

Town of  
**New Glarus**  
Community Park  
Master Plan



# Acknowledgments

## Parks Commission

- Chairman - Harry Pulliam
- Member - Rose Pertzborn
- Member - Mona Sue French
- Member - Chris Narveson
- Member - Jason Neton
- Member - Kelly Ruschman
- Member - Mark Pernitz

## Town Board

- Chair - Chris Narveson
- 1st Supervisor - Matt Streiff
- 2nd Supervisor - Troy Pauli
- 3rd Supervisor - Mark Pernitz
- 4th Supervisor - Robert Elkins

## Consultant

Master Plan document and process  
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# Introduction



## Background

In 2023, the Town of New Glarus 97+ acres of rural land off state Hwy 39, with the intention of converting it from agricultural use to restored prairie/oak savannah and developing Town facilities, such as a Town garage and Town Hall. Roughly 80 acres will be devoted to Community Park.

## Mission Statement

Our vision is a multi-faceted destination that stands as a testament to the delicate balance between municipal needs, cultural values, and nature conservation. Embracing diversity, our Community Park will be a hub for myriad interests, from environmental enthusiasm to advocating for leisure-trail accessibility. As we grow, so will our commitment to new municipal infrastructure, ensuring the seamless integration of necessary facilities that enhance the overall well-being of our community and elevate the park into a symbol of collaboration between environmental stewardship, community involvement, and municipal needs.

## Vision

Our vision is a multi-faceted destination that stands as a testament to the delicate balance between municipal needs, cultural values, and nature conservation. Embracing diversity, our Community Park will be a hub for myriad interests, from environmental enthusiasts to advocating for leisure-trail accessibility. As we grow, so will our commitment to new municipal infrastructure, ensuring the seamless integration of necessary facilities that enhance the overall well-being of our community and elevate the park into a symbol of collaboration between environmental stewardship, community involvement, and municipal needs.



## Goal

Our goal is to craft a comprehensive master plan. The master plan will serve as a blueprint, guiding thoughtful implementation of our vision. Through strategic planning, we aim to ensure the enduring success and positive impact of our mission for the benefit of the community and environment.

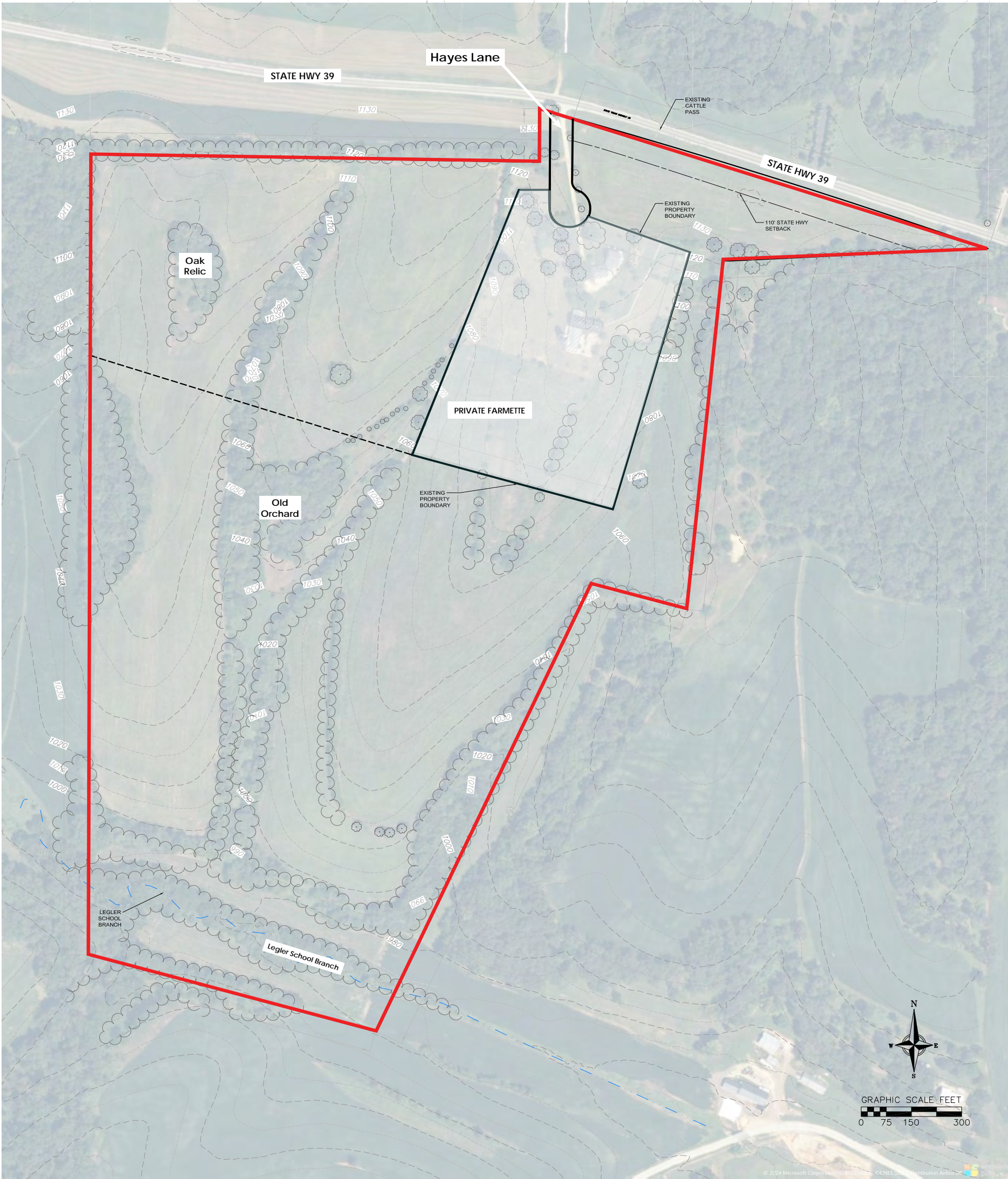
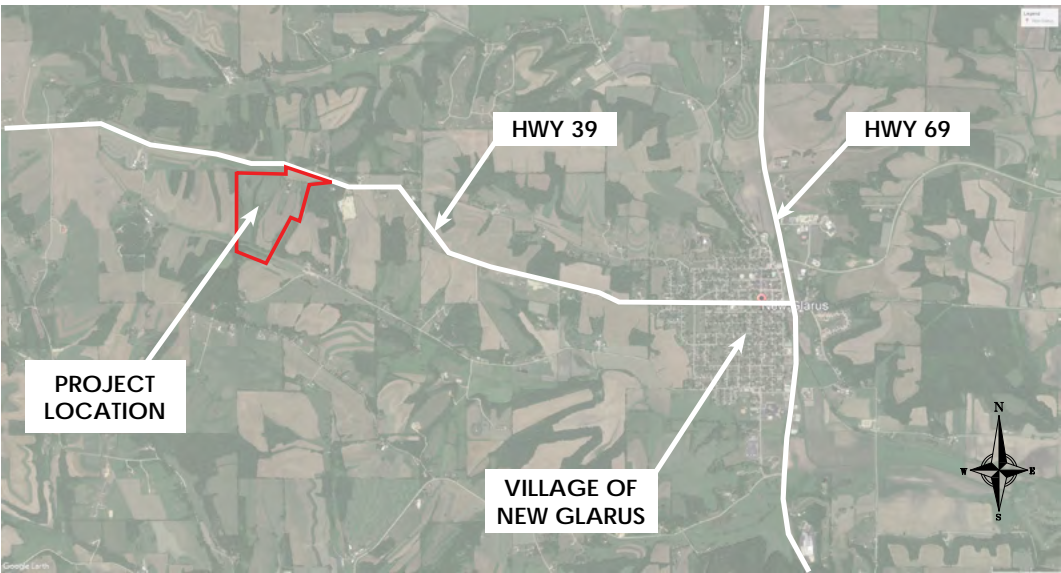




# Site Inventory

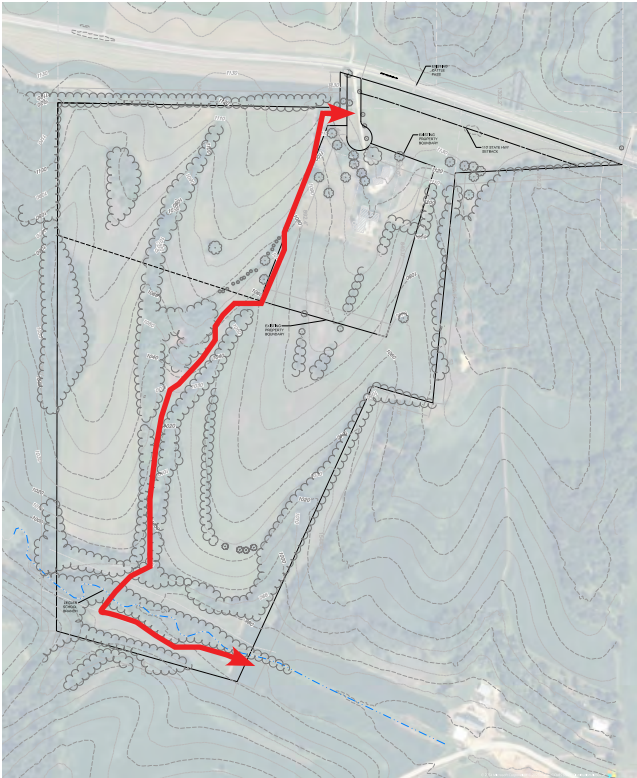
The future New Glarus Community Park is located within the Township of New Glarus. It is approximately 80 acres. The land is predominantly used for agriculture. The site has an elevation change of approximately 150 feet from State Highway 39 to Legler School Branch located at the southern end of the property.

A private farmette is situated within the northeast area of the site and is accessible from State Highway 39 via Hayes Lane.



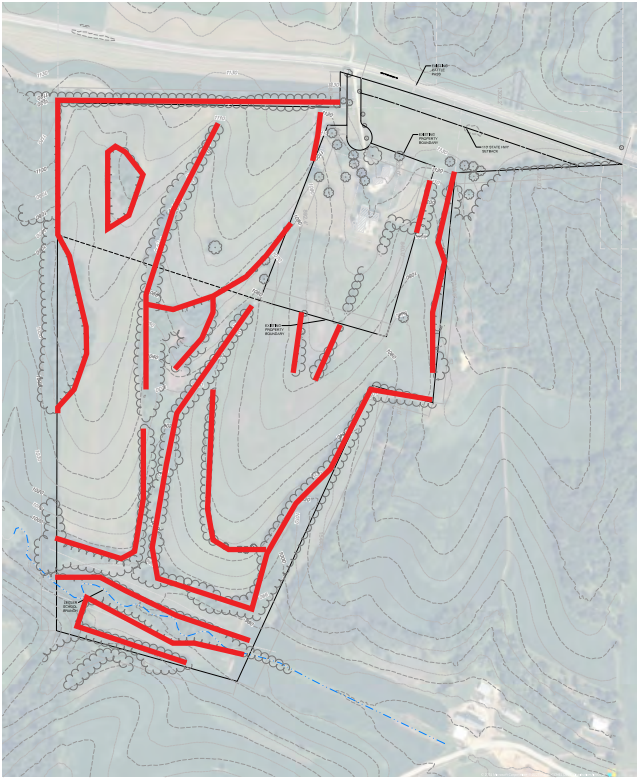


# SWOT Analysis



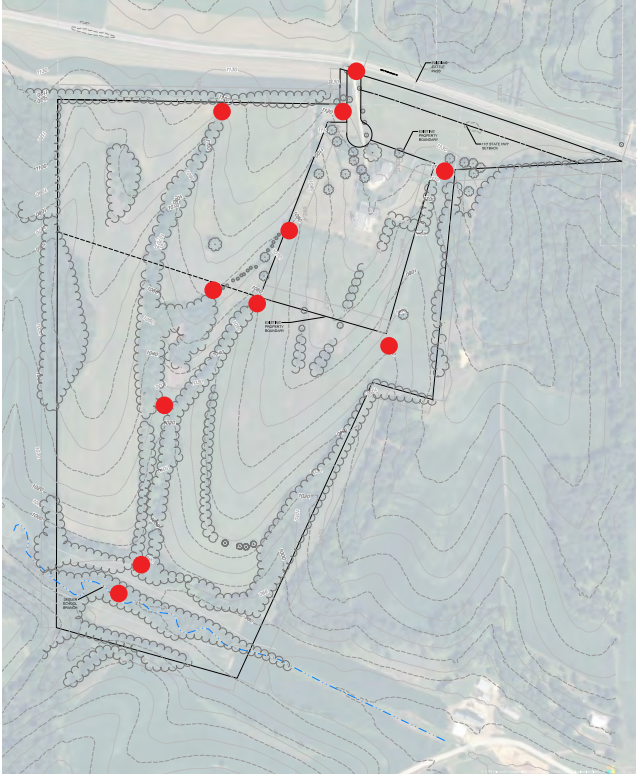
EXISTING PATHS

Current uses: agriculture access and foot travel



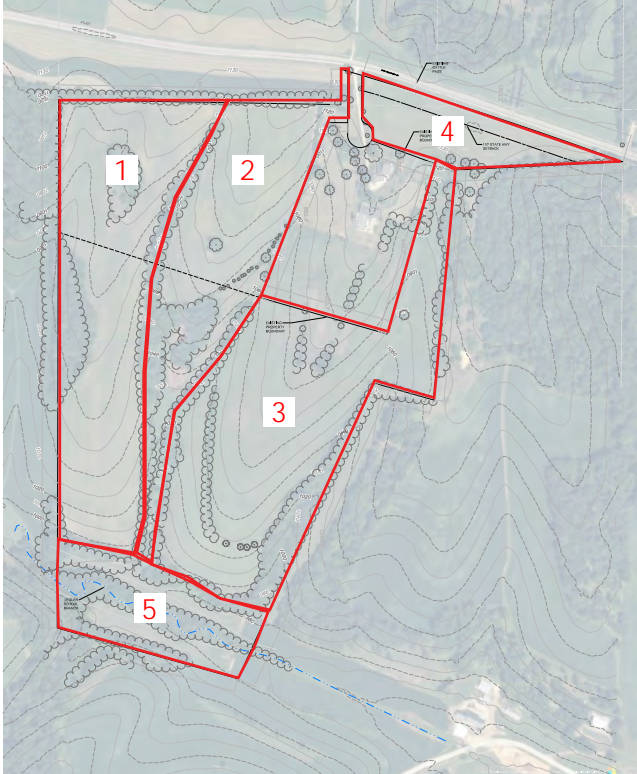
EXISTING NATURAL EDGES

Defined by: naturalized woodland



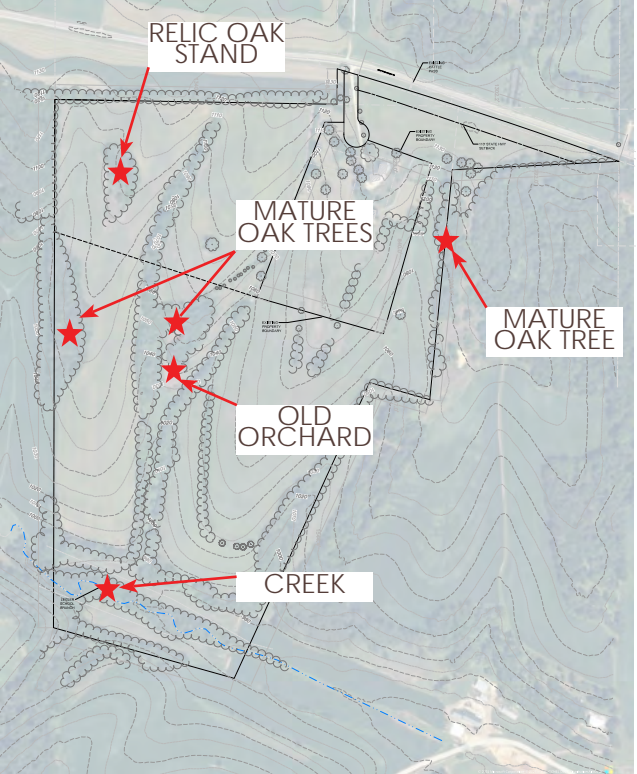
EXISTING TRANSITION POINTS

Defined by: traversing districts or landmarks



EXISTING DISTRICTS

Defined by: topography



EXISTING LANDMARKS

Defined by: natural or manmade objects

## Strengths

- Large swaths of land ready for transition after agriculture harvest.
- High elevation for view across driftless landscape.
- Highway access from the north.
- A foot and vehicular path exists starting at the entry are near Hayes Lane and traverses down through the center of the site.
- Woodland edges strongly define agriculture and areas slighted for restoration.
- Many districts are defined by distinct transition areas, such as crossing Leglar School Branch or a drastic shift in topography.
- A handful of old growth oaks were found along the perimeter of the property presenting the opportunity to turn them into landmarks throughout the site.

## Weaknesses

- Intense terrain elevation changes in regards to ADA trails. A heavily engineered approach may be needed.
- Lacking distict visual and physical boundaries.
- Entrance to municipal facilities is somewhat hidden.
- Buildings will not be very visible from the road.
- The proximity to the privately owned-farmette could be seen as a weakness as there is no fence demarking property type to build on at this time.

## Opportunities

- Trails to support running events
- Restoration of prairie/savannah/woodland
- Possible future roadway access from Legler Valley Road
- Outdoor recreation events could be hosted at the Town Hall.
- Conservation of only a handful of Oak relics in this area make this place special.
- Drastic terrain change can make for a great work out or organized event course.
- Design trails to take advantage of views.

## Threats

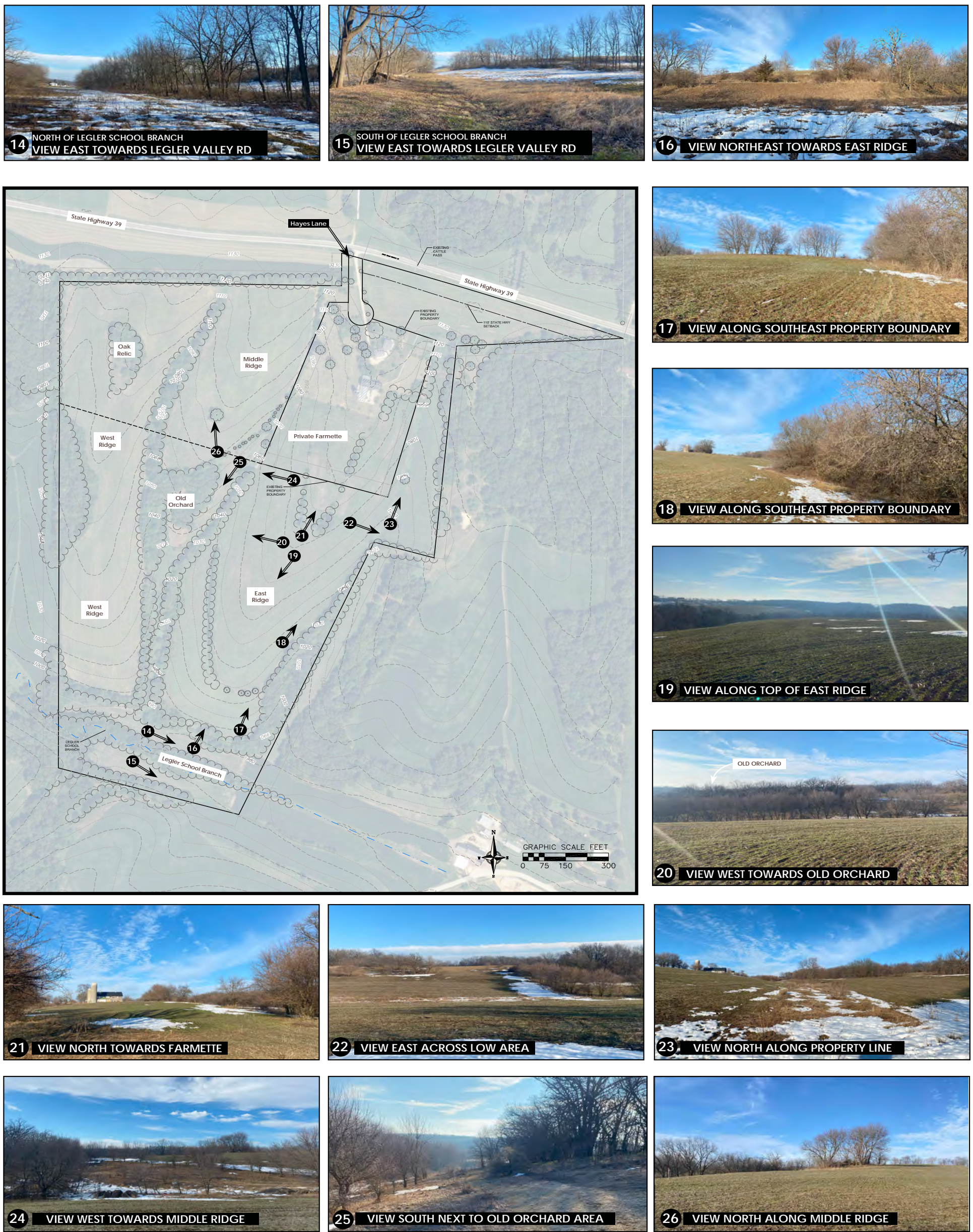
- Lack of propery boundaries
- Hunting on adjacent properties



# Site Image Inventory

The site was inventoried on February 6th, 2024. The purpose of the inventory was to record images, discover key landmarks, identify barriers, understand the topography/watershed and identify suitable sites for municipal facility expansion. A highly important consideration regarding the placement of Town facilities is the proximity and relationship of public space to the private farmette. While the Parks Commission's focus is on park-related subjects, private land and its adjacency should be considered for the safety and welfare of visitors and landowners.

The site inventory resulted in a greater understanding of how the land naturally informs the variables listed above.







1 VIEW TOWARDS FARMETTE



2 VIEW WEST TO HWY 39/HAYES LANE ENTRANCE



3 VIEW SOUTH ALONG EAST EDGE OF PROPERTY



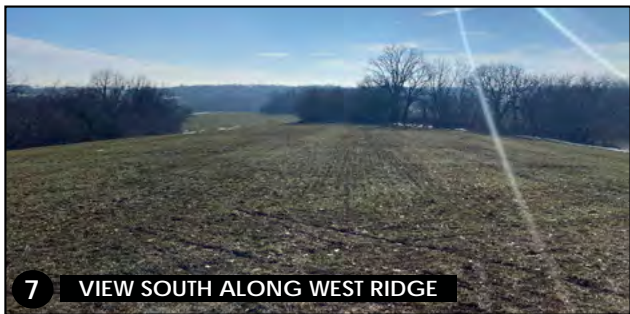
4 VIEW SOUTHEAST TOWARDS PINCH POINT



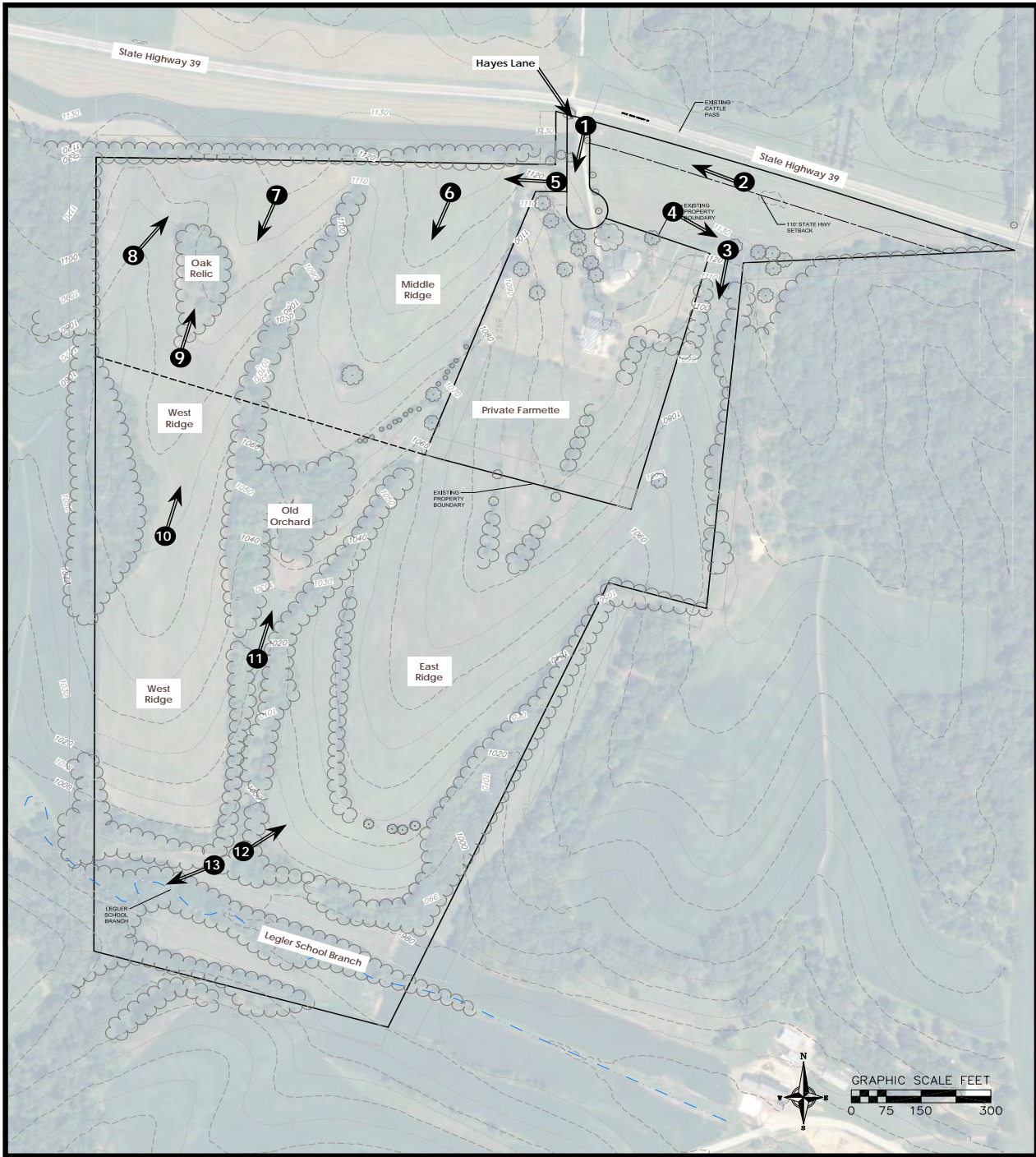
5 VIEW ALONG ROAD TO WEST SITE ACCESS



6 VIEW SOUTH ALONG MIDDLE RIDGE



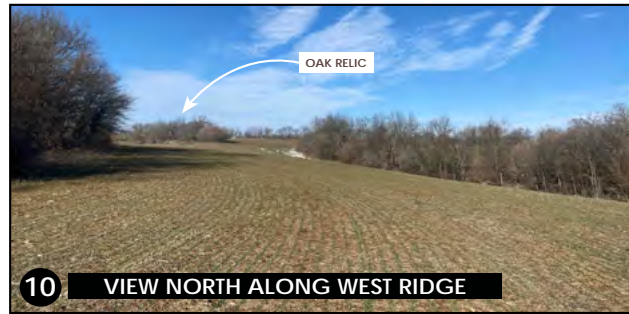
7 VIEW SOUTH ALONG WEST RIDGE



8 VIEW NORTHWEST OF OAK RELIC



9 VIEW NORTH TOWARDS OAK RELIC



10 VIEW NORTH ALONG WEST RIDGE



11 VIEW NORTH TOWARDS OLD ORCHARD



12 VIEW OF VEHICLE ACCESS TO EAST RIDGE FIELD



13 VIEW TOWARDS LEGLER SCHOOL BRANCH



# Method Introduction

## Main Focus

The Parks Commission and a few key resident stakeholders identified four areas of focus to inform the direction of park planning and programming efforts. Planning is the process of setting strategic direction through goals and objectives where as programming is the allocation of resources and support for specific events or behaviors.

The following four categories were identified as the main planning and programming efforts by the Parks Commission:

- Trails and Accessibility
- The Orchard
- General Recreation
- Restoration

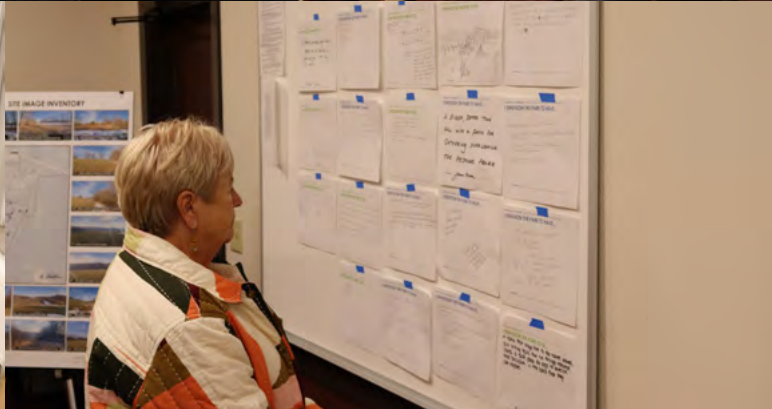
## The Broader Vision

The development the Town Garage and Town Hall has been one of the largest variables under consideration throughout the master planning process. Though it is not under advisement of the Parks Commission, placement, access, use and functionality of each building has been considered by the Parks Commission and consultant throughout all planning and programming discussions.

The efforts of developing trails, community programs and restoring the agriculture land to prairie could not exist independently of the needed Town facilities.

## The People

To maximize ideas and receive input from as many area residents as possible, the Town of New Glarus sought to involved Town, Village and neighboring municipality residents. All were welcome to participate in the online survey, community input night and attend Town meetings throughout the progression of the plan.





# Method

## Community Input Night

To accomplish the park mission, The Town of New Glarus hosted a Community Input Night on February 27th, 2024, at 5pm at the Town Hall in New Glarus. The goal of the evening was to produce as many ideas as possible for park programming. Multiple activities were organized to encourage maximum idea generation and participation.

While not all ideas were suitable for the intention of the park due to its location, those that aligned with an open space park concept, and were financially manageable, were reviewed in-depth by the Parks

Commission and the consultant over the following five months.

## Online Survey

For those unable to participate in Community Input Night, an online survey using Google Forms was published for four weeks which resulted in 79 responses from residents of the Town of New Glarus as well as neighboring municipalities.

The top three requested park features include trails, restoration and picnic areas.

## Focus Groups

Focus groups were organized to discuss specific targeted questions regarding the applicability of the most recurring and financially feasible suggested park uses by community members. Focus groups discussed the best approaches for park programming ideas as well as logistics, timelines and the relationship between implementing said programs while phasing out agriculture practices.



Focus group discussions were held on two evenings, Tuesday, March 5th, 2024 and Thursday, March 7th, 2024 at the Town Hall in New Glarus. Focus group members were as follows:

**Accessibility & Trails Group, March 5th, 6:00pm-7:30pm**

**Restoration Group, March 5th, 8:00pm-9:30pm**

**Orchard Group, March 7th, 6:00pm-7:30pm**

**Recreation Group, March 7th, 8:00pm-9:30pm**

See Appendix page 47 for focus group participants.



# Focus Group Discovery

Each group was given a maximum discussion time of 1.5 hours. Most groups went beyond a one hour discussion time.

The following are summaries of discovery made from the focus group discussions.

## Trails and Accessibility

Discussions identified three important features of the park trail system: easy to navigate for all user types, varying trail difficulties, and flexibility to host trail-dependent events/activities such as cross country.

Grass trails are ideal for running and walking, and the topography creates a physical challenge. Trail design should

consider other running trail requirements.

The majority of the trails throughout the park are to be mowed grass with the exception of specific material requirements at locations that cannot support mowed grass. A boardwalk type of trail will be implemented in chronically wet areas or over waterways and a crushed limestone or asphalt trail will be implemented for the ADA accessible trail and vehicular access. Variation of widths based on user frequency was identified as a desirable feature of the trail system.

Mountain biking and bikes in general were decided against being permitted due to the future trail materials, soil composition,

spatial constraints, desired park uses and consideration of nearby biking facilities. However, the Town is potentially pursuing a DNR grant to fund the development of the trails; such a grant may require specifics of trail use and materials.

The complex topic of ADA accessibility was heavily discussed. The ideal ADA accessible trail location was identified as a flat, looped trail made of a hard material, located in a quieter area of the park with close access to parking and restroom facilities. ADA trails will be designed during the site-design stage of the Town Hall as such specific metrics require scrutinous consideration.



Lastly, trails were discussed in relation to restoration fire breaks. The park phasing approach will consider the trail system as a framework to restoration efforts and restoration management strategies.

## Restoration

The topic of restoration proved to be highly complex with various inputs offering conflicting solutions.

A transitionary approach of agriculture, to cover crop to prairie was identified as the most likely to produce a successful prairie/oak savannah restoration and use of a seed mix with a high seed diversity was decided.

Discussion of sourcing restoration seed resulted in multiple pathways, including

local seed vendors, community efforts to forage and collaborating with local prairie enthusiast groups. All strategies were deemed feasible by the Parks Commission and focus group members; Green County residents are well known for their grassroots efforts!

## The Orchard

The first grouping of orchard trees will be a gift to the Parks Commission from a local resident. Focus group discussions resulted in the strategic location of the apple orchard, use of pesticides, fundraising ideas and the need to create a volunteer structure for management purposes.

The apple orchard will be located along the southeast slope of the central ridge; near the southwest corner of the privately owned

farmette; it is believed the original land stewards planted an orchard in a nearby location to take advantage of the fresh water spring and moist soil. The southeast slope aspect is ideal for full sun exposure and protection from northerly winds.

Certain pesticides will have to be used to mitigate disease and pests from damaging fruit so it can be shared with schools, local organizations and nearby residents. Organic and natural pesticides were highly valued versus their toxic-chemical counterparts.

Discussions of fundraising resulted in the idea to sell fruit trees to residents with the intention of planting them near the



entrance area to the Town Hall.

A volunteer structure will need to be established in order to see the success of the orchard. Management tasks to consider include pesticide spraying, mowing, pruning, checking stakes, remulching, harvesting, transporting, storing and coordinating exterior help.

## General Recreation

Strong physical boundaries were identified as an important starting point to the park structure and guidelines. In locations where natural borders are lacking, creation of an edge through the use of fencing or tree design should be applied.

Private property is centered at the heart of the park. The farmette owners plan to have an operation with animals, so fencing and boundary designation is of high importance for the safety of the park visitors and the animals.

Community input night cast light on the possibility of a playground element within the park. In the General Recreation group, it was determined that this type of park setting is not necessarily in need of a playground and the expense would not be worth the minimal use. However, a naturalistic playground at low cost was discussed as being a benefit around the Town Hall area if larger family events were to be held in the future. Discussion of adult playground equipment for those with disabilities was included. With contrasting views at hand, the playground aspect of the park may be well suited to evolve after use of the property becomes more defined.

The park has large potential to support many events. The future Town Hall as an event center was extensively discussed. Facility needs to support events within the Town Hall were identified as: bathrooms, a kitchen, potable water, an outdoor patio and spacious inside space.

## Summary

Frequent reminder of the project vision, “...a multi-faceted destination that stands as a testament to the delicate balance between municipal needs, cultural values, and nature conservation”, was the stepping stone path that nudged conversations to discussions and discussions into decisions.



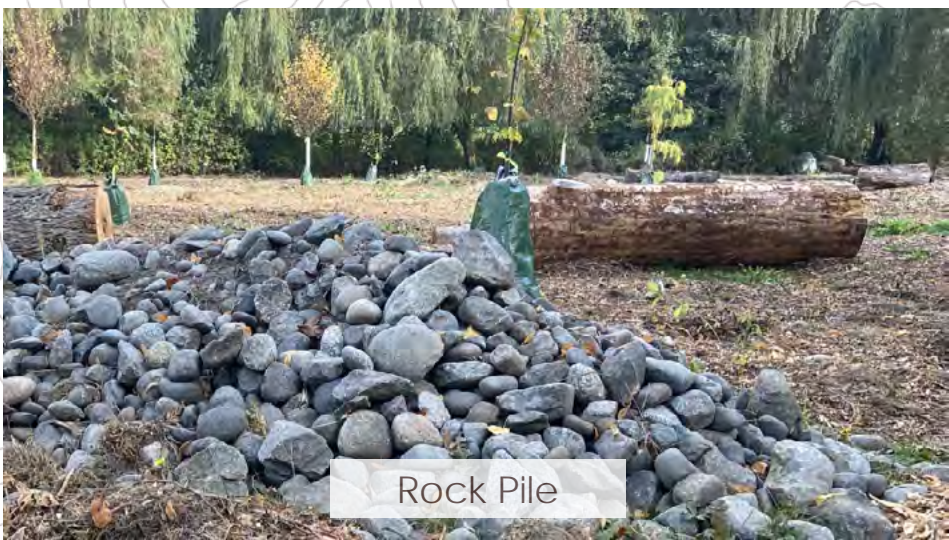
# Future Feature Areas

The community feedback generated a handful of park ideas which fell into a niche environmental category. These ideas could be useful as features or highlights throughout the park. The following are a summary of the most feasible niche park features for future implementation. These could be located in more than one area.

## Wildlife Housing



Bird House



Rock Pile



Bee Box

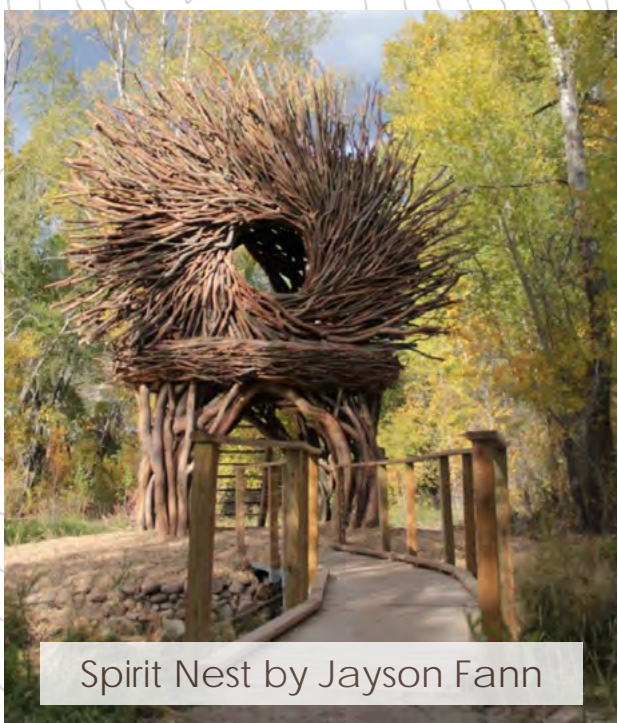
## Artistic Creations



Updraft by Mike Burns



Prairie Labyrinth by Toby Evans



Spirit Nest by Jayson Fann

## Memorial Trees



Young Oak Tree



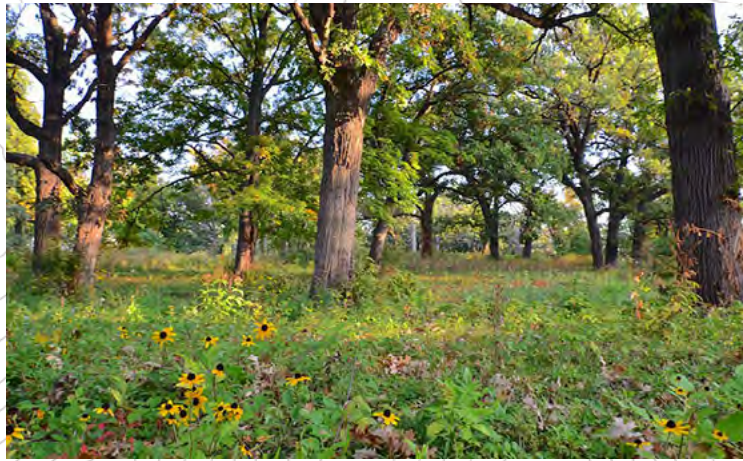
New Glarus Arbor Day 2021



Young Apple Tree



84  
ACRES



WALK

:

HIKE

:

RUN

:

PLAY

:

SEE

:

LISTEN

:

HEAR

VISTAS

:

:

TRAIL  
LOOPS

:

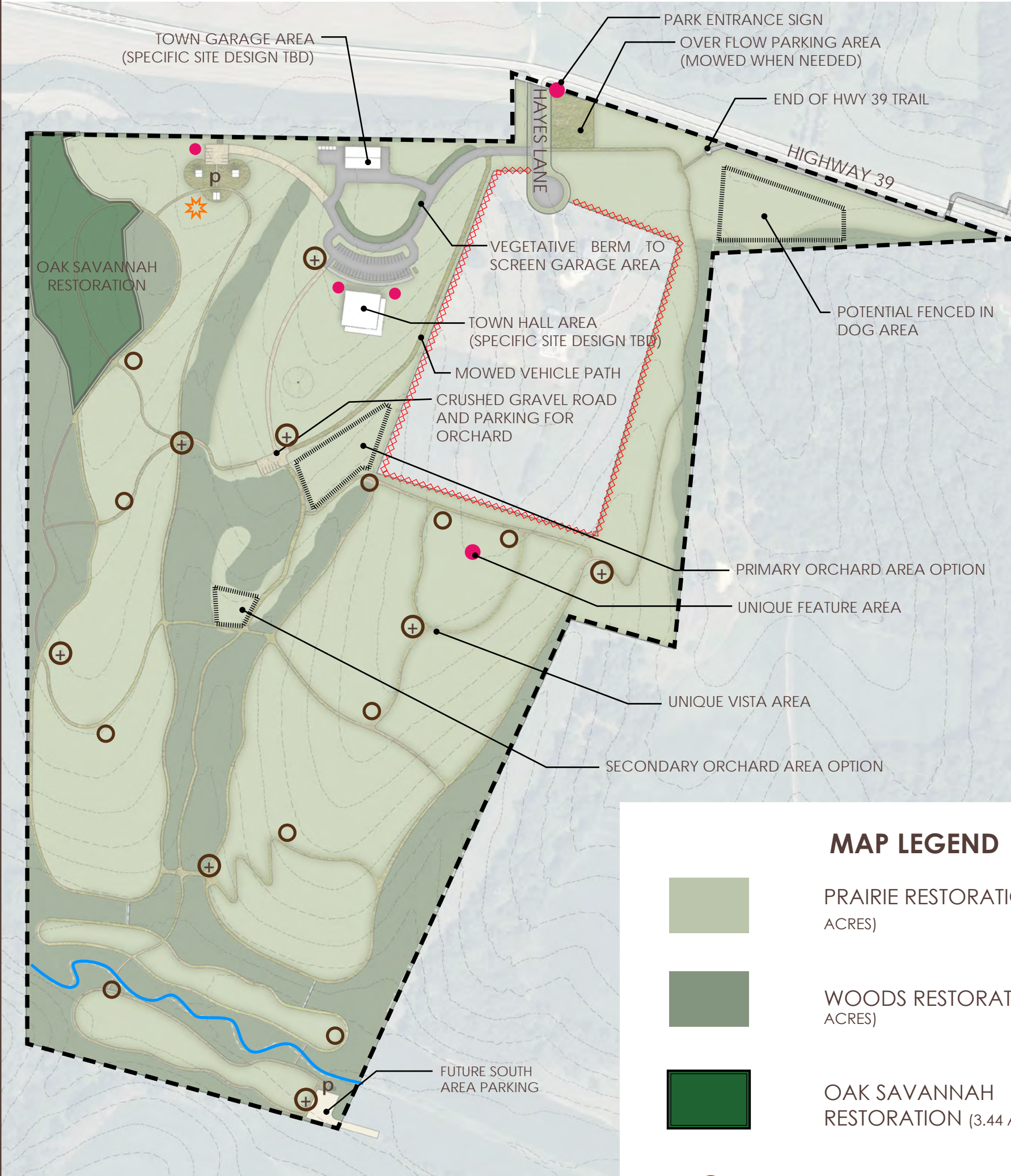
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RESTORATION





# Master Plan - Option A














**Master Plan Option A** offers a close relationship between the future Town garage and Town Hall. With facilities at the center of the park, the middle ridge acts as a hub. A vegetated berm is strategically placed along the north edge of the entry roadway to screen the Town garage from the privately owned farmette.

A crushed gravel road leads to a parking lot on the west ridge which supports picnic gathering spaces and a hiking trailhead. Alternatively, trails can be accessed by parking at the Town Hall. Future parking near the Legler School Branch is desired. Overflow parking for large events is located at the corner of Hayes Lane and Hwy 39.

The trail system hosts a variety of difficulties. ADA accessible trails will be designed during the site design stage of the Town Hall, as their proximity to parking and restroom facilities is of importance.

## MAP LEGEND

-  PRAIRIE RESTORATION (42.1 ACRES)
-  WOODS RESTORATION (42.8 ACRES)
-  OAK SAVANNAH RESTORATION (3.44 ACRES)
-  REST AREA
-  REST AREA WITH EDUCATIONAL & WAY FINDING SIGNAGE
-  FENCE
-  ARTISTIC SCULPTURE AREA
-  PICNIC AREA
-  STRONG PHYSICAL BOUNDARY
-  LEGLER SCHOOL BRANCH
-  NATURAL PLAY AREA



# A Sense of Place



The transition of land from agriculture to municipal and communal park use provides an opportunity to create a unique identity. The layout of the road to the Town Hall will impact visitors’ impression of it and the park. Due to the location and proximity of the Town garage to the entrance, a vegetated berm along the roadway is suggested to provide visual screening.

The planting palette of the vegetative berm should reflect the values of the prairie and woodland restoration efforts. Acorns from oak trees on-site could be collected and grown with the intention of using them on the berm. Similarly, shrubs and understory plant communities should be selected to reflect the restored landscape.

Additionally, artistic sculptures or other objects could be incorporated into the general landscape, as well as the berm, as a way to showcase Town values and niche characteristics.

Overall, placement of vegetation should enhance visitors’ experience while distracting from unwanted sights.



Tree Lined Roadway

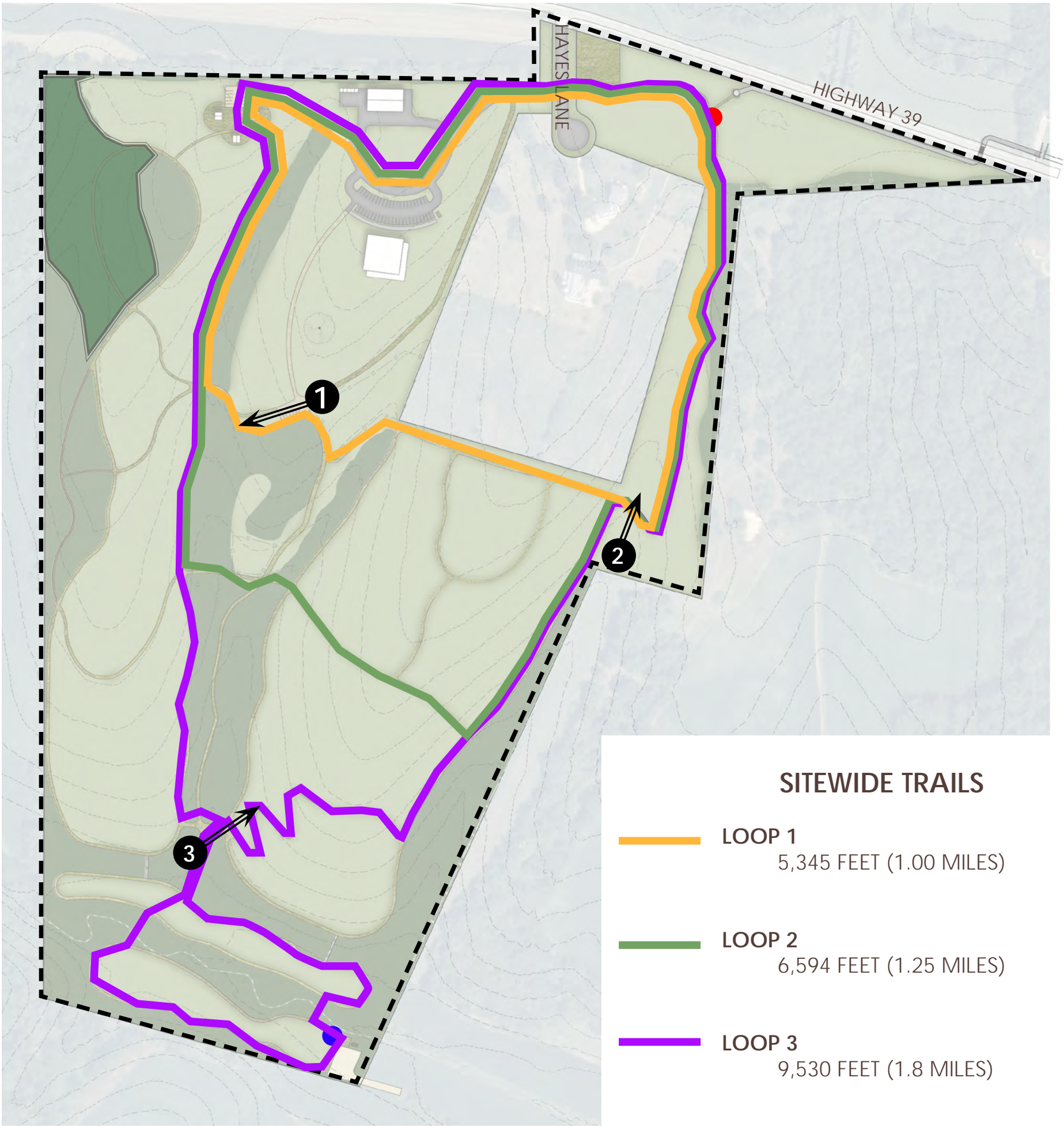


Freshly Planted Roadway Berm





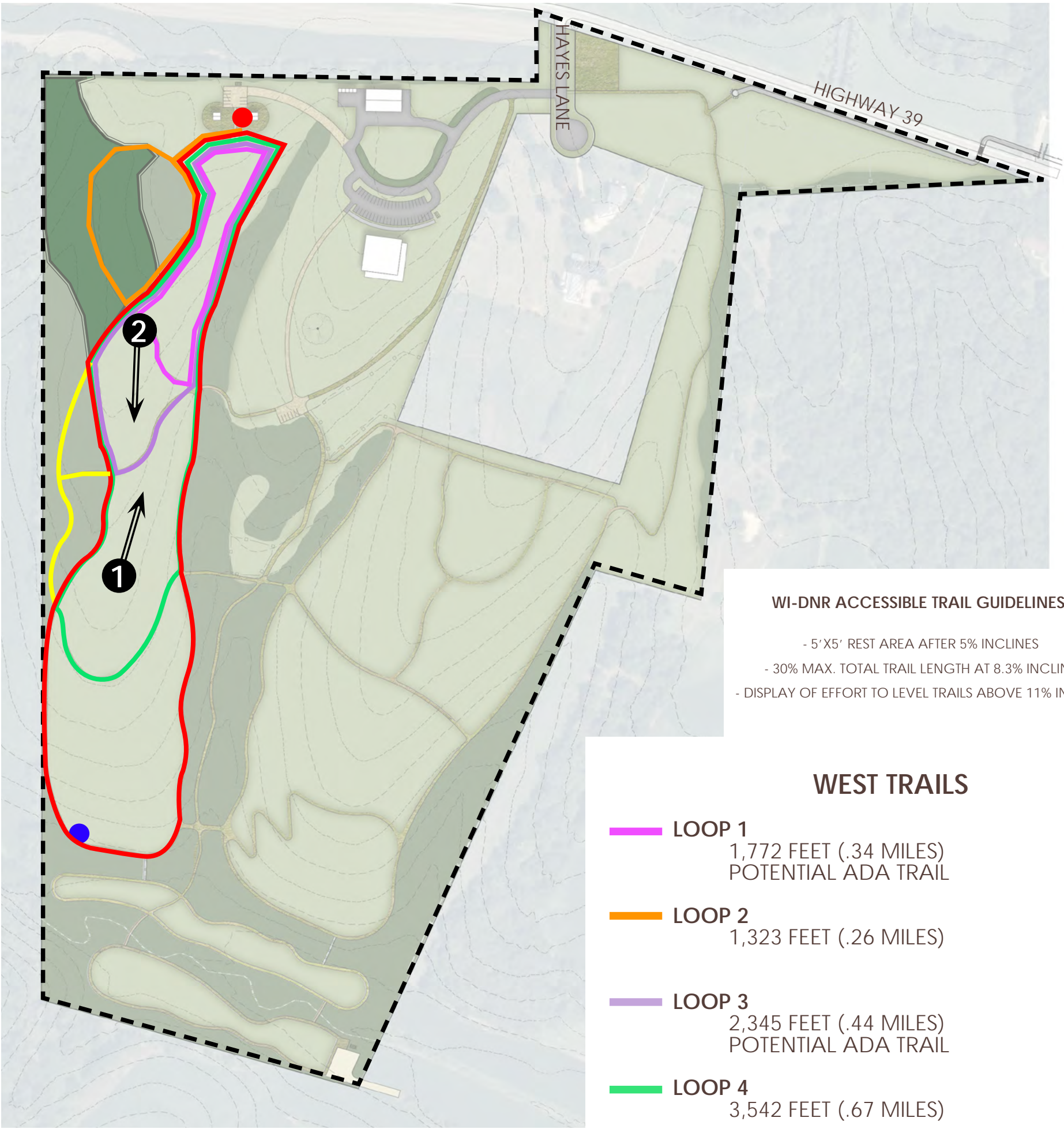
# Sitewide Trails



0' 75' 150' 300' Feet

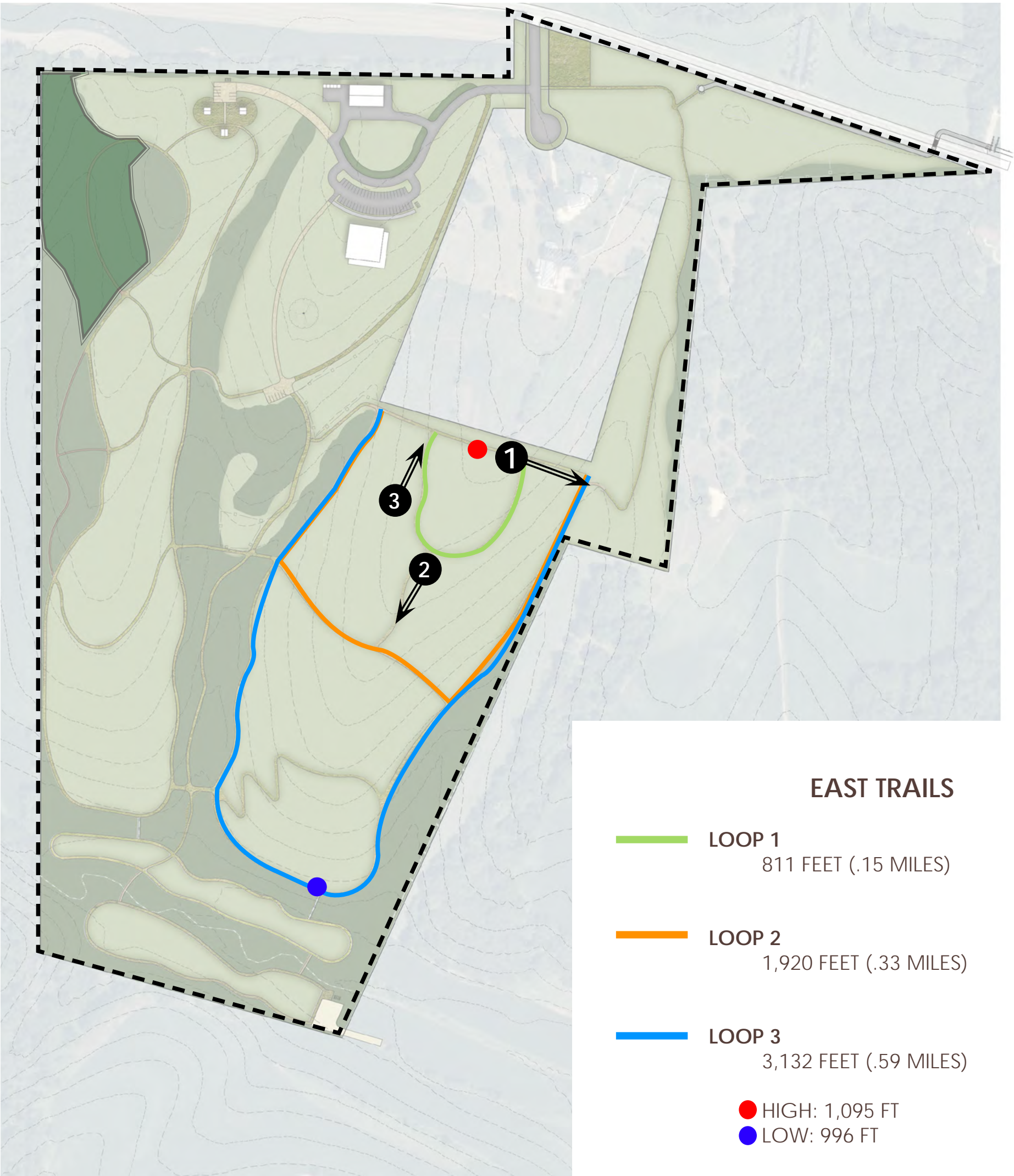


# West Ridge Trails





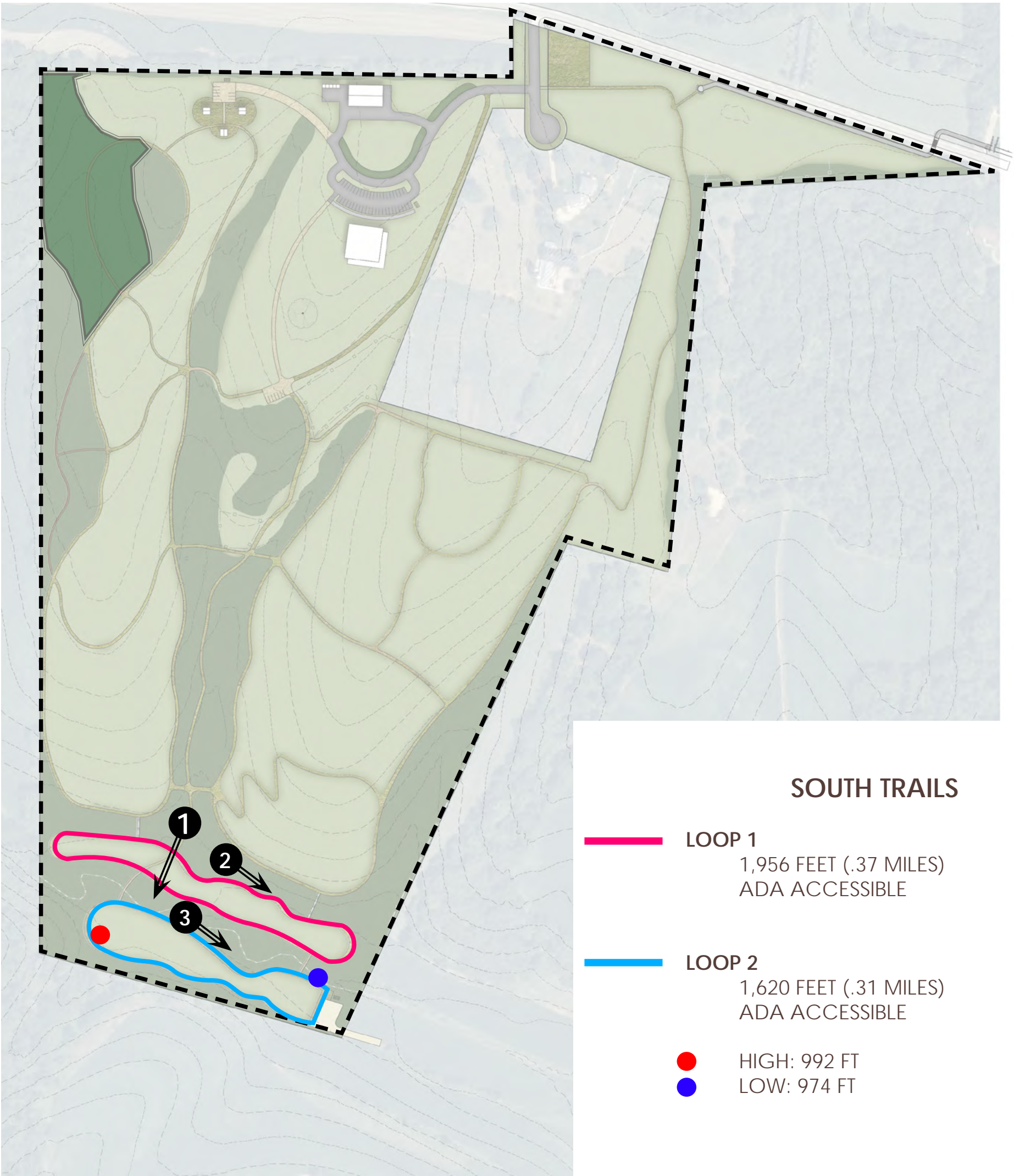
# East Ridge Trails



0' 75' 150' 300' Feet



# South Ridge Trails



0' 75' 150' 300' Feet



# Path Types



## PATH TYPES

- PAVED
- MOWED
- WATER TOLERANT
- TIMBER STAIRWAY
- CRUSHED LIMESTONE
- WOODLAND
- LONG-TERM AGRICULTURE ACCESS

0' 75' 150' 300' Feet



# Phasing Zones



ZONES CAN BE IMPLEMENTED IN ANY ORDER.

CONCEPT PLAN #3 OPTION A ENCOURAGES  
ZONE B TO BE EXECUTED FIRST.

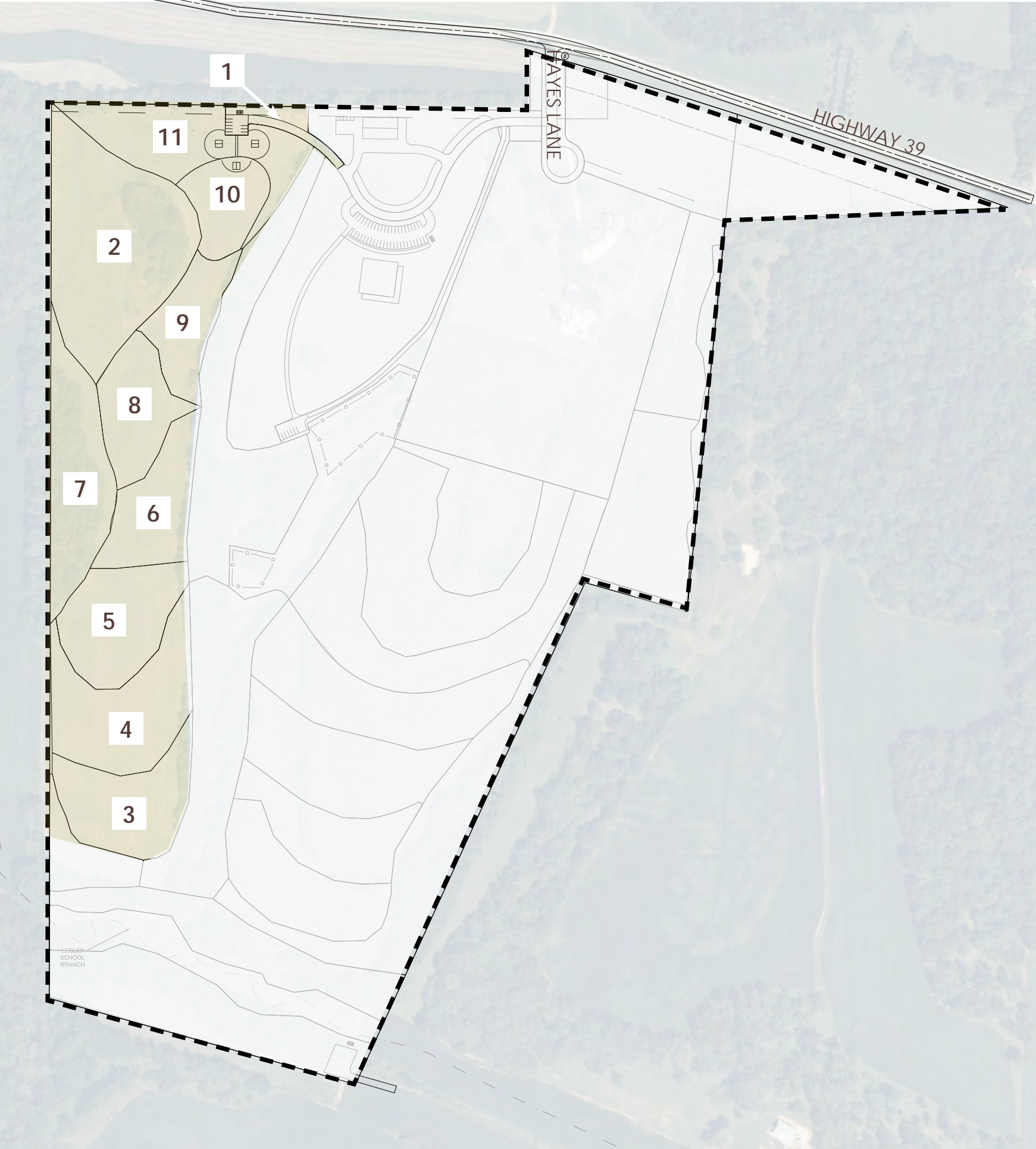
## ZONE FEATURES

- ZONE A**
  - GRAVEL PARKING LOT
  - PARK INFORMATION
  - BIKE RACKS
  - PICNIC SHELTER/AREA
  - PRAIRIE/SAVANNAH RESTORATION
  - WOODLAND RESTORATION
- ZONE B**
  - TOWN GARAGE
  - TOWN HALL & PARKING LOT
  - PARK INFORMATION
  - ORCHARD
  - SPRING WATER SWALE
  - FARMING/MAINTENANCE ROAD ACCESS
- ZONE C**
  - PRAIRIE/SAVANNAH RESTORATION
  - WOODLAND RESTORATION
  - SUNSET VISTA & UNIQUE FEATURE AREA
- ZONE D**
  - PARK ENTRANCE
  - PICNIC AREA
  - HWY 39 TRAIL EXPANSION
  - OVER FLOW EVENT PARKING
  - PRAIRIE/SAVANNAH RESTORATION
  - WOODLAND RESTORATION
  - POSSIBLE DOG AREA
- ZONE E**
  - LEGLER SCHOOL BRANCH
  - RIPARIAN AREA
  - PARKING LOT
  - PICNIC SHELTER/AREAS
  - ADA TRAILS





Phasing - Zone A



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone A	21.90		0	5749	0	1395	0	0	2	19	22	7	3	0	0	1	1
Area 1	0.45																
		Year 1									0.45						Rd / Parking Lot
Area 2	4.55																
		Year 1								4.55							
		Year 2				556					4.55	4.55					
Area 3	2.01																
		Year 2		904						2.01							
		Year 3								2.01							
Area 4	2.63																
		Year 3		760						2.63							
		Year 4								2.63							
Area 5	2.05																
		Year 4		646						2.05							
		Year 5						1		2.05							
Area 6	1.63																
		Year 5		667						1.63							
		Year 6								1.63							
Area 7	2.31																
		Year 6									2.31						
		Year 7				839						2.31					
Area 8	1.53																
		Year 7		950						1.53							
		Year 8						1		1.53							
Area 9	1.31																
		Year 8		1027						1.31							
		Year 9								1.31							
Area 10	1.13																
		Year 9		730						1.13							
		Year 10								1.13		1					
Area 11	2.30																
		Year 10		65						2.30			2				
		Year 11									2.30					1	

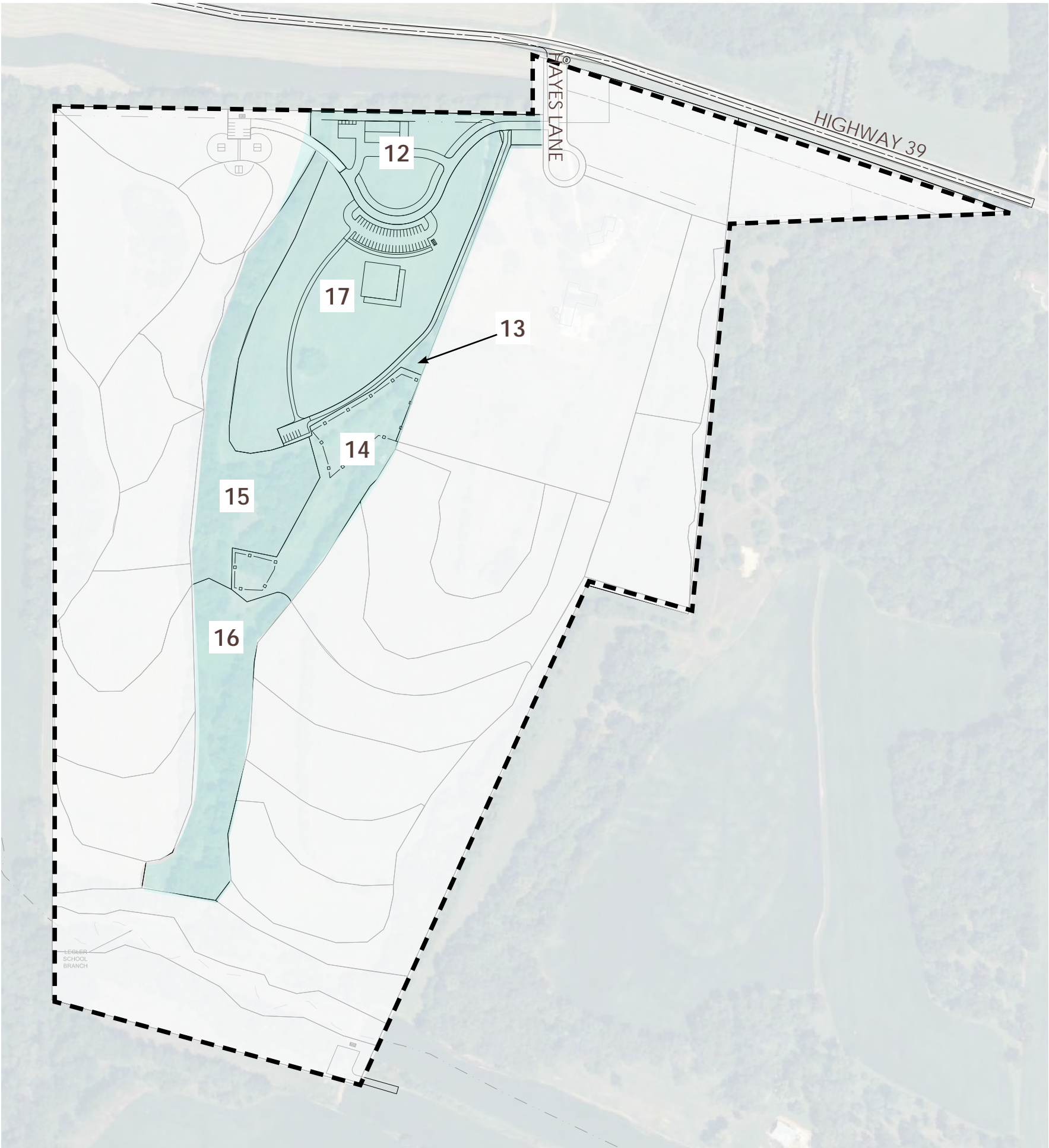


ZONE A  
PRELIMINARY TOTAL COST  
(SEE APPENDIX PAGE 48-49)

\$137,400



# Phasing - Zone B



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone B	20.43		400	3057	557	0	0	0	2	0	20	10	0	0	1.5	0	2
Area 12	2.66																
		Year 1									2.66						
Area 13	0.74																
		Year 2		1083							0.74						Mowed Road
		Year 2							1								Limestone Parking Lot
Area 14	2.65																
		Year 1		762					1		2.65						
		Year 2										2.65			1.5		
		Year 3															Fencing
Area 15	3.96																
		Year 5									3.96	3.96					
Area 16	3.43																
		Year 6		1212							3.43	3.43					
Area 17	6.99																
		Year 7	400		557						6.99						

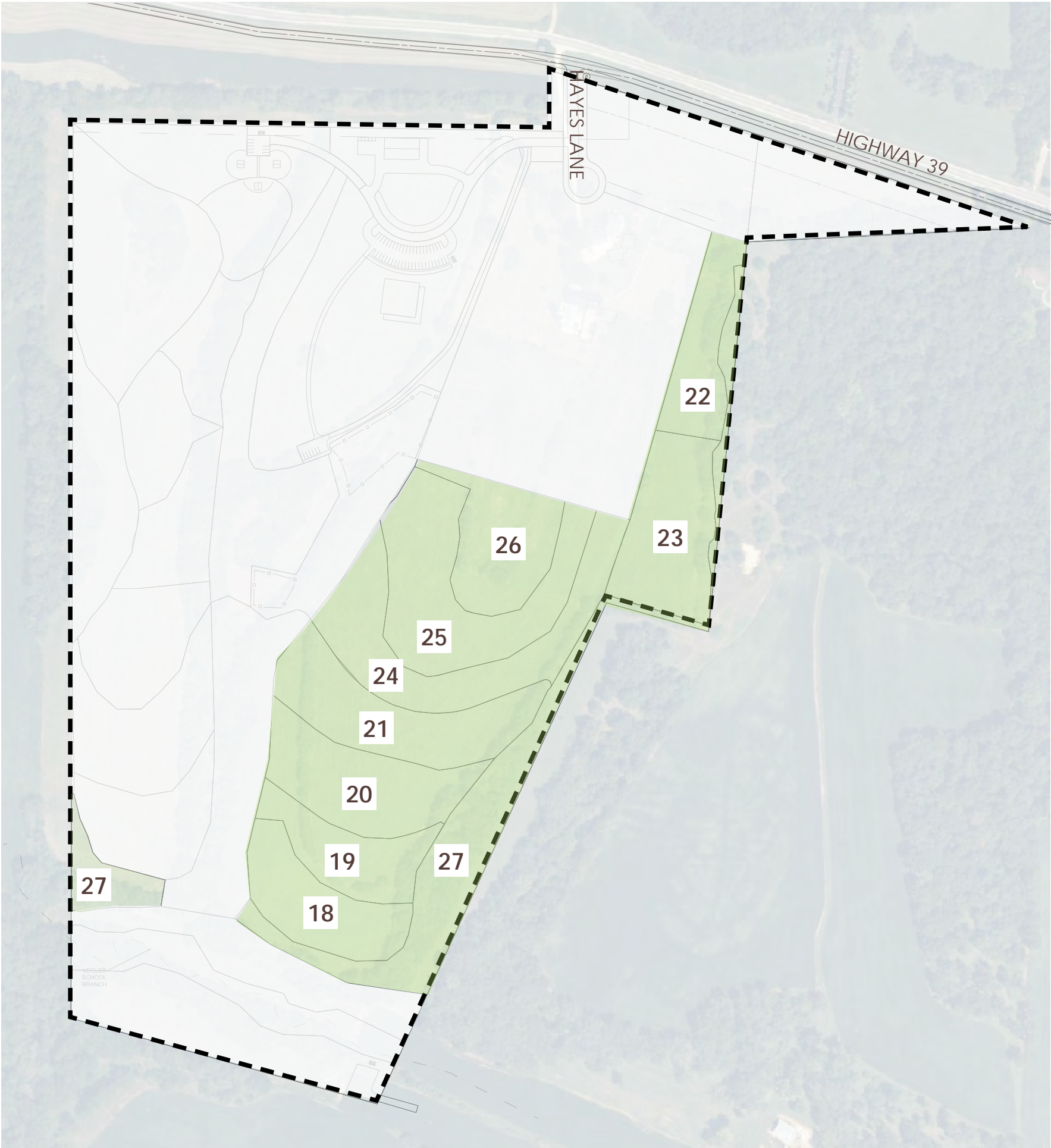
ZONE B  
PRELIMINARY TOTAL COST  
(SEE APPENDIX PAGE 48-49)



\$107,800  
\*Does not include cost of town hall or garage



Phasing - Zone C



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone C	27.41		0	6520	0	0	150	20	1	23	28	4	0	0	0	0	1
Area 18	2.10	Year 1		820						2.10							
		Year 2							1	2.10	2.10						
Area 19	1.75	Year 2		750						1.75							
		Year 3								1.75							
Area 20	2.74	Year 3		439						2.74							
		Year 4								2.74	2.74						
Area 21	2.98	Year 4		1377						2.98							
		Year 5								2.98	2.98						
Area 22	1.67	Year 5		462						1.67							
		Year 6								1.67	1.67						
Area 23	2.68	Year 6		449						2.68							
		Year 7					150			2.68	2.68						
Area 24	3.45	Year 7		766						3.45							
		Year 8								3.45							
Area 25	3.81	Year 8		1024						3.81							
		Year 9								3.81							
Area 26	2.19	Year 9		433						2.19							
		Year 10								2.19							Unique Feature
Area 27	4.04	Year 10						20		4.86		4.04					

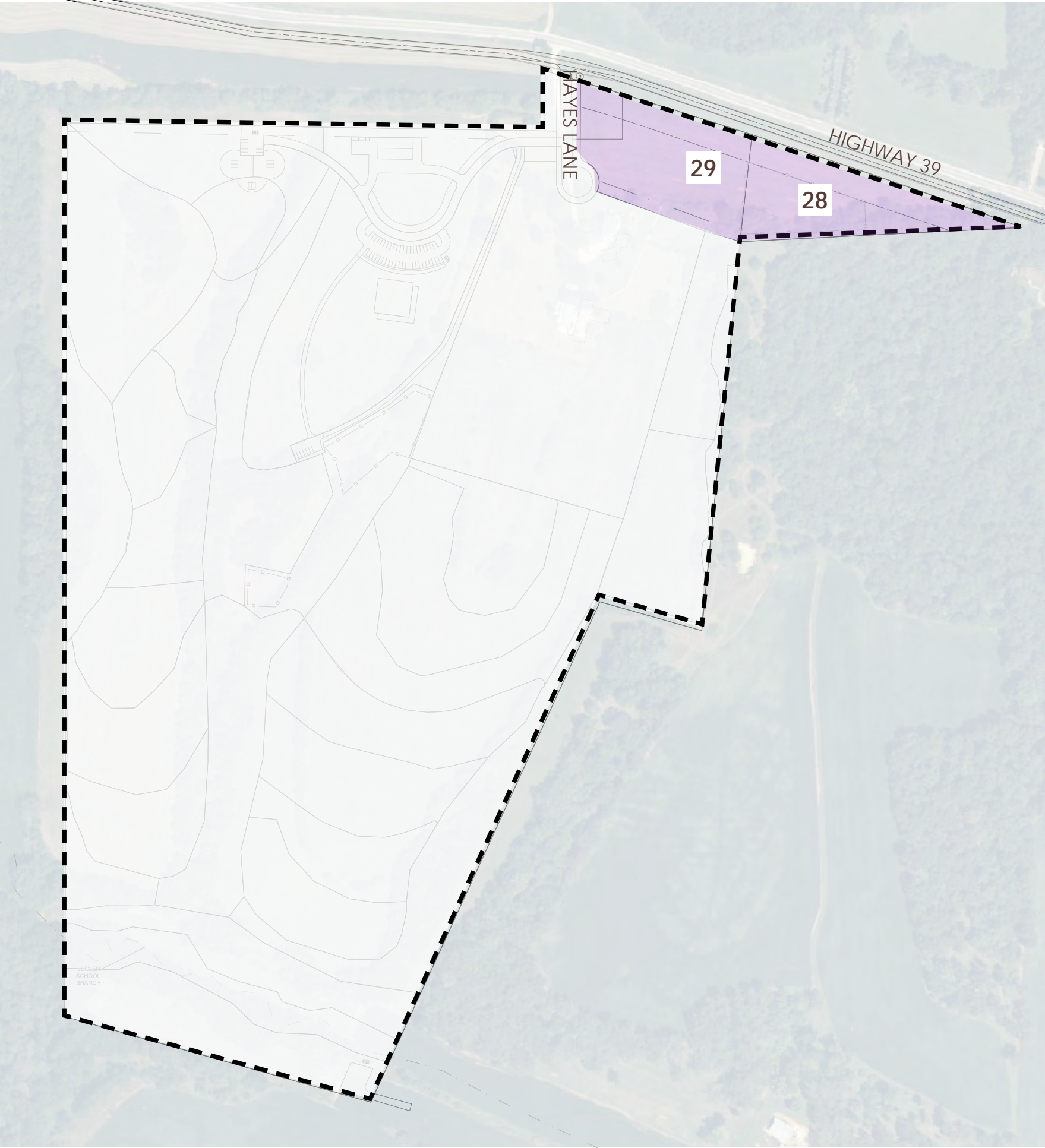


ZONE C  
PRELIMINARY TOTAL COST  
(SEE APPENDIX PAGE 48-49)

\$135,200



# Phasing - Zone D



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone D	5.95		0	1114	100	0	0	0	0	6	6	0	0	43560	0	0	1
Area 28	2.77																
		Year 1								2.77							
		Year 2		600							2.77			43560			
Area 29	3.18																
		Year 1								3.18							
		Year 2		514	100						3.18						
		Year 3															Entrance Sign

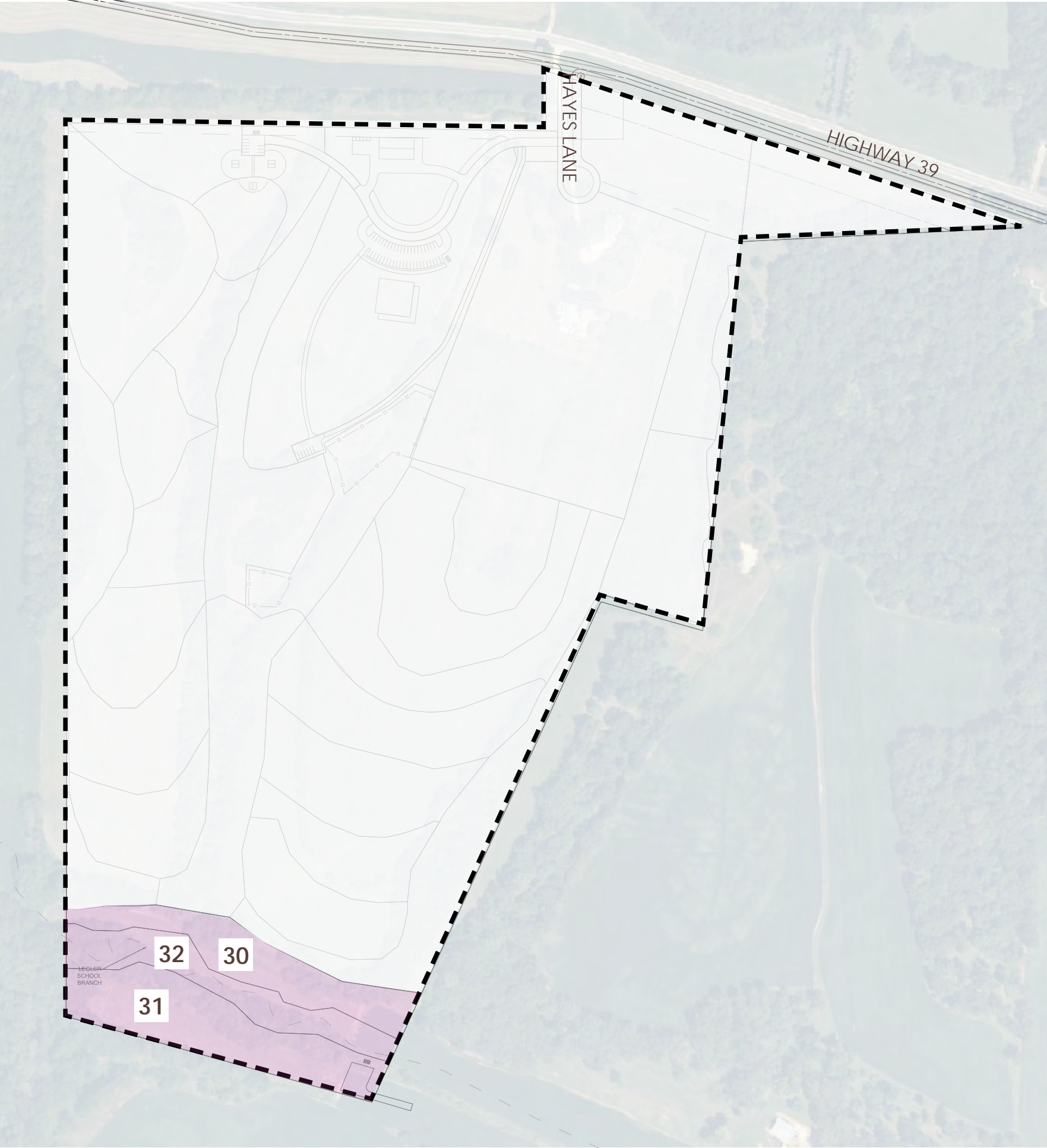


ZONE D  
PRELIMINARY TOTAL COST  
(SEE APPENDIX PAGE 48-49)

\$63,700



# Phasing - Zone E



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone E	7.57		0	3576	0	0	30	0	0	0	6	3	1	0	0	0	0
Area 30	2.31	Year 2		1956							2.31						
Area 31	3.25	Year 1										1.18					
		Year 2		1620							2.07		1				Parking Lot
Area 32	2.01	Year 1										2.01					
		Year 2					30				2.01						

ZONE E  
PRELIMINARY TOTAL COST (\*SEE PG 18)  
(SEE APPENDIX PAGE 48-49)



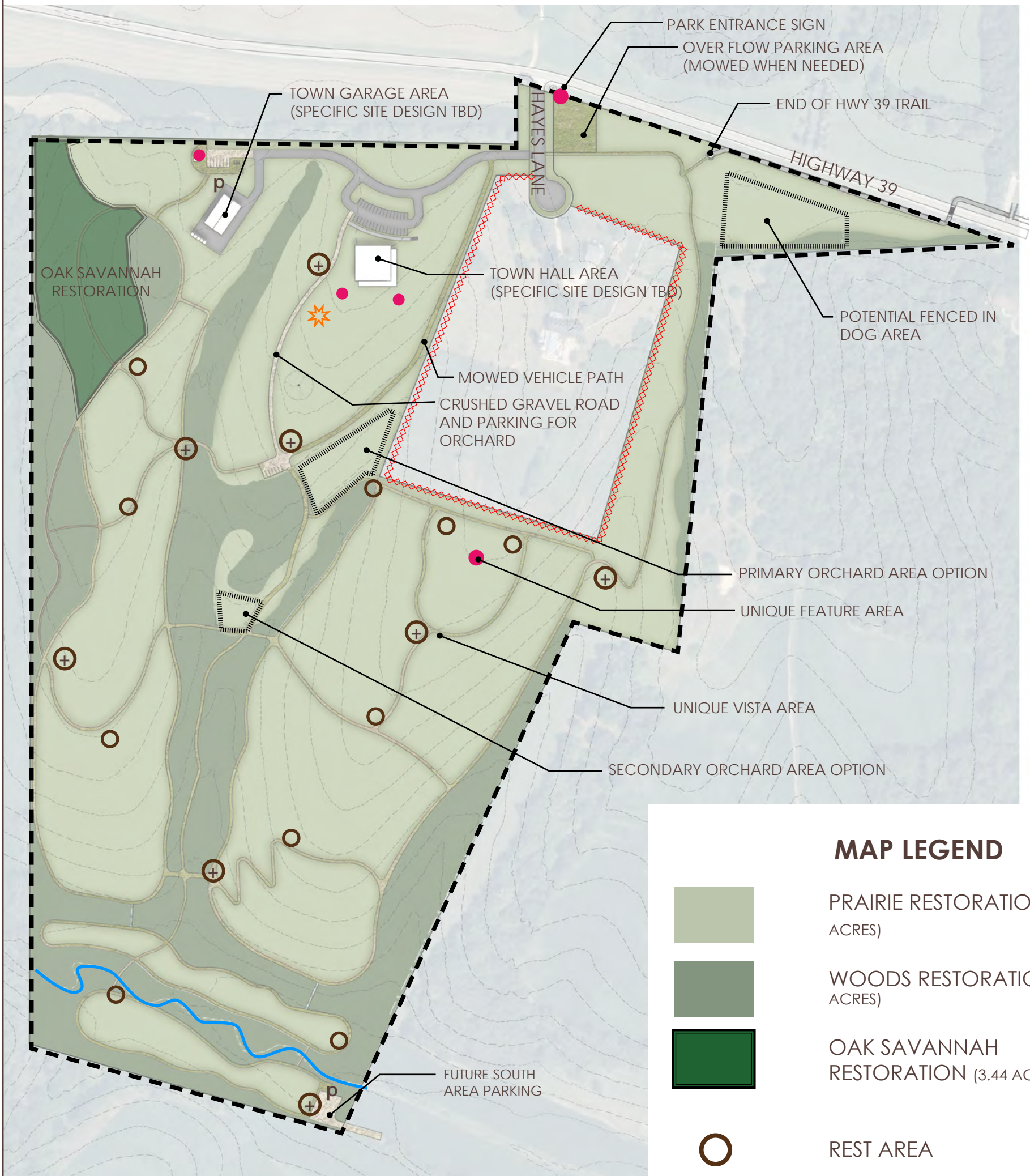
\$46,900



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# Master Plan - Option B



**Master Plan Option B** offers a separation of use regarding future Town facilities. Separately located facilities offer the benefit of less traffic and coordination planning when events are held at the Town hall. Additionally, more space is available for a network of nearby ADA trails as their proximity to parking and restroom facilities is of importance.

A crushed gravel road leads to a parking lot on the west ridge which supports picnic gathering spaces and a hiking trailhead. Alternatively, trails can be accessed by parking at the Town Hall. Future parking near the Legler School Branch is desired. Overflow parking for large events is located at the corner of Hayes Lane and Hwy 39.

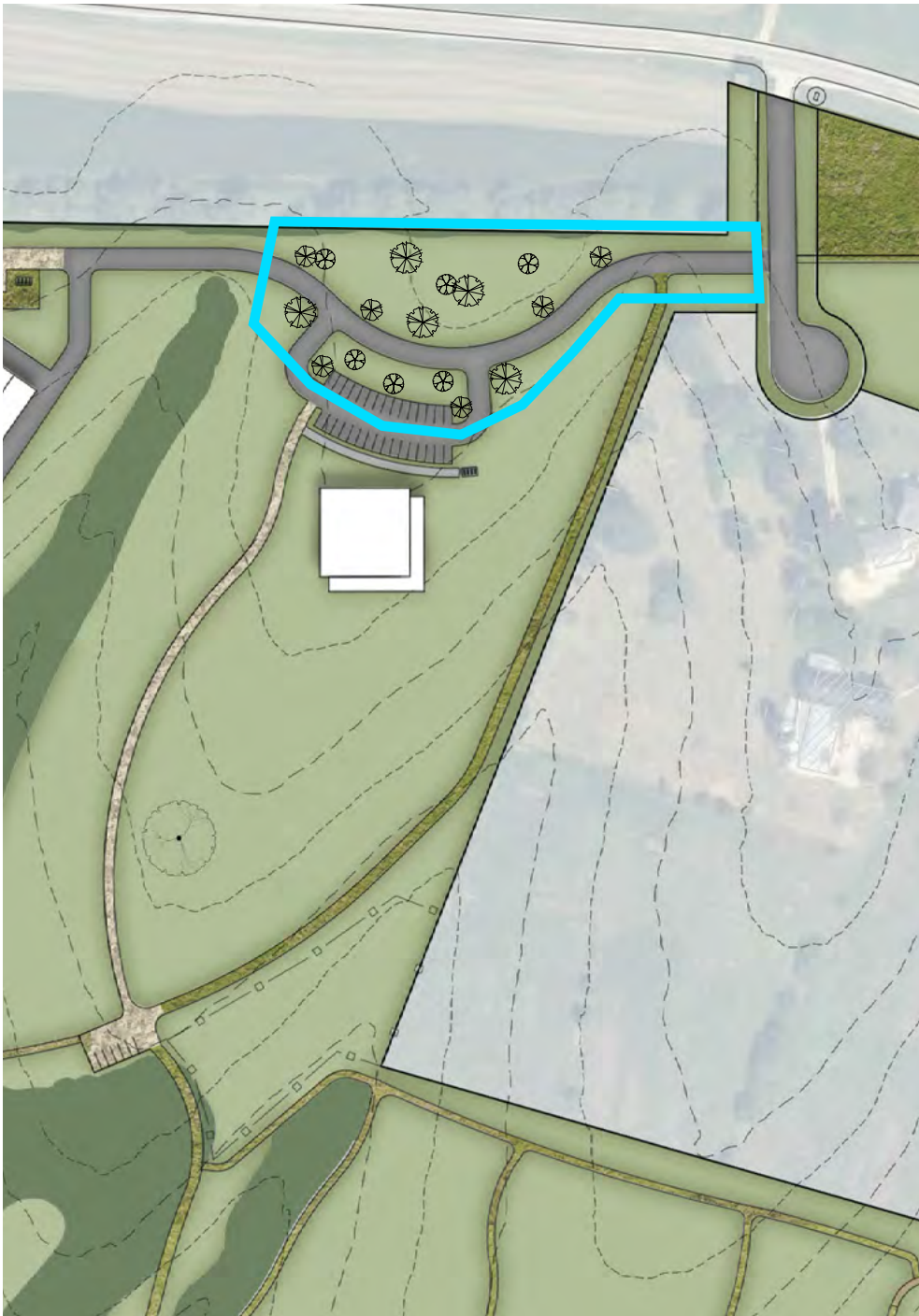
The visibility of the Town garage from the privately owned farmette becomes close to none.

## MAP LEGEND

	PRAIRIE RESTORATION (42.1 ACRES)
	WOODS RESTORATION (42.8 ACRES)
	OAK SAVANNAH RESTORATION (3.44 ACRES)
	REST AREA
	REST AREA WITH EDUCATIONAL & WAY FINDING SIGNAGE
	FENCE
	ARTISTIC SCULPTURE AREA
	PICNIC AREA
	STRONG PHYSICAL BOUNDARY
	LEGLER SCHOOL BRANCH
	NATURAL PLAY AREA



# A Sense of Place



The transition of land from agriculture to municipal and communal park use provides an opportunity to create a unique identity. The layout of the road to the Town Hall will impact visitors’ impression of it and the park. A sweeping view of restored prairie and ridges along the horizon will greet visitors and guests as they approach the Town Hall.

Entrance plantings should reflect the values of the prairie and woodland restoration efforts. Acorns from oak trees on-site could be collected and grown with the intention of using them on the berm. Similarly, shrubs and understory plant communities should be selected to reflect the restored landscape.

Additionally, artistic sculptures, fence lines or other objects could be incorporated along the road as a way to showcase Town values and niche characteristics.

Overall, placement of vegetation should enhance visitors’ experience while distracting from unwanted sights.



Tree Lined Roadway

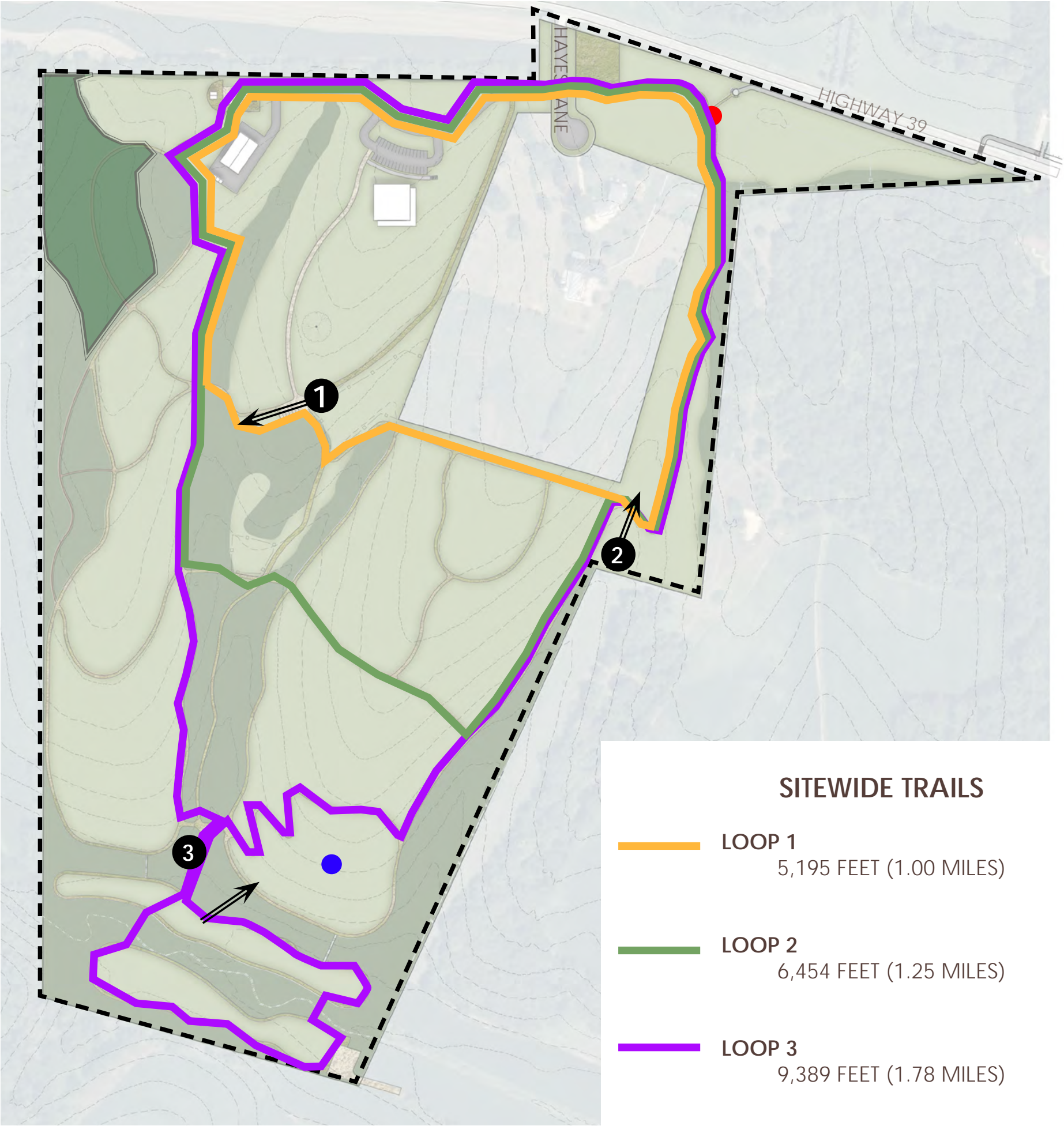


Fence Barrier





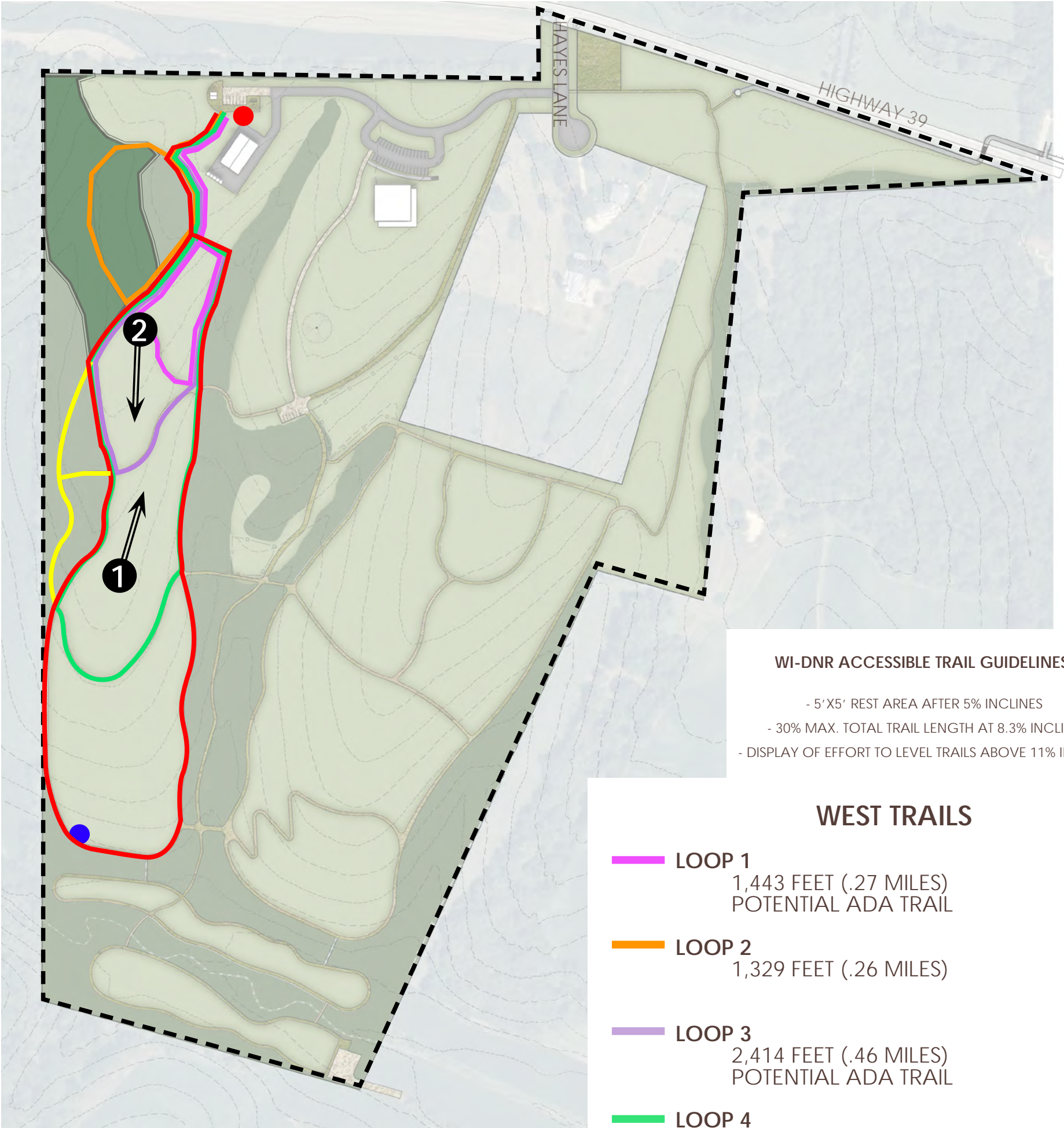
# Sitewide Trails



0' 75' 150' 300' Feet



# West Ridge Trails



**WI-DNR ACCESSIBLE TRAIL GUIDELINES:**

- 5'X5' REST AREA AFTER 5% INCLINES
- 30% MAX. TOTAL TRAIL LENGTH AT 8.3% INCLINE
- DISPLAY OF EFFORT TO LEVEL TRAILS ABOVE 11% INCLINE

**WEST TRAILS**

- LOOP 1**  
1,443 FEET (.27 MILES)  
POTENTIAL ADA TRAIL
- LOOP 2**  
1,329 FEET (.26 MILES)
- LOOP 3**  
2,414 FEET (.46 MILES)  
POTENTIAL ADA TRAIL
- LOOP 4**  
3,603 FEET (.68 MILES)
- LOOP 5**  
5,295 FEET (1.00 MILE)
- WOODS SEGMENTS**  
839 FEET TOTAL (.16 MILES)  
(2'-4' WIDE)

- HIGH:** 1,121 FT
- LOW:** 998 FT

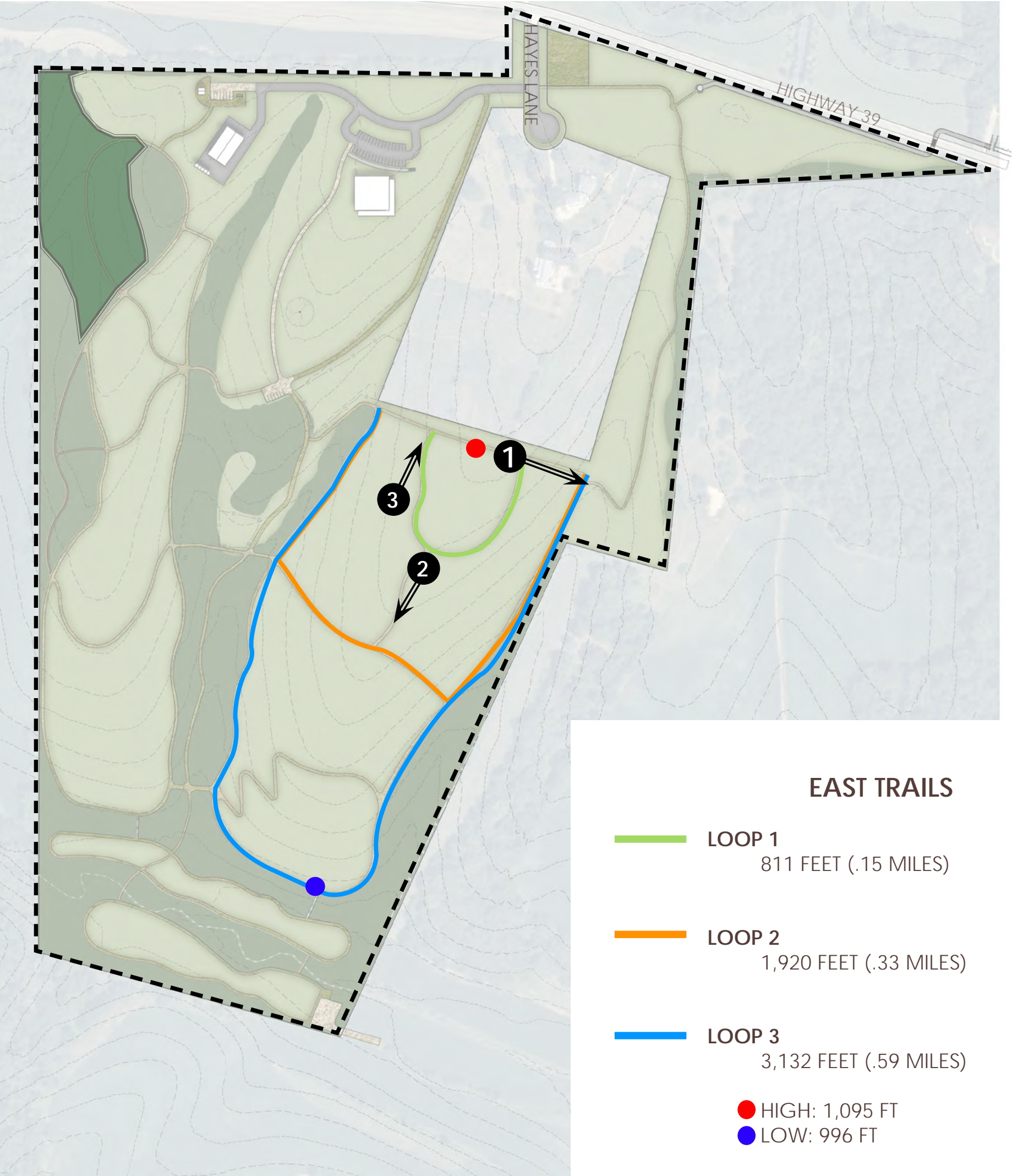
**TRAIL WIDTHS**  
HEAVY PEDESTRIAN ACTIVITY - 8' WIDE  
MEDIUM PEDESTRIAN ACTIVITY - 6' WIDE  
LOW PEDESTRIAN ACTIVITY - 2'-4' WIDE

\*NOT INCLUDED IN TOTAL ADA ACCESSIBLE TRAIL MILES





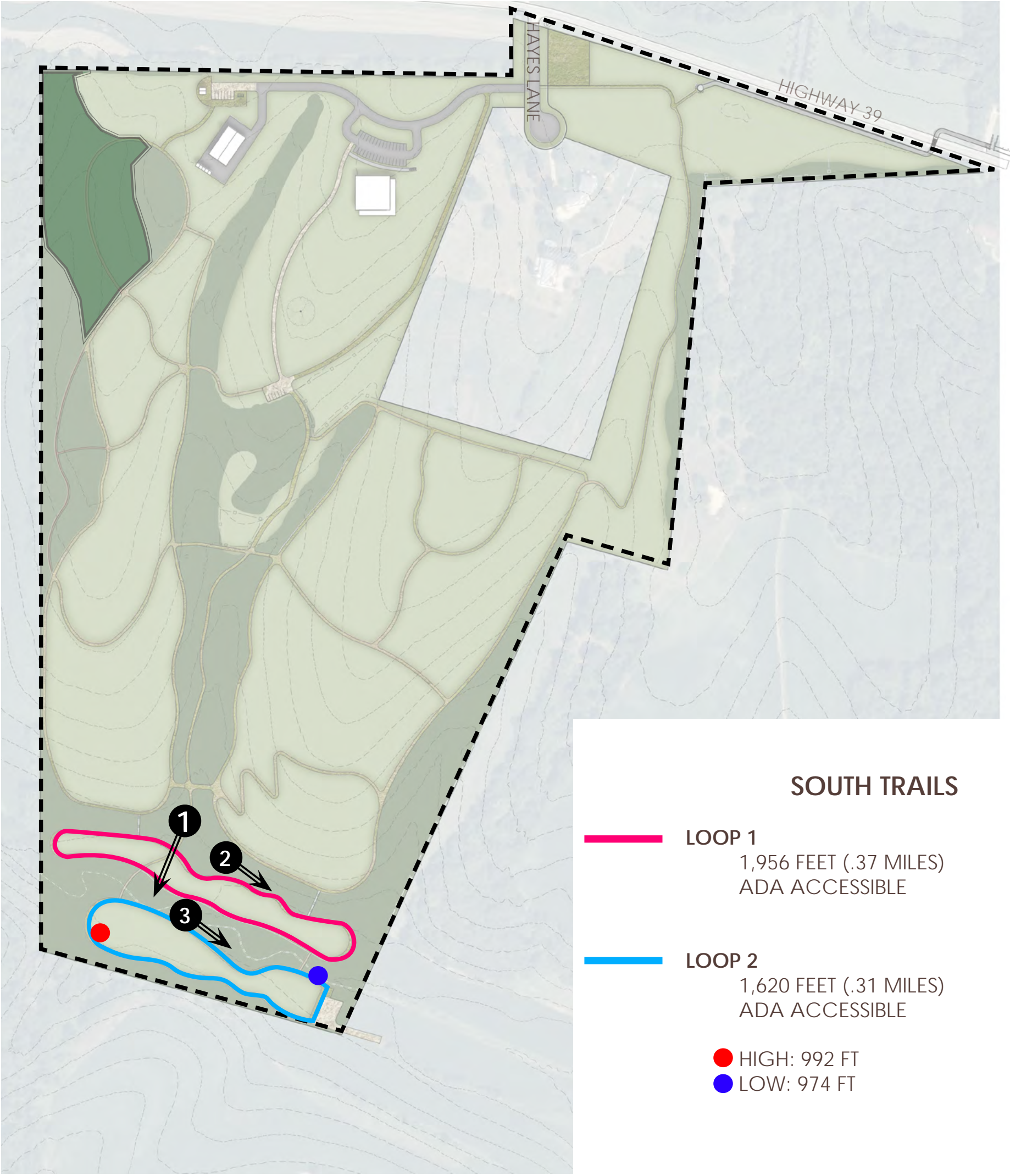
# East Ridge Trails



0' 75' 150' 300' Feet



# South Ridge Trails



0' 75' 150' 300' Feet



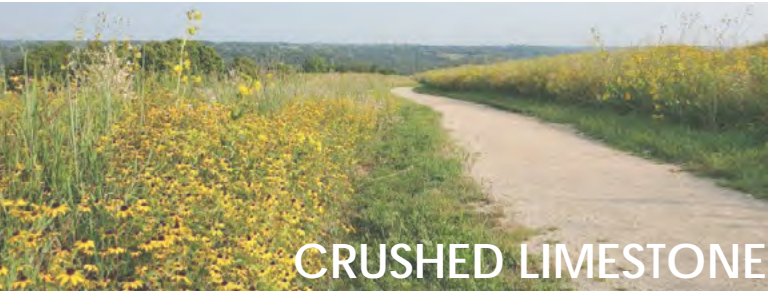
# Path Types



## PATH TYPES

- PAVED
- MOWED
- WATER TOLERANT
- TIMBER STAIRWAY
- CRUSHED LIMESTONE
- WOODLAND
- LONG-TERM AGRICULTURE ACCESS

0' 75' 150' 300' Feet





# Phasing Zones



ZONES CAN BE IMPLEMENTED IN ANY ORDER.  
CONCEPT PLAN #3 OPTION B ENCOURAGES  
ZONE A TO BE EXECUTED FIRST.

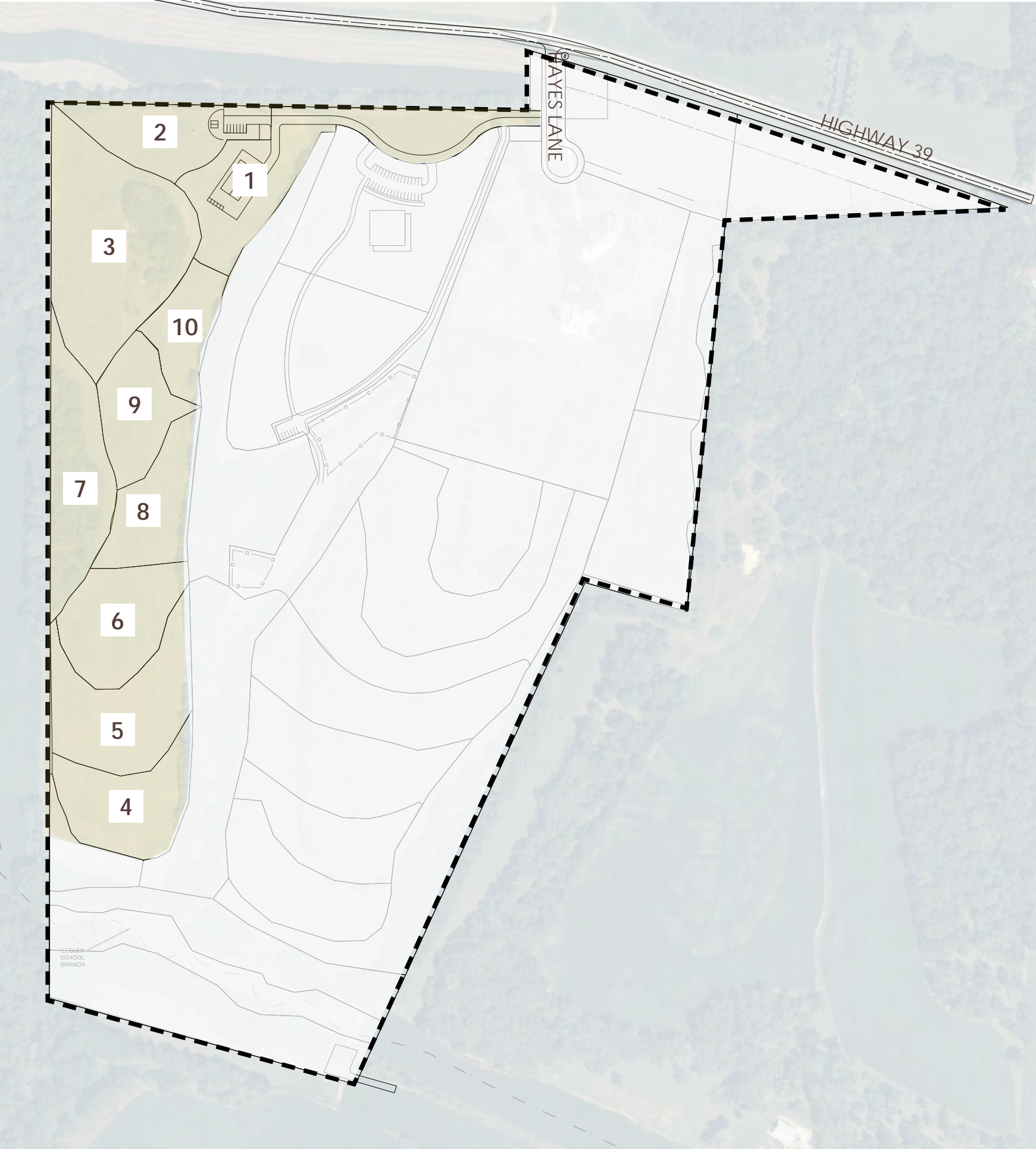
## ZONE FEATURES

- ZONE A**
  - TOWN GARAGE
  - GRAVEL PARKING LOT
  - PARK INFORMATION
  - BIKE RACKS
  - PICNIC SHELTER/AREA
  - PRAIRIE/SAVANNAH RESTORATION
  - WOODLAND RESTORATION
- ZONE B**
  - TOWN HALL & PARKING LOT
  - PARK INFORMATION
  - ORCHARD
  - SPRING WATER SWALE
  - FARMING/MAINTENANCE ROAD ACCESS
- ZONE C**
  - PRAIRIE/SAVANNAH RESTORATION
  - WOODLAND RESTORATION
  - SUNSET VISTA & UNIQUE FEATURE AREA
- ZONE D**
  - PARK ENTRANCE
  - PICNIC AREA
  - HWY 39 TRAIL EXPANSION
  - OVER FLOW EVENT PARKING
  - PRAIRIE/SAVANNAH RESTORATION
  - WOODLAND RESTORATION
  - POSSIBLE DOG AREA
- ZONE E**
  - LEGLER SCHOOL BRANCH
  - RIPARIAN AREA
  - PARKING LOT
  - PICNIC SHELTER/AREAS
  - ADA TRAILS





Phasing - Zone A



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone A	23.33		0	5684	0	1395	0	0	2	17.4768595	23.322948	4.1682966	1	0	0	0	1
Area 1	3.54																
		Year 1									3.54						
Area 2	1.86																
		Year 1									1.86						
		Year 2				556					1.86	1.86	1				Parking Lot
Area 3	4.55																
		Year 2		904							4.55						
		Year 3									4.55						
Area 4	2.01																
		Year 3		760							2.01						
		Year 4									2.01						
Area 5	2.63																
		Year 4		646							2.63						
		Year 5						1			2.63						
Area 6	2.05																
		Year 5		667							2.05						
		Year 6									2.05						
Area 7	2.31																
		Year 6									2.31						
		Year 7				839						2.31					
Area 8	1.65																
		Year 7		950							1.65						
		Year 8						1			1.65						
Area 9	1.53																
		Year 8		1027							1.53						
		Year 9									1.53						
Area 10	1.20																
		Year 9		730							1.20						
		Year 10									1.20						

ZONE A  
PRELIMINARY TOTAL COST (SEE APPENDIX PAGE 50-51)

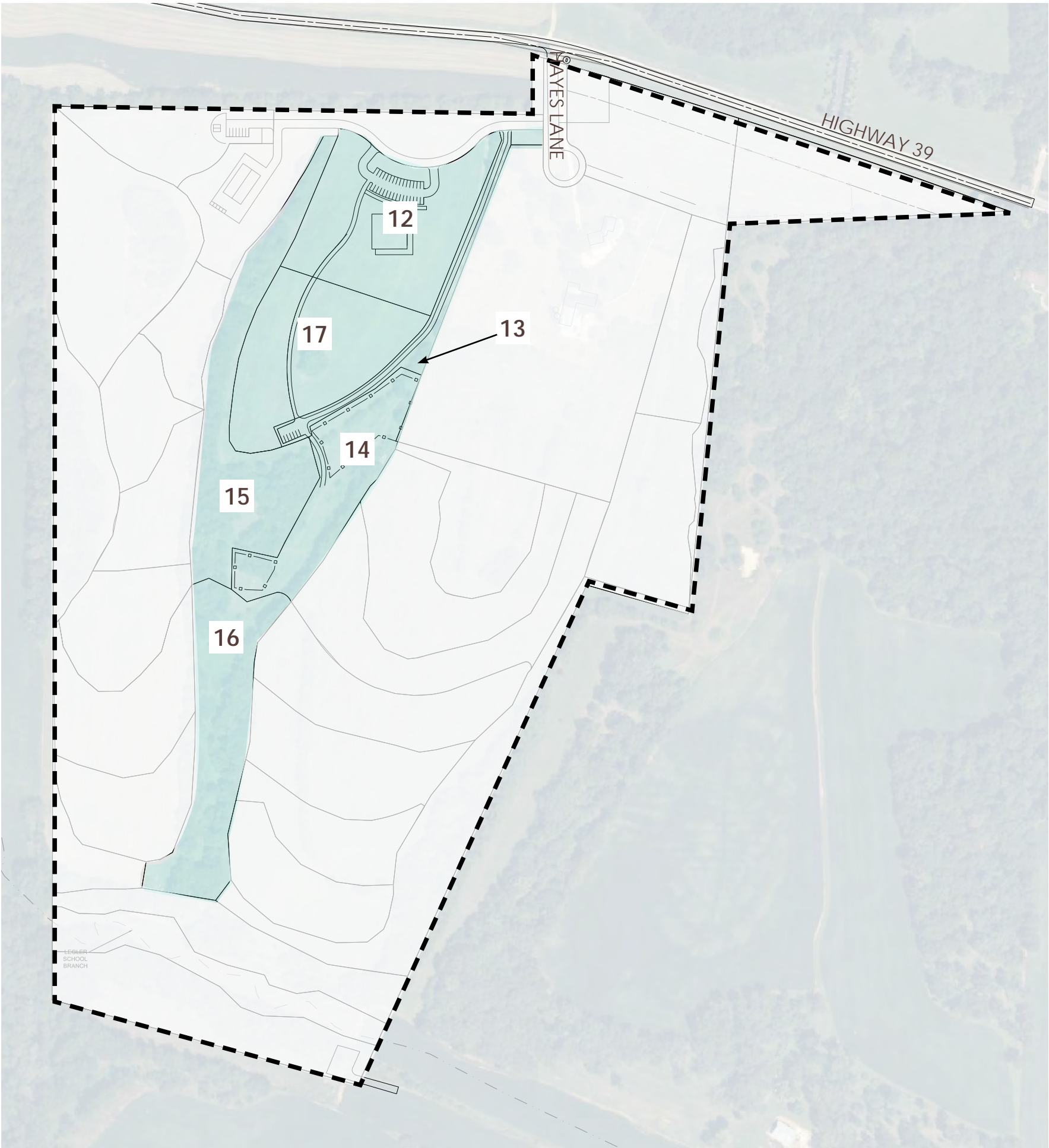
\$113,900

\*Does not include cost of town hall or garage





# Phasing - Zone B



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone B	18.05		0	2134	721	0	0	0	2	7.946189164	18.050234	10.104045	0	0	1.5	0	2
Area 11	0.96																
		Year 7		1212							0.96						Limestone Parking Lot
Area 12	4.25																Mowed Road
		Year 1								4.25							
		Year 2			311						4.25						
Area 13	3.70																
		Year 2								3.70							
		Year 2		160	410				1		3.70						
Area 14	2.64																
		Year 1		762					1		2.64						
		Year 2										2.64			1.5		
		Year 3															Fencing
Area 15	4.03																
		Year 5									4.03	4.03					
Area 16	3.43																
		Year 6		1212							3.43	3.43					
Area 17																	

ZONE B

PRELIMINARY TOTAL COST (SEE APPENDIX PAGE 50-51)

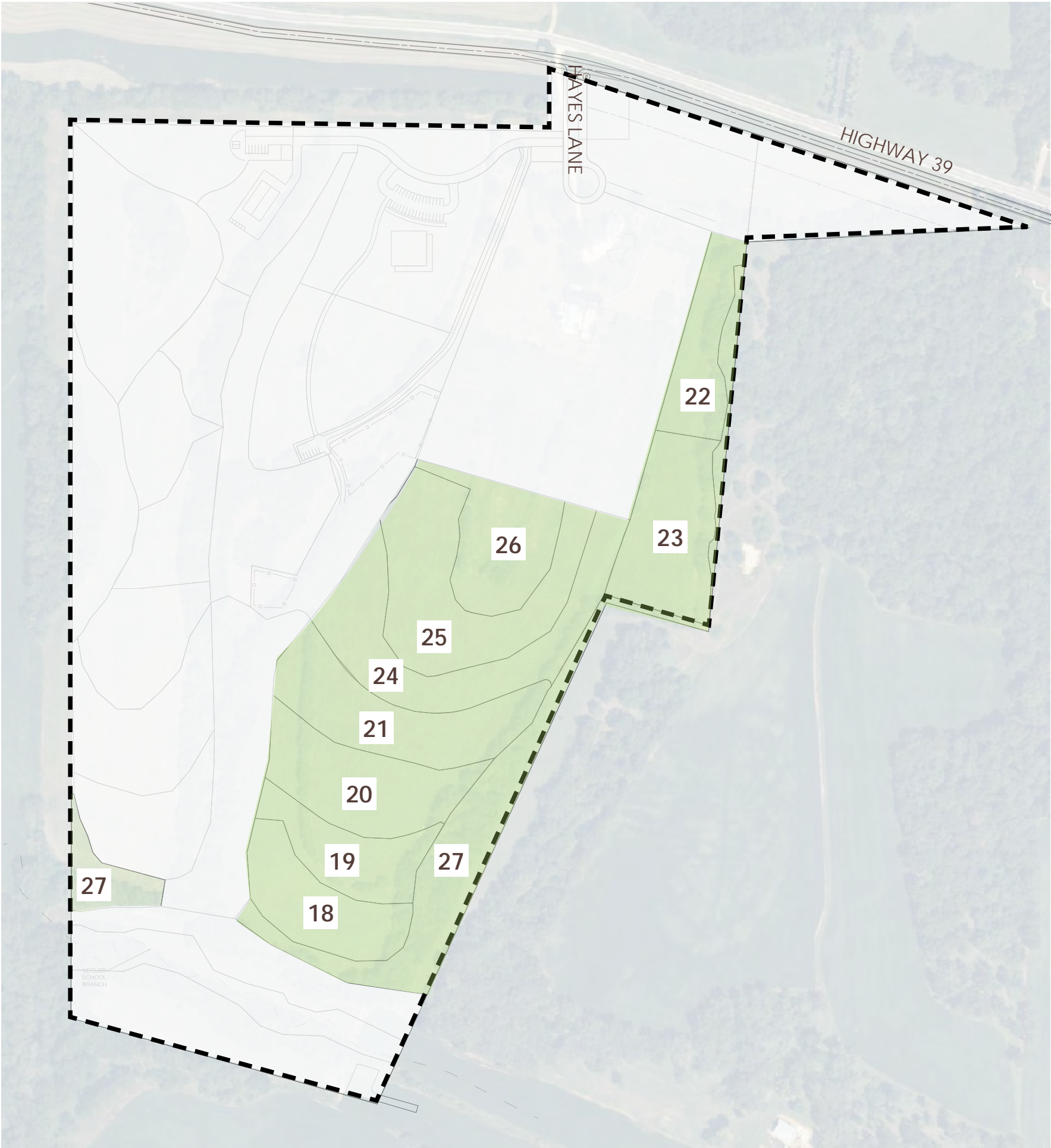
\$93,100

\*Does not include cost of town hall or garage





Phasing - Zone C



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone C	27.41		0	6520	0	0	150	0	1	23.37	28.23	4.04	0	0	0	0	1
Area 18	2.10	Year 1		820						2.10							
		Year 2							1	2.10							
Area 19	1.75	Year 2		750						1.75							
		Year 3								1.75							
Area 20	2.74	Year 3		439						2.74							
		Year 4								2.74							
Area 21	2.98	Year 4		1377						2.98							
		Year 5								2.98							
Area 22	1.67	Year 5		462						1.67							
		Year 6								1.67							
Area 23	2.68	Year 6		449						2.68							
		Year 7					150			2.68							
Area 24	3.45	Year 7		766						3.45							
		Year 8								3.45							
Area 25	3.81	Year 8		1024						3.81							
		Year 9								3.81							
Area 26	2.19	Year 9		433						2.19							
		Year 10								2.19							Unique Feature
Area 27	4.04	Year 10								4.86	4.04						

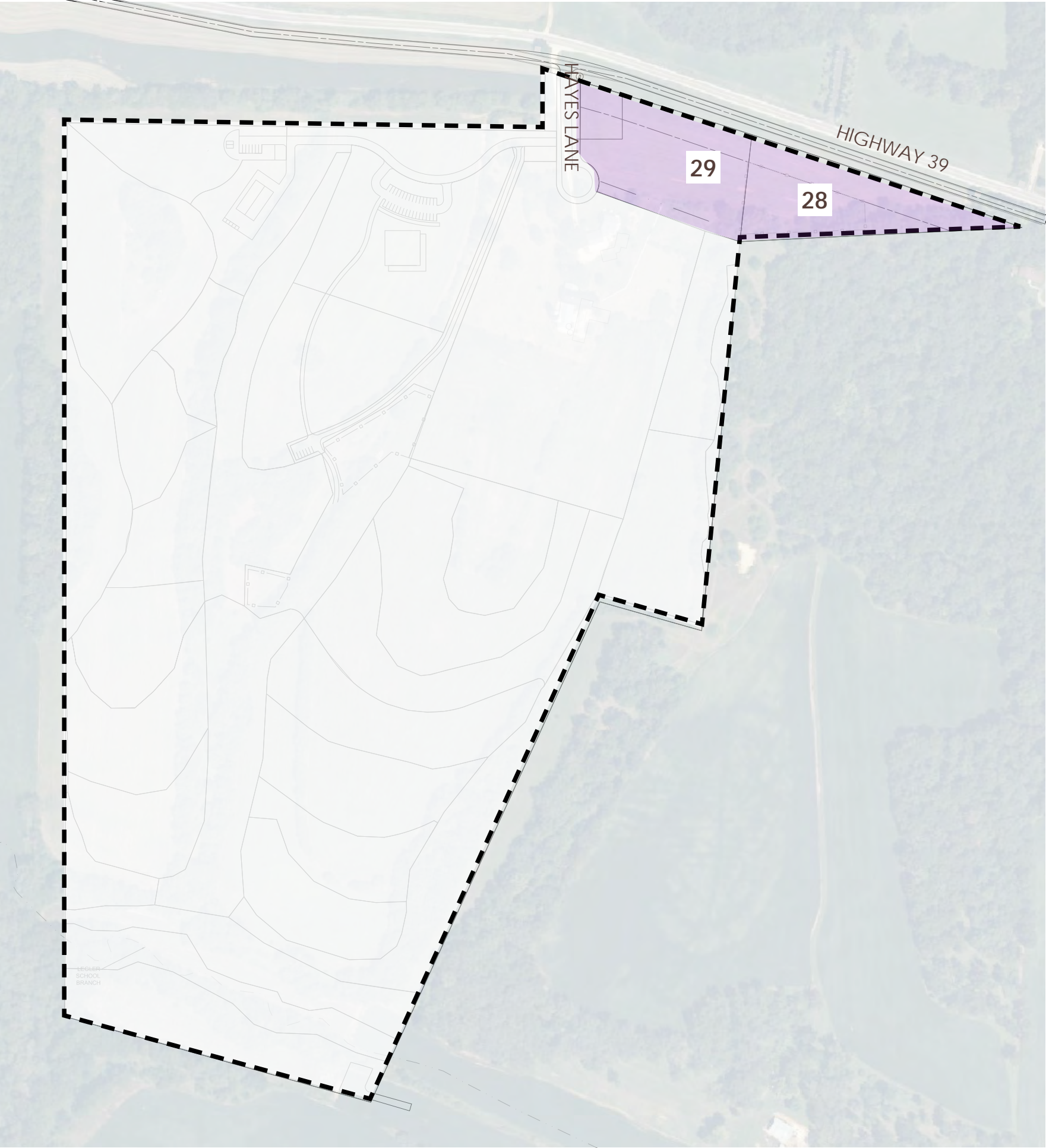
ZONE C  
PRELIMINARY TOTAL COST  
(SEE APPENDIX PAGE 50-51)

\$135,100





# Phasing - Zone D



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone D	5.95		0	1114	100	0	0	0	0	5.95	5.95	0	0	43560	0	0	1
Area 28	2.77																
		Year 1								2.77							
		Year 2		600							2.77			43560			
Area 29	3.18																
		Year 1								3.18							
		Year 2		514	100						3.18						
		Year 3															Entrance Sign

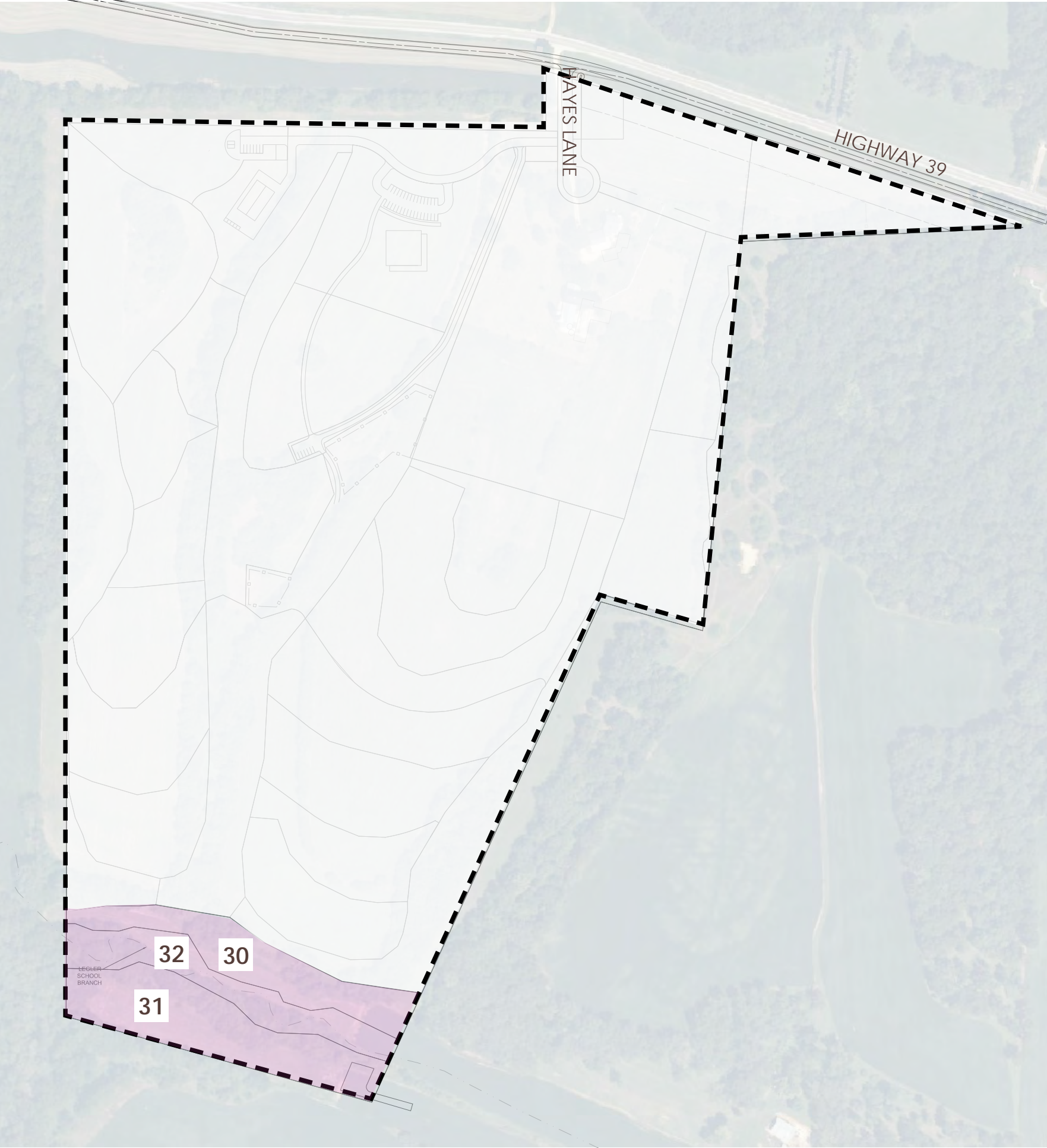
ZONE D  
PRELIMINARY TOTAL COST (SEE APPENDIX PAGE 50-51)

\$63,700





# Phasing - Zone E



Restoration Areas	Area Acres	Year	Constructed Features per Year per Area														
			Trail Construction (Feet)							Restoration (Acres)			Picnic Areas	Dog Park	Orchard	Play Area	General Amenity
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)
Zone E	7.57		0	3576	0	0	106	0	0	0	6.39	3.19	1	0	0	1	0
Area 30	2.31																
		Year 2		1956							2.31						
Area 31	3.25																
		Year 1										1.18					
		Year 2		1620							2.07		1				Parking Lot
Area 32	2.01																
		Year 1										2.01					
		Year 2					106				2.01					1	

ZONE E

PRELIMINARY TOTAL COST (SEE APPENDIX PAGE 50-51)

\$55,000

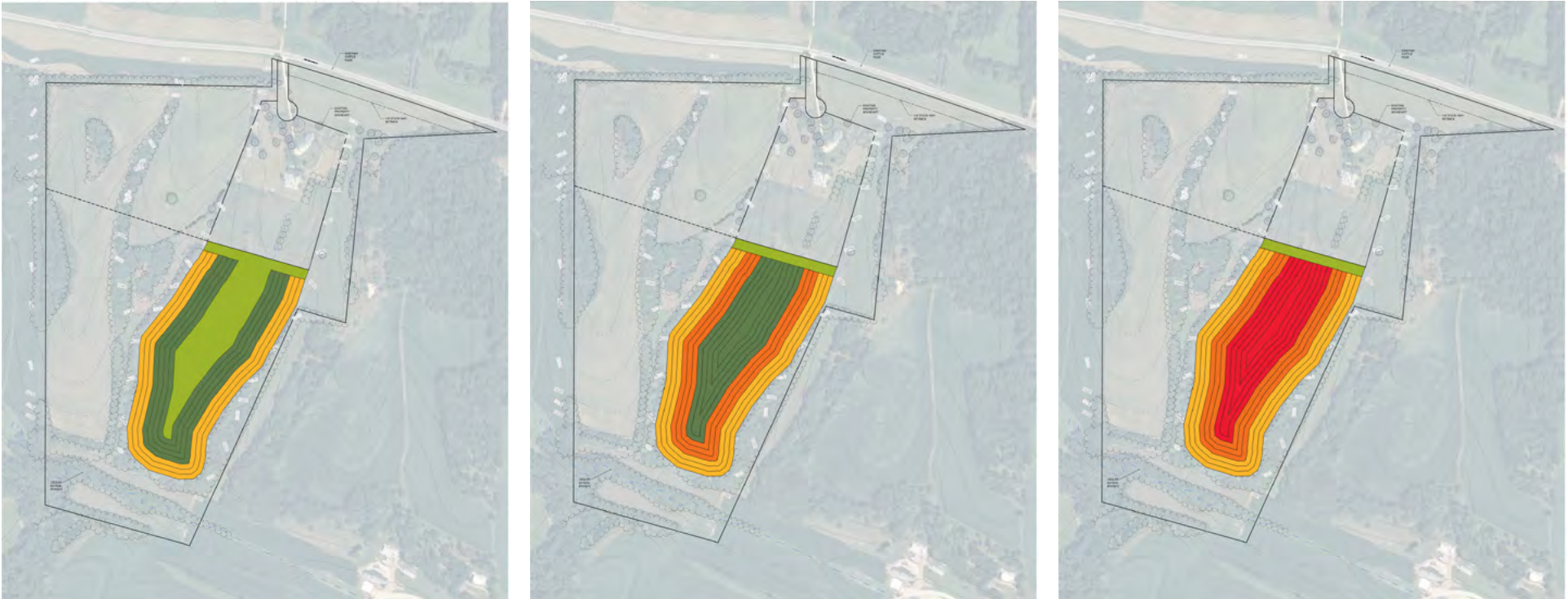









# Phasing Example

Regardless of which master plan concept is implemented, the phasing map below demonstrates the succession of agriculture to cover crop to prairie/oak savannah.

The Restoration Focus Group discussion resulted in a step-by-step approach to implementing the prairie. After the prairie restoration seed has been sown, a buckwheat cover crop will be sowed directly adjacent to it, between the establishing prairie and the agriculture field. This barrier will act as a temporary walking path, a remediation planting, and a buffer from herbicide drift. The farmer's equipment reaches 30' wide, so subsequently, each area of prairie will be in 30' wide increments.



-  Agriculture
-  Cover Crop
-  Year 1
-  Year 2
-  Year 3



Buckwheat Cover Crop



Prairie Adjacent to Agriculture



Prairie Adjacent to Agriculture



# Appendix

## TOFFLERS MEETING 1/26



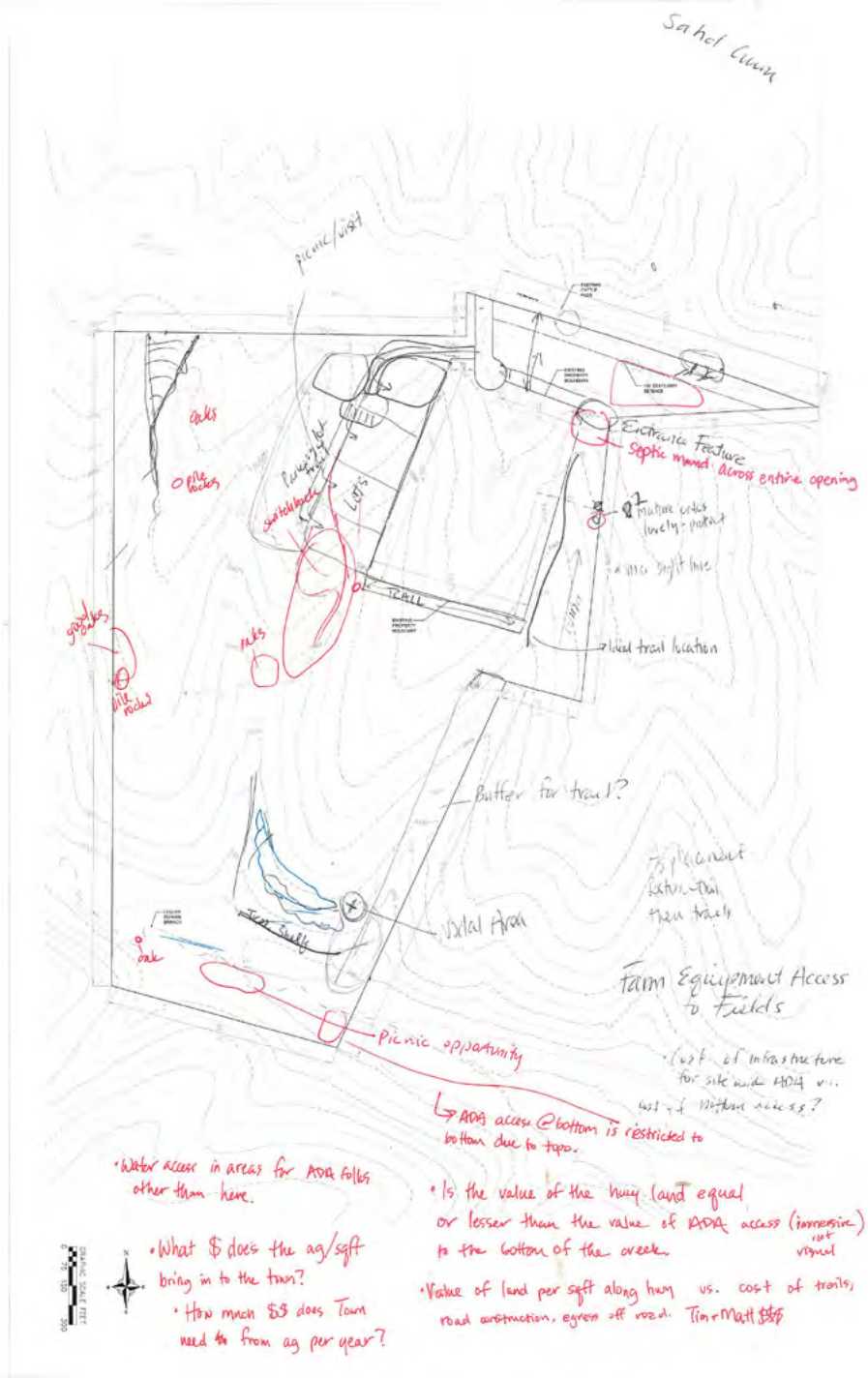
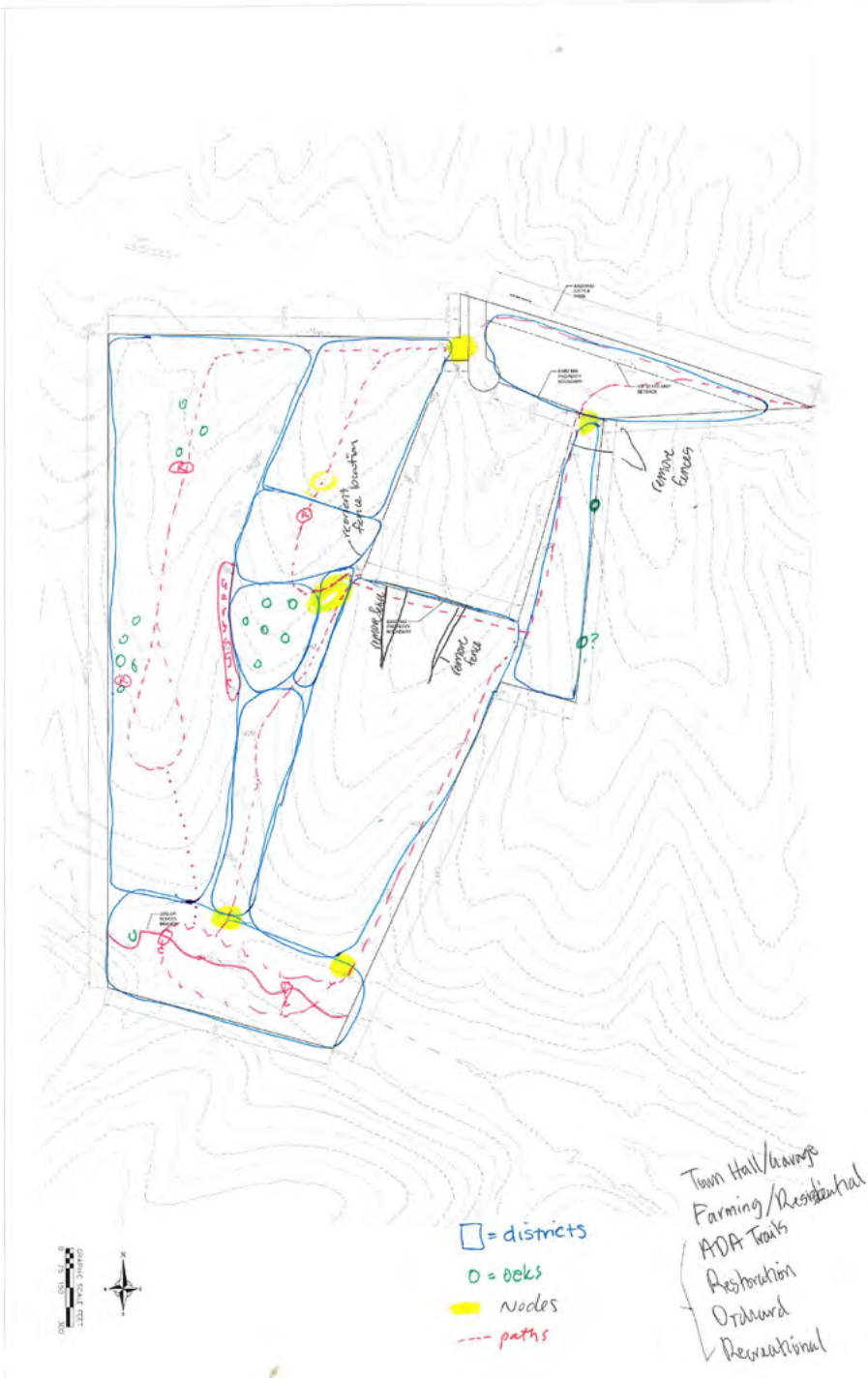
### MEETING AGENDA, NOTES, ACTION ITEMS

COMMITTEE / SUBJECT: Community Park Master Planning Process – Town of New Glarus		
MEETING DATE: January 26, 2024		
	NAME	CONTACT INFORMATION
ATTENDEES:		
	Olivia Stramara	<a href="mailto:ostr@vierbicher.com">ostr@vierbicher.com</a> – 920-253-8380
	Harry Pulliam	<a href="mailto:hfpulliam@gmail.com">hfpulliam@gmail.com</a> – 608-228-5439
	Jason Neton	<a href="mailto:jasonneton@gmail.com">jasonneton@gmail.com</a> – 608-636-5469
	Kelly Ruschman	<a href="mailto:kellyruschman@cloud.com">kellyruschman@cloud.com</a> – 414-491-0160
	Grace (Harry's Wife)	

- I. Process Diagrams
  - a. Review Master Planning Process diagrams
  - b. Review Community Input Night poster board
    - i. To be displayed at Community Input Night on a 24"x36" poster
- II. Mission Statement
  - a. Review mission statement on Community Input Night poster board
- III. Focus Group Invitation Letters
- IV. Meeting Schedule
  - a. Discuss meeting schedule for February
  - b. Focus Groups (1.5 max per group meeting)
  - c. Community Input Night (4 hour event)
  - d. Touchbase meeting prior to Community Input Night
- V. Action Items for next meeting or follow up:

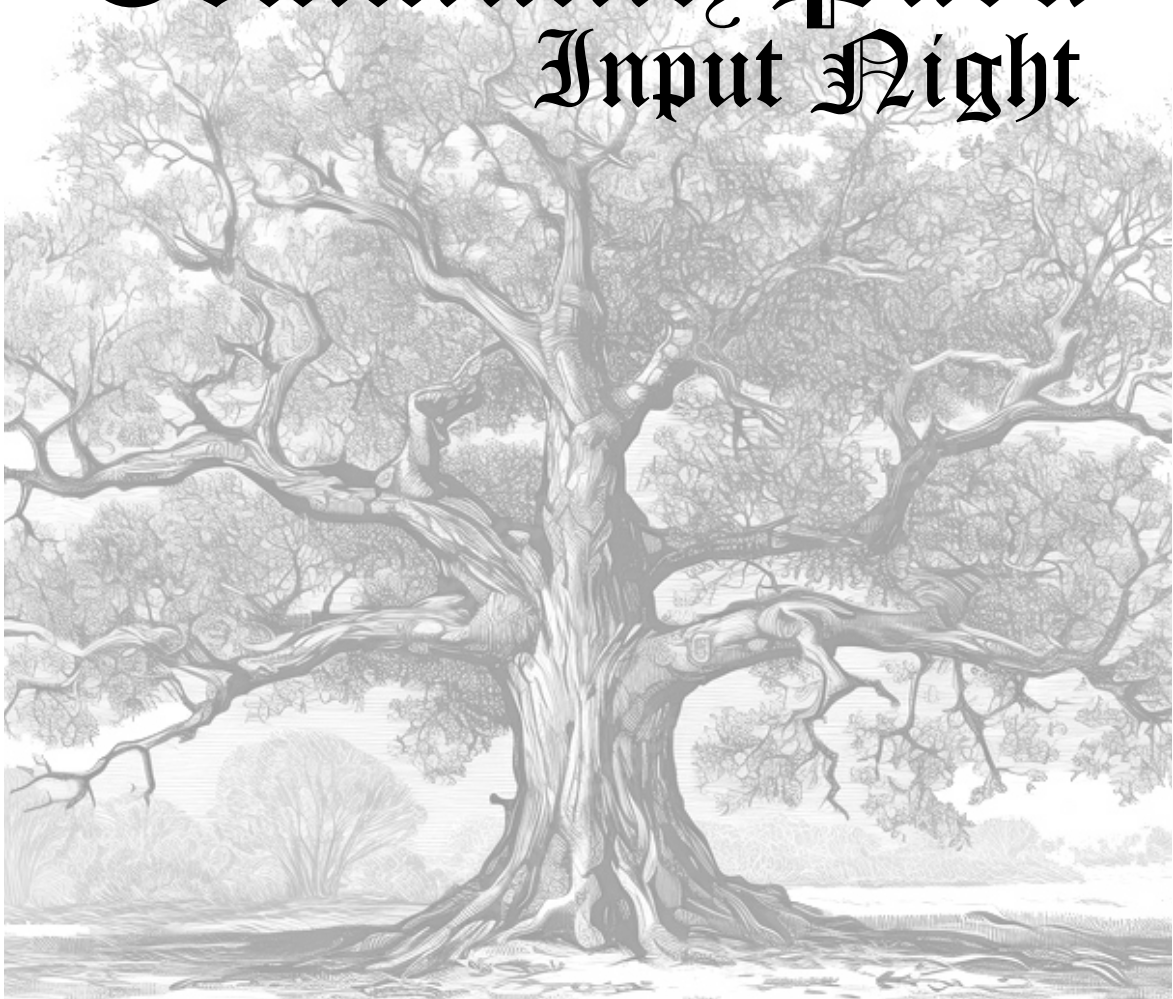
Action Items		
Item No.	Discussion Summary / Actionable Item	Action Owner
	Provide feedback on Mission Statement by _____	
	Provide availability to Olivia for Community Input Night by _____	
	Schedule Community Input Night with John Wright (Town Clerk) by _____	
	Provide town letterhead for focus group invitations by _____	
	Review Focus Group invitation letters and provide feedback by _____	
	Send out Focus Group invitation letters per group by _____	

## SITE INVENTORY DAY 2/6





New Glarus  
Community Park  
Input Night



New Glarus Town Hall, 26 5th Avenue, New Glarus, WI  
February 27th, 2024 | 5pm Doors | 6pm Event

Come learn about and provide your ideas, desires and opinions  
on the future community park off Hwy 39.

Visit <https://townofnewglarus.com> to take the online park  
survey or fill out a paper copy at the Town Hall.

NEWS LETTER BLURB 2/12

Subsequently, the Town closed on the purchase of the farm. In early summer, 2023, the Town sold the existing house, barn and 12 acres. The proceeds of this sale are being used as reserves and earmarked for the Town garage construction. In the spring, 2023 the Town applied for a Knowles-Nelson Stewardship Grant for the purchase of the park, but we were ranked 3rd and only 2 projects were funded. Consequently, the Town is exploring the option of selling off a couple of residential lots to help fund the construction of the Town garage.

The Town has hired our town engineer/planning firm to help plan where to locate the Town garage, and potential future Town hall, on the property. Once this is determined, a road and parking area will be constructed. We anticipate this to happen this summer.



At the request of the Town Park Commission, the Town also hired our town planner to work on a master park plan. This master plan will guide the location, and timing, of various improvements to the park property. Potential uses that have been suggested are hiking trails, prairie land, a community orchard, a community garden, pickleball courts, a picnic area and so forth. The master plan will also identify the location of the residential lots which may be sold. The planning process includes public meetings and your input to this planning is encouraged. **The Community Input Meeting is scheduled for Tuesday, February 27<sup>th</sup> at 6:00 PM at the Town Hall.** You can always consult the Town website for notice of when these meetings are scheduled.



# Appendix

## PARKS COMMISSION MEETING 2/21

**TOWN OF NEW GLARUS  
PARK COMMISSION MEETING  
21 February 2024, 6:00 PM AGENDA**

NOTICE IS HEREBY GIVEN that the Town of New Glarus Park Commission, County of Green, will conduct a meeting for the transaction of business as is by law required permitted at such meeting as follows:

**LOCATION:** New Glarus Town Hall  
26 5th Avenue  
New Glarus, WI 53574

Zoom Link: <https://us06web.zoom.us/j/82333398569?pwd=ZlZGSRFiyRkAgg2UzQUMGJlX6p7cEhE3.1>

Meeting ID: 823 3339 8569      Passcode: 995795      Dial by your location: 312 626 6799

1. Call to Order
2. Proof of Posting
3. Approve Minutes from January 17, 2024
4. Public Comments
5. Introduce Olivia Stumara and Elliot Gore of Vierbicher
6. Presentation on Agenda for February 27, 2024, Community Input Night – Olivia and Elliot
7. Update on Focus Group Invitations and Advertising for Community Input Night
8. Consider Recommendation to Town Board to Amend Chapter 204 Town Commissions and Boards, Park Commission, to Allow Town Staff to Take Minutes Rather than an Elected Secretary
9. Consider and Possibly Approve Refreshments for Community Input Night and Focus Group Meetings
10. Restoration Committee Report from February 14, 2024, Town Board Meeting
11. Consider Possible Updates to Restoration Plan for New Town Park
12. Update on Fall Tree Sale Customer Orders
13. Update on Basements for Trail Along Hwy 39
14. Establish Committee to Study Signage for New Town Park
15. Establish Committee to Study Potential DNR Grant Opportunities per Email from Cheryl Housley
16. Discuss and Possibly Approve Proposed 2024 Park Commission Budget, to Include Funding for Newspaper Insert to Advertise Community Input Night and Refreshments for Community Input Night and Focus Group Meetings
17. Plan to Schedule April 17, 2024, Park Commission Meeting for 4:30 p.m., Due to Town's Annual Meeting Being at 6 p.m.
18. Schedule Next Meeting, March 20, 2024, at 6:00 PM
19. Adjourn

Posted: 2.14.2024

New Glarus Town Hall	Harry Pulliam, Chair
New Glarus Garage	New Glarus Park Commission
New Glarus Post Office	
<a href="https://townofnewglarus.com/">https://townofnewglarus.com/</a>	John Wright, Clerk-Treasurer

Pursuant to applicable law, notice is hereby given that a quorum or a majority of the New Glarus Town Board or Plan Commission Members may attend this meeting. Information presented at this meeting may help form the rationale behind future actions that may be taken by the Town of New Glarus Board. Persons requiring additional services to participate in a public meeting may contact the Town Clerk for assistance at 527-2390.

P.O. Box 448 - 28 5<sup>th</sup> Avenue - New Glarus, WI 53574-0448 - Phone 608/527-2390  
<https://townofnewglarus.com>

Parks Commission - New Alamos Meeting 2/21/24

Next Meeting - March 20, 2024 @ 6pm

- Has the survey been sent out via friends of the park email? NO send out - class
- Change "voting" to suggesting idea  
"recommending ideas" - language
- Send community survey update to the Parks Commission
- Blue painters tape to hang activity 2
- Add language talking about ADA w/ trails on prompt Activity 3
- ~~Also~~ omit voting from event schedule
- Check in sheet - name, municipality, email }  
- Friends of Park Sign Up Sheet ← }
- Email Harry materials provided at meeting  
→ focus on group questions
- Restoration layout similar to Rose Bar + family plans
- Flower bed/garden @ entrance
- Mona Sue, Mark P. - signage for park committee
- Decided to wait on grant applications - Grant committee  
- "having plans will make them more competitive" ~~and~~
- April 17, Parks Commission @ 4:30pm

## COMMUNITY INPUT MEETING 2/27

# New Glarus Community Input Night

## Event Schedule

February 27th, 2024

5pm	Mingle and self-guided review of maps & materials
6pm	Introductions and opening message
6:30pm - 7:15pm	Activity 1: Brainstorming (Idea Generation)
7:30pm-8:00pm	Activity 2: Visualizing (Drawing/Writing)
8:15pm - 8:45pm	Activity 3: Discussing
8:45pm - 9:00pm	Closing Remarks/Q&A





COMMUNITY INPUT NIGHT

February 27th, 2024

WHAT IS COMMUNITY INPUT NIGHT?

Community Input Night is an event between the Town of New Glarus and community members with the purpose of providing a space for opinions, beliefs and concerns to be heard about the design and future planning. This event is part of the second stage of the master planning process and will aid in the planning and design decisions made in Stage 3.

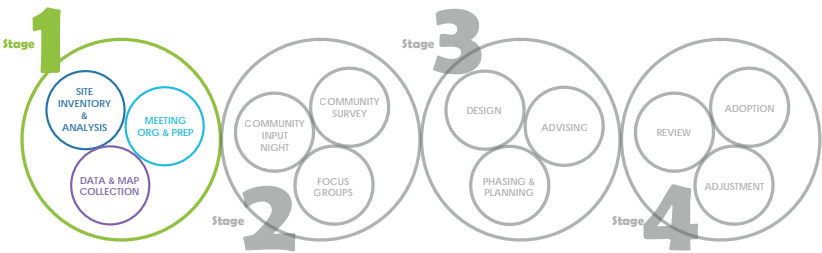
MISSION STATEMENT OF COMMUNITY INPUT NIGHT

To identify the values, desires, beliefs and opinions of the community for the purpose of influencing the recreation opportunities and site uses of the Community Park Master Plan.

THE MASTER PLANNING PROCESS

STAGE ONE

Jan-Feb 2024



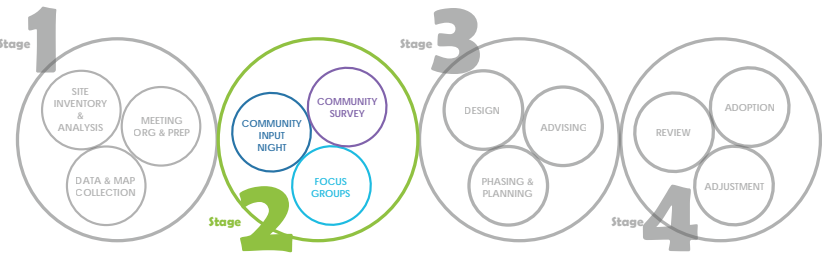
**Site Inventory and Analysis:**  
Documentation of natural and built features through a combination of on-site and online research. Discoveries are used to create project base maps presented to community members at Stage 2. They are also used to assess and evaluate design choices in Stage 3.

**Meeting Org & Prep:**  
Preparation for community and focus group meetings. Establishment of fundamental project information as well as the project timeline, meeting dates and deadlines to produce a cadence of deliverables to move the project to Stage 4.

**Data and Map Collection:**  
Maps and databases created through online research, on-site inventory and conversations with stakeholders and community members. Maps and data will provide framework for Community Input Night and conceptual designs at Stage 3.

STAGE TWO

Feb-March 2024



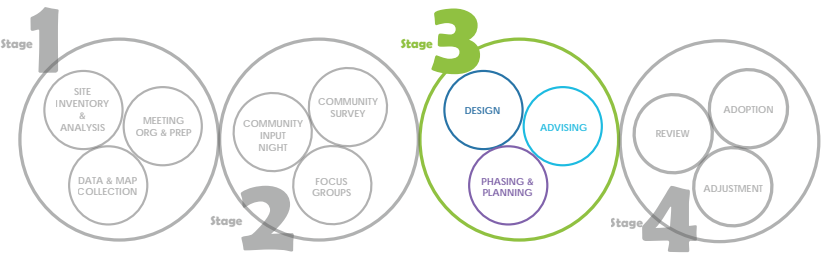
**Town of New Glarus Community Input Night:**  
An in person community event held to engage community members in the design process and to solicit their opinions, concerns and personal desires for the Community Park.

**Focus Groups:**  
A group of people assembled to participate in a guided discussion regarding specific group topics (5-10 people).  
**Focus Groups for the Community Park:**  
1. Orchard Group  
2. Community Recreation Group  
3. Prairie Restoration Group  
4. Trails & Accessibility Group

**Community Survey:**  
An online survey published to solicit opinions, feedback, interests, concerns and desires of community members regarding the Community Park.; specifically provided for people unable to attend the Community Input Night event.

STAGE THREE

March-June 2024



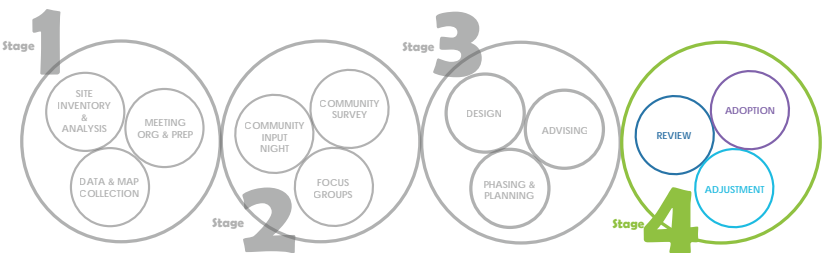
**Design:**  
A plan which considers all inventory and data gathered in Stage 1 and 2. The design guides the future location of buildings, parking locations and other facilities and incorporates research data regarding recreational opportunities, topography, land cover, watershed and roadway connectivity.

**Advising:**  
Guidance on the logistics, feasibility and capital improvement costs of implementing the design from professional landscape architects, planners and engineers who consider all information gathered in Stage 1 and 2.

**Phasing and Planning:**  
The strategic implementation of the design for the purpose of managing costs, processes, risk and time to ensure project success.

STAGE FOUR

June-July 2024



**Review:**  
Review of the Master Plan by the Town of New Glarus Parks Commission and Town Board allows for critique and feedback on the design. It also provides an opportunity to discuss phasing and planning prepared before the project moves to adoption.

**Adjustment:**  
After review, adjustments will be made for the purpose of correcting errors, altering design decisions and/or editing phasing, cost improvements and planning projections.

**Adoption:**  
Approval of the project design, phasing and implementation plan by the Town of New Glarus Parks Commission and Town Board.

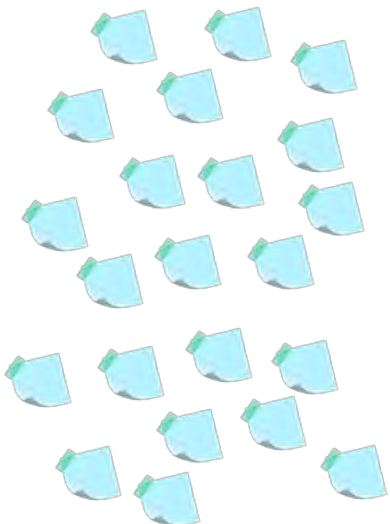


COMMUNITY INPUT NIGHT ACTIVITIES

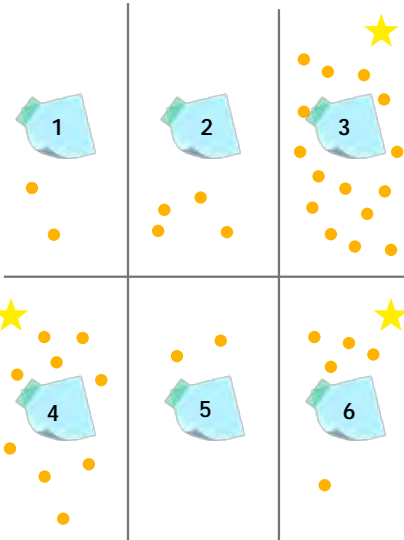
ACTIVITY 1

ROUND 1 - IDEA GENERATION      ROUND 2 - REFINING IDEAS      ROUND 3 - FINAL SUGGESTIONS


Community members will write down one idea per post-it note and place it on the idea generation board. Write as many ideas as you have. Post-its will be tallied for recurring ideas at the end of the round. The top 4-6 recurring ideas will move on to the second round. If a tie occurs, it will be broken by a verbal vote.




Community members will place a sticker by the top three ideas they'd like to support in this round of elimination.



The top three winners from the refining round will be recorded and used in future planning and design discussions.



**vierbicher**  
planners | engineers | advisors



**Activity Three - Discussion**  
*In groups of 3 or 4, discuss the following questions and write a brief summary of what was discussed on the back of this prompt:*

**Q1:** Of the park activities presented today, are there any that seem to require a higher level of regular maintenance and/or funding?

**Q2:** What park activities does your discussion group find worthy of extensive funding and planning efforts for the benefit of future generations? Your opinions may differ, that's okay. Discuss and write them all.



**Activity Three - Discussion**  
*In groups of 3 or 4, discuss the following questions and write a brief summary of what was discussed on the back of this prompt:*

**Q1:** Much enthusiasm has circulated regarding restoring a majority of the current agriculture land. What does your discussion group know about prescribed burning as a ecological management method?

**Q2:** Are there any members of your discussion group who are new to the concept?



**Activity Three - Discussion**  
*In groups of 3 or 4, discuss the following questions and write a brief summary of what was discussed on the back of this prompt. Use the provided map to show key points of discussion:*

Trail accessibility will be a large focus of the master plan. Discuss what an immersive hiking experience through the park may look like for able-bodied and disabled visitors.

What signage might you find along trails? Will you travel through woods, open areas or both? Are there different trail difficulty levels? Where might the trails lead to? Where are the lookout points?



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planners | engineers | advisors



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Activity Two - Visualizing. Draw or write your vision that reflects the statement below

I ENVISION THE PARK TO BE...

Activity Two - Visualizing. Draw or write your vision that reflects the statement below

I ENVISION THE PARK TO HAVE...



# Appendix - Focus Group Meeting Attendance

## FOCUS GROUP TRAILS & ACCESSIBILITY 3/5

TRAILS & ACCESSIBILITY SIGN IN 3/5/24	
NAME /AFFILIATION	EMAIL
Maryanne Demichea, town resident	maodemichea@gmail.com
<del>Harry Pulliam</del>	<del>HPULLIAM@gmail.com</del>
Ashley Haffner	richhaff@yahoo
Kam Wigdal	wigdalK@gmail
BEN NEFF	ben.neff@me.com
FRANK GRENZOW	deerhollow@tds.net
Lee UNWIN	lee24hours@yahoo.com
Dennis Haak / NG-M Cross Country	dennis.haak@ngsd.k12.wi.us

## FOCUS GROUP 2 RESTORATION 3/5

RECREATION Focus Group SIGN IN	
NAME	
JASON NETON	
Ellyott Boel	
Ashley Haffner	
Bob Elkins	
Jesse Donahue	
Chris Coon	
Mark Pernitz	
Damion Babler	
Harry Pulliam	
Matt Belknap	

## FOCUS GROUP 3 RECREATION 3/7

RESTORATION SIGN IN 3/5/24	
NAME/AFFILIATION	
Jasmine Wyant /upper Sugar River Watershed Ass.	
Todd Argall	
Mike Davis TPE	
JASON NETON	
FRANK (TRAILS GROUP)	
MARK PERNITZ	
HARRY PULLIAM	
CHRIS NARVESON	
Lula Miller	
Grace McLaughlin TNG	
Chris Narveson	

## FOCUS GROUP 4 ORCHARD 3/7

ORCHARD Focus Group SIGN IN email: 3/7/24	
Bob Elkins	
Mark Pernitz	
Harry Pulliam	
Ashley Haffner	
Damion Babler	outadabox2bee@yahoo.com
Shehnaz Shahidain	
Mike Zwick	zwickmg@gmail.com
Erin Emery	
Madelene Kuhn	



# Appendix - Master Plan Option A

## Preliminary Cost Analysis

Restoration Areas	Area Acres	Year	Constructed Features per Year per Area															Construction Budget†																			
			Trail Construction (feet)					Restoration (Acres)			Picnic Areas (Each)	Dog Park (Sq Ft.)	Orchard (Acres)	Play Area (Each)	General Amenity (Each)	Trail Construction (\$ / Foot)					Restoration (\$ / Acre)			Picnic Areas (Allowance)	Dog Park (per sq. ft)	Orchard (per acre)	Play Area (Allowance)	General Amenity (Allowance)	Construction Cost per Phase and Area								
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Cover Crop Seed	Rest. Seed	Woodland																											
Zone A			21.90	0	5749	0	1395	0	0	2	19	22	7	3	0	0	1	1	\$0	\$29,200	\$0	\$7,000	\$5	\$20	\$5	\$40	\$5	\$500	\$23,400	\$32,400	\$10,400	\$13,500	\$0	\$0	\$5,000	\$16,000	\$137,400
	Area 1	0.45	Year 1									0.45					Rel / Parking Lot																		\$16,000		
	Area 2	4.55																																		\$21,900	
		Year 1									4.55																										
		Year 2						556																													
	Area 3	2.01																																		\$10,100	
		Year 2									2.01																										
		Year 3																																			
	Area 4	2.63																																		\$10,900	
		Year 3									2.63																										
		Year 4										2.63	2.63																								
	Area 5	2.05																																		\$9,050	
		Year 4									2.05																										
		Year 5										2.05	2.05																								
	Area 6	1.63																																		\$7,800	
		Year 5									1.63																										
		Year 6										1.63	1.63																								
	Area 7	2.31																																		\$11,100	
		Year 6																																			
		Year 7						839					2.31																								
	Area 8	1.53																																		\$9,250	
		Year 7									1.53																										
		Year 8										1.53	1.53																								
	Area 9	1.31																																		\$8,700	
		Year 8																																			
		Year 9						1027				1.31																									
		Year 10																																			
	Area 10	1.13																																		\$31,900	
		Year 9									1.13																										
		Year 10										1.13	1.13																								
	Area 11	2.30																																		\$20,600	
		Year 10									2.30																										
		Year 11										2.30	2.30				1																				
			Constructed Features per Year per Area															Construction Budget†																			
Restoration Areas	Area Acres	Year	Trail Construction (feet)					Restoration (Acres)			Picnic Areas (Each)	Dog Park (Sq Ft.)	Orchard (Acres)	Play Area (Each)	General Amenity (Each)	Trail Construction (\$ / Foot)					Restoration (\$ / Acre)			Picnic Areas (Allowance)	Dog Park (Allowance)	Orchard (Allowance)	Play Area (Allowance)	General Amenity (Allowance)	Construction Cost per Phase and Area								
			Paved	Mowed	Limestone	Woodland (Dirt)	Boardwalk	Cover Crop Seed	Rest. Seed	Woodland																											
Zone B			20.43	400	3057	557	0	0	2	0	20	10	0	0	2	\$14,000	\$15,500	\$11,200	\$0	\$0	\$0	\$0	\$5	\$20	\$5	\$40	\$5	\$500	\$29,900	\$15,200	\$0	\$0	\$6,000	\$0	\$16,000	\$107,800	
	Area 12	2.66	Year 1								2.66																								\$3,900		
	Area 13	0.74																																		\$12,600	
		Year 2																																			
		Year 2									0.74																										
	Area 14	2.65																																		\$27,800	
		Year 1																																			
		Year 2																																			
		Year 3																																		\$10,000	
	Area 15	3.96																																		\$11,800	
		Year 5																																			
	Area 16	3.43																																		\$16,300	
		Year 6																																			



# Appendix - Master Plan Option A

## Preliminary Cost Analysis

			Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq Ft.)	(Acres)	(Each)	(Each)	Paved	Mowed	Limestone	Woodland	Boardwalk	Timber Stairs	Amenity (\$/var.)	Cover Crop	Rest. Seed	Woodland	(Allowance)	(Allowance) (\$/var.)	(per acre)	(Allowance)	(Allowance) (\$/var.)	Cost Per Phase and Area			
Zone C	27.41	0	6520	0	0	0	150	20	1	23	28	4	0	0	0	0	1	\$0	\$33,000	\$0	\$0	\$0	\$6,000	\$100	\$0	\$28,500	\$41,500	\$6,100	\$0	\$0	\$0	\$20,000	\$136,200			
Area 18	2.10			820						2.10	2.10								\$4,100							\$2,600	\$3,100						\$9,800			
		Year 1																																		
		Year 2							1																											
Area 19	1.75																																\$8,500			
		Year 2								1.75	1.75																									
		Year 3									1.75																									
Area 20	2.74																																\$9,500			
		Year 3																																		
		Year 4								2.74	2.74																									
Area 21	2.98																																\$14,900			
		Year 4																																		
		Year 5								2.98	2.98																									
Area 22	1.67																																\$7,000			
		Year 5								1.67	1.67																									
		Year 6									1.67																									
Area 23	2.68																																\$15,500			
		Year 6								2.68	2.68																									
		Year 7					150																													
Area 24	3.45																																\$13,200			
		Year 7																																		
		Year 8								3.45	3.45																									
Area 25	3.81																																\$15,400			
		Year 8																																		
		Year 9								3.81	3.81																									
Area 26	2.19																																\$28,100			
		Year 9								2.19	2.19																									
		Year 10									2.19																									
Area 27	4.04																																\$13,300			
		Year 10						20			4.86	4.04																								
Constructed Features per Year per Area																			Construction Budget*																	
Restoration Areas	Area Acres	Year	Trail Construction (feet)						Restoration (Acres)			Picnic Areas (Each)	Dog Park (Sq Ft.)	Orchard (Acres)	Play Area (Each)	General Amenity (Each)													Picnic Areas (Allowance)	Dog Park (Allowance) (\$/var.)	Orchard (Allowance) (per acre)	Play Area (Allowance) (\$/var.)	General Amenity (Allowance) (\$/var.)	Construction Cost Per Phase and Area		
			Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed						Paved	Mowed	Limestone	Woodland	Boardwalk	Timber Stairs	Amenity (\$/var.)	Cover Crop	Rest. Seed	Woodland										
Zone D	5.95	0	1114	100	0	0	0	0	0	6	6	0	0	0	0	1	\$0	\$5,600	\$2,000	\$0	\$0	\$0	\$0	\$0	\$7,200	\$8,800	\$0	\$0	\$25,000	\$0	\$0	\$15,000	\$63,700			
Area 28	2.77																																\$35,500			
		Year 1																																		
		Year 2		600										43560																						
Area 29	3.18																																\$28,200			
		Year 1																																		
		Year 2								3.18	3.18																									
		Year 3									3.18																									
Constructed Features per Year per Area																			Construction Budget*																	
Restoration Areas	Area Acres	Year	Trail Construction (feet)						Restoration (Acres)			Picnic Areas (Each)	Dog Park (Sq Ft.)	Orchard (Acres)	Play Area (Each)	General Amenity (Each)													Picnic Areas (Allowance)	Dog Park (Allowance) (\$/var.)	Orchard (Allowance) (per acre)	Play Area (Allowance) (\$/var.)	General Amenity (Allowance) (\$/var.)	Construction Cost Per Phase and Area		
			Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed						Paved	Mowed	Limestone	Woodland	Boardwalk	Timber Stairs	Amenity (\$/var.)	Cover Crop	Rest. Seed	Woodland										



# Appendix - Master Plan Option B

## Preliminary Cost Analysis

Restoration Areas	Area Acres	Year	Constructed Features per Year per Area															Construction Budget*																		
			Trail Construction (feet)						Restoration (Acres)			Picnic Areas (Each)	Dog Park (Sq Ft.)	Orchard (Acres)	Play Area (Each)		General Amenity (Each)	Trail Construction (\$ / Foot)						Restoration (\$ / Acre)			Picnic Areas (Allowance)	Dog Park (per sq ft)	Orchard (per acre)	Play Area (Allowance)	General Amenity (Allowance) (\$/ea.)	Construction Cost per Phase and Area				
			Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed				Woodland	\$0		\$5	\$20	\$5	\$40	\$5	\$500 (\$/ea.)	Cover Crop (\$1,200)	Rest. Seed (\$1,453)	Woodland (\$1,500)							\$4,500	\$1	\$4,000	\$5,000
Zone A	23.33	0	5684	0	1395	0	0	2	174768895	23.332948	4.1682966	1	0	0	0	1	\$0	\$28,800	\$0	\$7,000	\$0	\$40	\$0	\$500	\$21,400	\$34,400	\$6,300	\$4,500	\$0	\$0	\$16,000	\$118,900				
Area 1	3.54	Year 1								3.54						Rd / Parking Lot																\$16,000	\$21,200			
Area 2	1.86	Year 1																															\$15,100			
		Year 2								1.86	1.86	1.86	1												\$2,300	\$2,700	\$2,800	\$4,500								
Area 3	4.55	Year 2																															\$16,800			
		Year 3																																		
										4.55	4.55	4.55													\$5,500	\$6,700										
Area 4	2.01	Year 3								2.01																							\$9,300			
		Year 4									2.01														\$2,500	\$3,000										
Area 5	2.63	Year 4																															\$10,650			
		Year 5								2.63	2.63																									
Area 6	2.05	Year 5								2.05																							\$8,900			
		Year 6									2.05																									
Area 7	2.31	Year 6																															\$11,100			
		Year 7									2.31	2.31																								
Area 8	1.65	Year 7								1.65																							\$9,450			
		Year 8									1.65																									
Area 9	1.53	Year 8									1.53																						\$9,400			
		Year 9									1.53																									
Area 10	1.20	Year 9									1.20																						\$7,000			
		Year 10									1.20	1.20																								
Restoration Areas	Area Acres	Year	Constructed Features per Year per Area															Construction Budget*																		
			Trail Construction (feet)						Restoration (Acres)			Picnic Areas (Each)	Dog Park (Sq Ft.)	Orchard (Acres)	Play Area (Each)		General Amenity (Each)	Trail Construction (\$ / Foot)						Restoration (\$ / Acre)			Picnic Areas (Allowance)	Dog Park (per sq ft)	Orchard (per acre)	Play Area (Allowance)	General Amenity (Allowance) (\$/ea.)	Construction Cost per Phase and Area				
			Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed				Woodland	\$0		\$5	\$20	\$5	\$40	\$5	\$500 (\$/ea.)	Cover Crop (\$1,200)	Rest. Seed (\$1,453)	Woodland (\$1,500)							\$4,500	\$1	\$4,000	\$5,000
Zone B	18.05	0	2134	721	0	0	0	2	7946189164	18.050234	10.104045	0	0	1.5	0	2	\$0	\$10,800	\$5	\$14,500	\$0	\$40	\$0	\$500	\$9,600	\$26,400	\$15,300	\$0	\$0	\$0	\$10,500	\$93,100				
Area 11	0.96	Year 7								0.96																							\$15,500			
Area 12	4.25	Year 1																															\$17,600			
		Year 2								4.25	4.25																									
Area 13	3.70	Year 2																															\$19,150			
		Year 2								3.70																										
		Year 2									3.70																						\$250			
Area 14	2.64	Year 1																															\$28,050			
		Year 2																																		
		Year 3																															\$10,000			
Area 15	4.03	Year 5																															\$12,000			
Area 16	3.43	Year 6																															\$16,300			
Area 17																																				



# Appendix - Master Plan Option B

## Preliminary Cost Analysis

		Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)	Paved	Mowed	Limestone	Woodland	Boardwalk	Timber Stairs	Amenity (\$/var.)	Cover Crop	Rest. Seed	Woodland	(Allowance)	(Allowance) (\$/var.)	(per acre)	(Allowance)	(Allowance) (\$/var.)	Cost Per Phase and Area											
Zone C	27.41	0	6520	0	0	150	0	1	23.37	28.23	4.04	0	0	0	0	1	\$35	\$5	\$20	\$5	\$40	\$5	\$0	\$28,500	\$1,453	\$1,500	\$4,500	\$0	\$0	\$4,000	\$5,000	\$20,000	\$135,100										
Area 18	2.10																																\$9,800										
	Year 1																																										
	Year 2																																										
Area 19	1.75																																\$8,500										
	Year 2																																										
	Year 3																																										
Area 20	2.74																																\$9,500										
	Year 3																																										
Area 21	2.98																																\$14,900										
	Year 4																																										
Area 22	1.67																																\$7,000										
	Year 5																																										
Area 23	2.68																																\$15,500										
	Year 6																																										
Area 24	3.45																																\$13,200										
	Year 7																																										
Area 25	3.81																																\$15,400										
	Year 8																																										
Area 26	2.19																																\$28,100										
	Year 9																																										
Area 27	4.04																																\$13,200										
	Year 10																																										
Restoration Areas	Area Acres	Year	Trail Construction (feet)										Restoration (Acres)					Picnic Areas	Dog Park	Orchard	Play Area	General Amenity	Trail Construction (feet)										Restoration (Acres)					Picnic Areas	Dog Park	Orchard	Play Area	General Amenity	Construction Cost per Phase and Area
			Paved	Mowed	Limestone	Woodland (Dft)	Boardwalk	Timber Stairs	Amenity	Cover Crop Seed	Rest. Seed	Woodland	(Each)	(Sq. Ft.)	(Acres)	(Each)	(Each)	Paved	Mowed	Limestone	Woodland	Boardwalk	Timber Stairs	Amenity (\$/var.)	Cover Crop	Rest. Seed	Woodland	(Allowance)	(Allowance) (\$/var.)	(per acre)	(Allowance)	(Allowance) (\$/var.)											
Zone D	5.95	0	1114	100	0	0	0	0	5.95	5.95	0	0	0	43660	0	0	1	\$35	\$5	\$20	\$5	\$40	\$5	\$0	\$7,300	\$8,800	\$0	\$0	\$25,000	\$0	\$0	\$0	\$15,000	\$63,700									
Area 28	2.77																																\$35,500										
	Year 1																																										
	Year 2																																										
Area 29	3.18																																\$28,200										
	Year 1																																										
	Year 2																																										
Area 30	2.31																											</															