
City of Dyersville
City Square Park – Concept Plan

December 2020



City Square Park – Program

- **Park Use / Activities**
 - 95% of the time the uses will be passive, 5% of the time activities & gatherings will take place.
- **Active Open Space**
 - Event Space with a comfortable capacity of 170 and a maximum capacity of 400.
- **Performance Venue**
 - Concerts, School Activities
- **Farmers Market**
 - Capacity of (12) 10 x 10 Tents along North side of 3rd Ave. SW.
- **Pedestrian Circulation**
 - Safe Street Crossings, Connections to downtown
- **Regulatory Compliance**
 - FEMA Flood Dollars were used to purchase properties, thus land use must be compliant with permitted uses (parks, open space).



City Square Park – Goals

- Serve as a destination park for large outdoor performance events.
- Flood resilient design.
- Create flexible space for multiple program uses
- Safely connect to adjacent schools, parks and downtown.
- Provide Ecosystem Services Benefits
 - Pollinator Habitat
 - Flood Reduction
- Outdoor Learning Lab



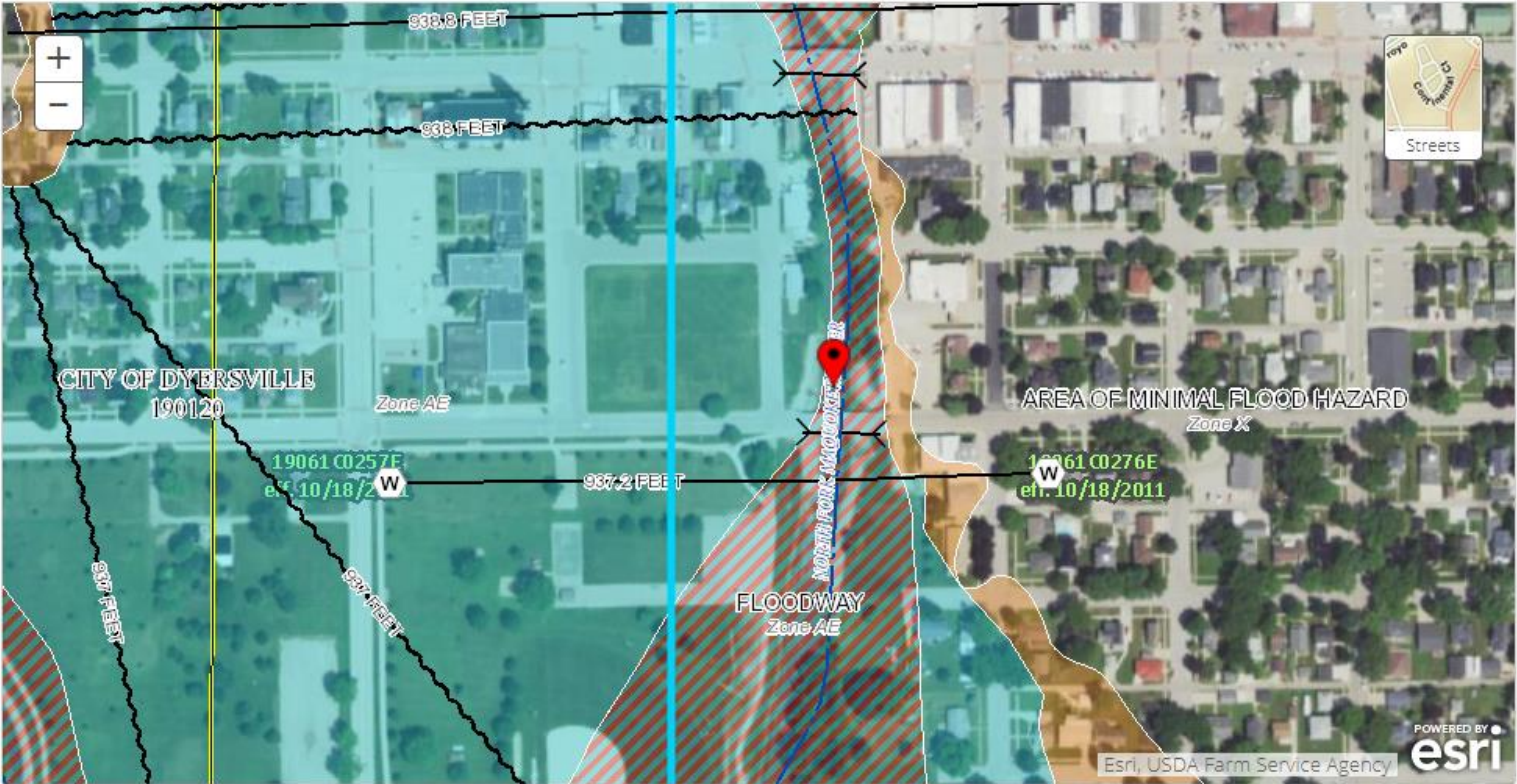


Background Information

Background Information – Existing Site (w/o recent streetscape enhancements)



Background Information – Flood Map



<p>PIN</p> <ul style="list-style-type: none"> Approximate location based on user input and does not represent an authoritative property location <p>MAP PANELS</p> <ul style="list-style-type: none"> Selected FloodMap Boundary Digital Data Available No Digital Data Available Unmapped <p>OTHER AREAS</p> <ul style="list-style-type: none"> Area of Minimal Flood Hazard Zone X Effective LOMRs Area of Undetermined Flood Hazard Zone D Otherwise Protected Area Coastal Barrier Resource System Area 	<p>SPECIAL FLOOD HAZARD AREAS</p> <ul style="list-style-type: none"> Without Base Flood Elevation (BFE) Zone A, V, A99 With BFE or Depth Regulatory Floodway Zone AE, AO, AH, VE, AR <p>OTHER AREAS OF FLOOD HAZARD</p> <ul style="list-style-type: none"> 0.2% Annual Chance Flood Hazard, Areas of 1% annual chance flood with average depth less than one foot or with drainage areas of less than one square mile Zone X Future Conditions 1% Annual Chance Flood Hazard Zone X Area with Reduced Flood Risk due to Levee. See Notes, Zone X Area with Flood Risk due to Levee Zone D 	<p>CROSS SECTIONS</p> <ul style="list-style-type: none"> 20.2 Cross Sections with 1% Annual Chance Water Surface Elevation 17.5 Cross Sections with 1% Annual Chance Water Surface Elevation Coastal Transect Base Flood Elevation Line (BFE) Limit of Study Jurisdiction Boundary Coastal Transect Baseline Profile Baseline Hydrographic Feature <p>OTHER FEATURES</p> <ul style="list-style-type: none"> Channel, Culvert, or Storm Sewer Levee, Dike, or Floodwall
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Background Information – Existing Design Considerations





Precedent Imagery

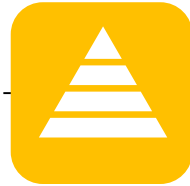
Precedent Imagery – Inspired by Baseball



Precedent Imagery - Program



THE MARKET
street frontage



PARK SHADE
structure



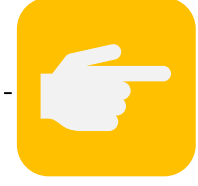
PLAYGROUND
active space



OPEN SPACE
active space



BUFFER ZONE
habitat & stormwater



WAYFINDING
connectivity

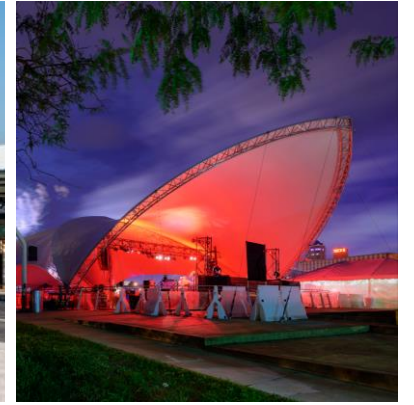
GOAL: Develop a central park space with flexible, adaptive programming opportunities for all.



Precedent Imagery – Design (The Market)



Precedent Imagery – Design (Shade Structure)



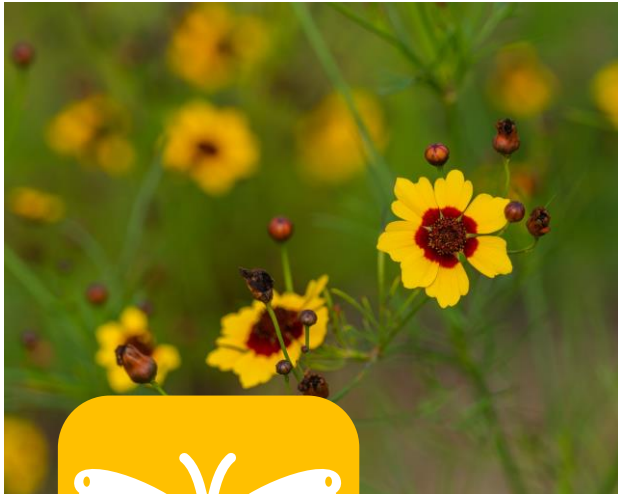
Precedent Imagery – Design (“The Infield” - Playground)



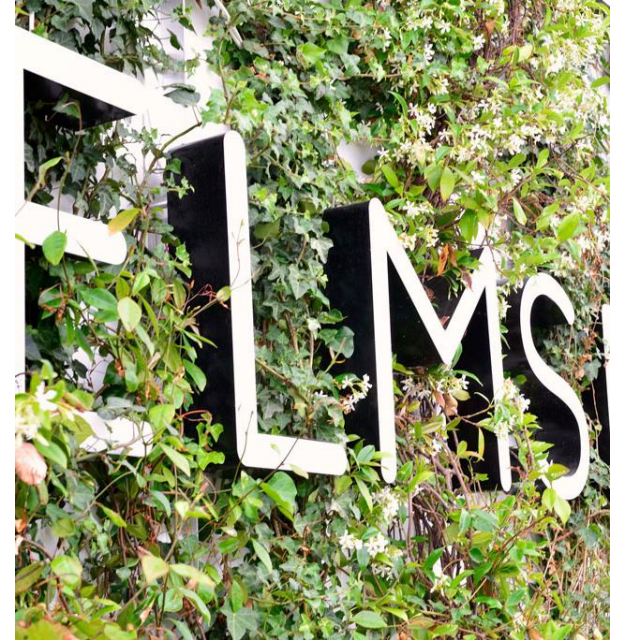
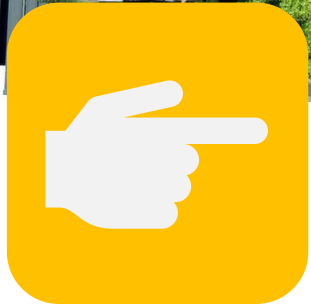
Precedent Imagery – Design (“The Outfield” - Great Lawn)



Precedent Imagery – Design (Stormwater & Habitat Buffer)



Precedent Imagery – Design (Entry Signage)





Site Program Diagram

Site Program



THE MARKET
street frontage



PARK SHADE
structure



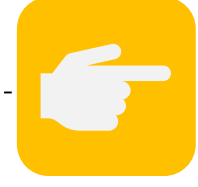
PLAYGROUND
active space



OPEN SPACE
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BUFFER ZONE
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WAYFINDING
connectivity



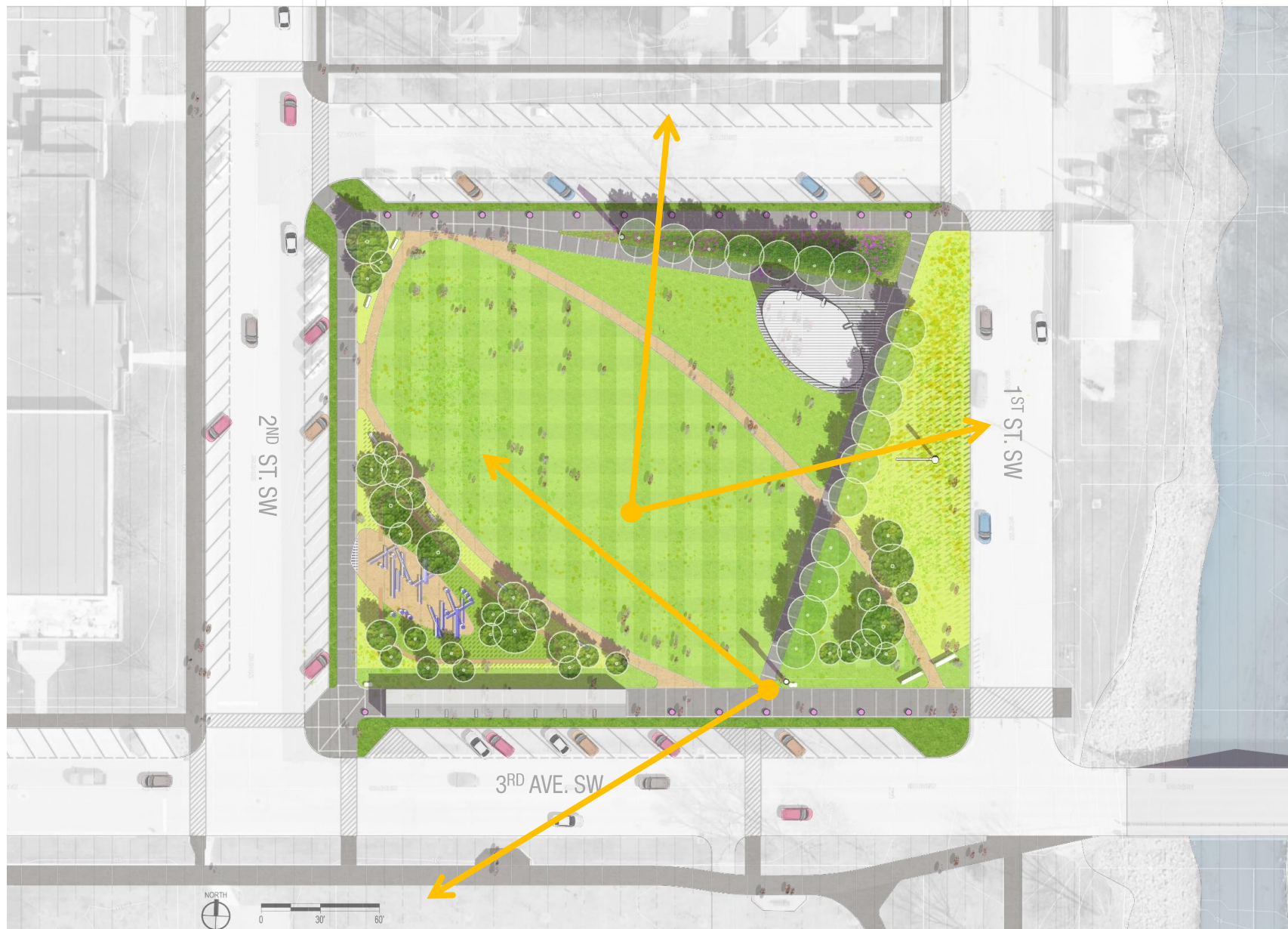
Site Program Diagram





Concept Plan

Site Concept Plan



Site Concept Plan (w/Labels)



SECONDARY PATH

PRIMARY SIDEWALK

SHADE STRUCTURE

BUFFER ZONE

SECONDARY PATH

STORMWATER "THE GROVE"

GREAT LAWN "THE OUTFIELD"

PLAYGROUND "THE INFIELD"

ENTRY SIGNAGE

THE MARKET (TENT AREA)





Concept Graphics



Looking northeast towards the performance stage; natural playscape shown in the foreground.





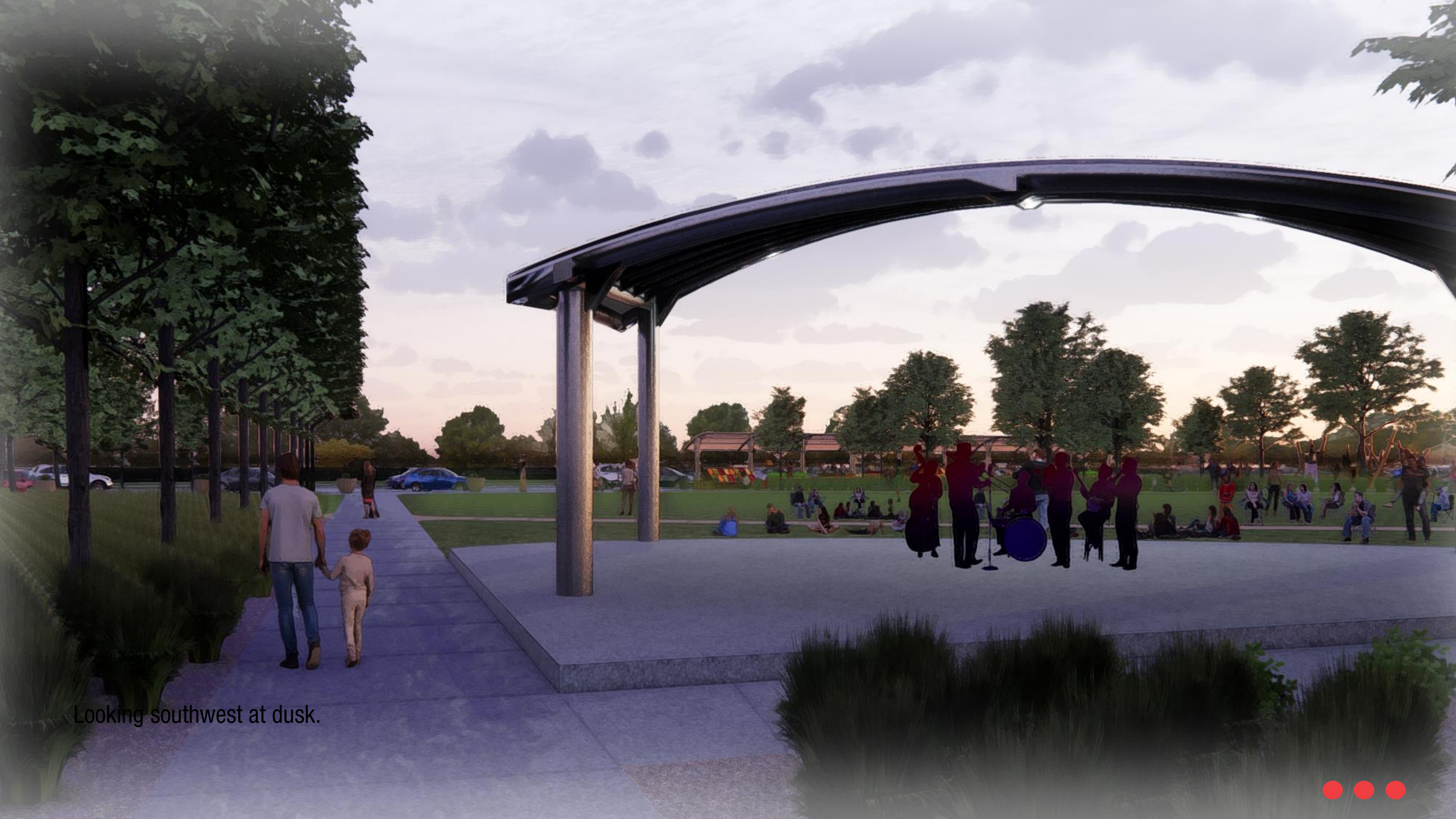
Looking west towards the farmer's market and natural playscape.





Looking northeast towards the performance stage at dusk.





Looking southwest at dusk.

