Meeting Minutes

**Progress Meeting**

Laura and Peter Mossakowski Family Dog Park

Bellevue, WI

October 23, 2015

Attendance: Laura, Shawn, Paul, Ben, Don (Dog Park Committee), Stephanie (Village of Bellevue), Garret (Design Studio) & Mark (REL).

The third meeting was conducted with the dog park committee to discuss the preliminary Master Plan. The dog park committee conducted their business meeting before the discussion of the Master Plan. The next dog park committee meeting will be at 12:30 on Friday, November 20th.

We will present the master Plan to the Bellevue Parks Commission on November 9.

Garret presented the Preliminary Master Plan as Concept D with the following features:

* The parking area was flipped to the north side of the entrance drive.
* The entrance walkway is on the south side of the entrance drive.
* We may look at possible plantings inside the WisDOT right-of-way to blend in the park.
* The west half the layout (the wetland area) stayed the same as the past Concepts.
* The trailhead building was shifted to the west.
* The children’s play area was shifted to the east side.
* Placed native grasses at the entrance to the large dog area.
* Have large open lawn area green space in the large dog area.
* Has open lawn “vestibule”.
* Lawn path around the exterior.
* The native grasses are low maintenance, may need to pull some weeds in first year and mow in the fall.
* Has picnic area in middle of large dog area and benches scattered throughout.
* Small dog area has similar features.
* There is a bio-retention area in the center of the parking area turnaround.

Garret presented three drawings showing more detail at a larger scale:

* Entrance Detail
  + Stone element married with standard Bellevue sign.
  + Arching form in plan view.
  + We need to make sure the sign isn’t hidden by the overpass bridge, but yet not on county right-of-way.
* Trailhead Detail
  + Includes parking drop-off/turnaround.
  + Colored concrete entrance walkway.
  + Stone accent on trailhead building.
  + Donation sign with stone accent.
  + No paved walkway to children’s play area, but it is close to trailhead building.
* Interior Detail
  + Enter on lawn path.
  + Picnic structure with stone accent – may utilize cheaper tent type structure to add color and possible advertisement.
  + Stone benches.
  + Dog agility pieces not shown.
  + Has picnic tables and trash receptacles.
  + Water splash play area, close but does not dominate.
  + Mowed grass to slightly define walking area which will take shape on its own.
  + Double gate dog entry – architecture to tie in with trailhead building.

Garret went over the Amenities:

* Picnic Tables – one should be ADA compliant.
* Bike Racks – good items to be donated.
* Fence – simple with native grasses growing against it so low maintenance.
* Boardwalk in wetland areas.
* Agility pieces – use logs and stones instead of commercially made equipment. Could locate them along path.
* Trailhead building to include bathrooms, concession area, storage and picnic area with overhead shelter.
* Donor Board – “organic”
* Entry – area for posting news and possible area for storing toys.

Mark reviewed revised cost estimate for Concept D.

Other Comments:

Garret to add bubbler/dog water feature to the amenities.

Mark to create “bare bones” cost estimate.

The structures that are visible from the highway should shout, “Oh, there’s a dog park!”

Roof colors and shade structures to have the same or coordinating colors.

Dog Park Committee to get any comments to Garret and Mark within next week so Garret can develop final Master Plan layout.