



CITY OF COLLEYVILLE HEROES PARK DESIGN COMMITTEE AGENDA

100 Main Street, Colleyville, Texas, 76034
Executive Conference Room – Third Floor

TUESDAY, MAY 9, 2023 - 10:00 AM

1. CALL TO ORDER

2. RECAP NOTES OF PREVIOUS MEETING

2a Meeting Recap Notes and Presentation from April 14, 2023 meeting

3. REGULAR AGENDA ITEMS

3a Review of park redesign based on consultant's renderings

3b Review of next steps for recommendation to City Council

3c Discussion of future meeting dates

4. ADJOURNMENT

I hereby certify this agenda was posted on City Hall bulletin boards Friday, May 5, 2023, by 5:00 p.m.

Christine Loven, TRMC
City Secretary

A quorum of the Colleyville City Council and/or any other Colleyville Board, Commission, or Committee may be in attendance at this meeting. At the discretion of the governing body, any matter on this agenda may be opened for public comment and discussion.

If you plan to attend this public meeting and have a disability that requires special accommodations, please advise the City Secretary at least 48 hours in advance at 817.503.1133, and reasonable accommodations will be made to assist you.



CITY OF COLLEYVILLE HEROES PARK DESIGN COMMITTEE AGENDA BRIEFING

Agenda Number 2a
Type Meeting Recap Notes
Department City Secretary

Agenda Date 5/9/2023

Number

Title

Meeting Recap Notes and Presentation from April 14, 2023 meeting

Attachments

1. Heroes Park Design Committee Meeting Recap - April 14, 2023
2. Freese and Nichols Preliminary Heroes Park Design



CITY OF COLLEYVILLE
HEROES PARK DESIGN
COMMITTEE MEETING RECAP
100 Main Street, Colleyville, Texas, 76034

FRIDAY, APRIL 14, 2023 - 10:00 AM

1. CALL TO ORDER

Chair Scotty Richardson called the meeting to order at 10:02, welcomed everyone, and thanked them for their time.

Committee Present: Chair Scotty Richardson, members Eric Newton, Louis Miller, Pam Savoie.

Also Present: Mayor Bobby Lindamood, Assistant City Manager Adrienne Lothery, Parks and Recreation Director Lisa Escobedo, Community Relations Manager Ronni Orr, Finance Director Kyle Lester, City Secretary Christine Loven.

2. REGULAR AGENDA ITEMS

2a Discussion of park design based on consultants renderings

Adrienne introduced the Freese and Nichols team who had prepared the concept plans (presentation attached). There was discussion as Freese and Nichols went through the presentation, with committee members making suggestions and seeking clarification to balance the priorities and elements the committee desires. Following discussion the committee recommended using the taller walls to tell the story of the different wars and use lower walls (waist high) to display individuals' (heroes) names on top. Bronze statues would be used to recognize each military branch. The Committee prioritized a calming water element, with preference to a wall, not a fountain, but one that would not easily become a play zone, seating, trees, and shade elements, the corner entry areas closer to the South parking lot provide an opportunity to use complementary low walls which could share Colleyville's origin and some history. At the current Heroes Park, once the new street comes behind it, a flexible staging area was recommended to provide a consistent paved spot to locate check-in tents, EMS tents, and portable restrooms for events, with movable seating.

In reviewing the details of Option A and Option B in the presentation, the Committee provided feedback to Freese and Nichols for development of a final proposed concept.

- Prefer Option A with clean lines, but make the stage area curved like in Concept B.
- Pull the Stage Access Drive right up against the stage in a curved shape, eliminating the grass area in between the stage and drive. (These pavers will be strong enough for vehicles to drive on, providing a path for bands to deliver equipment or vendors to deliver entertainment elements for events)
- Curve the edge of the Entry Plaza (#7) to echo the curve across the lawn on the stage
- For the tall walls (#3), shift the orientation and possibly location to provide more visual connectivity between the events space and the heroes recognition area
- Look for where to add in an eternal flame element (perhaps electric version of a gas lantern-looking flame) and flags (military branches and US)

2b Discussion of establishing future meeting dates based on consultant timelines

The next meeting will be May 9, 2023 at 10 a.m.

3. ADJOURNMENT

The committee adjourned at 11:34 a.m.



HEROES PARK MASTER PLAN

Committee Meeting – April 14, 2023



1

OVERVIEW / RECAP

2

PROGRAM ELEMENTS

3

**SITE ANALYSIS & BUBBLE
DIAGRAM**

4

**PRELIMINARY DESIGN
CONCEPT ALTERNATIVES**

AGENDA

PROJECT TEAM



Wendy Shabay Bonneau, FAICP
Principal-in-Charge



Shery Cheng, PLA
*Project Manager
Landscape Architect*



Henry Hartshorn, PLA
*Landscape Architect
Senior Advisor & Quality Control*

OVERVIEW / RECAP

HEROES PARK MASTER PLAN



PROJECT OVERVIEW

Preliminary Design:

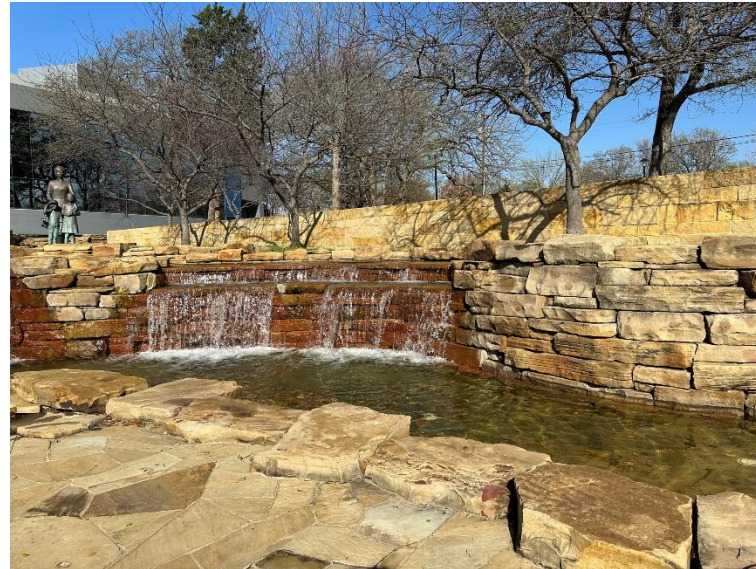
- Conceptual Master Plan
- OPCCs

Program Elements:

- Heroes Park
- Performance Venue
- Central Gathering Spaces
- Veterans Memorial
- City Hall Campus Completion
- Circulation Improvement

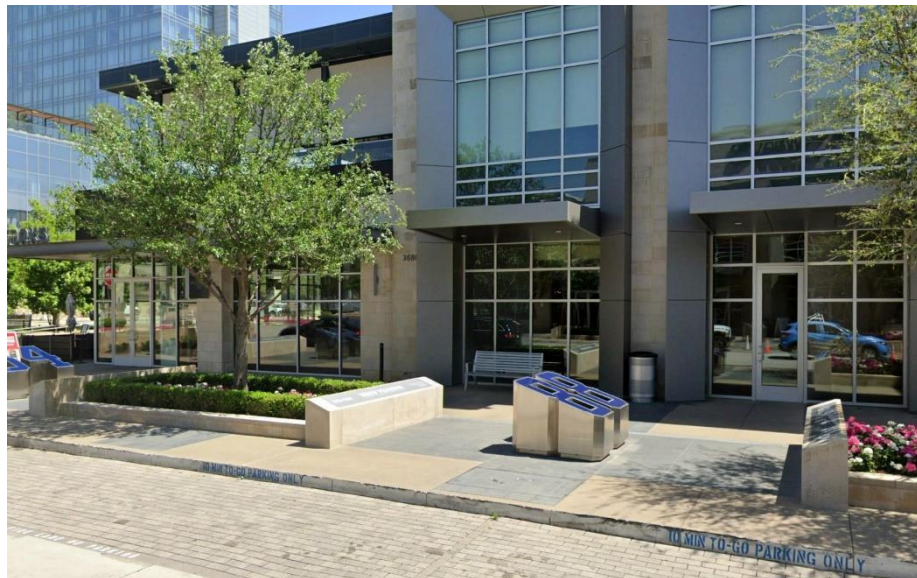
BENCHMARKING SITE VISITS

- Irving Veterans Memorial Park
- Keller Veterans Memorial Park
- Keller Gold Star Families Memorial Monument



OTHER BENCHMARKING

- Plano Veterans Memorial Park
- Frisco Commons Park
- Frisco - The Star
- Kyle Heroes Memorial Park
- Arlington Levitt Pavilion



BENCHMARKING TAKEAWAYS

Desires related Recognition / Memorial:

- o Area for heroes recognition
 - Low walls with names, not on the ground
- o Area for war memorials and/or branches of military
 - Exact wars and details TBD in later phase
- o Bronze statues
 - Limited amount given size constraints
 - Cluster (could be the way to recognize branches of military)
- o Gold Star Monument (optional)
- o Will not have separate Police and Fire memorial walls

BENCHMARKING TAKEAWAYS

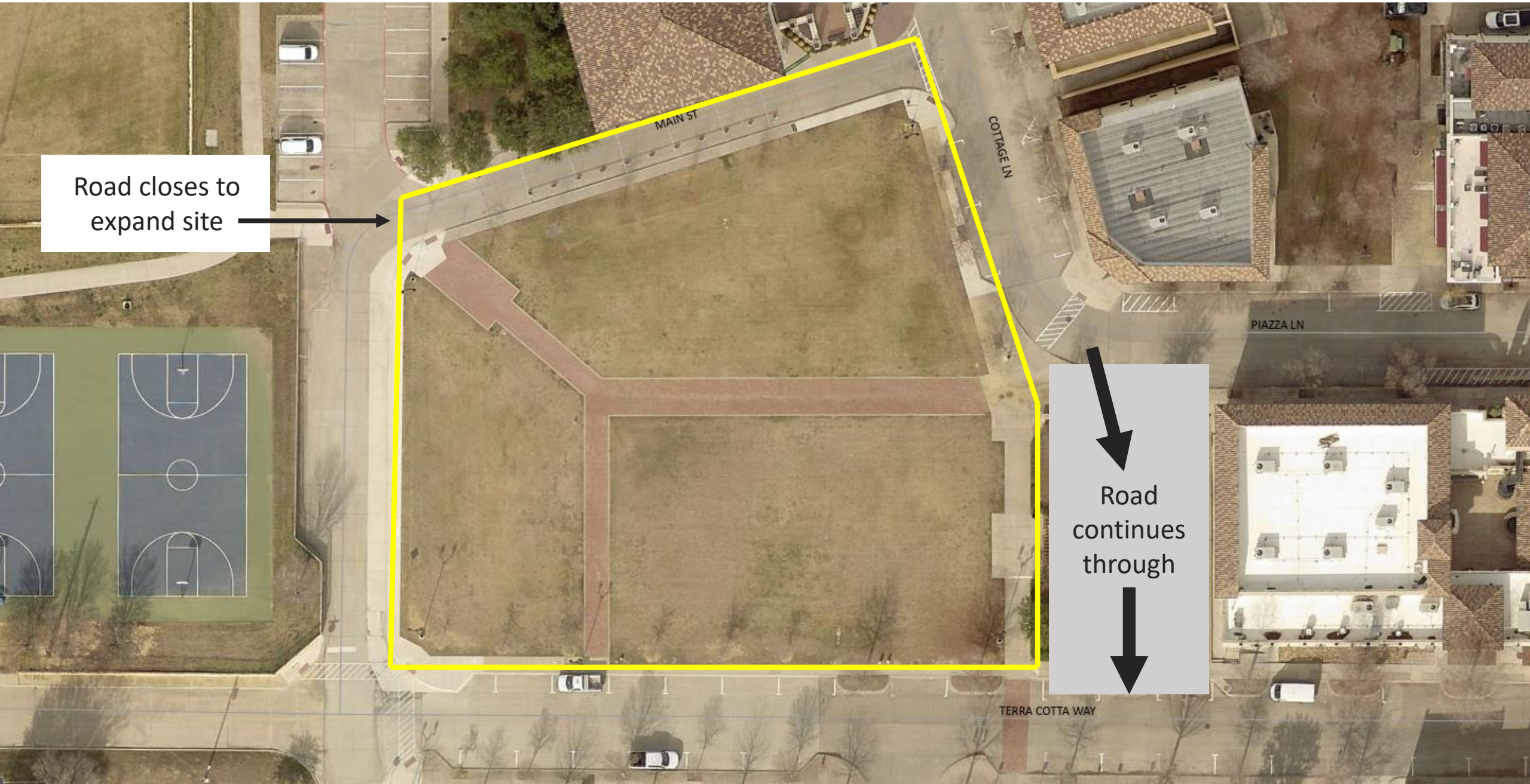
Desires related to Events:

- o Event Stage (two-sided)
- o Open Lawn
- o Benches for meditation, rest and event viewing
- o Water Feature
 - Preferred subtle water wall over fountain
- o Continue aesthetic for City Hall complex / campus
- o Utilization of corners of the site
- o Pavers and walkways similar to the Plaza
- o Landscaping and Shade

AERIAL MAP – CURRENT CONFIGURATION



AERIAL MAP – NEW CONFIGURATION



Road closes to
expand site

Road
continues
through

MAP OVERLAY



PROGRAM ELEMENTS

HEROES PARK MASTER PLAN



PROGRAM ELEMENTS

① EVENT LAWN / FLEXIBLE SPACES



② SHADE STRUCTURE / STAGE AREA



PROGRAM ELEMENTS

③ TALL MEMORIAL WALL



PROGRAM ELEMENTS

④ LOW HEROES WALL



PROGRAM ELEMENTS

⑤ LOW HISTORY WALL



PROGRAM ELEMENTS

⑥ WATER WALL



PROGRAM ELEMENTS

⑦ ENTRY PORTAL



PROGRAM ELEMENTS

⑧ SEATING WALL



PROGRAM ELEMENTS

⑨ SHADE TRELLIS



PROGRAM ELEMENTS

⑩ SCULPTURE



PROGRAM ELEMENTS

⑪ FLEXIBLE STAGING AREA



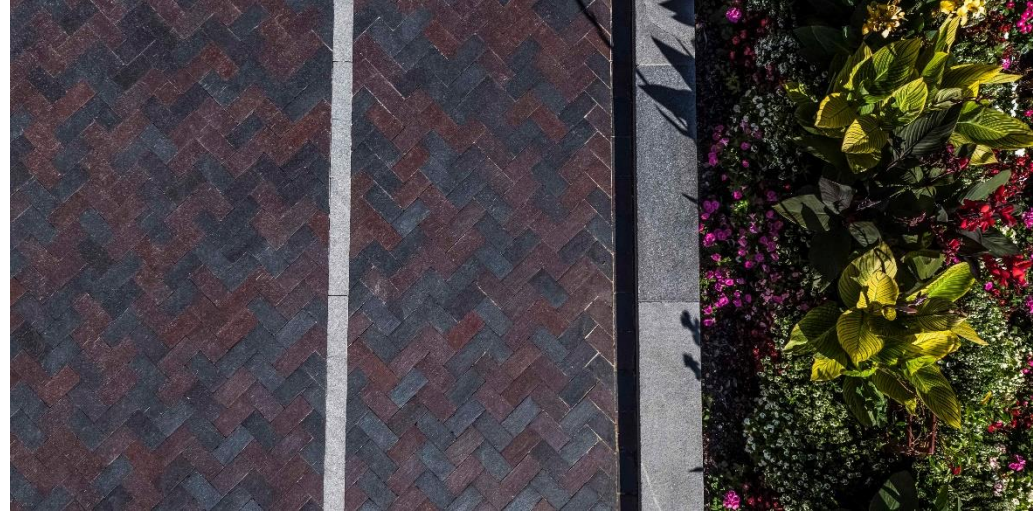
⑫ BENCHES



PROGRAM ELEMENTS

13

HEROES PLAZA PAVING



14

ENHANCED PAVING



PROGRAM ELEMENTS

15 SITE FURNISHINGS

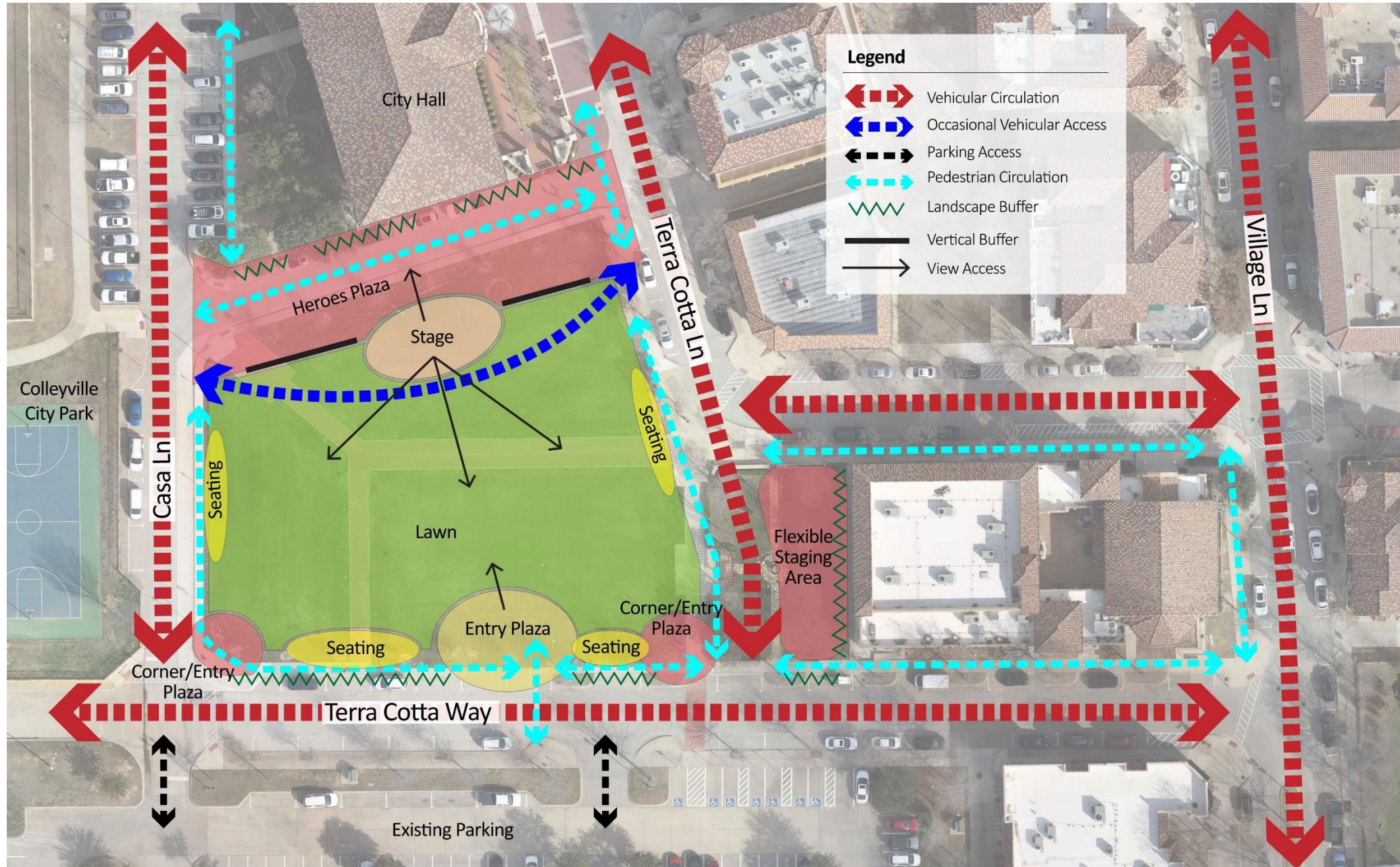


SITE ANALYSIS & DESIGN DIAGRAM

HEROES PARK MASTER PLAN



PRELIMINARY DESIGN DIAGRAM



PRELIMINARY DESIGN CONCEPTS

HEROES PARK MASTER PLAN



OPTION A



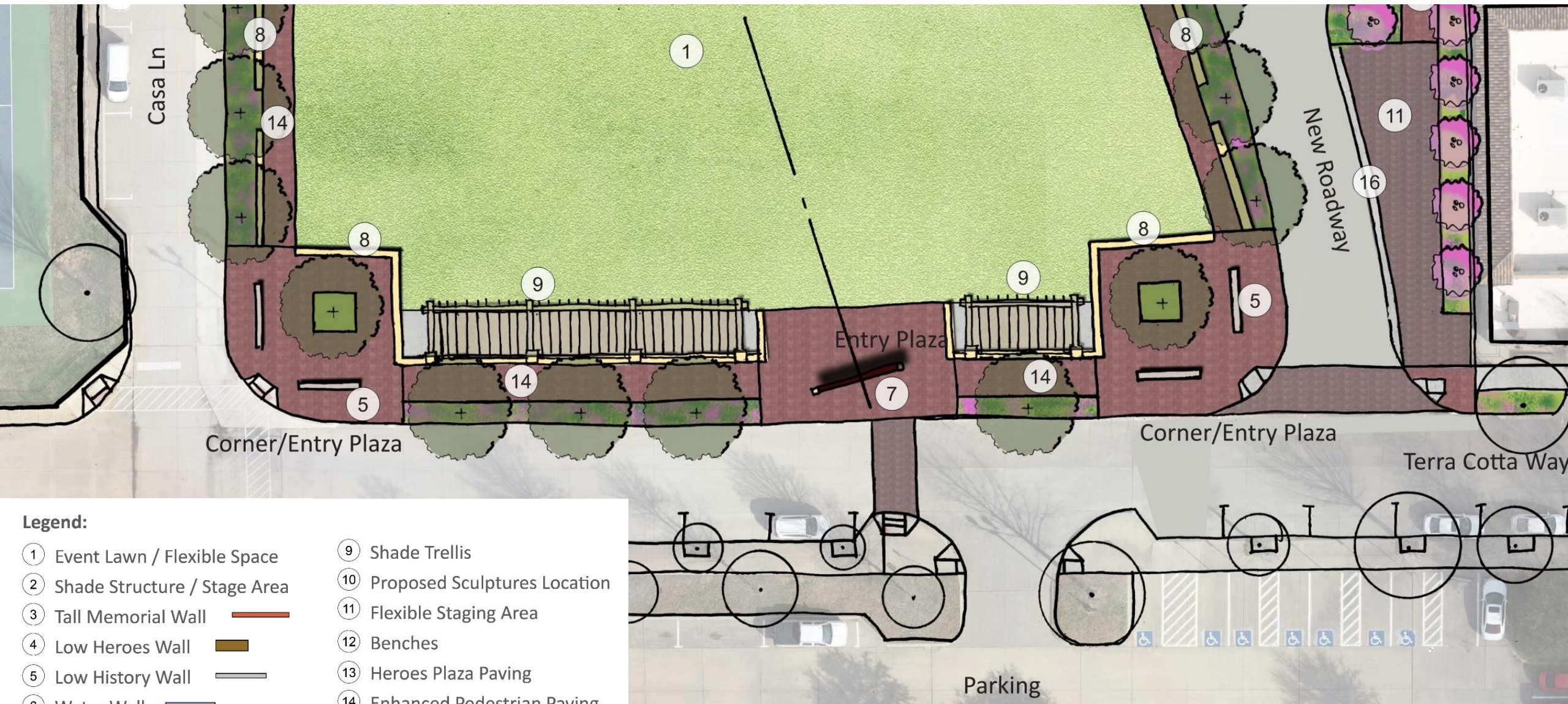
OPTION A



Legend:

- ① Event Lawn / Flexible Space
- ② Shade Structure / Stage Area
- ③ Tall Memorial Wall
- ④ Low Heroes Wall
- ⑤ Low History Wall
- ⑥ Water Wall
- ⑦ Entry Portal
- ⑧ Seating Wall
- ⑨ Shade Trellis
- ⑩ Proposed Sculptures Location
- ⑪ Flexible Staging Area
- ⑫ Benches
- ⑬ Heroes Plaza Paving
- ⑭ Enhanced Pedestrian Paving
- ⑮ Removable Bollards
- ⑯ Mountable Curb

OPTION A



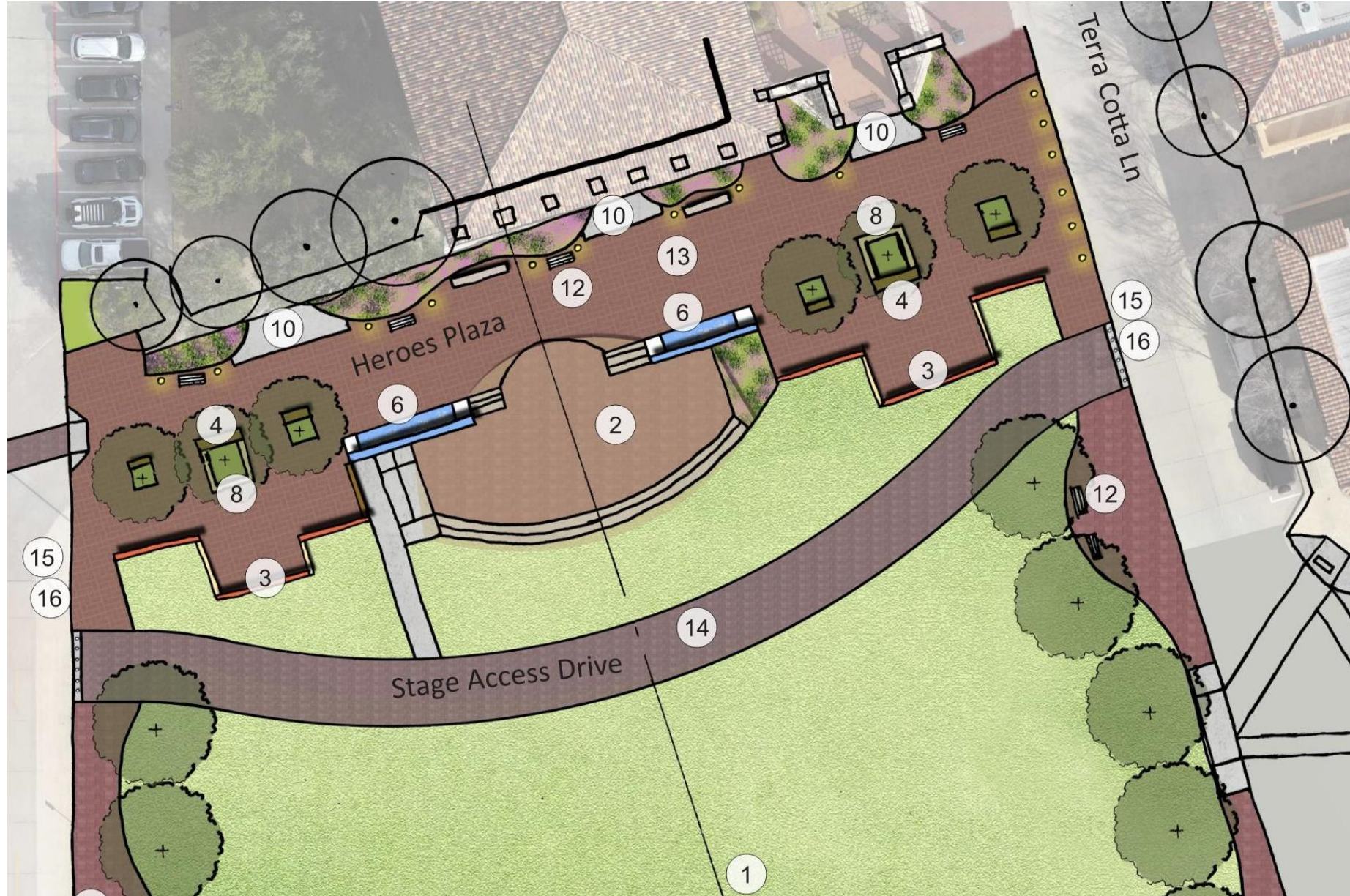
Legend:

- | | |
|--------------------------------|--------------------------------|
| ① Event Lawn / Flexible Space | ⑨ Shade Trellis |
| ② Shade Structure / Stage Area | ⑩ Proposed Sculptures Location |
| ③ Tall Memorial Wall | ⑪ Flexible Staging Area |
| ④ Low Heroes Wall | ⑫ Benches |
| ⑤ Low History Wall | ⑬ Heroes Plaza Paving |
| ⑥ Water Wall | ⑭ Enhanced Pedestrian Paving |
| ⑦ Entry Portal | ⑮ Removable Bollards |
| ⑧ Seating Wall | ⑯ Mountable Curb |

OPTION B



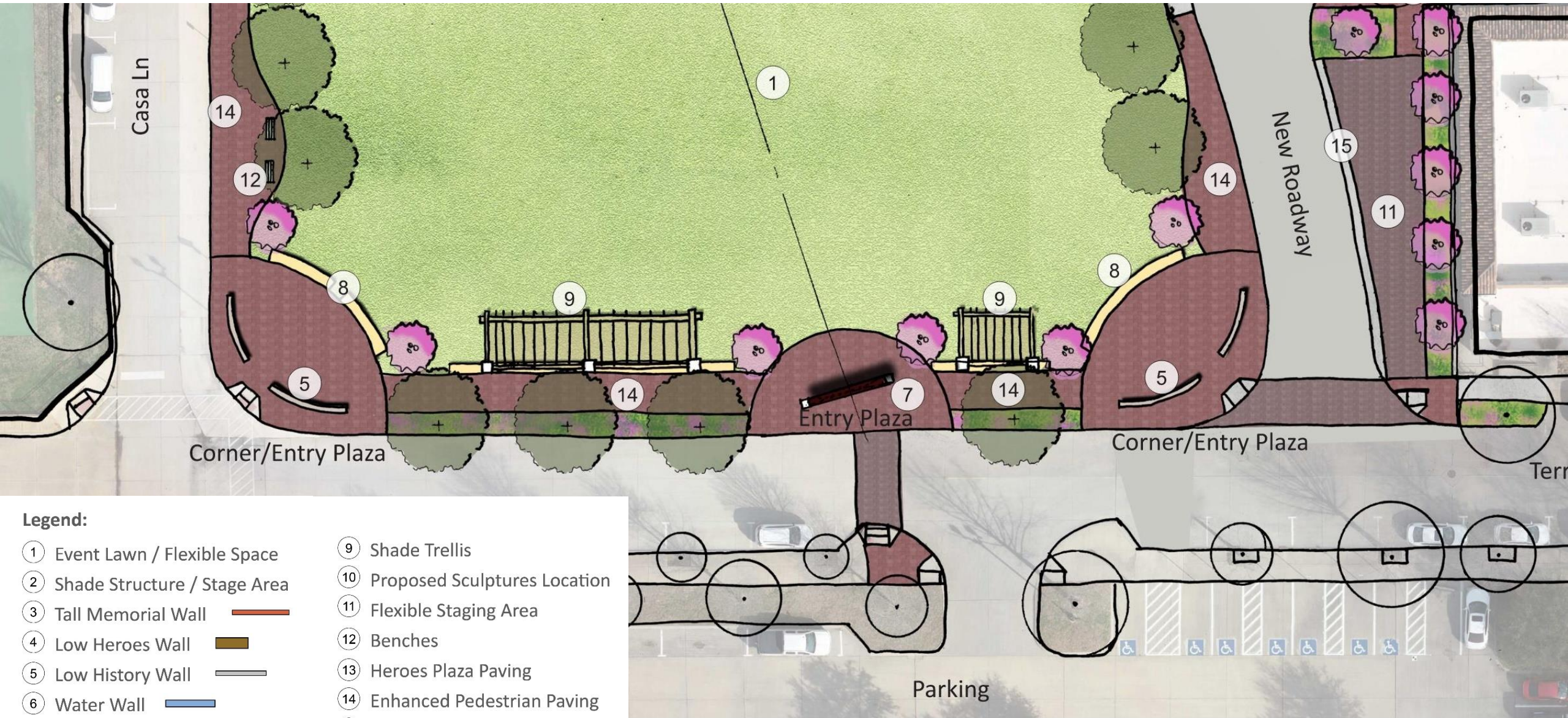
OPTION B



Legend:

- ① Event Lawn / Flexible Space
- ② Shade Structure / Stage Area
- ③ Tall Memorial Wall
- ④ Low Heroes Wall
- ⑤ Low History Wall
- ⑥ Water Wall
- ⑦ Entry Portal
- ⑧ Seating Wall
- ⑨ Shade Trellis
- ⑩ Proposed Sculptures Location
- ⑪ Flexible Staging Area
- ⑫ Benches
- ⑬ Heroes Plaza Paving
- ⑭ Enhanced Pedestrian Paving
- ⑮ Removable Bollards
- ⑯ Mountable Curb

OPTION B



Legend:

- | | |
|--------------------------------|--------------------------------|
| ① Event Lawn / Flexible Space | ⑨ Shade Trellis |
| ② Shade Structure / Stage Area | ⑩ Proposed Sculptures Location |
| ③ Tall Memorial Wall | ⑪ Flexible Staging Area |
| ④ Low Heroes Wall | ⑫ Benches |
| ⑤ Low History Wall | ⑬ Heroes Plaza Paving |
| ⑥ Water Wall | ⑭ Enhanced Pedestrian Paving |
| ⑦ Entry Portal | ⑮ Removable Bollards |
| ⑧ Seating Wall | ⑯ Mountable Curb |

WHAT'S YOUR THOUGHTS?

OPTION A



OPTION B



THANK YOU!!!

WENDY SHABAY BONNEAU, PRINCIPAL, FAICP
SHERRY CHENG, LANDSCAPE ARCHITECT, P.L.A.
HENRY HARTSHORN, LANDSCAPE ARCHITECT, P.L.A.





CITY OF COLLEYVILLE
HEROES PARK DESIGN COMMITTEE
AGENDA BRIEFING

Agenda Number 3a	Agenda Date 5/9/2023	Number
Type Regular Agenda Items		
Department City Secretary		

Title

Review of park redesign based on consultant's renderings



CITY OF COLLEYVILLE
HEROES PARK DESIGN COMMITTEE
AGENDA BRIEFING

Agenda Number 3b	Agenda Date 5/9/2023	Number
Type Regular Agenda Items		
Department City Secretary		

Title

Review of next steps for recommendation to City Council



CITY OF COLLEYVILLE HEROES PARK DESIGN COMMITTEE AGENDA BRIEFING

Agenda Number 3c
Type Regular Agenda Items
Department City Secretary

Agenda Date 5/9/2023

Number

Title

Discussion of future meeting dates