



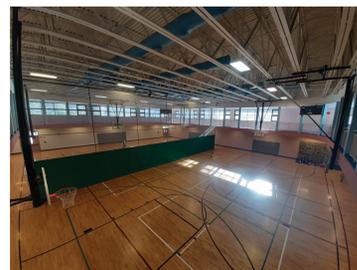
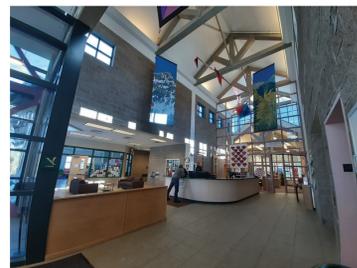
Gilpin County Community Center Campus Concept Plan

Mark Duffy & Rachel Nyhart | Gilpin County Parks and Recreation

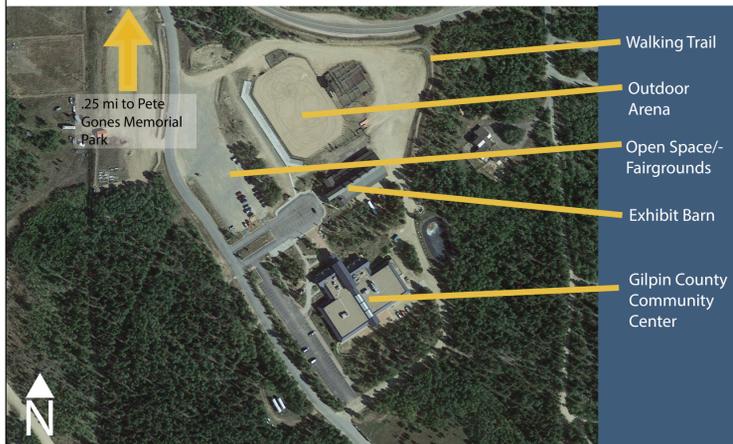
Introduction to the Site

Project Goals

- Optimize utilization of facility space and programming
- Enhance facilities and programming so that they meet the needs of all county residents



Gilpin County Community Center Campus



Gilpin County



The Concept Menu

Category	Item	Cost Estimate	Relevant Age Group	Goals Met
Outdoor Infrastructure	Enhanced Trails	\$-\$	All	
	Nature Playground	\$-\$	Children, Young adults	
	Ice Rink	\$\$\$	Children, Young adults, Adults	
	Dog Park	\$-\$	All	
	Skatepark	\$\$\$	Children, Young adults	
Outdoor Programming	Exhibit Barn Space	\$-\$\$\$	All	
	Outdoor Classroom	\$-\$\$\$	All	
	Interpretive Sign Boards	\$	All	
	Competitive and Community Events	\$	All	
Indoor Infrastructure	Barrel Sauna(s)	\$\$	Young Adults, Adults, Seniors	
	Climbing Wall	\$-\$\$\$	Children, Young adults, Adults	
Indoor Programming	Gear Rental	\$	Young adults, adults, seniors	
	Media	\$-\$	All	
General Suggestions	More Space	\$-\$\$\$	All	
	Move Fitness Room	\$-\$\$\$	All	
	Expand Hours	\$\$	All	

Menu Purpose

- Acknowledge the wide range of improvements commonly referenced by public engagement participants
- Provide Gilpin County with *flexibility* to improve the community center under a variety of circumstances
- Ensure that Gilpin County has *multiple* options for addressing each major aspect of the community center
- Highlight the qualities of each individual item

Public Engagement Toolkit

MOBILE MEETINGS & OPEN HOUSES



PARTICIPATORY BUDGETING



DESIGN CHARRETTE



POP-UP EVENTS (TACTICAL URBANISM)



SURVEYS (ONLINE & PRINT)



Public Engagement

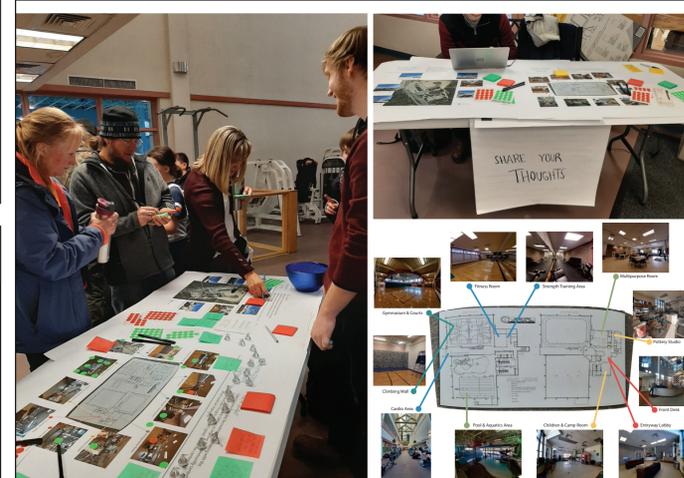
Engagement Activities

- Online survey
- Paper survey
- Interviews
- coloring pages
- Red Dot/Green Dot activities

Coloring Pages



Red Dot/Green Dot Activities



Menu Item Goals

Connect to Nature



A Space for All



Vision & Investment



Multiuse Spaces

