

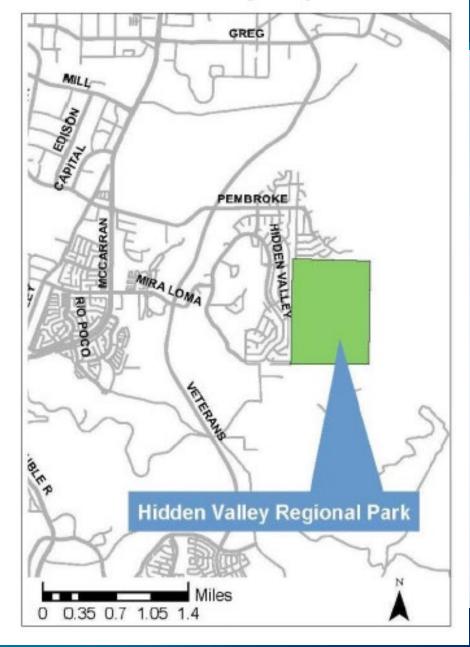
**Washoe County Board of County Commissioners – June 21, 2022** 



# **Project Background**

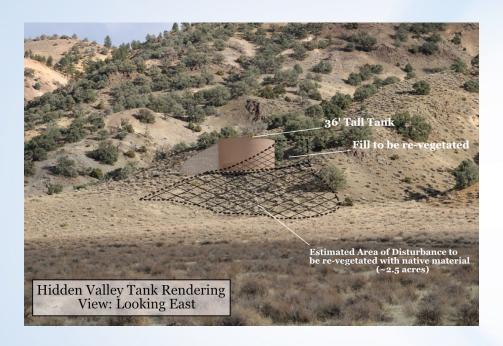
- LOCATION: Hidden Valley Regional Park is located 2-3 miles south of Interstate 80 and 1 mile east of Veteran's Parkway
- 480 acres
- 2 developed sections of the park (one in the northern area and one in the southern area)
- 3 Bureau of Land Management Recreation and Public Purposes Act Patents in the 1960's
- 2 previous master plans (1990 and 2004)

#### Vicinity Map





# **Project Background**



- 2020 CSD Sewer Utility and Parks discuss potential collaboration
  - Construction of a 1-million-gallon water tank for the storage and distribution of treated effluent water from the South Truckee Meadows Water Reclamation Facility
- Benefits:
  - Offers the opportunity to expand green areas within the park at a lower cost
  - Irrigation with reclaimed water maximizes an existing resource and preserves potable water for our community
  - Convert the park's existing irrigation system to reclaimed water at a lower monthly/annual cost
  - Existing potable water rights may be explored for other options
- 2021: Special Use Permit for tank was approved
- 2021: Washoe County hired Stantec to facilitate the plan development process, to include exploring uses for the treated effluent (similar to other County parks, like South Valleys RP and North Valleys RP)



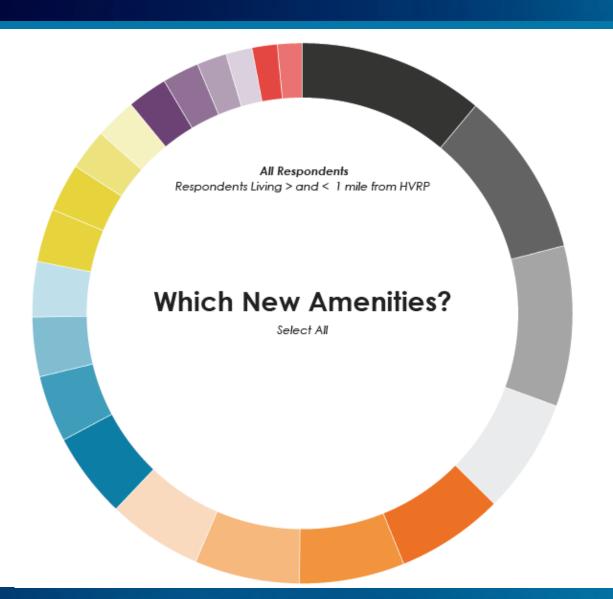
# **Project Schedule**

- Site Inventory and Analysis
  - September October 2021
- Community/Stakeholder Workshop #1 & Surveys Round 1
  - October November 2021
- Conceptual Master Plan Alternatives
  - November 2021
- Public Meeting #1
  - December 2021

- Survey Round 2
  - December 2021 January 2022
- Preliminary Master Plan
  - January 2022
- Public Workshop #2
  - March 2022
- Final Master Plan
  - WC Parks Commission (5/3/2022)
  - Board of County Commissioners







| RANK | % VOTES | % VOTERS  |      |      |
|------|---------|---|------|------|
| 1    | 212     | Bike Park   | 11.1 | 65.4 |
| 2    | 189     | Trail Signage System (type, location, length, difficulty) | 9.9  | 58.3 |
| 3    | 183     | Pump Track  | 9.6  | 56.5 |
| 4    | 131     | Wetlands with Nature Trail                                | 6.9  | 40.4 |
| 5    | 123     | Scenic Overlooks along Trails                             | 6.4  | 38.0 |
| 6    | 120     | Park Wayfinding Signs/Kiosks                              | 6.3  | 37.0 |
| 6    | 120     | Undeveloped/Open Space Preservation                       | 6.3  | 37.0 |
| 8    | 108     | Wildlife Enhancement Features (Habitat and Viewing)       | 5.7  | 33.3 |
| 9    | 98      | Large Pasture for Off-Leash Dog Use                       | 5.1  | 30.2 |
| 10   | 76      | Additional Minor Shade Elements Throughout Park           | 4.0  | 23.5 |
| 11   | 68      | Interpretive Signage on Trails                            | 3.6  | 21.0 |
| 12   | 63      | Paved Jogging Walking Loop                                | 3.3  | 19.4 |
| 13   | 61      | Disc Golf   | 3.2  | 18.8 |
| 14   | 55      | Fitness Nodes   | 2.9  | 17.0 |
| 15   | 47      | Additional Landscaping (Trees and Shrubs)                 | 2.5  | 14.5 |
| 15   | 47      | Additional Informal Turf Area with Trees                  | 2.5  | 14.5 |
| 17   | 46      | Bocce Ball Court/s  | 2.4  | 14.2 |
| 18   | 42      | Formal Recreational Turf/Practice Field                   | 2.2  | 13.0 |
| 19   | 34      | Public Art  | 1.8  | 10.5 |
| 20   | 30      | Additional Large Picnic Pavilion (North Side)             | 1.6  | 9.3  |
| 21   | 29      | Additional Large Picnic Pavilion (South SIde)             | 1.5  | 9.0  |
| 22   | 28      | Other   | 1.5  | 8.6  |



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# Preliminary Concept Plans – Presented at 1<sup>st</sup> Public Meeting on December 16, 2021







Concept A Concept B Concept C



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Master Plan | North Area Plan Legend Existing Dirt Trail (Renovation level varies) Renovated Road (Optional Natural Pavement) Renovated Parking Area (Optional Natural Pavement) (progressive) Renovated Dog Park with Perimeter Fencing Renovated/New Playground w/ Shade 22 Renovated/Relocated/New Restroom 27 Renovated/New Pickleball & Tennis Courts New Advanced Bike Trails **New Pump Track** New Trail Signage/Wayfinding/Kiosk System Vegetated Interceptor Channel w/ Trail Storm Water Interceptor Channel New Scenic Overlook with Shade Shelter New Fenced Pasture for Off-Leash Dog Use Trail Legend Undeveloped/Open Space Preservation - 0 - - Basiest (existing) **New Wildlife Enhancement Features** New Interpretive Signage Node Easiest (proposed) New Minor Shade Structure New Bike Skills Area **Existing Features** New Self-Closing Pedestrian Gate (9) --- - Basy (existing) New Informal Turf Area with Trees New Paved Accessible Walking/Jogging Loop New Cattle Guard at Site Entrances **Existing Restroom** Easy (proposed) New Picnic Pavilion (1) New Parking Area (Natural Pavement) New Trail (On-site Loop); Difficulty-Level Varies **Existing Picnic Pavilion** More Difficult (existing) New Class A Reclaimed Water Tank/Road **Existing Ground Water Recharge Basin** New Trail (Potential Off-site Connection) More Difficult (proposed) New Wetland Area \*these features are proposed to remain New Potential Vehicular/Trail Connection New Horse Trailer Parking Area New Wetland/Groundwater Recharge Area Very Difficult (existing) **New Minor Pedestrian Crossing of Channel** New Recreational Turf/Practice Field New/Renovated 4-6' High Horse Exclusion Fence Very Difficult (proposed) Sensitive Plants (Survey to Confirm Trail Layout) New Rustic Fencing w/ Square Wire Mesh **New Fitness Node** Extremely Difficult (existing) New Vehicular Gate (Automatic) (2) --- Extremely Difficult (proposed) **New Fitness Area** New Vehicular Gate (Manual) (2)



#### Master Plan South Area

#### Plan Legend 01 Existing Dirt Trail (Renovation level varies) Renovated Road (Optional Natural Pavement) Renovated Parking Area (Optional Natural Pavement) Renovated Dog Park with Perimeter Fencing Renovated/New Playground w/ Shade Renovated/Relocated/New Restroom Renovated/New Pickleball & Tennis Courts New Advanced Bike Trails New Pump Track New Trail Signage/Wayfinding/Kiosk System Vegetated Interceptor Channel w/ Trail Storm Water Interceptor Channel New Scenic Overlook with Shade Shelter New Fenced Pasture for Off-Leash Dog Use 15 Undeveloped/Open Space Preservation **New Wildlife Enhancement Features New Minor Shade Structure** New Paved Accessible Walking/Jogging Loop New Trail (On-site Loop); Difficulty-Level Varies New Trail (Potential Off-site Connection) New Horse Trailer Parking Area New Recreational Turf/Practice Field **New Fitness Node**



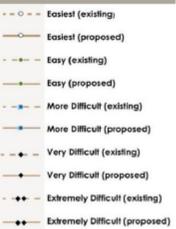


#### Existing Features

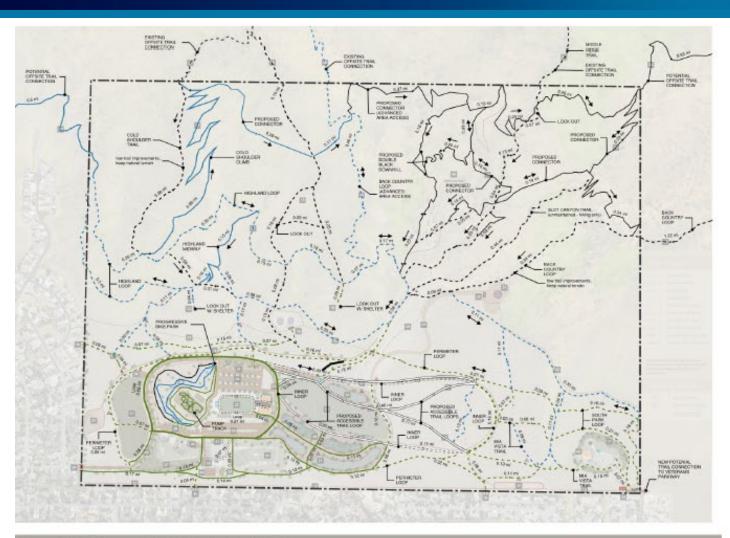
Existing Restroom

**Existing Picnic Pavilion** 

\*these features are proposed to remain







#### Trail Difficulty

Easiest (existing)
Easiest (proposed)

Easy (existing)
Easy (proposed)

- -- More Difficult (existing)

More Difficult (proposed)

Very Difficult (existing)

\_\_\_\_ Very Difficult (proposed)

- --- Extremely Difficult (existing)

\_\_\_\_\_ Extremely Difficult (proposed)

Recommended Direction (MTB)





### Recommendations

- Vegetation Management
- Weed Management
- Sustainable Park Design and Maintenance
- Traffic Calming
- Feral Horse Management
- Trail Design
- Effluent Management and Permitting

# Thank you

Barb Santner, Senior Associate and Project Manager, Stantec Alan Jones: Senior Licensed Engineer, CSD Sewer Utility Sophia Kirschenman: Park Planner, CSD Planning





## **FAQs - General**

- 1. What can be done to reduce illegal activities in the park at night?
  - Automatic gates proposed to close after park hours
  - Automatic timers: Vehicles could leave, but could not enter
- 2. What can be done to curb speeding in the park and nearby neighborhoods?
  - Traffic calming devices may be installed (speed feedback signs, roadway striping, pavement edge treatments)
  - Preliminary traffic analysis was conducted as part of the planning process to determine existing use and speeds as well as conditions that would occur under master plan implementation
- 3. Why is it a good idea to keep feral horses out of the park? How will it be done?
  - SAFETY: Feral horses pose a risk to park users
  - MAINTENANCE: Feral horses damage park infrastructure
  - HOW: Vehicular and pedestrian cattle guards proposed at entrances. New/renovated 4-6' tall fencing around perimeter of developed facilities.



# **FAQs - General**

- 1. Why does there need to be a paved path/trail? Will people drive on them?
  - A paved trail is proposed to provide an ADA-accessible trail for a more inclusive park experience.
  - Gates/bollards can be installed to deter motorized vehicle use.
- 2. Why do playgrounds need to be replaced?
  - Age/lifespan: Given the age of the playgrounds, we know that they will need to be replaced in the next 10-20 years, which is the timeline of the master plan.
  - Age-appropriate facilities/best practices: The northern section of the park lacks a playground for kids aged 2-5.
  - Relocation of playgrounds away from homes and in a more central location.



## FAQs – Wetlands/Basins

- 1. Is the reclaimed water proposed for use at the park safe?
  - Yes, it is currently used (and has been for many years) at local parks and golf courses.
  - This is Category A reclaimed water, so it has gone through rigorous treatment to remove organics, particulates, chemicals and viruses.
  - Regulated by the State: The Nevada Division of Environment Protection (NDEP) regulates the use
    of reclaimed water for the protection of public heath and the environment.
  - The County frequently tests the reclaimed water and reports results to NDEP.
- 2. Will the reclaimed water smell bad?
  - No odor: Long history of use at other parks and golf courses (Wolf Run, Arrowcreek, South Valleys Regional Park) with no odor complaints.
- 3. Will there be increased surface flooding?
  - No the wetlands/basins are self-contained and will not receive run-off. They will have extra capacity or free board to retain precipitation that falls on them.
  - They will not be connected to or part of the drainage system.
  - Drainage studies will be conducted as part of final design to assess park's drainage system and identify needed improvements.



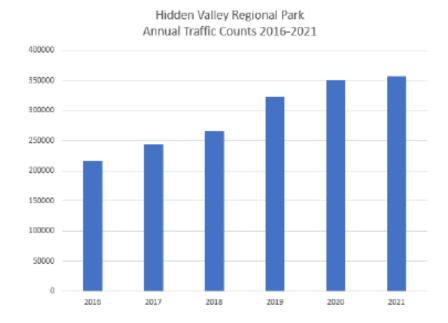
## FAQs - Wetlands/Basins Continued

- 1. How deep will the wetlands/basins be? How will the potential for mosquitoes be managed?
  - 3-4 feet: Designed to promote wetland plants, minimize mosquitoes, and provide habitat. Final depth determined during final design.
  - Drying periods: The wetlands/basins designed to periodically dry out to promote good wetland plants and control mosquitoes.
  - Abatement plan: A mosquito abatement plan would be developed and implemented to ensure that mosquitoes do not become an issue.
- 2. What research has been done to make sure that the water table won't rise and impact septic systems?
  - Washoe County commissioned a study, as required by NDEP, of the groundwater conditions in the vicinity of Hidden Valley Regional Park to assess the effects of recharge basins constructed at the park.
  - Study found that increases in groundwater levels beyond the park boundary would be insignificant.
- 3. Who will maintain the wetlands/basins?
  - The CSD Sewer Utility will hold the permit for the wetlands/basins and be responsible to maintain them. NDEP permit will require frequent maintenance and reporting.



# FAQs – Traffic

- CURRENT DATA: Washoe County has existing park use traffic data (see summary graph to the right)
  - Dog park was built in 2017
  - There was an increase in park use after Veterans Parkway opened in July 2018
- EXISTING MASTER PLAN PROGRAM: The existing master plan program includes a community center/interpretive building, large group picnic area, small group picnic area, observatory, maintenance building, and ranger residence which would increase traffic.
- PRELIMINARY MASTER PLAN: The preliminary master plan we are developing is based on Concept A, the least intensive of the 3 concept plans we developed.
- GUIDING POLICIES: Washoe County has a traffic calming policy to determine when to place devices.
- TRAFFIC STUDY:
  - Traffic calming to address speeding within the park
  - Potential traffic calming in streets leading to the park



#### ADT – Peak Summer Period (North Entrance)

| Time Period | Revised<br>Existing ADT | Increase with<br>Preferred Plan | Total ADT with<br>Preferred Plan |
|-------------|-------------------------|---------------------------------|----------------------------------|
| Weekday     | 480                     | 100                             | 580                              |
| Weekend Day | 1,460                   | 310                             | 1,770                            |