Acknowledgments

Talent Parks Commission:
Jesse Lunzman - Chair
Gordon Mobley - Vice Chair
Kathleen Sharrar - Secretary
Paul Hadella
Gerlinde Smith
Ellyn Lander

City of Talent Staff:
Zac Moody - Community Development Director
Bret Marshall - Director of Public Works

IPRE Development Team:
Chris Luna
Scottie Meinke
Miranda Menard
Genevieve Middleton
Project Director: Bethany Steiner
Project Co-Director: Ellee Stapleton
Project Manager: Roderick Hall

Who is IPRE? The Institute for Policy Research and Engagement, a research center affiliated with the Department of Planning, Public Policy, and Management at the University of Oregon, is an interdisciplinary organization that assists Oregon communities by providing planning and technical assistance to help solve local challenges and improve the quality of life for Oregon residents. The role of the IPRE is to link the skills, expertise, and innovation of higher education with the transportation, economic development, and environmental needs of communities and regions in the State of Oregon, thereby providing service to Oregon and learning opportunities to the students involved.
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Introduction

This parks master plan articulates Talent’s vision for a connected system of parks, recreation facilities, and trails. The plan supports the priorities of connectivity, accessibility, equity, ecological sustainability, and maintenance, which emerged as shared community values throughout community engagement.

This document builds on the 2006 Talent Parks Master Plan, modifying and adjusting goals and strategies based on past successes and emerging needs. The revisions are intended to produce a clear plan that is pragmatic and achievable yet visionary and representative of community desires.

This plan includes goals and strategies that will guide park and trail decision making for the next 20-years. It includes recommendations for improvements to current parks and trails and concept plans for the development of four new parks on currently undeveloped city land.

Purpose

“[Parks] are where people can interact with one another, where they might not otherwise”

-Talent Resident
Process & Methods

The City of Talent and the University of Oregon IPRE team worked together to develop this plan. The Park Commission served a critical role, offering guidance and direction through the entire process.

The IPRE team evaluated the current park system through a service analysis and a thorough inventory of park and trail system facilities. The team also engaged the community in a variety of ways, including interviews, online surveys, intercept surveys, and tabling at various local events. Engagement strategies were designed to be inclusive to ensure that findings and results were reflective of the entire community’s opinions and needs.

From both the inventory and the community engagement, the team developed a list of key takeaways which helped to reveal system wide priorities. These priorities were then used to develop goals and associated implementation strategies to provide a framework for the growth of the Talent park system.
Demographics

**Talent’s population is growing.** Over the next 20 years, Talent’s population is projected to increase by 30%.

**Talent has many low-income residents.** A higher percentage of Talent families live below the poverty line (16%) than the statewide average (9%).

**Talent’s population is older than average.** Adults over 65 make up over 20% of the city, exceeding the national average. Youth under 18 make up 23% of the city, in line with the nation.

**Talent is becoming more racially diverse.** In the past 5 years the Hispanic population has grown by 32%, exceeding the 13% growth for Jackson County. In this same time, the Asian population grew by 67%, compared to 20% for the county.

Over the next 20 years, Talent will need to increase parkland and types of park amenities to meet the needs of a larger, more diverse city. Park system development should be sensitive to diverse cultural values and assure that all residents have a voice in the planning process.
Talent, Oregon is located in Southern Oregon’s Rogue Valley, an area historically occupied by the Shasta, Takelma, and Athabaskan tribes. Joseph Wagner, the first Euro-American to settle in the area, arrived in 1852. By the 1860’s the tribes had been forcibly removed and white settlements began to develop in the region.

The Talent area became an important agricultural hub for the region and in 1875, entrepreneur A.P. Talent purchased and subdivided the original Wagner land claim and opened a general store. Rail service came to the town in the 1880’s.

The region’s famous “Orchard Boom” spurred Talent’s growth in the early 20th century and the city was officially incorporated in 1910. Since incorporation, Talent has been known for its progressive ideals, electing Oregon’s first socialist mayor in 1912 and appointing multiple women to public office at this time.

The construction of an army cantonment for World War II revived the city from the depression. The war effort also brought an influx of Mexican migrants to work in the orchards thanks to the Mexican Farm Labor agreement (“bracero program”). Growth continued in the region for the next several decades and by 2000 the city had over 5,000 residents.

History helps us understand the values and stories that underpin our community. In planning for our future parks, history guides us in righting past mistakes and in preserving and protecting what we value.
2 PARK INVENTORY
Park Inventory

(Talent Commons - neighborhood park
Lynn Newbry - linear park
Old Town Park - special use park
“Creekside” - undeveloped
Bark Park - special use park
Joseph Park - undeveloped
Kamerin Springs - neighborhood park
Chuck Roberts - community park
Wagner Creek - undeveloped

(Note: Quotes around a park name indicate an unofficial name. These parks may need to be re-named)
Park Classification

Talent has a total of 59.48 acres of developed and undeveloped parkland; 36.86 acres are developed parks of which the City owns 34.18 acres. The developed parks contain facilities and amenities that enhance active and passive recreational opportunities for the Talent community. The remaining 22.62 acres of undeveloped land provides open space and habitat throughout the city as well as potential locations for future park development.

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<th>Classification</th>
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<td>Chuck Roberts Park</td>
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<td>Lynn Newbry Park</td>
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<tr>
<td>Greenway</td>
<td>Old Bridge Village</td>
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<td><strong>Total Developed Acres, City Maintained:</strong></td>
<td><strong>2.68</strong></td>
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- **Developed Acres, City-Owned:** 34.18
- **Developed Acres, City-Maintained:** 2.68
- **Total Developed Acres:** 36.86

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<th>Classification</th>
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<td></td>
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<td>Joseph Park</td>
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<td>Linear Park</td>
<td>Wagner Creek</td>
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<td>Linear Park</td>
<td>“Creekside”</td>
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<tr>
<td>Community Park</td>
<td>“Suncrest”</td>
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<td><strong>Total Undeveloped Acres:</strong></td>
<td><strong>22.62</strong></td>
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- **Undeveloped Acres:** 22.62
Pocket Parks
Pocket parks (also called mini parks) are the smallest park classification. They range from 0.25 to 2 acres in size and serve residents within ¼ mile or less. Pocket parks provide limited recreation opportunities to residents within walking distance and are often sited in residential neighborhoods. Pocket parks often include amenities such as play areas, seating, and picnic tables for relaxing and socializing.

Neighborhood Parks
Neighborhood parks range in size from around 2 to 20 acres and serve neighboring residents within ½ mile. Neighborhood parks typically offer accessible recreation and social opportunities for residents within walking or biking distance. Neighborhood parks are designed with amenities such as playground equipment, picnic tables, sports courts, paths, and multi-use grass spaces.

Community Parks
Community parks range in size from 15 to 100 acres and serve the wider community, including residents who live up to 15 minutes away by car. Community parks provide active and passive recreational opportunities, offering a wide variety of park amenities and serving large numbers of people. Community parks may include amenities seen in smaller parks such as sports courts and playgrounds but may also include larger amenities like swimming pools and event spaces.

“The skate park is great, but an additional rec area would really serve [teens].”

-Talent Resident
Special Use Parks

Special use parks are designated to serve a specific function. Examples of special use parks include waterfront parks, dog parks, community gardens and skate parks. Special use parks vary in size depending on the designated usage.

Linear Parks

Linear parks are located along linear features such as streams or roadways and can contain amenities common to pocket, neighborhood, or community parks. Linear parks typically contain trails, landscaped areas, viewpoints, gathering spaces, and seating areas. Linear parks provide passive recreational opportunities and can contribute to connection throughout a city. Linear parks can be stand-alone parks but may be connected overtime to develop a larger greenway system.

Greenways

Greenways are paths or trails that are developed around a natural resource such as creek, forest, or agriculture. Greenways emphasize ecological preservation and typically do not contain developed recreation, however passive recreation may be included. Greenways can provide opportunities for transportation and connectivity between communities, neighborhoods, parks, and natural resources.

“I think all Talent parks should welcome dogs so long as rules are followed”

- Talent Resident
Kamerin Springs is a 0.21-acre neighborhood park that contains a half basketball court, a sheltered picnic area and a children’s play structure with swings. Though less than 0.25 acres in size, the park contains a wide variety of amenities consistent with larger neighborhood parks. A small pond is contained by a fence in the northeast corner of the park. Totem Pole Trailer Park is separated by a fence to the west of Kamerin Springs.

**Challenges:** Unequal access from adjacent neighborhoods; lack of restroom facilities; irrigation and drainage issues
Old Town Park (Skate Park)

Old Town Park is a 0.96-acre park located in the heart of Talent. Approximately 0.5-acres are dedicated to a skateboard, scooter and bike park. The remaining 0.46-acres is dedicated to passive recreation. This area contains lawn with a 200-foot concrete walkway that connects East Main Street to the entrance of the skatepark, a barbecue grill and benches. The Old Town Park provides passive and active recreation for all ages throughout Talent.

**Challenges:** Safety concerns and aging infrastructure; limited capacity for community events
Chuck Roberts
Community Park

Chuck Roberts Park is a 12.34-acre community park; it is the largest park in Talent. The park contains baseball fields, a full basketball court, two tennis courts (with one pickleball court overlay), a children's play structure, a splash pad, a shelter with tables, restrooms, and a large open lawn that contains ½ miles of unpaved trails. The amenities at Chuck Roberts provide a combination of passive and active recreational uses.

Challenges: Limited gathering spaces for group events; limited and poorly maintained sports facilities; inefficient water usage at splash pad.
Talent Commons

Neighborhood Park

Talent Commons is a 1.00-acre neighborhood park located between the Talent Library and the City Hall. The park contains a play structure, open lawn space, a platform stage and restroom facilities. Before construction, Talent Commons was designated as a community park but has been reclassified as a neighborhood park due to size and amenities.

**Challenges:** Limited ADA accessibility

**Park Inventory**

- Accessible by car
- BBQ Grill
- Multi Use Paths
- Bike Rack
- Open Space
- Restroom
- Picnic Tables
- Play Area
- Bike Accessible
- Trash Can
- Event Space

Talent Parks Master Plan - 2020
The “Bark” Park
Special Use Park

Bark Park is a 0.48-acre park located on the south west corner of Talent Avenue and Everett Way, adjacent to Chuck Roberts Park. The Bark Park is a gated dog park that has a lawn with an underground dog tunnel, water spigot, doggie bag trash cans, and lawn chairs.

Challenges: Insufficient capacity; lack of shade and seating
Lynn Newbry Park is a 2.46-acre linear park owned by Oregon Department of Transportation and maintained by the City of Talent. Lynn Newbry Park is located along the Bear Creek Greenway and serves as both a destination for residents as well as a resting place for greenway users. In addition to the greenway trail, the park contains a shelter with tables and an information kiosk. The park provides potential wildlife viewing opportunities with undeveloped creek access.

**Challenges:** Creek access not developed; city does not currently own this parcel
**Old Bridge Village Greenway**

Old Bridge Village Greenway is a 0.22-acre open space located along Wagner Creek adjacent to the undeveloped “Creekside” parcel. The site is currently owned by the Old Bridge Village homeowner’s association and public access is provided through a pedestrian easement. The site includes a paved trail that runs along Wagner Creek for approximately 100 yards. With the development of future connections, Old Bridge Village Greenway will become one section of the greater Wagner Creek Greenway system.

**Challenges:** Not connected to other trails; City does not own parcel
The City of Talent maintains 19.19-acres along the Bear Creek Greenway. The Bear Creek Greenway refers to a publicly owned corridor between Ashland and Central Point that contains a paved 19.6-mile multi-use path. The maintenance is distributed between Jackson County, the City of Ashland, the City of Talent, the City of Phoenix, the City of Medford and the City of Central Point. The Bear Creek Greenway Management Plan was created in 2017 as a maintenance agreement between the county and the cities along the greenway. The Bear Creek Greenway Management Plan guides the city in maintaining, updating and funding the two miles section of trail within Talent.

**Challenges:** Not connected to other trails
In 2007 the City of Talent adopted the Wagner Creek Greenway Connection Conceptual Plan that explains the development of the Wagner Creek Greenway corridor connecting Talent Avenue to the Bear Creek Greenway through a 1.5-mile multi-use path. Currently, The Old Bridge Village Greenway is the only developed section of Greenway within this plan. This Parks Master Plan proposes to develop Wagner Creek Linear Park and “Creekside” Linear Park to further the development of the greenway as well as increase trail connections through Talent.

**Challenges:** Land use restrictions for future
Undeveloped Parkland | Wagner Creek Greenway sites

Undeveloped sites consist of property designated as parkland with few or no improvements and no park designation.

- **Wagner Creek Linear Park** (Partially developed) is a 2.28 acre riparian corridor along Wagner Creek, proposed here for further development. The proposed park will include the existing 0.76 acre Wagner Creek Park and the undeveloped 1.52 acre parcel located along the south-eastern bank of Wagner Creek. Wagner Creek Park currently has minimal development with a bioswale, picnic table, and one gravel parking spot on W. Rapp Road. This plan proposes a paved trail extending north from the existing park as phase 1 of the Wagner Creek Greenway trail which is envisioned to eventually connect Wagner Creek to the Bear Creek Greenway.

- **“Creekside” Linear Park** (Undeveloped) is 1.01 acres of city owned undeveloped land adjacent to Old Bridge Village Greenway. This plan proposes developing this parcel into a linear park with themed play equipment, picnic tables, and a trail as a portion of the Wagner Creek Greenway. This parcel is currently unnamed and will need to be named once developed.

“I like just having natural places to walk through and sit in”

-Talent Resident
Undeveloped Parkland

- **“Suncrest”** is 19.49 acres site located in northeast Talent along Bear Creek. The “Suncrest” site was formerly known as Whackers Hollow and DeYoung Property; when developed, this parcel may be renamed. The 2006 parks master plan incorporated a concept plan to develop Suncrest but this plan was never implemented due to budgeting constraints. “Suncrest” includes a retention pond and abuts Bear Creek, providing potential access to natural areas for passive recreation. If developed, Suncrest has the potential to create a linkage to the Bear Creek Greenway, extend park service to underserved areas, and increase trails within Talent.

- **Joseph Park** is a 0.28-acre parcel of city-owned land that has potential to be developed as a pocket park. Joseph Park sits directly northeast of Wagner Creek Park and includes a portion of Wagner Creek. The undeveloped park site currently provides open space and undeveloped creek access to residents who live within walking distance. This plan proposes to develop Joseph Park into a pocket park.
Trails
Multi-use Paths

**Bear Creek Greenway** is a paved 19.6-mile multiuse path connecting Ashland to Central Point. The City of Talent maintains a 30-foot corridor around the 2-mile section that lies within Talent’s Urban Growth Boundary. This section runs through Talent between OR 99 and I-5.

**Wagner Creek Greenway** is a partially developed 1.5 mile trail proposed along Wagner Creek that would connect to the existing Bear Creek Greenway. In 2007 the City of Talent created the Wagner Creek Greenway Connections Plan in an effort to increase connectivity and protect riparian habitat within the floodplain. Currently, the City has developed 800-feet of paved multiuse path from Talent Avenue to Creekside Way through Old Bridge Village Open Space.
Trails

Soft surface

Chuck Roberts: The City of Talent developed a ½ mile decomposed granite loop trail in Chuck Roberts Park. This is the only formally developed unpaved trail in Talent and serves as a recreational walking loop for the community.

“Suncrest”: Informal soft surface trails currently exist in the undeveloped “Suncrest” parcel.
According to the National Park and Recreation Association, typical park and recreation agencies offer 10 acres of parkland per 1000 residents. However, there are no set national standards for how much parkland a community should offer because every community has unique needs.

The City of Talent currently offers 5.78 acres of city-owned, developed parkland per 1000 residents. If the City does not develop any more parkland, the level of service is projected to drop to 4.55 acres per 1000 residents by 2040. If the City develops all the undeveloped parkland identified in this plan and acquires the Lynn Newbry property from the Oregon Department of Transportation, the level of service will rise to 7.34 acres per 1000 residents by 2040.

<table>
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<th>Population</th>
<th>Developed Parkland</th>
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<tr>
<td>6,380</td>
<td>34.18 acres</td>
<td>5.78</td>
</tr>
<tr>
<td>8,105 (projected for 2040)</td>
<td>34.18 acres (with no new development)</td>
<td>4.55</td>
</tr>
<tr>
<td>8,105 (projected for 2040)</td>
<td>59.48 acres (with proposed acquisition of Lynn Newbry and development of &quot;Creekside&quot;, &quot;Suncrest&quot;, Joseph, and Wagner Creek)</td>
<td>7.34</td>
</tr>
<tr>
<td>8,105 (projected for 2040)</td>
<td>59.48 acres (with proposed acquisition of Lynn Newbry and development of &quot;Creekside&quot;, Joseph, and Wagner Creek, not including Suncrest Park)</td>
<td>4.99</td>
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While level of service gives a basic quantitative metric for evaluating a park system, service area analysis provides a deeper, spatialized understanding of equity and accessibility across a city. The City of Talent determined that they would like: (1) most residents to be able to walk to a park with a play structure in ten minutes; and (2) all residents to be able to walk to a park (any type) within ten minutes.

The service area analysis uses a circular “buffer” around park and play structure sites. Parcels that fall inside this buffer are considered to be served while parcels outside of this area are not. For this analysis, a 1/4 mile radius buffer was chosen to represent the distance most people can walk in 10 minutes.

For All Parks:
- 32% of single-family tax lots are outside of the park service area (1/4 mile radius buffer around all parks). These lots have above average property values.
- 19% of manufactured home tax lots are outside of this service area.
- 0% of multi-family tax lots area outside of the park service area.

For Play Structures:
- 35% of single family tax lots are outside of the play structure service area (1/4 mile radius buffer around play structures).
- 40% of manufactured home tax lots are outside of the play structure service area.

Key Takeaways
- Residents in southern Talent have less access to parks than other city residents.
- A lack of play structures in central Talent leaves multifamily housing units and low income families disproportionately underserved.
Service Area | All Parks

- Talent Commons - Neighborhood Park
- Lynn Newbry - Linear Park
- Old Town Park - Special Use Park
- “Creekside” - Undeveloped
- “Suncrest” - Undeveloped
- Bark Park - Special Use Park
- Joseph Park - Undeveloped
- Kamerin Springs - Neighborhood Park
- Chuck Roberts - Community Park
- Wagner Creek - Undeveloped

(1/4 mile) 10 min walk to a park
Service Area | Play Structures

- Talent Commons - Neighborhood Park
- Talent Elementary School
- Chuck Roberts - Community Park
- Kamerin Springs - Neighborhood Park

(1/4 mile) 10 min walk to a play structure
Inventory Takeaways

Several key themes emerged from the park system inventory. These themes helped to inform system priorities and goals outlined in Chapter 4.

**Trail connections are needed:**
The Talent community values trails and pedestrian connections within and between parks. Currently, there is only one trail within a park and minimal connections between parks. Plans exist for both Bear Creek Greenway and Wagner Creek Greenway; more could be done to move forward in actualizing these plans. The Transportation System Plan specifies sidewalks and bike lanes throughout the city; the city should consider how these networks can support parks.

**Parks are not sufficiently inclusive or accessible:** There are limited ADA accessible amenities within Talent’s park system. None of the city’s existing playgrounds currently include accessible play equipment. As the city replaces aging amenities and develops new parks, there is an opportunity to improve inclusivity by selecting ADA accessible features.

**Overall park maintenance is good:** In general, park facilities are in working order because the City has consistently maintained them. The skate park has some deferred maintenance due to high repair costs and insufficient funding at this time. The splash pad also needs to be updated to recycle water and prevent waste. General park maintenance should continue to be performed.

**City supports native planting and ecological practices:**
The City has made an effort to create areas of native plant habitat and embrace green stormwater management strategies. Talent is a certified Bee City USA affiliate and pollinator-friendly practices are prioritized.

**Parkland may become insufficient to serve community as city grows:**
Talent’s population is projected to increase over the next 20 years. The city will need to develop new parks to assure that all residents have sufficient and equitable access to park facilities.
3 Community Needs
Community Outreach

To create an inclusive master plan that reflects the community’s needs and values, the City of Talent and the IPRE team conducted nine outreach events. A variety of outreach techniques were used to gain perspectives and opinions from community members.

Approximately 400 Talent community members participated in the following outreach strategies:

- Stakeholder Interviews
- Online Survey
- Intercept Surveys
- Preference Boards

Special attention was given to gathering the opinions of several groups that may be traditionally underrepresented in the parks planning process, including:

- Youth
- Talent’s growing Latinx population

To create an inclusive master plan that reflects the community’s needs and values, the City of Talent and the IPRE team conducted nine outreach events.

A variety of outreach techniques were used to gain perspectives and opinions from community members.

Special attention was given to gathering the opinions of several groups that may be traditionally underrepresented in the parks planning process, including:

- Youth
- Talent’s growing Latinx population

By the Numbers:

- 400 total outreach participants
- 275 online survey respondents
- 58 in-person survey respondents
- 33 survey respondents under the age of 18
- 60+ Latinx residents engaged
Community Engagement Findings:

**Interviews**

A primary goal of the master plan update was to make sure that a diversity of voices from the Talent community were represented. This helped to ensure that recommendations for the future park system were representative of the whole community’s needs and desires. To address this goal, the IPRE team interviewed stakeholders and organizations that represented various populations of interest including the Latinx community, older adults (age 55 and older), low income residents, environmental activists, and those involved in organized athletics. The team conducted a total of nine interviews during this process.

**What is working?**

Parks as a place for community building

**What can be improved?**

Outreach to underrepresented communities

**What can be added?**

New trails
In spring 2019, two hundred and seventy-five (275) people took an online survey about the Talent Park system. The IPRE team worked hard to encourage a variety of people to complete the survey.

- 63% were female
- 12% were 18 years or younger
- 75% identified as White
- 10% identified as Hispanic/Latinx
- 61% own their home
- 54% made $50,000 or above before taxes in the most recent year
- 15% made below $25,000 before taxes in the most recent year

**Community Engagement Findings:**

**Online Survey**

**Needs and Priorities**

- **Are all residents being served?**
  - 23% think people with disabilities are not well served

- **Priority over the next 5 years?**
  - Enhance current parks and create new trails

- **What amenities do you want added to the parks?**
  - 40% restoration; 39% trails; 28% seating; 25% play structures; 24% public art

- **Needed park services?**
  - 58% want more community events

- **What kind of trails?**
  - 49% want trails to connect Bear Creek and Wagner Creek

- **What type of planting?**
  - 54% (each) want native plants and bee friendly plants
In early March, the IPRE team conducted intercept surveys throughout Talent. The team interviewed 58 people in six locations (Garden Club meeting, Bark Park, Bear Creek Greenway, Shady Brook Mobile Home Park, Totem Pole Mobile Home Park, Talent Maker City and Talent Library.)

- 69% of respondents identified as White
- 19% identified as Hispanic or Latino
- 28% rent their homes
- About half of the respondents made less than $50,000 last year
Community Engagement Findings:

Preference Boards

The IPRE team designed preference boards as a quick visual activity for gathering community input. The boards focused on two questions: (1) What features would you like added to the park system? (2) What do you want the City of Talent to prioritize in the next five years - new parks, new trails, or current park renovations? Approximately 100 people participated at five events: Community Development Fair, Talent Maker City event, Garden Club meeting, Public Library, Youth Engagement Skateboarding Event. An additional event at the Splash Pad allowed residents to engage with preference boards for specific park concept plans.

Enhance current parks and create new trails
Pollinator Garden; Walking & Biking Trails; Community Garden
Soccer fields & basketball courts

Priority over next 5 years:
Top 3 features desired in parks:
Top 2 features desired by youth:

Splash pad opening
Outreach Takeaways

After synthesizing the information received from over 400 people, the IPRE team developed five themes that inform the goals and prioritizations in this plan.

Invest in connected trail system
Community members want multiuse trails that connect parks and enhance access to the Bear Creek Greenway.

Improve parks and trail accessibility
The community wants to have a park system that is accessible and reflects the entire community.

Prioritize maintaining the existing park amenities and facilities
According to the preference boards and online survey, the community wants to maintain existing park facilities and amenities as the first priority.

Foster ecological restoration
Community members support using native and bee friendly plants in parks and value ecological restoration.

Promote outreach events and community involvement
The stakeholder interviews encourage equitable planning and increased outreach to underrepresented communities and a diversity of user groups.
GOALS & STRATEGIES
System Wide Priorities

Taken together, the park inventory and the community needs assessment revealed a common set of community priorities. These system-wide priorities were used to guide the development of more specific goals and strategies for Talent’s park system.

Connectivity

Accessibility

Equity

Maintenance

Ecological Sustainability

“Having a good park system is a prerequisite for a thriving community”

- Talent Resident
Understanding the Goals & Strategies

The purpose of the goals is to further guide, improve, and enhance the park system and to address the needs expressed by the community.

On each page there is a “Goal #” which is used in this document to link park specific improvements back to the goals. Just below the “Goal #” is the description of the goal itself.

Below the goal description are the five system wide priorities. While all goals generally align with these priorities, a highlighted icon indicates an especially strong connection between a goal and a priority.

On the right side of each goal is a list of strategies. These provide guidance on how to achieve the goal and provide an actionable means of evaluating its completion. Priority is used to indicate the level of importance for each strategy and is organized from high to low. The priorities do not necessarily indicate the order in which the strategies will be implemented, as some may be high priority but have a long timeline, while others may be low priority with a short timeline.”

“We need to serve everyone... We are one community”

-Talent Resident
Goal 1
Prioritize maintaining existing park amenities and facilities

---

<table>
<thead>
<tr>
<th>I.D.</th>
<th>Strategy</th>
<th>Priority (High - Low)</th>
</tr>
</thead>
<tbody>
<tr>
<td>A.1</td>
<td>Increase safety by maintaining adequate sightlines into parks from the street and surrounding areas</td>
<td></td>
</tr>
<tr>
<td>A.2</td>
<td>Embrace universal design principles in new and existing parks</td>
<td></td>
</tr>
<tr>
<td>A.3</td>
<td>Provide high quality skate park experience</td>
<td></td>
</tr>
<tr>
<td>A.4</td>
<td>Increase sports facilities</td>
<td></td>
</tr>
<tr>
<td>A.5</td>
<td>Enhance and expand amenities for dogs</td>
<td></td>
</tr>
<tr>
<td>A.6</td>
<td>Improve signage at parks and trails</td>
<td></td>
</tr>
<tr>
<td>A.7</td>
<td>Support volunteer maintenance of specific amenities in parks</td>
<td></td>
</tr>
</tbody>
</table>

---

“Talent Resident

“...and would like to see it improved”

Old Town (Skatepark)

---

Connectivity  Accessibility  Equity

Maintenance  Ecological  Sustainability

---

Talent Parks Master Plan – 2020

Goals & Strategies
Goal 2
Invest in a connected trail systems

<table>
<thead>
<tr>
<th>I.D.</th>
<th>Strategy</th>
<th>Priority (High - Low)</th>
</tr>
</thead>
<tbody>
<tr>
<td>B.1</td>
<td>Increase soft surface trails in parks</td>
<td></td>
</tr>
<tr>
<td>B.2</td>
<td>Develop trail along Wagner Creek connecting Wagner Creek Park to Bear Creek Greenway</td>
<td></td>
</tr>
<tr>
<td>B.3</td>
<td>Identify suitable locations for wildlife viewing and install appropriate infrastructure</td>
<td></td>
</tr>
<tr>
<td>B.4</td>
<td>Design new trails and bring existing trails up to ADA standards</td>
<td></td>
</tr>
<tr>
<td>B.5</td>
<td>Develop lighting standards for multi-use paths (Bear Creek Greenway, Wagner Creek Greenway)</td>
<td></td>
</tr>
<tr>
<td>B.6</td>
<td>Increase signage to improve wayfinding</td>
<td></td>
</tr>
</tbody>
</table>

“more trails and bike paths to create a web of trails using riparian corridors [while] enhancing cyclist and hiking paths.”

– Talent Resident
Goal 3
Establish Parks in Underserved Areas

<table>
<thead>
<tr>
<th>I.D.</th>
<th>Strategy</th>
<th>Priority (High - Low)</th>
</tr>
</thead>
<tbody>
<tr>
<td>C.1</td>
<td>Develop Joseph Park into a pocket park (see concept plan)</td>
<td></td>
</tr>
<tr>
<td>C.2</td>
<td>Develop “Creekside” into a linear park (see concept plan)</td>
<td></td>
</tr>
<tr>
<td>C.3</td>
<td>Develop a new park in the southern part of Talent</td>
<td></td>
</tr>
<tr>
<td>C.4</td>
<td>Develop “Suncrest” (Phase 1) as a community park with natural areas and trails (see concept plan)</td>
<td></td>
</tr>
<tr>
<td>C.5</td>
<td>Develop Wagner Creek Park into a linear park (see concept plan)</td>
<td></td>
</tr>
<tr>
<td>C.6</td>
<td>Expand “Suncrest” (Phase 2) to include additional recreational amenities and infrastructure</td>
<td></td>
</tr>
</tbody>
</table>

“We need south Talent Recreational park facilities”

– Talent Resident
Goal 4
Create Spaces and Systems That Build Community

“Art installations would be very meaningful to showcase the different communities in Talent”
-Talent Resident

<table>
<thead>
<tr>
<th>I.D.</th>
<th>Strategy</th>
<th>Priority (High - Low)</th>
</tr>
</thead>
<tbody>
<tr>
<td>D.1</td>
<td>Increase capacity and diversity of gathering spaces in parks for group events</td>
<td></td>
</tr>
<tr>
<td>D.2</td>
<td>Increase programming in parks, particularly events such as music, movies, and theater</td>
<td></td>
</tr>
<tr>
<td>D.3</td>
<td>Add public art to parks, emphasizing local artists</td>
<td></td>
</tr>
<tr>
<td>D.4</td>
<td>Support partner organizations to create additional community garden space</td>
<td></td>
</tr>
<tr>
<td>D.5</td>
<td>Promote the awareness of ecological, cultural, and historic resources</td>
<td></td>
</tr>
</tbody>
</table>
Goal 5
Preserve & Restore the Natural Environment

- Encourage the use of native, drought tolerant, and bee friendly plants in new parks and projects
- Restore areas along creeks to promote healthy waterways
- Implement recycling and treatment systems for water features and manage stormwater on site
- Support partner organizations to create additional pollinator gardens
- Be sensitive to stormwater management, in line with forthcoming stormwater plan
- Enhance the urban forest

“I want to see more native tree and shrub plantings.”

-Talent Resident
The Master Plan describes objectives and recommendations to guide systemwide improvements, along with more specific recommendations for existing and proposed park sites. Together, the goals, objectives, systemwide recommendations, and site recommendations provide direction for how the City can develop, program, and manage the park and recreation system to meet community needs. The project recommendations and improvements described on the following pages represent the vision of the community and the Parks & Recreation Commission and will guide the City’s efforts to improve and enhance parks and recreation opportunities in Talent over the next twenty years.
## Park Specific Improvements

### Kamerin Springs

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install single stall restroom</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Regrade park to address flooding issues</td>
<td>1, 5</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Add topsoil, reseed grass, and replant ornamental plantings</td>
<td>1, 5</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Create new park entrance</td>
<td>4</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install adaptive and ADA accessible swings</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install baby swings</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install water fountain</td>
<td>1</td>
<td>3-5 years</td>
</tr>
</tbody>
</table>

**Projected Cost:** $218,120
## Park Specific Improvements

### Chuck Roberts

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install water recycling system for splash pad</td>
<td>1, 5</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install water fountain</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Add additional parking area (15 spaces)</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Add shade structures over sandbox and near play structures</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Invest in a “placemaking” project focused on the Latinx community</td>
<td>4</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install adaptive swings and ADA friendly play equipment</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install baby swings</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Remove play structure and replace with ADA accessible structure</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Add inclusive play structure for toddlers with rubber mat</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install sandbox</td>
<td>1</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Add shade structures over sandbox and near play structures</td>
<td>1</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Build new tennis courts</td>
<td>1</td>
<td>6-10 years</td>
</tr>
</tbody>
</table>

Projected Cost: $1,283,885
Concept Plan | Chuck Roberts

Multi-use Field (existing)

Baseball Fields (existing)

Toddler Playground with Sandbox

Basketball Court (existing)

Playground (existing)

Splash Pad (existing)

Basketball Court (existing)

Bark Park (existing)

Tennis and Pickleball Courts (potential)

North

0 100 200 300 400 500

Talent Parks Master Plan - 2020

Improvements
Park Specific Improvements

Talent Commons

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove play structure and replace with ADA accessible structure</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Add interpretive signage about Talent history and culture</td>
<td>4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Add accessible picnic tables</td>
<td>1,4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Replace bark chips with rubberized play surface</td>
<td>1, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install water fountain</td>
<td>1</td>
<td>6-10 years</td>
</tr>
</tbody>
</table>

Projected Cost: $143,640
Park Specific Improvements

Old Town Park (Skatepark)

<table>
<thead>
<tr>
<th>Improvements</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repair Existing Skate Park</td>
<td>1, 4</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Add covered pavilion</td>
<td>1, 4</td>
<td>11+ years</td>
</tr>
</tbody>
</table>

Projected Cost: $105,000
Park Specific Improvements

Lynn Newbry

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install water fountain</td>
<td>1, 2</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install irrigation in the grass field area</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install parking lot lighting</td>
<td>1, 2</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install benches</td>
<td>1, 2</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Repair pavilion roof</td>
<td>1</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Add interpretive signage on history and ecology</td>
<td>4</td>
<td>6-10 years</td>
</tr>
<tr>
<td>Purchase land from ODOT</td>
<td>2</td>
<td>6-10 years</td>
</tr>
<tr>
<td>Create a viewing platform along creek</td>
<td>1</td>
<td>11+ years</td>
</tr>
<tr>
<td>Pave gravel parking area</td>
<td>1</td>
<td>11+ years</td>
</tr>
</tbody>
</table>

Projected Cost: $359,100
Park Specific Improvements

Bark Park

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add perimeter drain (completed)</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Add topsoil and reseed grass</td>
<td>1, 5</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install shade pavilion (completed)</td>
<td>1, 4</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install benches (in progress)</td>
<td>1, 4</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install new water station for dogs</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Add trees</td>
<td>1, 4, 5</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install water fountain</td>
<td>1</td>
<td>3-5 years</td>
</tr>
</tbody>
</table>

Projected Cost: $30,501
Park Specific Improvements

“Suncrest”

Phase 1 Projected Cost: $320,530
Phase 2 Projected Cost: $1,162,420
Total Projected Cost: $1,482,950

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install planted or constructed barrier for safety at pond</td>
<td>2</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install water fountain</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install dog pickup stations</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install trash receptacles</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Create a 0.5 mile soft surface trail</td>
<td>2</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Construct parking lot (30 spaces)</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Construct 1 acre dog park</td>
<td>3</td>
<td>6-10 years</td>
</tr>
<tr>
<td>Construct a restroom</td>
<td>3</td>
<td>6-10 years</td>
</tr>
<tr>
<td>Install parking lot lighting</td>
<td>3</td>
<td>6-10 years</td>
</tr>
<tr>
<td>Add bridges to connect to Bear Creek Greenway</td>
<td>2</td>
<td>11+ years</td>
</tr>
<tr>
<td>Build full size soccer field</td>
<td>1</td>
<td>11+ years</td>
</tr>
<tr>
<td>Pave gravel access road on northwest side of property</td>
<td>1</td>
<td>11+ years</td>
</tr>
<tr>
<td>Add second parking area (30 spaces)</td>
<td>1</td>
<td>11+ years</td>
</tr>
<tr>
<td>Add disc golf course</td>
<td>1</td>
<td>11+ years</td>
</tr>
<tr>
<td>Install trash receptacles</td>
<td>1</td>
<td>11+ years</td>
</tr>
</tbody>
</table>

Phase 1

Phase 2
**Concept Plan | “Suncrest”**

**PHASE 1 -**
- South Entrance
- Natural Trail System
- Dog Park

**PHASE 2 -**
- North Entrance
- Athletics Fields
- Connection Bridge

Bridge Connection & Trail to Bear Creek Greenway Trail

City of Talent Public Works

Wintersage

North Entrance

South Entrance

Stormwater Pond

W Valley View Rd

Interstate - 5

Talent Truck Stop

Bear Creek

Greenway Trail
### Park Specific Improvements

**Wagner Creek Park**

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install trash receptacles</td>
<td>1</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Develop a 6-foot wide asphalt trail along Wagner Creek</td>
<td>2</td>
<td>6-10 years</td>
</tr>
<tr>
<td>Install benches along trail</td>
<td>2</td>
<td>6-10 years</td>
</tr>
</tbody>
</table>

**Projected Cost:** $63,840
Concept Plan | Wagner Creek Linear Park
## Park Specific Improvements

Joseph Park

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install trash receptacles</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Create pollinator garden</td>
<td>5</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install natural play structure</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install small picnic shelter</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install picnic table (on concrete pad)</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install benches</td>
<td>3</td>
<td>3-5 years</td>
</tr>
</tbody>
</table>

Projected Cost: $57,855
Concept Plan | Joseph Park

Pollinator Garden

Picnic Area

Seating

Natural Play Area

Natural Play Example

Pollinator Garden

Wagner Creek

North
Park Specific Improvements
“Creekside”

<table>
<thead>
<tr>
<th>Improvement</th>
<th>Goals</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add wayfinding signage from the road</td>
<td>3, 4</td>
<td>1-2 years</td>
</tr>
<tr>
<td>Install inclusive play structure with rubber ground surfacing</td>
<td>3, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install swing set with rubber ground surfacing</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install baby swing</td>
<td>3, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install adaptive swings</td>
<td>3, 4</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install trash receptacles</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install picnic tables</td>
<td>3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install water fountain</td>
<td>2, 3</td>
<td>3-5 years</td>
</tr>
<tr>
<td>Install benches</td>
<td>2, 3</td>
<td>3-5 years</td>
</tr>
</tbody>
</table>

Projected Cost: $202,825
Concept Plan | “Creekside”
Trail Recommendations

With the guidance of the 2015 Transportation System Plan (TSP), the City has worked diligently to increase bike lanes and pedestrian sidewalks in an effort to increase circulation throughout Talent. The Parks Master Plan supports the city’s effort to increase multimodal transportation throughout town while also increasing the development of connections through off street paths and greenways. The following recommendations are intended to support and guide the maintenance and development of trails in the Talent park system.

**Soft Surface Trails**
- Uphold routine maintenance on the ½ mile soft surface walking trail within Chuck Roberts
- Develop trails in “Suncrest”

**Greenways and Multi-use Paths**
- Uphold responsibilities within Bear Creek Greenway Management Plan 2017- 2022 between mile marker 11.5 and 13.5
- Maintain Old Village Greenway and incorporate into “Creekside” park design
- Develop a set of lighting standards for greenways
- Develop a 0.2 mile trail section from Wagner to the intersection of the railroad crossing and Wagner Creek
- Continue to monitor ownership of land to complete Wagner Creek Greenway
Concept Diagram | Trail Connections

- "Suncrest" Park
- Bear Creek Greenway
- "Creekside" Park
- Old Bridge Village Greenway
- Wagner Creek Park
- Wagner Trail
Park Criteria for Developers

The City of Talent may require new residential developments to include public park facilities. The City will develop a section of the zoning code that applies to parkland development.

New park development, whether city-installed or installed by developers, should reflect the system wide priorities of the park system - connectivity, accessibility, maintenance, ecological sustainability, and equity.

At a minimum, developer-installed parks must comply with the standard park criteria and the required features for pocket parks outlined in the following section. The City of Talent reserves the right to require additional criteria depending on size and characteristics of the associated development.

The following guidelines are intended to outline the expectations for suitable facilities when installed by developers. The Zoning Code will provide specific requirements for parkland.

**Maintenance:**
Developer-installed parks should be constructed with long-term maintenance in mind and should emphasize the durability and longevity of amenities.

**Ecological Sustainability:**
Developer-installed parks should honor the community’s interest in sustainability through appropriate planting choices, energy usage, and water management.

**Equity:**
Developer-installed parks are public parks and should be welcoming to the entire community; barriers to equitable access should be eliminated.

**Connectivity:**
Safe park access should be available by foot and bike. Parks should be adequately served by sidewalks, crosswalks, bike lanes, and bike racks.

**Accessibility:**
Parks should be accessible to all community members, regardless of physical abilities. Park amenities and facilities should comply with ADA requirements.
Pocket Park Criteria

Pocket parks are the smallest park classification category. They are typically less than 2 acres in size and may be as small as 0.25 acres. These parks provide basic recreation opportunities to residents within a 0.25 mile radius, or about a 5-10 minute walk. Pocket parks provide limited amenities, such as playgrounds, benches, and picnic tables. Pocket parks do not normally provide off-street parking.

Because of their small size, pocket parks can be constructed within neighborhoods on one or more undeveloped lots. These parks are one strategy for increasing service to residential areas that otherwise do not have access to city parks. Minimum requirements for pocket park construction are outlined in the following table, along with additional recommended and optional park amenities.

<table>
<thead>
<tr>
<th>Required Features</th>
<th>Recommended Features</th>
<th>Optional Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Children’s play area, including play structure</td>
<td>Small sports court</td>
<td>Community garden</td>
</tr>
<tr>
<td>ADA compliant pathway system connected to adjacent streets</td>
<td>Small turf field</td>
<td>Large sports fields or courts</td>
</tr>
<tr>
<td>Park identification signage</td>
<td>Small picnic shelter</td>
<td>Large picnic shelter</td>
</tr>
<tr>
<td>Open lawn area</td>
<td>Picnic tables</td>
<td>Off-leash dog area</td>
</tr>
<tr>
<td>Bike rack</td>
<td>Restroom</td>
<td>Pollinator garden</td>
</tr>
<tr>
<td>Benches</td>
<td>Ornamental landscaping</td>
<td>Natural areas</td>
</tr>
<tr>
<td>Trash can</td>
<td>Lighting</td>
<td></td>
</tr>
<tr>
<td>Drinking fountain</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Appropriate drainage and irrigation</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trees</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Implementation
The City of Talent commits to implementing the vision presented in this plan. Realizing the desired park system will take Engagement, Agility, Funding, and Leadership.

Engagement

To develop this plan in 2019, the IPRE team gathered ideas from over 400 people. The Park Commission and the City will continue to engage community members and city committees as it works to implement the park vision.

More information is needed from the community when making the following decisions:

- What are the needs for soccer fields? (Youth and adult leagues, pick-up games, practice fields, etc.)
- There is an interest in ongoing recreational programming, such as sports leagues, camps, classes and events. What does the community want and what does the City have capacity for?
- What can the City offer in parks that would be exciting for teens?
- How can the City and the School District work together to provide park and recreation facilities for the community?
- How can the City support and celebrate local culture and identity in its parks?

As the City works through implementing the plan, more questions will surely arise and the park commission will work to engage a variety of residents to solicit answers.

Agility

This plan should guide decision making and resource allocation. The City of Talent recognizes that situations change and new ideas will emerge during the course of implementing this plan. Successful organizations are responsive to their changing environments. The Park Commission will develop a systematic way to evaluate new ideas for park system improvements based on the core values of connectivity, accessibility, maintenance, ecological sustainability, and equity.
Leadership

The five-person Park Commission advises the City Council on planning and improvements to city parks. It is responsible for implementing the goals and strategies set forth in this Parks Master Plan. To do its best work, the City of Talent and the Park Commission aspire to:

- Keep commission vacancies filled and continue to work for a diverse commission;
- Develop an on-board training program for new commissioners in conjunction with the City Council;
- Develop a system for tracking implementation of the parks master plan;
- Develop a yearly work-plan;
- Each year, set goals and review the previous year’s progress;
- Hold an annual meeting with the City of Talent finance director to understand the budget and implications for park development;
- Develop capacity for doing community engagement in Spanish; and
- Review and update the “Parks and Recreation Commission” and “Parks” sections of the City website.