swimming for Fitness 11% 9. Working Out with Machines 11%

10%

10. Kayaking

Aspirational Participants, Ages 18-24

*Source: Outdoor Recreation Participation Topline Report 2017

Adult (Ages 25+) Participation

Most Popular Adult Outdoor Activities By Participation Rate, Ages 25+

- 1. Running, Jogging and Trail Running 14.8% of adults, 32.0 million participants
- 2. Fishing (Fresh, Salt and Fly) 14.6% of adults, 31.5 million participants
- 3. Hiking

13.7% of adults, 29.7 million participants

- 4. Bicycling (Road, Mountain and BMX) 12.8% of adults, 27.7 million participants
- 5. Camping (Car, Backyard, Backpacking and RV)
- 11.7% of adults, 25.2 million participants

Favorite Adult Outdoor Activities

By Frequency of Participation, Ages 25+

- Running, Jogging and Trail Running
 average outings per runner,
 billion total outings
- 2. Bicycling (Road, Mountain and BMX)76.0 average outings per cyclist,1.4 billion total outings
- 3. Fishing
- 40.1 average outings per fishing participant, 627.9 million total outings
- 3. Hiking
- 98.2 average outings per hiker, 445.3 million total outings
- 4. Wildlife Viewing 25.2 average outings per wildlife viewer, 384.6 million total outings

Aspirational Adult (Ages 25+) Participation

	Aspirational Participants, Ages 25-34 Physical Activity Interest Rate					
1.	Swimming For Fitness	16%				
2.	Camping	15%				
3.	Bicycling	13%				
4.	Running/Jogging	11%				
5.	Hiking	11%				
6.	Backpacking	11%				
7.	Canoeing	11%				
8.	Fishing	10%				
9.	Working Out with Machines	10%				
10	10. Working Out with Weights 9%					

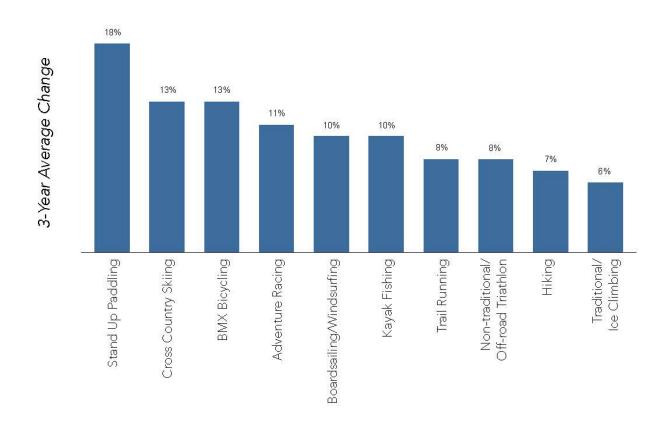
Aspirational Participants, Ages Physical Activity Interes	
1. Camping	14%
2. Bicycling	13%
3. Swimming for Fitness	13%
4. Hiking	11%
5. Working Out with Weights	10%
6. Fishing	9%
7. Running/Jogging	9%
8. Working Out with Machines	9%
9. Canoeing	9%
10. Backpacking	8%

Aspirational Participants, Ages 45+ Physical Activity Interest Rate

	Camping	11%
2.	Birdwatching /Wildlife Viewing	11%
3.	Fishing	10%
١.	Bicycling	10%
5.	Swimming for Fitness	10%
٠.	Hiking	9%
۲.	Working Out with Machines	8%
3.	Canoeing	7%
	Working Out with Weights	7%
0.	Backpacking	5%

*Source: Outdoor Recreation Participation Topline Report 2017

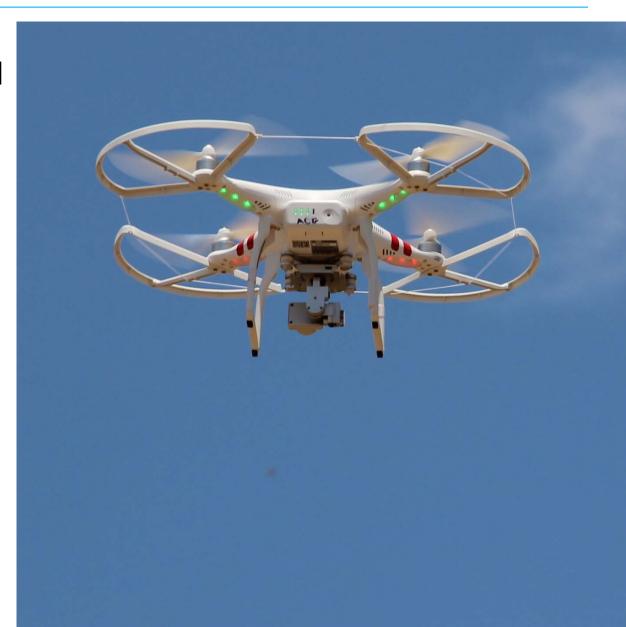
Top Outdoor Activities for Growth (Ages 6+)



*Source: Outdoor Recreation Participation Topline Report 2017

National Recreation & Parks Association Projected Design Trends

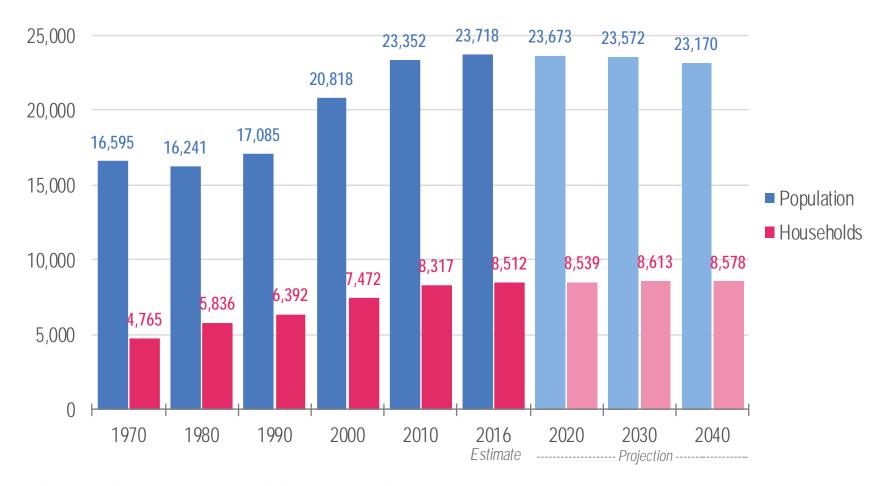
- Parks in unique spaces, especially underground
- Parks as locations for public health outreach
- Technology incorporated
 - Drones! For both recreation and security
 - Sustainability Companies are working on converting dog waste to electricity
- Potential for large donations from private foundations for urban parks
- Investment in parks systems for economic development



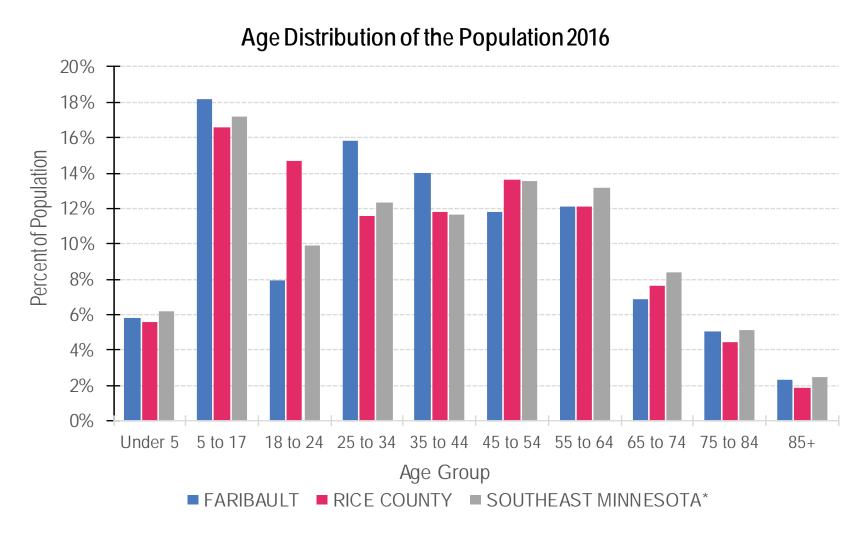
National Demographic Trends

- The U.S. population continues to grow, just slower than past years
 - From 2000 2010, the U.S. added about 27.3 million to its population, growing by nearly 10%
- Baby Boomers are driving the aging of America
 - By 2050, the 65+ population will increase from 13% of the population to exceeding 20% of the population
- Growing racial and ethnic diversity
 - Persons identifying as "something other than non-Hispanic white alone" has increased by 29% between 2000 and 2010
 - Persons of Hispanic descent accounted for more than half of all the population growth in the last decade
 - Diversity is not reflected uniformly throughout the population 20% of those over 65 are racially or ethnically diverse; that will increase to 42% by 2050
 - Half the children born between 2000 and 2010 are children of color many are children of immigrants
- Growth rates of persons under 18 are at an all time low about 25% of the population

Faribault Population and Households 1970-2040

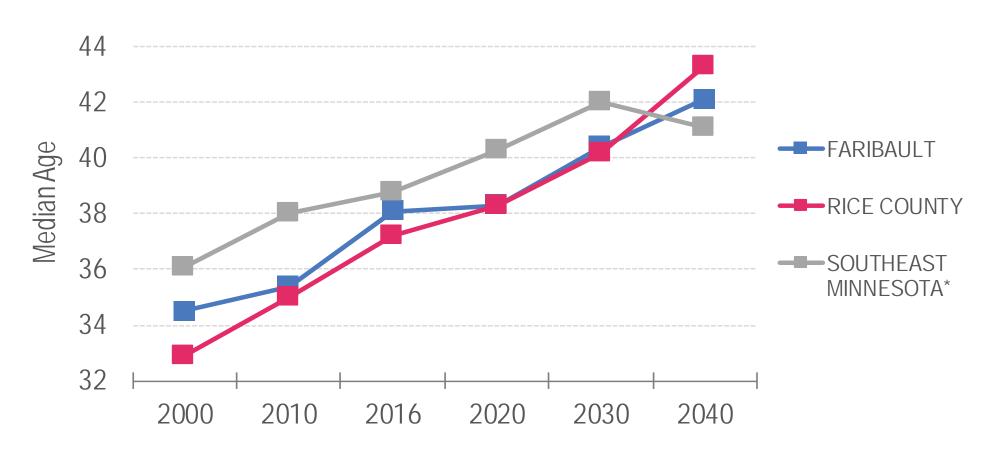


Sources: US Census; Minnesota Demographic Center; Perkins+Will



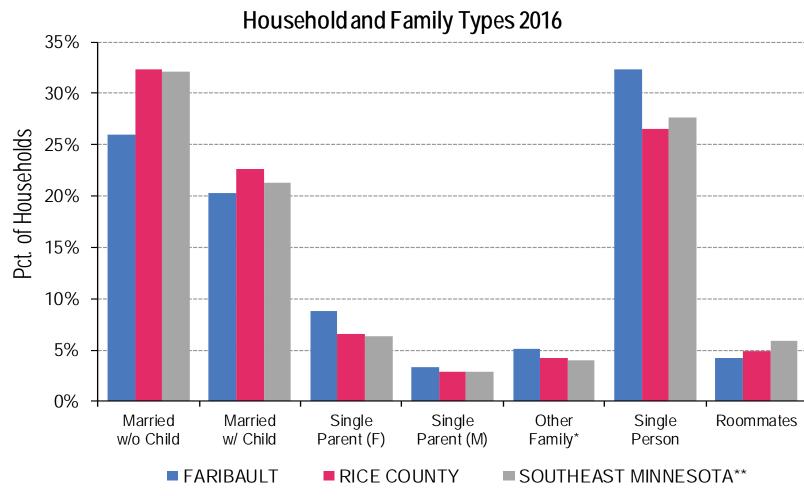
^{*} Southeast Minnesota consists of the following counties: Dodge, Fillmore, Freeborn, Goodhue, Houston, Mower, Olmsted, Rice, Steele, Wabasha, and Winona
Sources: US Census, American Community Survey (2016); Minnesota Demographic Center; Perkins+Will

Median Age 2000 - 2040



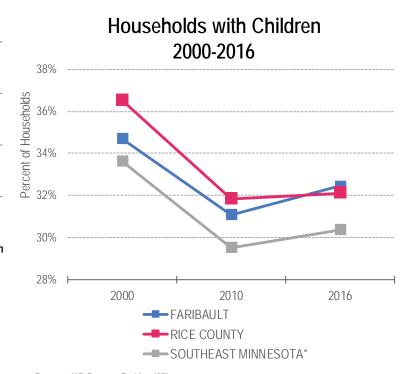
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Sources: US Decennial Census (2000 and 2010); US Census, American Community Survey (2016); Minnesota Demographic Center; Perkins+Will



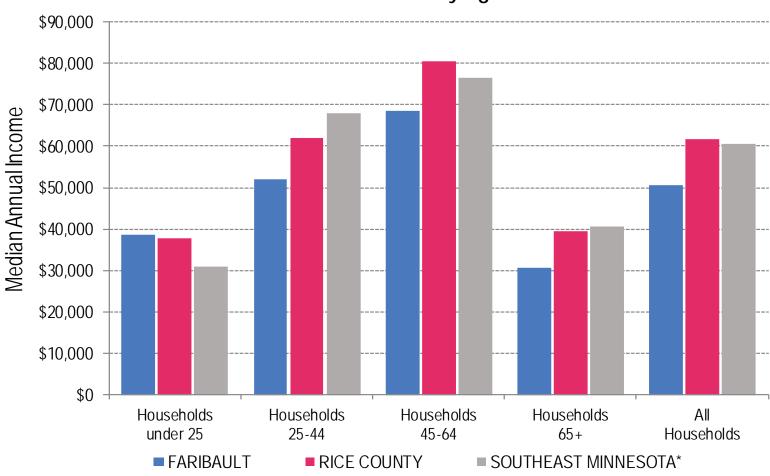


Sources: US Census, American Community Survey (2016); Perkins+Will



Sources: US Census; Perkins+Will

Median Household Income by Age of Householder 2016



^{*} Southeast Minnesota consists of the following counties: Dodge, Fillmore, Freeborn, Goodhue, Houston, Mower, Olmsted, Rice, Steele, Wabasha, and Winona

Sources: US Census, American Community Survey (2016); Perkins+Will

Population by Race or Ethnicity

2000

2016

Age 65+ 97% White

Age 65+ 95% White

Under Age 18 80% White

Under Age 18 59% White

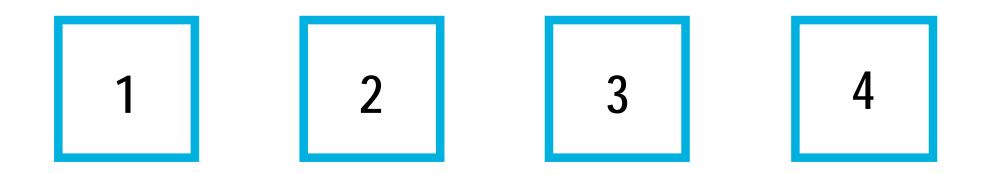


Mapping Exercise – Areas of Opportunity



Place a number with a "circle" on the map on an area with an asset or opportunity

Mapping Exercise – Areas of Concern



Place a number with a "square" on the map on an area of concern

Mapping Exercise – Potential Connections



Place a number with a "line" on the map on a potential connection

Mapping Exercise – Gaps or Barriers



Place a number with a "zig-zag" on the map where a gap or barrier exists









Place a number with a "triangle" on the map where a future park could be located





Next Steps

- ✓ Downtown Placemaking Activities Thursday, August 16th
- Downtown Charrette Wednesday, August 15th, Thursday, August 16th (location TBD)
- Community Advisory Group Wednesday, August 22nd (time and location TBD)
- ✓ Parks Charrette [Tentative] Thursday, September 27th (location TBD)