

## Guiding Principles for the Physical Development of Crispus Attucks Park Adopted May 2005

The development of Crispus Attucks Park into a true Community Oasis is an ongoing process and long-term effort. It took decades to turn what was once a concrete and asphalt courtyard into a partially landscaped green space. In the years to come we will strive to complete this transformation, creating a unified park with a coherent design that serves the local community. In spring of 2005, the community adopted a set of design principles to guide the ongoing development of the park as resources allow. These principles are outlined below.

### **A Park Built on Community**

- Crispus Attucks Park will be a community park.
- It will preserve and create green space within the urban landscape of Bloomingdale.
- It will promote community through a design that is welcoming of all residents and guests.
- It will provide space for community gatherings, programs, and partner organizations to enrich local residents' lives.
- The design will promote environmental and ecologic awareness.

### **A Park Creating Greenspace**

- Crispus Attucks Park will provide a horticultural and botanic sanctuary.
- The design will incorporate botanical specimens that already exist within the park.
- Specific landscape solutions will be consistent with and maintain the integrity of the Park's overall design.
- Landscape solutions will be hardy and drought tolerant for our climate zone.
- Park improvements will favor low-maintenance designs.
- The hardscape and softscape will be resilient to park activities.

### **A Park Filled with Positive Activity**

- The areas of the Park will create a unified whole that lends itself to a multitude of positive activities.
- The Park Master Plan will identify stages of development to guide a structured approach for funding and volunteer cooperation.
- The softscape and hardscape within a specified area will be designed to promote the activity desired for that area.
- The Park will provide areas specific to appropriate passive and active recreation for all ages, including the following:

#### **Area 1 (Sacred Space)**

- A space for reflection.
- This space will be insulated from other activities within the park.
- The space will promote a quiet, tranquil escape to reflect and appreciate nature.

#### **Area 2 (Great Lawn)**

- This space shall be designed for more active recreation.
- This large open green space shall provide an area for community events.
- It will be conducive to gathering larger groups of people and families.

#### Area 3 (Younger Children)

- This space will provide an area for younger children to interact with one another.
- This space shall provide an area for adults to supervise and monitor the children's activities.

#### Area 4 (Small Intimate Gathering Spaces)

- These areas may be interspersed among the larger, more prominent features of Areas 1, 2, and 3.
- Such spaces may include picnic areas, benches, raised flower beds, pathways, and covered spaces.

#### **A Park Based on Openness in Design**

- The design will minimize obstructions so as not to hinder the view into and through the park for safety.
- The design will minimize obstructions that might hinder the surrounding views of the city and neighborhood structures.
- The design will restrict unauthorized vehicular activity within the park.