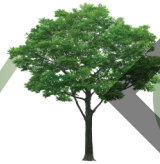


GREENWAY CORRIDOR TASK FORCE

City of Minot



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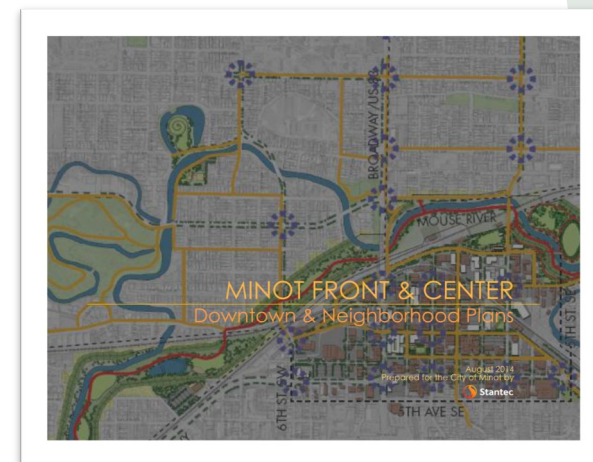
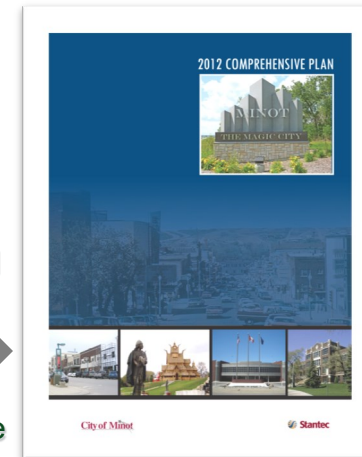
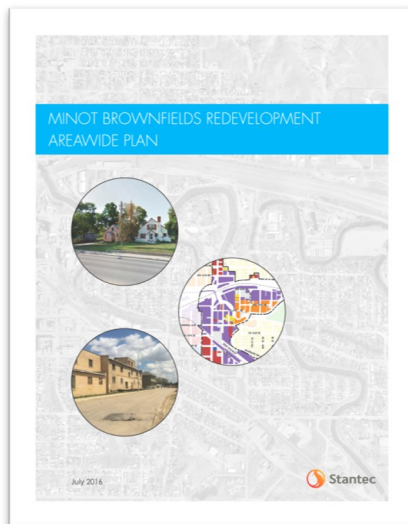
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INTRODUCTION

This plan focuses on areas of land that remain following acquisition by the City of Minot via the National Disaster Resilience program for flood control efforts. Since the flood in 2011, multiple plans, including the 2012 Comprehensive Plan, River Front and Center Plan, and the Brownfields Redevelopment Plan, have revolved around an east-west flood control maintenance road accessible to the public and tying into numerous open spaces and other public facilities utilizing lands not specifically dedicated to above-ground flood control infrastructure. These plans produced invaluable ideas based on the assumption the flood control structures would be built as originally conceived. Multiple changes to the design of several flood control project phases mean the originally conceived plans are

disjointed and now only provide loose guidance on the spatial placement for a variety of amenities. Where possible, elements from these plans have been incorporated into each of the subarea site concepts. In all cases, the plan centers around connectivity created as a byproduct of the east-west maintenance road that is accessible to the public and provides continuous connection to site amenities throughout the river corridor and surrounding lands.



GREENWAY CORRIDOR TASK FORCE

This document was created by the City of Minot Planning Division in consultation with the Greenway Corridor Task Force. The Greenway Corridor Taskforce is represented by several city departments, outside organizations, and a City Alderperson. Members are as follows:

John Zakian, [title]

Sarah Hewitt, [Audubon title]

Brian Billingsley, Community Development Director

Elly DesLauriers, Minot Parks District [check on title]

Melissa Ziegler, [title CDM Smith formal name]

Marshall Johnson, [Audubon title]

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Nicolette Kallias, [title/department]

Ron Merritt, Minot Parks District Director [check on title]

Lance Meyer, Engineering Department Director, City of Minot

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Ryan Ackerman, [title/business name, flood control consultant or similar reference]

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John Van Dyke, Principal Planner, City of Minot



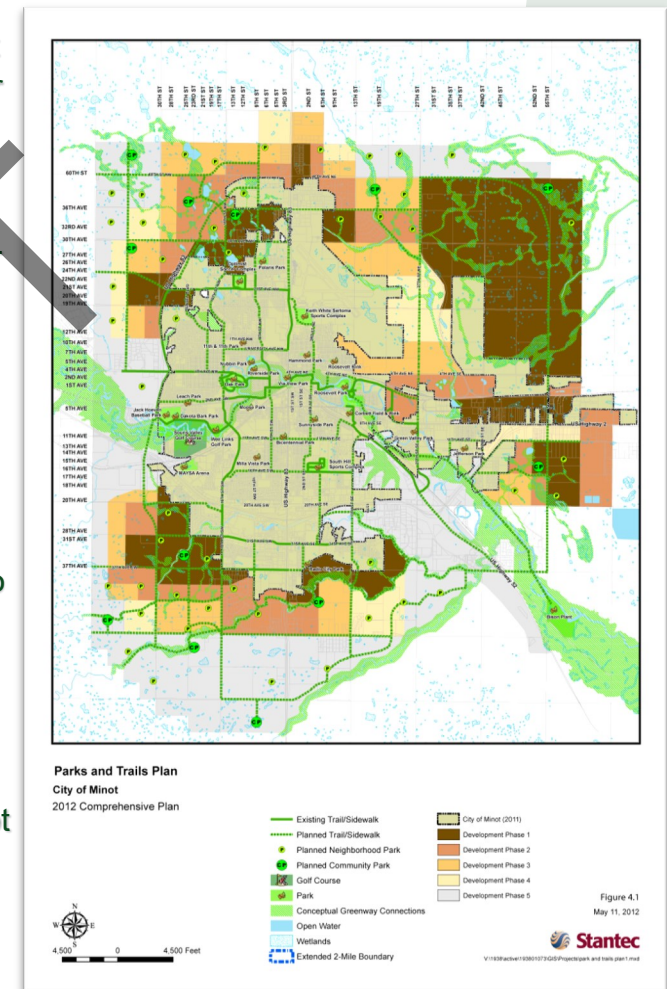
RELATIONSHIP TO ADOPTED PLANS

The 2012 City of Minot Comprehensive Plan (Plan) provides the underlying support for the creation of this document and any future addendums/amendments. Chapter 4 of the Plan provides several on-point goals and policies including:

- Goal 2: Promote the creation and use of community facilities for Minot residents.
- Goal 3, Policy 1: Work cooperatively with the Minot Park District to maintain an equitable distribution of parks and trails with a balance of active and passive recreation facilities throughout the city.

The Greenway Corridor Task Force is the fulfillment arm to effect the above-mentioned goals and includes representation by several departments within the City, Minot Parks District, and other private and non-profit organizations essential to implementation.

In addition, the River Front and Center Plan and the Brownfield Redevelopment Plan provide some concepts including specific amenities that were incorporated within subareas wherever possible. As an example, the Souris Valley Park Concept includes multiple soccer fields. These fields were originally planned to be located east of the Souris Valley Golf Course as denoted in the River Front and Center



Plan. However, this area is presently being developed to reconstruct Jack Hoeven Wee Links, a junior golf course, and no longer lends itself to being developed as a soccer complex.

As the City continues work toward updating the Comprehensive Plan, which is expected to be completed in early 2023, the information contained within this document will either be incorporated into the new Comprehensive Plan as an appendix or updated accordingly following the new Comprehensive Plans adoption.

The primary goal of this document is to consolidate the general direction provided by previous plans, taking into account substantive changes in flood control design that have rendered previous plans more difficult to effect literally, and carry forward their spirit in implementation. Further work by the Greenway Corridor Task Force will be required to identify funding opportunities via grants and partnerships and to identify priority projects within each site.



SUBAREA PLAN CREATION

The foundation of each site concept revolves around the final design linework for each phase of the flood control project. Upon incorporating this information into GIS, remnant areas of land may easily be identified for community open space planning purposes. Existing pathway connections are then added to ensure connectivity to the broader parks and community open space system.

Specific dimensions for linework are created by tracing numerous assets, including playgrounds, fields, bathrooms, and shelters across the City of Minot and other cities in North Dakota to ensure sufficiency in size.

Preliminary site concepts are then presented to the Minot Parks District and Public Works Department to ensure alignment with existing plans and address any potential development conflicts prior to presentation to the broader Minot Greenway Corridor Task Force.

Finally, the Greenway Corridor Task Force reviews finalized subarea concepts, provides input, and concepts are modified accordingly before being finalized.



FUTURE AMENDMENTS/ADDENDUMS

The following section presumes continuation of the Greenway Corridor Task Force in overseeing planning, implementation, and prioritization of projects within subareas contained within this plan and future subareas yet to be finalized.

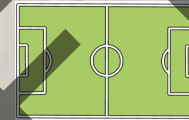
The subareas contained within this plan are the product of remaining lands not utilized by the above-ground flood-control infrastructure, typically including flood walls or earthen levees. Moving forward, however, future addendums and/or amendments to this plan should focus on steering flood control design to accommodate community open space, where possible. Until adjoining phases of the flood control project have been 100% designed, planning for additional subareas is only loosely possible. Rather, it is highly encouraged that the task force continues to be involved in identifying new sub areas and prioritize available lands.

This adjustment in process is important, as critical elements, such as access to remnant land, may be left unincorporated in final design and provide little in terms of alternative community uses. This may include amending membership of the Greenway Corridor Task Force to include various stakeholders as adjoining flood control phases are ripe for proactive discussion.

Souris Valley Park Concept

The Souris Valley Park Concept is located along the west entrance to the City abutting Souris Valley Golf Course and south of Woodland Trail. The subarea is comprised of approximately 30 acres.

Primary features include:



Soccer Fields:
Large x2; Small x3



Inclusive (ADA) Playground x1



Secondary Playground x1



Unimproved Trails ~ 1,000ft.



Improved Trails ~ 6,300ft.



Park Shelter x7



Bathroom Facilities x 1



Parking Spaces x 330



Souris Valley Park Concept—Summary

The design for the Souris Valley Park concept is guided by two different documents: 1) Riverfront and Center Plan; and 2) a Minot Parks District preliminary concept for the area. While Riverfront and Center did not address this area specifically, it does lend concepts that were planned for other areas within the City which have since been alternatively redeveloped. For example, the Souris Valley Park Concept includes multiple soccer fields. These fields were originally planned to be located east of the Souris Valley Golf Course as denoted in the Riverfront and Center Plan. However, this area is presently being developed to reconstruct Jack Hoeven Wee Links, a junior golf course, and no longer lends itself to being developed as a soccer complex. The Minot Parks District preliminary concept included features soccer fields, a playground, restrooms, pedestrian trails, and parking area. These were all incorporated into the Souris Valley Park concept where feasible and or expanded upon, where possible. The City of Minot Planning Division staff also incorporated additional elements such as an inclusive playground, multiple shelters, ample parking for a variety of programs, and general framing of the site via improved pathways and tree rows.



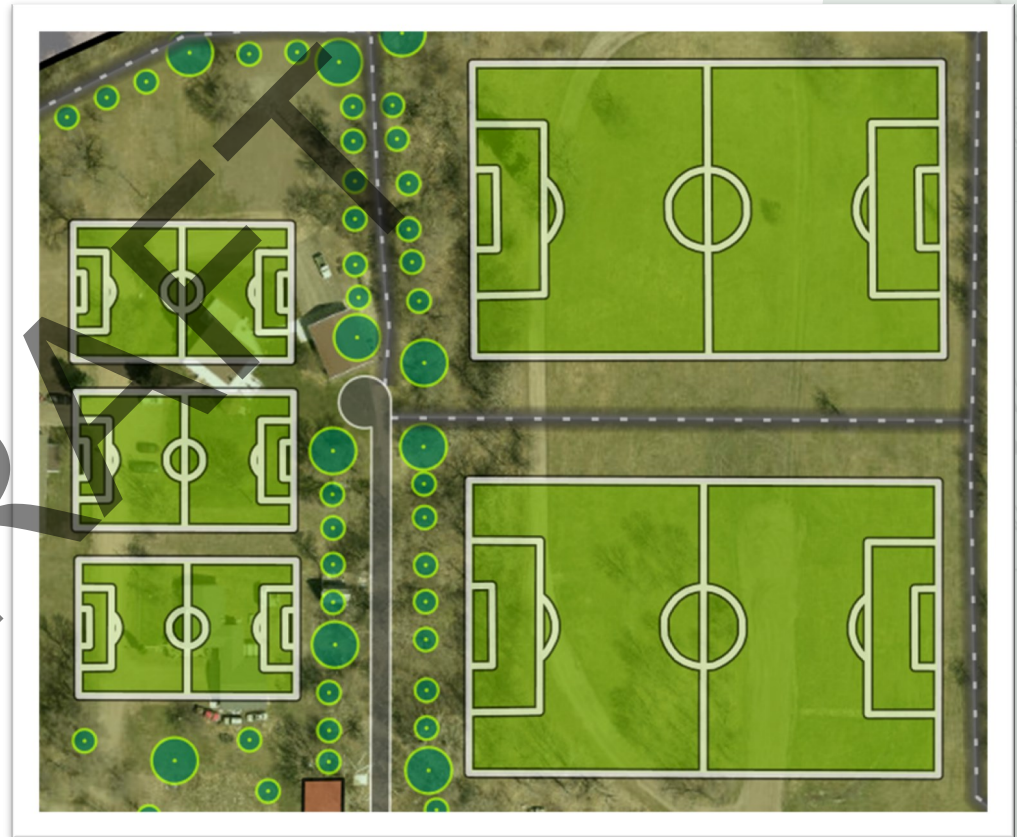
Souris Valley Park—Soccer Complex

The focal point of this park is to provide additional soccer fields to serve the increased demand for this sport within the community.

Presently, Optimist Soccer Complex on North Hill is the primary destination for this activity, which includes two larger fields, four medium-sized fields, and approximately nine smaller fields.

The Souris Valley Park Soccer Complex would add three smaller fields and two larger fields for the community and help to alleviate demand these assets. The larger soccer fields are easily repurposed into four medium soccer fields by reorienting the direction of play and playing side by side.

An additional community soccer complex was originally planned to be located east of the Souris Valley Golf Course as denoted in the River Front and Center Plan. However, this area is presently being developed to reconstruct Jack Hoeven Wee Links, a junior golf course, and no longer lends itself to being developed as previously planned. Further, the Minot Parks District has maintained very preliminary plans for a soccer complex at this location.



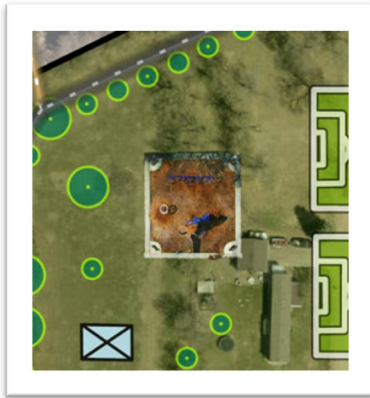
Large soccer field ~ 360' x 225'

Small soccer field ~ 165' x 110'

Souris Valley Park—Playgrounds

The Souris Valley Park is the location for a proposed accessible playground which would provide opportunities for people regardless of their physical or cognitive ability. The concept for this playground is taken from Eagles Park in Mandan, ND. The Park District was able to leverage community donations with an initial infusion of funds towards the effort to purchase the playground. The project was a major success and well received by the community.

A secondary playground is provided in close proximity to the smaller soccer fields for parents in need of entertaining children not participating in soccer-related activities.



Eagles Park Inclusive Playground—Mandan, ND

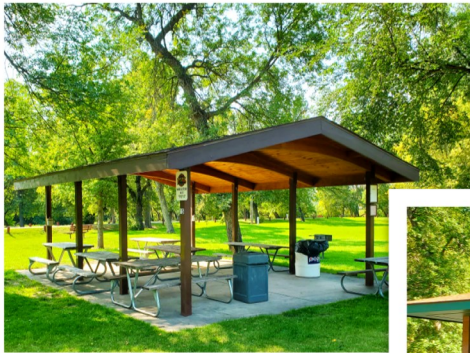
Souris Valley Park—Park Shelters and Bathroom Facility

Seven park shelters are proposed in the Souris Valley Park concept for group or family events and primarily centered around the inclusive playground.

Given the limitation to enclosed structures within the floodplain for land purchased with CDBG-NDR funds, only one bathroom facility is provided onsite and is centrally located. The facility will need to be sufficiently sized to accommodate a fully programmed park.



Park Shelter x7



Bathroom Facilities x 1

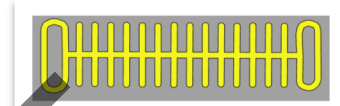


Souris Valley Park—Parking and Trail System

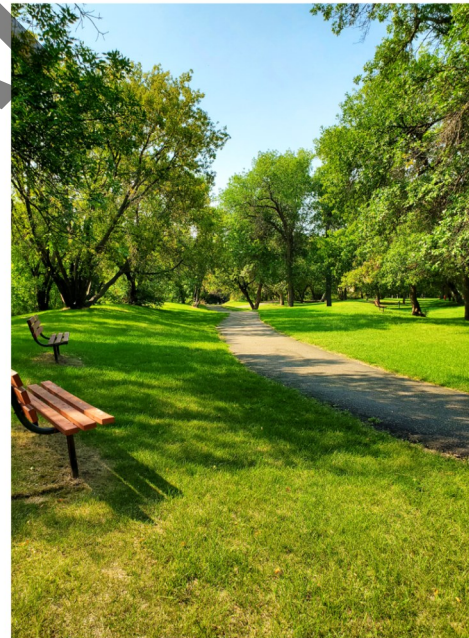
330 parking stalls are included to accommodate a wide range of programmability at the site. Given the known parking limitations at Optimist Soccer Complex, which maintains approximately 180 parking stalls, additional parking for the inclusive playground, additional trails, and numerous shelters is necessary.

The site includes approximately 1,000 linear feet of unimproved trails, connecting to Woodland Trail to the north of the site. Also included is 6,300 linear feet of improved, paved trails to connect the various site amenities to one another.

Parking Spaces x 330



Unimproved Trails ~ 1,000ft.



Improved Trails ~ 6,300ft.

Magi Park Concept

6th St. SW



Magi Park Concept—Summary

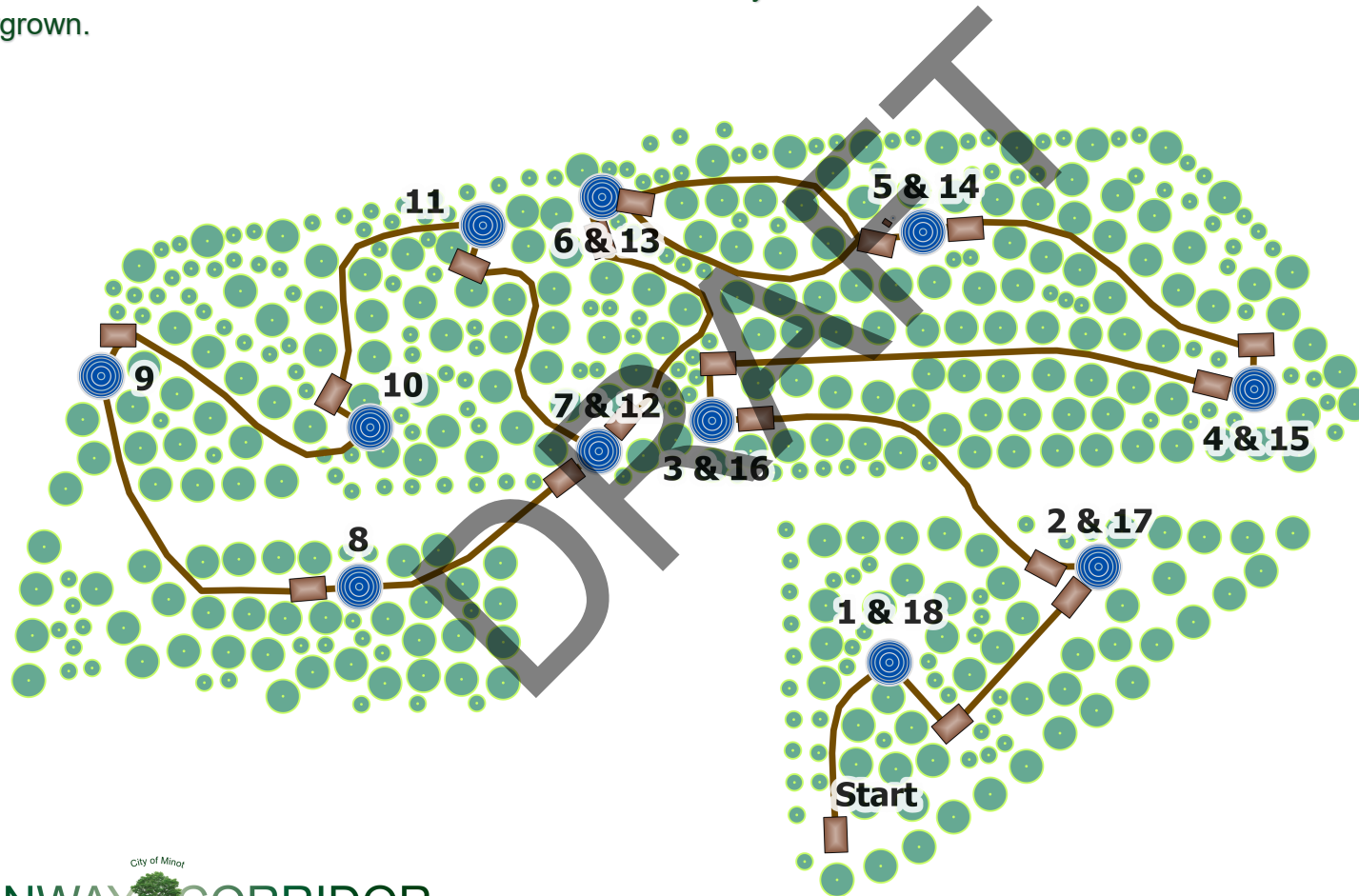
The Greenway Corridor Task Force utilized two existing plans to guide the creation of the Magi Park Concept located west of Moose Lodge. First, Minot Parks District provided a preliminary concept that included a trail system, multiple shelters, playgrounds, a restroom facility, a centrally located parking area, and a large amount of reclaimed green space. All of these features were incorporated into the Magi Park Concept as illustrated, although reorganized to better utilize space and accommodate the finalized design of the flood control infrastructure that will be constructed at this location.

The Riverfront and Center plan was also consulted to inform the Magi Park Concept. Unfortunately, most of the Riverfront and Center plan involved redevelopment of the area now designed to accommodate the high-flow bypass as part of the flood control infrastructure. The high flow bypass must remain substantially free from anything that may interfere with the free flow of floodwaters. The arched trail along the shore of the Mouse River is an element from the Riverfront and Center plan that was included in the Magi Park Concept.



Magi Park Concept—18 Hole Frisbee Golf “Frolf” Course

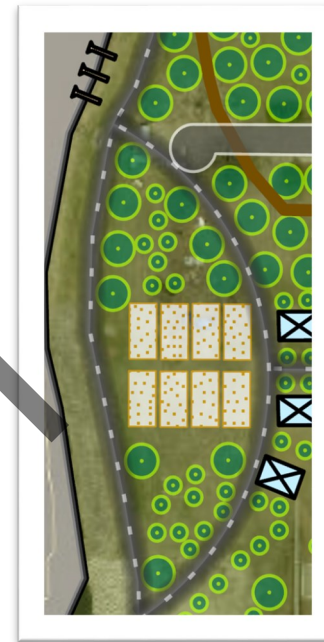
The highlight of the Magi Park Concept is the frisbee golf course. The course is setup in a loop to utilize the most space and provide 18 holes of play. The routes are created through tree plantings that guide players through the course. The remainder of the area of the course is intended to be left relatively unmaintained and overgrown.



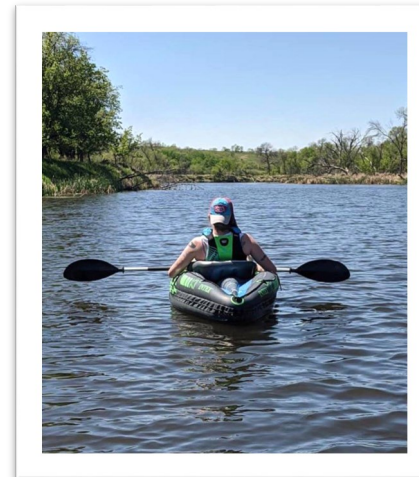
Magi Park Concept—Kayak Launch and Volleyball Courts

The waterfront features include eight volleyball courts and three park shelters in close proximity. In addition, the concept includes a kayak launch to provide direct and convenient access to the Mouse River for kayak users.

In addition, a 32' curb-to-curb access road with a 50' diameter turnaround is provided for vehicles loading and unloading kayaks.



Oak Park Volleyball Court, Minot, ND



Kayaking—retrieved from <https://visitminot.org/outdoor-activities/kayak/> on October 12, 2021.

Magi Park Concept—Playgrounds, Park Shelters, and Bathroom Facility

180 parking stalls are included to accommodate the wide variety of uses at the site. No single use is expected to dominate the park, as with the Souris Valley Park Concept and therefore less parking is needed.

Six park shelters are proposed in the Magi Park concept and clustered around the volleyball courts and two playgrounds onsite—one for ages 2 thru 5 and one for ages 6-12. The bathroom facility is located near the three shelters and two playgrounds. In addition, a covered horseshoe shelter is located near the parking lot to accommodate at least 10 lanes of play at one time to serve area leagues.



Park Shelter x 6



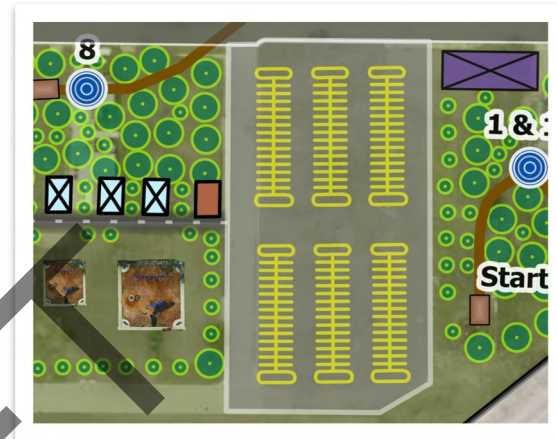
Oak Park Shelter, Minot, ND



Bathroom Facilities x 1

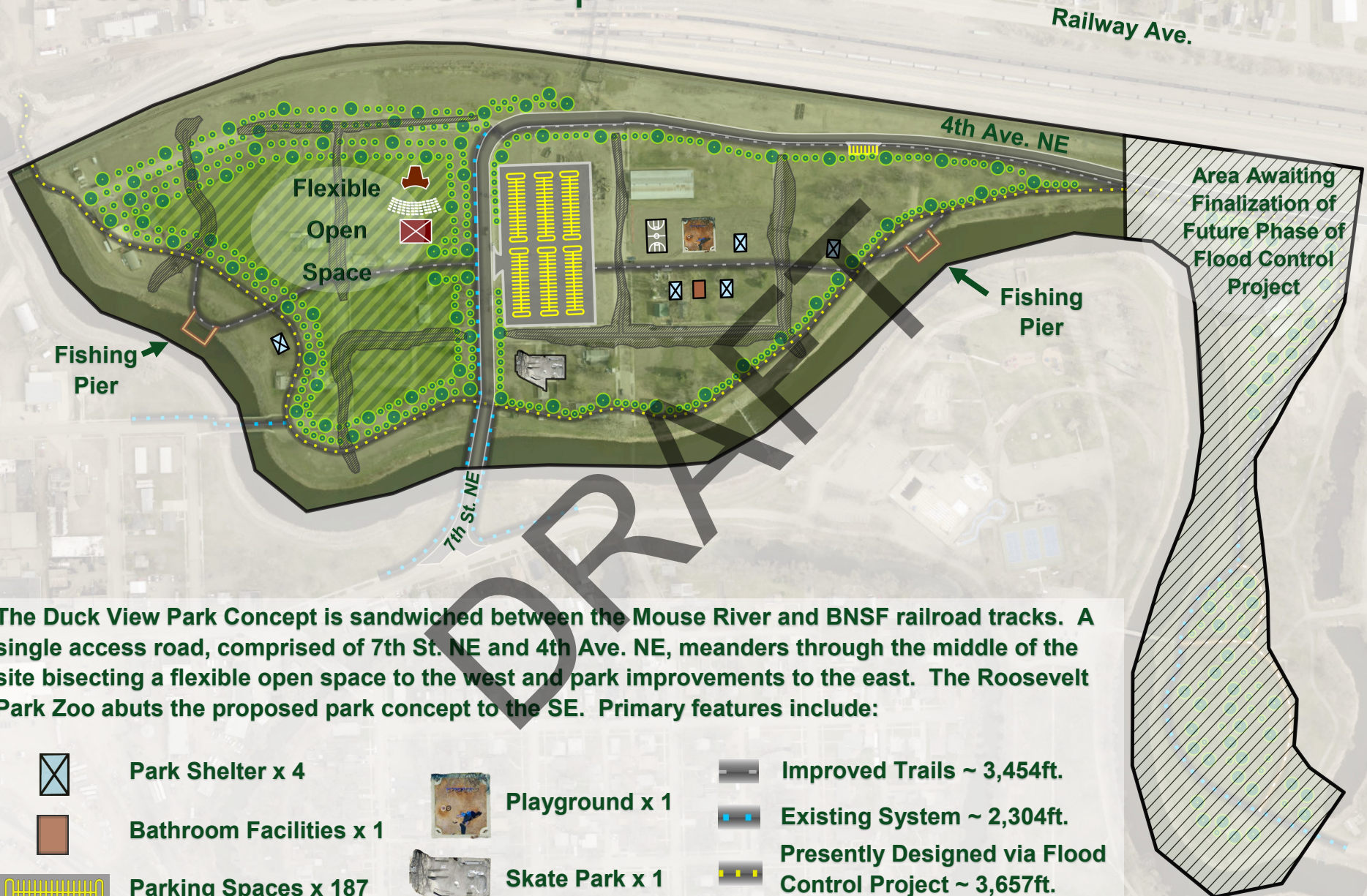


Hammond Park, Minot, ND



Oak Park Playground, Minot, ND

Duck View Park Concept



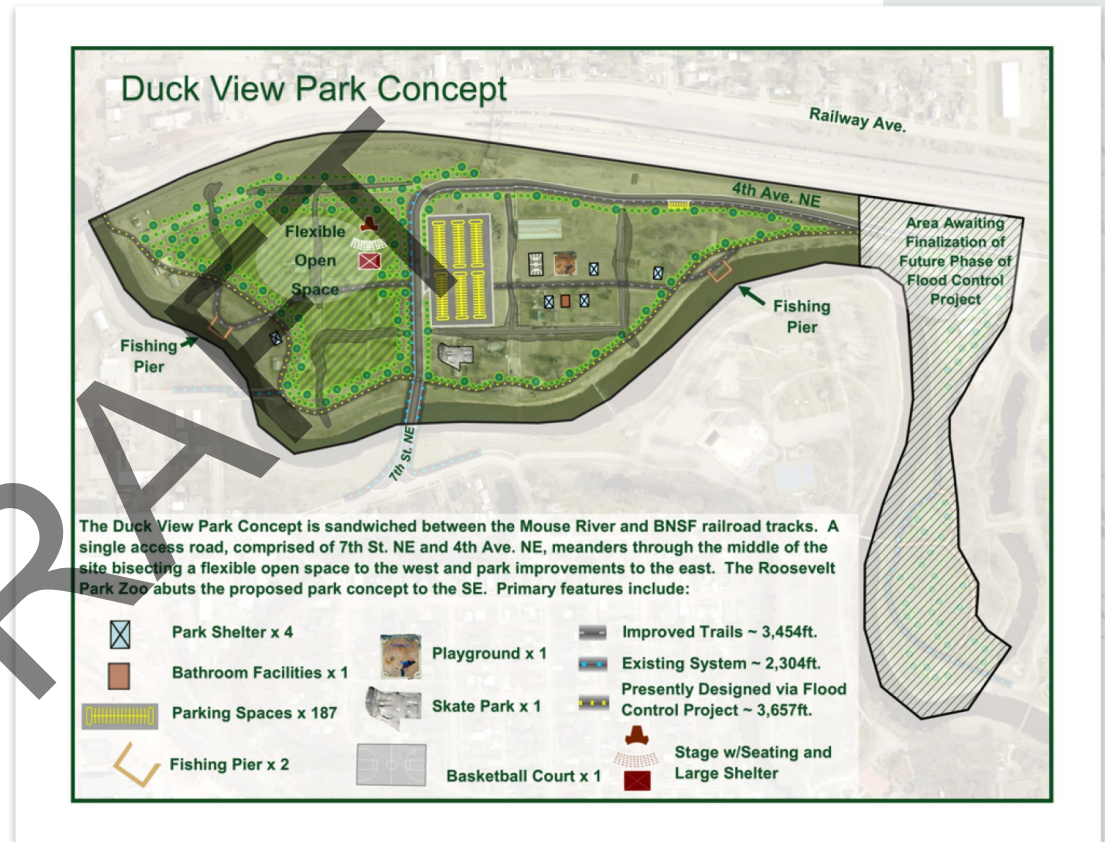
The Duck View Park Concept is sandwiched between the Mouse River and BNSF railroad tracks. A single access road, comprised of 7th St. NE and 4th Ave. NE, meanders through the middle of the site bisecting a flexible open space to the west and park improvements to the east. The Roosevelt Park Zoo abuts the proposed park concept to the SE. Primary features include:

- | | | | | | |
|---|-------------------------|---|-----------------------------------|---|---|
|  | Park Shelter x 4 |  | Playground x 1 |  | Improved Trails ~ 3,454ft. |
|  | Bathroom Facilities x 1 |  | Skate Park x 1 |  | Existing System ~ 2,304ft. |
|  | Parking Spaces x 187 |  | Basketball Court x 1 |  | Presently Designed via Flood Control Project ~ 3,657ft. |
|  | Fishing Pier x 2 |  | Stage w/Seating and Large Shelter | | |

Duck View Park Concept—Summary

Duck View Park is named for the duck-shaped property boundary of the Roosevelt Park Zoo. The Duck View Park concept is positioned directly in front of the head giving it the appearance it is positioned within the duck's line of sight.

The concept is largely influenced by the Riverfront and Center plan and many of the originally planned elements have been incorporated herein. These include a pedestrian trail along the perimeter of the park, a centrally located parking lot along 7th Street NE, and blocks of open space throughout the park concept area. Further, the concept honors the additional open space and connection strategies championed by the Brownfield Redevelopment Plan. Adjustments are necessary due to changes to the original design of the flood control project in this area that shifted from being south of the tracks (more or less across the middle of the park concept) to north of Railway Avenue. This adjustment opened up the north half of the park concept and a variety of features are able to be incorporated and/or enlarged. One of the most notable changes was to the open space area denoted as “Flexible Open Space” on the Duck View Park concept. The area shifted from approximately 6 acres bisected by 7th St. NE to approximately 7.5 acres located solely on the west side of the street. Other modifications to the River Front and Center plan include shifting the pedestrian trail north to take



advantage of the new location of the flood control structure and enlarging the parking area. The concept also includes several features that weren't included within the River Front and Center plan such as a playground, four park shelters, a restroom, a basketball court, and two fishing piers. Finally, a skate park has been incorporated within this concept, as the existing skate park located in Roosevelt Park immediately to the southeast is expected to be removed as part of a future phase of the flood control project.

Duck View Park Concept—Flexible Open Space

A unique element of the Duck View Park concept is the incorporation of flexible open space. The area is approximately 7.5 acres in size and surrounded by two rows of trees. As the name suggests, this space is flexible and may accommodate non-traditional uses such as Live Action Role Playing (LARP) or other similarly themed uses, flag football games, or a simple picnic. The bisecting pathway provides additional programming opportunities depending on community interest and may accommodate functions similar to Bismarck's Capital A'Fair or other artisan and farmer's markets.

In addition, a stage, seating area, and large shelter are provided to



accommodate local visual arts performances and other larger gatherings such as weddings and receptions.

Parking for up to 180 vehicles is provided within the parking lot to the east to accommodate events at this site.

Duck View Park Concept—Skate Park and Fishing Piers

The Duck View Park concept includes a skate park south of the parking lot. The existing skate park facilities located at Roosevelt Park to the southeast are presently planned for removal to accommodate a future phase of the flood control project. Relocating the amenity in near proximity to the existing skate park is logical and ensures that this type of amenity is provided to Minot Parks users into the future.

The concept also includes two fishing piers located at opposite ends of the park along the Mouse River.



Roosevelt Park Skate Park, Minot, ND



Fishing Pier—retrieved from <https://minotparks.com/pools-aquatics/fishing-piers/> on October 26 2021.



Duck View Park Concept— Playground, Basketball Court, Park Shelters, and Bathroom Facility

Four park shelters are proposed in the Duck View Park concept in close proximity to the bathroom facility, playground, and basketball court east of the parking lot. An improved trail connects the parking lot to these amenities, continuing eastward to join the trail presently planned via the flood control project.



Park Shelter x 4



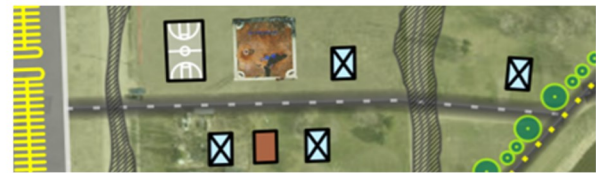
**Hammond Park Shelter,
Minot, ND**



Bathroom Facilities x 1



Oak Park, Minot, ND



**Hammond Park Basketball Court,
Minot, ND**



**Hammond Park Playground,
Minot, ND**

Duck View Park Concept—Trail System

A variety of existing and planned trails exist within the concept area. Some of this network exists as part of the sidewalk system and may need to be widened to be formally classed as a “shared use path”, but the connectivity currently exists. Other trails are presently designed as part of a future phase of the flood control project. Additional improved trails are proposed to provide connectivity throughout the park. An additional 3,454ft. of improved trails are proposed throughout the park to provide east-west connectivity, tying into the existing designed and planned-for system.

