

Dungannon, VA:
Town Playground Conceptual Master Plan



Prepared for the Town of Dungannon
August 2017

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Town Playground Conceptual Master Plan

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Dungannon, VA:
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CDAC team members:
Elizabeth Gilboy, Alexander Jones, Nick Proctor

The Community Design Assistance Center (CDAC) is an outreach center in the College of Architecture and Urban Studies at Virginia Tech that assists communities, neighborhood groups and non-profit organizations in improving the natural and built environments. Assistance is provided in the areas of landscape architecture, architecture, planning, and interior design. Working with communities, the conceptual planning and design provides communities with a graphic vision of their project that can then be used for grant applications and fundraising for the next steps toward implementation.

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The CDAC team would like to acknowledge the following individuals for their contributions throughout the project:

Debra Horne
Mayor
Town of Dungannon

Melody Reeves
Playground Committee Co-Chair
Dungannon Revitalization Management Team

Beth Bingman
Playground Committee Co-Chair
Dungannon Revitalization Management Team

and

Those who volunteered time for the betterment of their community

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PROJECT DESCRIPTION

Project Overview

The Town began efforts in 2014 to revitalize its downtown and restore economic stability to its community that leverages its abundant cultural and natural assets. Several of those assets include the Clinch River, the High Knob recreation area, the Scott County Horse Park, and the Flanary archeology site. Dungannon has since been awarded an approximately \$800,000 grant through the Virginia Department of Housing and Community Development (DHCD) . This grant focuses on the downtown core, bringing various physical improvements to sidewalks, building facades, and creates a community greenspace with a farmer's market. Virginia's DHCD also awarded Dungannon a \$100,000 Revolving Loan Fund grant that provides new entrepreneurs in the community access to local funds that kick starts their efforts or expands their services. These two grants established a strong coalition of community members that continuously look to improve their community.

Despite the current momentum, there were still several physical improvement projects that lie outside the capabilities of existing funding, specifically in areas that targeted community youth. A central theme of Dungannon's vision is to become a safer and healthier place for youth to grow up and return to live over the course of their life. There currently is limited access to youth-oriented facilities, such as playgrounds and outdoor learning.

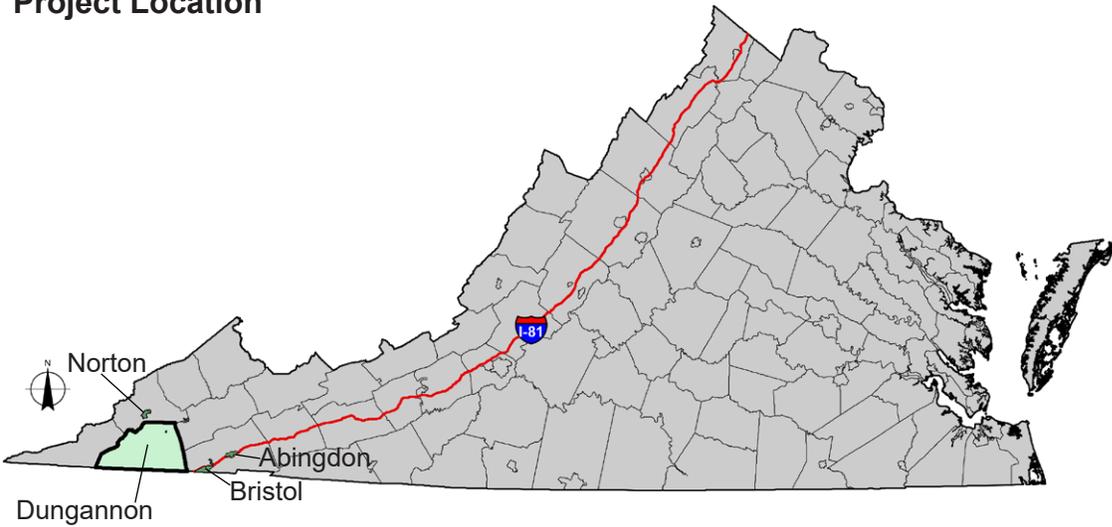
The Town of Dungannon partnered with the Dungannon Development Commission, Dungannon Intermediate School, Dungannon Youth Program Committee, and the Appalachian CAD Agency to create a new playground and environmental learning trail in Dungannon to serve the surrounding area.

CDAC's collaborative engagement process brought the community's diverse ideas together into a conceptual design for a town playground that fosters physical exercise, provides environmental education opportunities, can be feasibly built, and maintained by the community.

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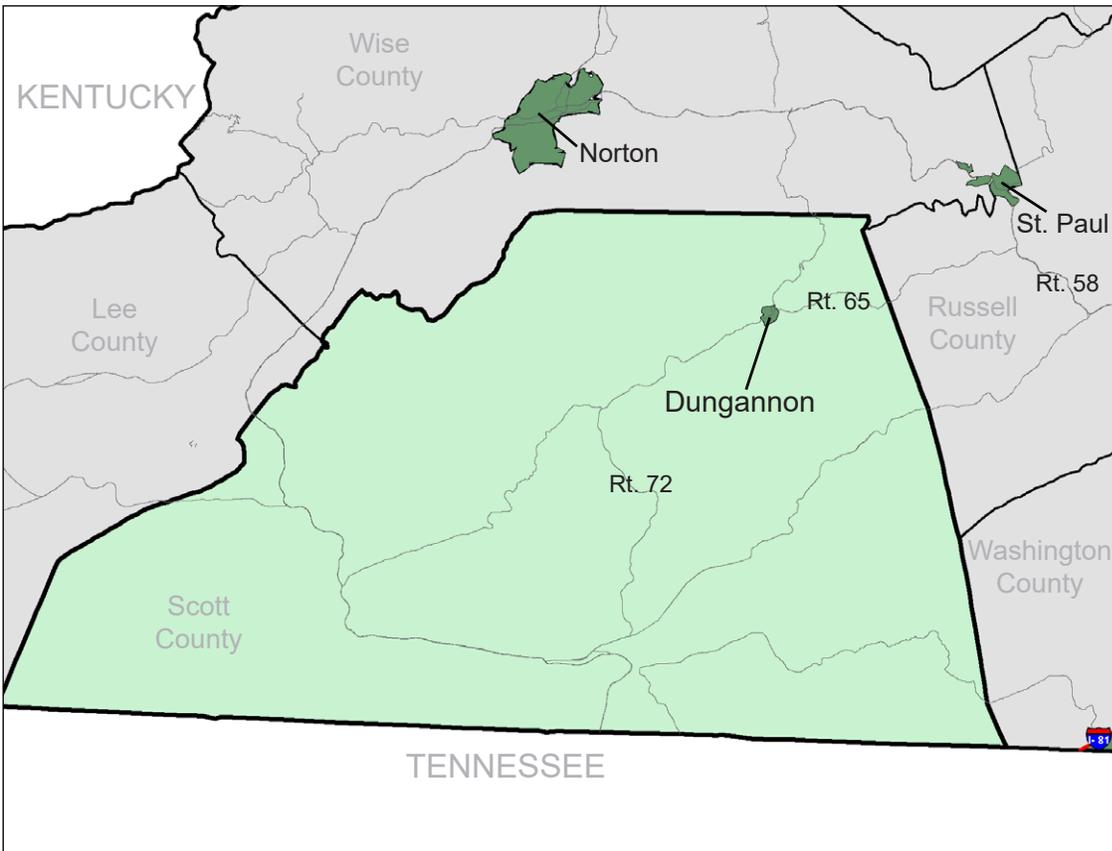
PROJECT DESCRIPTION

Project Location



Dungannon is located in the southwest corner of Virginia (above) in the northeast portion Scott County (below) along the Clinch River. Dungannon is about an hour drive from the I-81 corridor and 45 minutes south to Kingsport, TN via Rt. 72.

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Project Location
Town Context



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Dunganon, VA: Town Playground Conceptual Master Plan

Project Location
Downtown Context



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Dungannon, VA: Town Playground Conceptual Master Plan

Project Location

Site and Adjacent Property Ownership

PROJECT DESCRIPTION

Town Background

The Town of Dungannon (population: 350) is nestled adjacent to the George Washington & Jefferson National Forest and on the banks of the Clinch River. Located in Scott County in southwest Virginia, Dungannon is named after a community in northern Ireland. Though Dungannon is in Virginia, it is very close to the “Tri-Cities” region in Tennessee, consisting of Kingsport, Bristol, and Johnson City, TN.

Dungannon is a gateway to the world-renowned Clinch River as well as hiking and scenic vistas of the High Knob recreation area managed by the US Forest Service. The Scott County Horse Park, on the outskirts of Dungannon, is a regional destination for equestrian enthusiasts who attend shows and festivals throughout the summer. The Flanary Archaeological Site, on the other side of town, has evidence of Native American occupation dating back 8,000 years. Cyclists and motorists frequent the surrounding mountain roads to take in views of the Clinch River, waterfalls, and historical buildings along the Dungannon and Clinch River Scenic Road Tour.

PROJECT DESCRIPTION

Site Visit

CDAC visited Dungannon and the playground site three times throughout the design process. The CDAC team gathered images while mapping initial opportunities and constraints during the site visit. Feedback from the playground committee and community members outlined the overall goals that the community wished the playground project to accomplish. Key observations found during the site visit included several established wetland cells throughout the property and yet central proximity to other community initiatives. Meeting notes from the initial community input session and site visit can be found in Part 4: Appendix.



The CDAC team and Dungannon community members discuss possible ways to connect walkways across the existing drainage areas from the Town Hall parking lot to the proposed town playground area.



CDAC Project Manager, Nick Proctor, facilitates a discussion with Dungannon community members regarding the overall town vision and opportunities/constraints of the town playground site for toddlers, children, and teenagers.

DESIGN PROCESS

The design process began with an initial visit with stakeholders on June 8, 2017. During that visit, key stakeholders of the playground project gave the CDAC team a tour of the site for the proposed playground and environmental learning trails. Participants shared their initial thoughts and concerns about the site. Following the meeting CDAC created a site inventory map, gathered case studies, and produced a preliminary design concept.

The CDAC team studied inventory, photos, and community feedback to understand playground needs in Dungannon. The site inventory determined property boundaries along with certain limitations and opportunities that influenced what design recommendations were most appropriate for the site.

The team returned to Dungannon on June 28, 2017 for a community presentation of the preliminary design concept. The CDAC team presented the site inventory, project context, and precedent images which explained the “look and feel” of each proposed design element. CDAC documented the community feedback and used it to revise the preliminary design into a final design concept. In addition to feedback received during the preliminary presentation, the CDAC team continued to receive additional feedback right up to the final presentation. In order to accommodate these additional ideas, CDAC prepared a second final concept.

The two final design concepts share common components but in alternative locations based on community feedback and known property ownership. Community leaders and stakeholders will be able to use these drawings to propel their efforts to implement a town playground.

Meeting notes from the stakeholder input session and preliminary conceptual design presentation can be found in Part 4: Appendix.



CDAC Landscape Designer, Alexander Jones, presents the two final design concepts including the master plans, perspectives, and precedent images.

PART 1: FINAL DESIGN CONCEPT OPTIONS

FINAL DESIGN CONCEPT OPTIONS A AND B

Design Description

The final designs were created based upon feedback from the preliminary design concept. Each of the final design options follow a consistent design approach to the site and share similar amenities that are placed in alternative locations based on community feedback and known property ownership.

The park is nestled behind the Dungannon Town Hall near the existing woods, creating a natural environment with an opportunity for trails in the woods. The final town playground concepts connect to nearby community facilities with pedestrian sidewalks on both sides of the Town Hall and Post Office building and a crosswalk over Veterans Memorial Highway to the Dungannon Depot.

The final design concept options have a variety of recreation spaces that Dungannon currently does not have. These include a community splash pad, themed playground equipment designated for different age groups, and environmental learning opportunities. To compliment the Dungannon Depot across the street, there is a new miniature train loop as well as a train-themed splash pad are also proposed.

Based on support during the stakeholder input session, Final Concept 1 uses the adjacent but under-utilized properties, but may require the Town of Dungannon to obtain several easements. Concept 2 uses land that the Town currently owns as of July 2017 for the playground's construction.

Following are the final design concept options, perspectives, and precedent images.

Legend

- Streams and Rivers
- Schools
- Churches
- Buildings
- Parcels



0 5 10 20 30 40 Feet



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- A. Community Splash Pad with Shaded Structures and Seating
- B. Railroad-themed 2-5 Year Old Playground*
- C. Miniature Railroad Loop with Train Station
- D. Railroad-themed 6-12 Year Old Playground*
- E. Shaded Grove and Outdoor Classroom Space
- F. Young Adult Retreat with Hammocks and Skate Park
- G. Nature Trail for Environmental Education
- H. Open Green Lawn
- I. Picnic Pavilion with Stone Fireplace
- J. 6+ Year Old Swing Sets*
- K. 2-5 Year Old Swing Set*
- L. Park Welcome Signage
- M. Walking Loop
- N. Wet Conditions/Wetland Areas
- O. Wooden Boardwalk and Viewing Platform
- P. Town Playground Parking
- Q. Pedestrian Sidewalks to Depot
- R. Environmental Education Pads/Pathways for Play (10 total)
- S. Restroom Facility + Splash Pad Pump House

* Future playground equipment to be selected through KaBOOM! playground grant process

Dungannon, VA: Town Playground Conceptual Master Plan

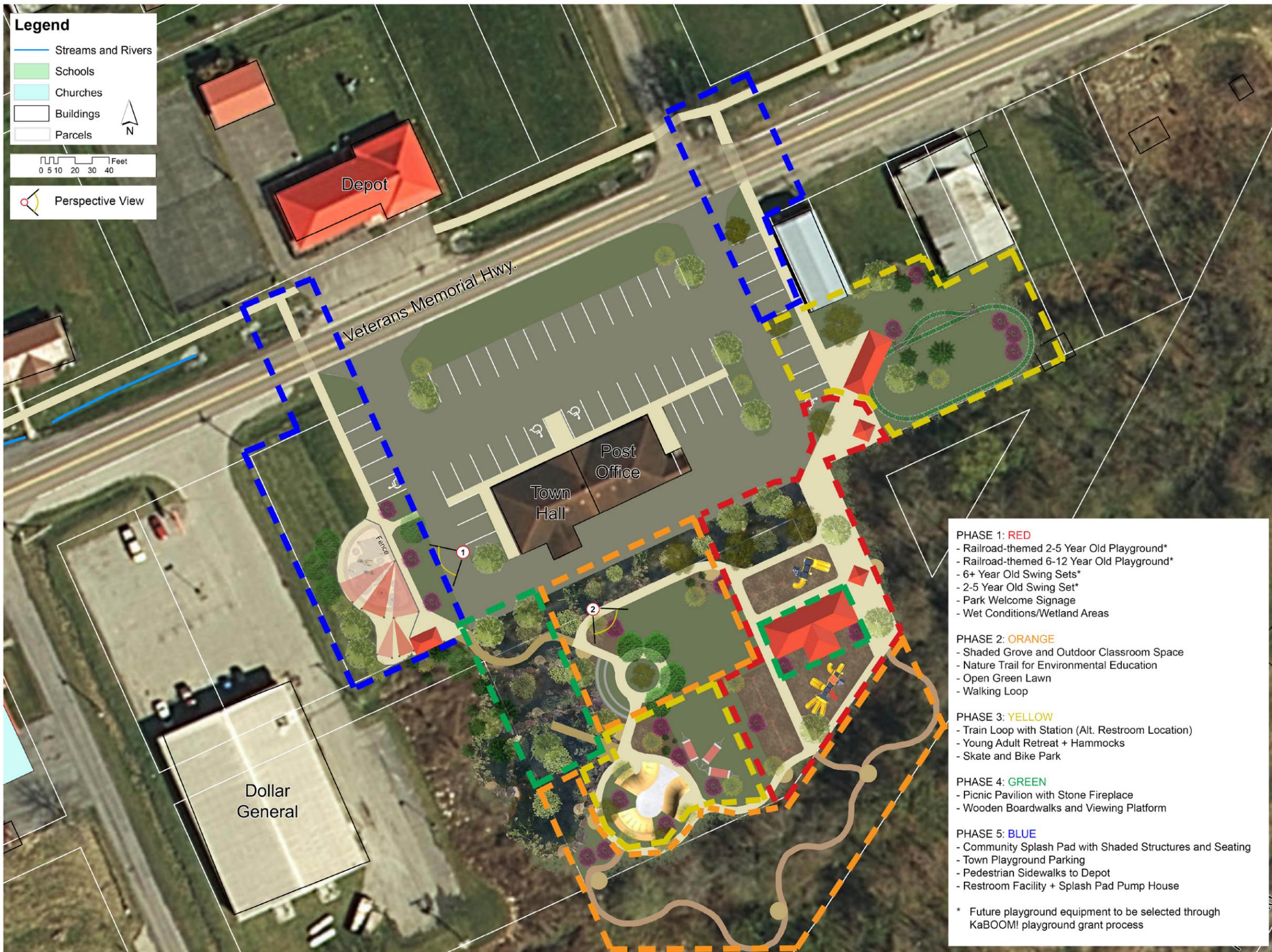
Final Design Concept: Option A
Master Plan

Legend

- Streams and Rivers
- Schools
- Churches
- Buildings
- Parcels

0 5 10 20 30 40 Feet

Perspective View



- PHASE 1: RED**
- Railroad-themed 2-5 Year Old Playground*
 - Railroad-themed 6-12 Year Old Playground*
 - 6+ Year Old Swing Sets*
 - 2-5 Year Old Swing Set*
 - Park Welcome Signage
 - Wet Conditions/Wetland Areas
- PHASE 2: ORANGE**
- Shaded Grove and Outdoor Classroom Space
 - Nature Trail for Environmental Education
 - Open Green Lawn
 - Walking Loop
- PHASE 3: YELLOW**
- Train Loop with Station (Alt. Restroom Location)
 - Young Adult Retreat + Hammocks
 - Skate and Bike Park
- PHASE 4: GREEN**
- Picnic Pavilion with Stone Fireplace
 - Wooden Boardwalks and Viewing Platform
- PHASE 5: BLUE**
- Community Splash Pad with Shaded Structures and Seating
 - Town Playground Parking
 - Pedestrian Sidewalks to Depot
 - Restroom Facility + Splash Pad Pump House
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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Option A
Phasing Plan



Perspective 1: View from Town Hall side of parking lot facing the Dollar General and parking lot. A fenced-in splash pad with public restrooms welcomes visitors to the playground.



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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Option A

Perspective 1: Splash Pad



Perspective 2: View from boardwalk connecting Town Hall to the playground. Environmental education panels, tiered outdoor classroom seating, a picnic pavilion, and the 6-12 year old playground surround a central lawn.



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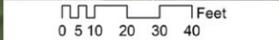
Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Option A

Perspective 2: Central Lawn, Seating, and Playground

Legend

- Streams and Rivers
- Schools
- Churches
- Buildings
- Parcels



- A. Community Splash Pad with Shaded Structures and Seating
- B. Railroad-themed 2-5 Year Old Playground*
- C. Miniature Train Loop with Station (Alt. Restroom Location)
- D. Railroad-themed 6-12 Year Old Playground*
- E. Outdoor Classroom Space
- F. Young Adult Retreat with Hammocks and Skate Park
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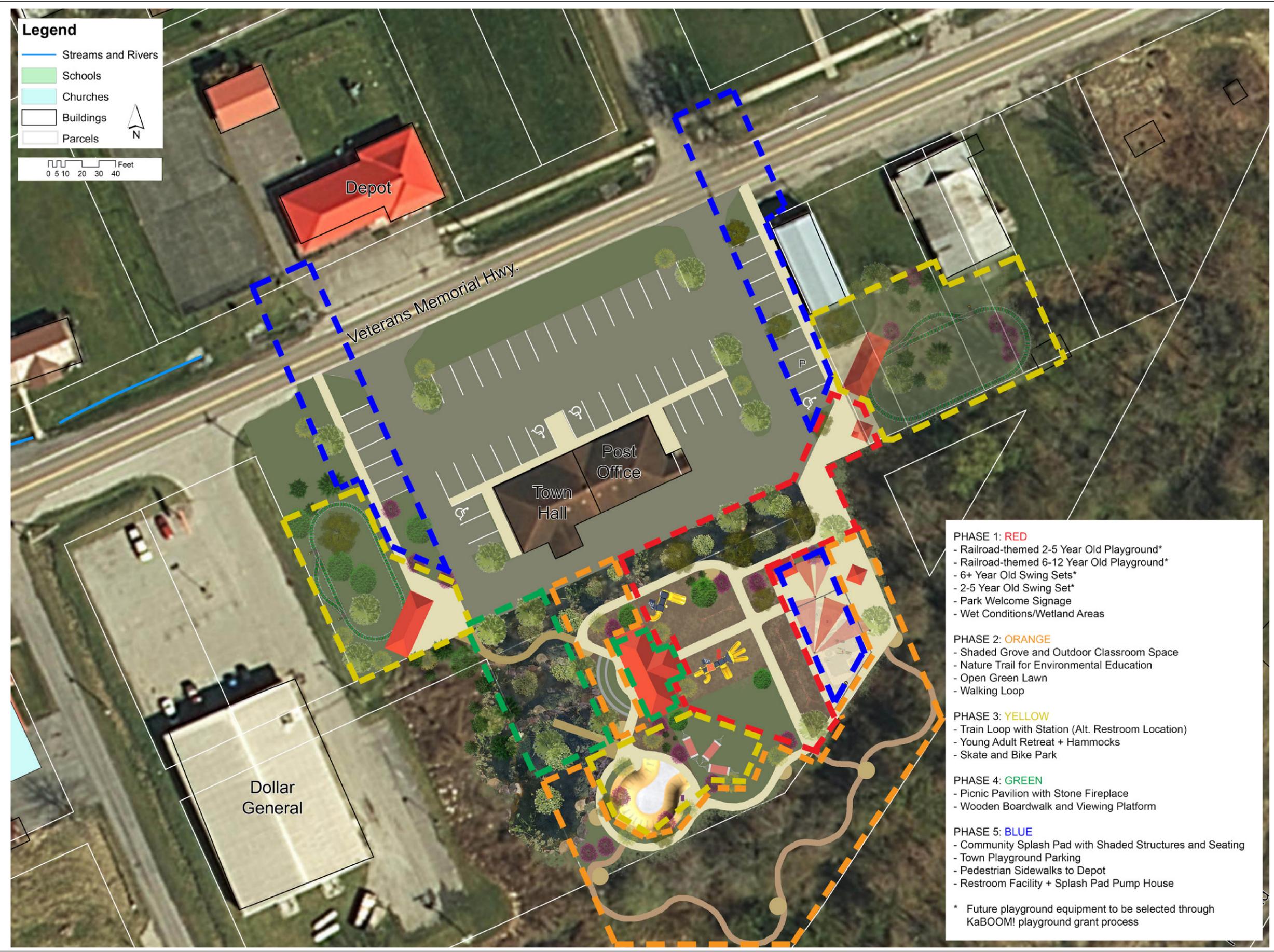
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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Option B
Master Plan

Legend

- Streams and Rivers
- Schools
- Churches
- Buildings
- Parcels



- PHASE 1: RED**
- Railroad-themed 2-5 Year Old Playground*
 - Railroad-themed 6-12 Year Old Playground*
 - 6+ Year Old Swing Sets*
 - 2-5 Year Old Swing Set*
 - Park Welcome Signage
 - Wet Conditions/Wetland Areas
- PHASE 2: ORANGE**
- Shaded Grove and Outdoor Classroom Space
 - Nature Trail for Environmental Education
 - Open Green Lawn
 - Walking Loop
- PHASE 3: YELLOW**
- Train Loop with Station (Alt. Restroom Location)
 - Young Adult Retreat + Hammocks
 - Skate and Bike Park
- PHASE 4: GREEN**
- Picnic Pavilion with Stone Fireplace
 - Wooden Boardwalk and Viewing Platform
- PHASE 5: BLUE**
- Community Splash Pad with Shaded Structures and Seating
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Dunganon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Option B
Phasing Plan



Miniature Train Station (Alternative Restroom Location)



Miniature Train Station and Shelter



Miniature Railroad Loop



Railroad-themed Splash Pad



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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Options A & B

Precedent Images



Fenced-In Splash Pad Surrounded by Vegetation for Shade



Boardwalk Through Wetland Areas with Viewing Platform Option



Railroad-themed 6-12 Year Old Playground



Railroad-themed 2-5 Year Old Playground



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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Options A & B

Precedent Images



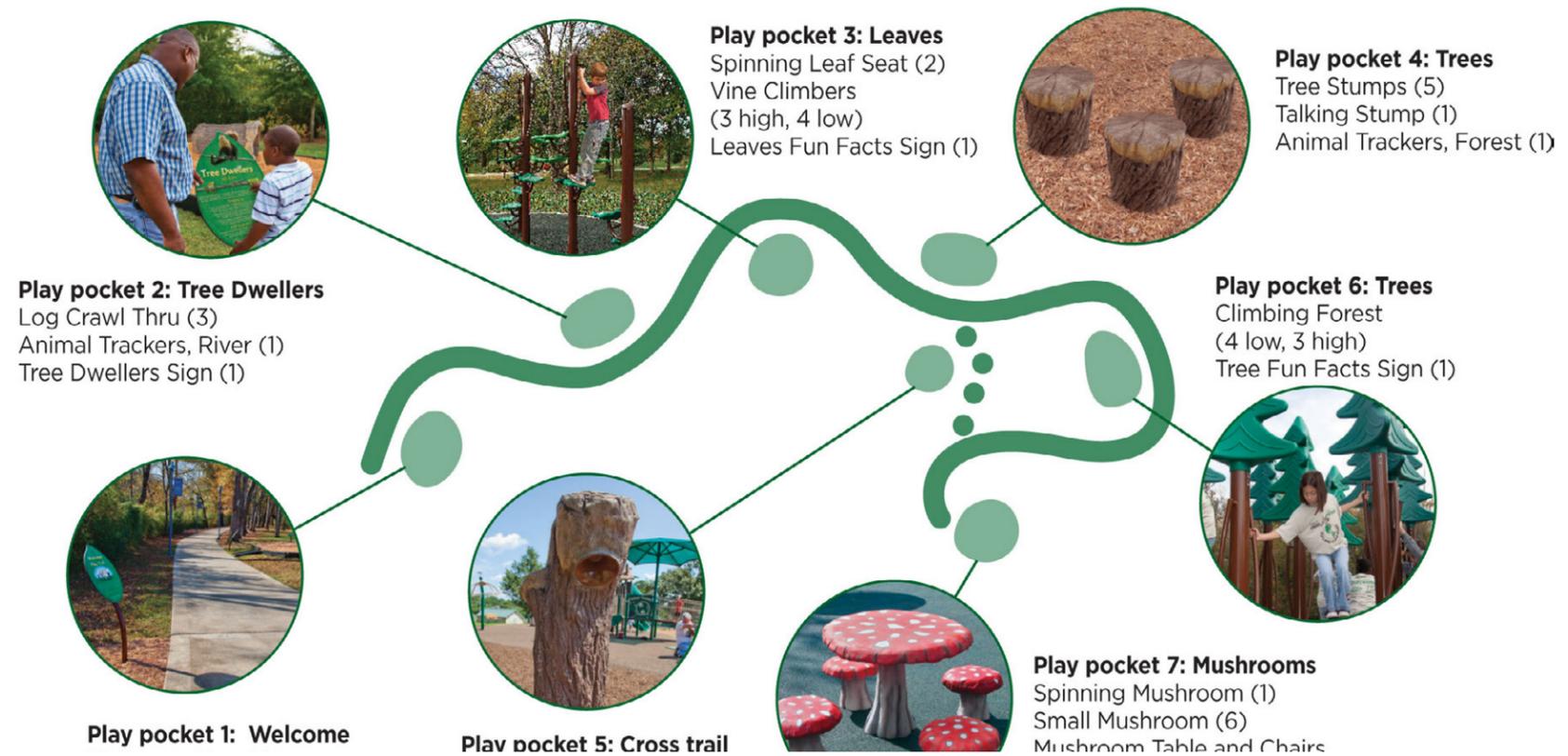
Teen and Young Adult Retreat with Hammock Grove



Teen and Young Adult Retreat with Skate Park



Environmental Education Trail Signage



Environmental "Play Pockets" along Trail (from GameTime's PlayTrails; www.gametime.com/playtrails)



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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Options A & B

Precedent Images



American Sycamore, *Platanus occidentalis*
Easily grown in average, medium to wet, well-drained soils in full sun. Tolerates light shade. Prefers rich, humusy, consistently moist soils. Generally tolerant of most urban pollutants.

Height: 75 to 100 feet
Spread: 75 to 100 feet
Bloom Time: April
Bloom Description: Yellow (male) and red (female)
Sun: Full sun
Water: Medium to wet
Maintenance: High
Suggested Use: Shade Tree, Rain Garden



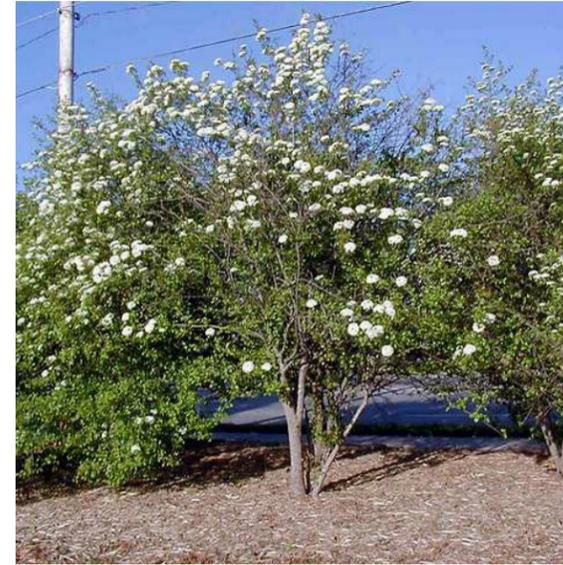
Bald Cypress, *Taxodium distichum var. distichum*
Easily grown in average, medium to wet, moisture retentive but reasonably well-drained soils in full sun. A large ornamental tree for parks or large lawns. Good selection for growing in wet soils either in low spots or near water.

Height: 50 to 70 feet
Spread: 20 to 45 feet
Bloom Time: Non-flowering
Bloom Description: Brown
Sun: Full sun
Water: Medium to wet
Maintenance: Low
Suggested Use: Rain Garden



Black gum, *Nyssa sylvatica*
Easily grown in average, medium to wet soils in full sun to part shade. Prefers moist, acidic soils. Tolerates poorly-drained soils and can grow in standing water.

Height: 30 to 50 feet
Spread: 20 to 30 feet
Bloom Time: May to June
Bloom Description: Greenish white
Sun: Full sun to part shade
Water: Medium to wet
Maintenance: Low
Suggested Use: Shade Tree, Street Tree, Rain Garden



Blackhaw Viburnum, *Viburnum prunifolium*
Easily grown in average, dry to medium, well-drained soil in full sun to part shade. Tolerates drought. Prune immediately after flowering since flower buds form in summer for the following year.

Height: 12 to 15 feet
Spread: 6 to 12 feet
Bloom Time: May to June
Bloom Description: White
Sun: Full sun to part shade
Water: Dry to medium
Maintenance: Low
Suggested Use: Hedge



Bur Oak, *Quercus macrocarpa*
Easily grown in average, dry to medium, well-drained soils in full sun. Prefers moist well-drained loams, but adapts to a wide range of soil conditions. Good drought tolerance. A large shade tree for very large lawns or parks.

Height: 60 to 80 feet
Spread: 60 to 80 feet
Bloom Time: April
Bloom Description: Yellowish-green
Sun: Full sun
Water: Dry to medium
Maintenance: Low
Suggested Use: Shade Tree, Rain Garden



Eastern Redbud, *Cercis canadensis*
Specimen or small groups. Lawns, shrub borders, woodland margins, or along patios. Street tree or lawn tree. Attractive in naturalized settings. Avoid wet or poorly drained soils.

Height: 20 to 30 feet
Spread: 25 to 35 feet
Bloom Time: April
Bloom Description: Pink
Sun: Full sun to part shade
Water: Medium
Maintenance: Low
Suggested Use: Street Tree, Flowering Tree



Kentucky Coffeetree, *Gymnocladus dioica*
Best grown in moist, organically rich, well-drained soils in full sun. Tolerates poorer soils and drought, but void heavy clays. Also adapts well to urban conditions. Suckers to form colonies in the wild. Good landscape tree for large lawns and parks.

Height: 60 to 80 feet
Spread: 40 to 55 feet
Bloom Time: May to June
Bloom Description: Greenish-white
Sun: Full sun
Water: Medium
Maintenance: Low
Suggested Use: Shade Tree, Rain Garden



Norway Spruce, *Picea abies*
Easily grown in average, acidic, evenly moist, well-drained soils in full sun. Established plants have some tolerance for dryish soils. Evergreen tree for large lawns, parks or woodland areas. Popular for decorating and using for town holiday trees.

Height: 40 to 60 feet
Spread: 25 to 30 feet
Bloom Time: Non-flowering
Bloom Description: Non-flowering
Sun: Full sun
Water: Medium
Maintenance: Low
Suggested Use: Town Holiday Tree



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Final Design Concept: Plant Palette

Trees (1 of 2)



Osage Orange ('Wichita'/'Whiteshield'), *Maclura pomifera*
 Easily grown in average, dry to medium, well-drained soils in full sun to part shade. Prefers uniformly moist soils, but tolerates both dry and wet conditions. Also tolerates poor soils, drought, heat, cold and wind.
 Height: 35 to 60 feet
 Spread: 35 to 60 feet
 Bloom Time: June
 Bloom Description: Green
 Sun: Full sun to part shade
 Water: Dry to medium
 Maintenance: Low
 Suggested Use: Hedge, Shade Tree



Paw Paw, *Asimina triloba*
 Easily grown in average, medium to wet, well-drained soil in full sun to part shade. Prefers moist, acidic, fertile soils. Naturalize in a native plant or wild garden, or grow in a shrub border or woodland margin. Effective in damp areas along ponds or streams.
 Height: 15 to 30 feet
 Spread: 15 to 30 feet
 Bloom Time: April to May
 Bloom Description: Purple
 Sun: Full sun to part shade
 Water: Medium to wet
 Maintenance: Low
 Suggested Use: Rain Garden



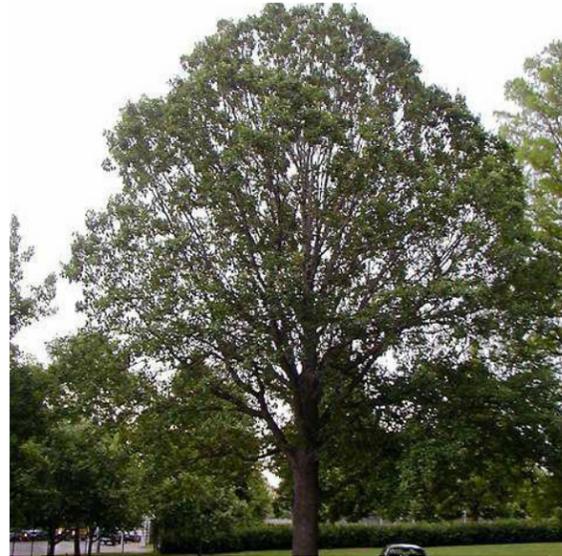
Serviceberry, *Amelanchier arborea*
 Easily grown in average, medium, well-drained soil in full sun to part shade. Best in shrub borders, or in woodland, naturalized or native plant gardens, especially with dark or shaded backdrops which tend to highlight the form, flowers and fall color of the plant.
 Height: 15 to 25 feet
 Spread: 15 to 25 feet
 Bloom Time: March to April
 Bloom Description: White
 Sun: Full sun to part shade
 Water: Medium
 Maintenance: Low
 Suggested Use: Flowering Tree



Shingle Oak, *Quercus imbricaria*
 Best grown in rich, humusy, medium moisture, well-drained soils in full sun. Adapts to a wide range of soils including dry ones. A medium shade tree for large lawns or parks. Street tree. May be pruned for use as a screen or hedge.
 Height: 40 to 60 feet
 Spread: 40 to 60 feet
 Bloom Time: April
 Bloom Description: Yellowish-green
 Sun: Full sun
 Water: Medium
 Maintenance: Low
 Suggested Use: Shade Tree



Sugar Maple, *Acer saccharum*
 Easily grown in average, medium moisture, well-drained soil in full sun to part shade. Best in fertile, slightly acidic, moist soils in full sun. Excellent specimen tree for the lawn or parks with beautiful fall color.
 Height: 40 to 80 feet
 Spread: 30 to 60 feet
 Bloom Time: April
 Bloom Description: Greenish
 Sun: Full sun to part shade
 Water: Medium
 Maintenance: Medium
 Suggested Use: Shade Tree



Swamp White Oak, *Quercus bicolor*
 Easily grown in average, medium to wet, acidic soil in full sun. Specimen, street tree, lawn tree. A good tree for wet ground and low spots.
 Height: 50 to 60 feet
 Spread: 50 to 60 feet
 Bloom Time: April
 Bloom Description: Yellowish-green
 Sun: Full sun
 Water: Medium to wet
 Maintenance: Low
 Suggested Use: Shade Tree, Street Tree, Rain Garden

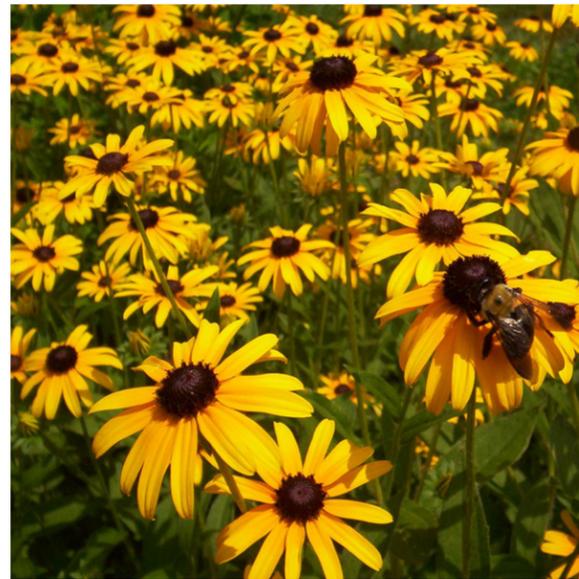


Witch Hazel, *Hamamelis virginiana*
 Easily grown in average, medium moisture, well-drained soils in full sun to part shade. Best flowering in full sun. Prefers moist, acidic, organically rich soils. Little pruning is required. Prune in early spring if necessary. Shrub borders, woodland gardens.
 Height: 15 to 20 feet
 Spread: 15 to 20 feet
 Bloom Time: October to December
 Bloom Description: Yellow
 Sun: Full sun to part shade
 Water: Medium
 Maintenance: Low
 Suggested Use: Hedge, Rain Garden



Yellowwood, *Cladrastis kentukea*
 Easily grown in average, medium moisture, well-drained soils in full sun. Tolerates some dry soils once established. Excellent small tree for lawns, particularly on smaller properties. Also may be planted near patios and terraces. May be effectively grouped.
 Height: 30 to 50 feet
 Spread: 40 to 55 feet
 Bloom Time: May
 Bloom Description: White
 Sun: Full sun
 Water: Medium
 Maintenance: Low
 Suggested Use: Shade Tree, Flowering Tree

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Black-Eyed Susans, *Rudbeckia hirta*

Easily grown in average, medium moisture, well-drained soils in full sun. Best in moist, organically rich soils. Tolerates heat, drought and a wide range of soils except poorly-drained wet ones.

Height: 2.00 to 3.00 feet

Spread: 1.00 to 2.00 feet

Bloom Time: June to September

Bloom Description: Yellow to orange-yellow rays

Sun: Full sun

Water: Medium

Maintenance: Low

Suggested Use: Naturalize



Bluebells (Virginia), *Mertensia virginica*

Easily grown in average, medium to wet, well-drained soil in full sun to part shade. Prefers moist, acidic, fertile soils. Naturalize in a native plant or wild garden, or grow in a shrub border or wood land margin. Effective in damp areas along ponds or streams.

Height: 1.50 to 2.00 feet

Spread: 1.00 to 1.50 feet

Bloom Time: March to April

Bloom Description: Blue

Sun: Part shade to full shade

Water: Medium

Maintenance: Medium

Suggested Use: Showy Flower, Pollinator Gardens



Butterfly Weed, *Asclepias tuberosa*

Easily grown in average, dry to medium, well-drained soils in full sun. New growth tends to emerge late in the spring. Plants are easily grown from seed, but are somewhat slow to establish and may take 2-3 years to produce flowers.

Height: 1.00 to 2.50 feet

Spread: 1.00 to 1.50 feet

Bloom Time: June to August

Bloom Description: Yellow/orange

Sun: Full sun

Water: Dry to medium

Maintenance: Low

Suggested Use: Naturalize, Rain Gardens



Cone Flower (Echinacea), *Echinacea purpurea*

Easily grown in average, dry to medium, well-drained soil in full sun to part shade. Best in full sun. An adaptable plant that is tolerant of drought, heat, humidity and poor soil. Divide clumps when they become overcrowded (about every 4 years).

Height: 2.00 to 5.00 feet

Spread: 1.50 to 2.00 feet

Bloom Time: June to August

Bloom Description: Purplish pink, white

Sun: Full sun to part shade

Water: Dry to medium

Maintenance: Low

Suggested Use: Naturalize



Goldenrod, *Solidago speciosa*

Easily grown in average, dry to medium, well-drained soil in full sun. Tolerates poor, dry soils. Remove spent flower clusters to encourage additional bloom.

Height: 2.00 to 3.00 feet

Spread: 2.00 to 3.00 feet

Bloom Time: July to September

Bloom Description: Yellow

Sun: Full sun

Water: Dry to medium

Maintenance: Medium

Suggested Use: Naturalize



Jack-In-The-Pulpit, *Arisaema triphyllum*

Best grown in fertile, medium to wet soil in part shade to full shade. Needs constantly moist soil rich in organic matter. Does poorly in heavy clay soils. May be grown from seed, but takes five years for plant to flower.

Height: 1.00 to 2.00 feet

Spread: 1.00 to 1.50 feet

Bloom Time: April to May

Bloom Description: Green/purple

Sun: Part shade to full shade

Water: Medium to wet

Maintenance: Medium

Suggested Use: Naturalize, Rain Garden



Lavender, *Lavandula angustifolia*

Well-drained soils are required, particularly in winter. Root rot commonly attacks plants grown in poorly drained soils. Prefers a light, sandy soil with somewhat low fertility.

Height: 1.00 to 1.50 feet

Spread: 1.00 to 1.50 feet

Bloom Time: June to August

Bloom Description: Deep purple

Sun: Full sun

Water: Dry to medium

Maintenance: Medium

Suggested Use: Showy Flower, Fragrant, Good Cut



Yarrow, *Achillea filipendulina*

Best grown in well-drained sandy loams in full sun. Does well in average garden soils and tolerates poor soils as long as drainage is good. Avoid heavy clays and moist, rich, fertile soils. Plants tolerate hot and humid summers with some drought.

Height: 3.00 to 4.00 feet

Spread: 2.00 to 3.00 feet

Bloom Time: June to August

Bloom Description: White, yellow

Sun: Full sun

Water: Dry to Medium

Maintenance: Medium

Suggested Use: Pollinator gardens



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Dungannon, VA: Town Playground Conceptual Master Plan

Final Design Concept: Plant Palette

Pollinator and Rain Garden Plants

**PART 2:
PRELIMINARY DESIGN CONCEPT**

PRELIMINARY DESIGN CONCEPT

Design Description

CDAC presented an initial preliminary concept for the town playground on June 29, 2017 to receive the community's feedback. CDAC used the input from the community meeting to revise the preliminary concept into two final design concepts.

Ideas for Dungannon's new playground equipment, which were funded by a KaBOOM! grant the town received during this project, were incorporated into CDAC's design.

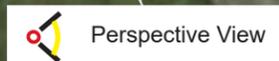
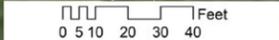
Key ideas from the June 8th community input session included:

- Playground equipment areas for two age groups
 - 2-5 year olds
 - 6-12 year olds
- Environmental learning trail with native plant beds
- Outdoor classroom and shelter
- Water play area
- Miniature Train Track
- ADA-accessible play features
- Learning stations along the trail
- Walking trails
- Opportunities for community and family gathering
- Showcases youth talent

Notes from the preliminary conceptual design presentation and community input session can be found in Part 4: Appendix.

Legend

-  Streams and Rivers
-  Schools
-  Churches
-  Buildings
-  Parcels



- A. Community Splash Pad
- B. Railroad-themed 2-5 Year Olds Playground
- C. Minature Railroad Loop with Train Station
- D. Railroad-themed 6-12 Year Olds Playground
- E. Community Gazebo and Stage Centerpiece
- F. Young Adult Retreat with Hammocks and Skate Park
- G. Nature Trail for Environmental Education
- H. Open Green Lawn
- I. Picnic Pavilion with Red Roof Similar to Depot
- J. 6+ Year Olds Swing Set
- K. 2-5 Year Olds Swing Set
- L. Park Welcome Signage
- M. Walking Loop
- N. Wet Conditions/Stormwater Runoff
- O. Wooden Boardwalk
- P. Town Park Parking
- Q. Pedestrian Sidewalks to Depot
- R. Alternative Location for Community Splash Pad



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Dungannon, VA: Town Playground Conceptual Master Plan

Preliminary Design Concept
Master Plan



Preliminary Perspective: View from boardwalk connecting Town Hall to the park. Tiered seating surrounds a gazebo stage with the 6-12 year old playground, picnic shelter, and hammocks behind.



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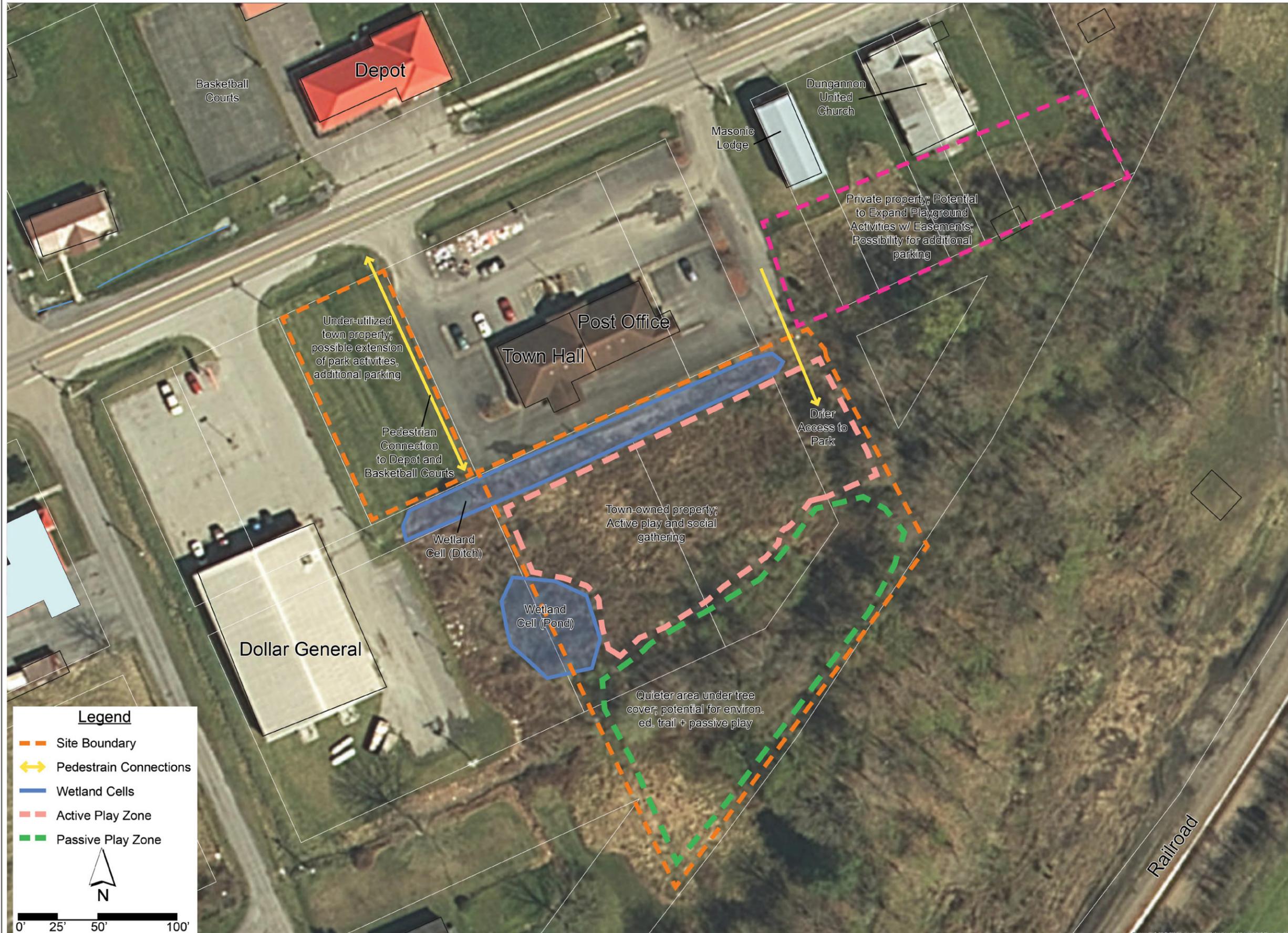
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Dungannon, VA: Town Playground Conceptual Master Plan

Preliminary Design Concept

Perspective: Central Gazebo, Playground, and Seating Areas

PART 3: SITE INVENTORY



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Dungannon, VA: Town Playground Conceptual Master Plan

Site Inventory
Opportunities and Constraints

Dungannon, VA:
Town Playground Conceptual Master Plan

**PART 4:
APPENDIX**

MEETING NOTES

Stakeholder Input Session: June 8, 2017

Dungannon Depot; 5:00-7:00pm
Dungannon, VA 24245

Community Vision: “In 10-15 years, Dungannon is a community that _____?”
From the Town’s Downtown Revitalization and Improvement Master Plan and reaffirmed during the meeting:

People still come to Dungannon for the reasons they always have: productive, flat land next to the Clinch River surrounded by mountains. It’s a welcoming town, populated by neighbors willing to share their heritage and highlight the dramatic beauty that surrounds them. When they open the doors to shops and restaurants, you find pleasant local hospitality, as if you too have always been here.

The industry and opportunities have changes over time since the days of the nearby Native American village, but Dungannon remains a town of connections, a hub of local systems. Visitors float into town on the Clinch; trails of all activities link to National Forest above, and scenic drives converge in this community. Locally-owned businesses operate over high-speed telecommunications avenues selling fine products made by Dungannon’s artisans and craftspeople. Churches of many denominations welcome people of all faiths. Strong schools prepare Dungannon’s educated young people who sustain the town as a competitive place to live and work. Healthy lifestyles are supported by the active health center, fueled by food from local farms, and exercise in nightly walks in which the whole town seems to be afoot, saying hello to new faces and catching up with familiar ones.

The sun sets. After enjoying local music in the town center, visitors retire to Rikemo Lodge or the locally-owned bed and breakfast, to their RVs at the Horse Park or a local campground. Eventually the visitors leave – because that is in their nature – but when they do it’s with a sense of belonging. As visitors to Dungannon depart, they want to come back. They invest and raise families, and the town welcomes yet another generation.

Town Playground: Designing for success!

What does the town playground need to achieve in order to be successful?

- There are more people coming to the playground
- Increases community care and pride
- Safe
- Showcases youth talent
- Diversified activities and provides options for a variety of youth needs
 - active play; higher energy

Dungannon, VA:
Town Playground Conceptual Master Plan

MEETING NOTES

- passive play; quieter, reflective
- Environmental education; utilized by school programs
- Family and community gathering
- Low maintenance
 - Look into trustee partnership with the Department of Corrections
- Reduced childhood obesity rates

General: Use Dungannon's train, railroad, and river heritage as a guiding theme throughout site.

Other specific design elements:

- Splash pad
- Kids environmental art
 - Water cycle
 - Hydrology
 - Throughout entire site
- Pedestrian bridge across creek
- Environmental learning trail
 - Immersed in nature
 - Calming
 - Plant tags
- Walking trail
 - Fitness-oriented

MEETING NOTES

Preliminary Design Presentation: June 29, 2017

Dungannon Depot; 5:00-6:30pm
Dungannon, VA 24245

- Gazebo & Shelter
 - Gazebo not really needed but do want shade nearby with the playground
 - Consolidate shade structures into one that is situated between the two playgrounds so that parents can watch both from one location
 - Do like shelter between playgrounds once redesigned; “multiple uses under one roof” (reunions, birthdays, resting, etc.)
- Playgrounds
 - Centralize the playgrounds rather than spreading them out across the property, so parents can watch when they have children of several ages playing at the same time
 - One playground for age 3-5
 - Second playground for age 6-12
 - Make sure that they are not near the road or immediately adjacent to parking lots
- Walkways and trails
 - Make sure that everything is ADA-accessible both in selecting surface material and gradient
 - Inner trail to be more connected with the park; meandering, environmental education, little “coves” along the way
 - Explore “play pockets”
 - From <https://www.gametime.com/playtrails>,
“PlayTrails combines nature-themed playground equipment with trails and greenways to create a playful trail experience for children and families. Play activities are grouped by theme (i.e. ants, bees, trees or leaves) and installed in pockets of play along a path or trail. As families explore the trail, they encounter play pockets that promote physical activity and fun. Each play pocket includes educational signage with fun facts and activities related to the theme.”
 - Other resources:
<http://www.pathwaysforplay.org/>
<http://www.pathwaysforplay.org/partners.aspx>
- Splash pad
 - Keep on known town property
 - Include shade structures
 - Move from behind the masonic lodge to the area that is designated as “alternate” in between the Town Hall and the Dollar General
 - Consider locating where shelter is currently proposed (where basketball court was located in Hill Studio design)

Dungannon, VA:
Town Playground Conceptual Master Plan

MEETING NOTES

- Must be within fenced boundary
- Small-scale Train
 - Really like
 - Keep generally in the same location but expand to use the area where the splash pad once was; slide towards Town Hall/ Post Office
- Parking
 - Do not have additional parking behind the Town Hall; there are large trucks that need to pass through that area frequently
 - Add parking in the grassy area between Town Hall and the Dollar General, adjacent to the splash pad
- Other General “Likes”
 - Hammock garden
 - Skate and bike park
- Other General Concerns
 - Design recommendations should be restricted to property that the Town currently owns, not relying on the prospect or cost to obtain easements necessary for implementation
 - Specifically look at alternative locations for the small-scale train and parking currently proposed behind the Town Hall.
 - Locate splash pad and restrooms as close to the road to limit the linear feet of water line required for implementation; keep splash pad and restrooms together for the same reason.
- What’s missing?
 - Lawn between Town Hall and Dollar General
 - create a more park-like atmosphere with vegetation on the property between Town Hall and Dollar General
 - Public restrooms; Incorporate into new shelter
 - Lighting
 - Add to renderings
 - Explore solar possibilities
 - Fencing
 - Provide controlled access in and out of the park around the entire perimeter; participating community members expressed a need to keep loose dogs out of the park
 - Show in updated renderings