



HEALTHY PARKS PLAN

FOR TRAVIS, BASTROP & CALDWELL COUNTIES

StDavid's
FOUNDATION



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The Healthy Parks Plan Online Appendices

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Appendix 1

In-Person Engagement Summary

Public Engagement Introduction

The Healthy Parks Plan for Travis, Bastrop, and Caldwell Counties began its Community Engagement in January 2018 and concluded in January 2019. The Healthy Park Plan kicked off its first phase of community workshops, which consisted of five workshop locations, June 18-25, 2018. The workshops were one part of a multi-faceted engagement effort for the Healthy Parks Plan. The other opportunities included tabling at community events (“Speak Outs”), in-person surveys (“Intercept Surveys”), interviews with local experts individually or in a “Focus Group”, online surveys, and phone polls.

Executive Summary

The following are key findings from the Healthy Parks Plan for Travis, Bastrop, and Caldwell Counties.

1. Healthy parks include a variety of amenities for all ages and abilities, with trails and athletic fields being the most mentioned choices from participants.
2. Participants noted existing amenities and programming vary widely between the urban, suburban, and rural parks, which greatly impacts how participants view their opportunity to use parks for physical fitness.
3. Funding is a significant barrier to maintain parks or provide programming in parks.
4. Heat is a major deterrent for prolonged activities in the park. Many mentioned the need for enhancements, such as shade and water stations.

Goals

The overarching goal of the Healthy Parks Plan public engagement was to provide an opportunity for the public to provide feedback on how parks influence the three keys to health:

1. Physical health through exercising and physical activity;
2. Community health through improving local air and water quality and mitigating climate impacts; and
3. Mental health through connecting with both nature and other people in the community.

Community Workshops

Workshop Background

Outreach preceded each workshop and aimed to reach as many residents as possible in the communities adjacent to and invested in the workshop locations. Flyers, social media posts, and postcards were shared with local institutions, community leaders, and partner organizations.

The following three big questions framed the community workshop activities:

1. Big Question #1: What gets you to go to the park, or what keeps you from the park?
2. Big Question #2: What activities or features of a park influence your health?
3. Big Question #3: What do you do to maintain a healthy life and what are your biggest barriers to maintaining a healthy life?

Locations

The workshop locations were selected to complement and build on the ongoing engagement activities occurring throughout the project area. Based on the population sizes of the three counties, three workshops were provided for Travis County, one workshop for Bastrop County, and one for Caldwell County. Venues were selected based on the following criteria:

- Prioritize communities in the greatest need of health and park improvements, including but not limited to underserved and/or minority populations,
- Established venues with strong community ties

Community workshops occurred at the following locations and dates:

- 1.) Montopolis Recreation center, Austin, Travis County
Monday, June 18
6:00 PM - 8:00 PM
- 2.) Luling Conference Learning Center, Luling, Caldwell County
Tuesday, June 19
6:00 PM - 8:00 PM
- 3.) Bastrop High School, Bastrop, Bastrop County
Thursday, June 21
6:00 PM - 8:00 PM
- 4.) Gus Garcia Recreation Center, Austin, Travis County
Saturday, June 23
1:00 PM - 3:00 PM
- 5.) Turner Roberts Recreation Center, Austin, Travis County
Monday, June 25
6:30 PM - 8:30 PM

Overarching Major Principles Learned

The following aggregates the feedback from the five community workshops, conveyed into five overarching principles.

5. Healthy parks include a variety of amenities for all ages and abilities, with trails and athletic fields being the most mentioned choices from participants.
6. Shade and trees are the top requested need for existing and future parks. They increase participants' activity level in parks both through their physical and emotional impacts.
7. Water and natural landscapes help participants' relax, unwind, and find peace within parks.

8. Many adult participants cited children and children's activities as their main reason for visiting parks.
9. Community events and programming are highly valued as main attractions for participants.

Activities and Results

Basic Needs to Big Ideas

Activity description: This station was designed to gather input and insight from participants about their perceptions of the many elements needed to make successful parks. The prompts are situated along a spectrum that starts with “basic needs” at the far left and ends with “big ideas” on the far right.

Resulting themes:

	Basic Needs		Big Ideas	
Lighting	9			
Visibility	5			
Security/Supervision/People	7		1	11
Programming	6			
Trails	16	5		
Connectivity/Access	2	4		
Water Features	9	6	10	5
Sports/Activities	5	8		37
Recreation/Amenities	6	18	9	2
Nature/Landscaping/Wildlife		22	42	18

Individual Responses:

What do you need in a park to encourage you to be healthy? “One dollar bikes to rent”

What would make you visit a park everyday? “Access to the park by bus lines”

What do you need in a park to feel safe? “Easy to see entry/exit from inside the park”

Park Concerns

Activity description: This station is designed to gather input and insight from participants about their physical and non-physical barriers within parks. The station prompts participants to self-determine park concerns and divide their answers into three categories: quality of the park, amenities within the park, or safety of the park.

Resulting themes: Participants identified cleanliness and maintenance as the main concerns related to park quality. Fitness and play equipment were the most highly requested park amenities. Most participants noted that supervision would increase the perception of safety in parks.

Quality	
Cleanliness and Maintenance	5
Water Activities	4
Landscaping	3
Shade	3
Accessibility	2

Amenities	
Fitness and Play Equipment	14
Water Activities and Access	4
Trails	2
Amenities and Maintenance	2

Safety	
Supervision	8
Lighting	4
Accessibility	4

Health Concerns

Activity description: This station was designed to gather input and insight from participants about their perceptions of major health concerns, ranging from personal health concerns all the way up to family and community concerns. The station had two opportunities for feedback: the first was a private questionnaire to be inserted into a comment box and the second was a public facing board where participants could publically share their responses. After commenting on their primary health concerns, participants brainstormed ways to address these concerns.

Resulting themes: Participants generally agreed that physical health, such as obesity, high blood pressure, and diabetes, were problems that their community faces. Many expanded on mental health, such as stress, social isolation, and depression. When asked to think of ways to improve health locally, the many participants believed that increasing the number of activities and programming would be the most effective intervention.

Individual Responses:

"More family and community based activity in place of family counseling".

“Reduce the fear so more families will feel safe in a park”.

“Healthy eating is more expensive than unhealthy foods”.

“Families in poverty have no access to parks primarily due to transportation.”

Community Health Problems	
Chronic Diseases	18
Mental Health	6
Unhealthy food habits	5
Lack of physical activity	4

Healthier	
Activity/Programming	7
Healthy Eating	4
Connection and Accessibility to parks	4
Safety	2
Health Care	11

Park Programming

Activity description: This station was designed to gather input and insight from participants about their perceptions of existing park programming, and what features would influence their health. The station used aerial images of miscellaneous parks, with their features labelled, and question prompting participants whether the park’s programming would influenced their health, community connection, and relaxation within the park.

Resulting themes:

Sports programming influence park users’ health the most, with baseball receiving the highest number of references. Water features and activities help users relax within parks, with natural bodies of water receiving the highest number of references. Trails and sport amenities were identified as amenities that would help them to be more active. Community events and sports provide opportunities for park users to connect with their community.

Influence Health		Relaxation		More Active		Community	
Sports	21	Water Features	29	Trails	13	Events and recreation	17
Water activities	19	Natural Areas or Greenery	12	Sports	11	Sports	14
Trails	12	Recreation Areas	10	Trees/Shade	5	Water Activities	4
Recreation	3	Trails	9	Access to the park	5		
Amenities	2			Water Features	3		

Mapping Access

Activity description: This station is designed to gather input and insight from participants about their physical and non-physical barriers to parks. The station prompted participants to discuss how they get to their favorite park, and what issues they may experience along their route to the park.

Resulting themes: When asked about their favorite parks, many participants immediately listed small neighborhood parks and open spaces that were easily accessible to their home rather than larger regional parks. When prompted to think beyond their immediate neighborhood, many participants from Travis County listed numerous regional parks. In more rural areas, participants seemed to have fewer interactions with our regional parks system. It was clear that participants felt more connected to the smaller parks they interact with on a more regular basis.

Frequency of Active Living

Activity description: This station is designed to gather input and insight from participants about how they choose to be active in parks, and how often they do these activities within parks. The participants self-determined their activity's level of difficulty and how frequently they choose to do the activity, performing this exercise for both their current activities as well as activities they would like to do in the park but cannot.

Resulting themes: Participants currently participate in sports and water activities, which are conducted frequently and at a high intensity. Other participants use trails and recreation facilities, like picnic tables, at a lower frequency and lower intensity. Meanwhile, participants desired additional types of sport and recreational activities, with pools and event spaces highly requested, as well as other sports and recreational activities such as bike parks, rock climbing, and mini golf.

Existing Activities	
Sports	20
Recreation	14
Trails	8
Water Activities	6

Desired Activities	
Sports	10
Water Activities	8
Events and Recreation	6
Group Exercise	4

My Dream Park

Activity description: This was intended to be a fun, creative activity allowing children to contribute to the plan. Participants were provided drawing tools and stickers to make small scale park designs based on their own “dream park”. Participants were asked why they chose their park design, allowing them to elaborate on what they like in a park.

Resulting themes: Children ranging from 6-12 years old identified open spaces and sports fields as a main priority in their park design. They desired to play a variety of sports, play with their friends and family, and run around. Numerous children also drew slides, playgrounds, and trampolines.

Speak Outs, Intercept Surveys, and Focus Groups

Background and Locations

The following questions framed the Speak Outs, Intercept Surveys, and Focus Groups:

1. What gets you (or your community) to go to the park, or what keeps you from the park?
2. What activities or features of a park influence your health?
3. What do you (or your community) do to maintain a healthy life and what are your biggest barriers to maintaining a healthy life?

The Speak Outs and Intercept Surveys locations were selected to complement and build on the ongoing engagement activities occurring throughout the project area. Venues were selected based on the following criteria:

- Prioritize communities in the greatest need of health and park improvements, including but not limited to underserved and/or minority populations,
- Established community events with strong community ties, and
- Staffing abilities and scheduling conflicts.

Speak Outs

Tabling at existing community events has successfully increased public participation because the project is going to where the people are, rather than asking the community to come to the project. Events targeted include farmers markets, family events held in parks, holiday celebrations, and events hosted by the project’s partnerships.

After a successful first phase of Speak Outs in the fall of 2018, the project increased the number of speak outs and reduced the number of Public Meetings, which had low attendance.

Phase 1 gathered input and insight from participants about their physical and non-physical barriers within parks. Participants were asked to self-determine park concerns and divide their answers into three categories: quality of the park, amenities within the park, or safety of the

park. Participants were also asked about how they are physically active, and how often they do these activities within parks.

Phase 1: May-September 2018

Table 1: Completed Speak Outs Phase 1 and Information

Event	Date	Participants
Field Day at Palm Park by Waller Creek Conservancy	May 12, 2018	20
Movies in the Park by the Austin Parks Foundation	May 17, 2018	10
SFC Farmers Market at Sunset Valley	June 9, 2018	30
Juneteenth Parade and Festival	June 16, 2018	20
Bastrop 1832 Farmers Market	July 7, 2018	20
Bastrop Patriotic Festival 5k Registration	June 29, 2018	35
Pflugerville Farmers Market	July 31, 2018	20
Smithville Summer Reading Celebration	July 18, 2018	40
Martindale Market Days	July 28, 2018	25
Luling Market Days	July 11, 2018	30
Pine Street Market	September 8, 2018	30
Diez y Seis	September 15, 2018	15

What We Heard

Participants identified cleanliness and maintenance as the main concerns related to park quality. Fitness and play equipment were the most highly requested park amenities. Examples include: Nature play materials, playgrounds, skateparks, stationary bikes, and adult exercising equipment. Most participants noted that the perception of safety in their local parks deter them from visiting the parks frequently, in the evenings, or alone.

Participants currently participate in sports and utilize trail networks. Meanwhile, participants desired additional recreational programming, with pools and shade highly requested. Answers were summarized below:

“What would you like to see improved in your park?”

Water Activity 10%
Design Feature/Equipment 20%
Family fun/programming 17% (examples: neighborhood movies, events, picnics, fitness classes, youth and adult organized sports)
Trail network/access 16%
Signs 5%
Shade 8%
Lighting/Safety 8%
Ecology 7%
Maintenance 8%

“What are the activities you like to do in parks?” (Now)

Water Activity 14%
Design feature/Equipment 9%
Family Fun/Programming 39%
Trail Network/Access 33%
Food Fun 5%

“What are the activities you wish you could do in parks?” (Future)

Water Activity 33%
Design feature/Equipment 23%
Family Fun/Programming 32%
Trail Network/Access 12%
Food Fun 0%

PHASE 2: October 2018 -January 2019

After gathering valuable feedback from Phase 1 of the Speak Outs, Phase 2 shifted its outreach and feedback goals to strengthen the Healthy Parks Plan public engagement. Goals included:

- Target the gaps in diversity from Phase 1 events:
 - Unincorporated areas in the counties,
 - Asian American groups
 - Lower income groups
- Gather demographic data to differentiate between recreation and fitness preferences.

Phase 1 summarized participants’ feedback of what is desired to make a successful park into six top categories, listed below. Phase 1’s top six categories were used in structuring the

questions in Phase 2. The Phase 2 activity asked participants to vote on their preferred five park amenities and activities out of the six options. Their voting slips also included an opportunity to provide demographic and geographic information, such as age, race, hometown zip code, and favorite park.

1. Organized Events
2. Exercise Class or Equipment
3. Playground or Playscapes
4. Trails
5. Pools and Splashpads
6. Natural Water Recreation

What We Heard

Responses were sorted based on their zip code, and whether their hometown zip code fell within the following three categories: Rural, Mid-size, and Urban. These categories were based on the size of the city associated with the provided zip code. For this analysis, an entry was categorized as 'rural' if the city's population fell below 10,000 residents. 'Mid-size' cities contain a population between 10,000 and 100,000. Lastly, 'urban' communities were those with populations greater than 100,000. There were numerous participants who chose not to disclose their zip code, which were not counted in the following summary.

Table 2: Completed Speak Outs Phase 2 and Information

Location	Date	Participants
Smithville Health Fair	October 6, 2018	16 participants
Luling High School Football Game	October 12, 2018	15 participants
Raegan High School Football Game	October 5, 2018	30 participants
Japan Fall Festival	October 27, 2018	38 participants
Austin Pow Wow	November 3, 2018	31 participants
Elgin High School Basketball Game	November 11, 2018	29 participants
Prairie Lea JV Football Game	October, 18, 2018	15 participants
McDade Football Game	November 9, 2018	5 participated

Rural participants had the highest percent of votes in "Pools and Splashpads" (32.4%). "Trails" received the highest percentage of votes for participants from urban communities (26.7%). For mid-size community participants, "Trails" received the most votes, however, only one vote

higher than “Pools and Splashpads”, with both categories encompassing roughly 25% of the votes.

Regardless of community size or category, “Exercise Class or Equipment” received the least amount of votes, with “Organized Events” receiving second lowest amount of votes for all categories. “Exercise Class or Equipment” was previously ranked high in Phase 1. This change in ranking may be due to the change in outreach locations which prioritized rural and smaller towns. “Pools and Splashpads”, “Trails”, and “Natural Water Recreation” received the most votes for all city size categories. Table 3 summarizes the findings.

Table 3: Voting Results

	Exercise Class or Equipment	Pools and Splashpads	Trails	Natural Water Recreation	Playgrounds or Playscapes	Organized Events	Total Votes
Rural	5.47%	32.42%	18.36%	21.88%	11.72%	10.16%	256
Mid-size	9.26%	24.07%	25.93%	18.52%	14.81%	7.41%	54
Urban	9.01%	19.22%	26.73%	19.22%	14.41%	11.41%	305
Total Votes	7.97%	26.02%	24.39%	21.14%	13.98%	11.06%	615

Intercept Surveys

Short preliminary surveys were conducted at 10 locations across the three-county project boundary. These informal, conversational 5-minute surveys asked participants about barriers to accessing and using local parks and trails. Locations, shown in Table 4, were chosen to fulfill the specific goals of the Intercept Surveys, which included:

1. Reach immigrant and rural communities
2. Reach those who likely will not attend community workshops
3. Keep the questions open-ended, and provide a venue for community members to share their thoughts and emotions in a more conversational format.

The following questions helped guide the interviewer’s conversation:

4. What is your favorite park and why?
5. What gets you to go to the park?
 - a. What keeps you from going to the park?
6. What would you find in a healthy park?
 - a. What do you need in a park to encourage you to be more active?
7. What do you do to maintain a healthy life?
 - a. What are your biggest barriers to maintaining a healthy life?
8. What would help you be healthier?
9. What makes a park feel like YOUR park?

10. Demographics (optional) and Zip code

Table 4: Completed Intercept Surveys and Information

Location	Date	Participants
Memorial Park, Elgin, Texas	June 22, 2018	14 families interviewed
Lockhart HEB and Lockhart Municipal Park	July 23, 2018	19 interviewed
Lockhart State Park	July 25, 2018	11 interviewed
Lockhart Walmart	August 5, 2018	15 interviewed
Mexican Consulate office in Austin, Texas	July 25, 2018 August 5, 2018	20 interviewed each
Brookshire Brothers Grocery, Smithville, Texas	August 12, 2018	16 interviewed
Elgin Memorial Park, 1127 North Main	July 7, 2018	18 interviewed
812 Outdoor Market, 8714 FM 812, Austin, Texas	September 16, 2018	20 interviewed
Northside Park and Blanche Square, Luling, Texas	August 19, 2018	18 interviewed

What We Heard

- Interviewees predominantly use parks for children's recreation and after-school sports. Adult fitness is done elsewhere, outside of parks, or not at all.
 - Many adults interviewed do not have the luxury to exercise. Many adults walk to work or work in industries involving physical labor. At the end of the workday, many go straight home due to fatigue and lack of time.
 - Many noted the long distance to the closest park and that only having one car in the household deters families from visiting parks on a normal basis.
- Many would like to see more trails and organized community events, like entertainment or workout classes. Many utilize their existing rural parks for grilling and river activities, but not for exercising.
 - There were strong opinions for or against exercise stations, workout classes, and organized sports activities, but everyone was in agreement that equipment and classes' proximity to children areas and being in an active location is ideal. Reasons against exercising in parks include: safety concerns, needing childcare, inadequate or lacking bathrooms and water fountains, and exercise equipment maintenance.
- Heat is a major deterrent for prolonged activities in the park. Many mentioned the need for enhancements, such as shade and water stations.

- Empty parks deter participants from visiting their local parks as well. Isolation and safety were of concern.
- Many were not familiar with the health benefits of park use. Most individuals only viewed parks as a source of entertainment for their children.
- When asked about access to parks and outdoor amenities, a few noted that the lack of wayfinding creates confusion. Some also noted that the lack of signage can lead to uncertainty regarding whether or not amenities are available to the public. An example of this is whether or not the public can use school yards after hours.
- The majority interviewed (60%) were adults alone or with children. About 13% of interviewees were of elderly age, and about 26% were children and teenagers.

Focus Groups

Comprised of local experts and stakeholders, the Focus Groups assisted the Healthy Parks Plan process, providing local knowledge, identifying opportunities to collaborate, and presenting barriers that could impact the plan or their organization's individual efforts. Four major groups were identified by the Steering Committee as subject matter experts that would benefit the Healthy Parks Plan:

1. Cultural & Arts Divisions and Chamber of Commerces that offer programming and initiatives to impact economic development and cultural development.
2. Faith Based and non-profit organizations that represent underserved communities through initiatives and events.
3. Neighborhood coalitions and housing groups that advocate for parks and open spaces to improve their community.
4. Real Estate experts and developers that understand the needs for and lack of open space amenities.

The following were base questions asked at each focus group, with additional questions targeting the participant's expertise.

1. What programs do your organizations offer to improve the health of your community?
2. Are there gaps in what you need to fulfill your needs around your health related programs?
3. Do you see your organization having a role in fulfilling the Healthy Parks Plan?
4. Do you see the Healthy Parks Plan benefiting your organization?

What We Heard

The following provides a summary of each focus group. Table 5 details each focus groups' dates and attendees. A detailed list of invited organization can be found in the Appendix.

Travis County Cultural & Arts Divisions; Chamber of Commerce

- Funding and more widespread and consistent community involvement identified as significant barrier to incorporating health into their programs

- Partnerships with other community organizations could assist with programming limitations

Bastrop County Cultural & Arts Divisions; Chamber of Commerce

- Rural parks are highly valued aspects in communities with large events bringing in thousands
- Many rural parks have crucial need for short-term improvements such as: sidewalks, bike racks, permanent restrooms, and consistent programming
- Additionally, there is a desire for long-term investments such as: water features, public art, amenities for community members of all ages
 - Local eagerness to promote more public art in parks and downtown with murals, functional art, and art in the park programming
- A lack of, or inconsistent funding has made it difficult to maintain partnerships and valuable connections with community members
- Many areas share a goal of creating better access for all community members, but currently lack accessibility or basic amenities that prevent that (paved trails, access to regional/county parks by transit)
- There are existing programs that promote and aim to improve health in the community but lack continuity. Funding to maintain programs consistently has been problematic, as well as accessibility providing limitations to feasibility of outdoor excursion type events
- Recognition that short-term accessibility needs must be addressed first, and priority in connecting with other community entities to assist with developing programming in parks

Bastrop County Neighborhood & Housing Focus Group

- Many county parks need attention and resources but provide great opportunities (riverfront views and access, community events, ect), however need to be cognizant of equity and sustainability in investment in parks
- Funding is currently a barrier to maintaining and improving parks, and communities and county would like to find creative ways to provide funding for parks
- Desire to see more collaborations between parks and health programming and initiatives. Partnering with schools and other organizations to get involved in park planning and programing can be helpful. Engaging private sector and business community in coordinating events can help offset operating costs.
- There is a sense of urgency for city/county to capture available land now for future park development for fear of losing it to new type of development
 - Proposed idea to require developers to have dedicated land for parks
- Strong desires to ensure present and future parks are accessible for all, with a growing need for multigenerational access and benefits in every park including amenities and programming offered

Caldwell County Faith Based Organizations

- There is a great need for increased park programming, and education around healthy living and eating

- Currently the area has a community garden on city land, benefitting both the gardeners with access to physical activity, stress relief, and community bonding as well as the greater community by providing healthy food options for local food bank
- Funding is biggest limitation from fulfilling needs or organizations to expand health programming
 - Opportunity to connect community garden to senior citizen housing, promote awareness and education to more community members
- Lockhard and Luling families/schools/programs are traveling to San Marcos to access the playscape and amenities lacking in their own communities

Travis County Real Estate/Developers

- Decisions made about public land and parks is overall based on yield and feasibility
 - Value of a park is dictated by amenities provided
 - Cities and developers must consider maintenance cost, walkability, and overall access
- There is currently no system to evaluate available land based on these considerations
- No park dedication credit given for floodplain, even though parks could exist in floodplain

Summary

Overall participants of the various focus groups shared a mutual desire to improve and expand park infrastructure in their respective communities. It was consistently felt that parks provide an opportunity for community members and organizations to connect in a public space through programming, events, and simply accessing any amenities the space has to offer. Many shared similar concerns or limitations regarding parks and programming in their communities.

Accessibility of parks and their amenities was frequently mentioned, with a desire to improve access to parks in more rural communities, as well as provide basic amenities such as paved paths and bike racks to encourage more use by community members. Every group mentioned funding as a significant barrier to maintaining parks or providing programming in parks.

Specifically in regards to programming, many respondents mentioned a desire for improved partnerships with other community entities.

Table 5: Completed Focus Groups and Information

Topic	Date	Organizations Invited	Participants
Travis County Cultural & Arts Divisions; Chamber of Commerce	November 26, 2018	12	2
Bastrop County Cultural & Arts Divisions; Chamber of Commerce	December 4, 2018	7	3
Bastrop County Neighborhood & Housing	November	14	3

Focus Group	29, 2018		
Caldwell County Faith Based Organizations	December 3, 2018	5	2
Travis County Real Estate/Developers	December 3, 2018	10	3

Appendix

Focus Group table of organizations invited

Group/Organization
<i>Bastrop County: Cultural & Arts Divisions; Chamber of Commerce</i>
Bastrop Chamber of Commerce
Smithville Chamber of Commerce
Elgin Chamber of Commerce
Bastrop Art in Public Places (BAPP)
Elgin Main Street
Elgin Arts Association
Bastrop County Tourism Office
<i>Travis County: Cultural & Arts Divisions; Chamber of Commerce</i>
Austin Chamber of Commerce
Pflugerville Chamber of Commerce
Manor Chamber of Commerce
Pflugerville Community Development Corporation (PCDC) Board
Austin Art in Public Places
COA Economic Development Dept
Six Square
The Contemporary
Preservation Austin
African American Cultural and Heritage Facility manager

Waller Creek
Mexican American Archivist, Austin History Center
<i>Caldwell County: Faith based and non-profit groups</i>
Lockhart Ministerial Alliance
Luling Area Ministerial Alliance
Caldwell County Texas Salvation Army
Caldwell County Christian Ministries
Community Action of Central Texas
Loaves and Fishes Outreach Ministry
<i>Bastrop County: Faith based groups</i>
In The Streets-Hands Up High Ministry
Bastrop County Christian Homeschoolers
Bastrop Christian Ministerial Alliance
<i>Bastrop County: Housing and Neighborhoods</i>
Bastrop Community Senior Center
Bastrop Housing Authority
Planning and Development
Smithville Housing Authority
Austin Habitat for Humanity
Austin Community Design and Development Center
City of Smithville
Guadalupe CDC
COA NHCD
Anti Displacement task force
<i>Travis County: Real Estate & Developers</i>
Evolve Austin
Turner Residential
Home Builders Association of Greater Austin
Urban Land Institute
Momark Development
Thrower Design
Drenner Group

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Appendix 2

Phone Poll

Summary

BASTROP, CALDWELL & TRAVIS
COUNTY TEXAS
SURVEY HIGHLIGHTS

July - August, 2018

Prepared For:

St David's
FOUNDATION

And

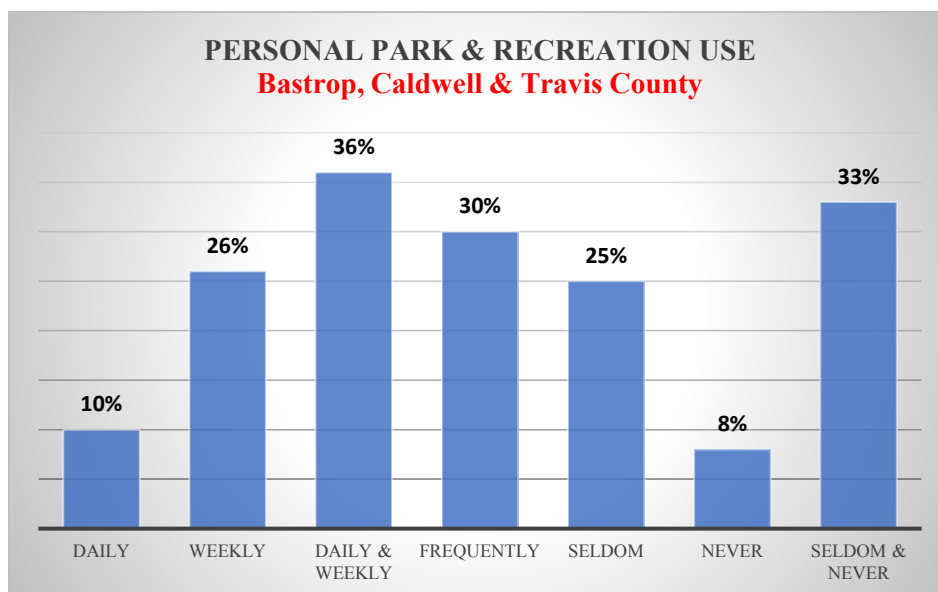


By: John H Wilson

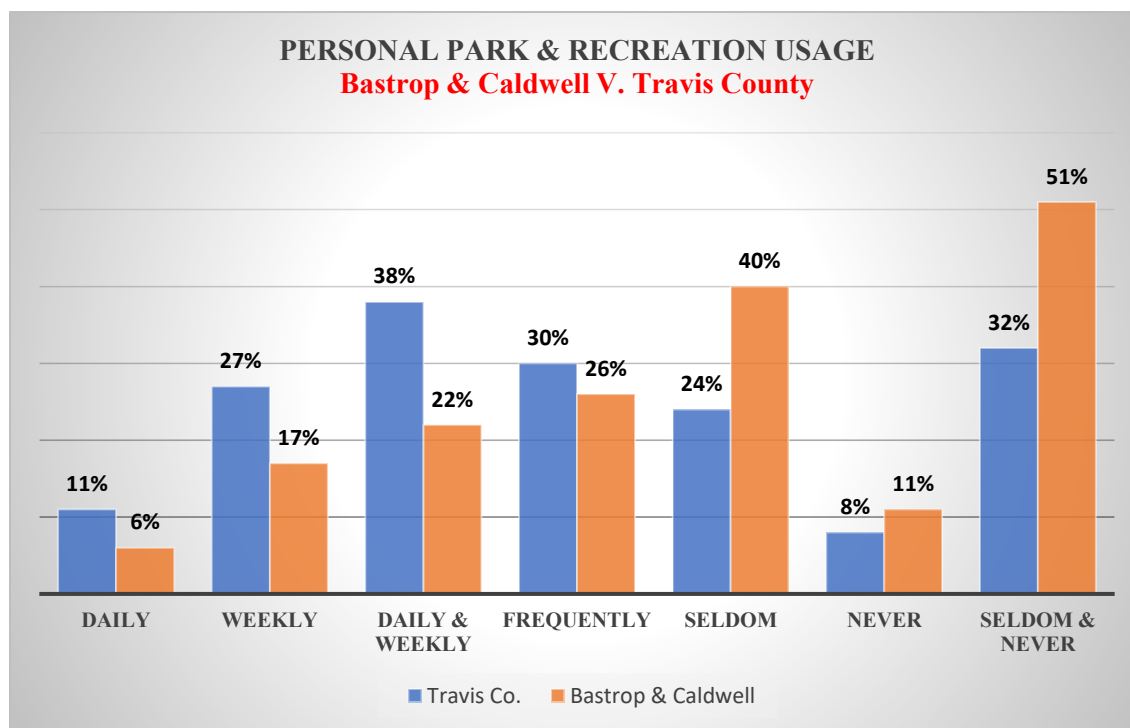
PARK AND RECREATION USAGE

While usage of the parks and recreational opportunities in Bastrop, Caldwell and Travis Counties is high, there is clearly room for improvement. Overall, 36% of the respondents in the study report that they use the parks and recreation areas Daily (10%) or Weekly (26%) and another 30% use the parks and recreation areas Frequently, but one-third (33%) say that they Seldom (25%) or Never (8%) use the parks and recreation areas.

Park and recreation usage are significantly higher in Travis County than in Bastrop and Caldwell Counties. While 38% of the respondents in Travis County use the parks and recreation areas Daily or Weekly, in Bastrop and Caldwell Counties only 22% use the parks and recreation areas that often. What's more, less than one-third of the respondents in



Travis Seldom or Never use the parks and recreation areas (32%), but in Bastrop and Caldwell Counties a majority of the respondents (51%) Seldom or Never use the parks and recreation areas.



Park and Recreation Use in Travis County

Park and recreation use vary significantly by demographic group within Travis County.

PERSONAL PARK AND RECREATION USE

Travis County

	Daily / Weekly	Frequently	Seldom / Never
Total	38%	30%	32%
Travis Breakouts			
East Travis	35%	28%	37%
West Travis	41%	32%	27%
Community Type			
Urban	41%	31%	29%
Suburb / City	37%	31%	32%
Small Town / Rural	32%	26%	41%
Education			
H.S. Or Less	30%	29%	41%
V-tech / Some Coll.	31%	33%	35%
College Grad.	45%	29%	26%
Income			
Under \$50,000	29%	32%	39%
\$50K To \$100k	38%	27%	35%
Over \$100,000	45%	33%	22%
Race			
White	40%	32%	28%
Hispanic	40%	29%	31%

To begin with, park and recreation usage is highest in the Urban parts of the county where 41% report that they use the parks and recreation areas Daily or Weekly. By contrast, park and recreation usage is lowest in the rural areas of the county where 41% Seldom or Never use the parks and recreation areas. This of course resembles that found in the largely rural counties of Bastrop and Caldwell.

Park and recreation usage also correlates with education and income. That is, respondents with higher education levels and higher incomes use the parks and recreation areas more often than those with less education and lower incomes. For instance, only 30% of the respondents with a high school education or

less use the parks and recreation areas on a Daily or Weekly basis, while 41% Seldom or Never use the parks.

By contrast, 45% of the respondents with a college education use the parks and recreation areas Daily or Weekly, while just 26% Seldom or Never use them.

Similarly, just 29% of the respondents with incomes of \$50,000 or less use the parks and recreation areas on a Daily or Weekly basis, while 39% Seldom or Never use them. Among those with incomes over \$100,000 45% use the parks and recreation areas on a Daily or Weekly basis, while just 22% Seldom or Never use them.

Park and recreation usage are somewhat lower in East Travis than in West Travis which probably reflects the differing education and income levels in these two areas.

Finally, there are no significant differences between Hispanic and White respondents. Because Hispanic respondents tend to have lower education and income levels than White respondents the parity in park and recreation usage is at first surprising. The reason for the parity is simply that Hispanic respondents are significantly younger than White respondents and young respondents use the parks and recreation areas more than older respondents.

Park and Recreation Use in Bastrop & Caldwell Counties

As was mentioned earlier, park and recreation usage are significantly higher in Travis County than in Bastrop & Caldwell Counties. Then too usage is as low in Bastrop as it is in Caldwell. For instance, in Bastrop County 50% of the respondents said that they Seldom or Never use the parks and recreation areas and in Caldwell County 52% gave that response.

As in Travis County there is a correlation between park and recreation usage and education and income levels, but it is not as pronounced as in Travis County (see table on next page).

There is also a correlation between park and recreation usage and Community Type and this correlation appears to be slightly more pronounced in Bastrop & Caldwell than in Travis County. Keep in mind, however, that the percent of respondents in Bastrop & Caldwell Counties that described the area in which they live as Urban was small so the data that this finding is based on is somewhat unreliable.

There is also a correlation between age and park and recreation usage. Park usage in Bastrop & Caldwell is low among respondents 18 to 49, but it is very low among respondents 50+. In fact, a majority of respondents 50 to 64 Seldom or Never use the parks and recreation areas and 65% of those age 65 and over Seldom or Never use the parks and recreation areas in their area. (see table on next page).

Finally, park and recreation use are higher among Hispanics than among White respondents. Most of this difference is, once again, explained by age. That is, park and recreation usage is very similar among Hispanics and White respondents 18-49. But White respondents are more likely to be over age 50 and respondents age 50 and older are less likely to use the parks and recreation areas.

PERSONAL PARK AND RECREATION USE
Bastrop & Caldwell Counties

Total	Daily / Weekly 22%	Frequently 26%	Seldom / Never 51%
County			
Bastrop	22%	26%	50%
Caldwell	24%	24%	52%
Community Type			
Urban	44%	24%	26%
Suburb / City	29%	14%	55%
Small Town / Rural	19%	28%	53%
Age			
18-34	24%	31%	44%
35-49	34%	21%	43%
50-64	21%	29%	51%
65+	14%	21%	65%
Education			
H.S. Or Less	20%	27%	52%
V-Tech / Some College	18%	23%	57%
College Grad.	30%	27%	43%
Income			
Under \$50,000	18%	29%	52%
\$50K To \$100K	30%	29%	41%
Over \$100,000	34%	15%	49%
Race			
White	17%	23%	59%
Hispanic	32%	28%	39%
Race / Age			
White 18-49	28%	26%	45%
Hispanic 18-49	30%	29%	38%

Reasons for Seldom or Never Using the Parks and Recreation Areas

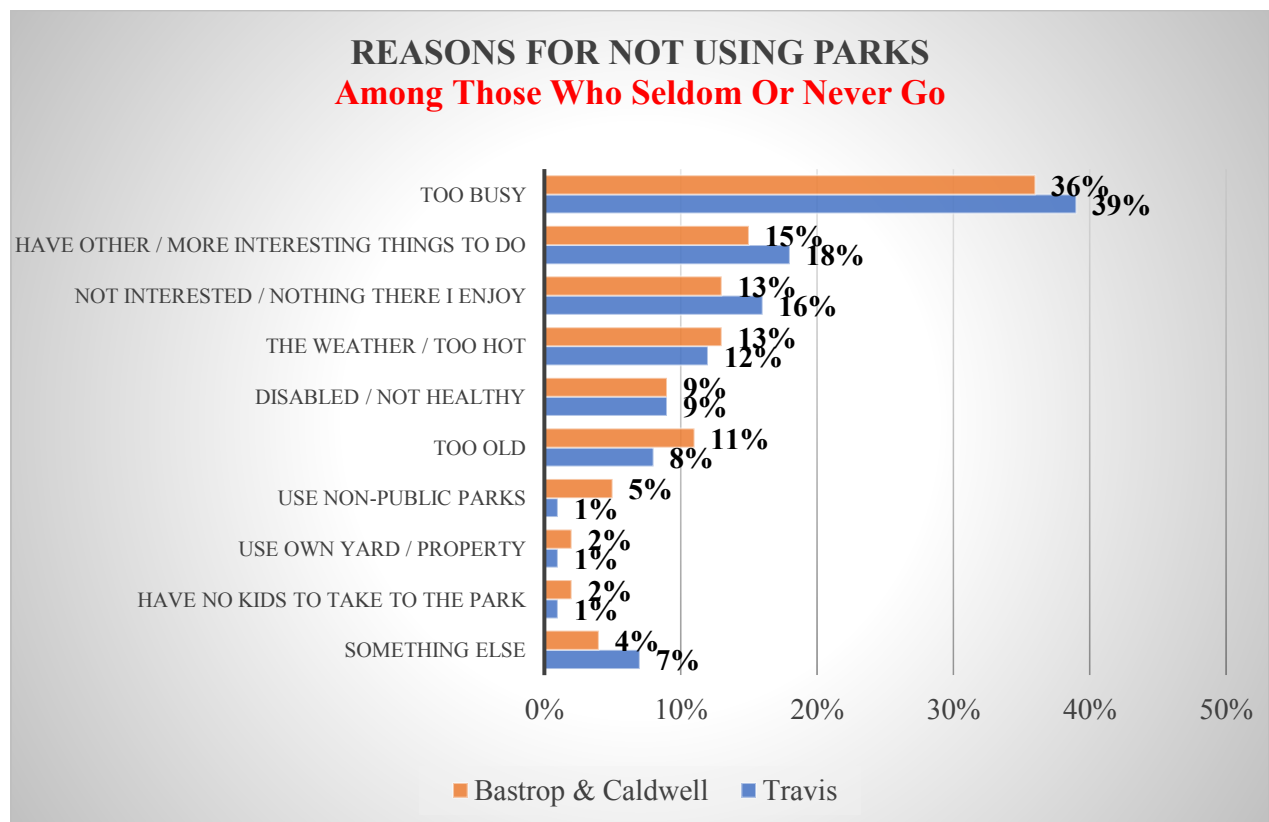
The reasons given for Seldom or Never using the parks and recreation areas are the same in all three counties in the study. The number one reason why people Seldom or Never go to the parks and recreation areas is that they are “Too Busy” (38%) Interestingly, one third of those who Seldom or Never go to the parks and recreation areas are age 18-34 and 65% of these respondents say that they don’t go because they are too busy to do so.

One-third of the respondents say that they Seldom or Never use the parks and recreation areas because they either “Have Other / More Interesting Things To Do” (17%) or are “Not Interested / Nothing There They Enjoy” (16%).

Finally, almost one in five respondents say that they Seldom or Never use the parks and recreation areas because they are either “Disabled / Not Healthy” (9%) or are “Too Old” (9%).

Reasons given for Seldom or Never going to the parks and recreation areas are not only fairly consistent across the three counties, they are also fairly consistent throughout the demographic groups. There is a tendency for lower education and lower income groups to be a little more likely to say that they don’t use the parks because they are Too Busy, but the difference isn’t large.

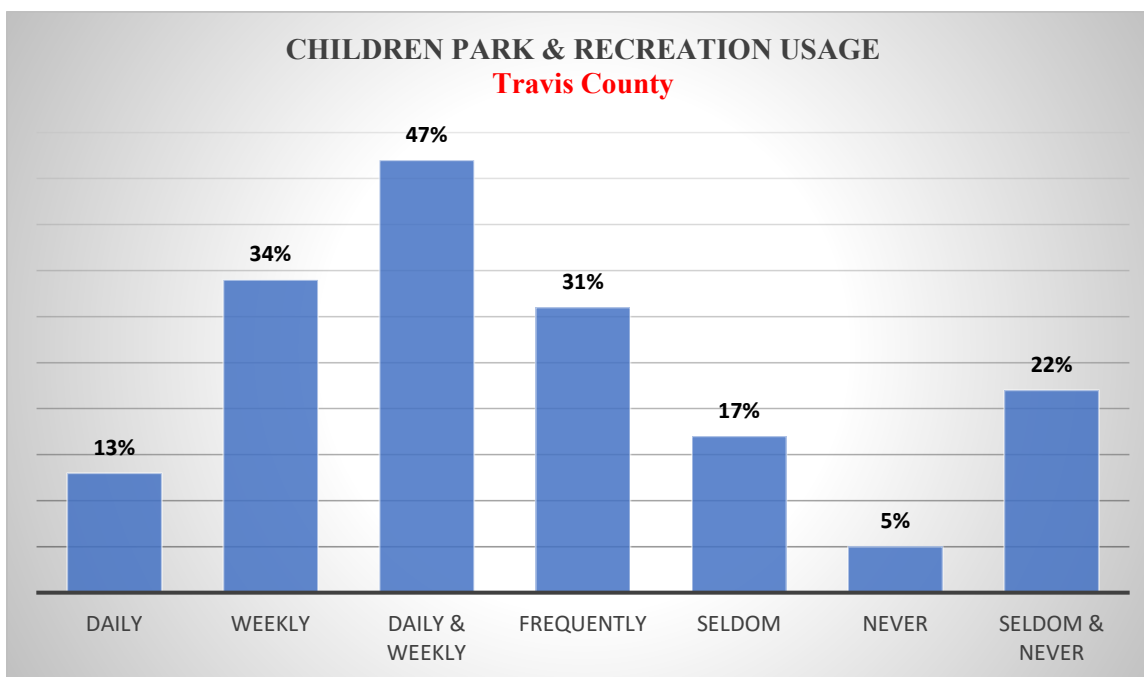
One notable exception lies in East and West Travis. In East Travis 45% say they don’t use the parks because they are “Too Busy” and just 23% say that they don’t use the parks because they either “Have More Interesting Things To Do” or because “They Are Not Interested / There Is Nothing In the Parks That They Enjoy”. In West Travis these numbers are flipped. That is, only 31% say they Seldom or Never go to the parks because they are “Too Busy”, while 47% say that they Seldom or Never use the parks because “They Are Not Interested” or “There Is Nothing In the Parks That They Enjoy”



Park and Recreation Usage Among Children in Travis County

Park and recreation usage among children in Travis County appear to be fairly high – especially when you consider that this is in addition to neighborhood play, school recreational activities and other forms of exercise that children engage in. Overall, almost a majority of children visit the parks and recreation areas Daily (13%) or Weekly (34%) and another 31% visit the parks and recreation areas Frequently. Having said that, it is worth noting that almost one in four children Seldom (17%) or Never (5%) go.

In Travis County park and recreation usage is as follows:



Usage in East Travis is roughly the same as that in West Travis.

Similar, there is virtually no difference in usage by Age or Community Type of parents.

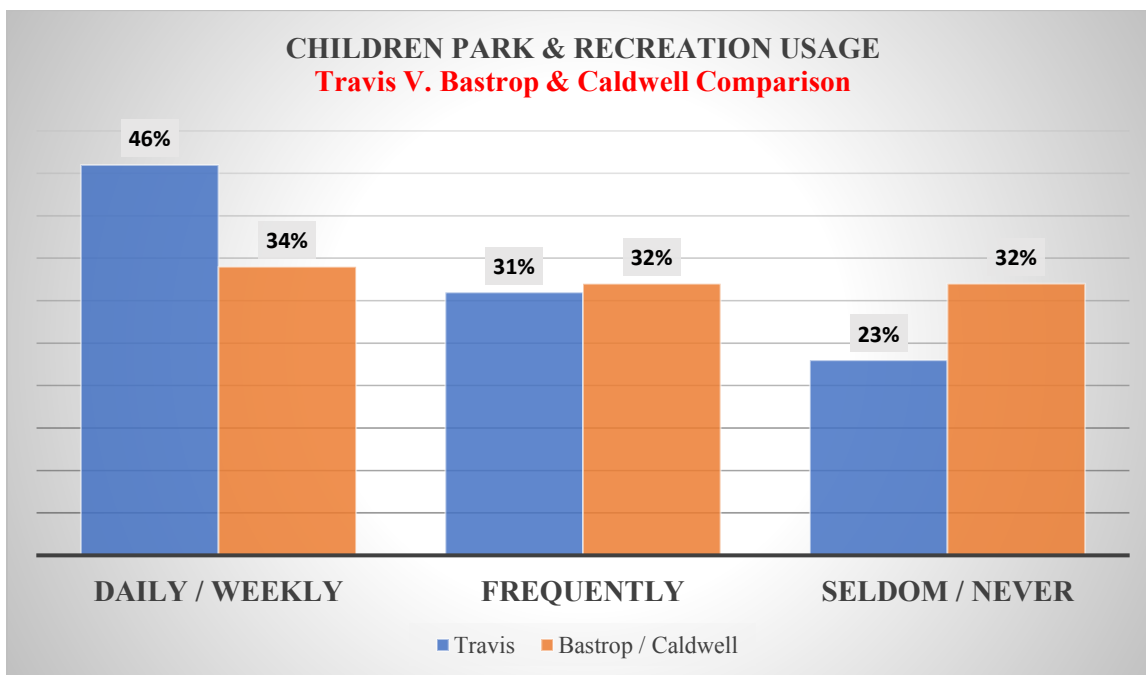
As was the case with Personal Park & Recreation Usage, there is a correlation with Education and Income, however this correlation is not as strong when it comes to children. While the rate of usage in general is fairly high overall, it is somewhat troubling to note that 33% of the children from low education homes and 38% of the children from low income homes Seldom or Never visit the parks and recreation areas.

CHILDREN PARK AND RECREATION USAGE**Travis County Parents**

	Daily / Weekly	Frequently	Seldom / Never
Total	46%	31%	23%
Education			
H.S. Or Less	40%	26%	33%
V-Tech / Some Coll.	45%	23%	32%
College Grad.	51%	39%	11%
Income			
Under \$50,000	42%	20%	38%
\$50K To \$100K	45%	36%	19%
Over \$100,000	46%	42%	12%

Park and Recreation Usage Among Children in Bastrop & Caldwell Counties

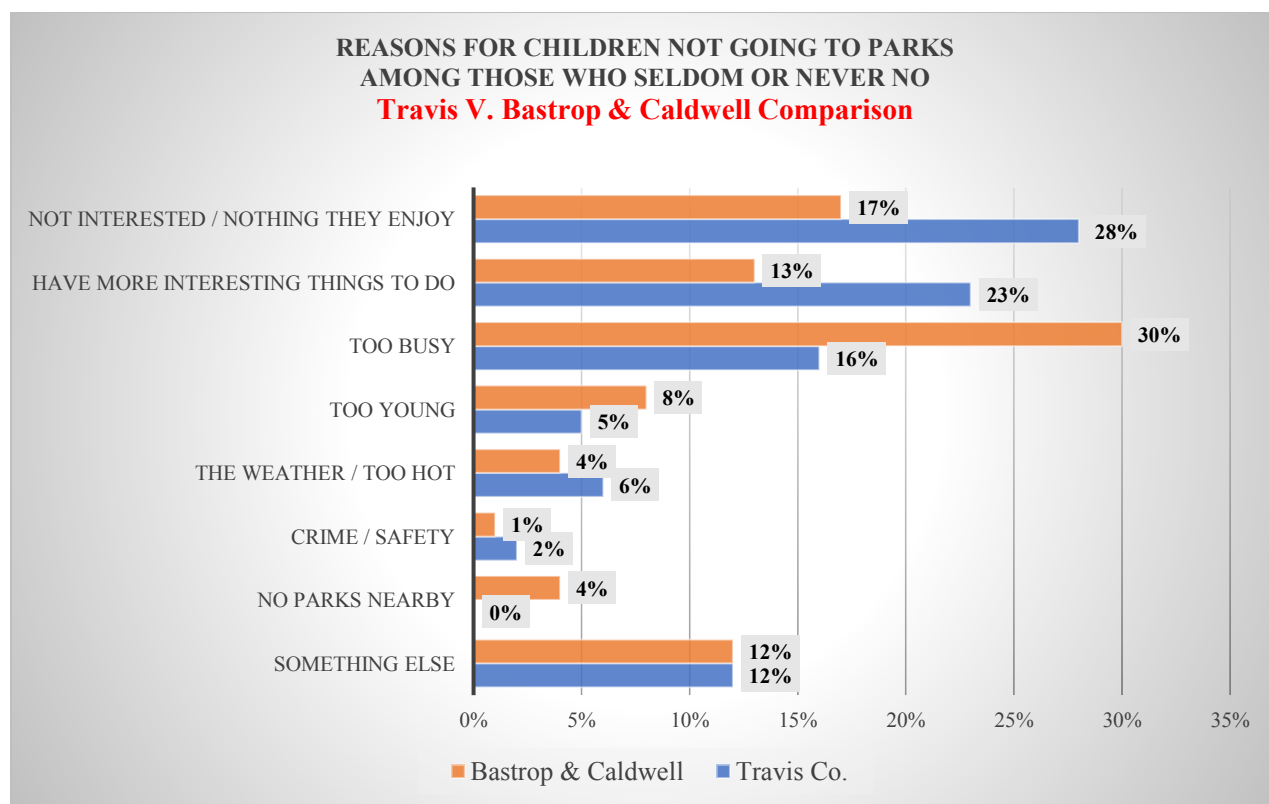
While park and recreation usage among children is high in Travis County it is significantly lower in Bastrop and Caldwell Counties where only about one-third or the children visit the parks and recreation areas Daily or Weekly and an almost equal number of children Seldom or Never go.



Reasons Why Children Seldom or Never Use the Parks and Recreation Opportunities

The reasons why children don't visit the parks and recreation areas varies significantly between Travis County Vs. Bastrop and Caldwell Counties. In Travis County, a majority of children Seldom or Never visit the parks and recreation areas because they are "Not Interested / There Is Nothing They Enjoy" (28%) or because they "Have More Interesting Things to Do" (23%). In Bastrop & Caldwell Counties only 30% gave one of those two responses.

Conversely, in Travis County only 16% of the parents say that their kids Seldom or Never use the parks and recreation areas because they are too busy to take them, while parents in Bastrop & Caldwell Counties are almost twice as likely to say that they are too busy to take them (30%).



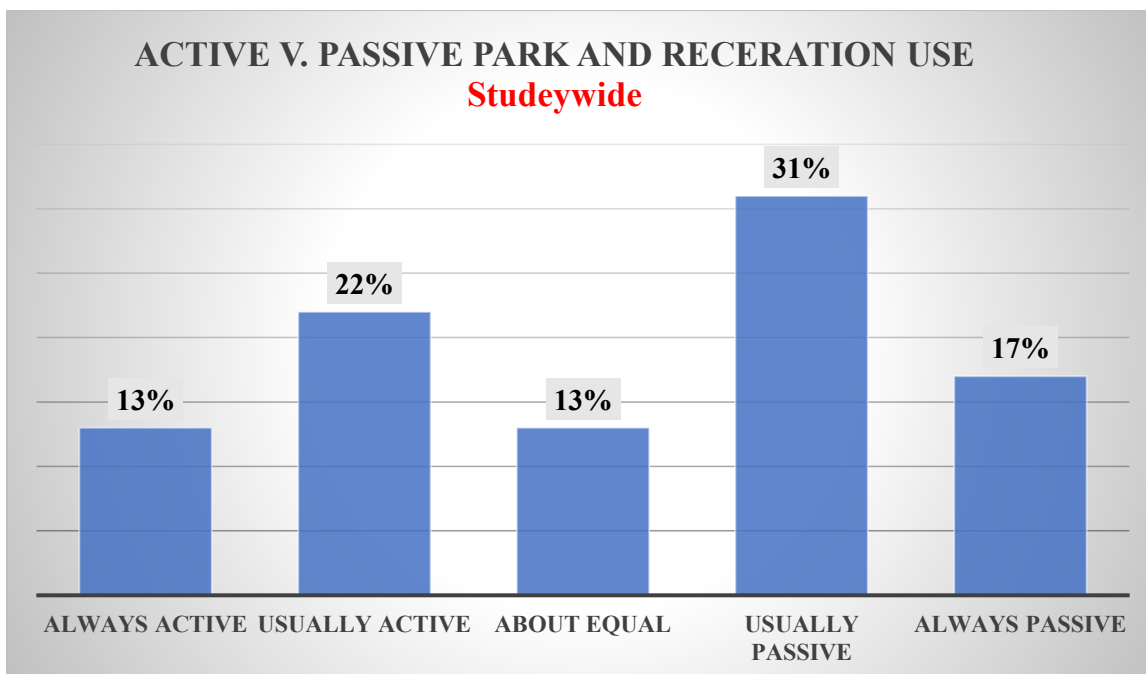
Finally, it is interesting to note that there is a very strong correlation between Personal Park and Recreation Usage of parents and the Park and Recreation usage of children. That is, parents who engage in high Park and Recreation Usage tend to have children who do so too. Part of this correlation is related to the fact that parents have high Park and Recreation Usage because they are taking their children to the parks and recreation areas. But it also indicates that parents who value the parks and recreation areas are passing along these values to their children.

CHILDREN PARK & RECREATION USE**By Personal Park Use**

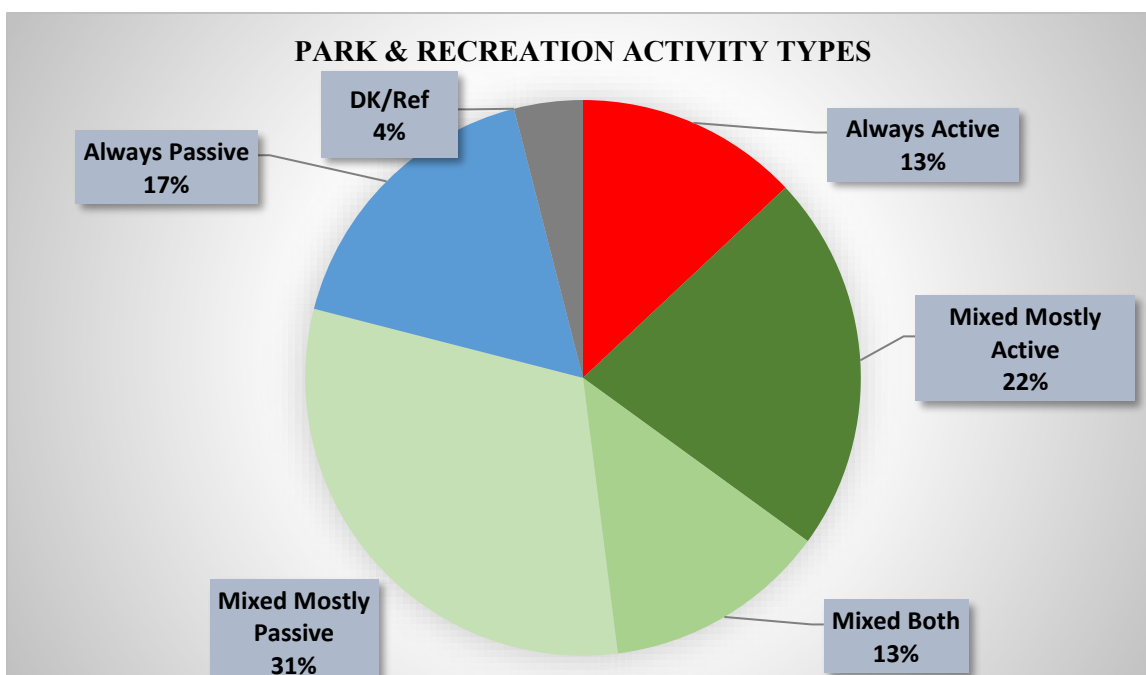
	Daily / Weekly	Frequently	Seldom / Never
Total	46%	31%	23%
Personal Park Use			
All Respondents			
Daily / Weekly	78%	13%	9%
Frequently	27%	67%	7%
Seldom / Never	21%	17%	62%
Personal Park Use			
Travis County			
Daily / Weekly	77%	13%	10%
Frequently	29%	65%	7%
Seldom / Never	23%	17%	60%
Personal Park Use			
Bastrop/Caldwell.			
Daily / Weekly	92%	8%	0%
Frequently	5%	86%	9%
Seldom / Never	9%	13%	78%

ACTIVE V. PASSIVE PARK & RECREATION USE

When going to parks and recreation areas about one-third of respondents say that they Always (13%) or Usually (22%) engage in active activities such as tennis, soccer, basketball, swimming and playgrounds, while almost a majority (48%) Always (17%) or Usually (31%) engage in passive activities such as walking, dog walking, picnicking and bird watching. Another 13% say that they engage in active and passive activities equally. This is true in Travis County as well as in Bastrop & Caldwell Counties.



Another way to look at this is that park and recreational use isn't an either/or decision for most residents. Rather almost two-thirds of the respondents engage in **both** active and passive activities



It is somewhat surprising to note that this is true regardless of age. Even among respondents 65+ a large majority engage in both types of activity. Similarly, only 12% of respondents age 18 to 34 and 19% of respondents age 35 to 49 engage exclusively in active recreational activities, while over two-thirds of both of these age groups engage in both active and passive activities.

PARK & RECREATION USE

By Age

Total	Always Active 13%	Mixed 66%	Always Passive 17%
18-34	12%	72%	12%
35-49	19%	67%	12%
50-64	12%	60%	20%
65+	6%	61%	29%

While respondents are more likely to participate in passive rather than active activities, those who engage in active activities use the parks and recreation areas more frequently.

PERSONAL PARK & RECREATION USE

By Activity Type

Total	Daily / Weekly 37%	Frequently 30%	Seldom / Never 34%
Active V. Passive			
Mostly Active	44%	30%	26%
Mostly Passive	30%	29%	40%
Always Active	57%	29%	14%
Mixed	34%	33%	33%
Always Passive	37%	22%	41%

Recreation use correlates with Race, Education and Income. Among Hispanics, 40% engage in mostly active pursuits and 44% engage in mostly passive pursuits. On the other hand, a majority of White respondents engage in mostly passive pursuits (51%), while just 29% engage in mostly active pursuits.

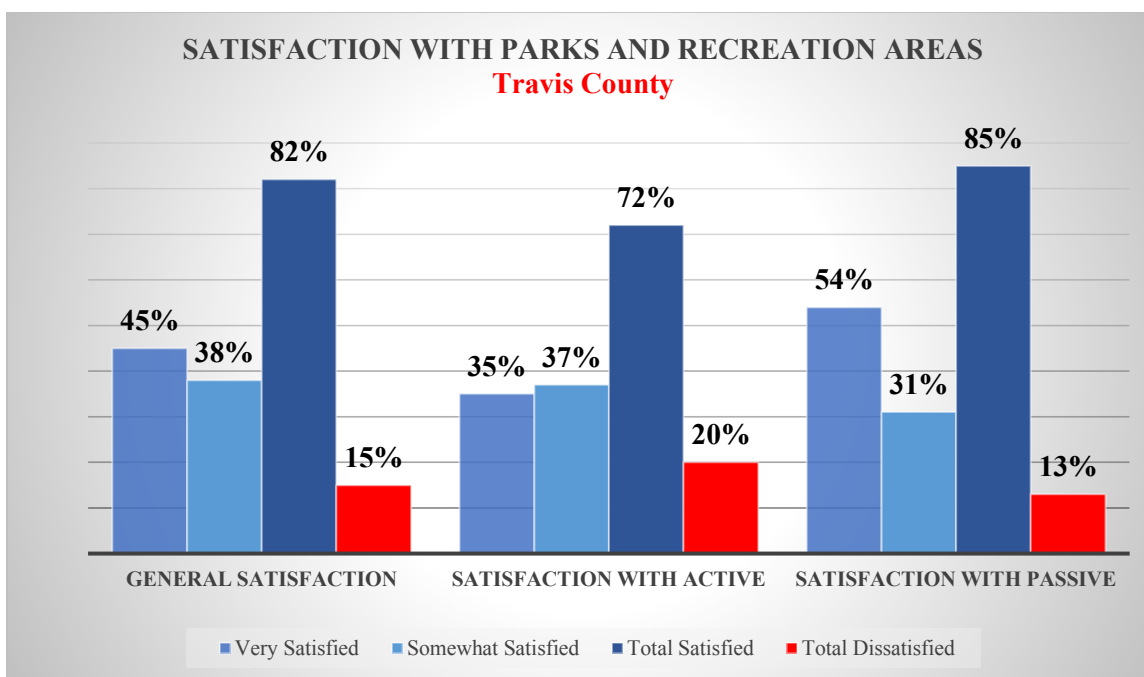
Those with a high school education or less are more likely to engage in active pursuits (46%) than in passive pursuits (37%). But among those with a college education only 28% engage in mostly active pursuits, while a majority (54%) engage in mostly passive pursuits.

Finally, those with incomes below \$50,000 tend to be split between active (40%) and passive (45%) pursuits. But among those with incomes above \$50,000 36% engage in mostly active pursuits while (44%) engage in mostly passive pursuits.

While there are differences in the amount of active versus passive recreation that some groups engage in, the overwhelming finding appears to be that a large majority of respondents from every county and demographic group engage in both active and passive pursuits.

SATISFACTION WITH PARKS & RECREATION OPPORTUNITIES

Satisfaction with the parks and recreational areas is high, especially in Travis County. Satisfaction levels are also fairly consistent by demographic group including people with children.



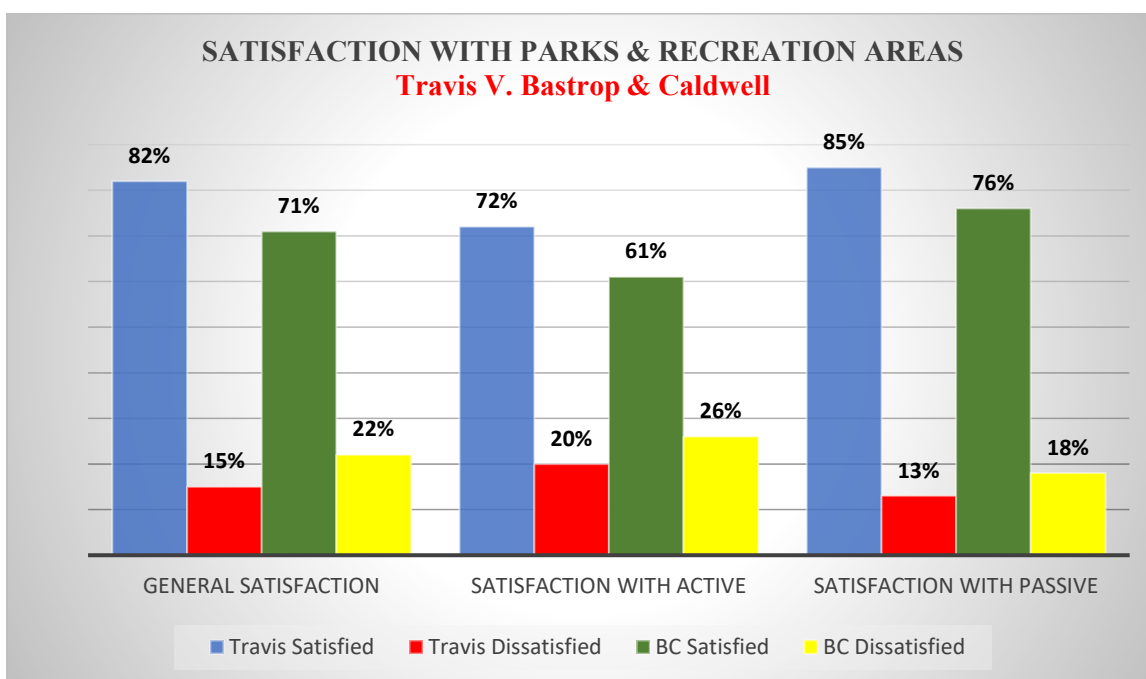
It is interesting to note that satisfaction is higher among those who use the parks and recreation areas Daily, Weekly or Frequently than it is among those who Seldom or Never use the parks and recreation areas. It is not clear if those who say they are dissatisfied with the parks and recreation areas do so because they are unable to rate the parks fairly because they don't use them OR if they do not use them because they are not satisfied with them? Is their dissatisfaction based on not knowing what they are missing because they don't use the parks OR are they dissatisfied because what they want isn't there? In all probability it is a combination of the two.

SATISFACTION WITH PARK & RECREATION OPPORTUNITIES

By Park Usage In Travis County

	General Satisfaction		Satisfaction With Active		Satisfaction With Passive	
	Satisfied	Dis-satisfied	Satisfied	Dis-satisfied	Satisfied	Dis-satisfied
Total	82%	15%	72%	20%	85%	13%
Personal Park Use						
Daily / Weekly	86%	13%	75%	22%	82%	14%
Frequently	87%	12%	81%	15%	88%	11%
Seldom / Never	73%	20%	60%	22%	86%	12%
Children Park Use						
Daily / Weekly	91%	9%	80%	19%	87%	12%
Frequently	84%	16%	77%	20%	86%	14%
Seldom / Never	61%	31%	48%	41%	62%	22%

While satisfaction is also fairly high in Bastrop & Caldwell Counties, it is about 10% lower than Travis County regardless of whether you are talking about General Satisfaction, Satisfaction with Active Opportunities or Satisfaction with Passive Opportunities.



In short, most respondents in Travis County are satisfied with the parks and recreation areas in general as well as the active and passive opportunities they offer. Satisfaction is also fairly consistent across the demographic groups in the study. In Bastrop & Caldwell Counties satisfaction levels are about 10% lower across the board.

POTENTIAL IMPROVEMENTS

The survey gave respondents a list of twenty-three suggested improvements to the parks and recreational opportunities available in their area and asked them if each would be a Very Important, Somewhat Important, Not Too Important or Not At All Important improvement. Of the list only two (volleyball courts and tennis courts) did not receive majority support.

There were fourteen suggestions which at least a majority of respondents said would be Very Important improvements and nine that less than a majority felt would be Very Important improvements. Those that a majority did not feel would be Very Important improvements included both active and passive improvements and were as follows:

The Bottom of the Priority List

Least Popular Active Improvements

More basketball courts & sports fields for soccer, baseball, basketball & other active recreation.

More water access for fishing, kayaking and canoeing.

More organized sports leagues like soccer, baseball, basketball and ultimate frisbee.

More fitness programs, aerobics and yoga.

More volleyball courts.

More tennis courts.

Least Popular Passive Improvements

Special events such as concerts in the park, festivals, movies and plays.

Provide more opportunities for community gardening.

More dog walking parks.

Park Safety & Handicapped Access

While park safety and handicapped access receive very high ratings, it is not clear how much of a problem they are. Crime was not given as a reason for respondents not using the parks and only 2% gave crime as a reason why their kids don't use the parks. Similarly, only 3% gave handicapped access as a reason for not using the parks.

The Top of the Priority List

The remaining improvements on the list can be roughly sorted into three groups: Children's Programs, Active Recreation and Passive & Family Oriented Activities.

Children's Programs

More educational programs for children.

More recreational programs for children.

More playgrounds for children.

Active Recreation

Add more no cost or low-cost fitness programs.

Better maintenance of the recreational facilities and ballfields.

More aquatic programs such as swim lessons and water exercise programs.

Add more no cost or low-cost recreational programs.

Passive & Family Oriented Activities

Protect more open space and preserve wildlife habitat.

Add places where families can get together such as picnic areas and shelters.

More amenities such as parking, drinking fountains and restrooms.

Better maintenance of the trails and park areas.

More trails for walking, hiking and biking.

The importance of these improvements varies significantly from county to county. To begin with, in Bastrop and Caldwell Counties there were ten improvements that received a Very Important rating of 60% or more, while in Travis County there were only five. This reflects the fact that there are fewer recreational opportunities in Bastrop and Caldwell Counties and the lower satisfaction levels expressed by respondents in those two counties. The following list details the Very Important scores that respondents give for each improvement and ranks the top ten for each county. [The red superscript indicates top 10 rankings]

Bas trop	Cald well	Travis	
90% ¹	83% ²	81% ¹	Improving safety and keeping the parks crime free.
69% ⁴	77% ³	77% ²	Protect more open space and preserve wildlife habitat.
76% ²	89% ¹	66% ³	More educational programs for children.
72% ³	61% ⁸	63% ⁵	Improve access for the handicapped.
66% ⁶	67% ⁶	57% ⁷	Add places where families can get together such as picnic areas and shelters.
66% ⁷	60% ⁹	59% ⁶	More amenities such as parking, drinking fountains and restrooms.
61% ¹⁰	45%	66% ⁴	Better maintenance of the trails and park areas.
59%	65% ⁷	54% ⁹	More recreational programs for children.
69% ⁵	60% ¹⁰	53% ¹⁰	More playgrounds for children.
53%	75% ⁴	55% ⁸	Add more no cost or low-cost fitness programs.
58%	74% ⁵	48%	Better maintenance of the recreational facilities and ballfields.
65% ⁸	58%	45%	More aquatic programs such as swim lessons and water exercise programs.
62% ⁹	59%	45%	Add more no cost or low-cost recreational programs.
56%	51%	49%	More trails for walking, hiking and biking.

Within Travis County the priorities are very similar in the East and West areas. The major difference appears to be that East Travis gave eleven improvements a Very Important rating of 60% or higher, while West Travis had only three (and one of those was park safety). This is probably a reflection of the fact that poorer areas have more pressing needs than more affluent areas.

	East Travis	West Travis	
81%	88% ¹	74% ²	Improving safety and keeping the parks and recreation areas crime free.
77%	78% ²	77% ¹	Protect more open space and preserve wildlife habitat.
66%	77% ³	58% ⁴	More educational programs for children.
66%	70% ⁵	62% ³	Better maintenance of the trails and park areas.
63%	70% ⁶	58% ⁵	Improve access for the handicapped.
59%	69% ⁷	49% ⁸	More amenities such as parking, drinking fountains and restrooms.
57%	64% ⁸	52% ⁷	Add places where families can get together such as picnic areas and shelters.
55%	60%	48% ⁹	Add more no cost or low-cost fitness programs.
54%	71% ⁴	34%	More recreational programs for children.
53%	63% ⁹	45% ¹⁰	More playgrounds for children.
49%	61% ¹⁰	39%	More trails for walking, hiking and biking.
48%	44%	54% ⁶	Better maintenance of the recreational facilities and ballfields.
45%	56%	35%	More aquatic programs such as swim lessons and water exercise programs.

The list of top rated improvements is roughly the same regardless of park usage. The main difference is that the list of proposed improvements receiving a Very Important rating of 60% or more gets longer as park usage gets lower.

**Daily Fre- Seldom
Weekly quently Never**

69% ²	87% ¹	92% ¹	Improving safety and keeping the parks and recreation areas crime free.
80% ¹	80% ²	72% ³	Protect more open space and preserve wildlife habitat.
61% ⁵	50% ⁹	82% ²	More educational programs for children.
64% ³	69% ³	62% ⁸	Better maintenance of the trails and park areas.
59% ⁶	64% ⁵	69% ⁴	Improve access for the handicapped.
45%	69% ⁴	63% ⁷	More amenities such as parking, drinking fountains and restrooms.
50% ⁸	57% ⁶	69% ⁵	Add places where families can get together such as picnic areas and shelters.
62% ⁴	55% ⁸	50%	More recreational programs for children.
58% ⁷	44%	62% ⁹	Add more no cost or low-cost fitness programs.
50% ⁹	50% ¹⁰	65% ⁶	More playgrounds for children.
37%	56% ⁷	57% ¹⁰	Better maintenance of the recreational facilities and ballfields.
48% ¹⁰	47%	54%	More trails for walking, hiking and biking.
48% ¹⁰	49%	45%	More aquatic programs such as swim lessons and water exercise programs.

Keep in mind that most respondents who Seldom or Never go to the parks and recreation areas are satisfied with them. 73% are satisfied with the parks in general, 60% are satisfied with the active recreational opportunities and 84% are satisfied with the passive park and recreation opportunities. For the most part it appears that the reason for not going to the parks isn't that they are dissatisfied with what the parks and recreation areas have to offer. Rather they don't go because they are too busy, have more interesting things to do or don't enjoy those things that parks and recreation areas offer.

Among those who are dissatisfied with the parks in general or dissatisfied with the active or passive park and recreation opportunities available in their area, the results were as follows:

Dissatisfied With

Gen-

eral Active Passive

79% ²	81% ¹	86% ¹	Improving safety and keeping the parks and recreation areas crime free.
70% ⁶	77% ⁴	78% ²	Protect more open space and preserve wildlife habitat.
74% ⁴	78% ²	65% ⁵	More educational programs for children.
73% ⁵	78% ³	74% ³	Better maintenance of the trails and park areas.
62% ⁹	73% ⁵	65% ⁶	Improve access for the handicapped.
58%	55%	50% ⁸	More amenities such as parking, drinking fountains and restrooms.
54%	60%	44%	Add places where families can get together such as picnic areas and shelters.
82% ¹	66% ⁸	50% ⁹	More recreational programs for children.
63% ⁸	64% ⁹	41%	Add more no cost or low-cost fitness programs.
62% ¹⁰	67% ⁷	45%	More playgrounds for children.
44%	44%	43%	Better maintenance of the recreational facilities and ballfields.
68% ⁷	71% ⁶	69% ⁴	More trails for walking, hiking and biking
47%	52%	47% ¹⁰	More aquatic programs such as swim lessons and water exercise programs.
76% ³	63% ¹⁰	62% ⁷	Add more no cost or low-cost recreational programs.
61%	50%	41%	More water access for fishing, kayaking and canoeing
54%	43%	35%	Provide more opportunities for community gardening.
38%	42%	42%	More organized sports leagues like soccer, baseball, basketball and ultimate frisbee.
58%	54%	25%	More basketball courts and sports fields for soccer, baseball, basketball and other active recreation.
42%	37%	27%	Special events such as concerts in the park, festivals, movies and plays.

This list is interesting for several reasons. First, those who disapprove of the parks and recreation areas in general place “More recreational programs for children¹.” “Add more no cost or low cost recreational programs³.” and “More educational programs for children⁴.” at the top of their priority list.

Those who are dissatisfied with the active recreational opportunities in their area are fairly average in the things that they give a priority to. What’s notable about this group is what they **don’t** give a high priority to. These include, “More water access for fishing, kayaking and canoeing”. “More organized sports leagues like soccer, baseball, basketball and ultimate frisbee.” and “More basketball courts and sports fields for soccer, baseball, basketball and other active recreation.”

Those who are dissatisfied with the passive recreational opportunities in their area are fairly average in their priorities, but predictably they give high priorities to “Protect more open space and preserve wildlife habitat.²”, “Better maintenance of the trails and park areas.³” and “More trails for walking, hiking and biking.⁴”

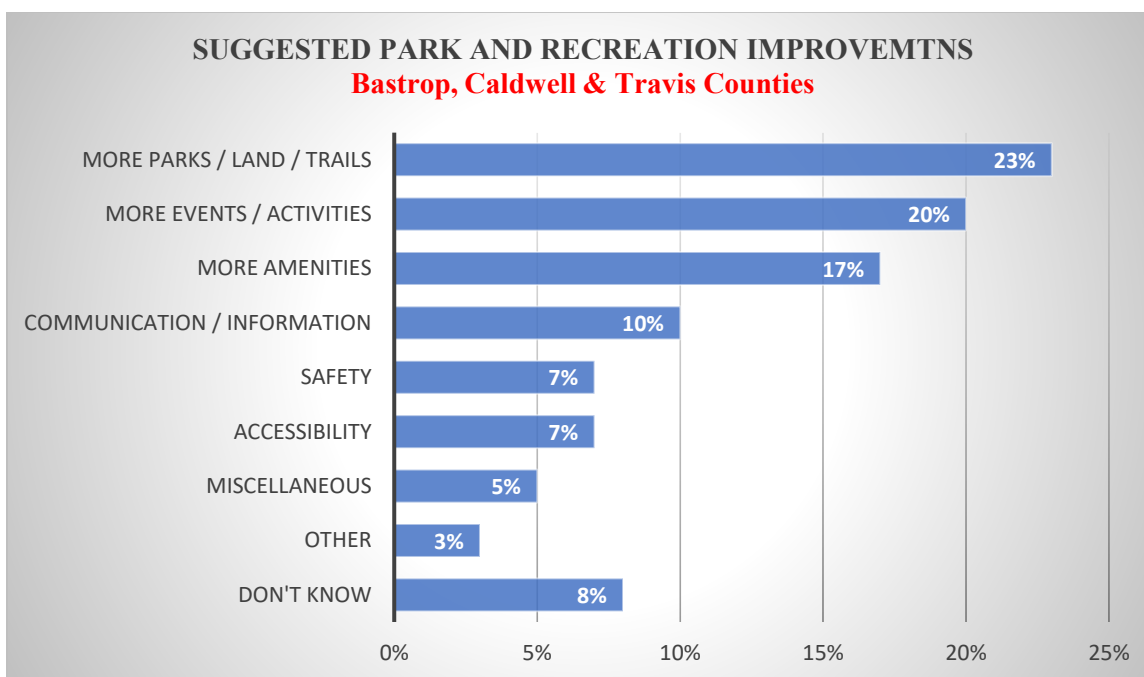
The list of top rated improvements is roughly the same regardless of park activity type. The main difference is that those who engage exclusively in active recreation added “More water access for fishing, kayaking and canoeing¹⁰.” and “More organized sports leagues like soccer, baseball, basketball and ultimate frisbee.⁹” to their top 10 list.

All Active	All Mixed	All Passive	
84% ¹	81% ¹	82% ²	Improving safety and keeping the parks and recreation areas crime free.
74% ³	78% ²	83% ¹	Protect more open space and preserve wildlife habitat.
52%	67% ³	79% ³	More educational programs for children.
69% ⁵	64% ⁴	61% ⁴	Improve access for the handicapped.
64% ⁸	59% ⁷	57% ⁶	Add places where families can get together such as picnic areas and shelters.
67% ⁶	62% ⁶	48% ¹⁰	More amenities such as parking, drinking fountains and restrooms.
76% ²	64% ⁵	53% ⁷	Better maintenance of the trails and park areas.
67% ⁷	58% ⁹	41%	More recreational programs for children.
70% ⁴	54%	38%	More playgrounds for children.
37%	58% ¹⁰	61% ⁵	Add more no cost or low-cost fitness programs.
51%	51%	51% ⁸	Better maintenance of the recreational facilities and ballfields.
51%	50%	30%	More aquatic programs such as swim lessons and water exercise programs.
60%	46%	31%	Add more no cost or low-cost recreational programs.
49%	50%	50% ⁹	More trails for walking, hiking and biking.
42%	39%	26%	More basketball courts and sports fields for soccer, baseball, basketball and other active recreation.
46%	34%	35%	Special events such as concerts in the park, festivals, movies and plays.
55% ¹⁰	38%	32%	More water access for fishing, kayaking and canoeing.
45%	33%	34%	Provide more opportunities for community gardening.
60% ⁹	33%	15%	More organized sports leagues like soccer, baseball, basketball and ultimate frisbee.

The list of top rated improvements is roughly the same regardless of whether respondents have children or not. The main difference is that those who have children attach a higher importance to “More playgrounds for children” (67% Very Important) than those without children (48%).

SUGGESTED PARK & RECREATION IMPROVEMENTS

Near the end of the survey respondents were asked what advice they would give St. David's Foundation to improve parks and recreation opportunities in their area. The results were as follows:



Results are consistent among virtually all of the demographic groups and across all three counties. For instance, even those who Seldom or Never use the parks were about average in giving More Parks and Trails (18%), More Events / Activities / Programs (25%) and More Amenities (12%).

The category More Parks, Land & Trails includes a fairly wide variety of things:

MORE PARKS, LAND & TRAILS NET (23%)

- 4% More camping areas / Biking and hiking trails
- 2% Protection of wildlife / Wildlife preservation
- 5% More focus on preserving nature / Environment / Planting trees Land acquisition / Buy more land
- 4% Build / Develop more parks / Buy more land
- 6% More parks in nearby areas / More accessible for the community
- *% More family-oriented / Friendly parks
- 8% Expand / Provide enough spaces / More shaded areas in the playground

MORE EVENTS / ACTIVITIES / PROGRAMS (20%)

- 7% More social events / Activities for community to participate
- 9% More educational programs / Activities for kids / More things to do
- 5% More affordable / Low-cost / Free activities and programs

MORE AMENITIES (17%)

17% Such as swimming pools, restrooms and water fountains.

(We know from Q. 38 that the top amenities are Restrooms (64%) followed closely by Drinking Fountains (57%). Additional Parking comes in at 33%. Only 7% offered Something Else). Of those who said Something Else many of the suggestions were impractical such as “A Bar” or “A Food Court”, but others offered practical ideas such as bike racks, shaded pavilions, cleaner restrooms, BBQ pits and a facility to buy drinks.)

MAINTENANCE (10%)

10% Better maintenance / Keep the place clean, etc.

BETTER COMMUNICATION (10%)

7% Keep the public informed of the park availability and activities / Public awareness / Conduct surveys / Closer participation

2% Focus on people's needs / Listen to low income community

SAFETY (7%)

7% Better police presence / Lifeguards / Make it safer to use / Protected from crime

(Even though East Travis tends to be lower income they were only 1% more likely than respondents in West Travis to give Safety as a needed improvement.)

ACCESSIBILITY (7%)

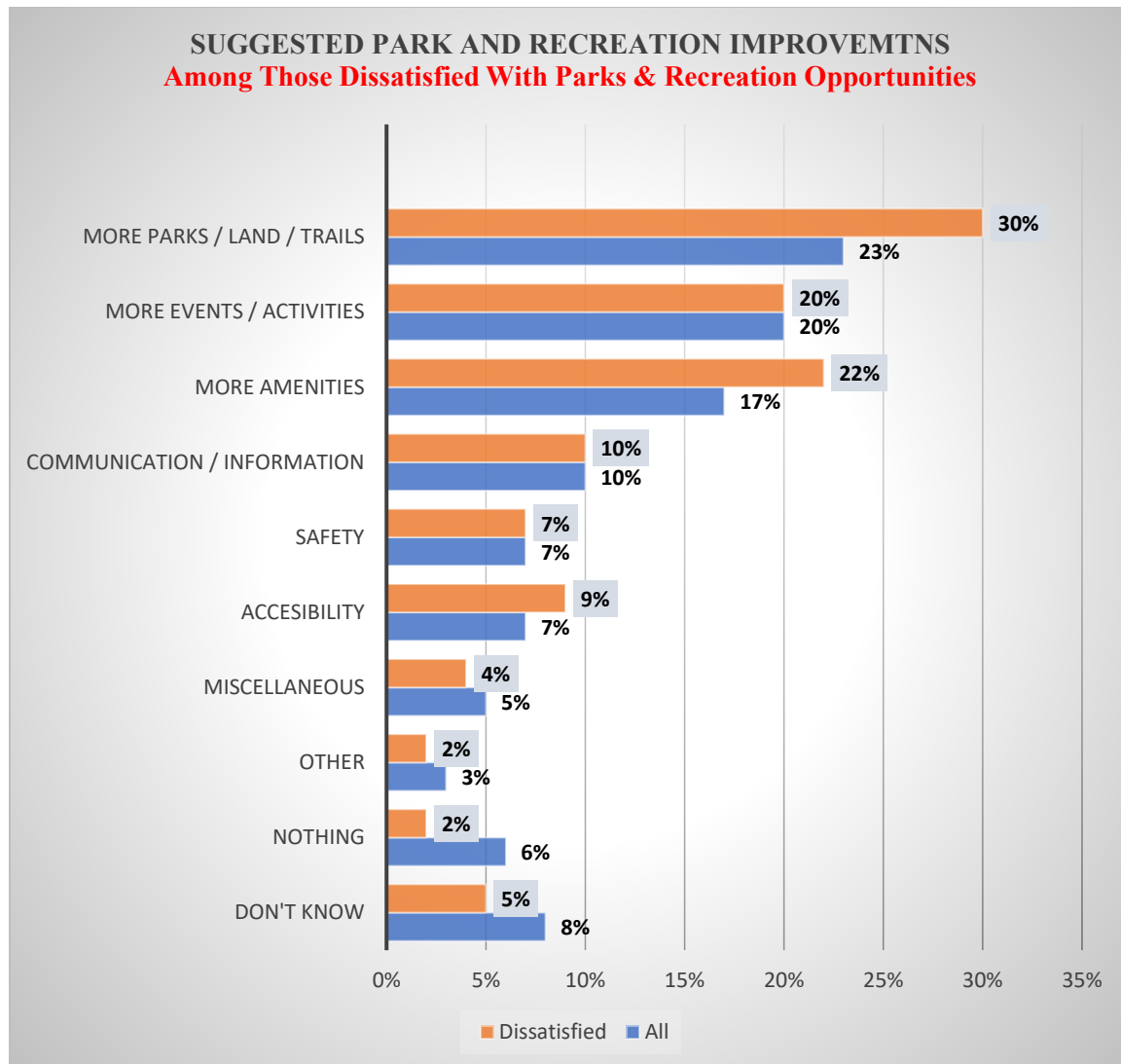
3% More consideration for the elderly / Handicapped individuals

1% Provide more transportation

1% Increase the hours of operation / More park availability

2% More parking spaces

Those who are dissatisfied with the parks in general or the active or passive park and recreational opportunities available in their area are a little more likely than average to give “More Parks / Land & Trails” and “More Amenities”, but other than that their responses were average.



Appendix 3

Online Survey Results

The Healthy Parks Plan Online Survey Results

Saturday, February 23, 2019

866

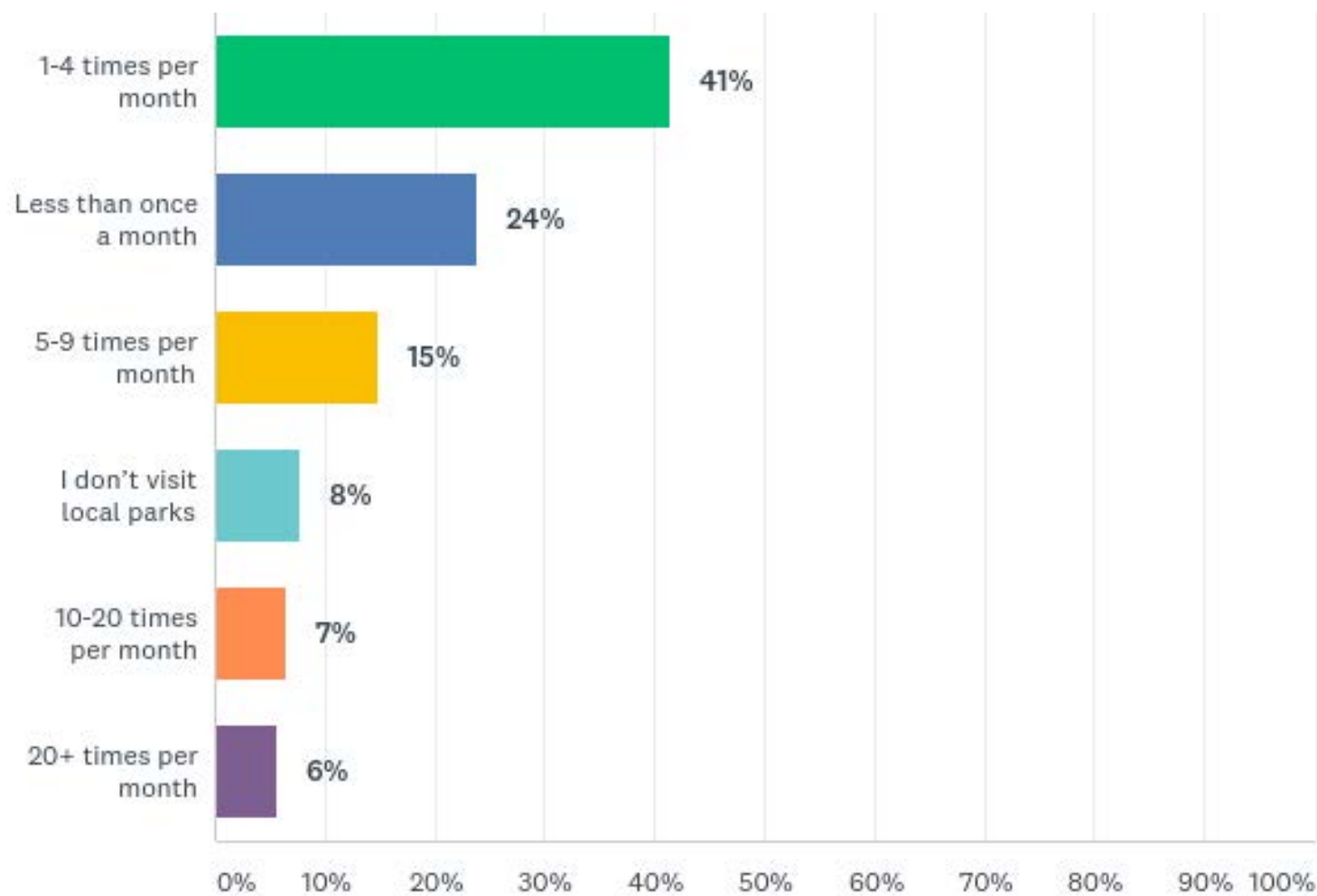
Total Responses

Date Created: Friday, May 04, 2018

Complete Responses: 776

Q2: How often do you visit parks on a monthly basis?

Answered: 861 Skipped: 5



Q2: How often do you visit parks on a monthly basis?

Answered: 861 Skipped: 5

ANSWER CHOICES	RESPONSES	
1-4 times per month	41%	357
Less than once a month	24%	206
5-9 times per month	15%	127
I don't visit local parks	8%	66
10-20 times per month	7%	56
20+ times per month	6%	49
TOTAL		861

Q3 What is the name of the park you visit most frequently?

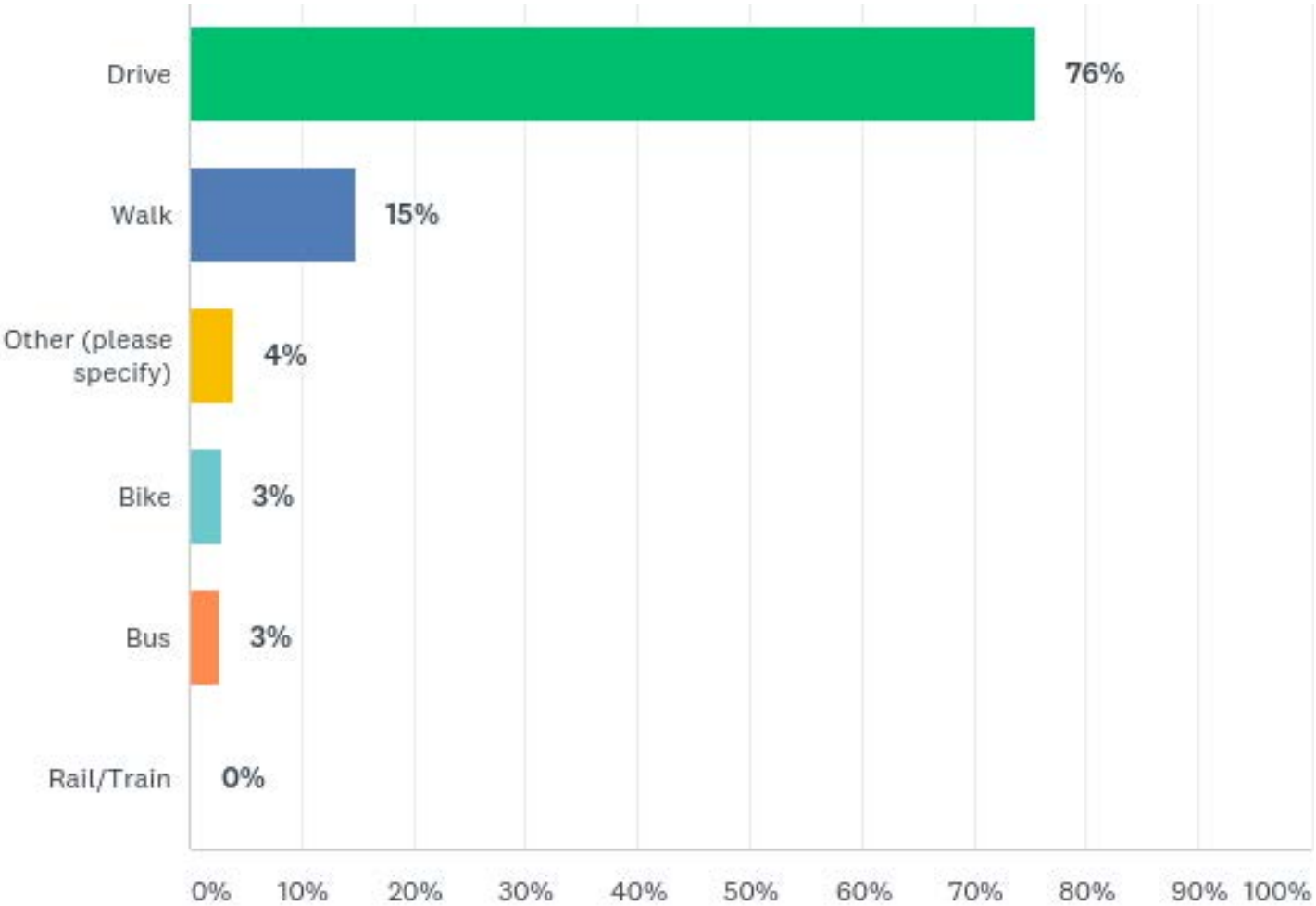


A word cloud of park names in various shades of blue. The words are of different sizes, indicating their frequency. The names are arranged in a roughly circular pattern. The largest words are 'Zedler Mill', 'Greenbelt', 'Longer Park', 'Creek', 'Bastrop state Park', 'Fisherman's Park', 'Lockhart state Park', and 'Zilker'. Other visible names include 'Patton Park', 'Mueller', 'Blanche Park', 'Elgin Memorial Park', 'Barton Springs', 'Lady Bird Lake', 'Metropolitan Park', 'Buescher state Park', 'Auditorium Shores', 'Dick Nichols', 'Garrison Park', 'City Park', 'Davis', 'Montopolis', 'Town Lake', 'Morris Memorial Park', 'Mckinney Falls', and 'Bastrop North'.

Patton Park Bastrop North Mueller Blanche Park Zedler Mill
Elgin Memorial Park Greenbelt Barton Springs
Fisherman's Park Lady Bird Lake
Lockhart state Park Metropolitan Park
Zilker Buescher state Park Longer Park
Auditorium Shores Creek Dick Nichols
Bastrop state Park
Park Garrison Park City Park
Mckinney Falls Town Lake Morris Memorial Park Davis
Montopolis

Q4: What is the primary mode of transportation you use to visit that park?

Answered: 851 Skipped: 15



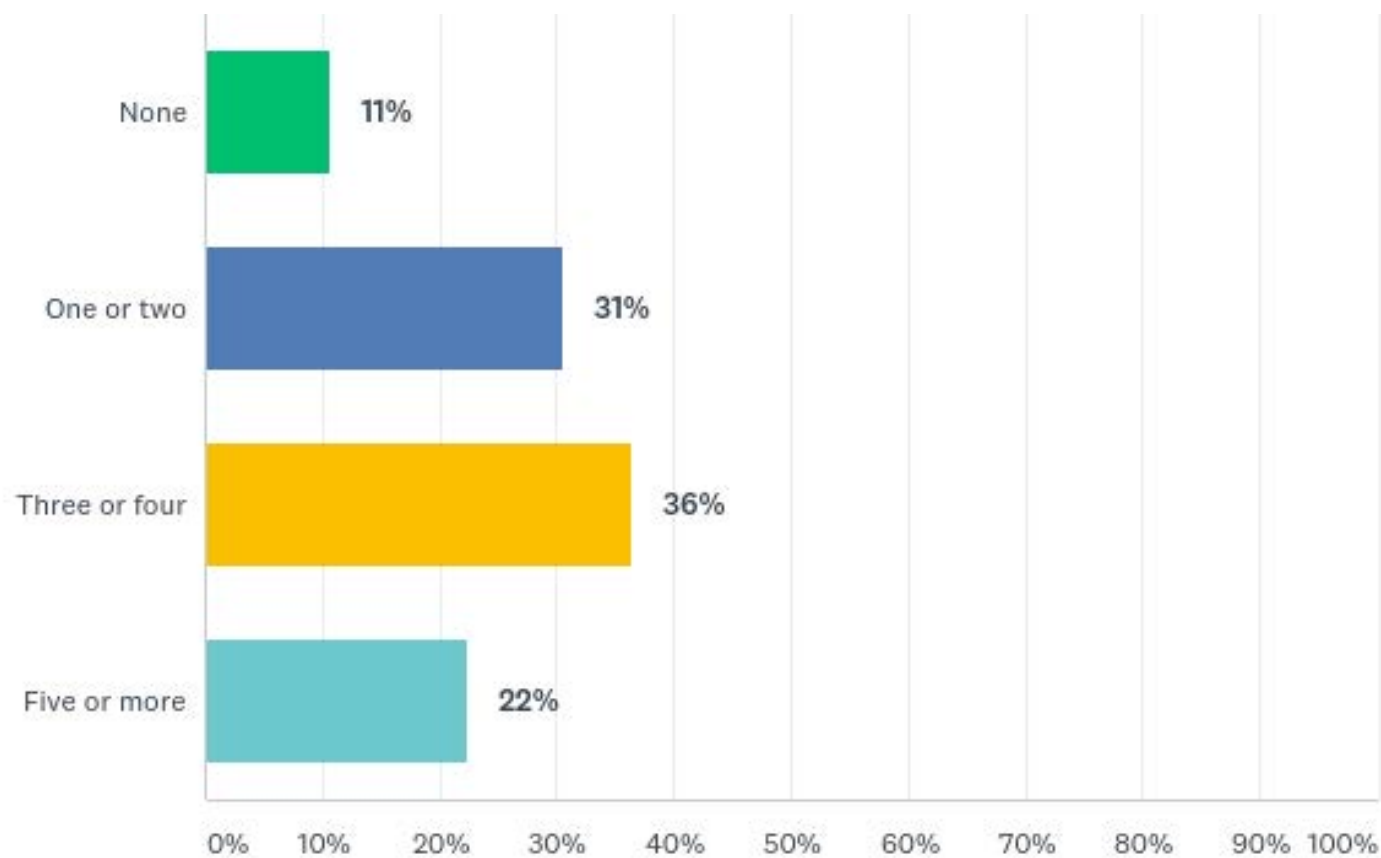
Q4: What is the primary mode of transportation you use to visit that park?

Answered: 851 Skipped: 15

ANSWER CHOICES	RESPONSES	
Drive	76%	643
Walk	15%	126
Other (please specify)	4%	33
Bike	3%	25
Bus	3%	23
Rail/Train	0%	1
TOTAL		851

Q5: In a typical week, on how many days do you participate in physical activity for at least 30 minutes?

Answered: 849 Skipped: 17



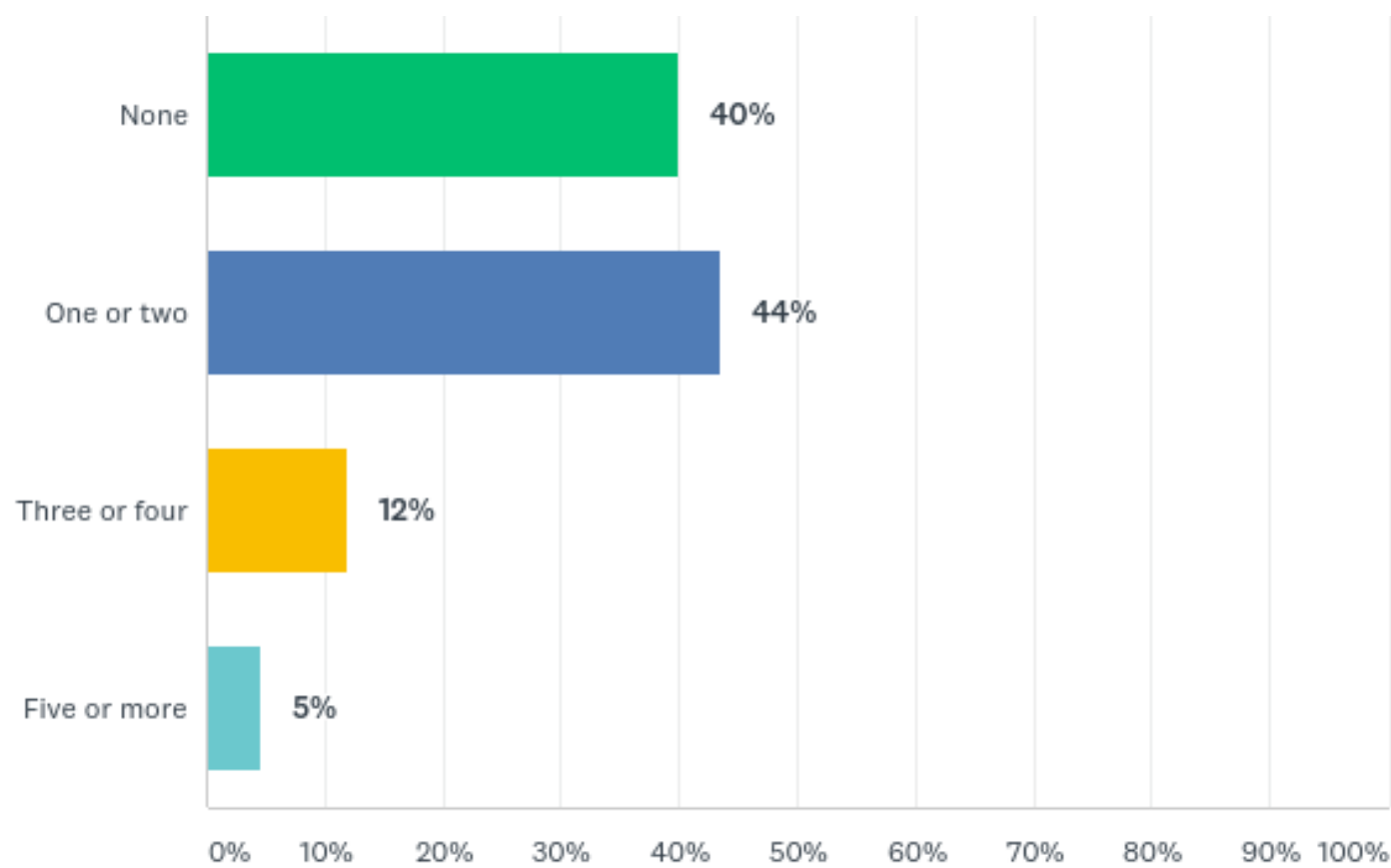
Q5: In a typical week, on how many days do you participate in physical activity for at least 30 minutes?

Answered: 849 Skipped: 17

ANSWER CHOICES	RESPONSES	
None	11%	91
One or two	31%	259
Three or four	36%	309
Five or more	22%	190
TOTAL		849

Q6: In a typical week, on how many days do you participate in physical activity in the park for at least 30 minutes?

Answered: 845 Skipped: 21



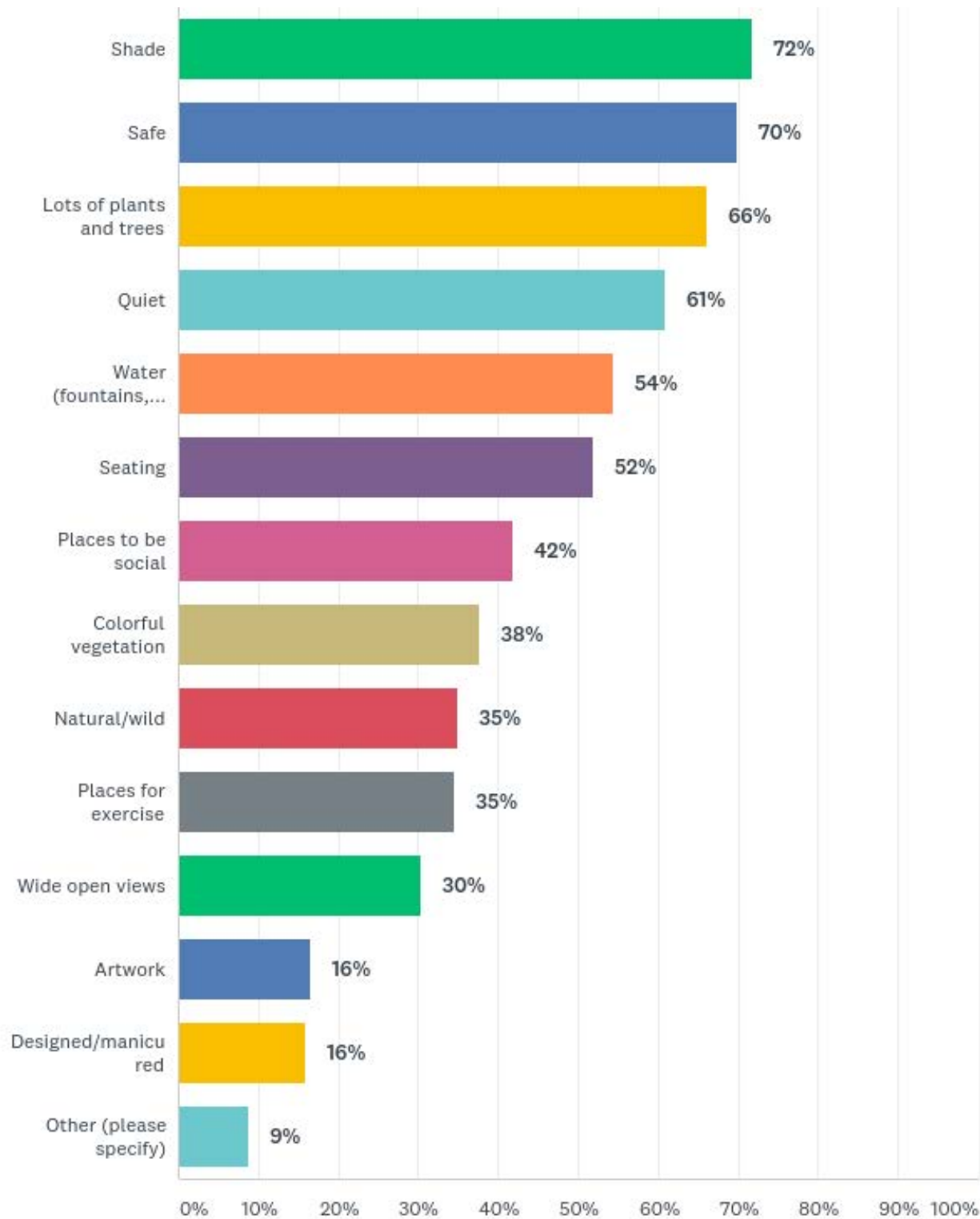
Q6: In a typical week, on how many days do you participate in physical activity in the park for at least 30 minutes?

Answered: 845 Skipped: 21

ANSWER CHOICES	RESPONSES	
None	40%	337
One or two	44%	368
Three or four	12%	101
Five or more	5%	39
TOTAL		845

Q7: Some people find parks to be very relaxing places. From the list below, please mark those aspects of a park you find to be relaxing.

Answered: 845 Skipped: 21



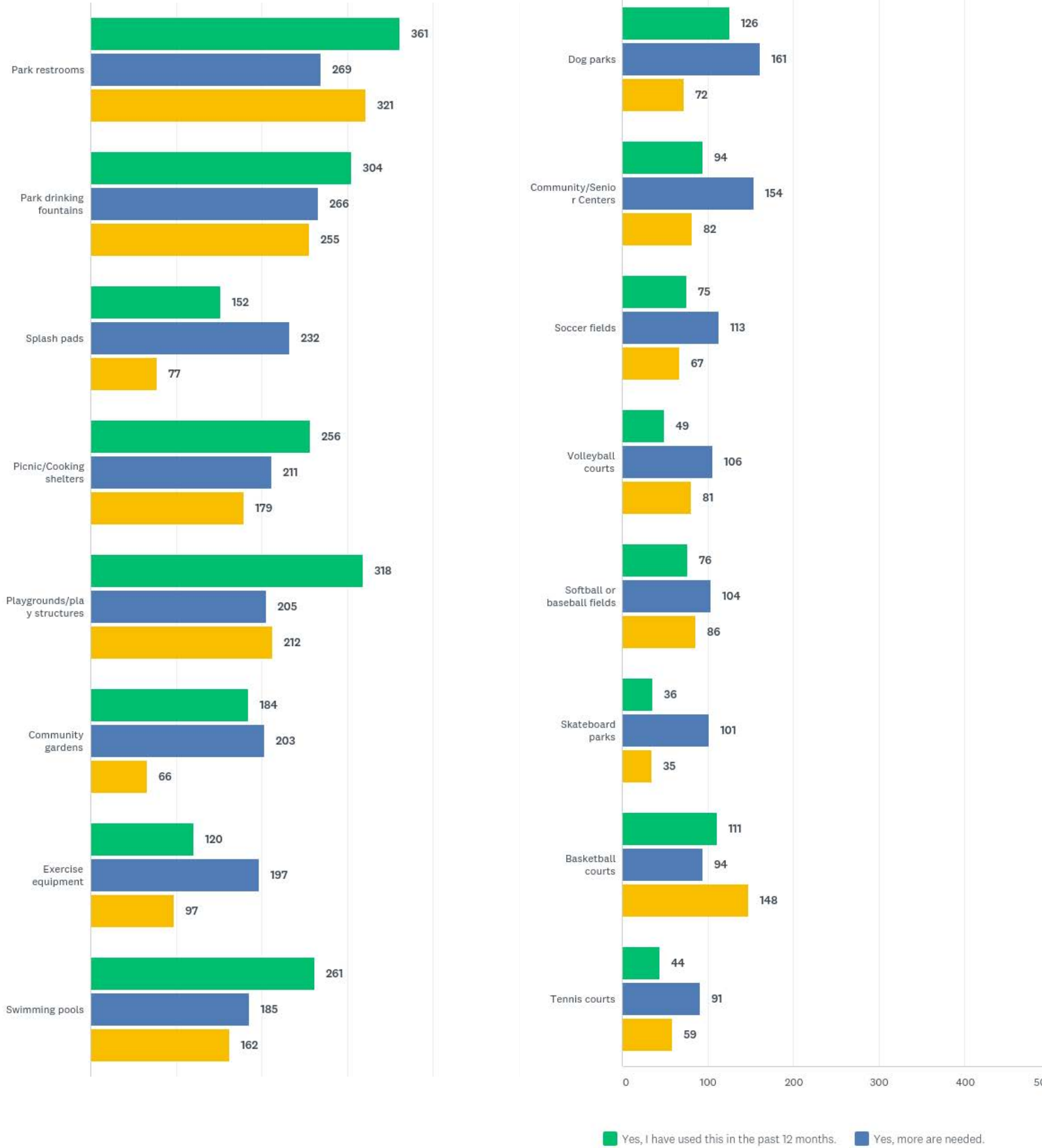
Q7: Some people find parks to be very relaxing places. From the list below, please mark those aspects of a park you find to be relaxing.

Answered: 845 Skipped: 21

ANSWER CHOICES	RESPONSES	
Shade	72%	606
Safe	70%	590
Lots of plants and trees	66%	559
Quiet	61%	514
Water (fountains, ponds, etc.)	54%	460
Seating	52%	438
Places to be social	42%	354
Colorful vegetation	38%	319
Natural/wild	35%	296
Places for exercise	35%	292
Wide open views	30%	257
Artwork	16%	139
Designed/manicured	16%	134
Other (please specify)	9%	75
Total Respondents: 845		

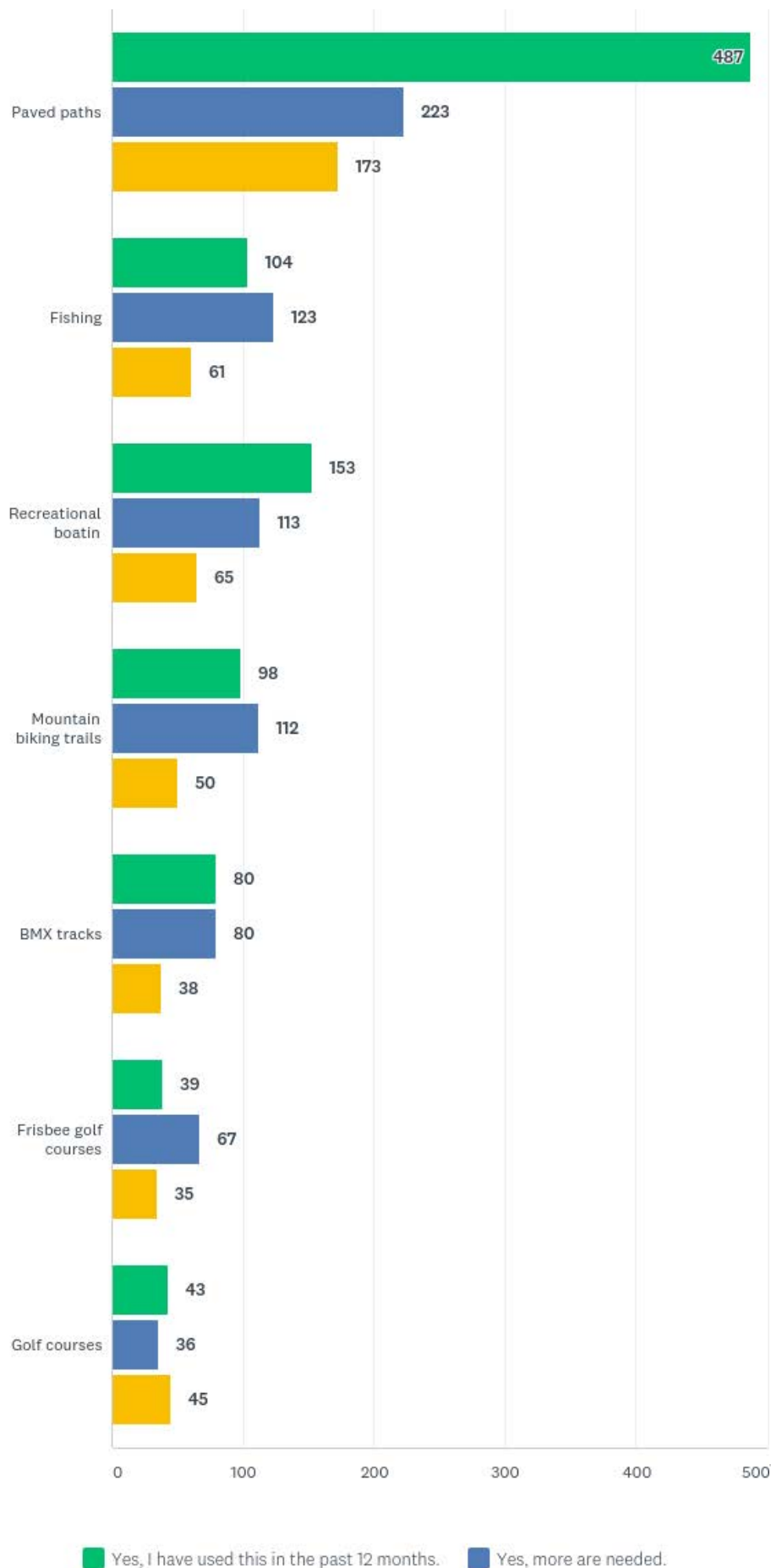
Q8: For each of the following park amenities, please let us know: (1) Have you used it in the past 12 months? (2) Are more needed? (3) Does the quality/maintenance need to be improved? Check box if answer is "yes." If "no," no answer is needed.

Answered: 742 Skipped: 124



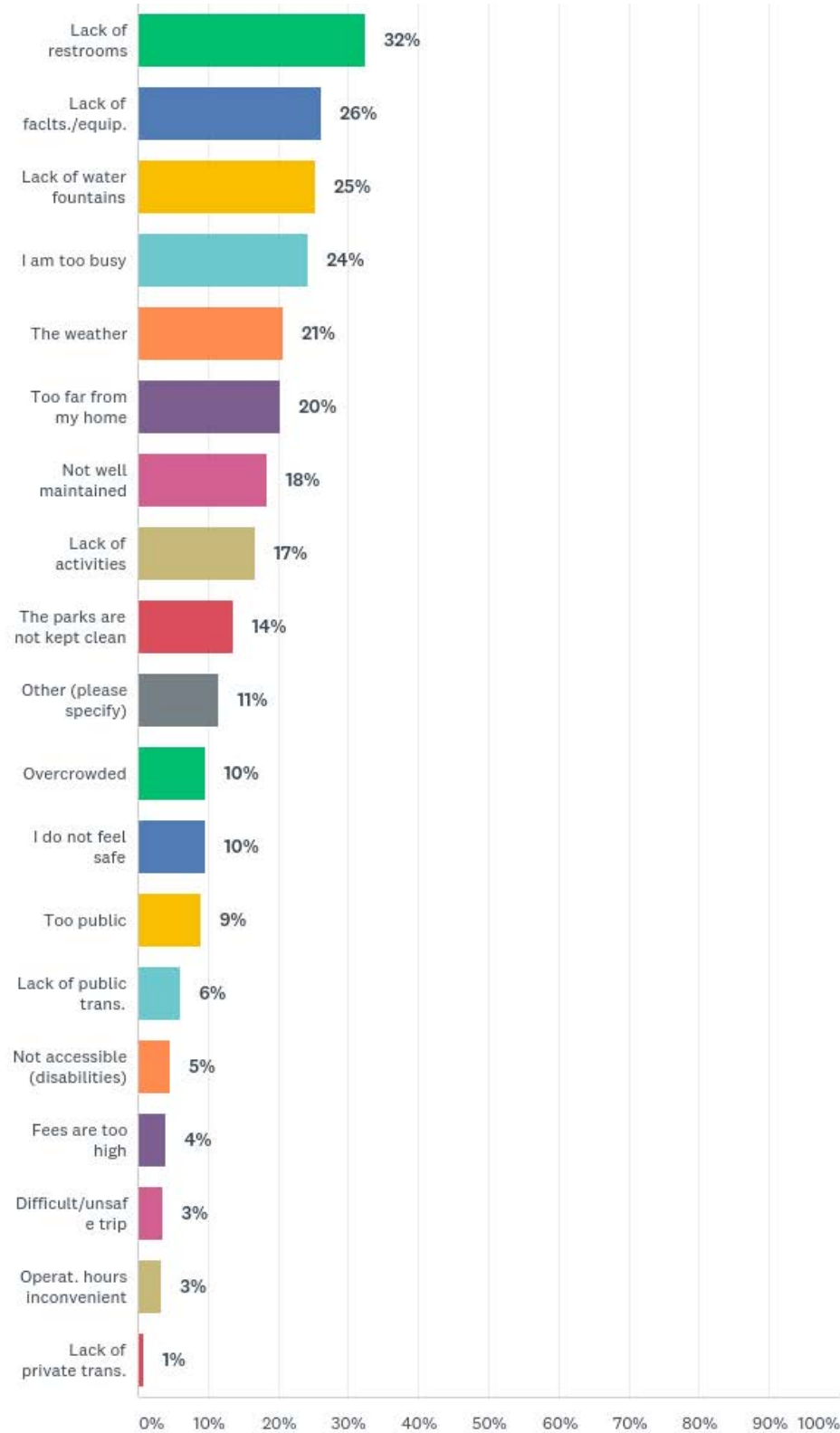
Q9: For each of the following park amenities, please let us know: (1) Have you used it in the past 12 months? (2) Are more needed? (3) Does the quality/maintenance need to be improved? Check box if answer is "yes." If "no," no answer is needed.

Answered: 693 Skipped: 173



Q10: There are many obstacles that prevent people from using parks for exercise. Are there things that keep you from being physically active in the park? Check all that apply.

Answered: 724 Skipped: 142



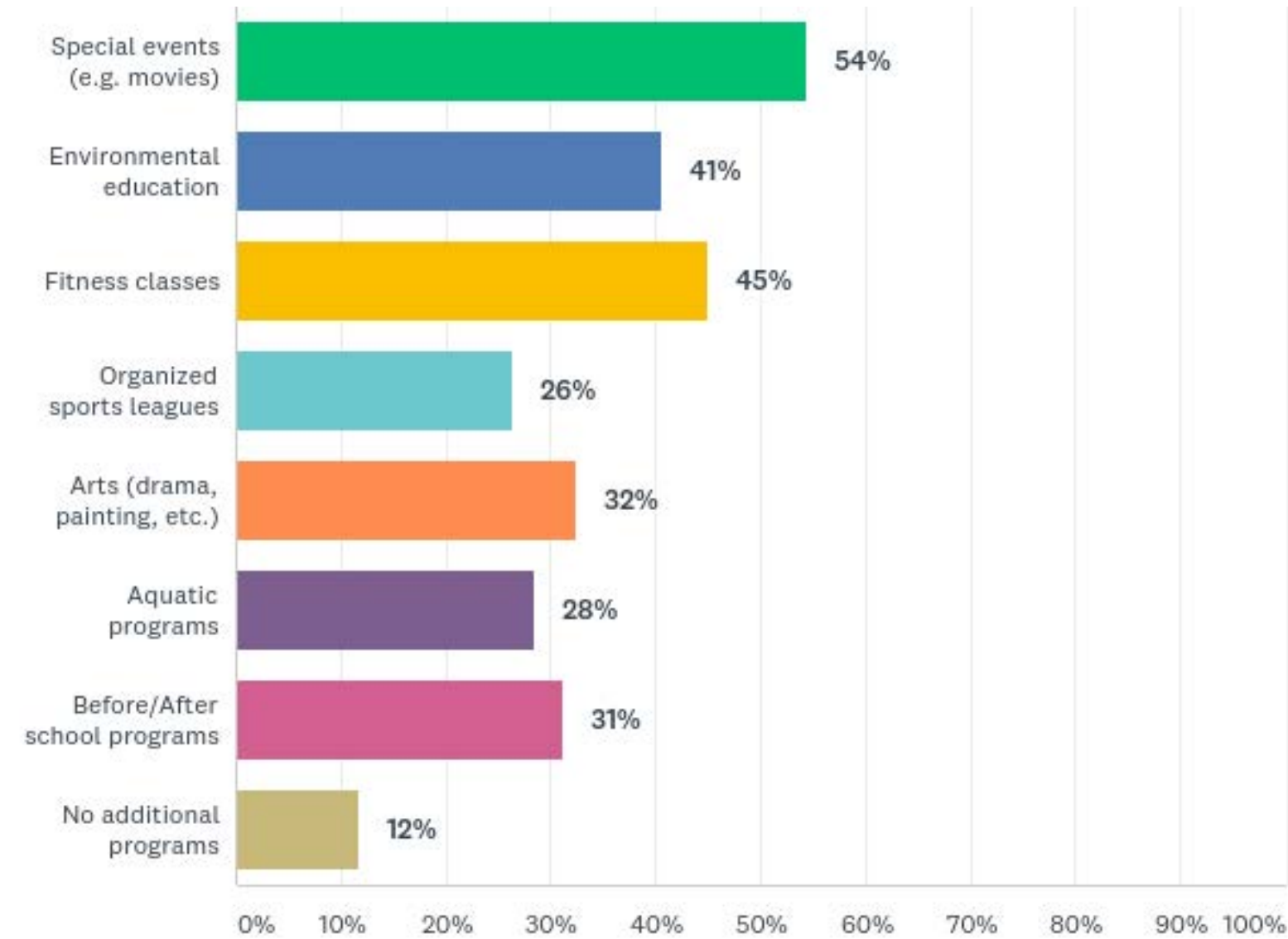
Q10: There are many obstacles that prevent people from using parks for exercise. Are there things that keep you from being physically active in the park? Check all that apply.

Answered: 724 Skipped: 142

ANSWER CHOICES	RESPONSES	
Lack of restrooms	32%	235
Lack of faclts./equip.	26%	189
Lack of water fountains	25%	184
I am too busy	24%	176
The weather	21%	150
Too far from my home	20%	147
Not well maintained	18%	133
Lack of activities	17%	121
The parks are not kept clean	14%	99
Other (please specify)	11%	83
Overcrowded	10%	70
I do not feel safe	10%	69
Too public	9%	65
Lack of public trans.	6%	44
Not accessible (disabilities)	5%	34
Fees are too high	4%	29
Difficult/unsafe trip	3%	25
Operat. hours inconvenient	3%	24
Lack of private trans.	1%	6
Total Respondents: 724		

Q11: Many people use parks to participate in planned activities, compete in organized sports leagues, and attend classes. What additional recreational programs do you feel local parks should offer or expand? Check all that apply.

Answered: 754 Skipped: 112



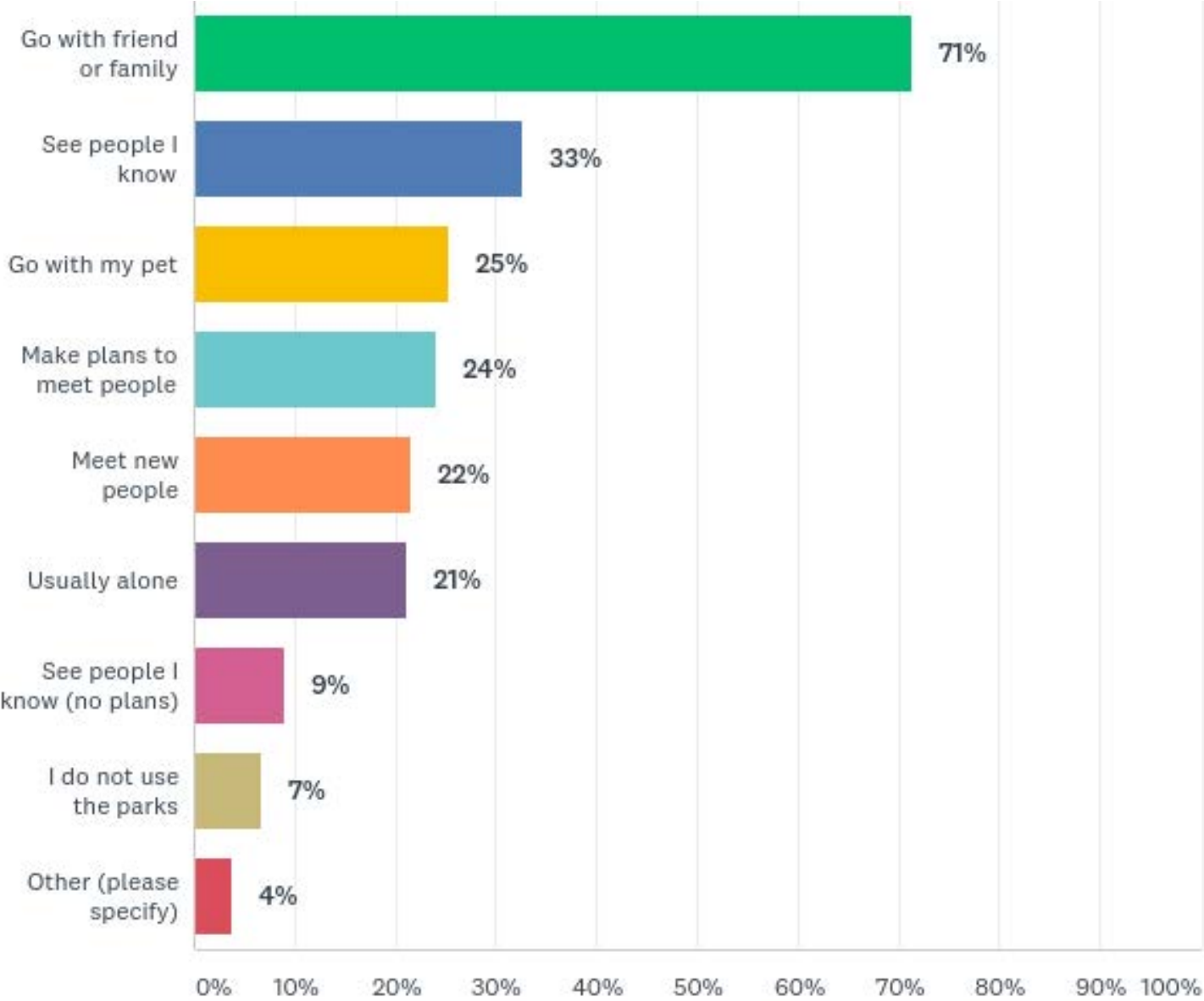
Q11: Many people use parks to participate in planned activities, compete in organized sports leagues, and attend classes. What additional recreational programs do you feel local parks should offer or expand? Check all that apply.

Answered: 754 Skipped: 112

ANSWER CHOICES	RESPONSES	
Special events (e.g. movies)	54%	410
Environmental education	41%	306
Fitness classes	45%	339
Organized sports leagues	26%	199
Arts (drama, painting, etc.)	32%	245
Aquatic programs	28%	214
Before/After school programs	31%	235
No additional programs	12%	88
Total Respondents: 754		

Q12: Some people like to use parks for socializing. Describe your social encounters in the park. Check all that apply.

Answered: 784 Skipped: 82



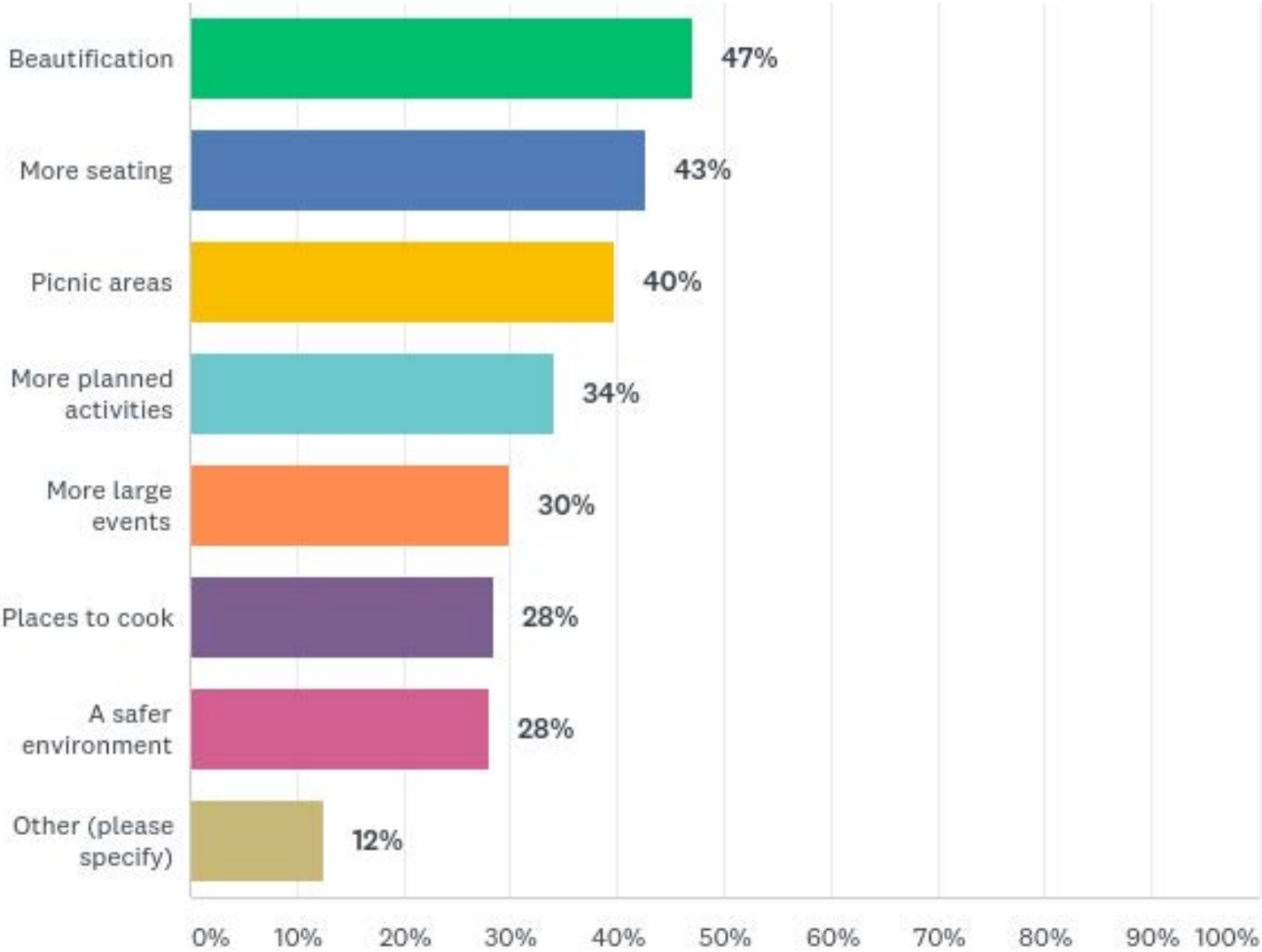
Q12: Some people like to use parks for socializing. Describe your social encounters in the park. Check all that apply.

Answered: 784 Skipped: 82

ANSWER CHOICES	RESPONSES	
Go with friend or family	71%	559
See people I know	33%	256
Go with my pet	25%	199
Make plans to meet people	24%	189
Meet new people	22%	169
Usually alone	21%	166
See people I know (no plans)	9%	71
I do not use the parks	7%	52
Other (please specify)	4%	30
Total Respondents: 784		

Q13: Are there changes that would make local parks better places for socializing? Check all that apply.

Answered: 723 Skipped: 143



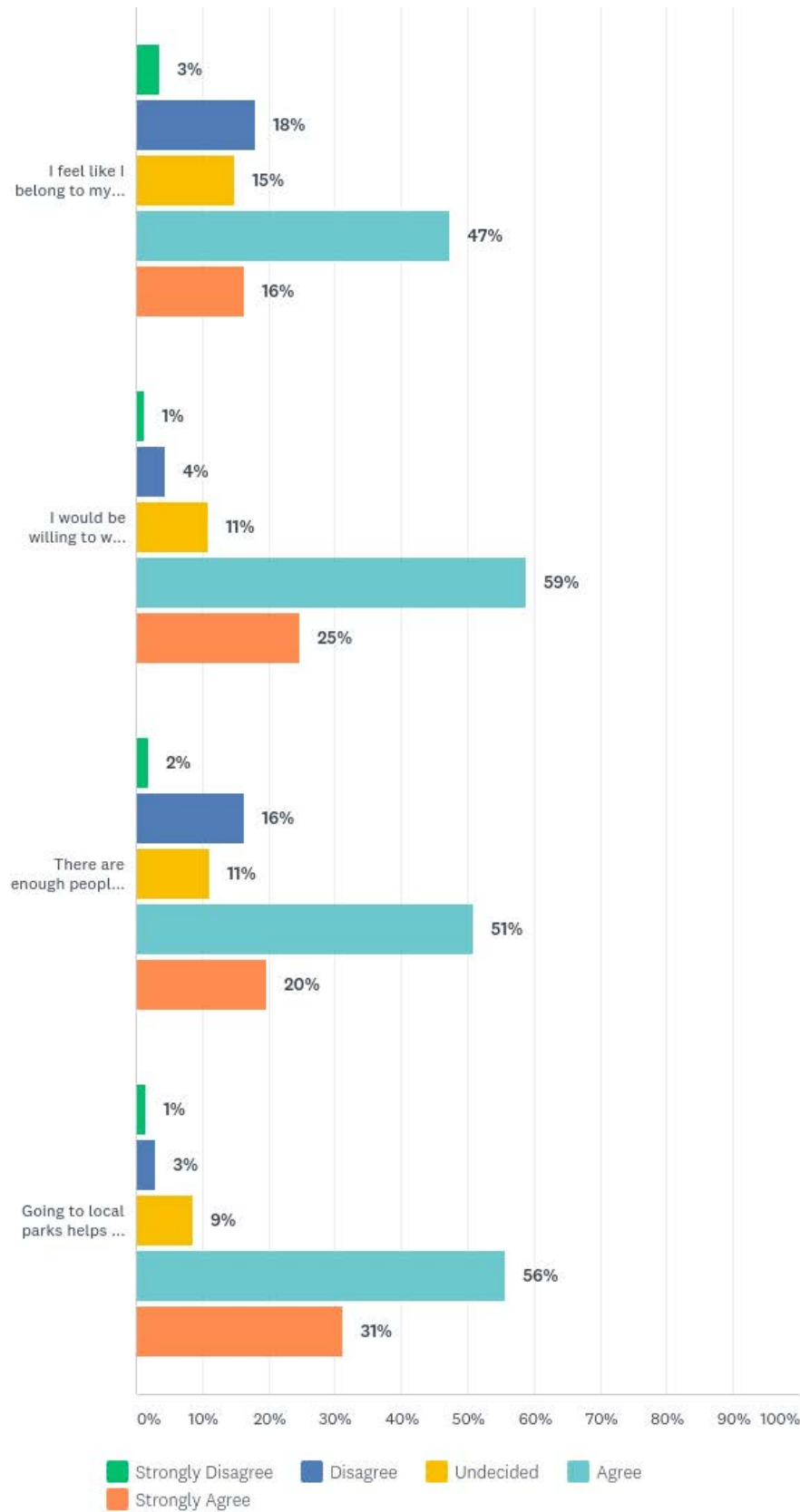
Q13: Are there changes that would make local parks better places for socializing? Check all that apply.

Answered: 723 Skipped: 143

ANSWER CHOICES	RESPONSES	
Beautification	47%	340
More seating	43%	309
Picnic areas	40%	288
More planned activities	34%	247
More large events	30%	217
Places to cook	28%	205
A safer environment	28%	203
Other (please specify)	12%	90
Total Respondents: 723		

Q14: Please select the response which best describes your feelings about each statement.

Answered: 779 Skipped: 87



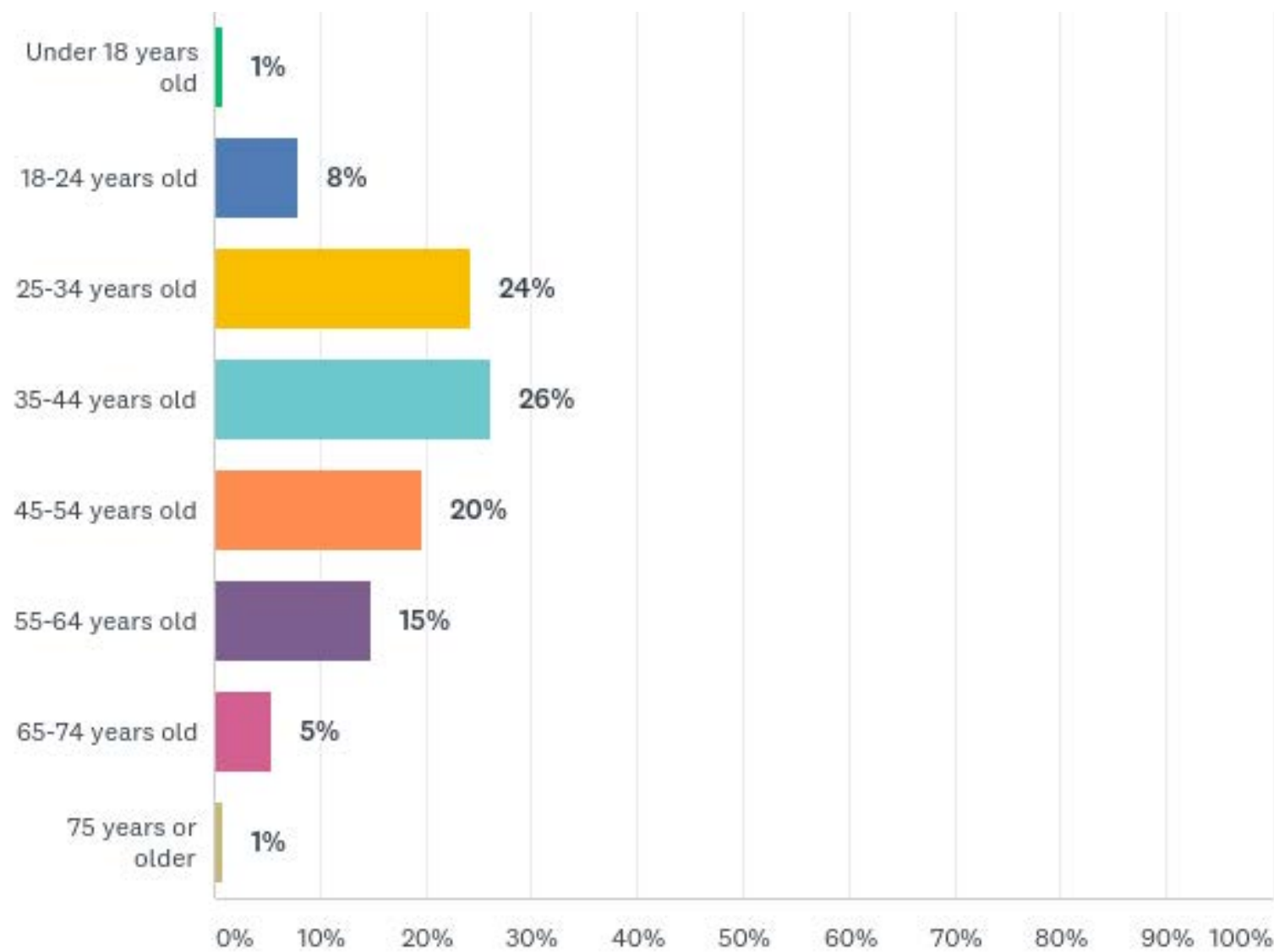
Q14: Please select the response which best describes your feelings about each statement.

Answered: 779 Skipped: 87

	STRONGLY DISAGREE	DISAGREE	UNDECIDED	AGREE	STRONGLY AGREE	TOTAL
I feel like I belong to my neighborhood.	3% 27	18% 139	15% 115	47% 366	16% 126	773
I would be willing to work together with others on something to improve my neighborhood.	1% 10	4% 34	11% 83	59% 451	25% 190	768
There are enough people I feel close to in my life.	2% 15	16% 125	11% 85	51% 389	20% 151	765
Going to local parks helps me relax.	1% 11	3% 23	9% 67	56% 430	31% 241	772

Q15: How old are you?

Answered: 780 Skipped: 86



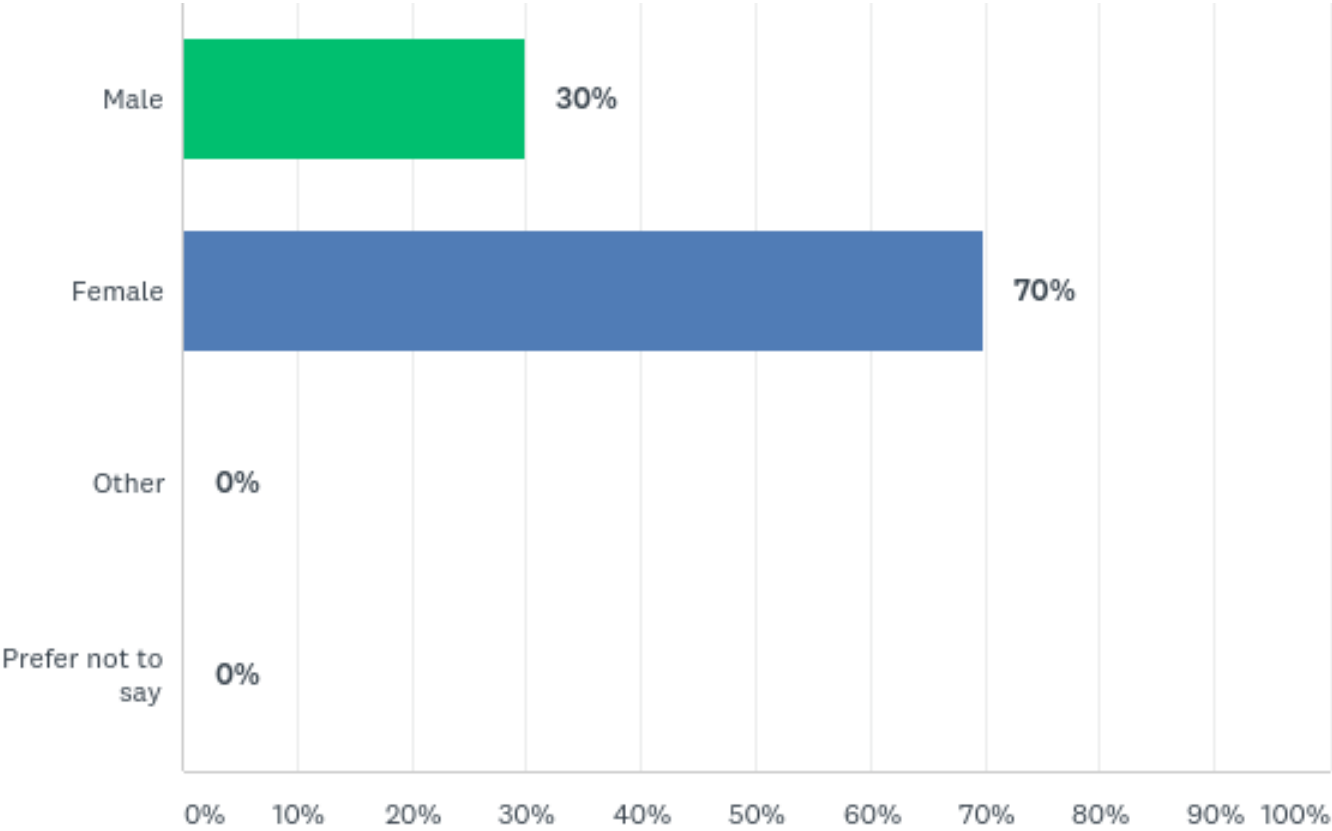
Q15: How old are you?

Answered: 780 Skipped: 86

ANSWER CHOICES	RESPONSES	
Under 18 years old	1%	7
18-24 years old	8%	62
25-34 years old	24%	189
35-44 years old	26%	204
45-54 years old	20%	154
55-64 years old	15%	116
65-74 years old	5%	42
75 years or older	1%	6
TOTAL		780

Q16: What is your gender?

Answered: 778 Skipped: 88



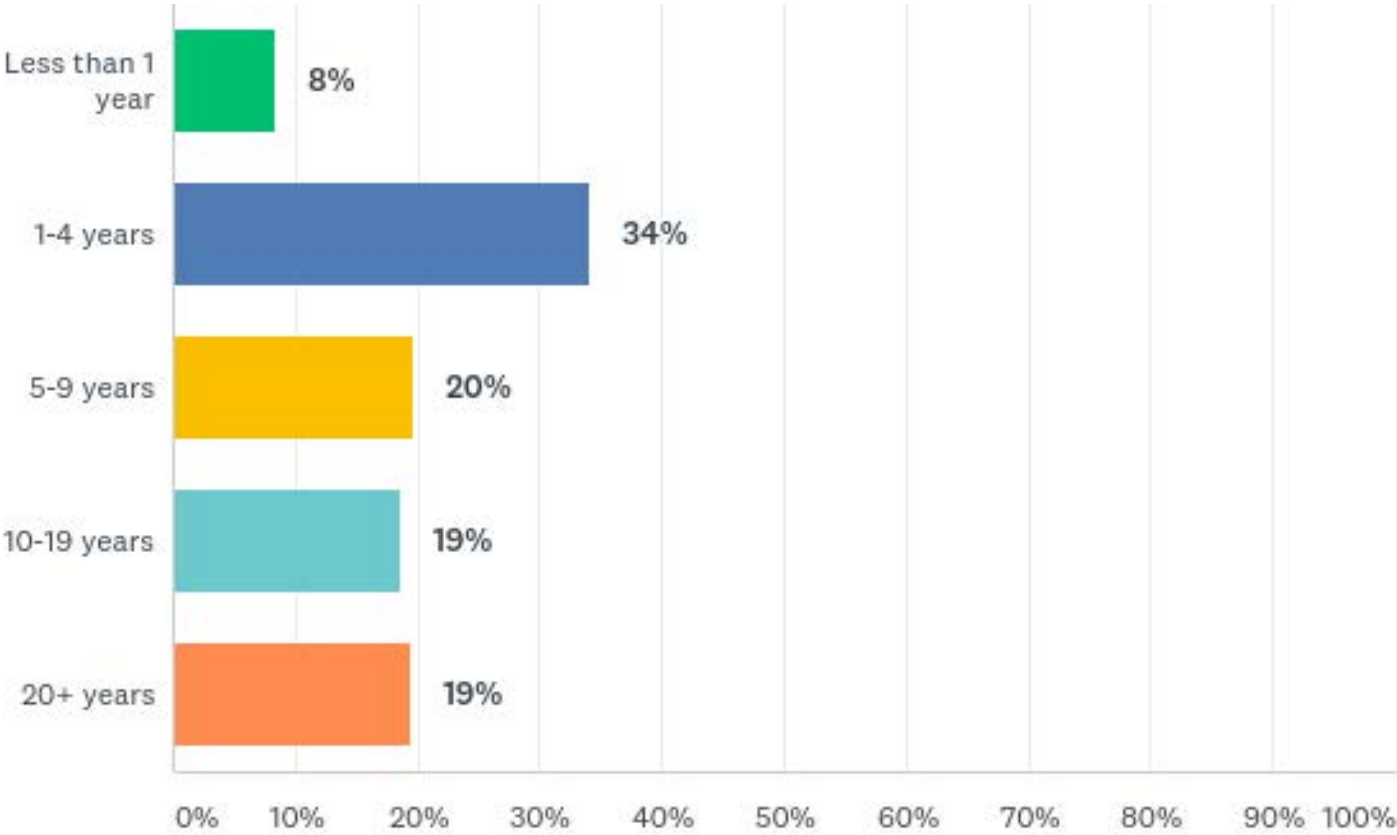
Q16: What is your gender?

Answered: 778 Skipped: 88

ANSWER CHOICES	RESPONSES	
Male	30%	232
Female	70%	543
Other	0%	2
Prefer not to say	0%	1
TOTAL		778

Q17: How long have you lived in your current location?

Answered: 781 Skipped: 85



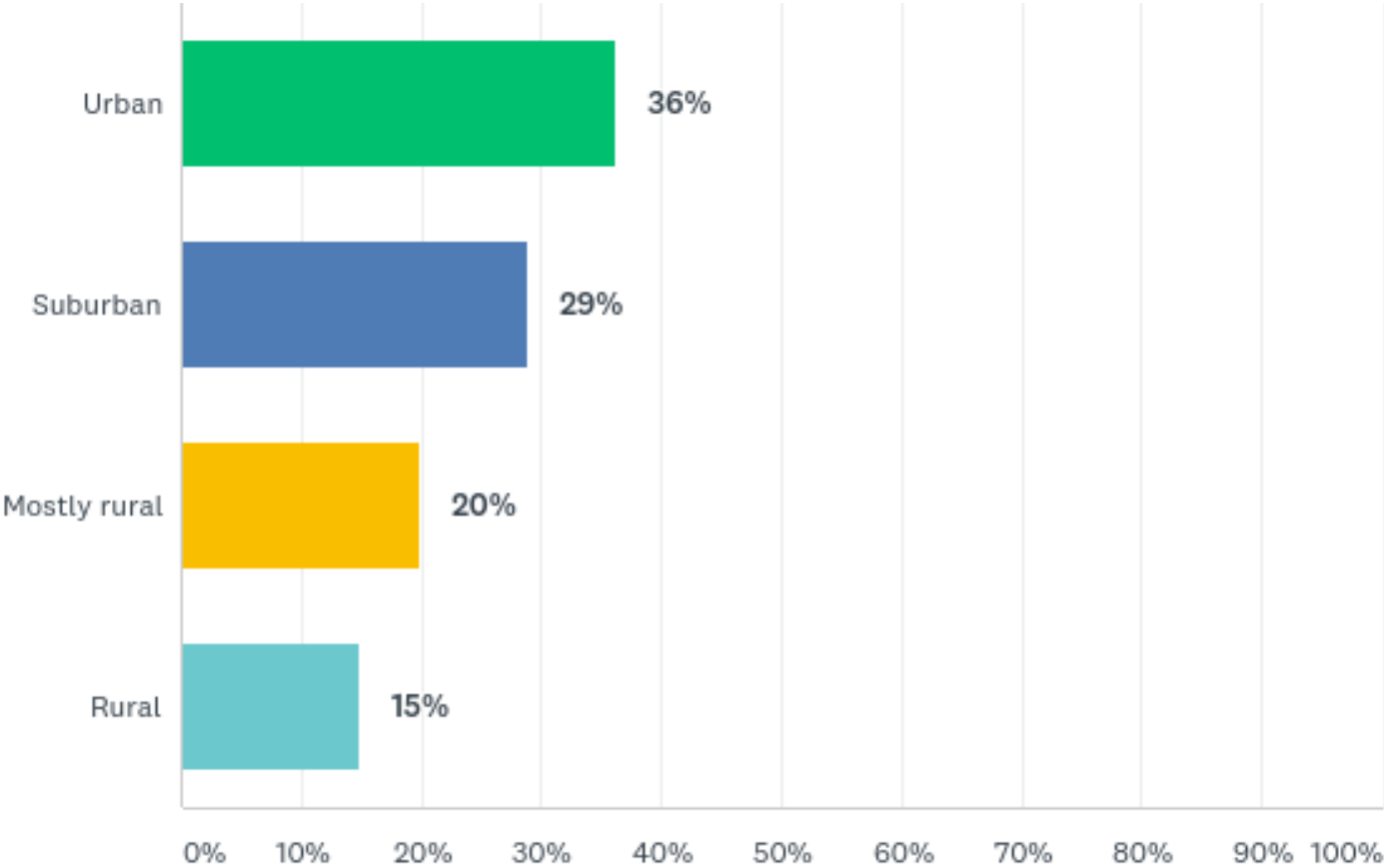
Q17: How long have you lived in your current location?

Answered: 781 Skipped: 85

ANSWER CHOICES	RESPONSES	
Less than 1 year	8%	65
1-4 years	34%	266
5-9 years	20%	153
10-19 years	19%	145
20+ years	19%	152
TOTAL		781

Q18: How would you describe your location?

Answered: 772 Skipped: 94



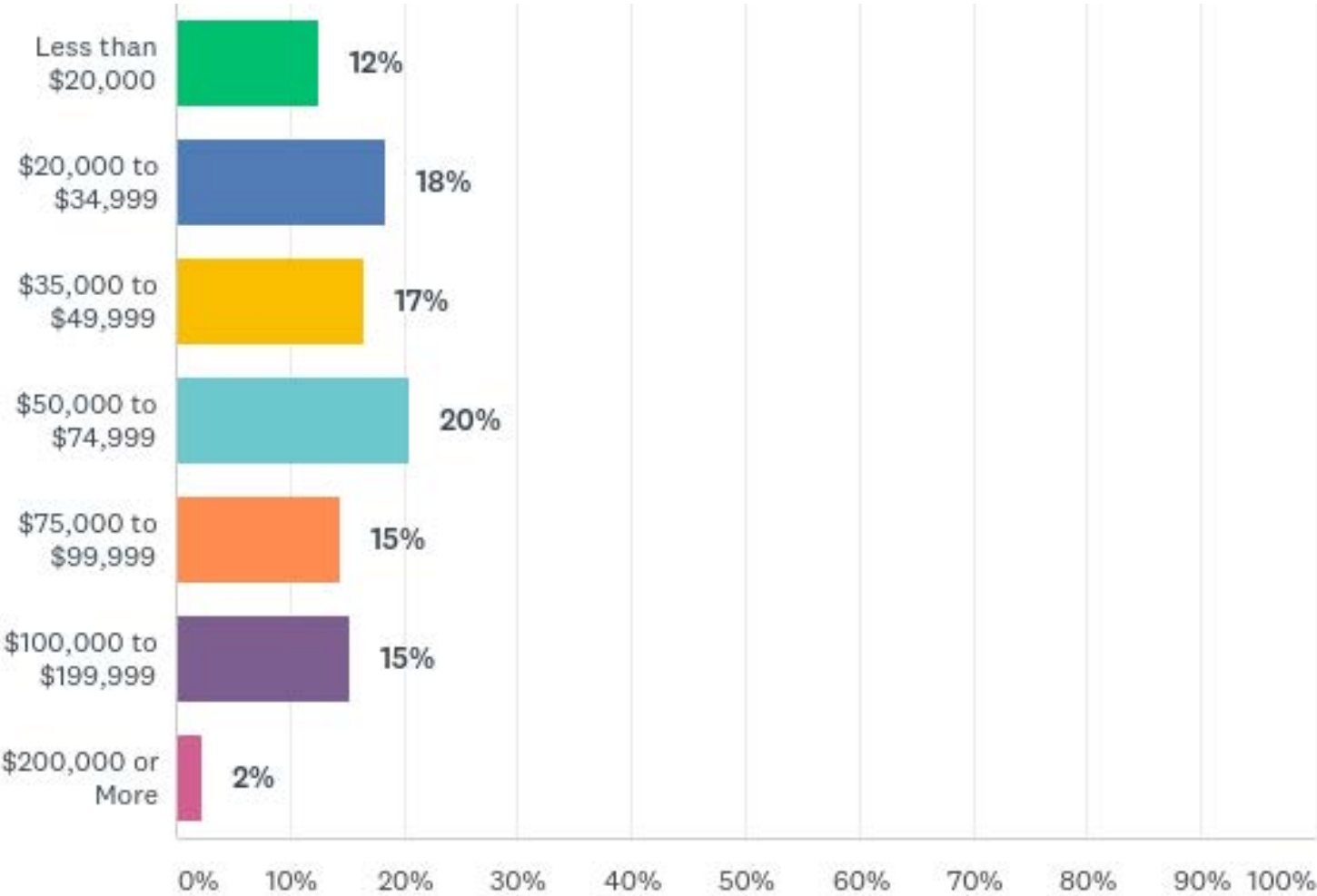
Q18: How would you describe your location?

Answered: 772 Skipped: 94

ANSWER CHOICES	RESPONSES	
Urban	36%	280
Suburban	29%	223
Mostly rural	20%	154
Rural	15%	115
TOTAL		772

Q19: What is your annual household income?

Answered: 737 Skipped: 129



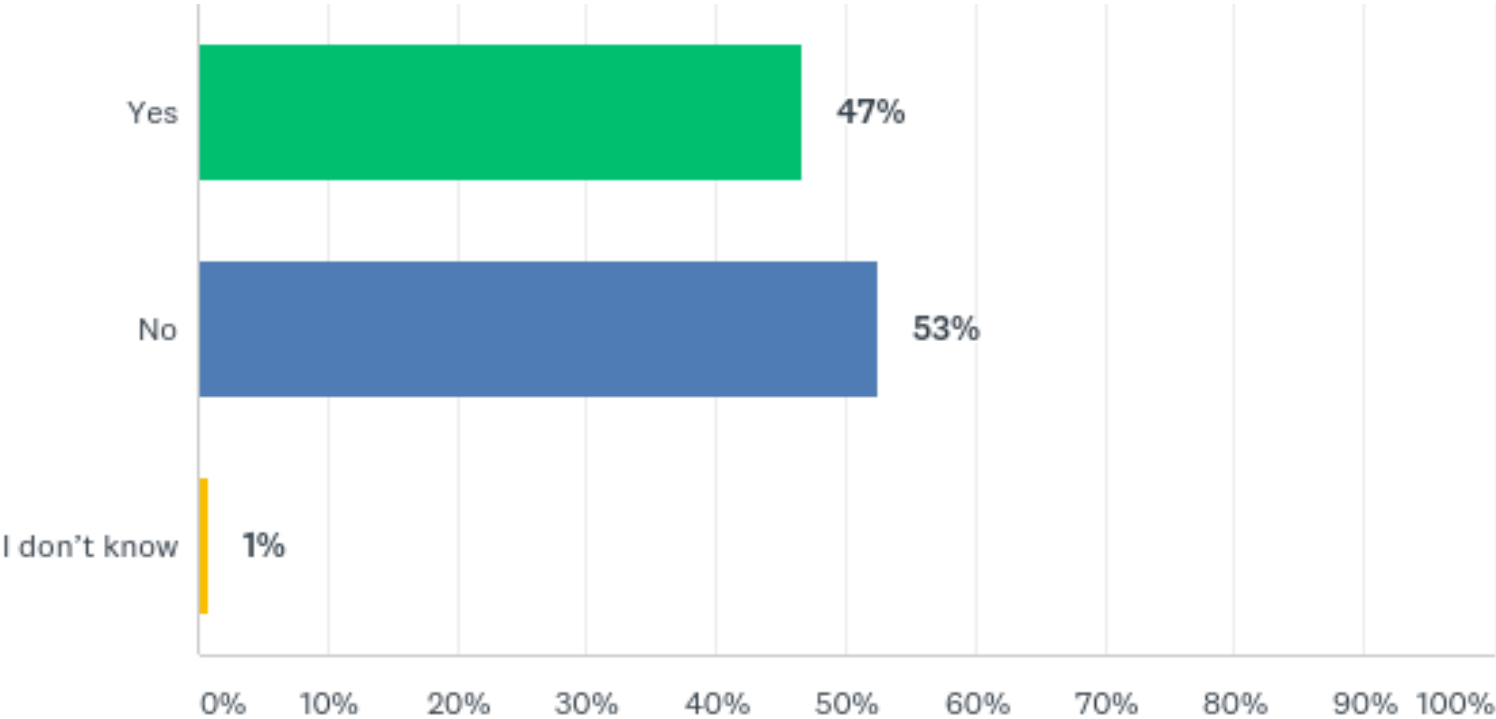
Q19: What is your annual household income?

Answered: 737 Skipped: 129

ANSWER CHOICES	RESPONSES	
Less than \$20,000	12%	92
\$20,000 to \$34,999	18%	136
\$35,000 to \$49,999	17%	122
\$50,000 to \$74,999	20%	151
\$75,000 to \$99,999	15%	107
\$100,000 to \$199,999	15%	112
\$200,000 or More	2%	17
TOTAL		737

Q20: Are you of Hispanic or Latino origin or descent?

Answered: 763 Skipped: 103



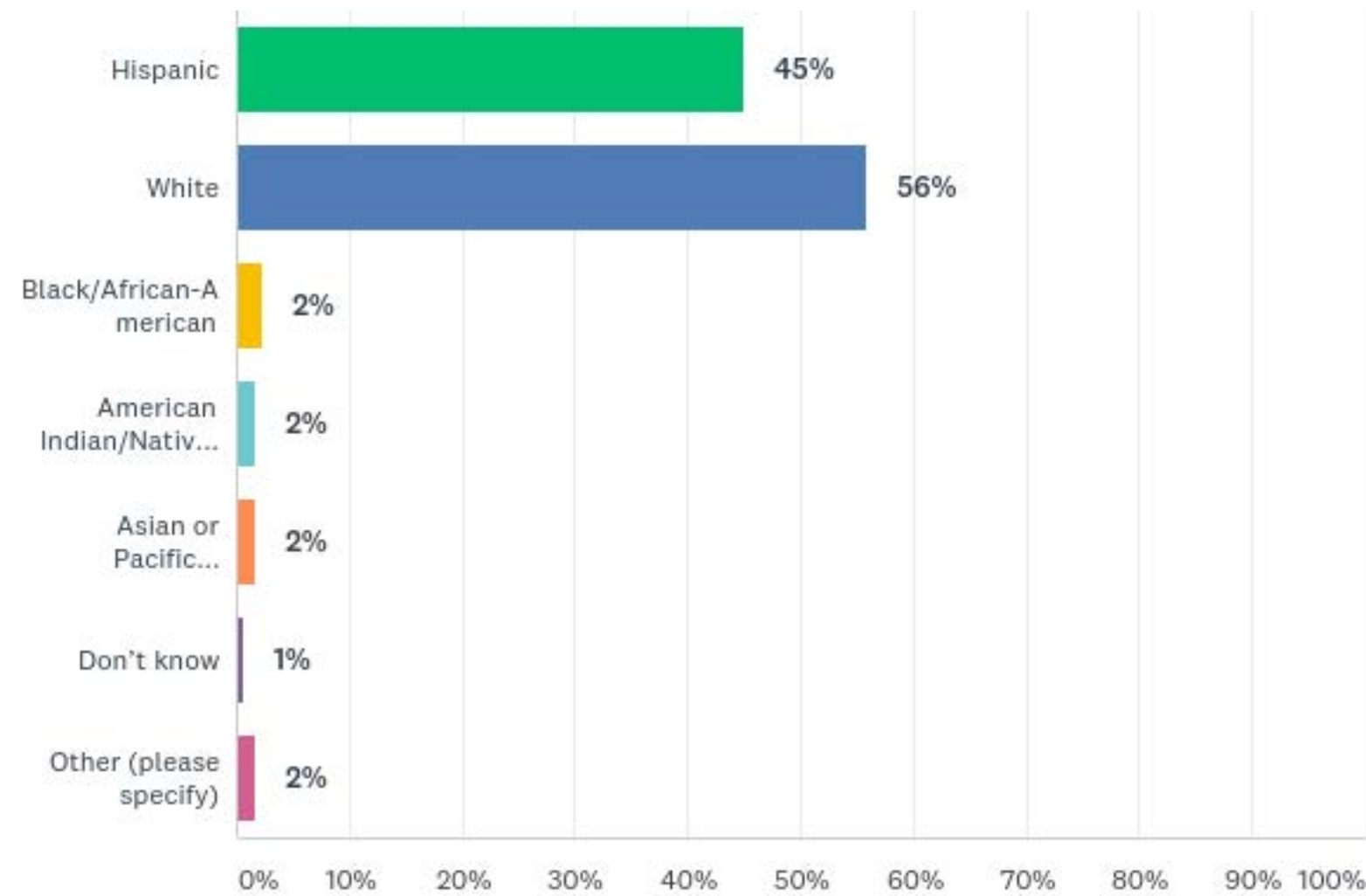
Q20: Are you of Hispanic or Latino origin or descent?

Answered: 763 Skipped: 103

ANSWER CHOICES	RESPONSES	
Yes	47%	356
No	53%	401
I don't know	1%	6
TOTAL		763

Q21: Check all of the options below which describe you.

Answered: 762 Skipped: 104



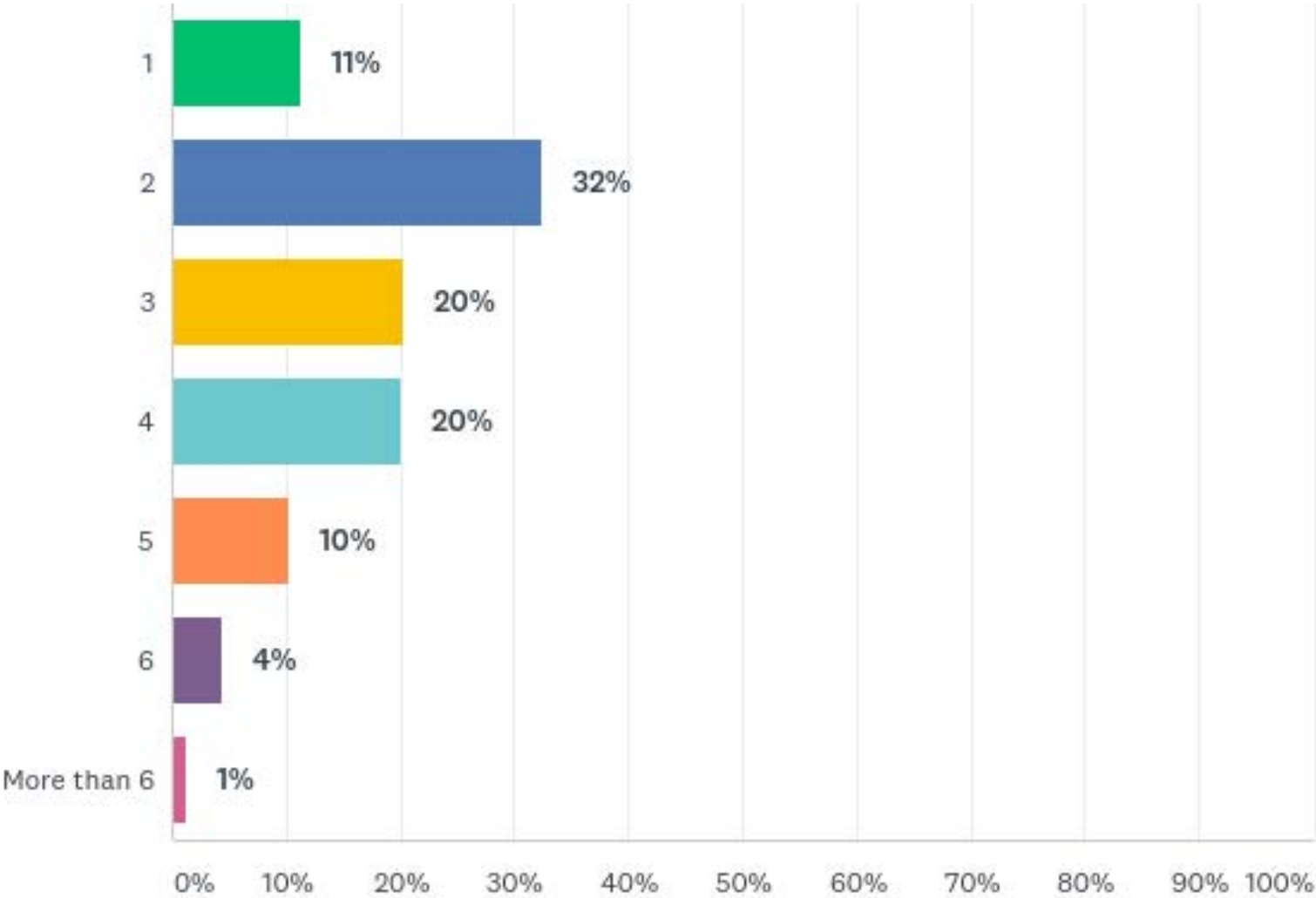
Q21: Check all of the options below which describe you.

Answered: 762 Skipped: 104

ANSWER CHOICES	RESPONSES	
Hispanic	45%	342
White	56%	426
Black/African-American	2%	18
American Indian/Native American	2%	13
Asian or Pacific Islander	2%	12
Don't know	1%	4
Other (please specify)	2%	13
Total Respondents: 762		

Q22: How many people live in your household?

Answered: 774 Skipped: 92



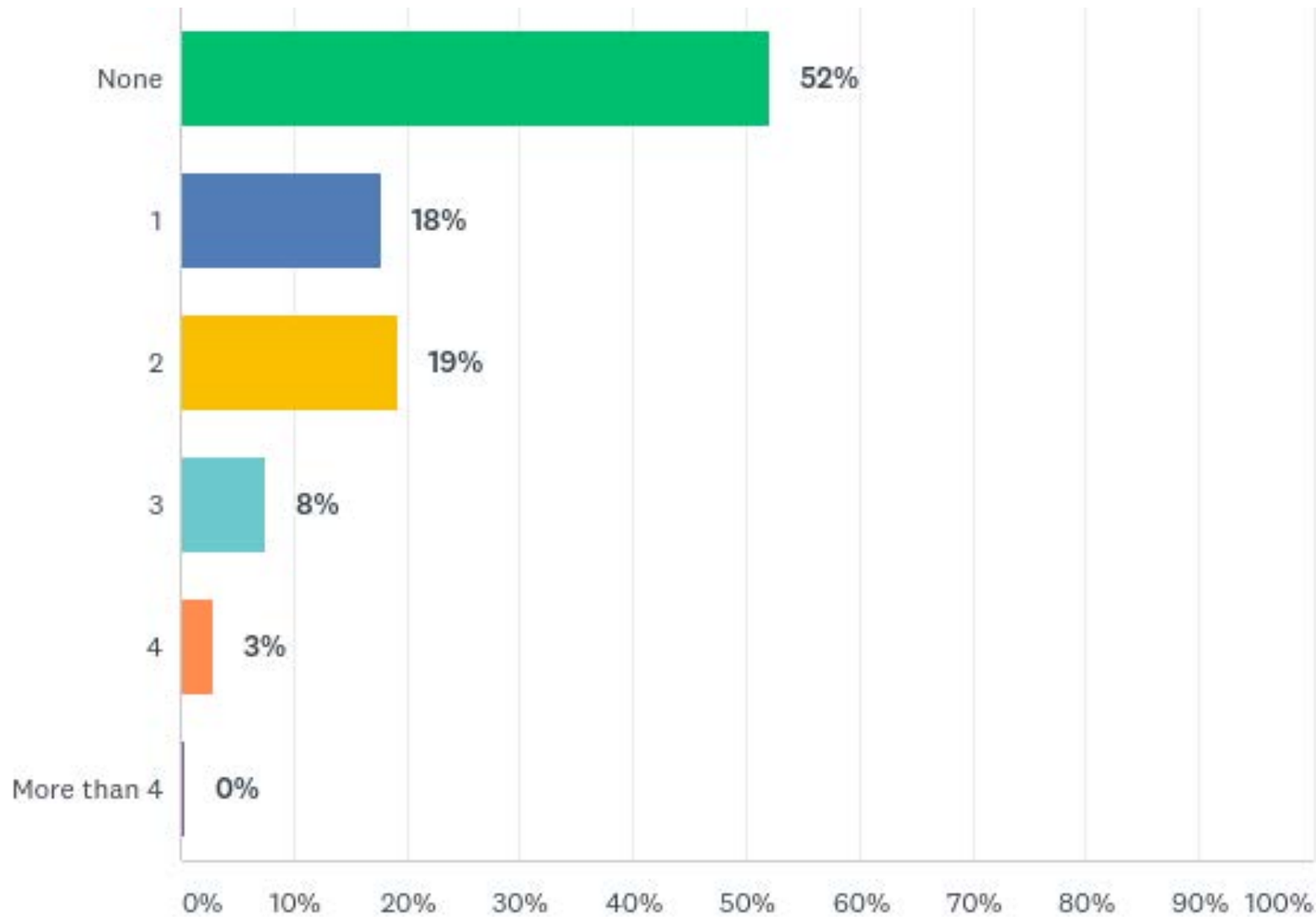
Q22: How many people live in your household?

Answered: 774 Skipped: 92

ANSWER CHOICES	RESPONSES	
1	11%	88
2	32%	251
3	20%	157
4	20%	155
5	10%	79
6	4%	34
More than 6	1%	10
TOTAL		774

Q23: How many children (under age 18) live in your household?

Answered: 768 Skipped: 98



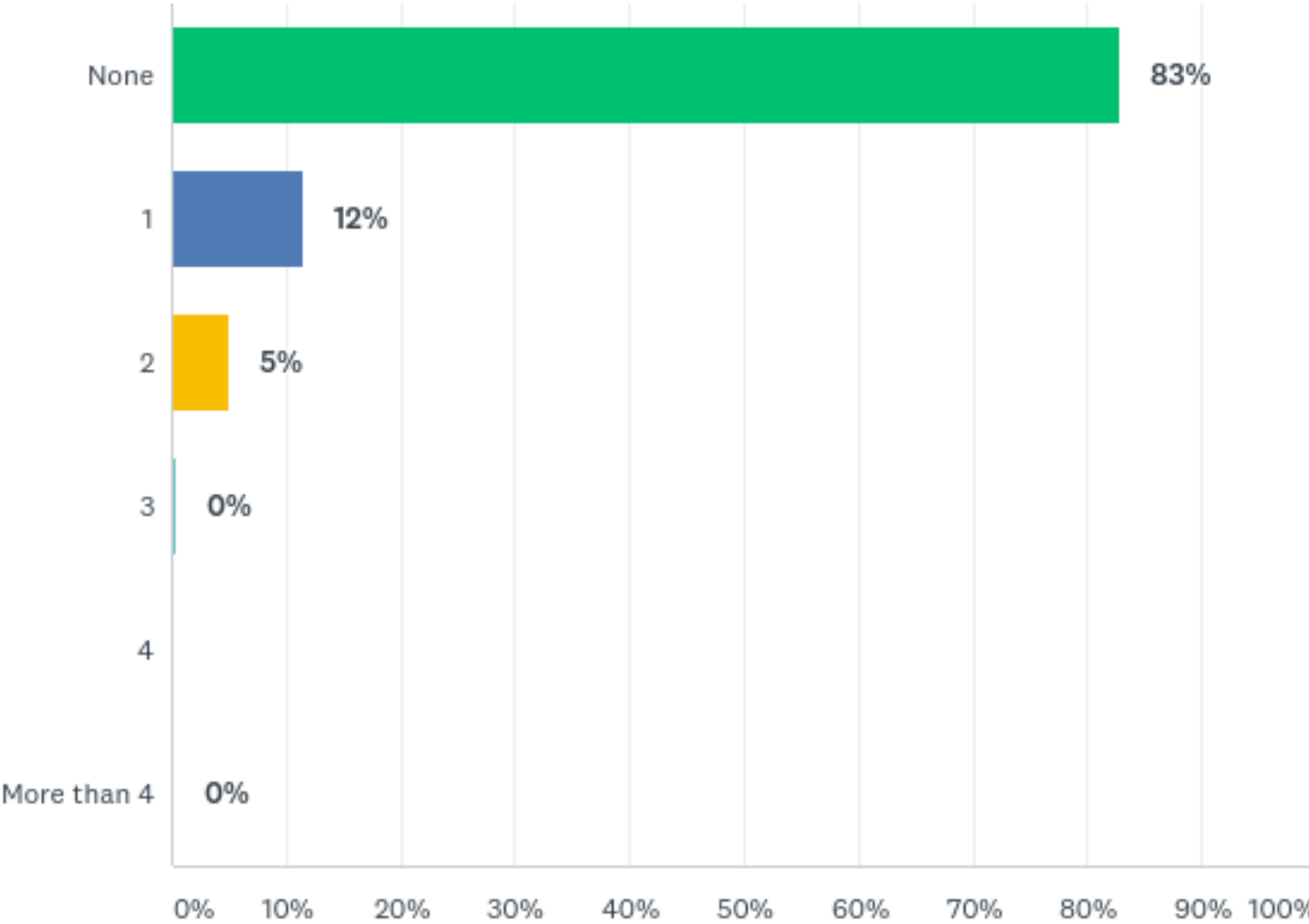
Q23: How many children (under age 18) live in your household?

Answered: 768 Skipped: 98

ANSWER CHOICES	RESPONSES	
None	52%	400
1	18%	136
2	19%	148
3	8%	58
4	3%	23
More than 4	0%	3
TOTAL		768

Q24: How many seniors (over age 64) live in your household?

Answered: 762 Skipped: 104



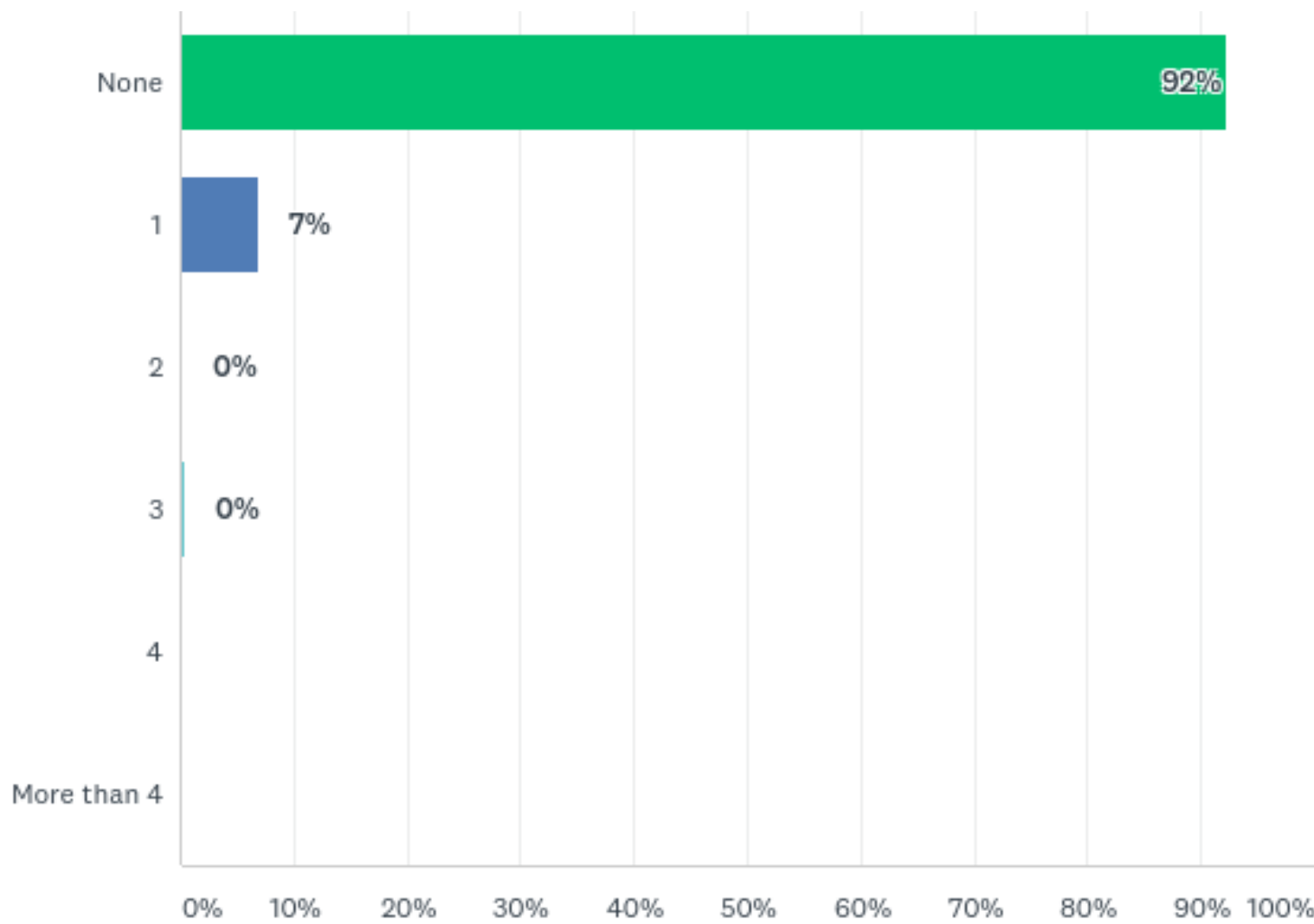
Q24: How many seniors (over age 64) live in your household?

Answered: 762 Skipped: 104

ANSWER CHOICES	RESPONSES	
None	83%	631
1	12%	88
2	5%	39
3	0%	3
4	0%	0
More than 4	0%	1
TOTAL		762

Q25: How many people in your household require ADA accessible facilities?

Answered: 771 Skipped: 95



Q25: How many people in your household require ADA accessible facilities?

Answered: 771 Skipped: 95

ANSWER CHOICES	RESPONSES	
None	92%	712
1	7%	54
2	0%	2
3	0%	3
4	0%	0
More than 4	0%	0
TOTAL		771

Q26 What is your favorite thing about local parks?

Enjoy Areas Verdes Trees Wildlife Ninos Convivir Place Family
Green
Areas Water Walking Beautiful
Nature Space Vegetacion Outdoors
Events Caminar Play Naturaleza Park Hay
Playgrounds Fishing Trails Eventos

Q27 What is your biggest concern about local parks?



Q28 What would help you visit your local parks more often?

Haya Better Maintained Safety Transportation Actividades Safe
Seguridad Lighting Equipment
Esten Mas Cerca Events Seating Parks
Weather Activities Closer to Home
Estacionamiento Walking Shade Restrooms
Eventos Limpieza Cleaner Water Fountains Banos

Q29 Is there anything else you'd like to add?

Splash
Haya Tennis Survey Ideal Pad Deben Think Safety
Doing Play Equipment Community Nope
Parques Debe Haber Park New Playground
Walking East Side Kids Swim Pool Gracias
Eventos Team Bebederos Beautiful

Appendix 4

Interview

Summary

Notes

Healthy Parks Interviews

- 28 phone interviews conducted
- May 2018 – February 2019
- Experts from
 - Travis, Bastrop and Caldwell
 - Health, Parks, Environment, Government, Disability Advocacy
- Questions related to general trends in the study area, parks, health, and social cohesion
- All responses are anonyms pending permission from interviewees

Local Context: Economics

- Travis County
 - Growth of business and tech
 - High paid tech jobs (frequently outside hires)
 - Low paying service jobs
- Bastrop County
 - Rapid population growth
 - People commuting to Austin
 - Rapid housing construction
- Caldwell County
 - Decreased oil industry presence (e.g. Halliburton)
 - Fear related to the decline of the middle class lifestyle

Local Context: Environment

- Fires have had a negative impact on how people see open space (Bastrop)
- Net loss of canopy due to the 2011 draught (Travis)
 - *“We are struggling to get our tree stock up after the drought”*
- Increase in impervious cover in Austin due to housing development
- *“My biggest fear about climate change is the changing ecology. We can no longer look at the past to figure out how parks can be designed and maintained. More mosquitos, pollen, flooding... How do we design parks to make people’s life better, not add potential hazards?”*
- Resilience hubs
 - How to incorporate into parks?
 - How to grow food on those spots?

Local Context: Displacement

- Housing has become unaffordable in Austin
 - Eastern Crescent, Rundberg
 - Displaced people move east
 - Manor, Del Valley, Western Bastrop County
- Primarily people of color
- People in Western Bastrop are pushed further east
- Generally not considered an issue in Caldwell

Local Context: Displacement

- Fear of displacement
 - Stress, trauma
- Displaced people are no longer connected to their communities
 - Impacts social capital/community cohesion
- Commute time increases
 - More sedentary lifestyle
 - Increase in traffic deteriorates air quality
 - Very little public transportation to outlying areas
- Resurgence of activism (Eastern Crescent)
- Increasing arts and culture scene (Lockhart)
- Increase park and active transportation advocacy (Bastrop)

Local Context: Displacement and Parks

- Primarily seen as an issue of larger context rather than individual improvements
 - Economic growth, tech firms, housing and land use
- However, people have come out against park improvements
 - Afraid it will make their area unaffordable
- “Parks can be a space people can come back to even if their house is gone. Somewhere a community connection that can happen.”
- Flood plain buyouts
 - Houses have been taken down but developed as community gardens

Local Context: Segregation

- 1928 Master Plan enforced segregation in Austin
- Major income difference between East and West (Travis)
- Higher concentration of polluting land uses on the east side

Growth and Park Planning: Bastrop and Caldwell

- “There is a desire to be proactive about growth rather than reactive.”
- *“We are seeing an increase in interest or use in open space because of population increases. Parks are getting utilized more just by the sheer number of people.”*
- *“I am a little frustrated that we can’t do more quicker to get people into a healthier lifestyle. I know it takes time, but the community that provides infrastructure for parks and trails is considered to be a stronger community than those that don’t. I don’t want people to say 20 years from now ‘Back in the twenty teens when it was cheap we should have done more to develop parks.’”*

Growth and Park Planning: Travis County

- *“Austin has boomed significantly. It has doubled in size, could double again. Parks and rec is really feeling the strain.”*
- *“We aren’t acquiring green spaces at the rate we are acquiring new citizens...Our parks are getting loved to death”*
- *“Acquisition must be at the forefront of building out and making an accessible parks system. Acquisition is the foundation of that.”*
- *“The demand for amenities and programming are growing in the outer reaches of Travis County.”*

Local Context: Park Advocacy

- Emerging narrative that green spaces are important
- *“There are many competing, sometimes exclusionary values for public parks.”*
- *“The east side is getting a revival, but it is very tied to white people moving in. They make demands for improving amenities and parks.”*
- *“Increasingly there are demands made for parks – the question is, ‘for whom’?”*
- *“The squeaky wheel gets the grease. People with time and resources have the ability to advocate for their local parks.”*
- *“Advocating after the park is built takes more resources.”*

Local Context: Major Health Challenges

- Obesity, Heart Disease, Diabetes
- Drugs (alcohol and meth)
- Diet, Exercise, Sedentary lifestyles
- Access to healthy foods
 - *“It is harder to get to grocery stores when you have such bad traffic. We have corner stores but they don’t have good stuff.”*
- Access to primary care in rural areas

Local Context: Mental Health

- *“The economic pressures are so high.”*
 - Poverty
 - Stress impacts kids and parents
 - Cost of living is rising
 - Decline of middle class in rural areas causes anxiety and depression
- Displacement
 - Loss of community and services (e.g. someone to watch your kids)
- Immigration Policy
 - Trauma and uncertainty around
 - *“When there is a raid, people don’t want to come out, send their kids to school, come to meetings. It has an impact on mental health”*

Local Context: Mental Health

- Adverse Childhood Experiences
 - Child abuse and neglect
 - Teen pregnancy
- Depression
 - There is nothing for those kids to do (rural areas)
 - Creating a drug problem
- School Closures
 - Stigma
 - Bad neighborhood, bad school

Local Context: Environmental Health

- Heat
 - Especially for people who can't afford air conditions
 - *“It will be worse in the future, especially for people working outdoors and have existing stressors.”*
 - Air quality will deteriorate
 - Wildfires will increase
- Flooding

Local Context: Who is Most Affected (Health)?

- Poor, minorities, elderly
 - Very strong consensus in Travis County
 - Less agreement in Bastrop and Caldwell
- Travis County
 - East Austin and South Austin
 - Del Valle, Manor
- Bastrop County
 - Micro-communities in unincorporated areas
 - E.g. Stony Point, McDade
- Caldwell County
 - Not highly concentrated
 - North of Lockhart, Luling

Parks and Mental Health

- "Exercise is good for mental health. Sometime its too hot to get out there."
- Beautiful, Peaceful (Colorado River Refuge)
- *"Nature is a great stress relief. Poverty is a major stressor."*
- Exploration
- Socializing
 - *"People come to decompress, eat lunch together in the middle of the day."*
- *"Parks lower blood pressure, reverse depression, and have a positive impact on mood. They contribute to a healthier mental state. They provide opportunities for passive and active use."*
- *"The science is clear about the connection between nature, sunlight, fresh air, physical activity and good mental health. Parks are a key asset. However, parks must be clean, safe, fun, welcoming and inviting."*

Parks and Health: Access

- Connectivity of green spaces and other locations
 - School + Work
 - Currently high degree of fragmentation
- More sidewalks + better walkability
 - Tree lined streets
 - East side has bigger roads
 - People drive faster
 - Frequent pedestrian + vehicle collisions

Improving Community Health: Rural Areas

- Community pride in the schools and school sports
- *“Community activities revolve around the schools. This is an opportunity.”*
- Mobile vaccination or dentist
 - Would alleviate the need to go into Austin

Improving Community Health: Parks

- Diversity
 - Park type (pocket, neighborhood, regional)
 - Activities within the park
- Need for intergenerational parks
 - A track surrounding a playground
 - Fenced playgrounds - particularly if near busy streets.
 - Activities for older kids
- Activities for the elderly
- Gender
 - *“Some of these parks are just a soccer field. Users seem more likely to be male.”*
- Walking trails
 - Very high demand

Improving Mental Health: Parks

- Opportunities to be social or secluded in a natural space
- Opportunities for physical activity
- Social connections in parks
 - Low income neighborhoods: particularly important
 - *“People might be embarrassed to have people over to their homes.”*
- Nature
 - *“There are benefits if they are perceived as natural - even if there is no real biodiversity.”*
- Feel safe
- Quiet

Park Use: Barriers

- Awareness
 - *“A lot of people in Lockhart just aren’t aware of the park.”*
- Connectivity and transportation
 - For public transit households – inaccessibility of parks with relation to a bus
 - Don’t feel safe walking
 - Lack of parking
 - *“Our rural community is largely challenged economically. If the parks aren’t close the kids can’t get there, because the parents work.”*
 - *“People wont walk under highway to get to parks”*
 - *“You can’t get to Lockhart State Park without being on a highway. You need a car. And its less than a mile from town.”*

Park Use: Barriers

- Geographic Proximity
 - Ability to walk to a park
- Lighting + security at night
 - Especially in the winter + after school
- No reason to go
 - *There needs to be a diversity of opportunities in a park for all of the things you might be interested in, not just grassy lots.*
- Language barriers
 - “The city wide swim program is not popular on the east side. Nothing is provided nothing in Spanish.”
- Lack of understanding of how people want to use the parks + cultural understanding
 - “No Soccer Playing” sign in Patterson Park

Barriers to physical activity

- Culture
 - Habits
 - Videogames
 - *“People don’t associate parks with fitness – they think of gyms.”*
 - Exposure – knowing what exists
 - *“It has to be fun.”*
- Economics
 - *“People work long hours and commute. They want to spend free time with family”*
 - *“People are trying to meet their basic needs. Fitness not a top priority.”*
 - *“Parents don’t have time to take their kids.”*

Barriers to physical activity in parks

- Need to be close to home
- Safety is a concern
 - Both crime in the park and getting to the park safely (crime, getting hit by a car, etc.)
 - Need good sightlines, regular maintenance
- Parks are closed at night, and/or lack lighting
- The lack of organized activities
- The heat + lack of shade
 - Need trees, pavilions, benches, water
- Entrance fees
 - *“The people who are least willing to pay that fee or the ones who are most in need.”*
- Parking
- Public transportation
 - Need for shelters
- Need to market these resources to underserved populations.

Increasing physical activity in the park

- Programming
 - *“Bring programs to the places where people need them most...low income areas”*
 - *“Programs can bring awareness that a spaces exist and the types of ways that they can use the space”*
 - *“Activation and providing programming makes it faster and less expensive to achieve health and exercise related goals”*
- Multi-Use/Multi-Generational Parks
- Make parks comfortable (large trees)
- More smaller parks closer to where people live
 - Done successfully in certain work places in Austin
- *“Make it free, within walking distance, maybe offer childcare. Highlight the social connections that can be made at parks.”*

Park Use: Rural

- Access to funding is more difficult
 - Lack of density
 - *“It is difficult to make sure everyone has access and meet everybody’s needs.”*
- Law enforcement
 - *“The rural parks...in the evening...it is difficult for the sheriffs to monitor those parks just based on the geography. There have been crime problems.”*
- Transportation is a challenge
 - The kids are isolated from some of the parks
- Needs
 - Amenities, recreation, programming, recreation centers
 - Less of a need to be exposed to nature
 - *“Parks in the urban areas have more programmed spaces and activities. In rural areas you must be more creative to use the open areas.”*
 - *“There’s often a lack of capacity (staff) in rural areas, and this makes it difficult to implement new programs.”*

Park Use: Urban

- Urban
 - *“Parks are sometimes the only green space around and some of the only wildlife habitat.”*
 - Exposure to nature is a major need

Park Use: High Income vs. Low Income

- Similarities
 - A place to gather and build community
- Low income
 - Rely on parks and park systems for programming, enrichment, activities, social venue (e.g. birthday parties)
 - Struggling trying to find something affordable/free.
 - *“Transportation is a bigger issue for low-income communities – they may have a park but can’t get there.”*
 - *“In rural areas, the parks are not accessible for people who live further out...frequently economically challenged.”*
- High Income
 - More access to private facilities and programming (summer camps, gyms, pools, sports leagues)
 - Lower crime rates can make the parks more accessible
 - Send kids there alone
 - Feel more comfortable

Park Improvements: Barriers

- Interagency collaboration
 - *"It's been my experience that it is difficult to get different organizations to work together. In Bastrop it seems like...different organizations maybe...there is competition...partnering comes with "What are you going to give me."*
- *"There is a fear about improving the neighborhood and then getting priced out."*
- *"The inertia within bureaucracies."*
- City departments are under-resourced
- *"People don't have time, or access to a designer in their community."*
- Funding
- Parkland acquisition
- *"Counties have very limited authority to mandate parks in subdivisions."*

Communicating the value of active recreation and parks, and their connection to community health

- *“County commissioners have to think about parks as something that is good for the community, that will keep community members happy. We have to explain why we should spend money on parks rather than first responders. It is a prevention modality, saving money in the long run.”*
- *“Launch a public awareness campaign. It should be a multi-organizational effort that involves different venues and different media.”*
 - A mailer
 - Nextdoor
- *“...through common partners and initiatives. There’s no need to “reinvent the wheel” by creating a new awareness and new relationships. We need to tap into partners that already have these relationships established. Make the local partner’s initiatives “the hero of the story””*

Communicating the value of active recreation and parks, and their connection to community health

- *“The clinical folks (physicians) are coming around to the idea of social determinants of health.”*
 - Park prescriptions could be one way to improve park use
- Outdoor learning environments
 - Kids have better educational and health outcomes
 - Benefits of starting young
- *“That is our largest challenge in this community. Marketing in general in Bastrop County is a bear. We have a large rural community that does not have good access to the internet. We work hard to get the information out to people, but its hard. Socially media has been our best bet.”*

Collaborations and Engagement

- Broaden the stakeholders
 - Include Churches in AA communities
 - East side – the YMCA
- Involve educators
 - *“Trails on the east side could be used more by educators.”*
 - STEM, ecology, art
- Cultivate a network of trail and park stewards
- Prioritizing needs with the community closest to the parks

Collaborations and Engagement

- Need to engage younger people and senior populations
- *“The community’s voice is missing. We should create a “Community Action Board” to help voice the concerns of the neighborhoods in the community.”*
- *“Establishing more partnerships-----boys & girls club, YMCA. This will save capital costs and leverage resources.”*
- *“The best thing for more utilization would be to work more with the schools.”*

How could parks better serve people with disabilities?

- *“It varies based on community, condition of parks, and knowledge of what they could have.”*
- *“Austin has no all-accessibility playgrounds. A lot of people in the communities ask for this. It goes above and beyond ADA.”*
- Access
 - *“Trails, routes and parking are some of the biggest complaints. Someone can’t get to an accessible amenity.”*
- *“The newer parks do a better job.”*
- *“Some parks feel like they’re exempt from the rules – especially camping, or hiking trails.”*
- *“There needs to be accessible trails that provide the same opportunities as other trails (i.e. if there is a great view, there should be an accessible trail to get there).”*

What would healthy parks mean for people with disabilities?

- Trails
 - Good signage
 - Clear understanding of how to get from point A to point B (good for all disabilities – people with visual disabilities especially.)
 - *“We are always looking for trails that are doable, but people don’t know about it.”*
 - Minnesota – created a wheelchair challenge trail rating (grade of steepness, etc.)
- Accessible exercise equipment
 - *“We have tons of exercise group. None of the workout equipment is accessible on the hike and bike trail. They make it – but its not here.”*
- Pools
 - *“People with disabilities typically have an easier time working out within a pool.”*
 - Best if there is programming at the pool
 - Pool lift
- Adaptive Sports
 - *“It is hard to find a place to host the events”*
- Play
 - *“Everyone likes to play; children and adults.”*
 - *“Having clear sensing and boundaries within play areas is important. For children with sensory disabilities, there needs to be a clear entrance and exist. It let’s parents relax.”*

Accessibility Barriers: Basic Amenities and Upkeep

- *“Good paths that are packed well.”*
- Accessible tables
- Well-marked accessible parking
- Accessible bathrooms
 - *“People won’t go back if there is not an accessible bathroom.”*
- *“At some of the parks the curb cuts have not been maintained. Dirt gets in. There is a drop.”*

Accessibility Barriers: Basic Amenities and Upkeep

- “The signs in the parks are never accessible.”
 - “ADA requirements are very minimal for parks.”
 - Brail. Cognitive disabilities, aging populations
 - High contrast, character sizes, sans serif font, tactile lettering for people who can’t read brail
- *In a pool, deaf people would benefit from a strobe light if you have to get people out of the pool.”*
- *“A lot of people could benefit – not just people with disabilities.”*

Cultural Barriers to Accessibility : Doing the minimum

- Camping
 - *“They will put in one or two accessible spots – but they could have made all of them accessible from day one—they only do the exact minimum.”*
- *“If you use the principal of universal design, it will benefit everyone.”*
- *“You would think Austin would be a progressive city, but at the end of the day the city of Austin has not done what they could...in their opinion it is a funding issue, but this went into law when the ADA passed. More and more groups and filing lawsuits.”*
- *“Houston does a much better job.”*

Barriers to Increasing Accessibility

- Price/Funding
- *“We are doing a good job at educating the public, but we still have more to do. There is a social stigma. We need a cultural shift. Accessibility can’t just be a box you check”*
- *“All of the new built stuff is fine, but taking care of what should have already been done, it is a very slow process.”*

Accessibility: Opportunities

- *“There is definitely some grant funding that can be provided.”*
- *“A lot of the opportunities are already there to incorporate these opportunities into existing projects or new projects. If there is a new project or renovation, that is the easiest time to incorporate these changes.”*
- Using the advocacy communities to find funding
- *“Municipalities should establish ADA transition plans.”*
 - Plan renovations for accessibility
 - Include programming
- *“We need organizations that are going to sponsor events.”*
- *“Spread it out so its everywhere.”*

Accessibility Opportunities: Information and outreach

- *“We need one place with all the info on where the ADA options are. There needs to be one hub with accessibility info. A lot of the time they make something accessible but no one hears about it.”*

Accessibility Opportunities: Visible and Inclusive

- *“Something on the hike and bike trail down by the bridge where the dogs jump in.”*
 - Accessible by bus
 - Visible
 - *“You’re part of the community. It would combat stereotypes about people with disabilities not being active. Once you remove those barriers, people will start to realize this is part of our society.”*

Accessibility: Other

- *“With the scooters exploding, the city did not force much in terms of rules, now people park their scooters on the ramps and they block access all over the city.”*

Community Cohesion: Rural Communities

- Challenges of connecting in rural communities
 - *"If you take Lockhart and Luling – they are old fashioned towns. There are segments of the population that are the old guard of the city. The mayor, ranchers, major business owners. They are a small percentage of the population but are very active and put a lot of money into events – e.g. livestock shows, charitable events (we raised \$100,000 to create an animal shelter). Then you have a big part of the population that is completely disengaged, the lower income group, Hispanic population. They are very focused on their families, not very involved in the community."*
- Schools are a nexus in rural communities
 - *"The community is divided into pockets. It is like a wheel. The school is the axle, because there is no other governing body. But the spokes don't have interaction with each other. Older people don't get out but go to church, Hispanic families (immigrants and people born in the US – two very different pieces), young people moving in, leaving Austin and Elgin and Bastrop, the farmers and ranchers (the old guard - "why are we changing")"*
- New arrivals from Austin
 - *"For most people moving out to our community, it is just where people sleep at night"*
 - *"The people who are involved have usually been here for a while."*
- Strong sense of community within micro communities
 - Historic associations, museums, churches

Community Cohesion: Rural

- *“People feel isolated. The cohesion tends to come from shared interest (e.g. master natural). But all these interests cost money.”*
- *“The church is a source of cohesion – this is a strong church community.”*
- *“I think for the Spanish speaking population the isolation can be horrid. Especially now, with the fear of deportation.”*

Community Cohesion: Austin

- Redlining resulted in its own “forced” cohesiveness. Historical and generational experiences result in strong cohesion.
- *“Austin is changing very quickly. Neighborhoods are changing fast. It is hard to feel the same familiarity. Neighborhoods that once felt very cohesive might not.”*
- *“It is tied to permanency. If a community is displaced, it makes it much harder to maintain cohesion. Permanency builds social cohesion and community pride...intergenerational connections...knowing neighbors”*

Parks and Cohesion: Programming

- Make it clear that everyone is invited
 - Free
 - Movie in the park
 - Music
 - Theater
- Create programs that would get groups together
 - Different organizations partnering to get the word out
- Calendar of things happening in your park
- *“Provide a venue for events such as a farmer’s market; attract food trucks from the local community. This would be a community builder. Host events centered around special activities, such as rock climbing, skateboarding and BMX riding.”*

Parks and Cohesion: Design

- *“A zocalo – like a plaza – with a lot of town square activities – outdoor movies, people walking around... by activating the art in public spaces it really helps to build community.”*
- Spaces designed to hold a variety of social interactions
 - Seating, BBQ Pits, etc.

Parks and Art

- Pease Park Sculptures – frequently mentioned positively
- Existing Programming
 - Zilker Hillside Theater
 - Totally Cool Totally Arts
 - Notes for Notes
 - Chalk Walk – *“Kids get together and they each get a segment of a sidewalk.”*
 - Creative Action - Paints murals around Austin
 - Sculptures along the river trails in Bastrop
 - *“Most of our public art seems kind of silly.”*
- *“There is a profound disconnection between arts based programming and public parks. The most vibrant art scene are the murals in East Austin. It has nothing to do with parks.”*
- Play structure have become static
- Kids cannot manipulate their environment
 - Reducing creativity

Appendix 5

GIS Criteria

Matrix

	Note: this table is formatted so that the table can be downloaded and printed on 8.5 X 11 paper using the landscape orientation	
	Analysis Results	
	Overall Stacked Priorities	
Layer Name	Methodology	Data included/Source
Overall Stacked Priorities	<p>This is the results of the Healthy Parks Plan Overall Stacked Priorities analysis. This result is designed to identify where parks, open space, and trails can be expected to benefit multiple objectives from the Healthy Parks Plan project.</p> <p>The Overall Stacked Priorities result was created using an equally weighted max on the 5 Objective Stacked benefit results which included: Community Health, Socioeconomic Vulnerability, Flooding and Water Quality, Heat and Poor Air Quality, and Park Access.</p>	The Trust for Public Land Healthy Parks Plan Technical Advisory Committee
	Park Access and Level of Service	
Layer Name	Methodology	Data included/Source
Outside 10-minute walk to any park (yes/no)	<p>The Trust for Public Land's ParkServe® level of park need analysis characterizes populated areas outside of a ten-minute walk of a park based on three demographic profile results: population density (50%), density of population age 19 and younger (25%), and density of households with low income (25%).</p>	<p>Parks: Compiled from Austin PARD, Bastrop City, Elgin, Lockhart, Luling, Pflugerville, Smithville, Bastrop County, Travis County, Park Serve, PADUS, LCRA, and some digitized MUD & HOA parks.</p> <p>Street Map Premium</p> <p>ESRI Population estimates by block group</p>

Outside service area of any park	<p>ParkServe® methodology described above is used to show level of park need for all areas outside of the level of service framework service areas for all parks (see table below). Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.</p> <table><tr><th>Type</th><th>Size (Acres)</th><th>Service Area</th><th>Network type</th></tr><tr><td>Pocket</td><td><1</td><td>0.5 miles</td><td>walking</td></tr><tr><td>Neighborhood</td><td>1-15</td><td>0.5 miles</td><td>walking</td></tr><tr><td>Community</td><td>15-30</td><td>2-miles</td><td>driving</td></tr><tr><td>District</td><td>30-200</td><td>5-miles</td><td>driving</td></tr><tr><td>Metropolitan</td><td>200+</td><td>10-miles</td><td>driving</td></tr></table>	Type	Size (Acres)	Service Area	Network type	Pocket	<1	0.5 miles	walking	Neighborhood	1-15	0.5 miles	walking	Community	15-30	2-miles	driving	District	30-200	5-miles	driving	Metropolitan	200+	10-miles	driving	Compiled parks Street Map Premium ESRI Population estimates by block group
Type	Size (Acres)	Service Area	Network type																							
Pocket	<1	0.5 miles	walking																							
Neighborhood	1-15	0.5 miles	walking																							
Community	15-30	2-miles	driving																							
District	30-200	5-miles	driving																							
Metropolitan	200+	10-miles	driving																							
Outside of a 10-minute walk to a pocket park	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any pocket park (<1 acre) . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Street Map Premium ESRI Population estimates by block group																								
Outside of a 10-minute walk to a neighborhood park	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any neighborhood park (1 - 15 acres) . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Street Map Premium ESRI Population estimates by block group																								
Outside of a 2-mile walk or drive to a community park	ParkServe® methodology described above is used to show level of park need outside of a 2-mile walk or drive to any community park (15 - 30 acres) . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Street Map Premium ESRI Population estimates by block group																								
Outside of a 5-mile drive to a district park	ParkServe® methodology described above is used to show level of park need outside of a 5-mile drive to any district park (30 - 200 acres) . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Street Map Premium ESRI Population estimates by block group																								
Outside of a 10-minute walk to a park with a fitness zone	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any park with a fitness zone . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Compiled amenities: Compiled from Austin PARD, Bastrop City, Elgin, Lockhart, Luling, Pflugerville, Smithville, Bastrop County, Travis County Street Map Premium ESRI Population estimates by block group																								
Outside of a 10-minute walk to a park with a trail	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any park with a trail . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Compiled amenities Street Map Premium ESRI Population estimates by block group																								

Outside of a 10-minute walk to a park with a playground	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any park with a playground . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Compiled amenities Street Map Premium ESRI Population estimates by block group
Outside of a 10-minute walk to a park with a basketball court	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any park with a basketball court . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Compiled amenities Street Map Premium ESRI Population estimates by block group
Outside of a 10-minute walk to a park with a soccer field	ParkServe® methodology described above is used to show level of park need outside of a 10-minute walk to any park with a soccer field . Areas with less than an estimated 6 houses per square kilometer are excluded from the analysis.	Compiled parks Compiled amenities Street Map Premium ESRI Population estimates by block group
Community Health		
Layer Name	Methodology	Data included/Source
Child asthma	<p>This model identifies the percent of child patients* (0 - 18) who had asthma listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid.</p> <p>Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>8.8% - 50% = very high priority 7.5% - 8.7% = high priority 6.9% - 7.5% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018

Child poor mental health	<p>This model identifies the percent of child patients* (0 - 18) who had a mental condition listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>24.9% - 74.7% = very high priority 16% - 24.8% = high priority 11% - 15.9% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Child obesity	<p>This model identifies the percent of child patients* (0 - 18) who had obesity listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>4.2% - 6.4% = very high priority 3.4% - 4.1% = high priority 2.4% - 3.3% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult asthma	<p>This model identifies the percent of adult patients* (0 - 18) who had asthma listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>6.1% - 11.1% = very high priority 5.5% - 6% = high priority 4.9% - 5.4% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018

Adult cancer	<p>This model identifies the percent of adult patients (18 - 64) who had cancer listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>1.9% - 3.7% = very high priority 1.7% - 1.8% = high priority 1.4% - 1.6% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult COPD	<p>This model identifies the percent of adult patients (18 - 64) who had COPD listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>2.9% - 4.8% = very high priority 2% - 2.8% = high priority 1.4% - 1.9% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult diabetes	<p>This model identifies the percent of adult patients (18 - 64) who had diabetes listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>12.1% - 14.6% = very high priority 11% - 12% = high priority 8.7% - 10.9% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018

Adult heart disease	<p>This model identifies the percent of adult patients (18 - 64) who had heart disease listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>1% - 2.1% = very high priority 0.8% - 0.9% = high priority 0.6% - 0.7% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult high cholesterol	<p>This model identifies the percent of adult patients (18 - 64) who had high cholesterol listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>14.8% - 17.8% = very high priority 13.4% - 14.7% = high priority 11.8% - 13.3% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult kidney disease	<p>This model identifies the percent of adult patients (18 - 64) who had kidney disease listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>1.7% - 3.7% = very high priority 1.3% - 1.6% = high priority 1.2% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018

Adult poor mental health	<p>This model identifies the percent of adult patients (18 - 64) who had a mental condition listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>15.7% - 31.3% = very high priority 14.1% - 15.6% = high priority 13% - 14% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult obesity	<p>This model identifies the percent of adult patients (18 - 64) who had obesity listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>15.9% - 21.1% = very high priority 13.8% - 15.9% = high priority 11% - 13.7% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Adult stroke	<p>This model identifies the percent of adult patients (18 - 64) who had stroke listed as one of the first five diagnosis codes during their hospital visit.</p> <p>This data is derived from the safety net population, which represents patients without commercial health insurance, or people on medicare or medicaid. Number of patients with the diagnosis codes was normalized by total number of patients to get a percent.</p> <p>21.1% - 25.9% = very high priority 19.5% - 21% = high priority 18.5% - 19.4% = moderate priority</p>	ICC safety net population data for hospital visits between January 2016 to October 2018
Overall Health Priority	All of the above Community Healthy criteria were weighted equally and combined to create this overall Community Health Priority Result. The priority areas in this layer represent zip codes that are hardest hit among all the health conditions examined.	
Socioeconomic Vulnerability		

Layer Name	Methodology	Data included/Source
Low income households	<p>This model identifies socially vulnerable populations based on the percent low income households.</p> <p>Quantile Classification:</p> <p>55.5 - 100 = very high priority</p> <p>37.4 - 55.5 = high priority</p> <p>25 - 37.3 = moderate priority</p>	EJScreen 2017
Less than high school education	<p>This model identifies socially vulnerable populations based on the percent of people age 25 and older in a block group that do not have a high school diploma.</p> <p>Quantile Classification:</p> <p>26 - 80 = very high priority</p> <p>11.8 - 25.9 = high priority</p> <p>4 - 11.7 = moderate priority</p>	EJScreen 2017
Population over age 64	<p>14.6 - 51 = very high priority</p> <p>14.6 - 9.8= high priority</p> <p>6.5 - 9.8= moderate priority</p>	EJScreen 2017
People of Color	<p>73 - 100 = very high priority</p> <p>55 - 72.9 = high priority</p> <p>36 - 54 = moderate priority</p>	EJScreen 2017
Linguistic isolation	<p>This model identifies socially vulnerable populations based on the percent of people in a block group living in linguistically isolated households. A linguistically isolated household is a household in which all members age 14 years and over speak a language other than English and also speak English less than "very well" (have difficulty with English)</p> <p>Quantile Classification:</p> <p>12.2 - 59= very high priority</p> <p>6.5 - 12.2 = high priority</p> <p>3.1 - 6.5 = moderate priority</p>	EJScreen 2017
Disabled population	<p>This model identifies socially vulnerable populations based on the percent of total civilian non-institutionalized population in a tract that have a disability.</p> <p>Quantile Classification:</p> <p>12.3 - 88 = very high priority</p> <p>10.2 - 12.3= high priority</p> <p>8.1 - 10.2= moderate priority</p>	ACS 2011-2016

Population under age 5	<p>This model identifies socially vulnerable populations based on the percent of people in a block group under the age of 5.</p> <p>Quantile Classification:</p> <p>9.9 - 22 = very high priority</p> <p>7.3 - 9.8 = high priority</p> <p>4.9 - 7.2 = moderate priority</p>	EJScreen 2017
Households without cars	<p>This model identifies socially vulnerable populations based on the percent of occupied housing units with no car available.</p> <p>0.5-mile walking service areas are created around Capital Metro and City of Bastrop public transit stations. Those service areas are erased from result to prioritize only those areas with no cars that also do not have close access to public transit.</p> <p>Quantile Classification</p> <p>9.1 - 50 = very high priority</p> <p>4.4 - 9.1 = high priority</p> <p>2.2 - 4.4 = moderate priority</p>	ACS 2011 - 2016 Capital Metro Stations CARTS
Children 19 and under	<p>This model identifies socially vulnerable populations based on the percent of people in a block group under the age of 19.</p> <p>31.3 - 65 = very high priority</p> <p>25.8 - 31.3 = high priority</p> <p>20.5 - 25.7 = moderate priority</p>	ACS 2011-2016
Refugee population	<p>This model identifies socially vulnerable populations based on the percent of people in the zip code that are newly-arrived refugees that were processed through the Refugee Medical Health Screening Center between October 2017 and June 2018.</p> <p>2.4 - 36.3 = very high priority</p> <p>0.7 - 2.4 = high priority</p> <p>0.2 - 0.7 = moderate priority</p>	Austin Public Health
Economically disadvantaged students	<p>This model identifies socially vulnerable populations based on the percent of elementary school students that are classified as economically disadvantaged. An economically disadvantaged student is defined as one who is eligible for free or reduced-price meals under the National School Lunch and Child Nutrition Program.</p> <p>92.7 - 100 = very high priority</p> <p>81.5 - 92.7 = high priority</p> <p>60.5 - 81.5 = moderate priority</p>	TEA Campus catchment shapefiles collected from each ISD separately

Overall Socioeconomic vulnerability priority	<p>All of the above Community Healthy criteria were weighted based on a survey given to the TAT and Steering Committee and combined to create this Overall Socioeconomic Vulnerability Priority Result. The priority areas in this layer represent areas that are hardest hit among all the vulnerability criteria examined.</p> <table><tr><td>Low income</td><td>21.02</td></tr><tr><td>Less than HS Education</td><td>8.81</td></tr><tr><td>Over age 64</td><td>6.1</td></tr><tr><td>People of Color</td><td>11.19</td></tr><tr><td>Linguistic Isolation</td><td>6.1</td></tr><tr><td>Disabled population</td><td>7.12</td></tr><tr><td>Under age 5</td><td>6.1</td></tr><tr><td>Households without cars</td><td>10.17</td></tr><tr><td>Children 19 and Under</td><td>6.1</td></tr><tr><td>Refugee population</td><td>3.39</td></tr><tr><td>Economically Disadvantaged Students</td><td>13.9</td></tr></table>	Low income	21.02	Less than HS Education	8.81	Over age 64	6.1	People of Color	11.19	Linguistic Isolation	6.1	Disabled population	7.12	Under age 5	6.1	Households without cars	10.17	Children 19 and Under	6.1	Refugee population	3.39	Economically Disadvantaged Students	13.9	
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Flooding and Water Quality																								
Layer Name	Methodology	Data included/Source																						
Flood Zone	<p>FEMA flood zone data reclassified as follows. This data was used in areas where FEMA Base Level Engineering products were NOT available.</p> <p>3- protected with levee (FLD_ZONE = 'X' AND ZONE_SUBTY = 'AREA WITH REDUCED FLOOD RISK DUE TO LEVEE')</p> <p>4 - 500 yr flood zone (FLD_ZONE = 'X' AND ZONE_SUBTY = '0.2 PCT ANNUAL CHANCE FLOOD HAZARD')</p> <p>5 - 100 yr flood zone (FLD_ZONE = 'A' OR FLD_ZONE = 'AE' OR FLD_ZONE = 'AO')</p> <p>FEMA Base Level Engineering products were reclassified as follows (where data was available):</p> <p>4 - moderate flood risk, flood zone X</p> <p>5 - high flood risk, flood zone A</p> <p>Cedar Creek 100 yr floodplain (provided by Bastrop County) reclassified to value = 5</p> <p>Cedar Creek and FEMA floodplain data combined with cell statistics maximum</p>	<p>FEMA Flood Hazard Layer, updated 2018</p> <p>FEMA Base Level Engineering Flood Hazards, 2018</p> <p>Cedar Creek 100 year Flood zone</p>																						

Area within 200-ft buffer around streams or wetlands	<p>Wetlands: NWI except in City of Austin wetlands were used for inside city limits. Did not include riverine wetlands since those should be covered by NHD</p> <p>Hydro: All NHD streams considered Stream/River, Canal/Ditch, Connector used for entire study area; NHD Area Stream/River polygon used to cover larger polygon streams</p> <p>All are buffered by 200'. From buffers, NHD water area stream/river is erased from the buffers, as well as NWI Lake type wetlands. Remaining buffer is given a priority value of 5 (very high).</p>	<p>USFW NWI wetlands</p> <p>City of Austin wetlands</p> <p>NHD Streams</p>
Area within 200-ft buffer around roads and highways	<p>Buffer roads by 200ft and assign priority based on road class (i.e. biggest roads have highest priority in the buffer.)</p> <p>Class 1,2, = 5</p> <p>Class 3,4 = 4</p> <p>Class 5,6,7 = 3</p>	TXDOT Roads
High erosion potential	<p>"Erosion Class" in the SSURGO soils data; Class 1 (least erosion) = 3; Class 2 = 4; Class 3 (most erosion) = 5</p> <p>From NRCS Soil Survey Handbook:618.22 Erosion Class.</p> <p>(a) Definition. Erosion class is the class of accelerated erosion.</p> <p>(b) Significance. The degree of erosion that has taken place is important in assessing the health of the soil and in assessing the soil's potential for different uses. Erosion is an important process that affects soil formation and may remove all or parts of the soils formed in natural landscapes. Removal of increasing amounts of soil increasingly alters various properties and capabilities of the soil. Properties and qualities affected include bulk density, organic matter content, tilth, water infiltration. Altering these properties affects the productivity of the soil.</p> <p>(c) Estimation. During soil examinations, estimate the degree to which soils have been altered by accelerated erosion. The Soil Survey Manual describes the procedures involved.</p> <p>(d) Classes</p> <p>none - deposition</p> <p>Class 1</p> <p>Class 2</p> <p>Class 3</p> <p>Class 4</p>	SSURGO Soils

Watershed with water quality priority	<p>For areas within City of Austin, the City of Austin Environmental Integrity Index at subwatershed level was used. Data was classified based on the narrative score found in the Watershed Protection Master Plan: (https://www.austintexas.gov/watershed_protection/publications/document.cfm?id=261630&id2=%20) Areas with no score were kept out of the analysis based on the advice of Kelly Gagnon: several reaches have “No Data” if our staff was unable to collect a sample in the last sampling period. More explanation from the Master Plan (Section 7) here: “Some creek reaches which consistently do not maintain baseflow are not sampled for the Environmental Integrity Index. These creek reaches are primarily over the recharge zone of the Edwards Aquifer, and under normal conditions flow only for short time periods after rainfall. This natural absence of creek flow in normal conditions would artificially lower the scores for these creek reaches if they were included in the EII.”</p> <p>For areas outside the reach of the City of Austin EII analysis, NHD Plus Catchment Area in the study area were calculated with the following: % impervious cover population density (people per square mile) presence of impaired streams erosion potential (% of class 2 or 3 accelerated erosion from SSURGO soils)</p> <p>Each area was given a score 0-5 based on quantile classification of each of the above; the more threatened/impaired a watershed is, the higher the individual criteria scores. The individual scores were summed to reach a final score with highest scores being the highest priority watersheds.</p> <p>For final result, in areas where City of Austin Watershed Problem scores existed, that data was used. In all other areas, NHD Plus Catchment data was used.</p>	<p>NHD Plus Version 2 catchments ESRI Population Estimates NLCD 2011 Impervious Cover TCEQ Stream Impairment SSURGO Erosion Class City of Austin Environmental Integrity Index from the Watershed Protection Plan</p>
Overall Flooding and Water Quality Priority	<p>The combined Flooding and Water Quality analysis result shows where parks and open space can mitigate a number of water quality issues. The five criteria were weighted based on the input of the Technical Advisory Team.</p> <p>Flood Zones (30%) Stream and wetland buffers (20%) Road and highway buffers (10%) Erosion potential (10%) Watersheds with water quality priority (30%)</p>	
	Heat and Poor Air Quality	
Layer Name	Methodology	Data included/Source

Heat Islands (40%)	<p>This model identifies priority areas that are hotter than the mean study area temperature.</p> <p>Used Landsat 8 scenes in path 27, row 39 from the following dates with minimal cloudcover. For each of these dates, an urban heat analysis was performed which identifies areas that are hotter than the mean temperature of the study area. Those areas that are hotter are sliced into three categories to produce moderate, high and very high priority areas. We ran three different scenes to account for seasonal variations.</p> <p>April 23, 2018. Mean Landsat 8 temp for study area is 85.4806 F. July 22, 2016. Mean Landsat 8 temperature for study area is 94.6521 F October 29, 2017. Mean Landsat 8 temperature for study area is 75.2986 F</p> <p>To get an overall result of heat islands, the above dates were averaged using cell statistics, then the average is rounded.</p>	Landsat 8 thermal bands
High predicted ozone (35%)	<p>This model identifies priority areas that have high ozone air quality values.</p> <p>Reclassified into quantiles based on polygon values of 2020 "Fourth_hig" field (recommended by CAPCOG because it aligns with the federal standard)</p>	CAPCOG Ozone 2020
Gaps in tree canopy cover (25%)	<p>This model identifies priority areas that are lacking tree canopy.</p> <p>For the area covered by 2014 tree canopy layer from the City of Austin, we applied a 660' (1/8 mile) focal statistics to get gaps in canopy cover. Outside this area, we reclassified on NLCD pixels with low canopy cover. Areas affected by the Hidden Pines Fire (2015) or Complex Fire (2011) were given a tree canopy percent of 0 for this analysis.</p> <p>After NLCD and City of Austin data were combined with cell statistics maximum, result was clipped to urban areas.</p>	NLCD 2011 City of Austin Canopy Cover
Overall heat and poor air quality priority	<p>The combined Heat and Poor Air Quality analysis result shows where parks and urban greening can help mitigate heat and air quality issues. The three criteria above were weighted per the guidance of the Technical Advisory Team.</p>	

Appendix 6

Conceptual

Design Packets



healthy parks plan

conceptual openspace
plans for key sites

prepared for The Trust for Public Land
06/07/2019



goals of the healthy parks plan

Travis, Bastrop, and Caldwell Counties have some of the highest levels of health disparities in Central Texas.

While low-income urban residents struggle with food deserts and the risk of displacement, rural communities face high rates of obesity and diabetes and limited access to health care resources.

Local parks and trails provide enormous community health benefits. Their use has been shown to lower stress, blood pressure, and the risk of chronic health issues.

Inspired by the original vision of St. David’s Foundation, TBG developed the conceptual park designs shown on the following pages based on community engagement data gathered by Asakura Robinson. The park properties were selected because they were identified as the highest need by The Trust for Public Land’s Decision Support Tool.

The proposed park designs are based on input received from the regional communities and are a part of the greater effort to inform park planning to maximize health benefits, improve equity, and help stakeholders take advantage of the most promising local opportunities.

design objectives and milestones

Close-to-home parks can play critical roles in fostering community health and well-being.

Access to parks has mental and physical health benefits, including lowering stress, blood pressure, and the risk of heart disease.

In addition to providing opportunities for physical activity, parks strengthen communities by building social connections, connecting more people to nature, and through improving the environment.

Using the Healthy Parks Toolkit created by Asakura Robinson to assist in decision making for park amenity prioritization, the improvements are categorized for physical health, mental health and environmental health effects.



guiding principles healthy parks plan

- 1. Design parks and open space to complement the cultural preferences of the local population.
- 2. Parks should have a mix of physical health, mental health, and environmental health opportunities for all age groups.
- 3. Parks should tie-in to existing trail networks and be accessible by bicycle, public transit, and pedestrian access.
- 4. Safety features like lighting and visibility should be prioritized.
- 5. Parks should have a planned maintenance schedule to keep all amenities functional for visitors.

physical health

Parks are one tool public health professionals, planners, and city policymakers can use to encourage active behavior. When people visit parks they tend to be active; studies have shown a positive correlation between access to open space and increased physical activities.

In addition to the walking trails, athletic fields, and other healthy amenities provided by parks, the proximity and accessibility via bicycle or on foot compounds the positive health impact of parks.

- Toolkit:
- Athletic Fields
 - Fitness Programs
 - Swimming Facilities
 - Multi-use Trails
 - Water Sports
 - Playgrounds
 - Open Fields
 - Tracks
 - Fitness Equipment

mental health

Research has shown that parks relieve stress and enhance mental health by providing opportunities for contact and connection with nature. While much research connects the benefits of camping or long-term exposure to completely natural environments, even “nearby nature,” available in local parks in urban and rural settings improves health, wellness, and productivity.

Gathering in green spaces provides the compounded benefit of social connectedness and the stress relieving benefits it provides, especially in socially isolated populations like the elderly. The tools presented here provide options for amplifying the mental health benefits parks and green space provide.

- Toolkit:
- Social Events
 - Gathering Spaces
 - Mature Trees
 - Visibility and Safety
 - Water Features
 - Noise Reduction

environmental health

Public health and well-being also benefit from the services these natural systems provide. For example, poor environmental conditions, such as air pollution and high temperatures from urban heat islands, can negatively affect human health by triggering asthma and heat stroke.

Parks and open space can be designed to include elements, such as trees and native plants, to help create environmental conditions that are hospitable to human health. These systems can be made even more effective when they are integrated into parks and open space in a regional network of “green infrastructure.”

- Toolkit:
- Tree Canopy
 - Cool Pavement
 - Shade Structures
 - Community Gardens
 - Green Infrastructure
 - Native Plantings



healthy parks plan

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site 1
camp swift
bastrop county



site 2
cedar creek
bastrop county



site 3
e. b. davis
caldwell county



site location

site description

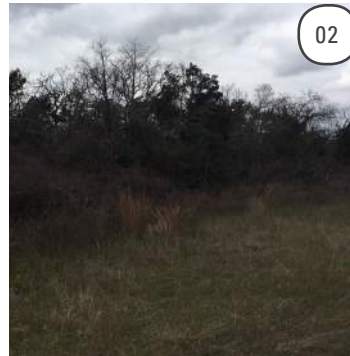
The site is relatively flat and fenced. The phase one parcel is heavily treed with a mix of cedars and oaks. This parcel has a low point with standing water at time of visit. There is an old building foundation at center.

Parcel two has a soft, rolling slope with pastoral views from road. There are existing large trees and a few wood piles in this parcel. The adjacent road is curbless, mid-speed with no crosswalk.

There is a dirt road north of the site with gated access to the neighboring gun range. A penitentiary is located just north of the gun range and a residential area exists to the west and east.



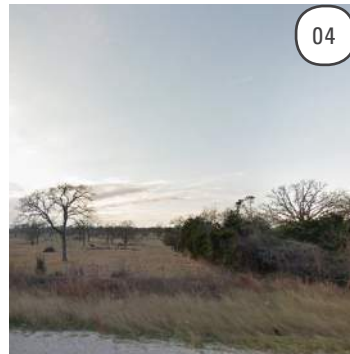
standing water at existing foundation



dense shrubs and trees on phase 1 site



gate access at firing range



pastoral view of phase 2 site



site aerial



healthy parks plan

camp swift
site

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site analysis

engagement take-aways

- Most people (88%) drive to parks and note the number one barrier to using parks is distance from home
- Top used amenities include: restrooms, pavilions, drinking fountains, paved paths, playgrounds, recreational boating/fishing, water features and pools
- Top requested amenities include: paved paths, pools, water features, playgrounds, fitness zones, gardens
- Requests for special events programming was 65%
- Other programming such as outdoor education, aquatic programs and fitness classes were requested by over 40%

site analysis take-aways

- Site clearing will include dense cedar and underbrush
- Existing building foundation might have reuse potential, but will need to be evaluated once drainage issues are resolved and access is improved
- Consideration of open site views will reassure neighbors' safety concerns
- ROW easement of 100' could allow for temporary parking in phase one
- Because of uncertainty around Phase 2 area, program elements will need to be prioritized for phased implementation



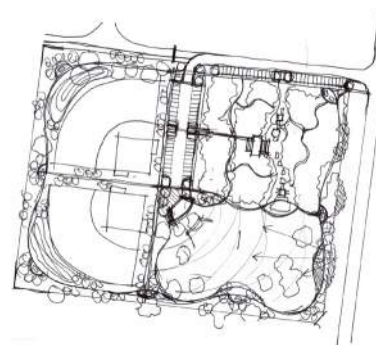
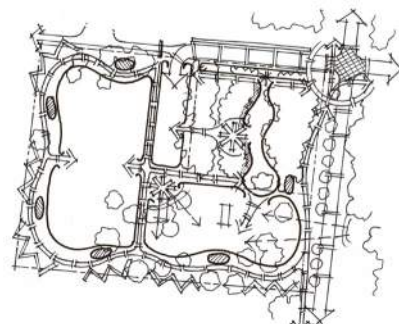
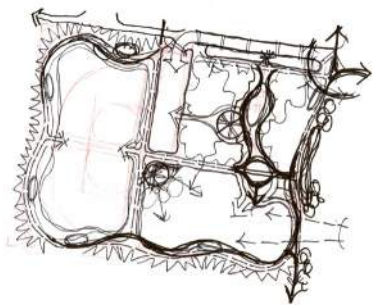
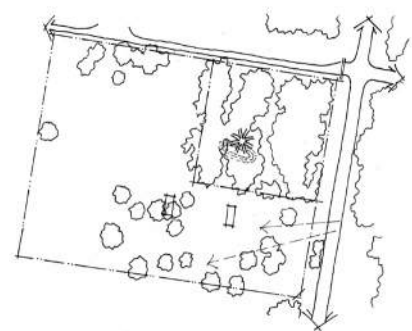
functional use diagram



character imagery

- 01_ provide safe crossing
- 02_ make entry statement
- 03_ add parking on street
- 04_ create access road
- 05_ add gateway to lawn area
- 06_ 5'-8' trail
- 07_ add vegetative buffer
- 08_ fitness node
- 09_ open recreation area
- 10_ community bldg/restrooms
- 11_ added parking area

- 12_ picnic pavilion at old bldg
- 13_ dry creek drainage feature
- 14_ use open area for play zone
- 15_ keep existing healthy trees for nature trails/shaded seating
- 16_ upgraded the landscape along roadway



process sketches



concept plan

- 01_ crosswalks to neighborhoods
- 02_ make entry statement
- 03_ parking on street with walk
- 04_ paved entry road
- 05_ plaza/seating area at lawn
- 06_ 5'-8' gravel trail (p)(e)
- 07_ 3-5' berms for buffer/seating area (m)
- 08_ fitness plaza with exercise equipment (p)
- 09_ soccer fields (p)
- 10_ community bldg/restrooms/
concession/stage opportunity (e)
- 11_ parking lot
- 12_ picnic pavilion at old building with
architectural character and seating (m)
- 13_ dry creek along play area (e)
- 14_ playground area with swings/seating (p)
- 15_ nature trails/shaded seating (m)(e)
- 16_ upgraded landscape along roadway
- 17_ open field for performances/
movies/free play (m)

- (p) physical tool
- (m) mental tool
- (e) environmental tool



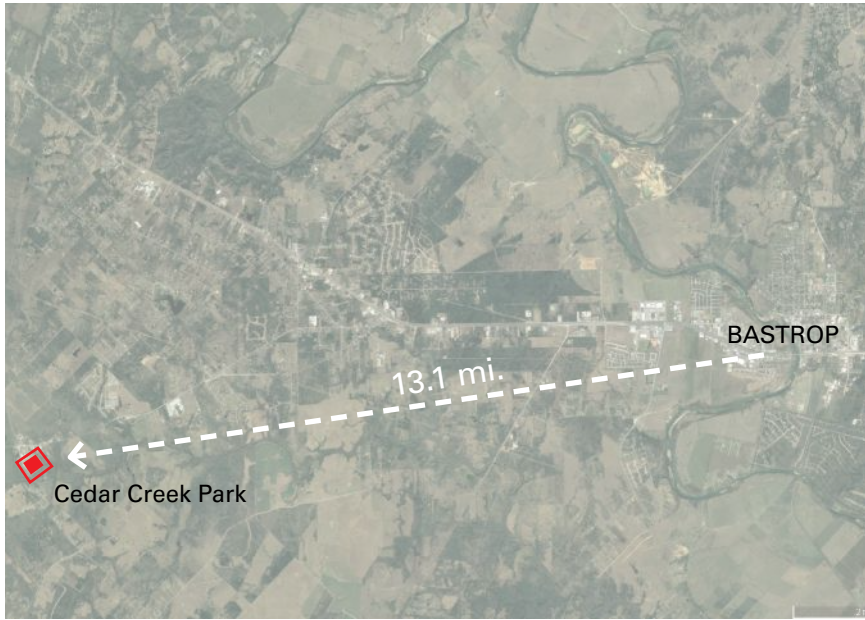
healthy parks plan

camp swift
concept plan

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site location

site description

The site is relatively flat except for the zone near the creek where it slopes suddenly and steeply. There is a school directly north with access to the park.

There is a paved road with a circle loop into the site. There are two gravel parking zones off of the circle. There is a butterfly garden zone inside the circle with no crosswalk access.

At center, there is a picnic pavilion with seating, a sand volleyball court, basketball court, and playground. There are two baseball fields and one practice field.

There is a gateway into a trail system that circles a wide open, flat, grass space. The trail is mostly visible except for where it dips into tree cover at the southwest corner. There seems to be a dirt access road coming off of the trail into the woods.



view of playground from pavilion



picnic pavilion



at start of walking trail



swings near school



site aerial



healthy parks plan

cedar creek park
site

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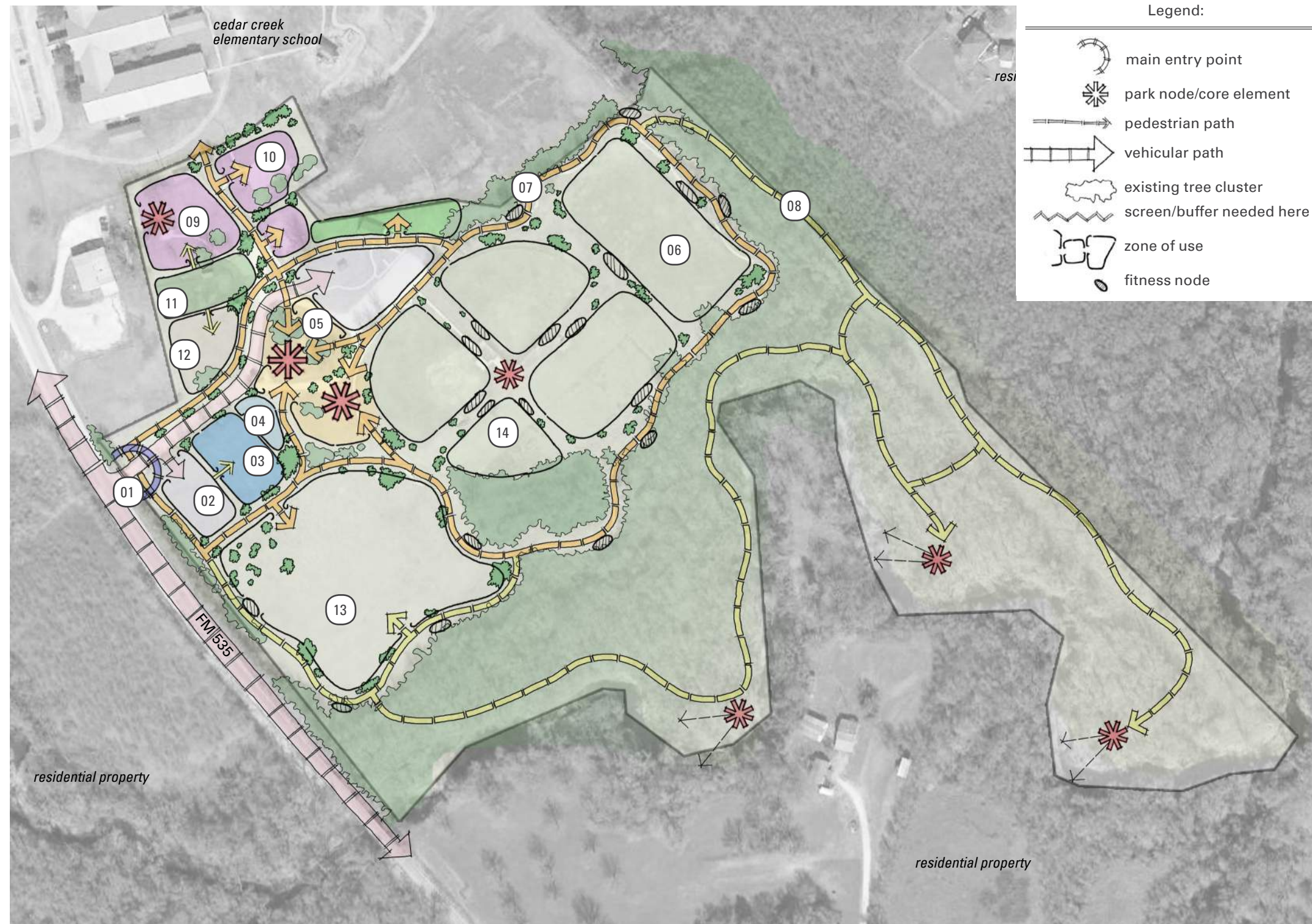
site analysis

engagement take-aways

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- Top requested amenities include: paved paths, pools, water features, playgrounds, fitness zones, gardens
- Requests for special events programming was 65%
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site analysis take-aways

- Opportunity for better activation along trail loop
- Great need for shade across broad park areas
- Pollinator garden could be better positioned for increased engagement
- Open field options for expanded sport recreation
- Opportunity for shared amenities between Cedar Creek Elementary and the park



functional use diagram

Legend:

- main entry point
- park node/core element
- pedestrian path
- vehicular path
- existing tree cluster
- screen/buffer needed here
- zone of use
- fitness node



character imagery

- | | |
|---|---|
| <ul style="list-style-type: none"> 01_ entrance with upgraded landscaping/signage 02_ parking area 03_ pool area opportunity 04_ water play and splash pad 05_ event pavilion and lawn 06_ open field for performances/movies/free play 07_ paved 5' - 8' trail loop | <ul style="list-style-type: none"> 08_ 3' - 5' nature trail with exercise nodes 09_ upgraded play area 10_ upgraded sport courts 11_ community and teaching garden 12_ dog park 13_ open pasture/meadow 14_ updated baseball fields with relocated small field |
|---|---|



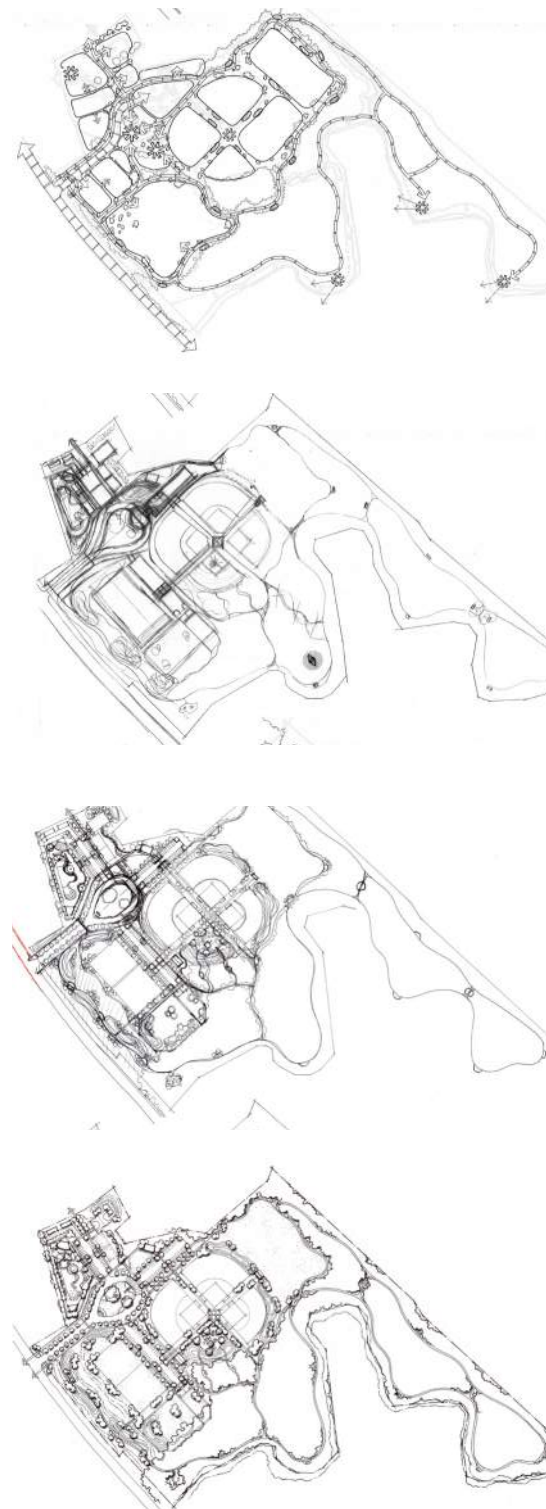
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cedar creek park
functional use diagram

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process sketches



concept plan



healthy parks plan

cedar creek park
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site location

site description

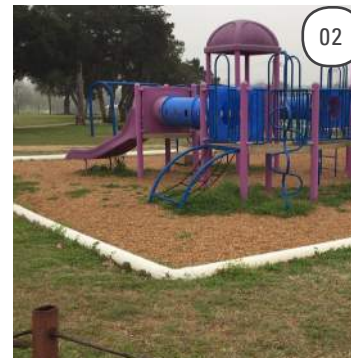
The site has a gentle slope with the high point at center. In the core of the property, there is an existing community building with 1930's, mission style architecture. The building has restrooms, kitchen, and large event room.

In this location, there is a basketball court with cracked paving, low walls, and defunct public restrooms. There is lighting here that works. There is also a nearby pavilion with seating and a metal slide under two existing large trees. There was a pool here but it is now filled in.

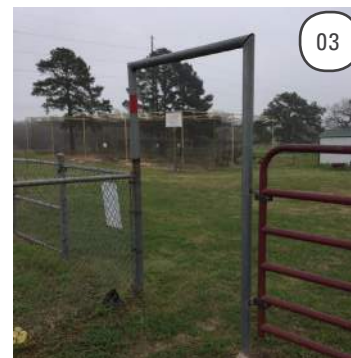
There are three baseball fields with a concession building and restrooms. Batting cages are located just east of the fields. There is a gravel loop trail to the south with ample tree cover. The playground equipment that exists is in working order. There are various facilities to the west of the site including oil rigs, fire training building, and water treatment plant.



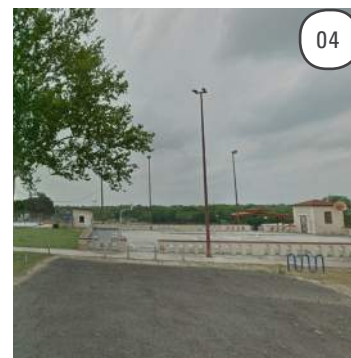
start of walking trail



existing play structure



gateway to batting cages



existing basketball court



site aerial



healthy parks plan

e.b. davis north side park
site

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site analysis

engagement take-aways

- Luling park goers are very social. Only 7% go to the parks alone. 85% reported going with a friend or family members, 60% reported bumping into people they know in the park
- Top recommendations to make parks better places to socialize include: beautification (trees, plants, art), more seating and picnic areas
- Requests for special events programming was very high at 85% with fitness programming coming in second at 58%
- Most people (77%) drive to parks, 17% walk
- Top requested amenities include: water features, paved paths, playgrounds, fitness zones and dog parks

site analysis take-aways

- Vehicular pedestrian circulation conflicts on northeast side of site
- Programming, specifically water activities, will activate space outside of baseball season
- Basketball area provides nice prospect of natural topography
- Updated restrooms needed for when baseball area is closed



Legend:

- main entry point
- park node/core element
- pedestrian path
- vehicular path
- existing tree cluster
- screen/buffer needed here
- zone of use
- fitness node



character imagery

- | | |
|--|---|
| <ul style="list-style-type: none"> 01_ entrances with upgraded landscaping 02_ possible splash pad zone (visible from road) 03_ added parking areas 04_ updated protected play area 05_ upgraded baseball fields 06_ upgraded batting cages with added screening 07_ open recreation field or event space 08_ dog park zone 09_ updated community event space with access to restrooms/ event lawn/picnic areas | <ul style="list-style-type: none"> 10_ upgraded basketball court (improve restrooms, remodel walls, repave court, new goals) 11_ upgraded pavilion (possible 2nd) with new seating 12_ paved minor loop trail 13_ major loop trail with exercise nodes 14_ secondary recreation area/trail system 15_ slightly re-oriented park drive |
|--|---|

functional use diagram



healthy parks plan

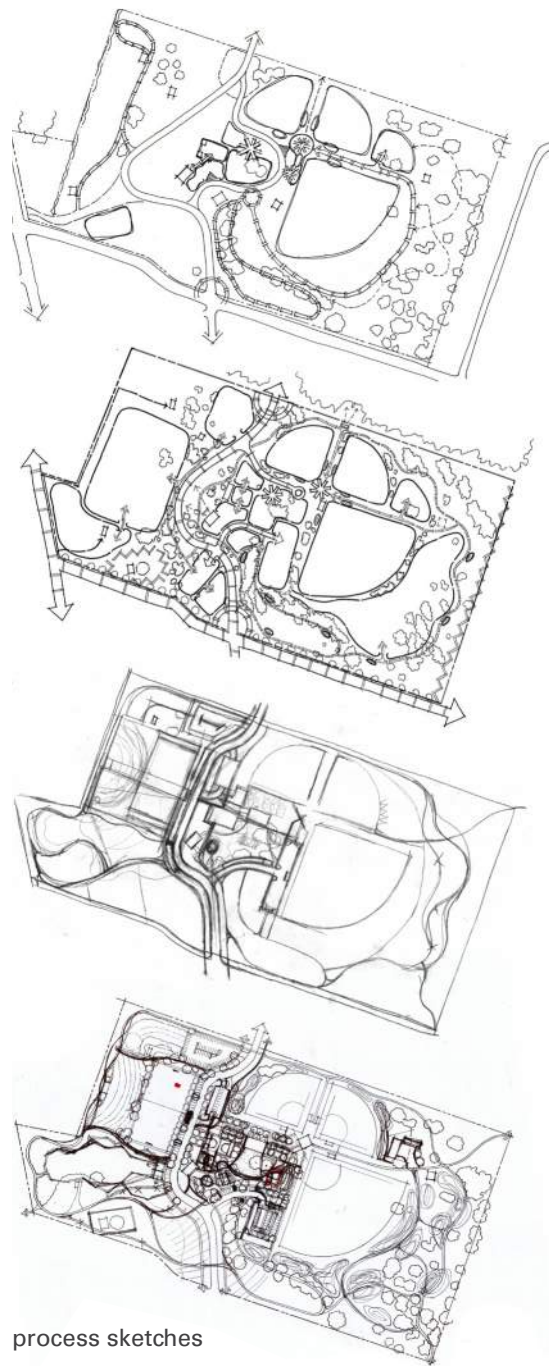
e.b. davis north side park
functional use diagram

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process sketches



concept plan

- 01_ entrances with upgraded landscaping (e)
 - 02_ possible splash pad zone (visible from road) (p) (m)
 - 03_ added parking areas
 - 04_ updated protected play area (p)
 - 05_ upgraded baseball fields (p)
 - 06_ upgraded batting cages with added screening (p)
 - 07_ sloped event lawn for movies/performances (m)
 - 08_ dog park zone (m)
 - 09_ updated community event space with access to restrooms/event lawn/picnic areas/food truck zone (m)
 - 10_ upgraded basketball court (improve restrooms, remodel walls, repave court, new goals) (p)
 - 11_ upgraded pavilion (possible 2nd) with new seating (m)
 - 12_ paved minor loop trail (p)
 - 13_ major loop trail with exercise nodes (p)
 - 14_ secondary recreation area/bmx trail system (p)
 - 15_ slightly re-oriented park drive with some on-street parking
 - 16_ added soccer field (p)
 - 17_ exercise/fitness node (p)
- (p) physical tool
(m) mental tool
(e) environmental tool



healthy parks plan

e.b. davis north side park
concept plan

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Appendix 7

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Appendix 8

Participant List

Healthy Parks Plan Participant List

The people listed below aided the Healthy Parks Plan through their service on the Steering Committee, guiding the GIS analysis as members of a Technical Advisory Team, participating in interviews, and helping to shape engagement documents such as the online survey. Over 130 local experts helped to create this plan, and it would not have been possible without their expertise, dedication, and hard work. Thank you!

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