

MASTER PLAN

AUGUST 24, 2021





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CH₁ Executive Summary

Water's Edge: Why Are We Doing This?

Guiding Principles



PROACTIVELY MANAGE GROWTH

Peosta welcomes growth. Development should not happen sporadically or at the expense of direct transportation connections, public space, environmental adaptation, or high public costs relative to the public benefit. Contiguous and compact development helps create a character for Peosta as it grows while reducing the cost of extending infrastructure.



CREATE COMMUNITY CHARACTER

Peosta lacks a widespread and identifiable identity of the community. This is not to say that Peosta is not a great place to live; just that there are not indications or feelings of being in a community when traveling through Peosta. Peosta should have a distinct character in its transportation corridors, neighborhoods, parks, and commercial business areas. Peosta Forward! is a blueprint for creating this image gradually, by focusing on the most prominent entryways for visitors.



SUPPORT MOBILITY FOR ALL

People of Peosta want a transportation system that supports all age groups, abilities, and mode choices. Specific streets that connect destinations should adapt into vibrant corridors that accommodate pedestrians, bicyclists, public transit, and motorists with regional partnerships to solve gaps like transit and trail connections proactively.



ENCOURAGE COMMUNITY VARIETY

Peosta should be a place where everyone feels valued and part of the community. Variety means different but not competing qualities. Peosta Forward! will encourage and proactively seek ways to apply

policy fairly and invest in providing for everyone's needs, including but not limited to public safety, housing, recreation, arts, mental and physical health, and underserved communities.



BALANCE MARKET FORCES

Peosta is rapidly growing. Development proposals of all types will consistently be sent in during the short term.

Peosta should efficiently and equitably distribute resources to respond to market needs in a manner that respects the character and values of Peosta Forward! Public policies need to support legitimate market forces, and when appropriate, incentives to promote/ensure vibrant and high-character developments. External forces change, and Peosta Forward! must remain flexible to ensure it reflects market realities.



OUTDOORS FOR EVERYONE

The landscape favors Peosta to create a truly unique way to experience the outdoors. Developing areas and existing greenways will include ways to enhance park options, offer space for trail connections, protect existing natural features, and avoid short-term rewards with long-term costs to the environment.



LEAD COLLABORATIVELY

Land use decisions or changes to the plan will occur through a transparent process, with an opportunity for input from all citizens and affected entities, such as the county or school district. Creation and implementation of land use decisions should be shared responsibilities that promote quality living environments and efficient use of fiscal resources.



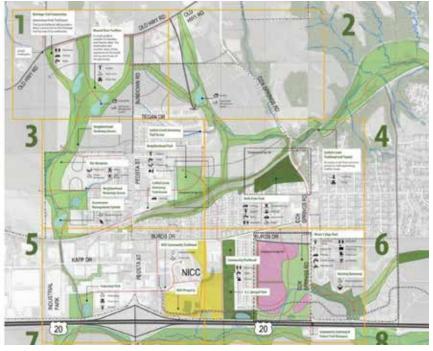
Water's Edge: Why Are We Doing This?

Comprehensive Plan

FUTURE LAND USE PLAN



PARKS & GREENWAY PLAN





Peosta Forward! describes the overall development intent for the site. These design guidelines under the PUD define the specific development regulations and character elements for implementation.



What Peosta Residents Like...

During the Comprehensive Planning Process, Peosta residents were asked for their feedback regarding park and community ammenities.

VISION

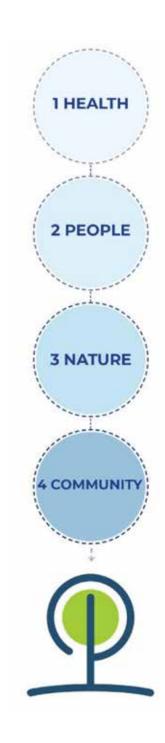
The City of Peosta will be a self-sustaining community of engaged leaders, providing a safe and productive environment for all residents and businesses, supported by an innovative City Council that is committed to growth and efficiently providing superior municipal services and quality of life amenities that promote the health, wellness, livelihood, and resiliency of Peosta and its residents.

PEOSTA FORWARD! GUIDING PRINCIPLES

The foundation of the plan lies in the values of the people that live in Peosta. The community vision and guiding principles capture these values. Several big ideas further define the principles in the context of the action items that Peosta *Forward!* presents for the future growth of Peosta.

COMMUNITY VISION

Leaders set the community vision in a 2018 goal-setting session. The vision aligns with the community voices in the Peosta *Forward!* planning process.





























Strategic Initiatives

The recently adopted comprehensive plan provides a road map for the Water's Edge Development. The following strategic initiatives are incorporated into the vision:

- A New Town Center. A place where Peosta residents can connect, shop, dine and be entertained, not unlike many other "Main Streets" in Iowa.
- 2. Home Attainability. The current median home price in Peosta is out of reach for many people, meaning there are people who work in the community who have to commute from elsewhere, and that young people growing up in Peosta may not have the opportunity to rent or buy a home there. The city needs diverse housing options, including varying lot sizes and multifamily housing as well as more traditional, largelot single family homes.

3. Parks, Trails and Greenways.

Clearly, a strong system of parks and recreational amenities is closely tied to community development. People want to live and work in places that offer good opportunities for relaxation and recreation—perhaps the most common theme from our work, most citizens see investments in these areas as a key contributor to improving the quality of life.







- 4. Connectivity. Peosta
 Forward! demonstrates
 a clear need to improve
 mobility and connectivity
 in and around Peosta, from
 sidewalks and vehicular
 connections to walking
 and bike trails interlaced
 through the community.
- 5. Willing Partners for Projects and Initiatives. A venture like Water's Edge Development will succeed if it truly contributes to the greater good of the region. Access and connectivity to other regional amenities and trails, ease of traffic circulation to and through the area, attention to watershed and stormwater management for the larger region: these aspects of Water's Edge all show Peosta's interest in boosting the entire region, beyond the borders of the city.
- **6. Industry Growth.** Industry growth in Peosta goes hand-in-hand with home attainability: industries will find Peosta a more attractive location if there are diverse options for industry workers to live in the community, rather than having to commute from elsewhere.

Zoning Districts

TOWN CENTER / MIXED USE

The Town Center is in the central portion of the 95-acre Water's Edge area, with its northern reach defined by an extension of Ulyana Drive, meeting up with an extension of Belo Drive. The area includes a roundabout "gateway" entry from the east portion. A central park that anchors the Town Center section, with a splash pad/skating rink, a performance space to allow for community festivals and open space that can be used for movies in the park, farmers markets, etc. Commercial buildings on east and west sides of the park: main street-type small shops and offices, with apartments above.

RESIDENTIAL

We want to keep more of Peosta's workforce in Peosta. To make that happen, the City needs a broad variety of housing options, at a broad variety of price points. The Development would include townhomes flanking the central area of Town Center, singlefamily homes along the perimeter and various types of multifamily housing (duplexes, small apartment buildings, townhomes) located throughout, providing entry-level price point opportunities for first-time home buyers and renters.

COMMERCIAL

There is good opportunity on the southeast portion of the 95-acre Water's Edge site for a hotel (with easy access and visibility from Highway 20), plus additional restaurant or retail space, adjacent to the southeast edge of the park.

PARKS

In addition to the Town Center park described above, the development includes the larger Water's Edge Park, a nature-filled area anchored by an 8-acre pond, providing opportunities for fishing, waterplay, swimming and other recreation. Water's Edge Park will give residents and visitors a place to escape to, practically in their own backyard



The regulations in this document have the same enforcement as other regulations in the Peosta Zoning Ordinance, as a conceptual development plan for the PUD District. A final site

plan is required to be submitted after the ordinance establishing the PUD District is passed and before development improvements are to be made (streets, permits, utilities, etc.)

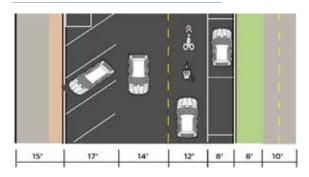


Mobility

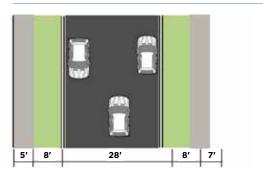
TRANSPORTATION + TRAFFIC!

Many individuals have voiced concerns regarding development impacts on vehicular traffic in Peosta. Considerations include added volume, speed, access to Highway 20, safe streets and pedestrian connectivity. As part of the Water's Edge Development Plan, significant consideration has been given to creating streets that efficiently move vehicles yet maintain a neighborhood feel – this includes added on- and off-street parking, traffic calming, bicycle facilities and connected sidewalks. As part of the Implementation phase, the City will be completing a traffic study to address the concerns comprehensively.

TOWN SQUARE STREET



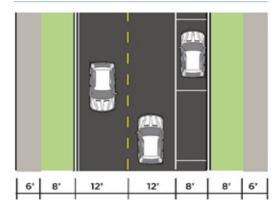
NEIGHBORHOOD GREEN STREET



THROUGH CONNECTOR

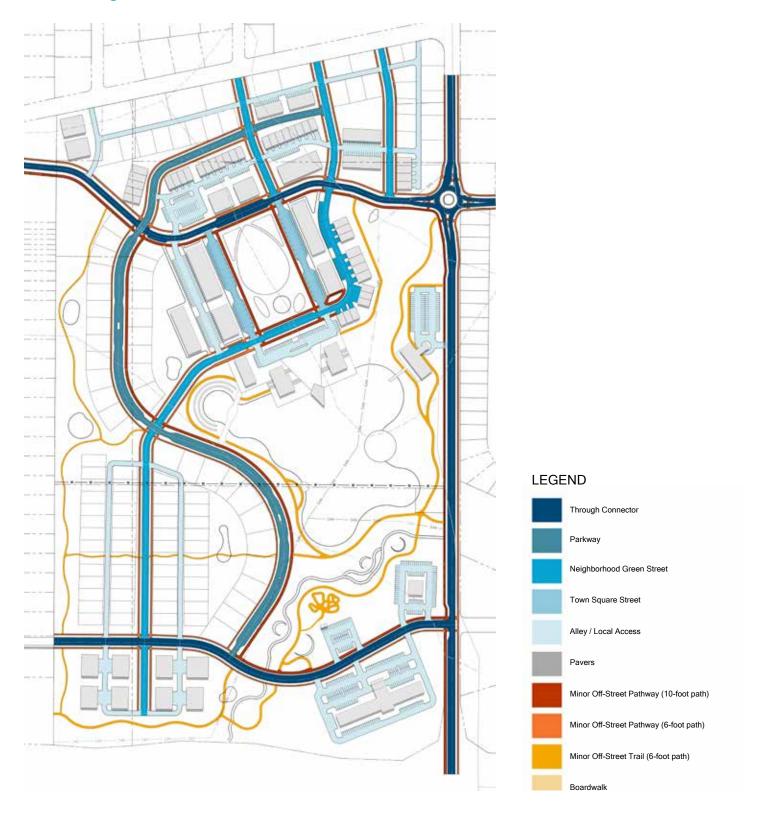


PARKWAY





Mobility Plan





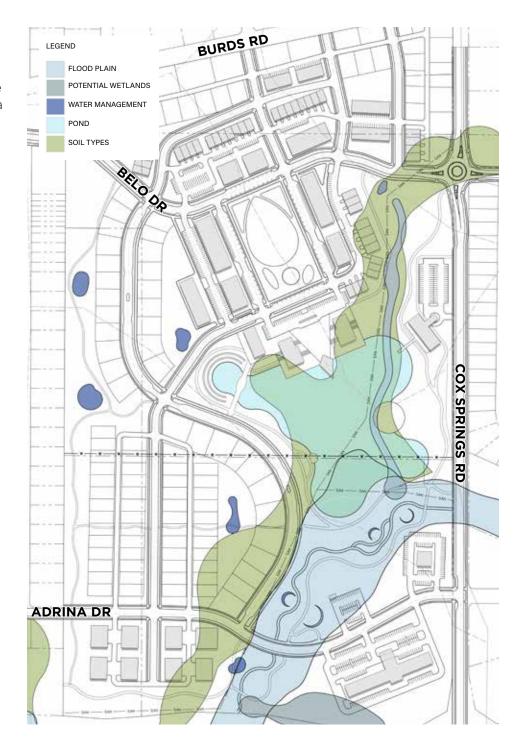
Natural Resources & Stewardship

STEWARDSHIP

The Water's Edge Development area is part of the Whitewater Creek Watershed. It drains into the North Fork of the Little Maguoketa River, heading southwest into the Maquoketa River. Approximately 1,000 acres of agriculture land drains through the site, with about 150 acres of suburban land that comes in from the north and drains into the site. A fundamental goal of this plan is to manage the watershed so there can be clean water at Water's Edge for recreational purposes. Since recreation is a major aspect of this Development, water stewardship plays a major role in planning.

FLOOD PLAIN

Approximately 10 of the development's 95 acres are in the flood plain. This presents an opportunity to demonstrate stewardship of natural resources and the restoration of the flood plan—respecting the space rather than misusing it. No commercial or residential development is planned in this area. It will be used for park amenities such as trails, a pump track, stream interaction opportunities and restoration of Whitewater Creek as it flows through the site.





Natural Resources & Stewardship



STORMWATER MANAGEMENT

There is potential to develop a series of constructed wetlands, infiltration areas and sediment capture areas for the development to provide a low-impact approach filtering pollutants (Phosphorous, Nitrogen and Bacteria) and slow runoff before water drains into the constructed wetland (Lake Peosta). Particular areas of consideration for stormwater management:

Stream restoration along Whitewater Creek, including "re-meandering" it within the flood plain, creating oxbows to develop habitat for natural resources to thrive.

Management of dog and goose waste. Bacteria from this waste, along with blowing and decomposing leaves that find their way into the sewer system, can elevate the levels of dangerous bacteria in the water—which in turn makes it unusable for swimming and other water recreation. For such water play, we need clean water with low levels of phosphorus and limited to no dangerous bacteria. Pet cleanup/waste stations can help, as can re-framing landscaping plans to make areas less attractive to geese (for instance, taller native plantings are often avoided by geese because they can hide predators.)



Neighborhood



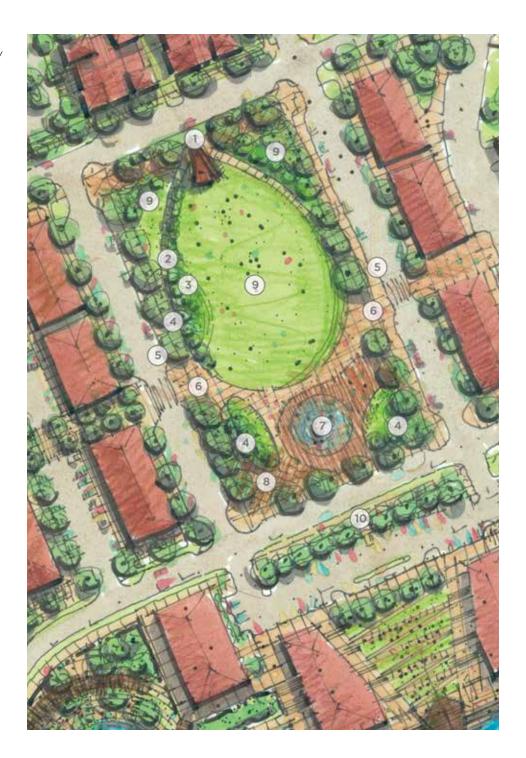




Town Square

A central park anchors the Town Center section, with a splash pad/ skating rink, a performance space to allow for community festivals and open space that can be used for movies in the park, farmers markets, etc.

- 1 Park Pavilion/Amphitheater
- 2 Natural Play
- 3 Berm/Planting
- 4 Rock Outcropping
- (5) Permeable Paving
- 6 Entry Plaza
- (7) Splash Pad/Ice Rink
- **8** Seating/Outdoor Dining
- Event Lawn
- 10 Pedestrian Connection





Town Square





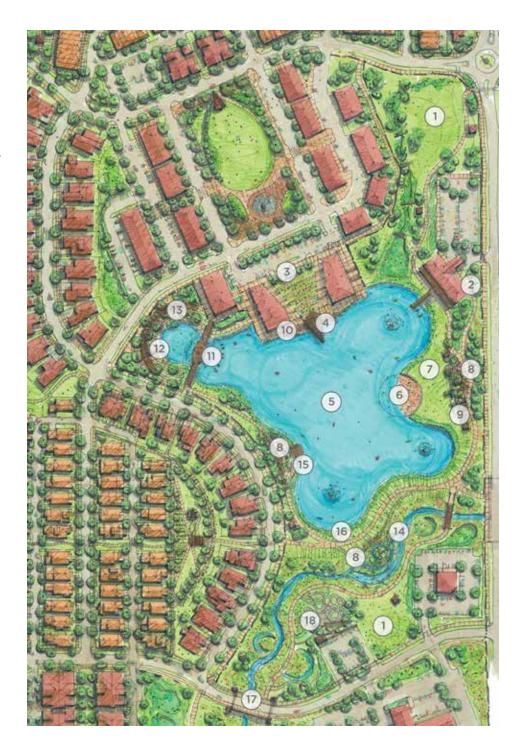




Water's Edge Park

The development also includes the larger Water's Edge Park, a nature-filled area anchored by an 8-acre pond, providing opportunities for fishing, waterplay, swimming and other recreation. Water's Edge Park will give residents and visitors a place to escape to, practically in their own backyard.

- 1 Sledding Hill
- 2 Park Pavilion/Kayak Rental
- **3** Grass Terrace
- (4) Shade Pavilion
- (5) Pond
- 6 Beach
- 7 Play Lawn
- 8 Rock Outcropping
- 9 Play Space
- 10 Water Promenade/Access
- 11 Waterfall Bridge
- **12** Stepped Water Terrace
- 13 Pergola
- 14 Natural Water Play
- (15) Fishing Dock
- (16) Pond Dam
- (17) Gateway Bridge
- (18) Pump Track





Water's Edge Park



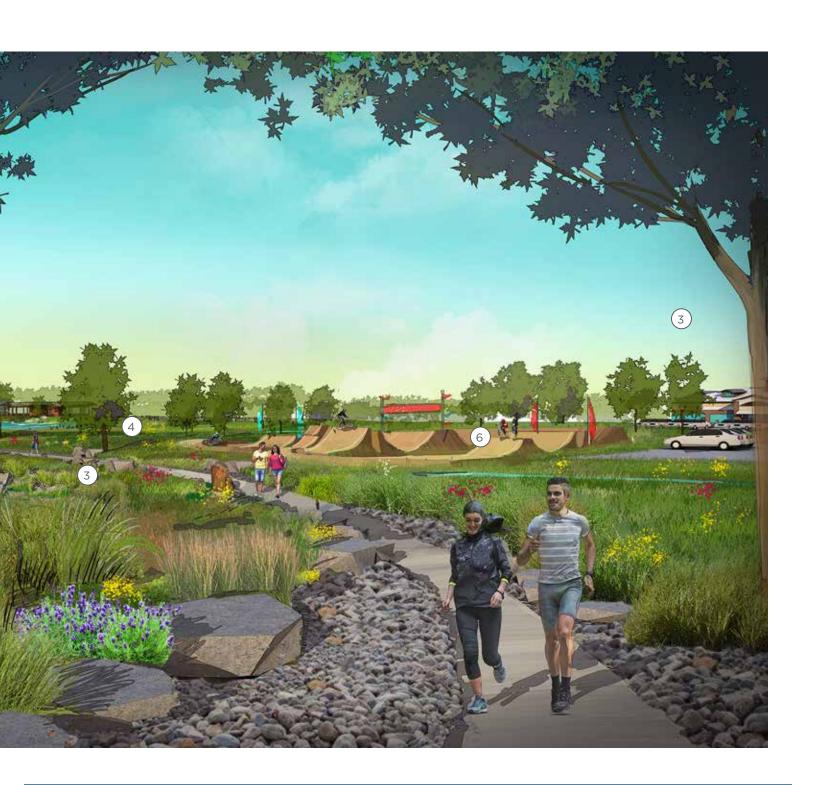






Water's Edge Park







Water's Edge Park









Conclusion

Overall, this plan which has been in development since March 2021 has seen an overwhelmingly positive community response. It's clear the plan has broad public support, which is the best indicator of success for any community parks plan.

Water's Edge creates a new legacy for Peosta. Future generations of people who call this community home will experience a healthy, viable community that welcomes and offers opportunities for connection, interaction and recreation to people of all income brackets. A community with a town center that draws them together and even offers opportunities to live in the midst of its vibrant center.

This Plan didn't come from nowhere. It's the realization of ideas, priorities and plans that have

been stirring for some time. Many of its elements are reflected in Peosta City Council priorities and are in line with the City's comprehensive plan.

This Park Plan, with its broad public support, shows commitment from the community to making Peosta a stronger, better place for residents and visitors alike. And it can be a potential development tool: a reassurance to potential investors in Peosta projects that their investments will not exist in a vacuum but will be supported and enhanced by a welcoming City that prioritizes the health, wellness, livelihood and resiliency of its people.

We are pleased to present this plan and look forward to watching the community prosper.





CH₂

Water's Edge Development Master Plan



Introduction

In Feb 2021, the City of Peosta was completing Peosta Forward! -its comprehensive planning process. The process had made clear to the City that a high priority in the community was the desire to create more park and recreation opportunities for citizens, and to give Peosta a "town center"—a place that could offer a "Main Street" feeling, where citizens and visitors could walk, shop, interact and have experiences together. RDG Planning & Design was asked to create a plan that would accomplish this goal.

After reviewing several possible areas, the 95-acre area shown here was identified as an optimal site for a new Water's Edge Development.





WHERE DID THE IDEA FOR WATER'S EDGE COME FROM?

Peosta Forward! identified key goals that Water's Edge will address. For instance:

- Connectivity. Peosta Forward! demonstrates a clear need to improve mobility and connectivity in and around Peosta, from sidewalks and vehicular connections to walking and bike trails interlaced through the community.
- Parks & Amenities. Clearly, a strong system of parks and recreational amenities are closely tied to community development. People want to live and work in places that offer good opportunities for repose and recreation.
- Home Attainability. The current median home price in Peosta is out of reach for many people, which means that there are people who work in the community who have to commute from elsewhere, and that young people growing up in Peosta may not have the opportunity to rent or buy a home there. The city needs diverse housing options, including varying sizes of lots and multifamily housing as well as the more traditional, large-lot single family homes.
- Willing Partners for Projects and Initiatives. A venture like Water's Edge Development will succeed if it truly contributes to the greater good of the region. Access and connectivity to other regional amenities and trails, ease of vehicular circulation to and through the area, attention to watershed

and stormwater management for the larger region: these aspects of Water's Edge all show Peosta's interest in boosting the entire region, beyond the borders of the city.

• Industry Growth. Industry growth in Peosta goes hand-in-hand with Home Attainability: industries will find Peosta a more attractive location if there are options for industry workers to live in the community, rather than having to commute from elsewhere.

Baseline public input, collected in the early part of the Peosta Forward! process, informed much of the Water's Edge Development plan. For instance:

- 70% of survey respondents were excited about splash pad and water play opportunities.
- 78% liked the idea of greenways with trails
- 67% hoped for passive natural areas for recreation

Clearly, parks and recreational opportunities needed to be central to Water's Edge.

Finally, the City of Peosta's Goal-Setting Report for 2019 identifies the Mayor and City Council's priorities for Peosta (see sidebar). The Water's Edge Development Plan addresses many of the City's priorities—from land acquisition to understanding city hall space to stormwater management and workforce housing, not to mention laying the groundwork for increased recreational programming and special events.

PEOSTA PRIORITIES, PROGRAMS AND INITIATIVES ADDRESSED OR CONSIDERED AS PART OF THIS PLAN.

TOP PRIORITY

- Acquisition of land for possible new city park
- Adopt formal TIF policy
- Increase communication and participation with the community (open forums)

HIGH PRIORITY

- City Hall Space Study & Plan completed
- Commercial/Retail development

OTHER PRIORITY

- Master Parks & Trails Plan explore splash pad
- Promote development of workforce housing in support of education and industry
- Cox-Springs Road Resurface
- Collaborate on establishment of Chamber or Community Development Corp
- Storm Water plan and ordinance adopted
- Increase recreational programming and special events: sand volleyball, etc.

*from Peosta City Council Goal-Setting Report 2019



Strategic Direction

As we developed the parks plan, we identified the following themes, realities and priorities that needed to be well understood and built into all thinking as the project progresses:

1. THE DEVELOPMENT LOCATION IS BENEFICIAL, BUT VEHICULAR ACCESS IS A CONCERN.

Participants expressed positive remarks regarding the site's location, with its high-quality frontage along Highway 20, Cox Springs Road and Burds Road. While visibility is good, direct access is challenging. Some indicated that a frontage road connecting west to Peosta Street would help to support commercial, automobile-centric development uses like hotels or retail, but long-term connections should not be overlooked, especially to the east, including an interchange near Thunder Hills Road.

2. PROPERTY ACQUISITION CHALLENGES NEED TO BE ADDRESSED.

As with concerns about access, respondents voiced their concern regarding the acquisition of land and managing adjacencies. Working with multiple landowners will be a challenge, but success can be achieved through a unified development plan that considers existing and future land use adjacency.

3. PRESERVING AND ENHANCING VALUE IS KEY.

Committee members voiced their support for creating a destination park that benefits the existing Peosta residents while incentivizing high quality development. That said, a park may not be enough to give confidence to investors to support "riskier" retail or service-centric projects. Thoughtfulness is needed in program features – like a civic building with destination uses (e.g. library, splash pad, places for food trucks).

4. ESTABLISH AND CONNECT NEIGHBORHOODS.

There is a real need to expand the housing types and service options within the City. It is currently difficult for middle income earners and muchneeded workforce to thrive in Peosta due to home valuations. The plan should include housing forms that are not generally available in town at present: small lot single-family, "missing middle" forms, compatibly scaled rentals. Walkability and a feeling of community are important, as is connectivity among the various segments of the project.

5. THE COMMUNITY HAS MOMENTUM.

Peosta is one of the fastest growing communities in the

State of lowa. Its population is projected to double in the next twenty years, potentially sooner. Given the low tax rate and high home valuations, the city is in a good position financially. Time is of the essence to act and capitalize on the momentum.

6. DON'T OVERLOOK PARKS AND TRAILS.

Residents of the community have consistently voiced their support for improving Peosta's trail and park network.

7. CONSIDER RISK MITIGATION.

From the private sector's perspective, the risk is high for those who are in early. The development plan must have a catalyst (e.g. civic building, park, incentives, etc.) and ensure that the investments made are protected through land use requirements and the development's overall character.

Planners created a Vision Statement, identifying clearly what we want the Water's Edge Development to become:

- Peosta's Social Center
- Peosta's Entertainment and Recreation Hub
- The City Center



Public Engagement

The project's was developed as a result of the public input the City received during the development of its Comprehensive Plan, including a significant focus on the development of parks and trails along with the creation of a new town center, designed to serve as a new "main street" for the City. This early input ultimately led to the proposed plan outlined within the Water's Edge Development.

On the evening of July 20th, the City and the Design team held an open house at the Peosta Community Centre and shared a draft plan with the public. An estimated 150 - 200 people attended the open house. The overall feedback was overwhelmingly positive, and it was clear that the general public was supportive of the plan.

Many respondents voiced support for the parks, trails and amenities planned. When asked "what do you appreciate most about the proposed plan," the lake, splash pad, amphitheater, beach, pathways and fishing opportunities were key amenities that received a lot of attention. Respondents also noted the increased tax base, dining options, retail opportunities and the focus on parks. A few quotes:

"We are very excited about the proposed plan for Peosta—we'd love to see this happen ASAP—Now is the time."

"Keep Money & Business Here!"

"Increased business and tax base"

"Love the idea of keeping people in Peosta."

"Thank you for working so hard to make this our community—it is a special little place to live we believe—it all looks very beautiful! Very Impressive."

"Great Idea! It should have happened years ago. Look forward to the growth & future of Peosta!"

When asked about concerns related to this development, many members of the public spoke to traffic, rate of development (they want it sooner rather than later), lack of shade within the park, funding and tax impacts.

Comments about traffic were brought up (unprovoked) by more than one third of the respondents, with many more sharing other concerns.

"It's a lot of homes, so I am worried about the amount of traffic"

"Our only concern—Cox Springs Road to Highway 20. Will that be closed? And the traffic flow to Thunder Hills Road."

Others spoke to accessibility, lack of existing parks and the speed of development—hoping these changes would occur soon and to the maximum extent possible.

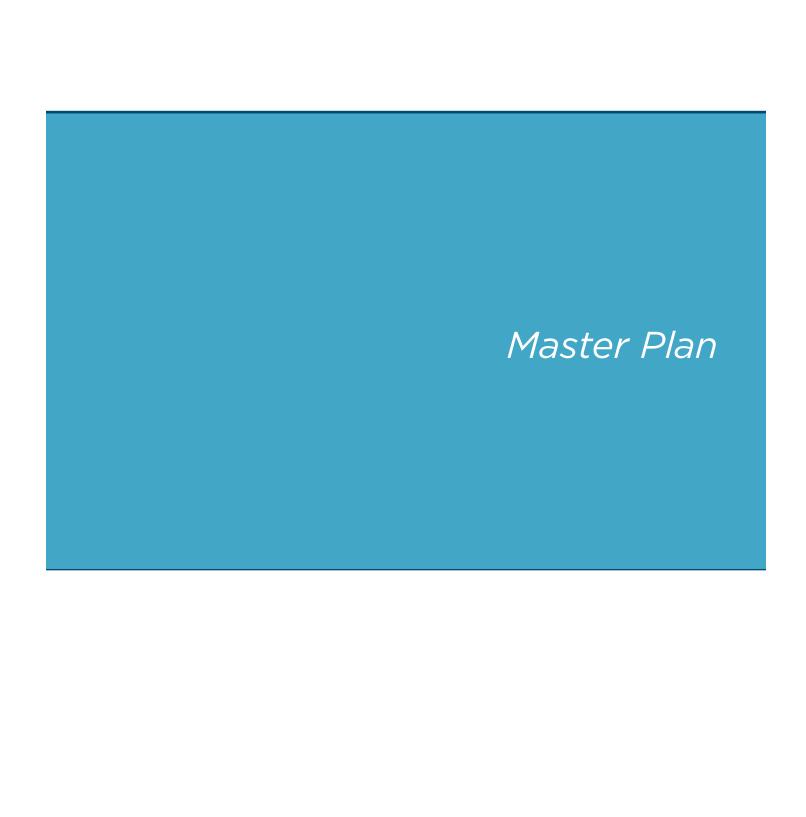
"I hope that the plan is fully implemented, all phases"

"Accessibility for all! The trails, pathways and park areas be accessible to you and older populations? Those with disabilities."

"Lack of shade - especially early in the park's development before trees are mature."

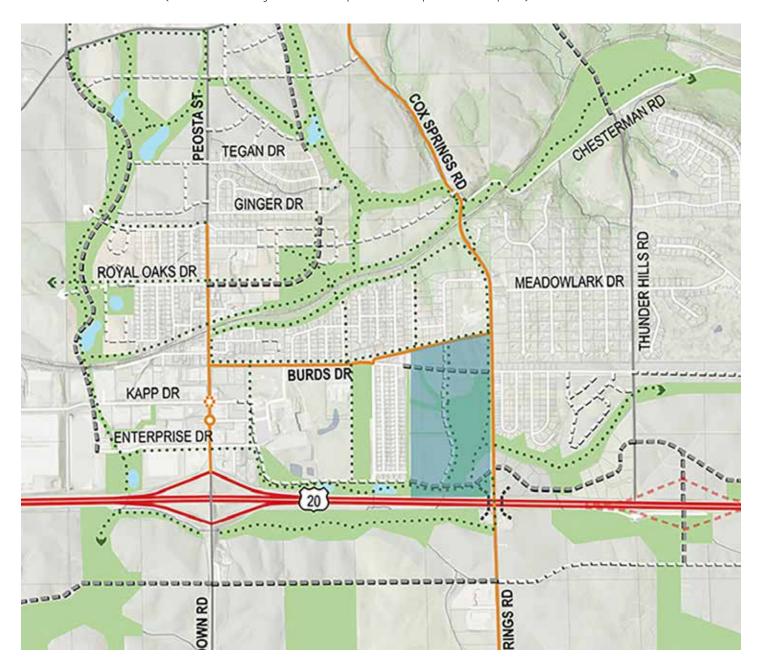
"Recently moved to the area and came from an area with lots of parks and green space – looking forward to Peosta adding more to around the area."





Project Location

A number of sites were identified (north of railroad, current site, others) - based on visibility, central location of this site & proximity to city, this site seemed the best opportunity - via comprehensive plan/public input, this site was selected (Central Activity District on p 51 of comprehensive plan)





Development Plan

Overview

The 95-acre Water's Edge Development includes the following four key components:

- Town Center
- Residential
- Commercial
- Parks



Town Center

The Town Center is located in central portion of the 95-acre Water's Edge area, with its northern reach defined by an extension of Ulyana Drive, meeting up with an extension of Belo Drive. The area includes a roundabout "gateway" entry from the east portion.

Town Center includes:

- A central park that anchors the Town Center section, with a splash pad/skating rink, a performance space to allow for community festivals and open space that can be used for movies in the park, farmers markets, etc.
- Potential space for a new city hall and library, to anchor either the north or south end of the park.
- Commercial buildings on east and west sides of the park: main street-type small shops and offices, with apartments above.
- Various types of housing buffering the space around the park.





Town Center









Residential

We want to keep more of Peosta's workforce in Peosta. To make that happen, the City needs a broad variety of housing options, at a broad variety of price points. The Water's Edge Development would include townhomes flanking the central area of Town Center, single-family homes along Belo Drive, and various types of multifamily housing (duplexes, small apartment buildings, townhomes) located throughout, providing entry-level price point opportunities for firsttime home buyers and renters.

TABLE X: Citywide Development Scenario 2020-2030									
	Conventional SF	"Small Lot" SFD/SFA	SFA/TH	TH/MF					
Typical Density	<4du/A	6 du/A##	8-10 du/A	>12 du/A					
Total Owner Occupied	127	100	44	0					
Affordable Moderate: Under 200,000	0	44	19	0					
Moderate Market: 200-250,000	29	29	15	0					
Market: 250,000-350,000	67	19	10	0					
High Market: Over \$350,000	31	8	0	0					
Total Renter Occupied	0	29	29	23					
Affordable: \$500-1,000	0	10	10	13					
Market: \$1,000-1,500	0	7	7	4					
High Market: Over \$1,500	0	12	12	6					











Residential





Residential







Commercial

There is good opportunity on the southeast portion of the 95-acre Water's Edge site for a hotel (with easy access and visibility from Highway 20), plus additional outlot restaurant or retail space, adjacent to the southeast edge of the park. There are can also be some commercial space on the northwest portion of the site, such as a mini storage business. As noted previously, main street-type commercial spaces will be available on the east and west sides of the central park, with apartments above.





Town Square Park

A central park anchors the Town Center section, with a splash pad/skating rink, a performance space to allow for community festivals and open space that can be used for movies in the park, farmers markets, etc.

- 1 Park Pavilion/Amphitheater
- 2 Natural Play
- 3 Berm/Planting
- 4 Rock Outcropping
- **5** Permeable Paving
- 6 Entry Plaza
- Splash Pad/Ice Rink
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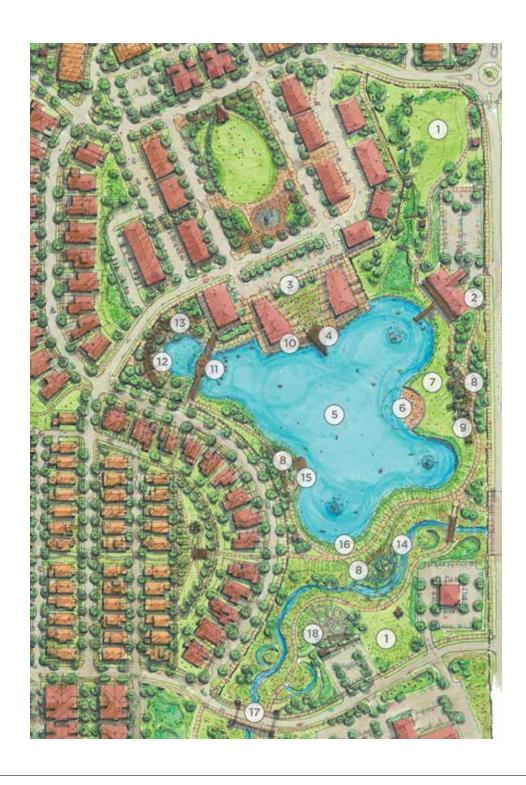




Water's Edge Park

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- 1 Sledding Hill
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- (10) Water Promenade/Access
- (11) Waterfall Bridge
- **12** Stepped Water Terrace
- (3) Pergola
- (14) Natural Water Play
- (15) Fishing Dock
- 16) Pond Dam
- (17) Gateway Bridge
- **18** Pump Track





Public Realm

The sense of place we're trying to create with these changes is one of a "Main Street" atmosphere, anchored by a central "city square" park. Peosta lacks this kind of center right now. By default, residents may consider Peosta Street as their town's center. But Peosta Street lacks the walkability and sense of connectivity that allows people to share experiences with one another and feel a level of intimacy with the space.

Design elements - even seemingly small ones - can have a huge impact on creating this sense of place. This plan identifies details that will enhance the sense of place, such as:

- The placement of trees and plantings throughout the area
- Lighting choices
- Human-scale buildings of 1.5 to potential 3 stories
- Placement of buildings such as City Hall or the Library (i.e., if these are placed at one edge of the Town Center Park lake, visitors could have a view of the lake from inside these buildings)
- Differentiation of size and placement of buildings so they have varying looks, landscaping, lighting, etc.
- Use of the Prairie Style in wayfinding signage and other graphic designs and branding, with shape and color inspirations inspired by Whitewater Creek and colors found throughout the landscape



Zoning Districts

Water's Edge is unique, a site like no other in Peosta and arguably the region. The vision for the area emerged from the *Peosta Forward!* Comprehensive Plan process in 2020. However, the elements recommended for the site do not fit the traditional zoning districts in Peosta.

To appropriately implement the vision and allow the City to work with developers on the unique site layout, a Planned Unit Development District (PUD) is necessary. According to the City of Peosta Zoning Ordinance, a PUD is:

...intended to encourage flexible and innovative design in the development of appropriate sites as integrated project units. The PUD District shall be an area of two acres or more to be developed as a single entity. The PUD District shall be established by an adopted ordinance setting forth the regulations governing, and the location and phasing of all proposed uses and improvements included in the district. Regulations for this district are designed:

- To allow a workable, interrelated mix of diverse land uses
- To encourage flexibility in design for efficiency and cost savings for the developer and the community

- To maximize the potential for large-scale office, residential, commercial, and industrial development and at the same time reduce to a minimum the impact of the development on surrounding land uses and the natural environment
- To encourage new development to preserve and utilize existing land characteristics and features which offer visual recreational benefits or other amenities
- To promote the economic, attractive, innovative, and harmonious arrangement and design of new buildings, streets, utilities, and other improvements or structures
- To provide a living, working and shopping environment within the layout of the site that contributes to a sense of community and a coherent lifestyle
- To provide for the creation and preservation of more and larger useable public or common open spaces than would normally be provided under conventional development
- To encourage the careful design and planning of larger development projects
- To give developers reasonable assurances regarding

project approvals before the unnecessary expenditure of design efforts, while providing the city with appropriate assurances that approved PUD's will retain the character envisioned at the time of project approval.

Peosta Forward! describes the overall development intent for the site. These design guidelines under the PUD define the specific development regulations and character elements for implementation.

The regulations in this document have the same enforcement as other regulations in the Peosta Zoning Ordinance, as a conceptual development plan for the PUD District. A final site plan is required to be submitted after the ordinance establishing the PUD District is passed and before development improvements are to be made (streets, permits, utilities, etc.)



Zoning Districts

Because of the mix of different uses that characterize Water's Edge, the PUD defines several regulatory zoning districts.

Figure x shows the zoning breakdown. The standards for these zoning districts are unique to the PUD as listed in these design guidelines. However, when a particular regulation is not listed, the regulations of the comparable zoning district in the Peosta Zoning Ordinance apply.

- Urban Residential (PR-1)
- Multi-Unit Residential (PR-2)
- Town Center Mixed-Use (PC-1)
- Regional Commercial (PC-2)
- Park and Open Space (all other)





Zoning Districts

URBAN RESIDENTIAL (PR-1)

The Urban Residential district (PR-1) encompasses several areas within the Water's Edge PUD, spread among green spaces.

The PR-1 district is an area where a mix of low to medium-density residential uses are encouraged such as single-family dwellings, duplexes, and townhomes. The intent is to realize a traditional neighborhood development complemented by adjacent community commercial and civic uses in other districts. The style of residential uses should provide a cohesive look and feel to the district.

MULTI-UNIT RESIDENTIAL (PR-2)

The Multi-Unit Residential district (PR-2) encompasses two areas within the Water's Edge PUD.

The PR-2 district should buffer higher traffic corridors and high-use commercial mixed-use areas. The PR-2 district is an area where higher density residential is encouraged such as multiplexes, apartments, condominiums, and townhome arrangements. The intent is to realize a traditional neighborhood development complemented by adjacent high-use commercial, civic, and park uses.

TOWN CENTER MIXED-USE (PC-1)

The Town Center Mixed-Use district (PC-1) encompasses the core activity area of Water's Edge. The district abuts other residential districts on the north. east, and west, and the park on the south. Several unnamed future streets bound the district. The PC-1 district is an area where commercial services. retail uses, and residential uses are encouraged to develop in a mixed-use environment. Civic uses should play a high role in the district, acting as central features for activity and community events. Higher densities and intensities will be provided for and are allowed in this area. The intent is to realize a mixed-use, town center type development that may act as a "downtown" for adjacent neighborhoods and Peosta as a whole.

REGIONAL COMMERCIAL (PC-2)

The Regional Commercial district (PC-2) encompasses the area on the southeast corner of Water's Edge. The area abuts Highway 20 and Cox Springs Rd. The district's visibility adds to the intent for a regional commercial or hospitality use with quick access to Highway 20. The area is bounded by the park on the north and is otherwise buffered from other Water's Edge neighborhoods.

PARK AND OPEN SPACE

The Park and Open Space areas intend to preserve environmentally sensitive land in Water's Edge and manage stormwater for the site and larger area. Many passive and active recreational uses are encouraged to make the spaces usable to Peosta residents and complement adjacent residential neighborhoods and activity centers.

The maintenance of all open space shall be determined in the final site plan for development.

These zoning districts provide the basis for the guidelines and standards throughout the PUD. Each has unique aspects of meeting the overall character and vision for Water's Edge and is regulated accordingly.





Architectural Intent





(PR-1) A variety of styles to avoid monotony within neighborhoods, avoiding blocks with the same building footprint or layout. The City and builders should work cooperatively to provide the housing types, sizes, and price points needed in Peosta while creating different models for people to choose.



RESIDENTIAL: MID-HIGH DENSITY

(PR-2) Similar to single-family uses, higher density uses should differentiate in style. These building may require more architectural features and materials to mitigate the increased size and massing of the building on the site and relationship with the public environment.



MIXED-USE - TOWN CENTER

(PC-1) Similar to commercial uses, mixed-use environments require a high standard of quality, lasting materials. These areas may require more consideration of human-scale architectural elements to enhance walkability and public space environments.



Architectural Intent



COMMERCIAL

(PC-2) Water's Edge is unique and commercial uses will be held to a higher design standard than other areas of Peosta. Materials should be high quality with the ability to last over time. The most visible facades may require more architectural features to create a more welcoming public realm.



CIVIC - VARIOUS DISTRICTS

Civic uses should be held to the same standard as private development. In most instances, the City should make efforts to set the architectural precedent in the district for the private sector to follow. Focus on human-scale design and integration with adjacent public spaces is essential



PR-2 CHARACTER

Precedent Architectural Imagery



Neighborhoods with greenways



Single-Family homes with porches



Small Lot Single-Family homes



Small Lot Single-Family attached



Homes with garages off alleys



Medium-High density housing closer to streets



Maintain residential street front character



Variety in color and material



Precedent Architectural Imagery



Mid-Scale Townhouses



Multi-family with built in open spaces, defined entrances



Multi-family with tiered materials and facade elevations



Neighborhood scale commercial



Parking in rear, street amenities



Neighborhood mixed-use with transparency on ground level



Use of signage and material changes as an architectural element



Public spaces in mixed-use areas



Building Design

The following standards shall be used for the evaluation of building walls in the PR-2, PC-1, and PC-2 districts.

- Buildings shall not include blank walls when viewed from public rights-of-ways and public spaces without architectural design and treatments. The treatments listed to on the right, when using several together, are acceptable examples to break up blank walls and to make larger buildings feel like a series of smaller facades. Not all are required.
- 2. Buildings shall be oriented so that the front elevation (the elevation with the building's main entry) faces the road/street or greenway serving the building but not an alleyway.
- 3. Main entrances to buildings shall be easily identified from the public road or greenway that serves the building.
- 4. Main entrances of all buildings shall open onto an outdoor, pedestrian-scaled space that provides a comfortable transition between the building and the public sidewalk or open space.
- 5. Buildings that have multiple tenants may open onto a shared outdoor space with shared walks and amenities that provide pedestrian-friendly gathering areas.

Blank Wall Treatments

- Varying roof heights and shapes
- Varying decorative parapet heights and shapes
- Use of multiple wall materials, textures, and colors
- Use of projecting building elements such as column or pillar vertical offsets, overhangs, and shading devices
- Designed building offsets over two feet in depth
- Planters, benches, or other furniture near the building.





Building Materials

Quality building design and materials are important to create the character of Water's Edge. The following permitted material list is intended to create buildings that can withstand years of environmental elements, uphold from general wear, create value, and maintain high-quality living/business environments. These material standards shall be used in conjunction with the building design standards.

EXCEPTIONS

Any materials similar to those under the primary and secondary category may be approved at the respective allowed percentage if demonstrated that they have comparable durability and impact resistance (based on manufacturer's specifications), aesthetic quality, and neighborhood context as the materials permitted.

ADDITIONAL STANDARDS FOR THE PC-1 DISTRICT

- 1. Minimum 60% of the ground level and 30% for additional stories shall be transparent glass.
- 2. Buildings must provide a shadow line/transition a minimum of every 30' on facades facing public rights-of-way or public spaces.
- 3. Masonry materials preferred within 2' of grade on buildings.
- 4. Accessory buildings are subject to the same material standards at principal buildings.



Definitions

- Primary Material A material required to encompass a majority percentage of a building façade.
- Secondary Material A
 material that can encompass
 and minor percentage of a
 building façade, most often
 as trim or accent elements.

Prohibited Materials

The following materials are not eligible for exceptions and are not permitted as façade material in any circumstance in Water's Edge.

- Plywood
- Plastic/vinyl siding
- Smooth faced concrete masonry units (CMU)



Building Materials

The table below lists common materials used in building facades today. It is not exhaustive but meant to cover materials that fit in a variety of categories. Some of these are similar to other materials that may be proposed. The permitted allowance only applies to visible portions of a facade. These standards are not meant to imply that a material that is not permitted cannot be used for internal structural components, as long as not a publicly visible portion of the facade.

DISTRICT PERMITTED MATERIAL LIST				
PERMITTED MATERIALS P = Primary Material Permitted S = Secondary Material Permitted	PR-1	PR-2	PC-1	PC-2
Fired Clay Brick, full veneer masonry wall system	P/S	P/S	P/S	P/S
Natural Stone, full veneer masonry wall system	P/S	P/S	P/S	P/S
Integrally colored, specialty concrete block such as textured, burnished, concrete masonry units (CMU)				
Limestone - White, light buff, and course yellow			S	S
Wood - (painted or stained)	P/S	P/S		
Wood - Cementicious wood siding	P/S	P/S		
Non-tinted Glass (see glazing requirements)	P/S	P/S	P/S	P/S
Cast Stone				
FRC (Fiber Reinforced Concrete)	P/S	S	S	S
Terra Cotta			S	S
Metal wall panel systems, insulated or rain screen assemblies			S	S
Glazing (glass)	P/S	P/S	P/S (60% required on ground floor)	P/S
Pre Cast				
Copper or Zinc metal panels				
Fiber Cement wall panel systems, insulated or rain screen assemblies			S	S
Standing Seam				
Thin Veneer Brick or Tile (Adhered)	S	S		
Manufactured or cast stone veneers (adhered)	S	S		
Water-managed exterior Insulation and finish System (EIFS)				
Fiber-cement siding	P/S	P/S	S	S
Cast in Place concrete				









Building Materials

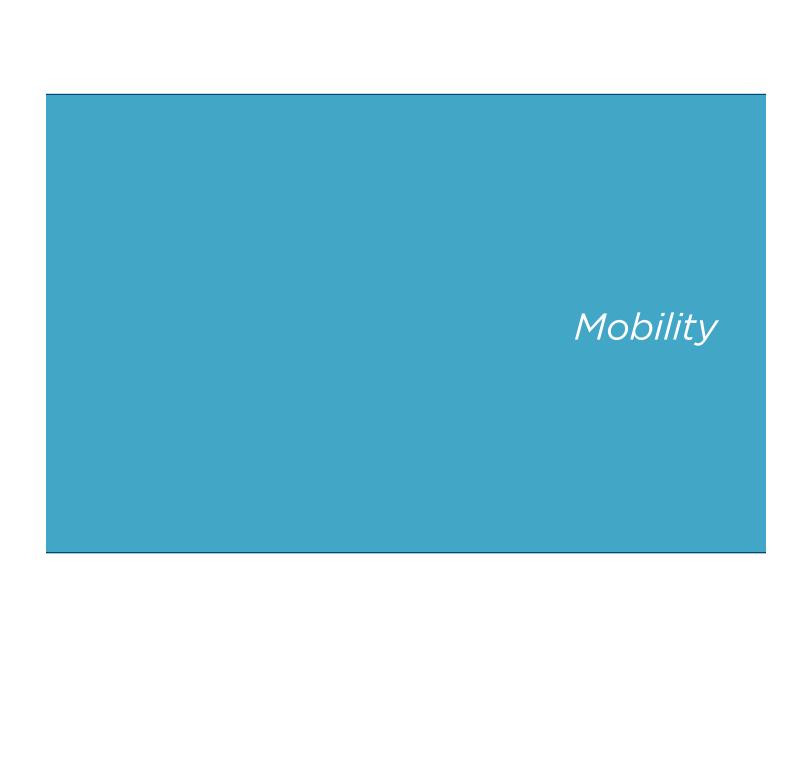
DISTRICT MATERIAL PERCENTAGE APPLICATION							
PERCENTAGE APPLICATION ¹	PR-1	PR-2	PC-1	PC-1			
Minimum Required Primary Material (%)							
Street and Public Facing Facades	75	75	75	75			
Non-Street and Public Facing Facades	50	50	50	50			
Maximum Permitted Secondary Material (%)							
Street and Public Facing Facades	25	25	25	25			
Non-Street and Public Facing Facades	50	50	50	50			

Notes:

1. Accessory buildings are permitted to use both primary and secondary materials on all facades without percentage restrictions. However, accessory buildings in the PC-1 district are subject to the same material standards at principal buildings..



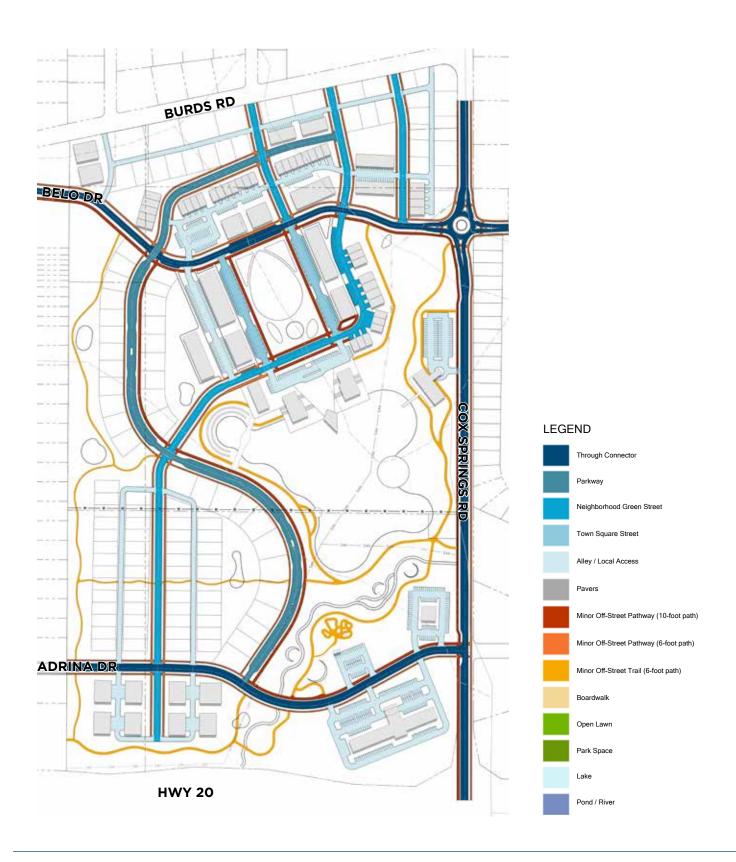




In general, this plan reflects a desire for more pedestrian-centric streets. The approach to parking in each typology is carefully considered. Parking allows people to get to the amenities that are offered, and also provides for some "friction" on the streets – slowing traffic a bit for better safety. The various street typologies defined in this plan include:

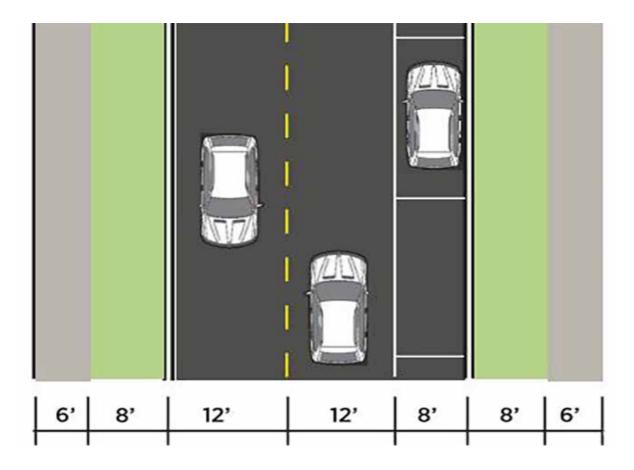
- Pathways
- Through Connector
- Parkway
- Neighborhood Green Street
- Town Square Street
- Alley/Local Access







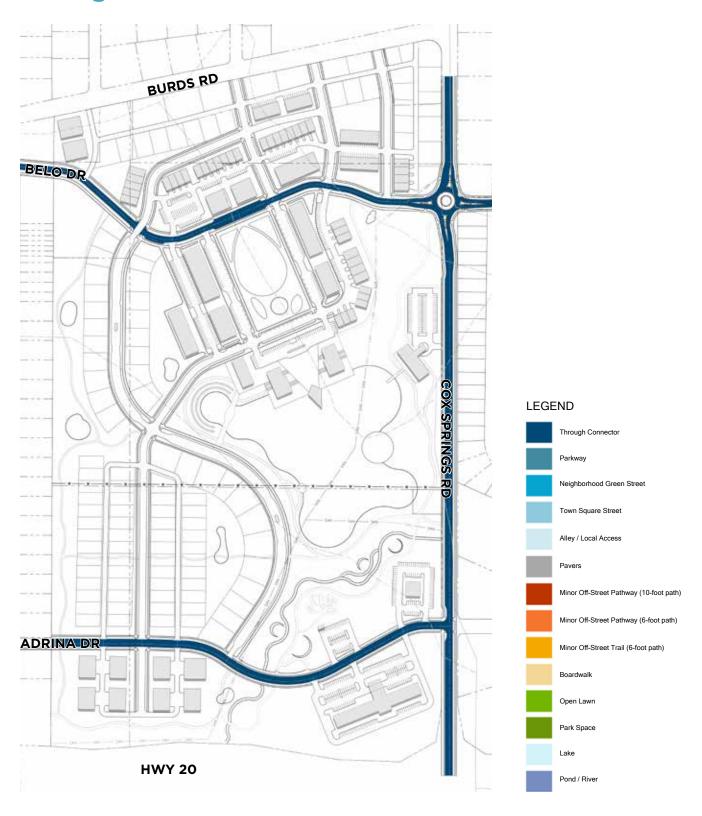
Through Connector



These streets meander a bit, which can slow traffic for increased safety without sacrificing the benefit of direct connections through the area. One-sided on-street parking will typically on the south side of Ulyana/Belo Drive and on the west side of Cox Springs Road. Each Through Connector street will typically have a 5-foot sidewalk on one side and 10-foot pathway on the other side.

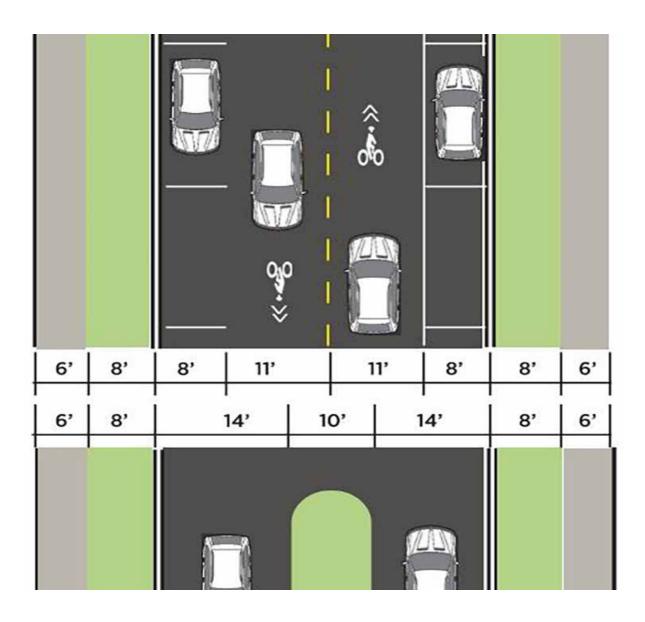


Through Connector





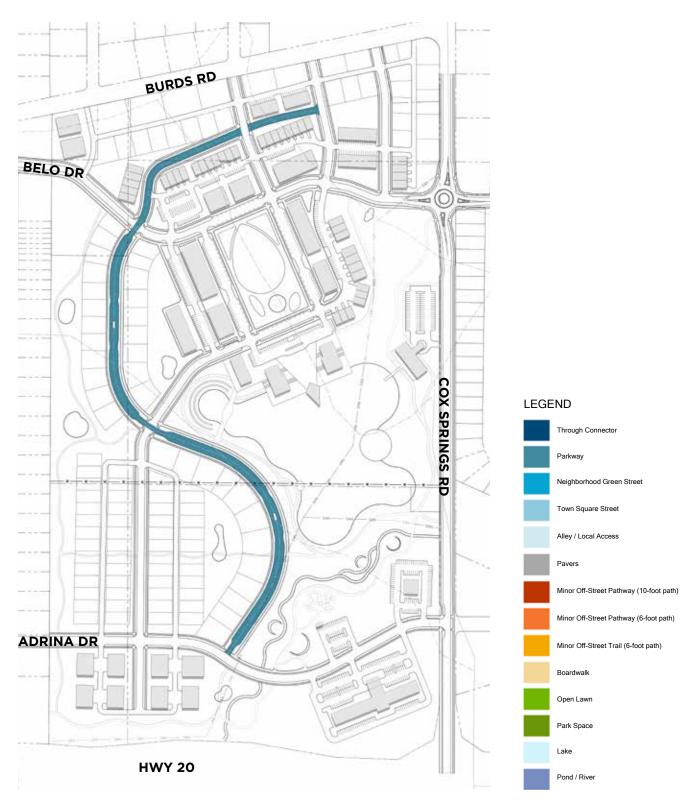
Parkway



The north-south parkway, with a maximum speed limit of approximately 25 mph, anchors the western boundary of the Water's Edge Development site. Parking is available on both sides. There is a shared use 10-foot pathway on the park (east) side and a 5-foot sidewalk on the west side. Periodic medians are spaced along the length of the parkway, some possibly including pedestrian crossings to slow traffic. The parkway size is 39 ft back-to-back curb dimension.

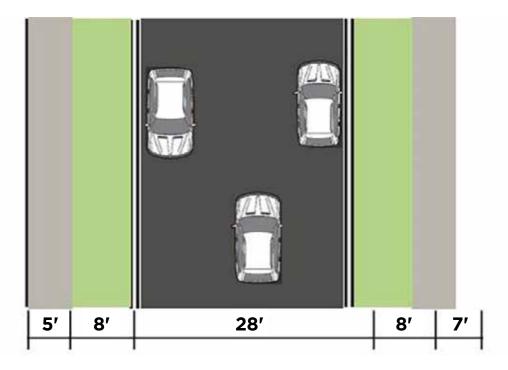


Parkway





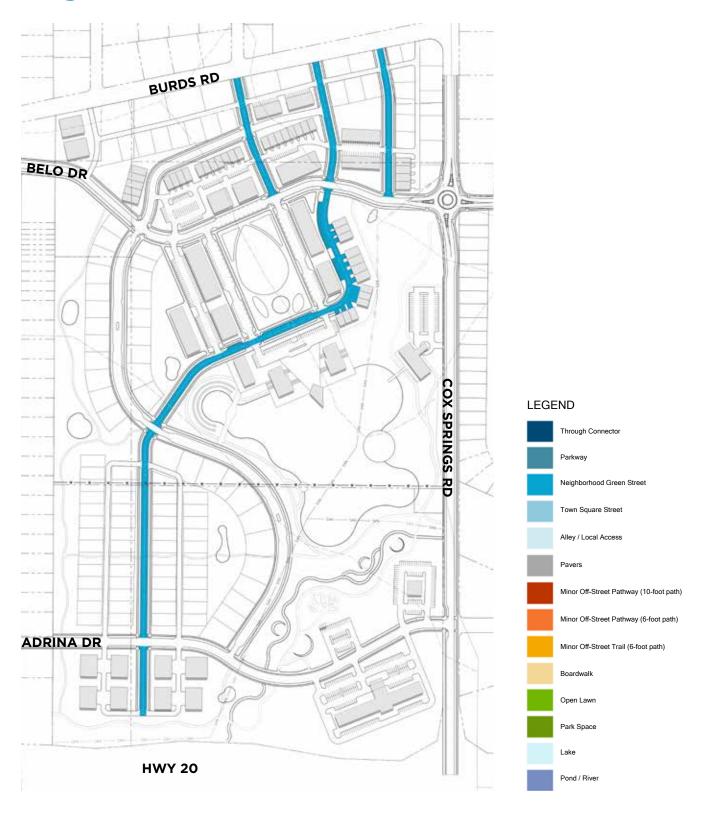
Neighborhood Green Street



This smaller street (29 ft back-to-back curb dimension) has no pavement markings. It is bounded by a 10-foot recreational trail along the east side and a 5-foot sidewalk on the west side. Some parking on one side of the street may be allowed.



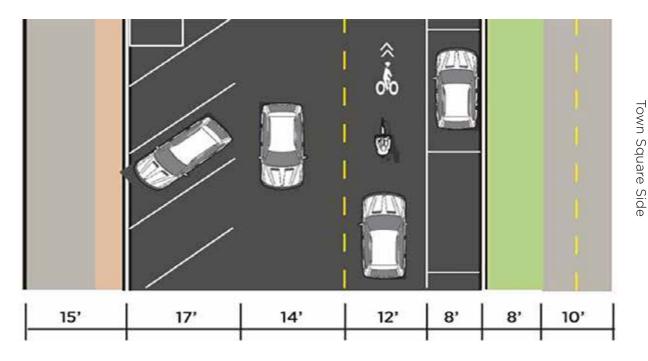
Neighborhood Green Street





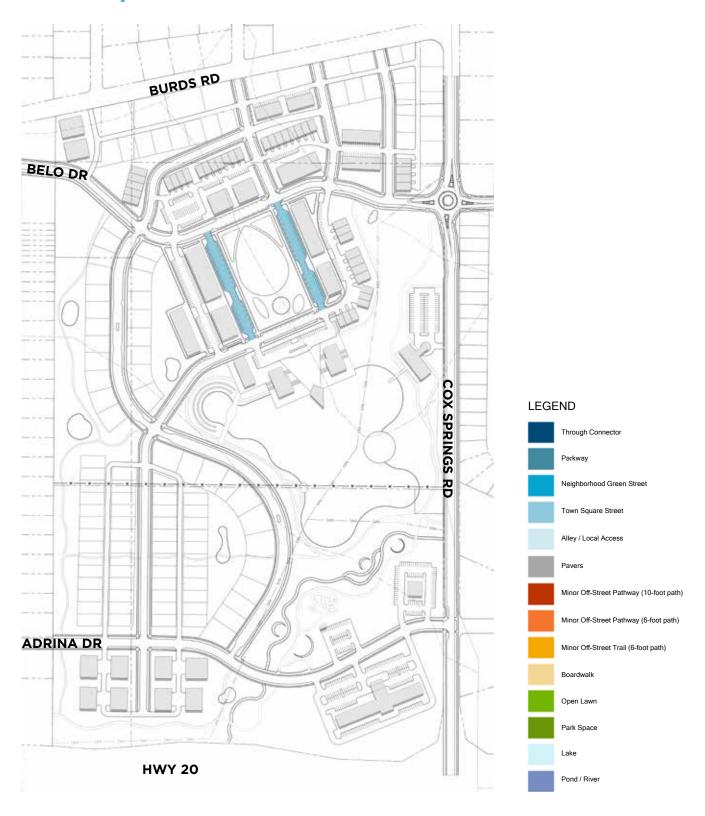
Town Square Street

Building Line Side



It's important to provide adequate parking in this area of the site, so parking is provided for on both sides of this street, which follows around the Town Square. Angled parking is planned along the side of the street populated with commercial buildings and parallel parking is along the park side.

Town Square Street



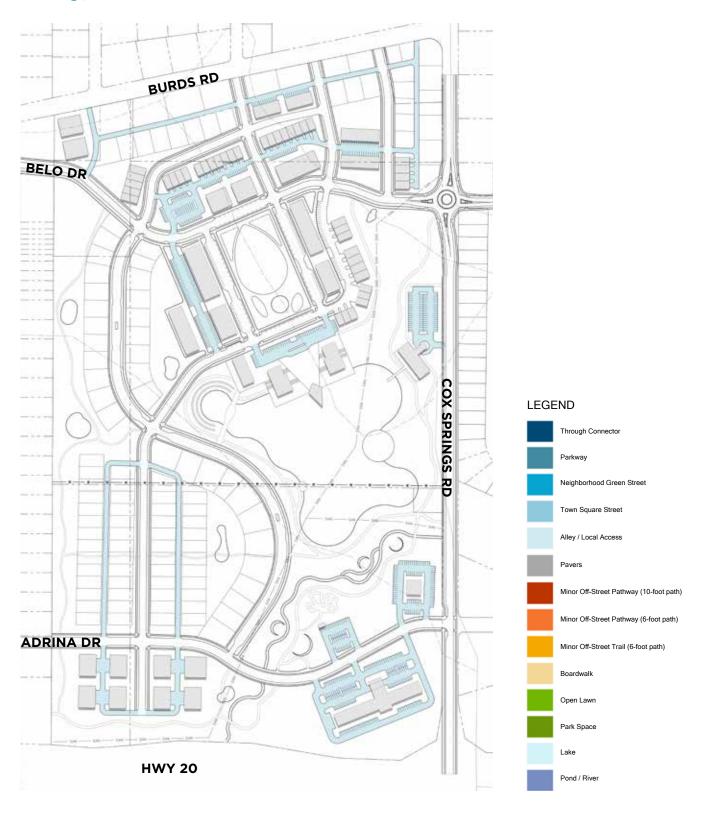


Alley/Local Access



Areas populated with single family homes offer alley access behind the homes.

Alley/Local Access





Mobility

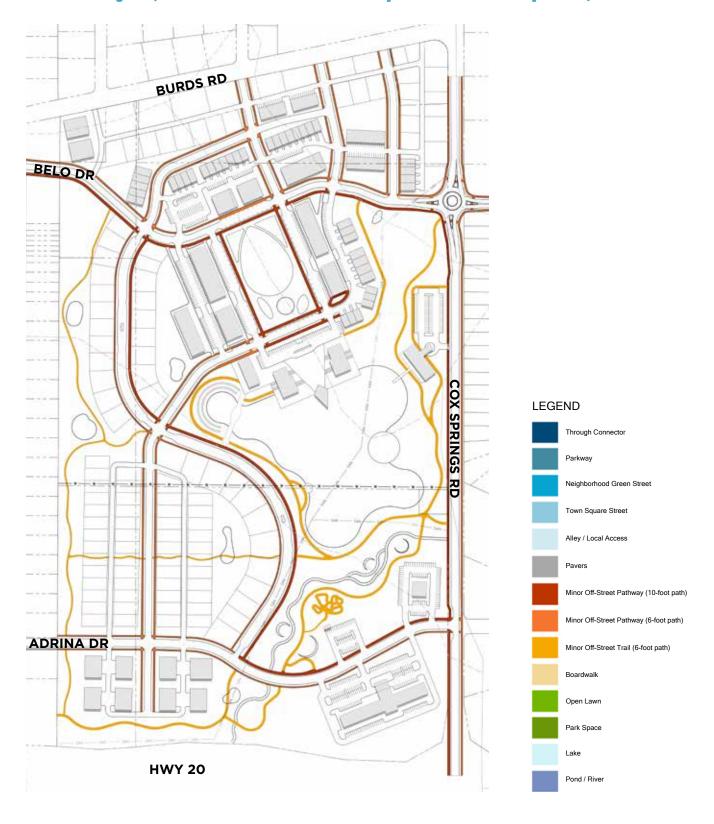
Pathways (5' & 10' shared use path and 5' path)

Sidewalks and off-street pathways are used for walking or biking through the community. The pathways also connect to and through pathway systems linked to nearby communities, offering connectivity for Peosta from Dyersville and its Mines of Spain, to the Heritage Trail north of the city.



Mobility

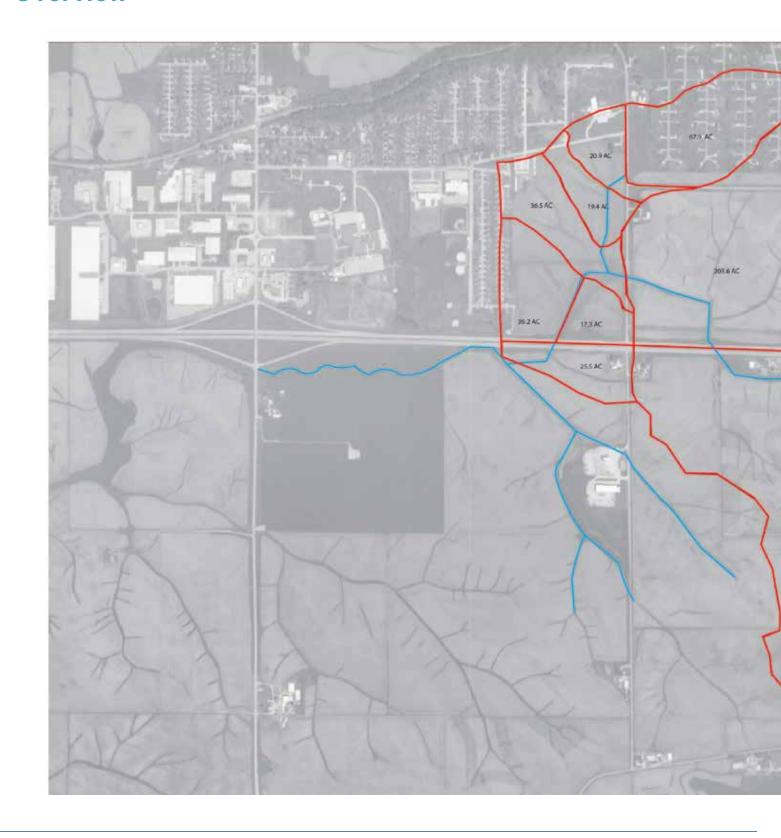
Pathways (6 & 10' shared use path and 6' path)





Watersheds

Overview









Watersheds

Stormwater Management



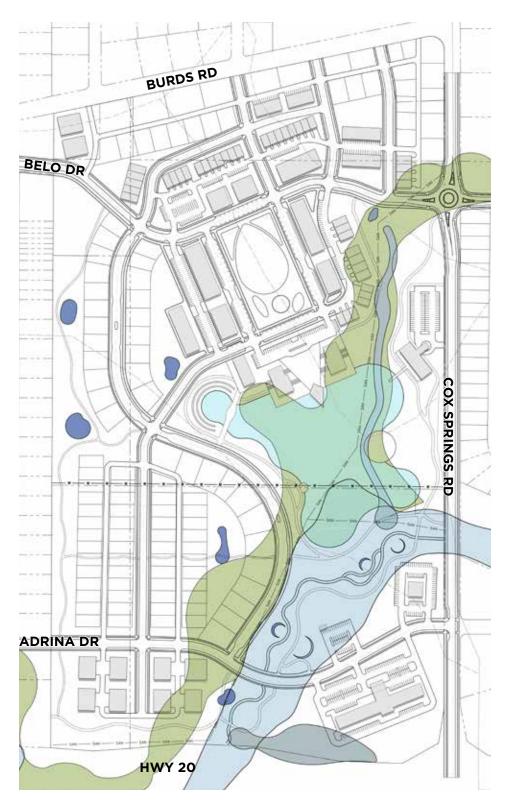
There is potential to develop a series of constructed wetlands, fourbays(?) and sediment traps in areas of the development to provide a low-impact approach to capture pollutants and slow runoff before water drains into the constructed wetland (Lake Peosta). Particular areas of consideration for stormwater management:

- a. Stream restoration along
 Whitewater Creek, including
 "re-meandering" it within
 the flood plain, creating
 oxbows to develop habitat for
 natural resources to thrive.
- b. Management of dog and goose waste. Bacteria from this waste, along with blowing and decomposing leaves that find their way into the sewer system, can elevate the levels of dangerous bacteria in the water—which in turn makes it unusable for swimming and other water recreation. For these activities, we need clean water.



Watersheds

Flood Plains & Wetlands



FLOOD PLAIN

Approximately 10 of the development's 95 acres are in the flood plain. This presents an opportunity to model good stewardship and protection of the plain—respecting the space rather than misusing it. No commercial or residential development is planned in this area. Instead it will be used for park amenities like trails, a pump track, stream interaction opportunities and restoration of Whitewater Creek as it flows through the site. This stewardship ultimately helps property owners by reducing flood insurance needs and allows Peosta to be a good neighbor by protecting downstream development.

SOIL TYPES

Portions of the area's soils are defined as hydrological soils, meaning they generally have high groundwater. Since building on these soils generally results in wet basements and constant sump pump use, we recommend setting aside and respecting these areas and not planning for residential building.

POTENTIAL WETLANDS

There are one to two potential acres that could be defined as wetlands on the site.
Formal delineation of these as wetlands will begin prior to any development occurring. This plan attempts to avoid these sites in order to preserve their hydrology.



Design Standards

The following pages describe the specific standards that shall be applied to development in Water's Edge. Development applications shall be subject to the design review and approval procedures identified under the City of Peosta Zoning Ordinance: PUD Planned Unit Development.

As shown earlier in this document, the following districts and standards are established for specific design regulations. The standards apply to both private development and public areas like rights-of-way adjacent to certain districts.

- Urban Residential (PR-1)
- Multi-Unit Residential (PR-2)
- Town Center Mixed-Use (PC-1)
- Regional Commercial (PC-2)

CH 3 Design Standards



The following tables regulate lot coverage, open space, setbacks, building massing, screening, parking, and accessory buildings, and uses in each district.

• Urban Residential (PR-1) - When a standard is not explicitly listed, the standards applicable to the R-2 district in the Peosta Zoning Ordinance apply.

BUILDING PLACEMENT AND MASSING - PR-1 DISTRICT ³			
	Single-Family	Two-Family Dwelling	Accessory Buildings
Front Setback	20' maximum	20' maximum	Not permitted in front yard
Side Street Setback	20' maximum	20' maximum	15' minimum
Side Setback ⁴	5' minimum	5' minimum	5' minimum
Rear Setback	5' minimum	5' minimum	5' minimum 1
Lot Area	N/A	N/A	N/A
Lot Width	35' minimum - 85' maximum	35' minimum - 140' maximum	N/A
Lot Coverage ²	75% maximum	75% maximum	Applies to Total
Maximum Building Height	2.5 stories	2.5 stories	15'

Notes

- 1. Rear yard setback may be reduced to 0' when an alley is present or when adjacent lots are approved under one development plan to ensure separation between buildings on different properties.
- 2. Lot coverage includes impervious areas, defined as driveways, sidewalks, buildings, and patios.
- 3. For other permitted uses, the Townhouse/Multi-Family Building applies.
- 4. See the Peosta Zoning Ordinance for side setback standards on zero-lot line dwellings.

PARKING - PR-1 DISTRICT			
	Single-Family	Two-Family Dwelling	Townhouse/Multi-Family Building
Minimum Required Spaces	1 space per dwelling unit	1 space per dwelling unit	1 space per dwelling unit
Bicycle Parking	N/A	N/A	N/A
Parking Area Location ¹	N/A	N/A	Rear
Access Location 1	Front, Rear Alley, Side Street	Front, Rear Alley, Side Street	Rear Alley, Side Street

Notes

1. Parking should be located off an alley when present.



PERMITTED USES - PR-1 DISTRICT 3			
	Permitted Uses	Conditional Uses	Accessory Uses ⁴
Single Family Detached Dwelling	X		
Two-Family Dwelling	X		
Zero-Lot Line Dwelling			
Townhouse	X		
Apartments under five units		X	
Group Dwelling	X		
Home Based Business/Live-Work Space			X
Day Care		X	
Bed & Breakfast		X	
Short-term Rental ¹	X		
Accessory Dwelling Unit ²	X		
Condominium	X		
Park, Public	X		
Religious Assembly	X		

- 1. Short-term rental is defined as any individually or collectively owned single-family house or dwelling unit; any unit or group of units in a condominium, cooperative, or timeshare; or an owner-occupied residential home that is offered for a fee for thirty days or less. "Short-term rental property" does not include a unit that is used for any retail, restaurant, banquet space, event center, or other similar use. The City shall not require a license or permit fee for a short-term rental property in the city of Peosta.
- 2. Accessory Dwelling Unit is defined as residential dwelling unit located on the same lot as a single-family dwelling unit, either within the same building as the single-family dwelling unit or in a detached building. Such accessory unit has a separate entrance, kitchen, sleeping area, and full bathroom facilities.
- 3. If a use is not listed, it is not permitted.
- 4. See the Peosta Zoning Ordinance for other allowed accessory uses.



The following tables regulate lot coverage, open space, setbacks, building massing, screening, parking, and accessory buildings, and uses in each district.

• Multi-Unit Residential (PR-2) - When a standard is not explicitly listed, the standards applicable to the R-3 district in the Peosta Zoning Ordinance apply.

BUILDING PLACEMENT AND MASSING - PR-2 DISTRICT				
	All Buildings	Accessory Buildings		
Front Setback	15' maximum	Not permitted in front yard		
Side Street Setback	15' maximum	15' minimum		
Side Setback	0' minimum 10' minimum when adjacent to PR-1 district	5' minimum		
Rear Setback	5′ minimum 15′ minimum when adjacent to PR-1 district	5' minimum ¹		
Lot Area	N/A	N/A		
Lot Width	N/A	N/A		
Lot Coverage ²	75% maximum	Applies to Total		
Maximum Building Height	3 stories, up to 36' to top of parapet	15'		

Notes

^{2.} Lot coverage includes impervious areas, defined as driveways, sidewalks, buildings, and patios.

PARKING - PR-2 DISTRICT			
	Two-Family Dwelling	Townhouse	Multi-Family Building
Minimum Required Spaces	1 space per dwelling unit	1 space per dwelling unit	1 space per dwelling unit
Bicycle Parking	N/A	N/A	1.0 space/10 required vehicle spaces located near building entrances
Parking Area Location 1,2	Rear, Side yard	Rear	Rear, Side yard
Access Location 1,3	Front, Rear Alley, Side Street	Rear Alley, Side Street	Rear Alley, Side Street

- 1. Parking should be located off an alley when present; Parking is not permitted in front or street side yards.
- 2. Parking areas must be setback 10' minimum from adjacent PR-1 or existing R-1 or R-2 districts.
- 3. Shared drives are required between adjacent multi-family building lots to minimize curb cuts along the street.



^{1.} Rear yard setback may be reduced to 0' when an alley is present or when adjacent lots are approved under one development plan to ensure separation between buildings on different properties.

SCREENING - PR-2 DISTRICT ¹			
	Two-Family Dwelling	Townhouse	Multi-Family Buildings
Parking Lots/Areas Perimeter	N/A	cover planted w/shrubs, trees tha	ential uses or public streets. Natural ground t forms a buffer at least 30" in height, or a 3' ecorative fence/wall.
Rooftop Equipment	N/A	Fully sc	reened from view
Ground Level Equipment	N/A	N/A	Enclosed or screened by fence/ plantings
On-Site Trash Storage	N/A	N/A	Enclosed or screened by fence/ plantings
1. See the Landscape section for allowed p	lant and tree species.		

PERMITTED USES - PR-2 DISTRICT ³			
	Permitted Uses	Conditional Uses	Accessory Uses ⁴
Two-Family Dwelling	X		
Zero-Lot Line Dwelling	X		
Townhouse	X		
Apartments/Multiple-Family Dwellings	X		
Group Dwelling	X		
Home Based Business/Live-Work Space			X
Day Care		X	
Bed & Breakfast		X	
Short-term Rental ¹	X		
Accessory Dwelling Unit ²	X		
Condominium	X		
Park, Public	X		
Religious Assembly	X		
Parking Lot Private or Public		X	

- 1. Short-term rental is defined as any individually or collectively owned single-family house or dwelling unit; any unit or group of units in a condominium, cooperative, or timeshare; or an owner-occupied residential home that is offered for a fee for thirty days or less. "Short-term rental property" does not include a unit that is used for any retail, restaurant, banquet space, event center, or other similar use. The City shall not require a license or permit fee for a short-term rental property in the city of Peosta.
- 2. Accessory Dwelling Unit is defined as residential dwelling unit located on the same lot as a single-family dwelling unit, either within the same building as the single-family dwelling unit or in a detached building. Such accessory unit has a separate entrance, kitchen, sleeping area, and full bathroom facilities.
- 3. If a use is not listed, it is not permitted.
- 4 See the Peosta Zoning Ordinance for other allowed accessory uses.



The following tables regulate lot coverage, open space, setbacks, building massing, screening, parking, and accessory buildings, and uses in each district.

• Town Center Mixed-Use (PC-1) – When a standard is not explicitly listed, the standards applicable to the C-1 district in the Peosta Zoning Ordinance apply.

BUILDING PLACEMENT AND MASSING - PC-1 DISTRICT				
	All Buildings	Accessory Buildings		
Front Setback	10' maximum ³	Not permitted in front yard		
Side Street Setback	10' maximum ³	5' minimum		
Side Setback	0' minimum	5' minimum		
Rear Setback	0' minimum 10' minimum when adjacent to PR-1 District	5' minimum ¹		
Lot Area	N/A	N/A		
Lot Width	N/A	N/A		
Lot Coverage ²	80% maximum	Applies to Total		
Building Height	3 stories, up 36' to top of parapet Minimum 14' ground floor height	15'		

Notes

- 1. Rear yard setback may be reduced to 0' when an alley is present or when adjacent lots are approved under one development plan to ensure separation between buildings on different properties.
- 2. Lot coverage includes impervious areas, defined as driveways, sidewalks, buildings, and patios.
- 3. When a setback is not 0', the setback area must be used for outdoor seating, pathways between buildings/lots, or other pedestrian amenities.

PARKING - PC-1 DISTRICT				
	Mixed-Use Residential Buildings	Mixed-Use/Commercial Buildings	Office or Civic Use	
Required Spaces	1.5 spaces per dwelling unit minimum	3.5 spaces per 1,000 gross square building footage maximum	1.0 spaces per 150 gross square building footage maximum	
Bicycle Parking	1.0 space/10 re	1.0 space/10 required vehicle spaces located near building entrances		
Parking Area Location 1,2	Rear	Rear	Rear	
Access Location 1, 3, 4	Rear Alley, Side Yard	Rear Alley, Side Yard	Rear Alley, Side Yard	

- 1. Parking should be located off an alley when present. Parking not allowed between building and public streets.
- 2. Parking areas must be setback 10' minimum from adjacent PR-1 or existing R-1 or R-2 districts
- 3. Shared drives are encouraged between adjacent lots to minimize curb cuts along the street.
- 4. Paved walkways shall be provided from all parking areas to building entrances or other pedestrian systems.



SCREENING - PC-1 DISTRICT ¹			
	Mixed-Use Residential Buildings	Mixed-Use/Commercial Buildings	Office or Civic Uses
Parking Lots/Areas Perimeter	Required when adjacent to residential uses or public streets. Natural ground cover planted w/shrubs, trees that forms a buffer at least 30" in height, or a 3' opaque decorative fence/masonry wall.		
Parking Lots/Areas Interior	Minimum 160 square feet for each landscaped island. All spaces must be within 100' of landscaped area.		
Rooftop Equipment	Fully screened from view		
Ground Level Equipment	Enclosed or screened by fence/plantings		
On-Site Trash Storage	Enclosed or screened by fence/plantings		

^{1.} See the Landscape section for allowed plant and tree species.

PERMITTED USES - PC-1 DISTRICT			
	Permitted Uses ⁴	Conditional Uses	Accessory Uses
Mixed-Use ¹	X		
Residential Uses			
Townhouse	Χ		
Apartments/Multiple-Family Dwellings	X		
Condominium	Χ		
Group Dwelling	Χ		
Commercial Uses			
Home Based Business/Live-Work Space	Χ		
Day Care		Χ	
Bed & Breakfast		Χ	
Short-term Rental ²	Χ		
Outdoor Dining in the Right-of-way ³	Χ		
General Retail Sales, Service, and Office	Χ		
Financial Institution without a drive-thru	Χ		
Art and Music Centers	Χ		
Restaurant without drive-thru food sales	Χ		
Tavern/Nightclub/Bar/Brewery	Χ		
Public/Civic Uses			
Park, Public	Χ		
Religious Assembly	Χ		
Parking Lot Private or Public	Χ		
Community Center, Meeting or Event Hall, Library	Χ		
Office, Government	Χ		
Other			
Any use customarily incidental and subordinate to the principal use it serves			X

- 1. Mixed-use is defined development in which a combination of residential and commercial uses (e.g., residential-over-retail), or several classifications of commercial uses (e.g., office and retail), are located in the same building or on the same parcel proposed for development.
- 2. Short-term rental is defined as any individually or collectively owned single-family house or dwelling unit; any unit or group of units in a condominium, cooperative, or timeshare; or an owner-occupied residential home that is offered for a fee for thirty days or less. "Short-term rental property" does not include a unit that is used for any retail, restaurant, banquet space, event center, or other similar use. The City shall not require a license or permit fee for a short-term rental property in the city of Peosta.
- 3. Ground floor encroachments should not impact or reduce unobstructed pedestrian walkways below 6'. Refer to the State of lowa regulations regarding serving alcoholic beverages in the right-of-way.
- 4, The ground floor of buildings facing a public street must be general retail, service, restaurant, or tavern/nightclub/bar/brewery uses, unless a public/civic building. Residential uses are allow on ground floors in the rear of building not facing a public street.



The following tables regulate lot coverage, open space, setbacks, building massing, screening, parking, and accessory buildings, and uses in each district.

• Regional Commercial (PC-2) - When a standard is not explicitly listed, the standards applicable to the C-2 district in the Peosta Zoning Ordinance apply.

BUILDING PLACEMENT AND MASSING - PC-2 DISTRICT				
	All Buildings	Accessory Buildings		
Front Setback				
Side Street Setback				
Side Setback	Refer to the C-2	Refer to the C-2 General Commercial		
Rear Setback	General Commercial			
Lot Area	District standards in the Peosta Zoning	District standards in the Peosta Zoning		
Lot Width	Ordinance	Ordinance		
Lot Coverage				
Building Height				

PARKING - PC-2 DISTRICT			
	All Uses		
Required Spaces	Refer to the C-2 General Commercial District standards in the Peosta Zoning Ordinance		
Bicycle Parking	1.0 space/10 required vehicle spaces located near building entrances		
Parking Area Location	Refer to the C-2 General Commercial District standards in the Peosta Zoning Ordinance		
Access Location	Refer to the C-2 General Commercial District standards in the Peosta Zoning Ordinance		

SCREENING - PC-2 DISTRICT 1	
	All Uses
Parking Lots/Areas Perimeter ²	Required when adjacent to residential uses or public streets. Natural ground cover planted w/shrubs, trees, or berm that forms a buffer at least 30" in height, or a 3' opaque decorative fence/wall.
Parking Lots/Areas Interior	Minimum 160 square feet for each landscaped island. One island is required for every 15 parking space provided
Rooftop Equipment	Fully screened from view
Ground Level Equipment	Enclosed or screened by fence
On-Site Trash Storage	Enclosed or screened by fence

- 1. See the Landscape section for allowed plant and tree species.
- 2. When parking lots/areas are street facing, the screening treatment must be in the form of a berm that creates a buffer at least 30" in height.



PERMITTED USES - PC-2 DISTRICT			
	Permitted Uses	Conditional Uses	Accessory Uses
Mixed-Use 1	X		
Commercial Uses			
Art and Music Center	Χ		
Catering Establishment	X		
Commercial Recreational Facility, Indoor	Χ		
Commercial Recreational Facility, Outdoor	X		
Community Center	X		
Financial Institution	Х		
General Office	X		
General Retail Sales	Х		
General Service	X		
Hotel	X		
Meeting or Event Hall	Χ		
Park, Public	X		
Professional Offices	Χ		
Restaurant with drive-thru food sales		X	
Restaurant without drive-thru food sales	Χ		
Gas Station ²		X	
Other			
Any use customarily incidental and subordinate to the principal use it serves			×

Notes:

1. Mixed-use is defined development in which a combination of residential and commercial uses (e.g., residential-over-retail), or several classifications of commercial uses (e.g., office and retail), are located in the same building or on the same parcel proposed for development.

2. Driveways, stacking lanes, and pumping areas shall be buffered from public streets, sidewalks, and any residential use including mixed-use buildings by a 10 foot planting strip, with shrubs and/or trees that form a barrier at least 30 inch tall. See the Landscape section for allowed plant and tree species.

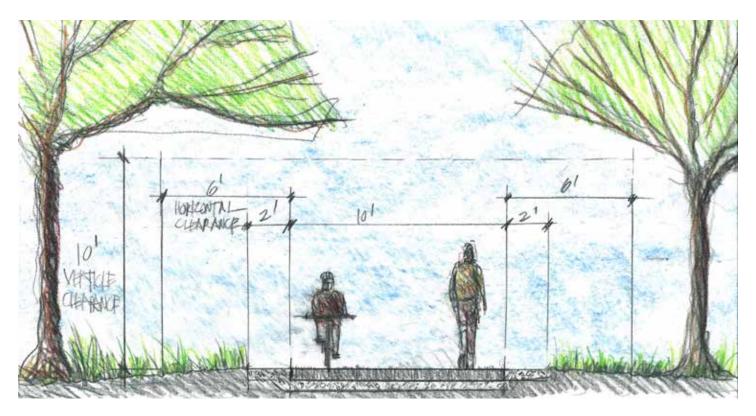
Pumps and canopies shall be located behind the principal building, not visible from the street or on corner lots may be located on the side of the principal building.

 ${\it Canopies shall have similar color and architectural features as the primary building.}$





Trails



The primary purpose of creating a network fo trails throughout the city is to provide scenic, paved connections for walkers, leisure, cyclists, active cyclists, rollerbladers, and other users

SURFACE

• 10' wide paved trail with center stripe

SURFACE MATERIALS

- 6" asphalt pavement on 6" base course
- 6" concrete pavement on prepared subgrade

SHOULDER

• 2' wide graded area, with 6" aggregate

HORIZONTAL CLEARANCE

• 6' wide clear zone on each side

VERTICAL CLEARANCE

• 10' (free of signage, tree branches)

ACCESSIBLE

ADA compliant



Streetscape Trees



PLANTS TO CONSIDER

- Black Maple
- Bur Oak
- Hackberry
- Swamp White Oak
- White Oak

SELECTION CRITERIA

- Emphasis on native species
- Current disease concerns
- Current best management practices
- Make effort to save healthy and viable existing trees
- Environmental conditions
- Salt tolerance
- Enhance micro-climate conditions
- Species recommended for urban environments
- Safety considerations



Overstory Trees



PLANTS TO CONSIDER

- Maple: Black, Red, Silver, Sugar
- Oak: Bur, Chinkapin, Pin, Red, Shingle, Swamp White
- Linden
- Sycamore
- Birch
- Aspen
- Elm

SELECTION CRITERIA

- Emphasis on native species
- Current disease concerns
- Current best management practices
- Make effort to save healthy and viable existing trees
- Environmental conditions
- Seasonal interest
- · Salt tolerance
- Enhance micro-climate conditions
- Use on southern exposures of buildings to enhance winter solar gain
- Safety considerations



Evergreen Trees



PLANTS TO CONSIDER

- · White Pine
- Eastern Red Cedar
- Basalm Fir

SELECTION CRITERIA

- Emphasis on native species
- Current disease concerns
- Current best management practices
- Make effort to save healthy and viable existing trees
- Environmental conditions
- · Winter interest
- Enhance micro-climate conditions
- Use on southern exposures of buildings to enhance winter solar gain
- Safety considerations



Landscape on Private Property

Private properties are also subject to landscape requirements in addition to the screening and lot coverage requirements in the Design Standards section. The requirements must be satisfied within private property lines. The "parking" area between sidewalk and street curbs are generally public rights-of-way and trees planted in these areas do not count toward the private property requirement unless stated otherwise.

TREE PLANTING REQUIREMENT			
PR-1	PR-2	PC-1	PC-2
One tree per residential lot up to 5,000 square feet in lot area One additional tree for each additional 5,000 square feet of lot area, or fraction thereof, up to a maximum requirement of nine trees per residential lot. ¹	Single-family developments. See PR-1 District. Multifamily developments. One overstory tree per 2,000 square feet of pervious site area excluding stormwater detention/retention areas. This is in addition to other screening requirements.	N/A except for screening and lot coverage requirements in the Design Standards	N/A except for screening and lot coverage requirements in the Design Standards

Notes:

1. More trees may be planted at the owner's discretion.

LOCATION AND PLANTING	
Location	Trees shall be located and spaced to promote healthy growing habits, and distributed to provide maximum canopy coverage.
Maintenance	All landscaping elements shall be maintained in good condition. Ongoing maintenance, including the replacement of dead or unhealthy plantings is required.
Minimum Size at Planting ^{1,}	Trees: 2.5 inch caliper for large trees, 2 inch caliper for small trees; Shrubs: 5 gallon container
Exceptions/Reductions	Credit may be given for the preservation of existing healthy trees and shrubs
Notes:	verall height at maturity of 30 feet or more

PERMITTED TREE AND SHRUB SPECIES WHEN REQUIRED

All approved trees listed within the landscape section of this document, including streetscape, overstory and evergreen trees (and their cultivars). The following plants and trees are not allowed:

https://www.iowadnr.gov/conservation/forestry/forest-health/invasive-plants





Signage on Private Property

Signage on private property shall be subject to the following standards. When an items is not detailed here, the standards of Chapter 16 of the Peosta Municipal Code apply.

Only signs listed in the tables are permitted. Other standards pertaining to sign permitting and requirements are in Chapter 16 of the Peosta Municipal Code. For the PC-2 District refer to Chapter 16 of the Peosta Municipal Code.

PERMITTED SIGNAGE - PR-1 DISTRICT 1					
SIGN TYPE	Height	Area	Number		
Wall Sign	< building roof line	4 square feet	1 per building		
Temporary Sign	Refer t	Refer to section 6-16-10 of the Peosta Municipal Code			

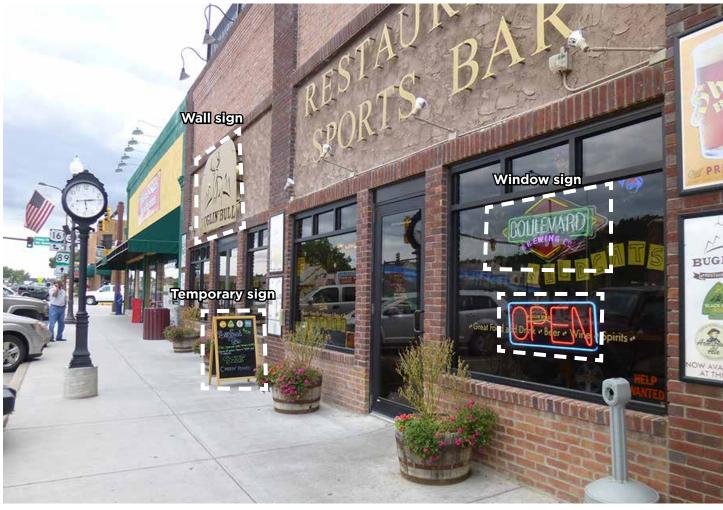
PERMITTED SIGNAGE - PR-2 DISTRICT 1				
SIGN TYPE	Height	Area	Number	
Wall Sign	< building roof line	25 square feet on Multi-Family buildings 4 square feet on other buildings	1 per building	
Informational/Directional Sign	Refer to section 6-16-9 of the Peosta Municipal Code			
Temporary Sign	Refer to section 6-16-10 of the Peosta Municipal Code			

PERMITTED SIGNAGE - PC-1 DIST	RICT			
SIGN TYPE	Height	Area	Number	
Wall Sign ¹	< building roof line	15% of total facade area combined for all tenants	1 per building or tenant	
Window Sign ²	N/A	30% of window area	1 per tenant	
Informational/Directional Sign	Refer to section 6-16-9 of the Peosta Municipal Code			
Temporary Sign	Refer to section 6-16-10 of the Peosta Municipal Code			
Projecting Sign	Projecting not more than 6 feet from a wall with a clearance of 8 feet from the sidewalk	24 square feet	1 per tenant but must be 25 feet from another projecting sign	
Notes: 1. Includes awning and canopy signs 2.Limited to ground floor non-resident	ial uses			



Signage on Private Property







Neighborhood Entry



NEIGHBORHOOD ENTRY

Primary font size: 12" tall channel letters, backlit

Secondary font size: 8" tall channel letters

Materials: Native Dubuque County limestone, aluminum battens

LOCATION





Monuments



MONUMENT

Primary font size: 12" tall channel letters, backlit

Secondary font size: 8" tall channel letters

Materials: Native Dubuque County limestone, aluminum battens

LOCATION





Vehicular Wayfinding



Pylon-mounted signs for vehicular purposes provide direction.

VEHICULAR WAYFINDING

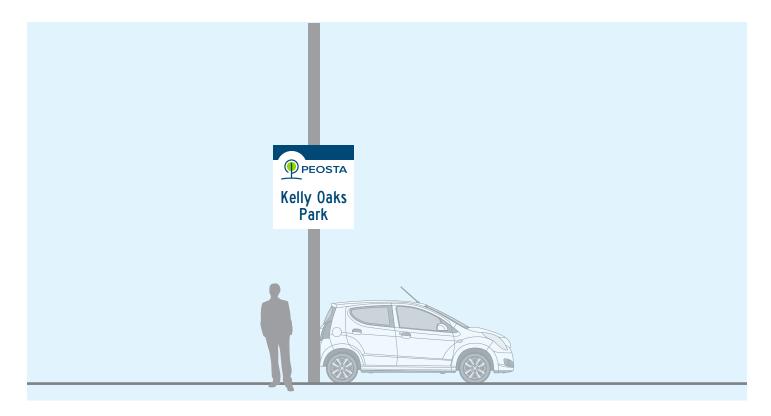
Sign size: 54" wide x 60" high **Font size:** 4" high (capital letter)

Arrows: 6" high x 4" wide (forward) 4" high x 6" wide (left, right)

Maximum locations per sign: Three one-line locations



Vehicular Identification



Pylon-mounted signs for vehicular purposes identify a location.

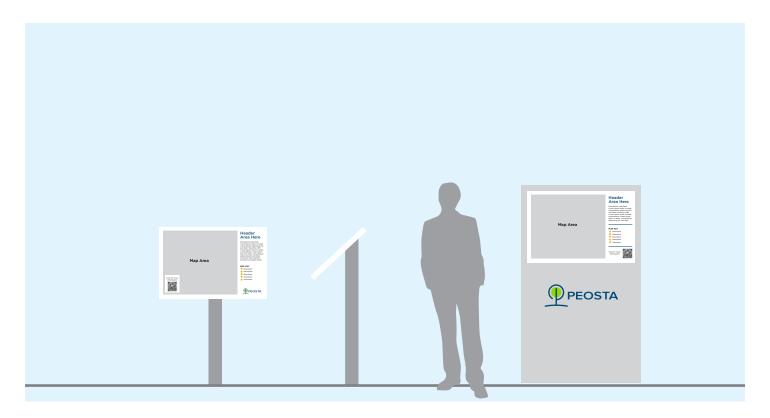
VEHICULAR IDENTIFICATION

Sign size: 54" wide x 56" high **Font size:** 8" high (capital letter)

Maximum locations per sign: One location



Kiosks



Informational map for use by pedestrian traffic.

PEDESTAL-MOUNTED

Sign size: 36" wide x 24" high

BLADE-MOUNTED

Sign size: 40" wide x 66" high

Interpretative panel size: 36" wide x 24" high





Picnic Tables



PRODUCT INFORMATION

Model: Lily: LIL-20 (with armrests) and LIL-20NA (without armrests)

Lily Backless: LIL-23 (with armrests)

Manufacturer: Victor Stanley **Mounting:** Surface mount

COLOR & FINISH

Color: Bronze

Finish: Powder-coated steel
Material Type: Wood Slats
Special Considerations:



Tables & Chairs





PRODUCT INFORMATION

Model: FBF-56 (Chairs) and PRSCT-36R (Cafe Tables)

Manufacturer: Victor Stanley **Mounting:** Surface mount

COLOR & FINISH

Color: Bronze

Finish: Powder-coated steel

Material Type: Metal

Special Considerations:



Bike Rack



PRODUCT INFORMATION

Model: Freesia Bike Rack BFRE-161

Manufacturer: Victor Stanley
Mounting: Surface mount

COLOR & FINISH

Color: Bronze

Finish: Powder-coated steel

Material Type: Recycled Solid Steel Bar

Special Considerations:



Planters



PRODUCT INFORMATION

Model: Urban Square

Manufacturer: Victor Stanley **Mounting:** Surface mount

COLOR & FINISH

Color: Bronze **Finish:** Matte

Material Type: Fiberglass **Special Considerations:**



Furnishings

Litter Receptacles





PRODUCT INFORMATION

Model: SDC-36

Manufacturer: Victor Stanley **Mounting:** Surface mount

COLOR & FINISH

Color: Bronze

Finish: Powder-coated steel

Material Type: Recycled Solid Steel Bar



Furnishings

Water Fountains



PRODUCT INFORMATION

Model: SE 10155 SMFA & SMSSFA

Manufacturer: MDF, INC. **Mounting:** Surface mount

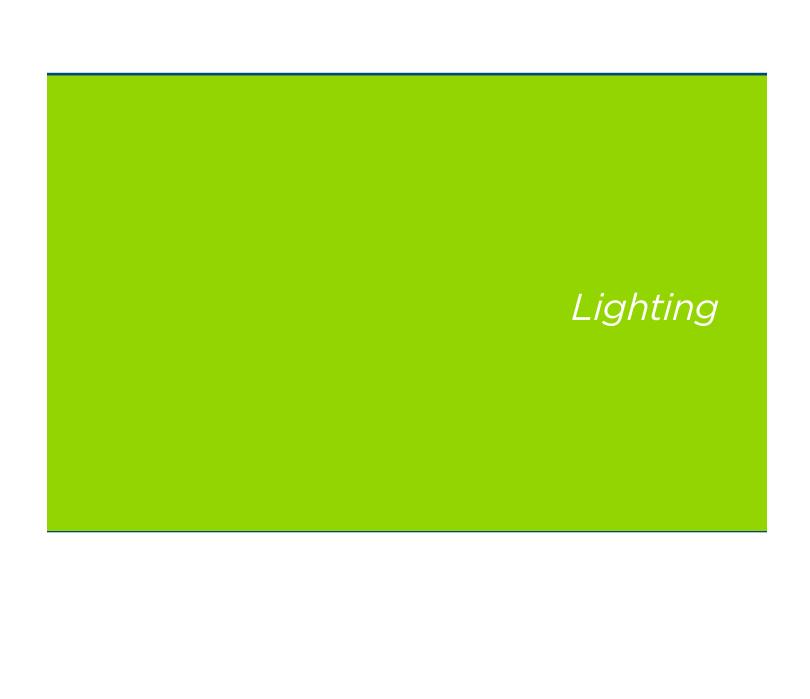
COLOR & FINISH

Color: Bronze

Finish: Powder-coated steel

Material Type: Stainless Steel





Street Light Pole - Major/Minor



Area/roadway light pole in modern cobra-head style with minimal housing and glare accessories for sheilding as needed in residential areas. LED array in post top to feature optical configurations for standard roadway lighting distributions. Color temperature recommendations in a residential area would be 3000 kelvin.



PRODUCT INFORMATION

Model: UMN-91261-38W-T2-W30-06-120/277-F-HSS

Manufacturer: Ligman Lighting

Mounting: Pole

COLOR & FINISH

Color: Bronze **Finish:** Matte

Material Type: Powder-coated

aluminum

- Bug Rating B3-U0-G0
- Impact Rating IK07
- Ingress Protection Rating IP54
- Major Pole Height Approx. 30', 75' O.C.
- Minor Pole Height Approx. 25'



Pedestrian Light Pole



Pedestrian light pole in traditional style with top shield to assist in unwanted up-light. LED array in post top to feature optical configurations for standard site lighting distributions. Because of the lantern style post-top design of these poles, glare will be a considerable factor and choosing the right output, distribution, and spacing will become critical to create a comfortable and uniform area. Color temperature recommendations would be 3000 kelvin.



PRODUCT INFORMATION

Model: UFOR-20011-50W-W30-

06-120/277-DIM

Manufacturer: Ligman Lighting

Mounting: Pole

COLOR & FINISH

Color: Bronze Finish: Matte

Material Type: Powder-coated

aluminum

- Bug Rating B1-U3-G1
- Impact Rating IK09
- Ingress Protection Rating IP66
- Pole Height Approx. 14'



Pedestrian Bollard



Pedestrian bollard light in traditional style with top shield to assist in unwanted up-light. LED array in post top to feature optical configurations for standard site lighting distributions. Color temperature recommendation is 3000 kelvin. Final spacing to be verified with photometric calculation. Bollard to match pedestrian poles.



PRODUCT INFORMATION

Model: UFOR-10011-48W-T3-W30-06-120/277-DIM-A91591

Manufacturer: Ligman Lighting

Mounting: Pole

COLOR & FINISH

Color: Bronze Finish: Matte

Material Type: Powder-coated

aluminum

- Bug Rating B2-U0-G1
- Impact Rating IK08
- Ingress Protection Rating IP65
- Bollards assumed to be nominal 3' tall and spaced roughly 12' O.C.



Specialty/Feature Lighting



Specialty lighting to draw attention to desirable public areas of significant interest or use at night. A cantenary option would allow for lights to be suspended over an open space without impeding traffic or creating a need for additional infrastructure to support landscape lighting. Layering light in this way will help bring dimension and context to areas withing the community and have the potential to serve as wayfinding markers or icons.



PRODUCT INFORMATION

Model: UFOR-95011-50W-W30-06-120/277-DIM-A90521

Manufacturer: Ligman Lighting

Mounting: Catenary

COLOR & FINISH

Color: Bronze Finish: Matte

Material Type: Powder-coated

aluminum

- Bug Rating B2-U0-G1
- Impact Rating IK08
- Ingress Protection Rating IP65



Water's Edge Park & Town Square

In the Spring of 2021, the City of Peosta adopted a Comprehensive Parks Master Plan, a key City Council priority. During the master planning effort, a significant amount of public input was received that helped identify key priorities for parks, recreation, and trails. This feedback, along with additional steering committee input yielded a clear need for a community destination park, that can help promote growth within the city and fulfill several important quality of life demands that are currently missing from Peosta. The plans shown within this chapter were confirmed during the July 2021 open house where citizens voiced their overwhelming support.

CH 4

Water's Edge Park & Town Square

Overview

Water's Edge Park is envisioned to be a 25 Acre destination, anchored by a large pond, boardwalk, pavilions and walking trails. Key components of the plan include the following, multiseason amenities and programmed elements.

(1) Sledding Hill

Located in the northeast corner of the development, a 50' tall sledding hill will provide a place to sled and gather.

(2) Park Pavilion/Kayak Rental

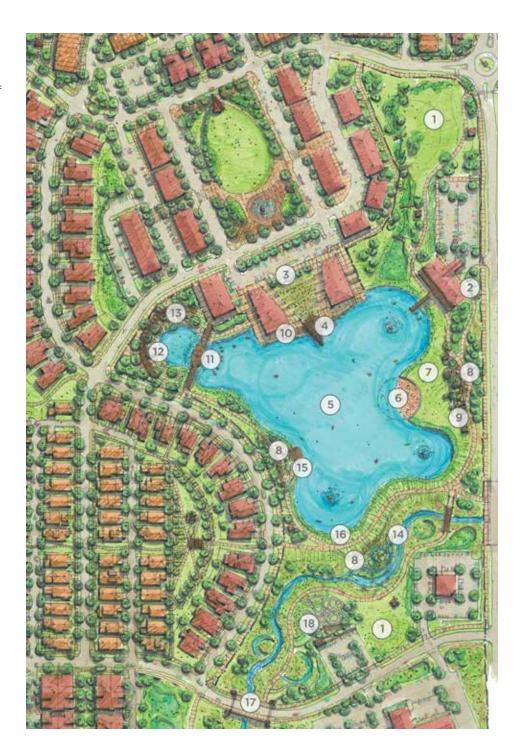
Near the sledding hill, accessed just across from Cox Springs Road sits a XXXSF pavilion with ample parking. This pavilion is intended for gatherings, community events along with a shared access to the swimming beach.

3 Grass Terrace

Anchoring the southern end of the Town Center and leading people into Water's Edge Park is a performance and gathering terrace. This can be either a performance area or casual gathering space, but should remain a publicly accessible gathering point, connecting to the water for all residents to enjoy.

(4) Shade Pavilion

At the end of the Terrace a small pavilion will provide an amphitheater-like experience for public events, overlooking Lake Peosta.





Overview

(5) Pond

This signature element will provide fishing opportunities, swimming and other water recreation. It's a constructed wetland that also serves an important water quality purpose. The entire shoreline will be naturalized with grasses and plantings that help keep the water clean and discourage the bacteria load that comes with too many geese and other waterfowl.

(6) Beach

Visitors can walk here from the Park Pavilion to connect with one another and enjoy swimming and playing in the water; water that will be clean thanks to all the water quality cleansing opportunities being developed in the watershed.

7 Play Lawn

Adjacent to beach, this open space will be available for picnics, frisbee games, kite flying and all manner of casual outdoor recreation.

(8) Rock Outcropping

Outcroppings will occur in many areas around the park. A sense of place - of being in the Driftless Region - comes with these natural jumbles of rock, which can protect shoreline, enhance the aesthetics of the park and create overlooks and opportunities for exploration.

(9) Play Space

Just south of pavilion will be a grove of trees scattered with small boulders and other natural elements that offer the chance to explore nature as a playground.

10 Water Promenade/Access

This publicly accessible area anchors the north end of the pond and will allow visitors to take an evening stroll along the edge of the pond and perhaps watch a performance at the Pavilion. The Promenade offers opportunities for public-private partnering, such as creation of a dining venue along the edge of the pond.

11) Waterfall Bridge

If aeration/water recirculation is needed, water can be pumped from the pond into a basin at the pond's northwest corner and recirculated by means of a small waterfall. The bridge over this area can become a place to see and be seen during park strolls or for special photo /Instagram moments.

(12) Stepped Water Terrace

This area along the edge of waterfall area will be where water begins to cascade down into the pond.

(13) Pergola

A pergola near the waterfall bridge could be used as a small amphitheater overlooking the pond/

(14) Natural Water Play

Just south of the pond will be an area with recreational access to Whitewater Creek's along its restored shoreline.

(15) Fishing Dock

While fishing can occur in many spots around the pond, this more purposeful fishing dock will give ADA access to the water's edge.

(16) Pond Dam

The structure that creates the pond will be at the southern end of the trail that loops around the park.

(17) Gateway Bridge

Travelers coming from the west will see this bridge as their signal that they've arrived at the development. Those coming from the east will see it as the entry to the development's residential area.

18 Pump Track and Parking

The pump track is a great introduction to mountain biking and might even be used as a small BMX course. A paved track, it will connect to the greater area trail system.



Grass Terrace Looking South









Fishing Dock Looking North



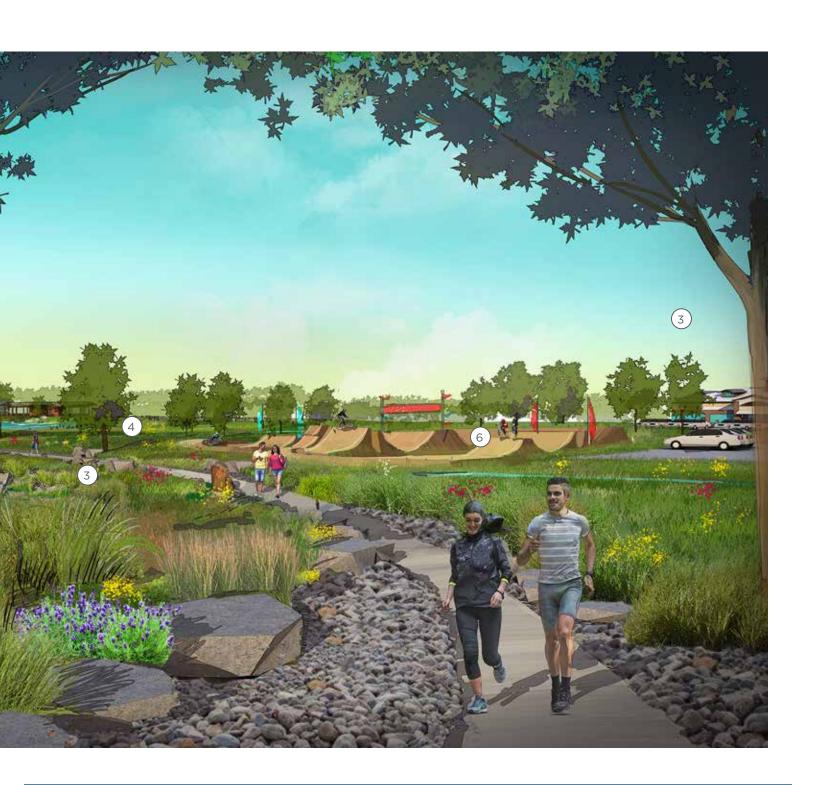






Gateway Bridge Looking North







Town Square

Overview

A central park anchors the Town Center section, with a splash pad/ skating rink, a performance space to allow for community festivals and open space that can be used for movies in the park, farmers markets, etc.

1) Park Pavilion/Amphitheater

At the north end of the park, this structure can be used for small performances or movies in the park.

2 Natural Play

Small bouldering walls and other natural play opportunities will ring the event lawn.

3 Berm/Planting

The elevated berm overlooks the small "bowl" created by the event lawn, offering great views into the space.

4 Rock Outcropping

5 Permeable Paving

Used wherever there are paved areas in the park, permeable paving is stormwater management in harmony with the landscape, a responsible way to respect and preserve natural resources.

6 Entry Plazas

Small entry plazas occur in multiple locations around the park, giving easy entry from all directions.

Splash Pad/Ice Rink

As the signature element of Town Square Park, the splash





Town Square

Overview

pad will offer summer fun and have the possibility of being used as an ice rink in winter.

8 Seating/Outdoor Dining

Throughout the park, there are plenty of options for picnicking or just stopping to rest and reflect.

9 Event Lawn.

This wide open green space will be perfect for outdoor festivals, audiences for amphitheater events, tents for farmers markets or art fairs, etc.

10 Pedestrian Connection

A priority for this park was that it should offer plenty of connections into the park from the entire surrounding area, so users coming from any direction feel welcome.

(11) Winter Activities

Town Square Park will be more than a summer park, with opportunities for ice fishing, cross-country skiing and the possibility of an ice rink on the splash pad space in winter.



Town Square

Park Pavilion Looking South









Costs & Prioritization

Water's Edge Park

IMPROVEMENT NAME	QTY	UNIT	PRICE	CONSTRUCTION COSTS	CONTINGENCY
IMPROVEMENT NAME	QII		PRICE	CONSTRUCTION COSTS	CONTINGENCY
Whitewater Creek Greenway					
Stream Restoration / Earthwork	1	LS	\$594,000.00	\$594,000.00	\$118,800.00
Oxbow Restoration	5545	SF	\$20.00	\$110,900.00	\$22,180.00
Natural Areas Restoration	8.83	Ac	\$8,000.00	\$70,640.00	\$14,128.00
Pump Track	759	LF	\$250.00	\$189,750.00	\$37,950.00
Parking Lot	16,500	SF	\$14.00	\$231,000.00	\$46,200.00
Gateway Bridge	1	LS	\$600,000.00	\$600,000.00	\$120,000.00
Trails / Recreational Paths	4,000	LF	\$120.00	\$480,000.00	\$96,000.00
Furnishings, Signage, Drinking Fountains	1	LS	\$425,000.00	\$425,000.00	\$85,000.00
Lake Peosta					
Constructed Wetland	1	LS	\$2,176,591.00	\$2,176,591.00	\$435,318.20
Swimming Beach	14,200	SF	\$9.00	\$127,800.00	\$25,560.00
Fishing Pier / Overlook	1,100	SF	\$410.00	\$451,000.00	\$90,200.00
Shoreline Gathering Areas/Outcroppings	1	LS	\$225,000.00	\$225,000.00	\$45,000.00
Trails / Recreation Paths	7800	LF	\$120.00	\$936,000.00	\$187,200.00
Boardwalk	4,800	SF	\$410.00	\$1,968,000.00	\$393,600.00
Landscaping	8	AC	\$8,000.00	\$62,400.00	\$12,480.00
Furnishings, Signage, Drinking Fountains	1	LS	\$425,000.00	\$425,000.00	\$85,000.00
Amenities / Donor Items					
Pavillion / Kayak Rental / Pier / Restrooms	8400	SF	\$325.00	\$2,730,000.00	\$546,000.00
Parking Lot	28000	SF	\$14.00	\$392,000.00	\$78,400.00
Ampitheatre/ Terrace / Shade Pavilion	12,000	SF	\$325.00	\$3,900,000.00	\$780,000.00
Stepped Water Terrace	1	LS	\$2,400,000.00	\$2,400,000.00	\$480,000.00
Signature Bridge	3,000	SF	\$900.00	\$2,700,000.00	\$540,000.00



SOFT COSTS	TOTAL PROJECT COSTS	PRIORITIZATION	POTENTIAL FUNDING SOURCE	COMMENTS
\$172,260.00	\$885,060.00	S	City / Grant	Includes "Natural Water Play" and "Rock Outcropping" Park Amenities, General Earthwork
\$32,161.00	\$165,241.00	S	City / Grant	Water Quality Improvement Practices
\$20,485.60	\$105,253.60	S	City / Grant	Native Landscaping, Trees
\$55,027.50	\$282,727.50	S	City	
\$66,990.00	\$344,190.00	S	City	Pavement, Landscaping, Lighting
\$174,000.00	\$894,000.00	S	City / Developer	
\$139,200.00	\$715,200.00	S	City	
\$123,250.00	\$633,250.00	S	City	
\$631,211.39	\$3,243,120.59	М	City / Grant	Includes Stormwater Best Management Practices, Outfall Structure, Dam, Mitigation
\$37,062.00	\$190,422.00	М	City	Sand, geotextile, infrastructure
\$130,790.00	\$671,990.00	М	City	SW corner of lake
\$65,250.00	\$335,250.00	М	City	
\$271,440.00	\$1,394,640.00	М	City	
\$570,720.00	\$2,932,320.00	М	City / Donor	
\$18,096.00	\$92,976.00	М	City	
\$123,250.00	\$633,250.00	М	City	
\$791,700.00	\$4,067,700.00	М	City / Donor	
\$113,680.00	\$584,080.00	М	City / Donor	Pavement, Landscaping, Lighting
\$1,131,000.00	\$5,811,000.00	L	City / Donor	
\$696,000.00	\$3,576,000.00	L	City / Donor	
\$783,000.00	\$4,023,000.00	L	City / Donor	



Costs & Prioritization

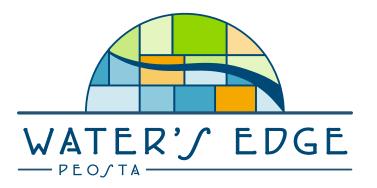
Town Square

TOWN SQUARE PARK CONCEPTUAL COSTS						
IMPROVEMENT NAME	QTY	UNIT	PRICE	CONSTRUCTION COSTS		
Town Square Park Conceptual Costs						
Great Lawn	27,500	SF	\$35.00	\$962,500.00		
Performance Stage	1	LS	\$625,000.00	\$625,000.00		
Plant Beds, Bouldering Areas	10,540	SF	\$45.00	\$474,300.00		
Special Paving	32,211	SF	\$24.00	\$773,064.00		
Spalsh Pad	3900	SF	\$150.00	\$585,000.00		
Sidewalks, Boulevards, Furnishings	1530	LF	\$244.00	\$373,320.00		
Lighting / Electrical	1	LS	\$425,000.00	\$425,000.00		



CONTINGENCY	SOFT COSTS	TOTAL PROJECT COSTS	PRIORITIZATION	POTENTIAL FUNDING SOURCE	COMMENTS
\$192,500.00	\$279,125.00	\$1,434,125.00	М	City / Grant	
\$125,000.00	\$181,250.00	\$931,250.00	М	City / Grant	
\$94,860.00	\$137,547.00	\$706,707.00	М	City / Grant	
\$154,612.80	\$224,188.56	\$1,151,865.36	М	City / Grant	
\$117,000.00	\$169,650.00	\$871,650.00	М	City / Grant	
\$74,664.00	\$108,262.80	\$556,246.80	М	City	
\$85,000.00	\$123,250.00	\$633,250.00	М	City / Grant	





MASTER PLAN

RDS...