FALLS PARK MASTER PLAN UPDATE

Thursday, November 21, 2024



Agenda

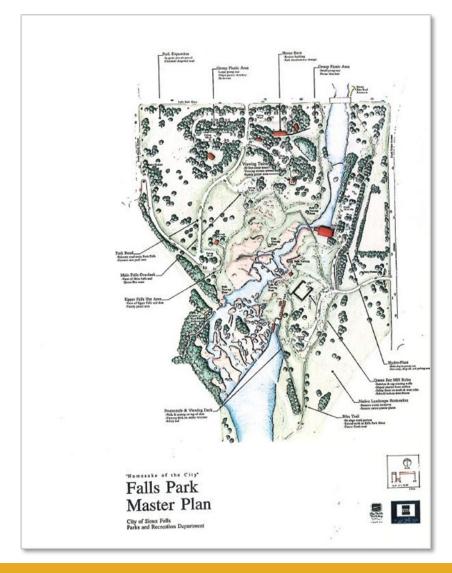
- Falls Park Background Context
- Master Plan Public Feedback Overview
- Falls Park Master Plan: Guiding Principles
- Falls Park Master Plan: Concept Plans & Renderings



FALLS PARK BACKGROUND CONTEXT



Falls Park Master Plan – 1992



Phillips To The Falls – 2003





Overview of the System Plan

• Compiled in 2019, the System Plan gathered community input from focus groups, stakeholder interviews, public forums, a community survey, and crowd-sourcing website

"Falls Park has been very successful and as a result the facilities are no longer adequate. The pedestrian bridge and walkways are too narrow, parking is in short supply. The Saturday Farmers Market is extremely popular."



PARKS & RECREATION

Equitable
Access
to Parks &
Facilities

Maintaining & Growing Infrastructure Year-Round Programming

Financing A
Parks System
of Excellence

















MASTER PLAN PUBLIC FEEDBACK OVERVIEW

Stakeholder Meetings
Public Meetings
Engagement Booths
Social Pinpoint Survey and Map



Public Engagement Website, Outreach & Stakeholders

General Public Engagement

- Public Open Houses, engagement tents at public events
- Falls Park Planning Interactive Website
- Downtown 2035 Planning Interactive Website

Stakeholder Engagement

- Adjacent Landowners
- Sioux Falls Park Foundation/Sioux Falls Area Community Foundation, Downtown Sioux Falls, Experience Sioux Falls, Sioux Falls Thrive
- Farmers Market, Stockyard AG Experience, Nordic Heritage Museum
- Smithfield
- SD Dept. of Agriculture & Natural Resources, SD Historic Preservation Office
- City of SF Public Works, Planning, Visual Arts Commission and Board of Historic Preservation

Advisory Committee

- Public, Council, Park Board Representatives & City Staff
- Review and comment meetings at major milestones (4 total)



Public Feedback from 2035 Downtown Planning

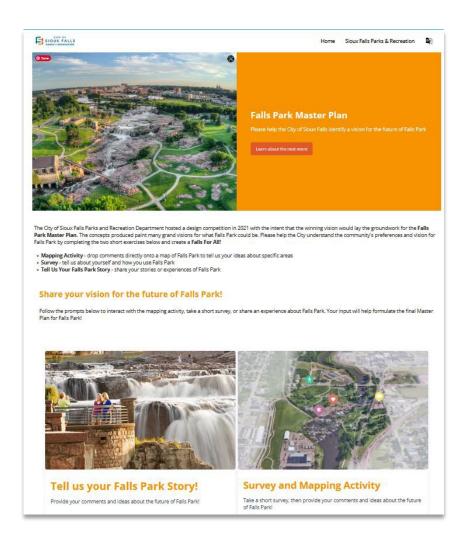
- Conducted in 2022, this plan gathered community input from stakeholder interviews, public workshops, and a social pinpoint online public survey and mapping exercise
- Key takeaways from the plan as relates to Falls Park:
 - Importance of the Farmers Market
 - Landscape Sustainability
 - Trail Connections
 - Need for Added or Improved Amenities





Engagement Website + Outreach

- Over 12,000 website visits and 4,000 unique users provided input through an online survey, story sharing, and social pinpoint mapping activity.
- Key takeaways from the engagement website feedback:
 - Preserve the Views and Scenery of the Park
 - Improve Water Quality and Safety
 - Improve Traffic Flow and Parking
 - Need Additional Historic Interpretation, Bathrooms, and Play Spaces (Indoor Play or Natural Playground)





Stakeholder + Adjacent Landowner Meetings

- Design team and Parks staff met with a variety of stakeholder and adjacent landowners to gather feedback on the park and proposed concept plans, including local business owners, police staff, historians, arts commission members, farmers market representatives and more.
- Key takeaways from the stakeholder + adjacent landowners feedback:
 - Balance Preserving History with Recreational Opportunities
 - Keep the Heart of the Park Open to Public
 - Right Size the Amenities; Accommodate Future Park Growth
 - Create Equitable Green Space





Public Meetings

- Following a short presentation, members of the public were asked to provide feedback via engagement boards and a real time voting survey during a series of public meetings.
- Key takeaways from the public meeting feedback:
 - Keep the Core A Naturalized Landscape;
 Prefer Redevelopment and Art at Park Edges
 - Want More Trails, Trees, Plants, Play Spaces, Education, Food, Art
 - Fear Over Commercialization, Losing Park History, Too Much Concrete
 - Willing to Pay Admission to Adventure Course; Unwilling to Pay for Fishing/Natural Experiences





Primary Key Takeaways from Engagement



Preserve and Enhance the Heart of the Park

Maintain views of falls, more green space, cultural sensitivity, historical education



Improve Circulation and Safety

Vehicular, pedestrian, creation of looped networks, land bridge, lighting upgrades



Expand Recreational Opportunities

Adventure course, mountain bike trails, fishing, sledding, ice skating, play, trails



Embrace Full Season Programming

Expand Winter Wonderland, interpretive center, art shows, outdoor fitness classes



Seek Out Partnership Opportunities

Farmer's Market, Stockyards Ag Experience, Jacobson Plaza, food & beverage service



Improve Water Quality and Incorporate Environmentally Friendly Designs

Expand native plantings, no mow areas, remediate quarry, filter stormwater runoff



Preserve Historical Elements & Develop Only in Appropriate Areas

Leverage strategic partnerships with compatible uses adjacent to park or at edges

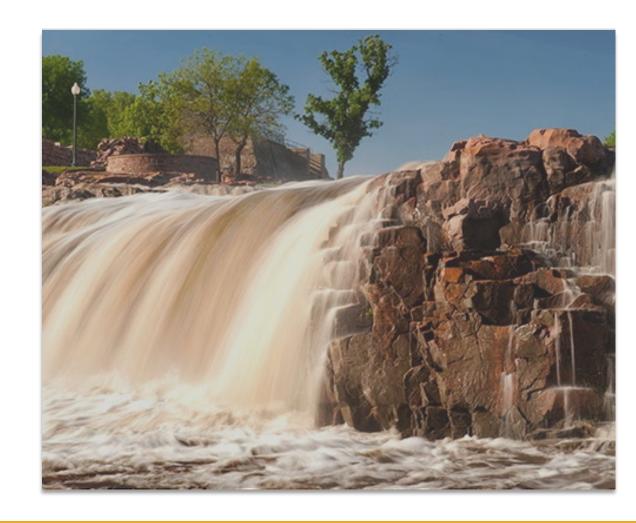


FALLS PARK MASTER PLAN: GUIDING PRINCIPLES



Becoming A Signature Park

- Overarching Guiding Principle:
 - Create a year around 'Signature Park' that serves as a community gathering place and destination for the entire city and is supported by appropriate management and funding strategies.
- Main Characteristics:
 - Actively programmed
 - Requires a higher level of service than neighborhood parks
 - Often managed and funded through publicprivate partnerships
 - Destination for locals and visitors





Signature Parks | Destinations for locals & visitors





GOLDEN GATE
NATIONAL

PARKS

CONSERVANCY



THE COMMONS, Minneapolis





PEAVEY PLAZA, Minneapolis



Fairmount Park, Philadelphia

Gateway Arch Park, St. Louis

Guiding Principles

- Designed to Meet Public Feedback & Your Goals.
 - Create a year around park destination.
 - Preserve and grow the natural heart of the park and its history while allowing for more active, newly constructed elements further from the core along the park's periphery.
 - Increase connectivity both within the park and between the park and adjacent land uses.
 - Welcome all park users and create opportunities for shared experiences. Include experiences for all ages and abilities.

- Incorporate key recommendations from the Sioux Falls Parks & Recreation System Master Plan.
- The Park should complement and enhance adjacent public and private redevelopment opportunities - and vice versa.
- The evolution of the park and scale of amenities corresponds to the growth of the community.



Activity for All











A DAY AT THE FALLS

CREATING EXPERIENCES + MEMORIES



THE	AMENITIES DATA MATRIX														
	Appropriate for Age Group							Not Appropriate for Age Group							
FACILITIES + AMENITIES	LENGTH OF EXPERIENCE	2-5 YEARS	6-8 YEARS	9-12 YEARS	13-15 YEARS	16-18 YEARS	19-30 YEARS	31-45 YEARS	46-60 YEARS	61-70 YEARS	71-75 YEARS	76+ YEARS	COST TO	COST TO OPERATE	REVENUE POTENTIAL
605 Market (Arts, Food + Flea)	2-3 Hours												High	Medium	High
Adventure Park + Zip Lines (Learning Link)	2-3 Hours												Medium	Medium	High
Coffee Shop/Casual Food Options	1 Hour												High	Medium	High
Community/Activity Center	2-3 Hours												High	High	High
Community Gardens	1 Hour												Low	Low	Low
Cultural Interpretive Center	2 Hours												Low	Low	Low
Disc Golf	2 Hours												Medium	Medium	Low
Dog Park	1 Hour												Medium	Medium	Medium
Environmental Art Installations	2 Hours												High	Medium	None
Event Lawn Green (Backyard Hangout)	3 Hours												Medium	Medium	Low
Farmer's Market	1 Hour												Low	Low	Low
Food Trucks (Flexible Area)	½ Hour												Low	Low	Medium
Ice Ribbon (Jacobson Plaza)	2 Hours												High	High	High
Inclusive Play	2 Hours												High	Low	None
Industry Historic Area (Exterior Interpretive)	1 Hour												Medium	Low	None
Interactive Water Spray Ground	3 Hours												High	Medium	None
Mini-Golf/Roller Skating (Summer Ice Ribbon)	2 Hours												Medium	Medium	Medium
Natural Areas	3 Hours												Low	Low	None
Natural Open Green Space	3 Hours												Low	Low	None
Picnic Area/Shade Structures (non-reserved)	2 Hours												Low	Low	None
Quarry Pond Fountain Display	2 Hours												Medium	Low	None
Rental Shelters	2 Hours												Medium	Low	Medium
Retail/Restaurants	2 Hours												High	High	High
Ropes Course	2 Hours												Medium	Medium	Medium
Single Track + Skills Course	2 Hours												Medium	Low	Low
Sioux Falls Pavilion + Event Lawn	3 Hours												High	High	High
Sledding Hill	2 Hours												Low	Low	None
Stockyards Ag. Experience (with child play zone)	2-3 Hours												High	High	Medium
Trails	2 Hours												Medium	Low	None
Urban Fishery/Ice Fishing	3 Hours												Low	Low	None
Upper Falls Overlook	1 Hour												High	Low	None
Whitewater Course	2 Hours												High	Medium	High
Wi-Fi Accessible	All Day												Low	Low	None
Winter Wonderland	2 Hours												Medium	Medium	Medium



Heritage Interpretive Center, Urban Fishery, Picnic Area, Mountain Biking Trails, Flex Lawn Spaces, Inclusive Play, Ice Ribbon/Skating Ribbon, Neighborhood Dog Park, Whitewater Course, Food and Beverage, Great Lawn & Pavilion, Heart of the Park Overlook, Signage, Wi-Fi

Everyday Amenities

Stockyards Ag Experience, Fitness and Wellness Classes, Family Classes, Walking Club, Birdwatching, Dance Classes, Solo Performances, Adventure & Skill Building, Market Spaces, History & Interpretation, Park Circulation Loop, Obervation Platform, Neighborhood Park, Sledding

Core Programs

Farmers Market & Art Show, 605 Market, Levitt Shell, Ag Experinece Programming, Indoor Play Classes and Workshops; School Field Trips & Tours, History Walks

Weekly Programs

Specialty Markets, Art in the Park, Ninja Competition, Fall Harvest, 4th of July Picnic, SF Whitewater Challenge, Year-round Activities

Monthly /
Semi-Monthly Programs

SF Marathon, Festivals, Holiday Events

> Special Events





A YEAR AT THE FALLS

CREATING EXPERIENCES + MEMORIES



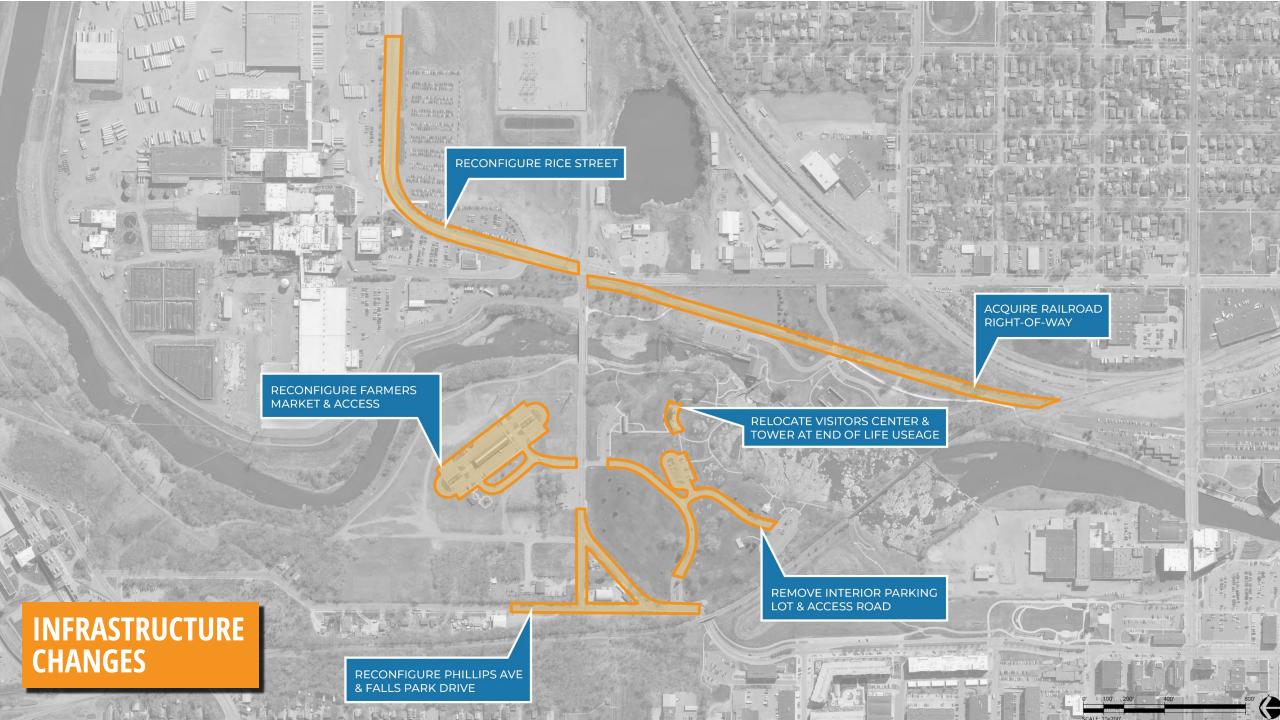


FALLS PARK MASTER PLAN: CONCEPT PLANS & RENDERINGS















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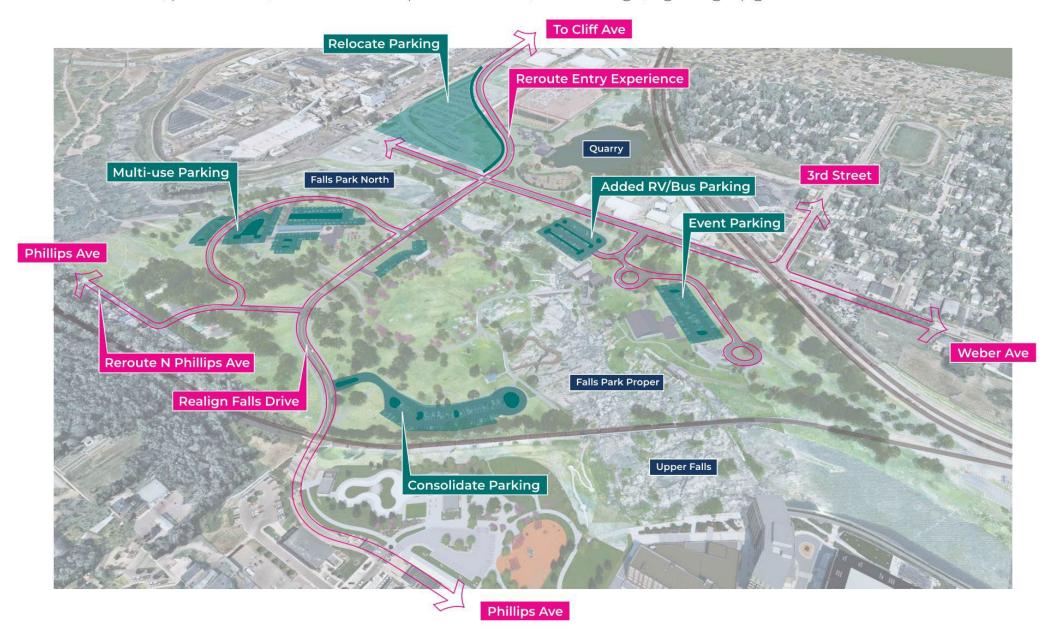
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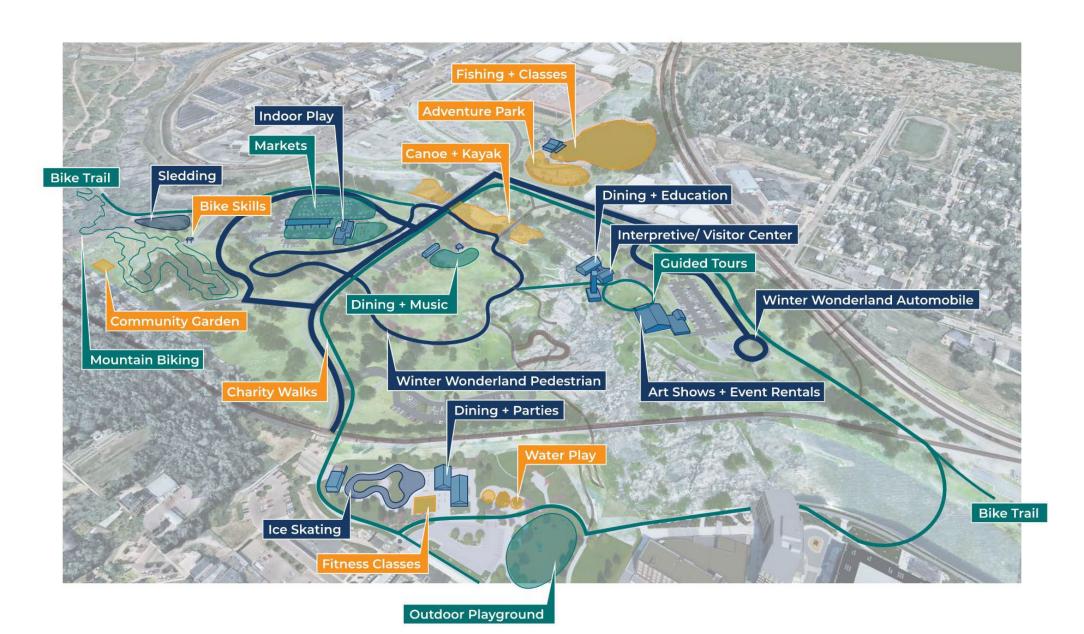
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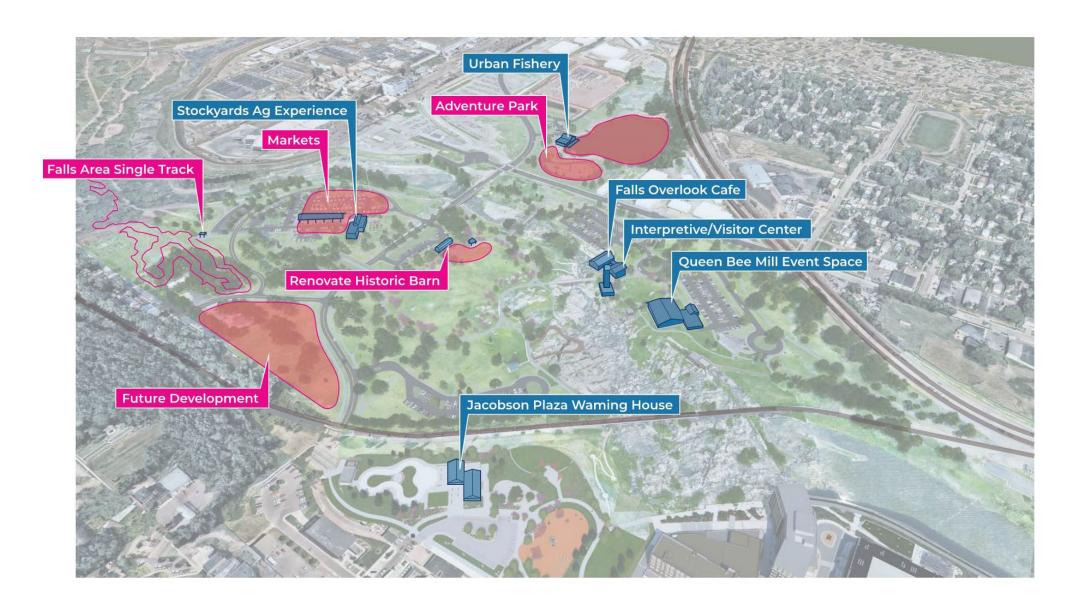
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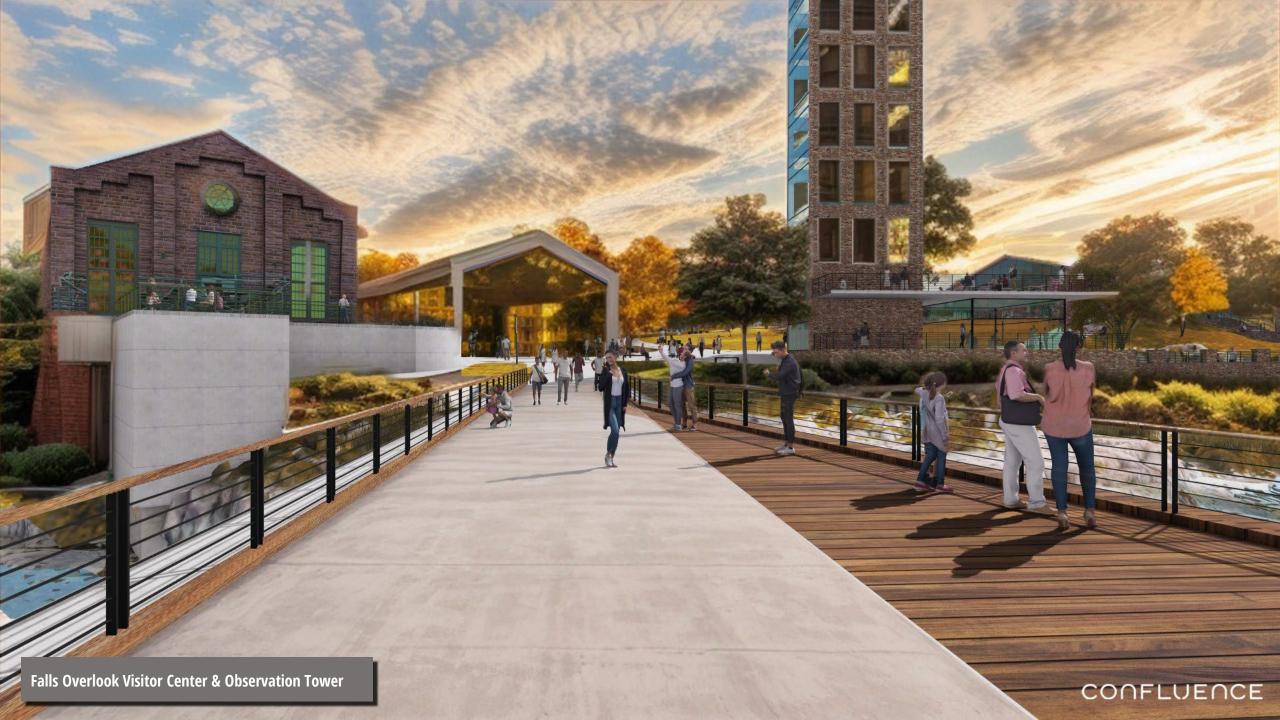


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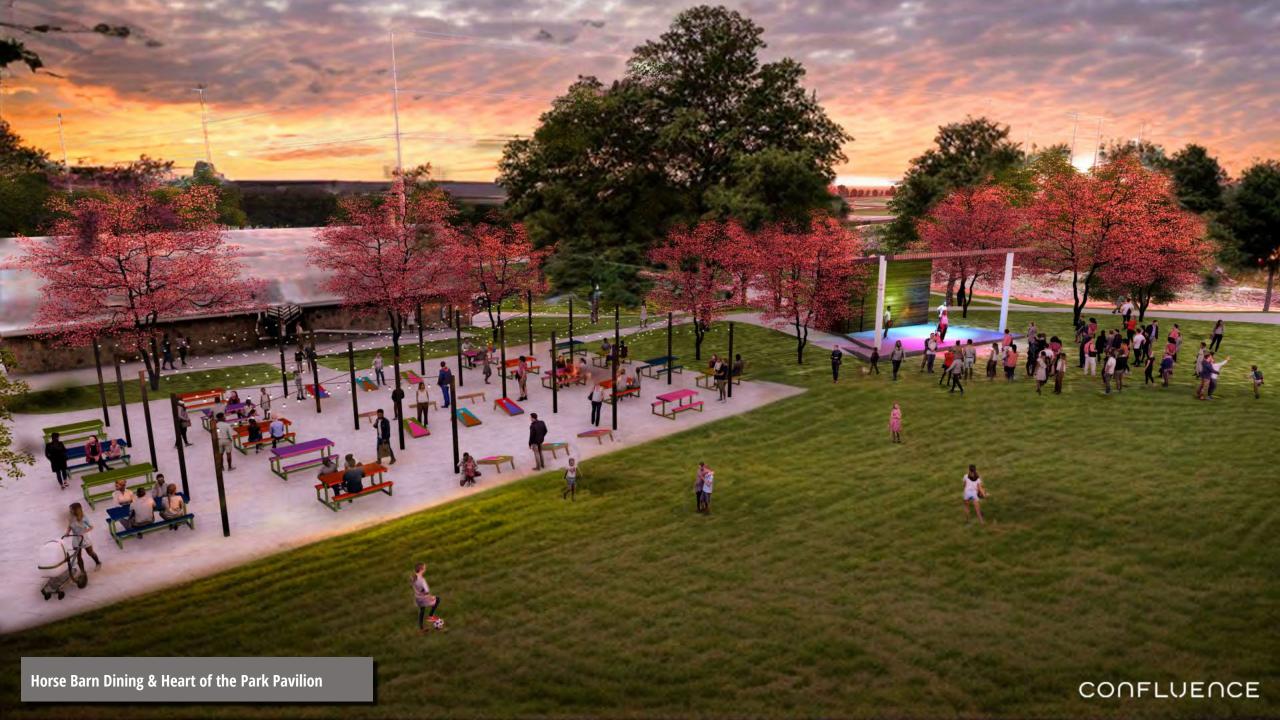








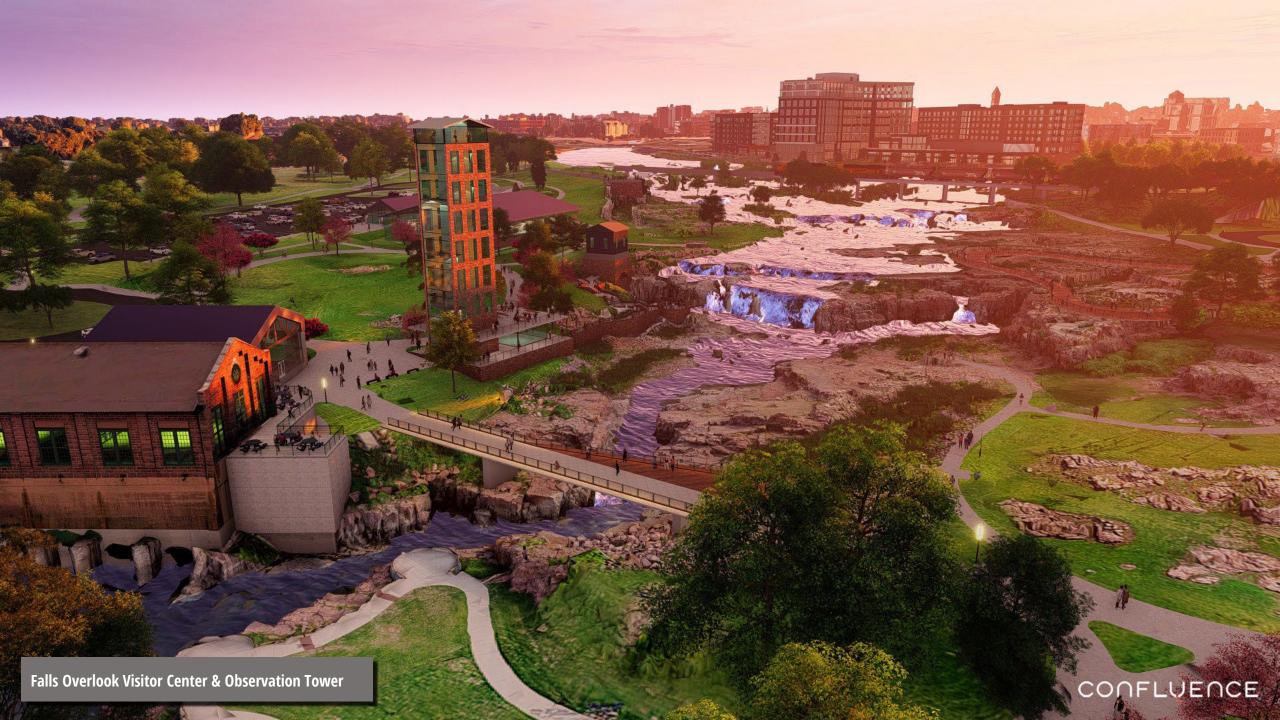












Thank You

