A photograph of a forest with a large white circular overlay in the center containing text. The forest floor is covered in dry leaves and a gravel path is visible. The trees are tall and thin, with green foliage in the background.

2023

MARVIN VILLAGE HALL  
PARK

MASTER PLAN

*Marvin, North Carolina*



“We pride ourselves on our open  
space.”  
Parks, Recreation +Greenway [PRG]  
Board Member

## ACKNOWLEDGMENTS

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### **Village of Marvin**

Christina Amos; Manager  
Kim Vandenberg; Mayor Pro Tempore  
Derek Durst; Public Facilities Manager

### **Village of Marvin Council**

Joe Pollino; Mayor  
Kim Vandenberg; Mayor Pro Tempore  
Bob Marcolese; Council Member  
Jamie Lein; Council Member  
Andy Wortman; Council Member  
Wayne Deatherage; Council Member

### **Consultant Team**

*McAdams Company, Design Lead*  
Nick Lowe- *Project Manager*  
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# INTRODUCTION

A



## PROJECT BACKGROUND + OVERVIEW

The future Marvin Village Hall Park will be situated within the current Marvin Village Hall property boundary. Constructed in 2022, Village Hall is a 7,000 square foot, single-story structure designed and built in the local architectural style of homestead and farmhouse. Upon the building's completion, much of the site remained undeveloped due to stormwater concerns to be addressed prior to additional development. Located at the corner of New Town Road and Marvin School Road, Village Hall connects the Village's two sides and will serve as an "anchor" for the recently envisioned Marvin Heritage District (MHD) – a planned mixed-use community center preserving and celebrating the culture and history of Marvin.

A point of pride for the Village of Marvin is its ability to have sustained its natural heritage throughout 25 years of incorporation. Marvin possesses a rural aesthetic unique among the many City of Charlotte metro area suburbs. This, and the Village's designation as the third best suburb in North Carolina to raise a family, has caused rapid population growth and development. The Village has been challenged by efforts to manage growth while maintaining the aesthetic residents appreciate. Also, the Village of Marvin continues to carve

out its sense of place as a small, affluent, relatively new municipality that provides an upscale standard of living within the context of its history as a farming and agricultural community.

Village Hall was intentionally constructed in its existing location as a response to the 2020 Land Use Plan finding which indicated resident support for developing a Village Center District to foster identity and community gathering. The current Marvin Village Hall Park project, too, came in response to community feedback captured in the Land Use Plan as well as the 2023 Comprehensive Parks and Recreation Master Plan. The Land Use Plan affirmed that of residents who support a Village Center, two-thirds desire an open-air performance space within it. Over one-third of respondents to the Village of Marvin Comprehensive Parks and Recreation Master Plan survey believe a Marvin Heritage District Park is 'very important' and an amphitheater ranked among the top ten most desired recreational amenities that do not exist in the Village.

The current Marvin Village Hall Park plan is a product of a thorough site analysis and inventory process including the following: environmental, geological, cultural and historic assessment; community engagement to assess perceived recreational needs for the site; development of conceptual design

alternatives; cost estimates; a summary report of the project findings and final master plan design. Village leadership leans in acutely to community members' needs, especially relating to recreation services and public open space and therefore was consulted throughout the planning and design process to ensure priority outcomes for future development and to better understand opportunities and constraints.













**SITE ANALYSIS**

**B**



### SITE CONTEXT

Per the Union County Interactive GIS Mapping tools, the site is situated along the frontage of New Town Road and Marvin School Road, near the Village's two roundabout circles. The Village of Marvin owns the two adjoining properties, larger parcel (Parcel One) [ID# 06-225-390A] and the smaller parcel (Parcel Two) [ID# 06-225-010]. Parcel Two will remain undeveloped at this time due to site constraints. Currently the site is zoned Residential(R) per Marvin Zoning.

### SITE HISTORY

At the time of incorporation, Village Staff operated out of a local residence and did not have a public office. In 2003, Marvin Village Hall opened to the public at 10004 New Town Road, next door to Banks Presbyterian Church. Over the years as Marvin grew, so did Village Staff and the functions of the Village Government. Council after Council acknowledged the need for more office space and began taking steps towards a new Village Hall. After exhausting all options for a new location, Village Council determined it would be best to build on the original site and reconfigure the plans to reduce costs.

The property location of Village Hall is important due to its proximity to a number of residential neighborhoods, the new rezoned Heritage District, as well as Banks Presbyterian and Weddington United Methodist Church. Three large residential communities have a connection point along the edge of the Village



▲ Crane General Store/ Village of Marvin

Hall property via a natural trail connecting Village Hall to the neighborhood adjacent. This natural trail connection ties into the neighborhood's interior pathway system which connects with additional Marvin neighborhood greenways. Further, developing the overall Marvin Greenway trail system is goal outlined in the Village's 2020 Land Use Plan, 2021 Greenways Plan, and 2023 Comprehensive Systemwide Parks and Recreation Master Plan. Lastly, the Village Hall property and adjacent properties within the Marvin Heritage District have been developed and rezoned for potential areas that are suitable for the development of recreational amenities in the future.





Marvin United Methodist Church/ *Village of Marvin*



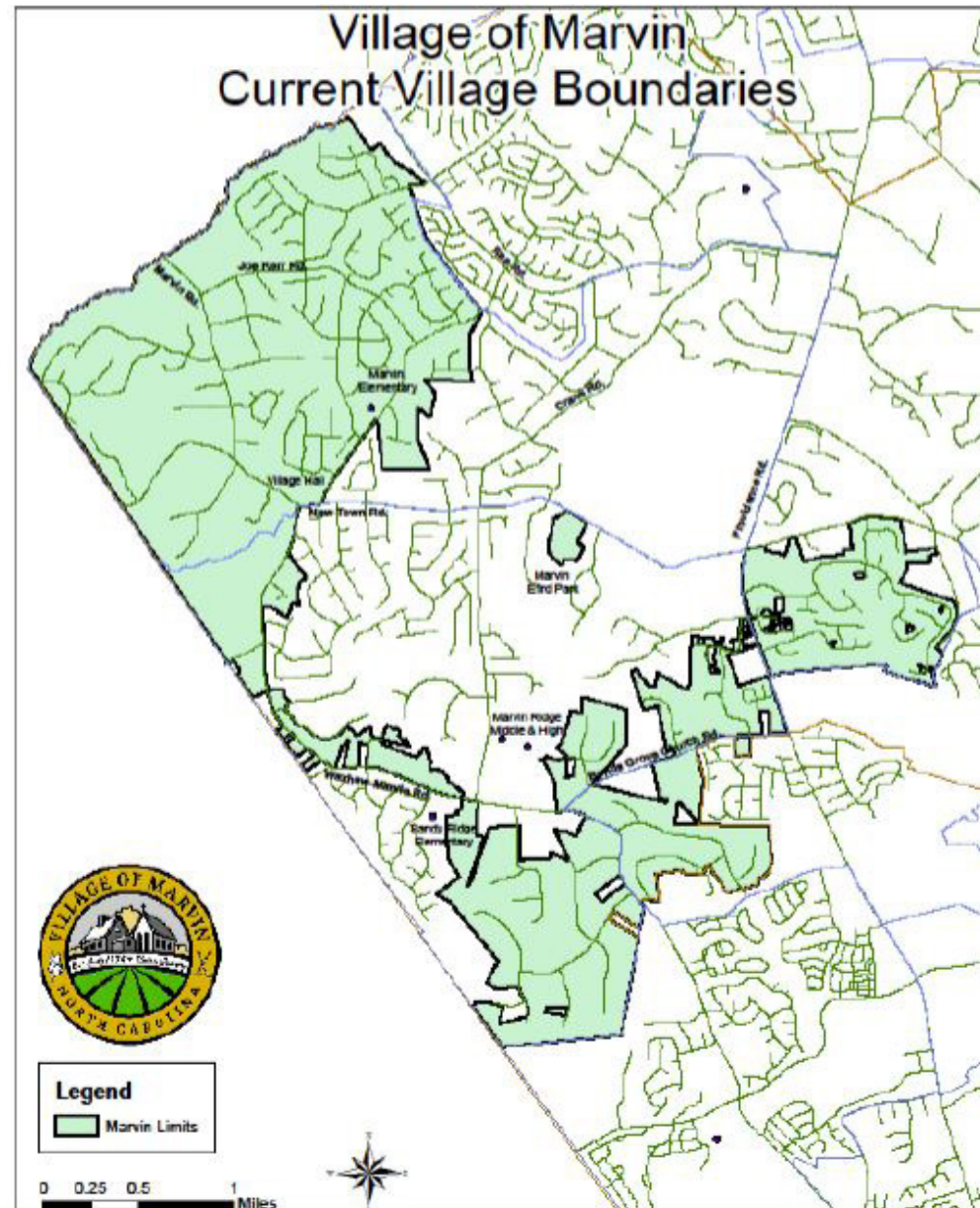
## DEVELOPMENT GUIDELINES

### ZONING + LAND USE

Village Hall is zoned per Marvin Zoning as Residential (R). As such, the Village Hall site as an existing district has “the standard-Marvin Residential: having a maximum overall density of 1 lot per acre.” Due to the previous development on site for the Village Hall building, the site will maintain its required setback and buffers needs for the residential zoning.

Within the Land Use Plan, Marvin has a core planning policy for development to “maintain commitment to sustainable practices and reservation of the natural environment” illustrating the importance the Village has for its natural resources. Requested specifically by the Village Council for this design to maintain and keep the large maturing trees on the property since they valued the environmental and visual benefits these existing trees provide the site.

Another core planning policies set in the Marvin Land Use Plan are to “promote Marvin’s historical identity and cultivate a sense of place and community, this policy and goal is divided into cultivating a sense of community, rural character and heritage, valued natural landscapes, and branding and identity. Language used 5.4. subsection b





states “promote and highlight community characteristics and landscape to which residents feel a connection” and “build special places around civic and historic buildings that residents identify with the Village of Mavin.” As such any future development must follow these guidelines. The site location is located within the area of future (recently approved) Marvin’s Heritage District.

**UTILITIES**

The development of Marvin Village Hall Park will tie into the existing connections for the Village Hall building including public water and sewer.

**ACCESS**

Subsection (D) and (I) in section 150.068 for the category of sidewalks, pedestrian crosswalks and greenstrips must be a “...minimum of eight feet in width and shall be constructed of asphalt according to specifications on file with the Village.” Trails shall be constructed to the trail standards approved and amended within the Parks and Greenway Master Plan, determined by the Parks, Recreation and Greenway Boards, the Planning Board and approved by Village Council.

**PARKING**

Parking for the proposed Marvin Village Hall Park will remain as the existing parking provided for the development of the initial construction of the Village Hall building. The design does not



allow for additional parking to be added unless additional land is obtained.

**LANDSCAPE REQUIREMENTS**

Landscape, Screening and Buffers 151.046.A.2. of the Marvin Code of Ordinances states: “To use landscape to add beauty and value to property in the Village of Marvin by enhancing home sites, parking lots, and new commercial and industrial developments through the installation of trees and vegetation.” Existing parking is already screened by buffer planting. The Marvin Land Use Plan states for buffering impacts of development: “(1) Limit impact on the natural environment, adjacent

neighborhoods, and surrounding roads (2) Require buffers between nonresidential structures, adjacent neighborhoods and along roadways (3) Ensure the protection of trees and appropriate landscaping.”

**SIGNAGE + LIGHTING**

Village Hall has existing site lighting and signage from the initial development of the Hall. For the addition of the Amphitheater, lighting will be need for after dark use and safety. Based on the Land Use Plan, section Parks, Recreation, Greenways & Pedestrian Travel Ways: Policy & Goals, subsection F.4: “Consider the installation of signs, maps and trail programs along Village greenways and park trails.”



- ⬆ Existing site signage / McAdams
- Existing site parking / McAdams



## **B** SITE ANALYSIS

### **STORMWATER**

The park design is outside of the 50FT Storm Drainage. The storm drainage easement (SDE) is intended to collect stormwater and no structure is technically permitted in the SDE (for maintenance and drainage flow purposes). The site required retaining walls will be placed outside of the SDE.

The 100 foot stream buffer was originally platted as such because the parcel was originally part of a planned subdivision. Per Village of Marvin ordinance, the purposes of a stream buffer are to ensure that streams and the adjacent lands fulfill their natural functions to protect the physical integrity of the stream ecosystem, to prevent encroachment upon the stream ecosystems, and to filter runoff before detrimental material reaches the streams.”

In order to prevent flooding and damage to properties, all developments disturbing an acre or more of land and having net increased impervious built-upon area exceeding 24% of the total area of the development site minus all built-upon area that was developed before the adoption of this ordinance, shall provide stormwater detention to control the peak runoff from the two-, ten-, 25-, 50- and 100-year, 24-hour storm events to pre-development levels. Developments disturbing less than one acre and are not part of a common plan of development are exempted from this

stormwater detention regulation.”

The previous development of the site, construction exceeded the maximum amount of impervious surfacing thus requiring stormwater facilities. Currently the property is experiencing flooding during large storm events. The grade along the front perimeter of the property is steep enough during a large storm event where water sheets off the road onto the site towards the Village Hall building. Best Management Practices (BMPs) are needed for the success of the site and to avoid any potential damage to the building due to flooding. Using green stormwater infrastructure creates aesthetic appeal and environmental benefits such as creating wildlife habitat. Stormwater infrastructure, in conjunction with the development of Village Hall Park will be completed to mitigate the flow of water onto the site.



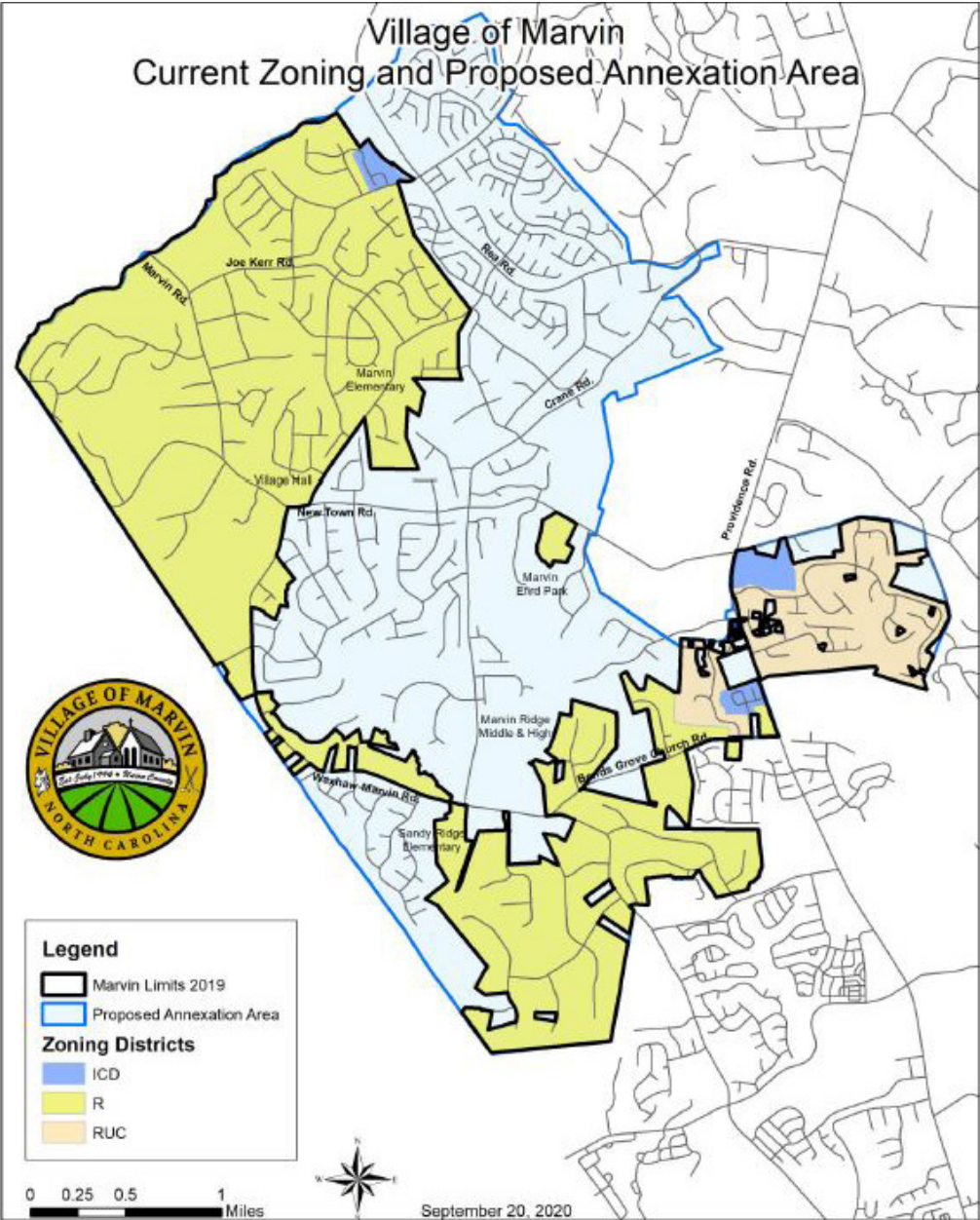
# RELEVANT PLANNING DOCUMENTS

Over the past decade, several local agencies and organizations have undertaken planning studies in Marvin to consider the expansion of parks and trails. The following recommendations from these plans form the impetus for the current Marvin Village Hall Park project.

Promoting Marvin’s historical identity and cultivating a sense of place – and – facilitating a uniquely identifiable Village Center that fosters Marvin’s heritage are guiding principles and priority land use goals outlined in the adopted 2020 Village of Marvin Land Use Plan. Attached to these goals, the plan recommends that the Village take the actions demonstrated below.

### Promote Historical Identity and Cultivate Sense of Place:

- **Build special places around civic and historic buildings that residents identify with the Village of Marvin.**
- **Create inviting, walkable spaces between land uses that foster residents’ meaningful connections to Village spaces.**
- **Provide public places that encourage citizen engagement and shared community experiences.**





## B SITE ANALYSIS

- › **Support development plans that provide community gathering areas and pedestrian activity.**

### *Facilitate a Uniquely Identifiable Village Center*

- › • **Facilitate a local destination in the Village Center area for residents, families and the community.**
- › **Develop a gathering place between Marvin School Road and Marvin Road, along New Town Road. or other appropriate location.**
- › **Delineate the Village Center using streetscapes, pedestrian-oriented travelways, furnishings and architecture.**

*As it relates to maintaining and expanding the Village's parks, recreation, open space and greenways system, the 2020 Village of Marvin Land Use Plan recommends the Village take the following actions.*

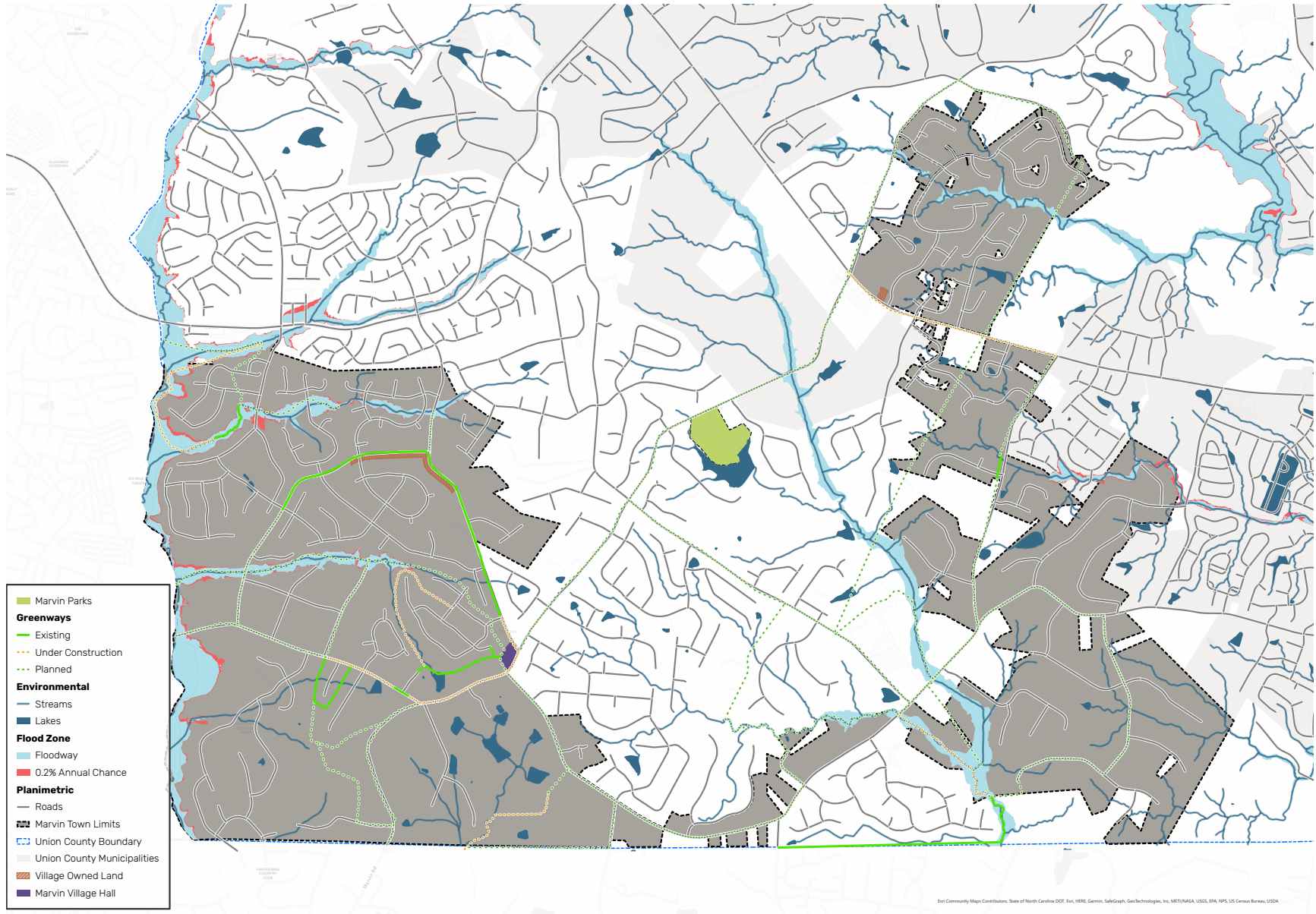
- › **Create pedestrian connections from neighborhoods to recreation, parks and other destinations in the Village.**
- › **Develop a public park system with adequate space and facilities to meet varied demographic needs.**
- › **Develop public spaces and parks with recreation equipment to serve a wide range of residents.**

*The Village of Marvin completed a comprehensive systemwide parks and recreation master plan in the winter of 2023. Several of that plans recommendations have influenced the Village's decision to move forward with the Marvin Village Hall Park project including:*

- › **Expand and enhance the park system to reflect the Village of Marvin's unique heritage and charm.**
- › **Develop both active and passive recreational amenities at a future Marvin Heritage Park.**
- › **Develop a multifunctional facility to support outdoor concerts, events, and other recreational activity at the Village Hall site.**
- › **Develop a master plan for Village Hall expansion.**







- Marvin Parks
- Greenways**
- Existing
- Under Construction
- Planned
- Environmental**
- Streams
- Lakes
- Flood Zone**
- Floodway
- 0.2% Annual Chance
- Planimetric**
- Roads
- Marvin Town Limits
- Union County Boundary
- Union County Municipalities
- Village Owned Land
- Marvin Village Hall



**MARVIN PARKS MASTER PLAN EXISTING CONDITIONS**  
MARVIN, NC



SCALE: 1" = 950'

CLA22003  
08.03.2022

Esri Community Maps Contributor, State of North Carolina DOI, Esri, HERE, Garmin, SafeGraph, GeoTechnologies, Inc, METI/NASA, USGS, EPA, NPS, US Census Bureau, USDA









**SITE OPPORTUNITIES +  
CONSTRAINTS**

C



### Opportunities

- › **Access.** The existing access to the site includes vehicular and pedestrian access via the natural surface trail connecting to the adjacent Marvin neighborhood.
- › **Program.** Programs to the site are limited to the Village Hall building. With much of the site remaining undeveloped there is available space to add programs that are not currently offered to the community.
- › **Trails.** An overall goal of the Village is to continue to expand connectivity to the community via greenways and trails. The existing natural trail to the rear of the property is an additional pathway to the Marvin greenway and trail system, creating additional links to and from the Village Hall property to the surrounding community.







## Constraints

- › **Access.** Parking for vehicular access is limited to the existing site parking. Due to buffer requirements and current site features, the Project team could not add an additional parking area for visitors to the site. Proposed feature greenway connections are suggested in the recently completed and approved Parks and Greenway Master Plan; however, these currently do not exist thus there is not pedestrian access via this pathway.
- › **Buffers.** Tree saving buffers are required along the northern and western edges of the property. The northern perimeter edge requires a width of 25 feet. And the western perimeter edge requires a width of 30 feet. Due to those two widths required for tree saving along the property edges, the design proposed by the Project team must stay outside those two trees saving areas.
- › **Topography.** In the undeveloped area of the site, the topography's slope goes from its high point along New Town Road dropping down to its low point of the creek's bank edge. To maintain accessible routes along the proposed designed pathways, the Project team needs to include a retaining wall along that western edge (staying outside of the 30-foot perimeter tree save area, ensuring the tie backs are not damaging those existing trees).
- › **Existing Trees.** There are several large maturing trees along the property frontage which have been requested by Village Council and Staff to keep due to their size. Maintaining existing tree canopy, a goal and priority set forth in the Land Use Plan, dictates the requirement to keep the proposed design from damaging those existing trees. A main concern the Project team had during design, and towards future construction and installation of Marvin Village Hall Park, was to keep the designed features from disturbing the existing trees' large root zones.
- › **Existing features.** The existing Village Hall building and adjoining parking lot, the main features on site to remain as they currently are. Keeping these existing features dictates the designable space for the proposed Marvin Village Hall Park, creating another boundary for the design.









**COMMUNITY  
ENGAGEMENT**

**D**



## OVERVIEW

Alongside the considerations of site opportunities and strengths and recommendations of previous Village-wide planning efforts, a public input process informed the recreational needs and desires for the Marvin Village Hall Park. The engagement process consisted of three drop-in open house meetings and an online public opinion survey where individuals could self-select to participate and offer feedback on programming and the future vision for the concept.

## COMMUNITY OPEN HOUSES

Village staff hosted open houses April 3rd, 4th, and 5th at Village Hall for the purpose of gathering feedback from the community regarding the concept design for the next phase of the Village Hall property. Village leadership promoted the meetings with an advertisement in the official Village of Marvin newsletter, social media posts, and community-wide email blasts. The series of public input sessions received a total of 32 attendees. Items discussed during the meetings focused on desired recreational activities and amenities. Program needs were described to participants as “planned events, classes, athletics, and activities that take place in parks, and “can

be hosted by the Village or partners.” The top programmatic needs selected by participants were:

1. **Farmers Market**
2. **Gathering Space**
3. **Outdoor Fitness**
4. **Non-traditional Sports**

These results coincide with the data found during the public input sessions that occurred during the 2023 Comprehensive Parks and Recreation Master Plan with respect to some of the most selected program needs.

Amenity needs were described to participants as: “park amenities (that) are the physical elements found in parks” and “influence how visitors use a park and why they would visit the park.” Participants were asked to select (by placing a dot) their top choices for amenities at Marvin Village Hall Park. The top four choices selected by participants for amenity needs were:

1. **Event Lawn**
2. **Trails**
3. **Unprogrammed Open Space**
4. **Amphitheater Stage**

Additional ideas like, “Farmers’ market—top priority” which is congruent with the feedback that the top choice for program needs was the desire to have a farmers’ market. During these input sessions, participants also voiced

**PROGRAM NEEDS**  
PROGRAMS ARE PLANNED EVENTS, CLASSES, ATHLETICS, AND ACTIVITIES THAT TAKE PLACE IN PARKS. PROGRAMS CAN BE HOSTED BY THE VILLAGE OR PARTNERS. WHICH PROGRAMS WOULD YOU LIKE TO SEE AT VILLAGE HALL AMPHITHEATER? HAVE THREE DOTS TO MARK YOUR CHOICES FOR PROGRAMS FOR VILLAGE HALL AMPHITHEATER.

**FARMERS MARKET:**  
PLACE DOT HERE

**NONTRADITIONAL SPORTS:**  
PLACE DOT HERE

**GATHERING SPACE OPTION:**  
PLACE DOT HERE

**SPECIAL EVENTS LOCATION:**  
PLACE DOT HERE

**OUTDOOR FITNESS:**  
PLACE DOT HERE

**OTHER: USE A POST-IT TO INDICATE OTHER VALUES NOT ALREADY LISTED**

Marvin Rec Sports  
Modern Playground Age 5-12  
Playground

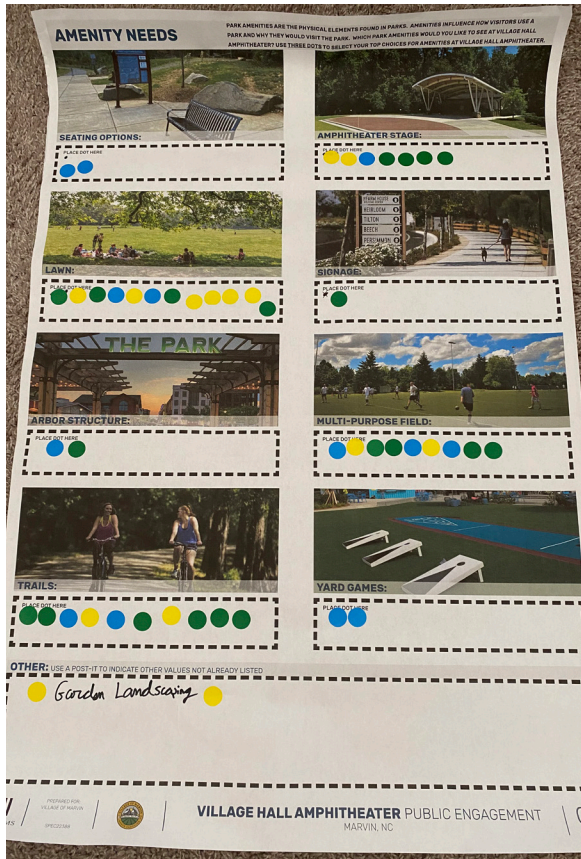
VILLAGE HALL AMPHITHEATER PUBLIC ENGAGEMENT  
MARVIN, NC

Parking  
Need Playground Equipment for Families to use 7 days a week  
concerts are going to be a logistical nightmare; parking, trash, crime.  
WONDERFUL LOCATION! of WONDERFUL IDE

Dot exercise board/ McAdams

Comments from participants/ McAdams





- Dot exercise board/ McAdams
- Concept imagery for Marvin Village Hall Park/ McAdams



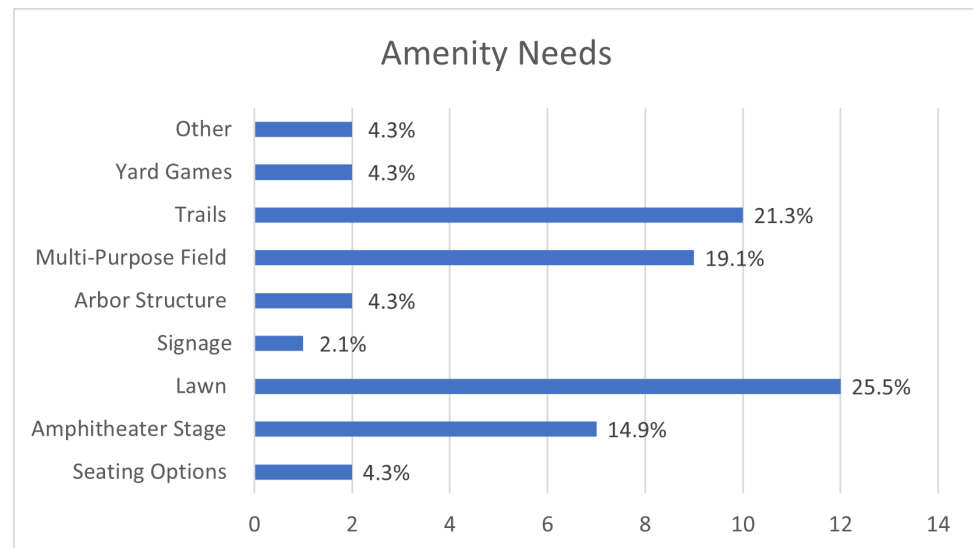
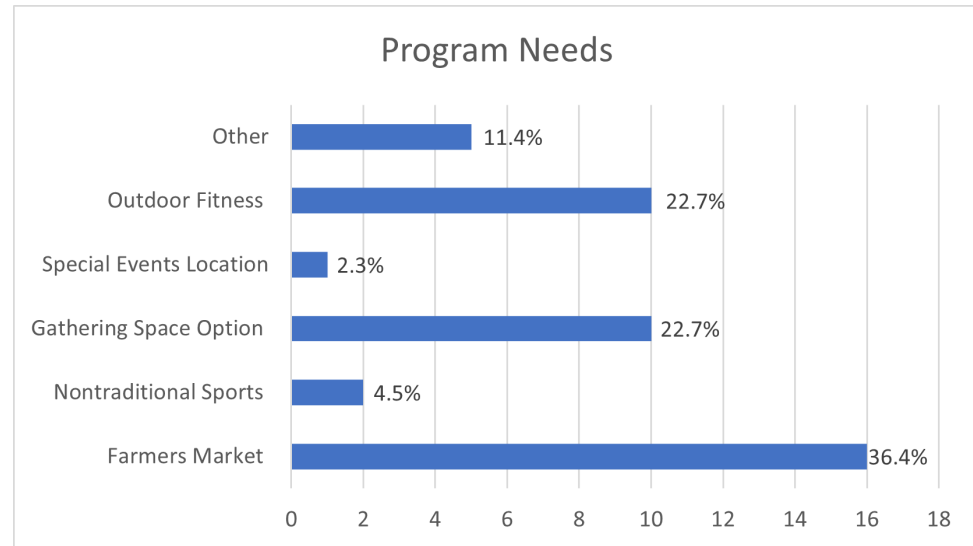


## D COMMUNITY ENGAGEMENT

having additional items that were not originally suggested for program needs, such as a recreational sports programs and a playground for various age groups. Participants also suggested new ideas for amenity needs like a gardening/landscape area as an addition to the proposed plan for Village Hall. A concern about the design, mentioned by several participants, was the need for restrooms, "Bathrooms? Maybe on back of Amp," or "Bathrooms are necessity for all activities." The bathroom comments would be in addition to the existing Village Hall building bathrooms that are on site.

Regarding the overall design, a comment left by a participant was "Wonderful location! And wonderful idea!" The design of the amphitheater meets many of the requested needs for recreation programs and amenities. The multi-function event lawn provides space where nontraditional sports could be played, that can also be programmed for visitors to enjoy outdoor fitness such as a yoga class. The multi-purpose lawn, though it is not designed for rec sports, could also be utilized by groups as lawn space for a pickup game.

Furthermore, the event lawn is being intentionally designed to accommodate a future non-permanent farmers market with walkways and stalls in the interior space of the lawn facing out towards the visitors. The event lawn was also designed to be located next to the





sidewalk to have a grass geo-grid to help with higher foot traffic events, such as a farmers' market at the same time promoting overall longevity and maintenance of the lawn space. A gathering space is provided by the proposed amphitheater structure and multi-functional use of the space. There will be additional landscaping with the construction of this next phase, which addresses the gardening/landscape comments.

Through the process of developing the Village of Marvin's Greenway Master Plan and from input received during the process of completing the Comprehensive Parks and Recreation Master Plan, a key goal for the Village of Marvin is its greenway trail system. The intent of the Marvin Village Hall Park Master Plan is to continue to execute the goals listed in the Greenway Master Plan and to add a trailhead connection from the Village Hall to its surrounding neighborhoods.

During discussions with participants, Village staff received favorable comments about the Master Plan proposal such as "(they) were in favor of the Village seeking the funding and like[d] the idea of some type of park here at Village Hall." Participants mentioned that they liked the idea of live music, walkability, green space, and trails. With additional explanation, participants were informed that the design for the space would enable the hosting of farmers'

markets in the future. There were comments about noise, traffic, and parking during times with special events.

## COMMUNITY INPUT SURVEY

Village of Marvin Staff sought further community feedback with an online survey. The questions addressed:

- › **varying items that are important to participants,**
- › **written comments on the project and concept plan,**
- › **conceptual plan components, and**
- › **any other items participants would like to see in the master plan.**

Survey participants ranked what attributes of recreation and leisure are most important to them. The top three choices selected were: connect with nature (50.7%), relaxation (46.4%), and social gathering (39.1%). The Village Hall conceptual plan creates a connection with nature through key elements like trailhead connections, enhanced landscape with native plants, and the implementation of two rain gardens. Relaxation is addressed with the design by with designated seating areas. And opportunities for social gathering is accomplished in the with areas an open lawn for community members to meet for outdoor fitness, attend live music events and more.

One of the key pieces of feedback the gathered was participants overall opinion of the project and conceptual plan. Due to the openness of the question, feedback varied. Key take aways include items such as:

- › **Gathering. "It is very much needed to have a place where the community can gather..."**
- › **Questions about parking. Due to special events, residents were "Concerned about lack of parking and potential traffic."**
- › **Additional amenities the conceptual plan isn't currently proposing, such as: a playground, dog park,**
- › **Thoughts on the conceptual plan. "Great idea" and "I like the plan" and "Looks like a good use of the space. Open lawns are great for several options."**

The final question asked in the survey was, "what other recreational/leisure elements not listed above you would like to see take place at the park?" Feedback varied, however amenity suggestions occurring most frequently included a playground/children's park, dog park, swings, fitness classes (e.g., yoga, Zumba, stretching classes, etc.), non-fitness classes (e.g., art, botany, bird watching, etc.), a farmers' market, and courts (e.g., pickleball, tennis, volleyball, etc.). Of these amenities and programs, swings,

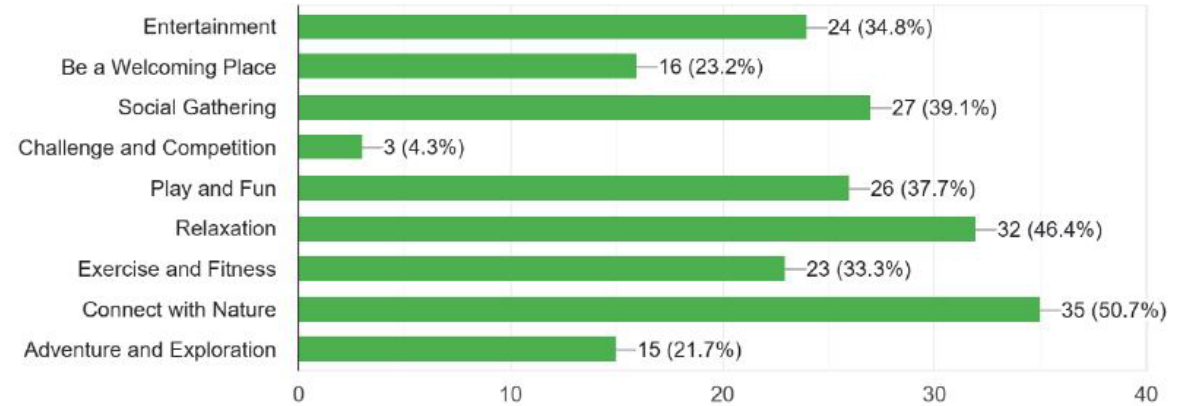


## D COMMUNITY ENGAGEMENT

trails, and trailhead – as well as programmatic elements like outdoor fitness and nature programming are either presented in the current Village Amphitheater master plan as described, or will be supported by items not mentioned, like the open lawn. Finally, the pathways included in the plan are designed to connect with existing and proposed trails as well as accessible trailheads for accessibility to accommodate all visitors to the Village Hall property.

### 1. What is important to you? (select your top 3)

69 responses



Survey results graphic/ Village of Marvin





📍 Village Staff meeting with BSA Troop 120/ Village of Marvin









**CONCEPT  
DEVELOPMENT**

**E**

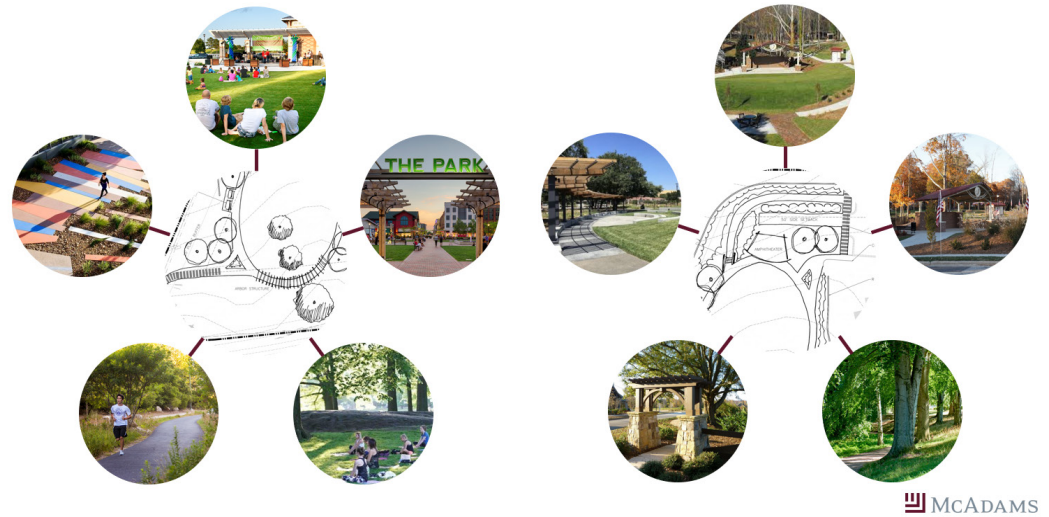


## OVERVIEW

During the creation of the Comprehensive Parks and Recreation Master Plan, public input sessions were hosted by the Village in order to receive public input regarding the parkland offerings. The public feedback included confirmation by residents that they desired more greenways and additions to the trail system. The public input also illuminated additional programs and amenity needs that the community felt the Village's current parkland offerings were not providing or indicated residents wanted more of certain existing offerings. As a response to that feedback, the Village of Marvin sought an additional area to create more diverse parkland opportunities for its community. The Master Plan design for the Marvin Village Hall Park addresses the public input request for new parkland offerings.

The process began by examining two existing parkland areas, the Village Hall and Marvin Efrid Park. The intention was for one of those two parkland areas to address existing parkland issues or providing new offerings to the community. Both conceptual ideas were shown to Village leadership whereupon it was decided to that adding to the Village's inventory of recreational amenities by elevating the Village Hall property to a true civic space, responding to the dearth of public gathering areas in Marvin.

## KEY AREAS



Conceptual diagram for concept sketch key areas / McAdams

The conceptual design for Village Hall additions include: an amphitheater, multi-purpose lawn, greenway trailheads, enhanced landscape, and arbor structures – all of which are intended to enhance the existing Village Hall site by adding outdoor elements where the space has the flexibility for residents to enjoy various recreational activities and events like concerts and festivals, farmers markets, yoga on the lawn, and more. Trail connections to existing greenways and efforts to add trailheads to the property and its surrounding neighborhoods were a key site design because it supports further connections across the

Village of Marvin. The plan also focuses on improving natural systems through rain garden implementation, by keeping existing large maturing trees, and by planting native plant species.

## SITE ORGANIZATION

The conceptual plan for the Village Hall expansion project responds to site constraints created by a heavily wooded area, existing mature trees along New Town Road, variable grading, and stormwater concerns. Leveraging





View of Village Hall from New Town Road / McAdams



the existing parking lot and utilities needed for the Village Hall building are development considerations resulting in the incorporation of new trail connections and foundational development of a walkable Village of Marvin Heritage District. The proposed circular pathway system will connect directly to neighboring trails, providing pedestrian access to and from the site to the surrounding areas. This pathway allows for active as well as passive use, encouraged by support amenities such as the proposed arbor structure.

## STRUCTURES

The amphitheater band shell structure is the focal point of this project. Village leadership plans to invest in the same high-quality materials to build Marvin Village Hall Park used to construct other Village of Marvin civic structures like those used to construct Village Hall, and various amenities at Marvin Efrd Park. The amphitheater will support event such as live music performances, school outreach programs, and provide a space for community groups to rent space for their functions. The Village Staff and Council requested an area not only for the amphitheater band shell, but also space within that structure to hold maintenance equipment for the space. Along with the amphitheater structure, covered metal arbor structures with seating have been included in the design so as to create areas of respite as well as a focal entry point from the



▲ Rain garden implementation concept imagery / McAdams

main road.

## ACCESS + CONNECTION

Pedestrian access and active transportation have been a key focus for the Village, especially being that the Village is geographically divided. Thus, the additional trailhead to existing and future greenway trails continues to satisfy the Village's pursuit of connectivity and access. Pathways throughout the new development will be concrete for multi-purpose use and stability.

## RAIN GARDEN IMPLEMENTATION

During large storm events there is a major influx of water volume. Therefore, an additional

focus of the conceptual plan and design is to help mitigate flooding by diverting storm events away from Village Hall. This is accomplished in part by installing rain gardens along the New Town Road portion of the property. The rain gardens provide green stormwater infrastructure, through water infiltration and by improving the water quality. For all intents and purposes, the rain gardens will be designed with a range of native plants and flowers, providing an attractive and colorful addition to the landscape, enhancing the aesthetics of the site provide a comforting and tranquil space for park visitors. It is also the intent for the rain gardens to provide opportunity for community members to learn about water conservation, sustainable gardening practices, and the role of plants in improving water quality.













**THE FINAL MASTER PLAN**

**F**



## OVERVIEW

The overall vision for Village Hall Amphitheater is to create a recreational space with amenities to support residents' need for a central gathering space coupled with trail nodes to create a walkable and connected Marvin community. It is the intent of the final design to address these needs and also embraces the unique existing natural features and surrounding character of the adjacent properties.

Overall infrastructure improvements needed for the site include site clearing, grading, and utility connections. The development will ensure that large maturing tree canopy remains on site. Located along the front of the Village Hall building on New Town Road, two rain gardens will provide green stormwater infrastructure measures to mitigate existing flooding onsite and provide water quality benefits as well as adding vegetative interest to this area along the front of the property.

Pedestrian circulation is offered throughout the site, with multi-modal pathways connecting from the site's parking lot to future and existing trailheads. This connection combines the proposed accessible surface paths and the existing natural surface paths providing the widest range of accessibility. The main circulation path guides visitors throughout

the space to the various site elements as they circle the purposed lawn area for all future community programs to be hosted in this civic space.

The installation of the retaining wall will help establish an accessible grade as visitors traverse the site while allowing for the grade to create a gentle slope for visitors to view the stage area of the amphitheater. The amphitheater is built into the sloping grade allowing visitors to sit on the lawn looking down to the amphitheater bandshell. Enhanced landscape the envelopes main lawn and amphitheater area creating an outdoor gathering room. The maintenance storage area and utility connections needed for the amphitheater will be located behind the bandshell, as well as a paved loading dock vehicle area for special events and back of house items.

## INDIVIDUAL RECREATION AMENITIES

- › **Amphitheater Band Shell. The amphitheater band shell not only creates a space for specialty events, but an additional landmark within the community to establish cultural identity for the Village of Marvin community. for the back-of-the-house support amenity allows for maintenance storage and utility connections needed for the stage area.**
- › **Event Lawn. The event lawn provides space for recreational activities both active and passive, programmed and self-guided. It has the capacity to hold a farmers' market, special events and concerts, location for fitness classes, or a spot to play a pick-up game with friends and family.**
- › **Trailhead. A key goal set forth by the Village is to connect the community of Marvin. These proposed trailheads will allow connection points to existing and proposed Marvin trails and greenway as it continues to grow its overall trail system for the community.**



- › **Walking Loop.** The circular path around the event lawn has a width and material intended for multi model function such as pedestrian walkers or bikers to then connect to the site’s overall pathway and its end points of the trailheads to future and existing greenways and trails of Marvin.
- › **Covered Seating.** Covered seating will include a metal structure with a swing bench seating option. This provides the visitor with the choice of movement or stagnant sitting.



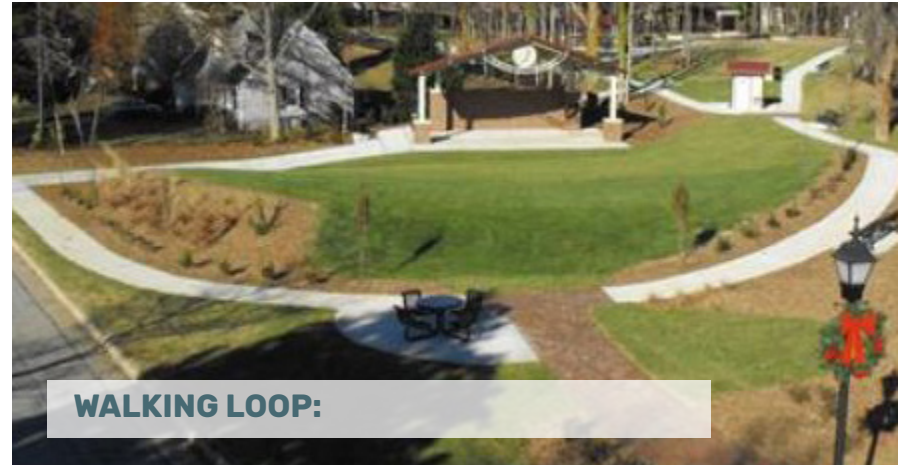




**TRAILHEAD:**



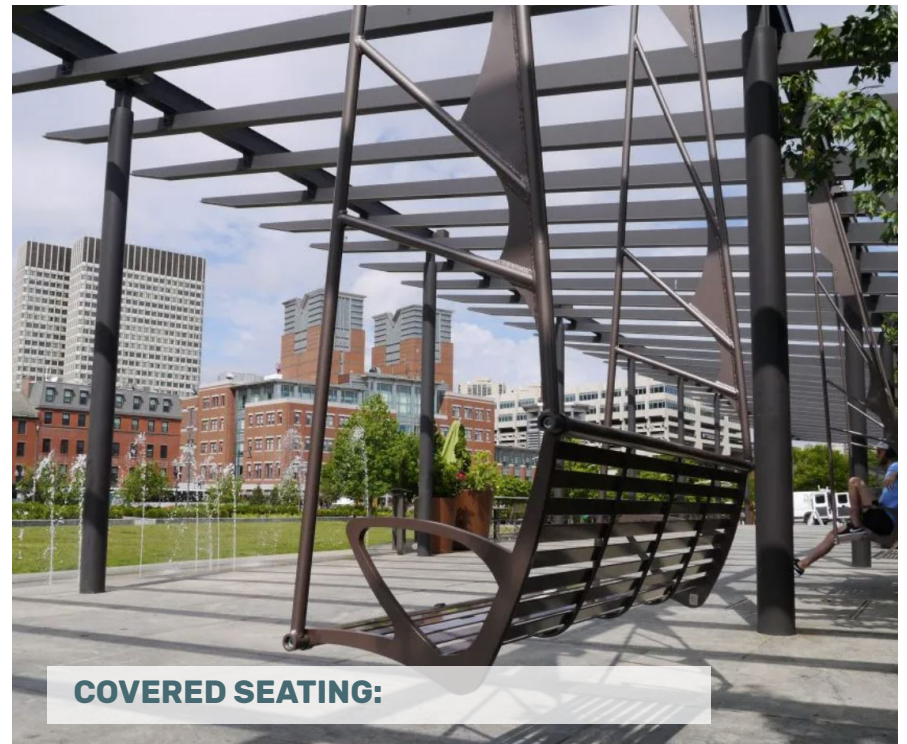
**TRAILHEAD:**



**WALKING LOOP:**

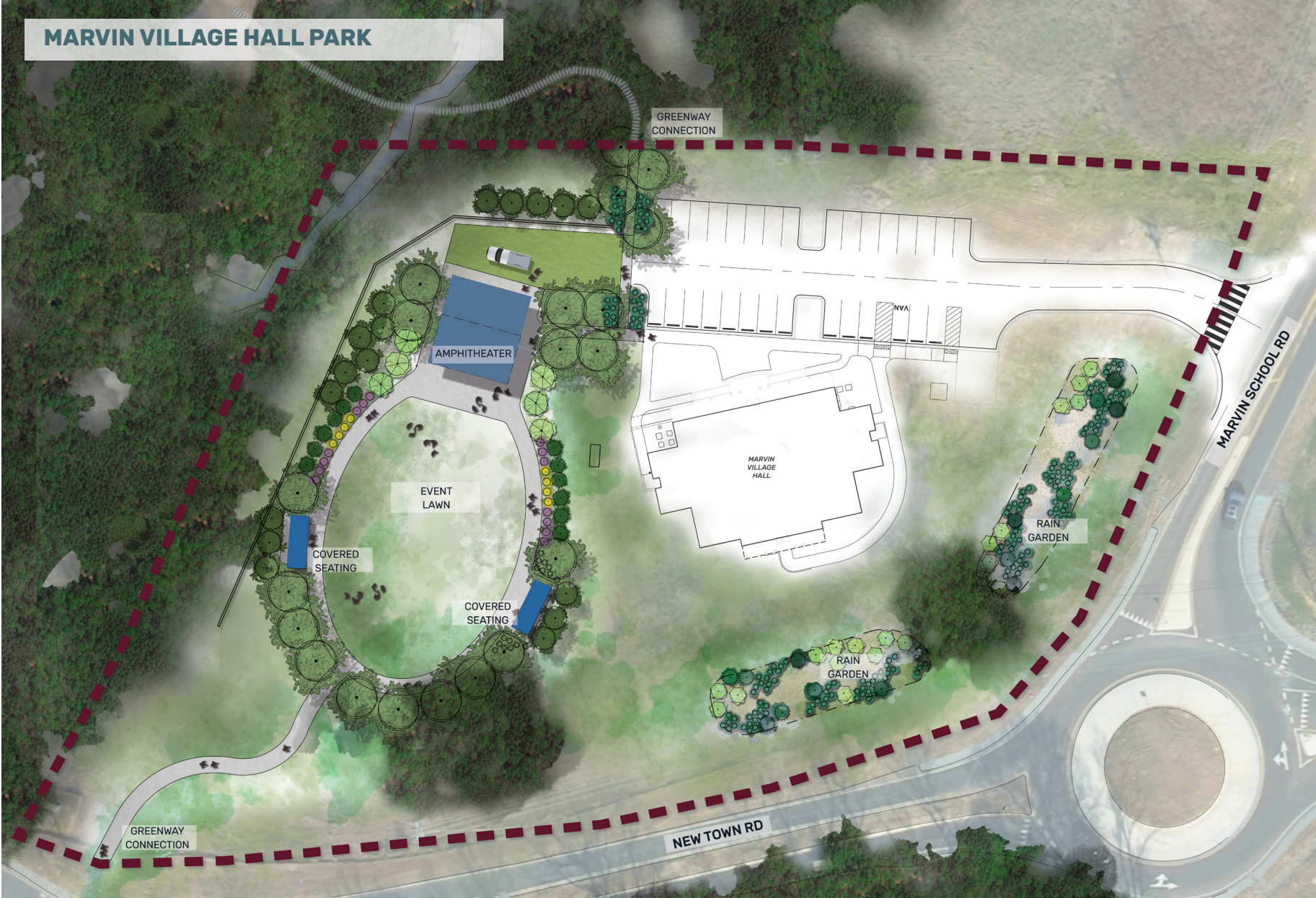


**TRAILHEAD:**



**COVERED SEATING:**







## CONCLUSION

The overall recreational amenities for the Village Hall Amphitheater were determined by community input events and feedback given to the design team and guidance of Village staff. The proposed amenities respond to community needs and level of service gaps, currently met by Village offerings but the project also provides additional support for Marvin documented goals such as those seen in the Land Use Plan. Amenities add to current needs within the community, add cultural and gathering places for civic spaces the Village wants to provide to the community. Materials selected for the amenities are intended to be products that will last for years to come for all Marvin residents and visitors to enjoy.

## COST ESTIMATE

The Project team has developed an estimate of the probable construction costs for the Village Hall Amphitheater Master Plan based on preliminary take offs and unit prices for the items detailed in the design. The cost estimate is preliminary and for budgeting purposes only. Further site investigation, subsurface investigation (where necessary) and preparation of construction drawings depicting further developed details including facility size. Note, construction materials and finishes contribute to a more accurate construction

cost.

Elements proposed in the Village Hall Amphitheater Master Plan fall into the following categories for pricing: hardscape, site development, and landscape. Additional costs to the subtotal of these elements include a potential 12-month escalation provision, a 5% contingency, and a general requirements element. The final cost estimate reflects that the site element and structures are 88% of the subtotal. The highest site element cost items include the amphitheater band shell, two metal structures, and the rain garden area.

During the process of refining the Master Plan, the Project team and stakeholders identified items that were important to the design and redevelopment of the Village Hall space in order for the community to enjoy the space more fully. The overall cost estimate of Village Hall Amphitheater Master Plan did not vary from the initial to final estimate, and project elements within the design were selected with the intent to be final and needed for the design. All design elements are considered a part of a complete design phase and does not include a phasing of elements, so the amphitheater development would be constructed and built in a singular phase. Please note: All costs for the project mentioned in this document were a snapshot in time and are subject to change over time. Estimates were performed as a

tool for determining a budget request within the Village's annual budget process. Actual construction costs will likely vary from these cost estimates as material and labor prices change.

The cost estimate has been broken down into several different categories for presentation to the Marvin staff. For a more detailed report regarding quantities and unit prices, see the cost estimate located within the Appendix.



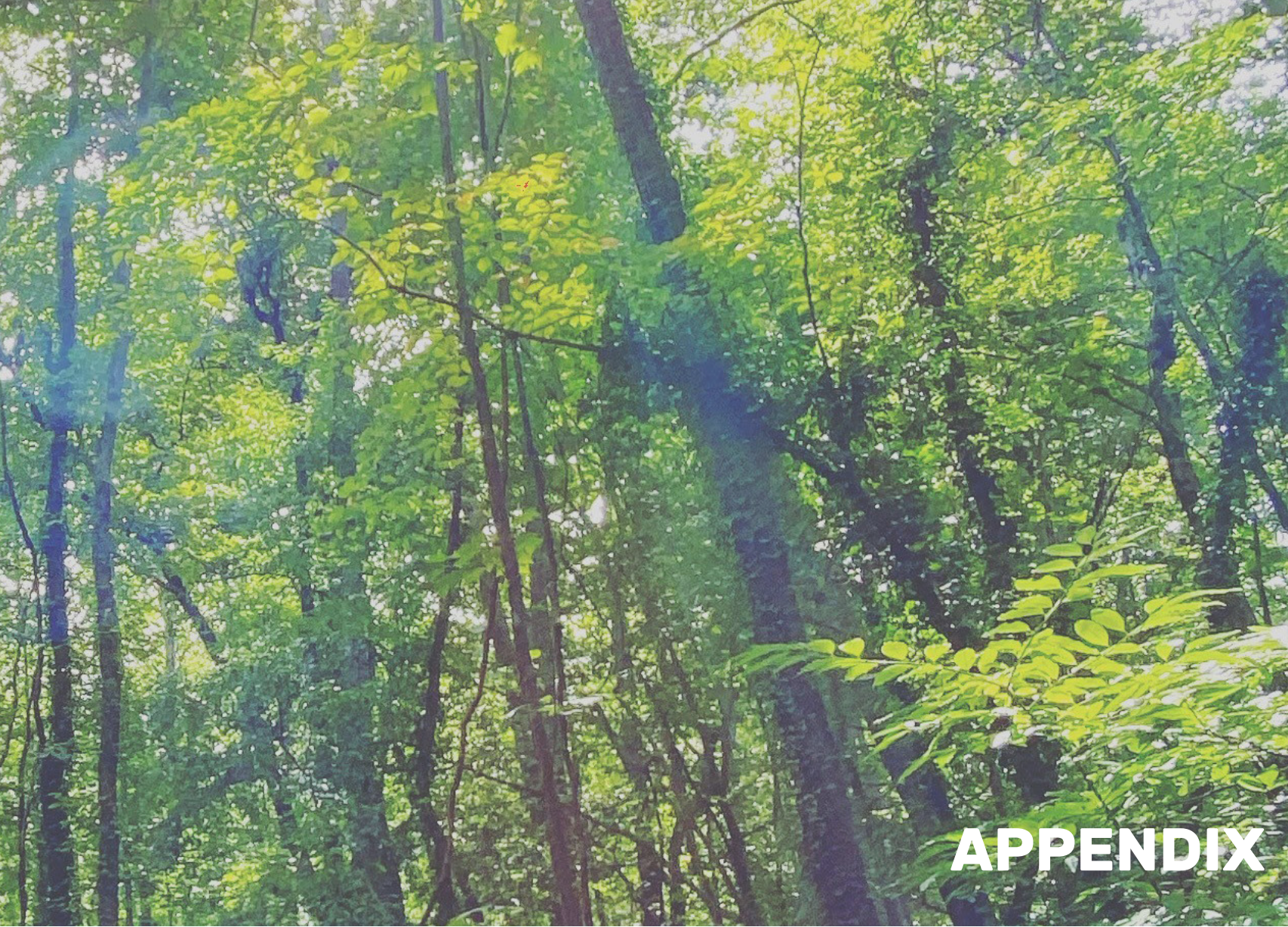
**Project Costs**

Applicant: <b>VILLAGE OF MARVIN</b>		Project Name: <b>MARVIN VILLAGE HALL PARK</b>	
Project Elements (Include specific units - sizes, numbers, lengths, etc. for each item)	Unit	Unit Cost	Total Cost
<b>Building and/or Renovating Costs</b>			
SITE PREP	1 LS	\$130,000	\$130,000
LANDSCAPING	1 LS	\$111,000	\$111,000
RAIN GARDEN	1 LS	\$70,000	\$70,000
WALKING LOOP	1 LS	\$82,000	\$82,000
SITE AMENITIES swings, signage, furnishings	1 LS	\$40,000	\$40,000
EVENT LAWN	1 LS	\$67,000	\$67,000
<b>Cost to Build or Renovate:</b>			<b>\$500,000</b>
<b>Contingency for the cost of Building/Renovating</b>			
Contingency (not to exceed 5% or \$50,000 of the cost to build, whichever is less)			
<b>Land Value (Indicate purchase or donation)</b>			
Land Acquisition <input type="checkbox"/> Purchase <input type="checkbox"/> Donation			
<b>Planning and Incidental Land Acquisition Costs</b>			
Construction management, site planning, preliminary design, survey and appraisals, or the cost of preparing the application (not to exceed 20% or \$200,000 of the cost of the project, whichever is less)			
<b>Total Project Cost:</b>			<b>\$1,00,000</b>
<b>Total PARTF Grant Request:</b>			<b>\$500,000</b>
<b>Total Local Match:</b>			<b>\$500,000</b>









**APPENDIX**

**G**