



# HEBER CITY

**PARK STANDARDS MANUAL**  
AUGUST 2023 **DRAFT**

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# INTRODUCTION

## THE NEED FOR CONSISTENT STANDARDS

Heber City is set on establishing a world-class parks, trails, and open space system. As an emerging recreational destination and a rapidly growing community, ensuring that all parks in the city reflect an acceptable standard is a critical step for achieving this goal. The Heber City Park Standards establish a coordinated and comprehensive park design and development framework for existing and future parks in order to meet the needs and expectations of the city and its current and future residents.

Establishing minimum standards does not mean these spaces should be overly prescriptive or solely focused on meeting minimum requirements, looking identical, or containing the exact same features and equipment. Instead, it is anticipated that each park will be carefully designed to not only meet the minimum requirements, but also respond to the specific site, setting, and program, resulting in unique and engaging spaces.



# RELATIONSHIP TO OTHER CITY STANDARDS, PLANS, & ORDINANCES

The Heber City Park standards support the overall Heber City Vision and complement other key plans, standards, codes, and ordinances as follows.



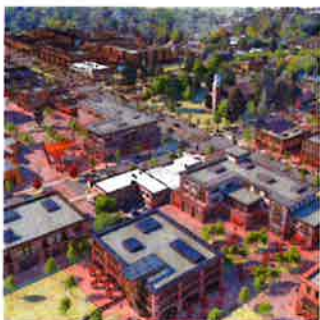
## HEBER CITY ENVISION 2050

This is a critical policy document that establishes the vision for Heber's future growth and development for the next several decades. It was established as part of highly engaged and comprehensive public involvement process that clarified the future vision for the park, trail, and open space system as well as other key aspects of the city. The plan includes a future land use map and graphic descriptions and development principles intended to ensure existing and future parks, trails and open spaces are implemented in a manner that meets long-term growth and development needs.



## HEBER CITY PARKS, TRAILS AND OPEN SPACE MASTER PLAN

The Heber City Parks, Trails and Open Space Master Plan builds upon Heber City Envision 2050, providing more detail regarding existing conditions and future needs, park service gaps, park priorities and levels of service. The plan acknowledges that Heber City is an active community with an identity intrinsically tied to its natural environment, which should be addressed in the design and development of its parks, trails and open space system.



## ENVISION CENTRAL HEBER

This planning process takes a careful look at the heart of the city, with a focus on Main Street, surrounding neighborhoods, and a planned recreation and tourism district near the train station. The plan explores growth and traffic enhancements in these areas while maintaining and enhancing the history, recreation opportunities, community spaces, business development opportunities and beauty of the greater downtown area.



## HEBER CITY MUNICIPAL CODE

A compendium of key statutes, ordinances, codes and standards that apply in Heber City, including those that address design and development of parks. The following chapters provide specific guidance to the design and development of city parks:

6	<a href="#"><u>Animals</u></a>	15	<a href="#"><u>Buildings and Construction</u></a>
8	<a href="#"><u>Health and Sanitation</u></a>	17	<a href="#"><u>Subdivisions</u></a>
10	<a href="#"><u>Vehicles and Traffic</u></a>	18	<a href="#"><u>Zoning</u></a>
12	<a href="#"><u>Streets, Sidewalks and Public Places</u></a>	19	<a href="#"><u>Heber City Envision 2050</u></a>
13	<a href="#"><u>Public Services</u></a>		



## HEBER CITY ENGINEERING STANDARDS

In addition to the engineering standards addressed in the Heber Municipal Code, standard Engineering Drawings and Specifications have been established that are aligned with the drawings and specifications for parks in this document. For current Heber City Engineering Standards see [heberut.gov/158/Engineering](http://heberut.gov/158/Engineering).

**Note:** The municipal code is updated and modified on a regular basis. Visit [heber.municipalcodeonline.com](http://heber.municipalcodeonline.com) to ensure the latest version is used.

## APPLYING THE STANDARDS

### WHERE THE PARK STANDARDS APPLY AND WHERE THEY DO NOT

The Heber City Park Standards apply specifically to new park design as well as retrofit and rehabilitation of existing parks and recreational facilities. These standards apply to all public parks and private parks that are intended to become publicly owned and operated in the future. The standards are therefore encouraged to be used for the design of all private parks and recreation facilities as well.

# END USERS

## **PARK DESIGNERS**

The Heber City Park Standards are not a substitute for professional expertise, experience, and aesthetic judgment. It is assumed that professional landscape architects (PLAs), licensed in the State of Utah, shall be responsible for the design of all parks in Heber City. They shall utilize these guidelines to help ensure public safety, health, regulatory, and permitting requirements associated with the design and implementation of parks are met, and shall ensure that all applicable local, state, and federal laws, codes, and regulations are addressed and incorporated as required. Generally, the design of parks and open space shall be undertaken by project owners and developers, and reviewed and revised by the city.

## **CITY STAFF**

City staff will use these standards in conjunction with city policies and guidance documents, community desires and needs, and existing amenities in other parks when evaluating and managing park development projects. Their role is to help ensure that the design and specific elements for each park and open space meets the needs of the city and park system.

## **MEMBERS OF THE PUBLIC**

These guidelines are available to the public to help clarify the processes and standards that are in effect.

## HEBER CITY DISTRICTS

In addition to the overall Heber City brand, specific design standards have been developed for specific areas of the city. For example, the Municipal Code includes a special section for the North Village to help ensure a unified design and quality development is achieved through the use of high-quality materials, architecture, landscaping, and open space, as defined in the General Plan (see *Table 1.4*). Note that the “Mountain Modern” style referenced throughout this section shares the characteristics of the North Village.

**TABLE 1.4 - NORTH VILLAGE (NV) KEY CHARACTERISTICS**

**Description:** A town center located at the major crossroads of Highway 40 and Highway 32, growth is anticipated to exceed many other areas of Heber due to the numerous developments occurring in both Summit and Wasatch Counties, including evolving ski resort destinations.

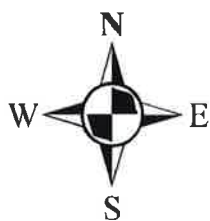
- Simple rustic detailing and ornamentation
- Simple geometric forms
- Stone/ brick or natural/ transparent stained wood
- Exposed structural elements
- Colors and materials blend with the natural setting

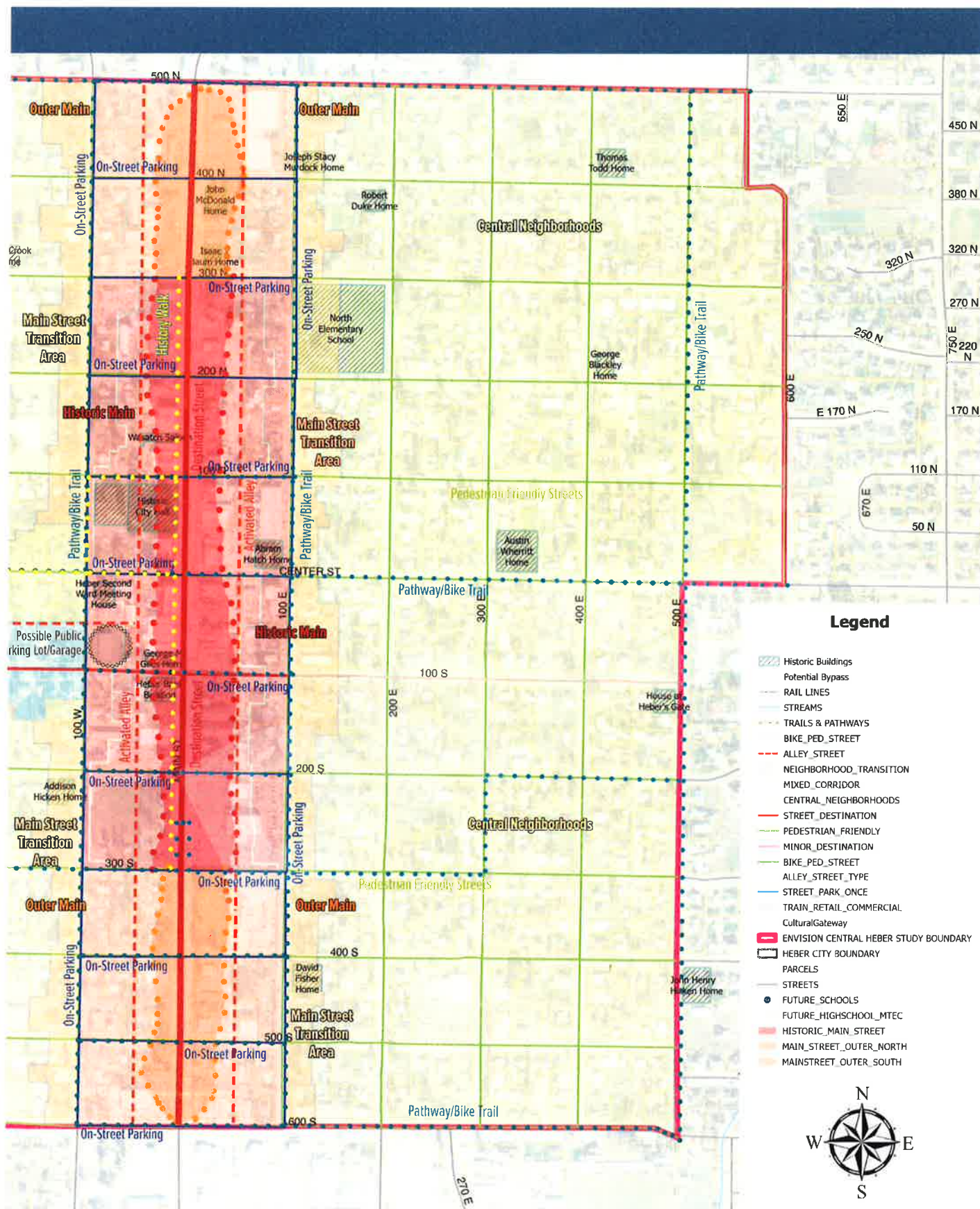




# FUTURE LAND USE

-  HEBER CITY
-  HEBER STUDY BOUNDARY
-  UNBUILDABLE SLOPES
-  WETLANDS
- FUTURE LAND USE**
- ACRONAME**
-  ST SOUTHTOWN
-  AP AGRICULTURE PRESERVATION
-  AT AIRPORT
-  BP BUSINESS PARK
-  DT DOWNTOWN
-  HC HISTORIC CORE
-  I INDUSTRIAL
-  JLV JORDANELLE LAKE VILLAGE
-  JMV JORDANELLE MOUNTAIN VILLAGE
-  LLR LARGE LOT RESIDENTIAL
-  MDR MEDIUM DENSITY RESIDENTIAL
-  MP MOUNTAIN PRESERVATION
-  NOS NEIGHBORHOOD W OPEN SPACE
-  NT NORTHTOWN
-  NV NORTH VILLAGE
-  PC PLANNED COMMUNITY
-  RR RURAL RESIDENTIAL
-  SB SCENIC BUFFER
-  TR TOURISM RECREATIONAL
-  UV UNIVERSITY VILLAGE







**TABLE 1.6 - CENTRAL NEIGHBORHOODS DISTRICT KEY CHARACTERISTICS**

**Description:** Pedestrian-friendly streets with an easy-to-access bike network, neighborhood parks, a potential alley pilot project between 100 South and Center Street, a history walk connecting the original train depot and the Civic Center Block, historic structures and homes enhanced.



**TABLE 1.7 - MAIN STREET DISTRICT KEY CHARACTERISTICS**

**Description:** Highly active destination Main Street featuring live/work/play/shop/dine/gather opportunities; historic/classic architecture in Historic Main District and historic themed but more flexible architecture in outer Main.

- Benches
- Outdoor dining areas
- Street trees
- Plaza space
- Fire pits/heaters,
- Bike racks
- Activity structures
- Art/sculptures
- Planters
- Attractive streetlights
- Mix of existing historic and new modern and traditional
- Preferred building materials: brick, sandstone, glass, timbers, rock
- Apply existing design standard for classic commercial requiring historic/classic commercial features (e.g. storefront), but with flexibility for a mix of styles
- Classical/historic building features encouraged.



DISTRICT TYPE	USES	KEY CHARACTERISTICS
Jordanelle Lake Village (JLV)	<p>Primary: hospitality, mixed uses, service and commercial uses</p> <p>Secondary: medium to higher density residential, schools</p>	<p>A mixed use town center with adjacent neighborhoods to serve the region's growing recreation/tourism industry, characterized by Mountain Modern architecture and mixed uses that include gathering spaces. Development blends into the slopes, and natural lands are preserved.</p> <p>Roads with swales and trails, clustering options, small lot and townhome options, significant open space, natural areas.</p>
Utah Valley University Village	<p>Primary: an array of uses supportive to the University, including hospitality, training centers, small retail, gathering places, mixed use, and student housing.</p> <p>Secondary: tech uses, affordable housing</p>	<p>A mixed use village created to support the growth and desirability of the UVU campus, characterized by Mountain Modern architecture and vibrant pedestrian gathering places.</p>
New Neighborhoods with Open Space (NOS)	<p>Primary: SFDs Secondary: townhomes, small lot and attached housing</p>	<p>Small lot clusters, townhomes and open space achieved through clustering and generally located adjacent to centers.</p>
Agricultural Preservation (AP)	<p>Agricultural uses on large lot (20 acres), with minor residential use</p>	<p>Dairy, grazing and grazing supportive crops with a homestead. Agricultural areas provide separation between communities.</p>
Mountain Preservation (MP)	<p>Recreational uses using the preserved natural areas</p>	<p>Steep slopes over 30%, stream corridors, wetlands, areas providing separation between communities.</p> <p>Clustered housing with density transfers to the villages.</p>









## PARK TYPE STANDARDS

### LEVEL OF SERVICE (LOS) STANDARDS

As detailed in the *Heber City Parks, Trails and Open Space Master Plan (adopted 2021)*, establishing a clear Level of Service (LOS) for parks is essential for ensuring that existing and future park needs are met. The plan calls for a future LOS of 4.0 acres of park land to be provided for every 1,000 residents, equitably distributed throughout the city so that eventually a park or trail will be available to every household within a maximum half-mile walking distance. Generally, an emphasis should be placed on the quality of parks rather than the quantity (acreage).

Existing and future parks are expected to meet the high aspirational standards for quality amenities and design. In addition, extra vigilance is necessary to ensure existing and future parks are distributed in a manner that is equitable and achieves the ambitious goal of ensuring a maximum walking distance from home to the nearest park.

## PARK AMENITY REQUIREMENTS (POINTS WILL BE FINE-TUNED)

The following elements may be used to achieve the 10 points that are required per 0.1 acre (or 100 points per acre). Park features or elements that are not included in this table may be proposed by an applicant and are assigned points by the planning commission and city council. All parks are required to provide a mixture of amenities that are reflective of the park type (see pages 28-32).

TABLE 2.2 - AMENITIES/ PARK FEATURES	POINTS
Sports court (6,600 sq. ft. or 55' x 120')	100
Restroom (min. 190 sq. ft. and 2 stalls) (80 points per additional 2 stalls)	100
Multi-purpose sport fields (needs dimension)	50
Passive recreation area (needs dimension)	50
Trail, hard or soft surface (min. width to maximum 8ft.), excluding sidewalks along streets (per 100 linear feet). Trail and bike lane connections to other parks, open spaces, recreation amenities and community destinations should be included	6-8
Drinking Fountain (freeze resistant w/pet bowl & bottle filler)	5
Pavilion (per 100 sq. ft.)*	4
Shade structure (per 100 sq. ft.)	4
Public art or sculpture, artist commissioned	4
Picnic or dining table (6'-8'); bench or other seating (6'-8'), trash receptacle or similar furnishings. High-quality metal, powder-coat, selected from same series or model**	2
Bicycle rack (4+ bikes)	2
Trees (5)	2
Playground equipment, splash pad, skate, or other specialty play feature (per \$1,000)	2
Sensitive lands characteristics as determined by Heber City (awarded based on the quality and usability of the land)	0-100
Other special amenities and features approved by Heber City	0-100

\* 1 picnic table or equivalent is required for every 100 sq ft.

\*\* A minimum of one trash can is required for every pavilion and/or picnic/dining table



## NEIGHBORHOOD PARKS

### 3-10 ACRES

**Neighborhood Parks** are recommended as the primary park type for filling gaps in the park system. They generally provide the best value to the City and its residents by striking a balance between convenient access, and the level of amenities they provide. While the established size range for Neighborhood Parks is 3-10 acres, **a minimum of 5 acres should be the goal for future parks**, as this is considered the minimum threshold for ensuring efficient maintenance routines and for providing the highest level of play and recreation opportunity. Neighborhood Parks should include the following amenities (*see Table 2.4*):

**TABLE 2.4 - NEIGHBORHOOD PARK MINIMUM AMENITIES**

- |  |  |
|--|--|
| ▪ Trees  | ▪ Playground(s)  |
| ▪ Picnic tables or benches                                       | ▪ Sports field(s) (baseball, soccer, football and similar sports for casual play, pick-up games and training)  |
| ▪ 1 drinking fountain for every 5 acres                          | ▪ Trail and bike lane connections to other parks, open spaces, recreation amenities and community destinations |
| ▪ Passive multi-use area(s)                                      | ▪ Perimeter walking trail(s) where appropriate   |
| ▪ Small/Medium Pavilion(s)                                       |  |
| ▪ A restroom   |  |
| ▪ Sport court(s) (basketball, volleyball, pickleball and tennis) |  |





# REGIONAL PARKS

30+ ACRES

**Regional Parks** are large, typically greater than 30 acres in size. They are the largest and most diverse park type, providing a wide range of amenities and features. Future city and county-owned Regional Parks should include the following (see *Table 2.6*):

TABLE 2.6 - REGIONAL PARK MINIMUM AMENITIES

- All the amenities and features in Community Parks
- Two or more specialty regional recreation features, such as a sports complex, an aquatics facility, splash pad or arboretum
- Two or more restrooms, depending on size and need
- Community event infrastructure



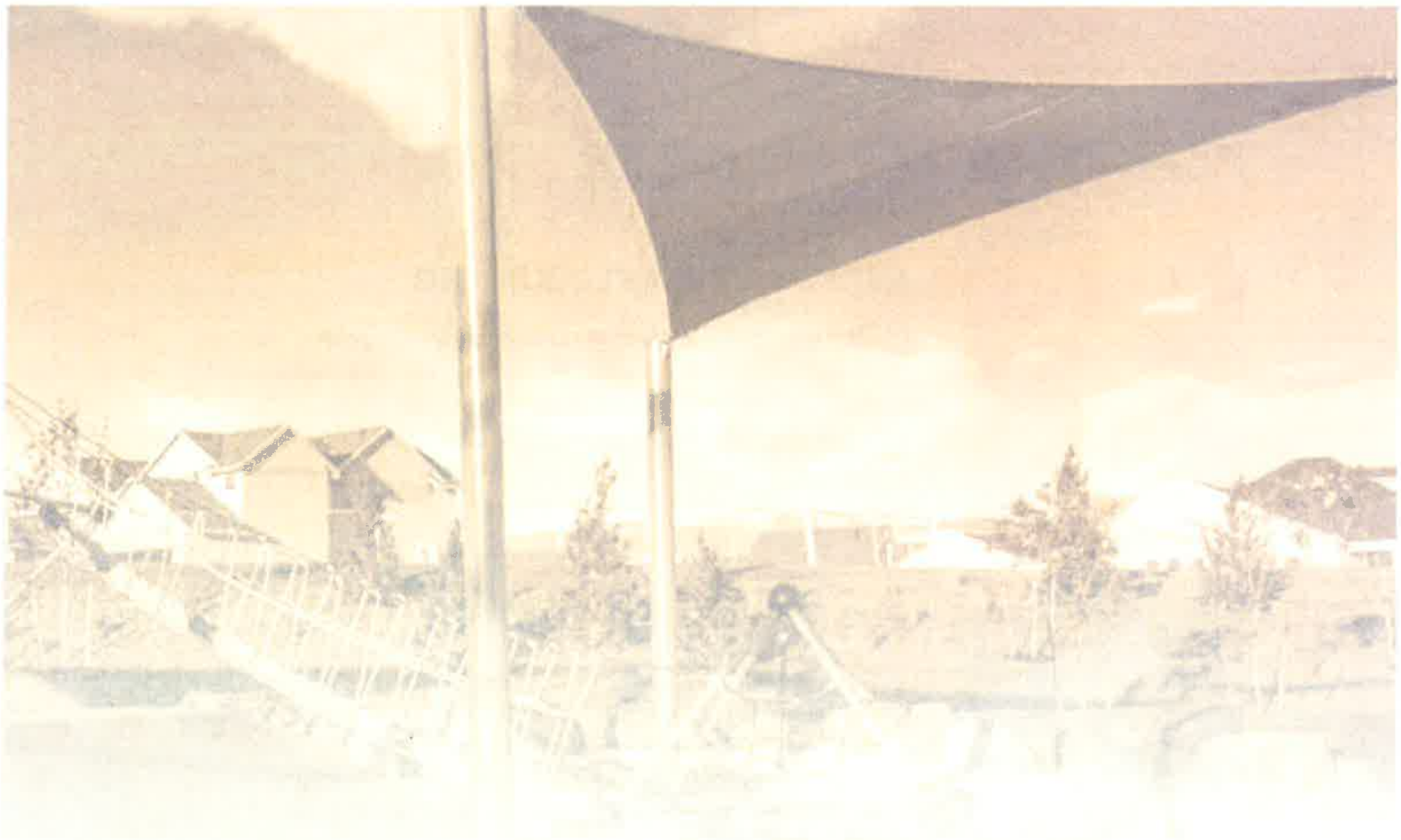
## CONSIDERATION OF SPECIAL PARK NEEDS & CHARACTERISTICS

These general park standards are primarily a function of the size and purpose of each park. In some cases, other characteristics may need to be considered when determining how to apply the standards.

For example, a park that is located in a natural setting should build upon those conditions, resulting in a simpler and less developed park better matching the context and setting. Another example is a park that is located in a district or neighborhood with a special theme, brand, or look. In such cases, those special conditions should be considered and evaluated in addition to the general standards.







# 3

## PARK DESIGN

Great parks require great designs. They rarely, if ever, just “happen.” Nearly all communities have public spaces and features that evolved without any type of strategic plan or organized process, and while these places are appreciated, they are not the destinations they could have been with the application of solid design approaches.

This section outlines seven park design principles that, when applied strategically, will result in quality, well-thought-out park spaces.



## DESIGNED TO EVOLVE

Great parks have longevity while also being able to respond to changes over time. A great park can adapt to meet the needs of new generations and respond to evolving activities and uses.



## TIMELESS

Great parks are timeless, reflecting the era in which they were designed. Some of the most innovative park designs retain their original look and feel even after being modified and changed to meet new needs.



## MAINTAINABLE

Great parks always involve and consider the needs of maintenance staff in the planning and design process, ensuring efficient maintenance processes and budgetary limitations are integrated into the design.





# 4

## SOFTSCAPE & HARDSCAPE

The process of landscape design involves programming both the hard and soft areas of a site in order to achieve desired goal and needs. When planning Heber's parks, one should consider hardscape and softscape activity requirements, maintenance, aesthetics, and functionality.

# HARDSCAPE FIXED STANDARD

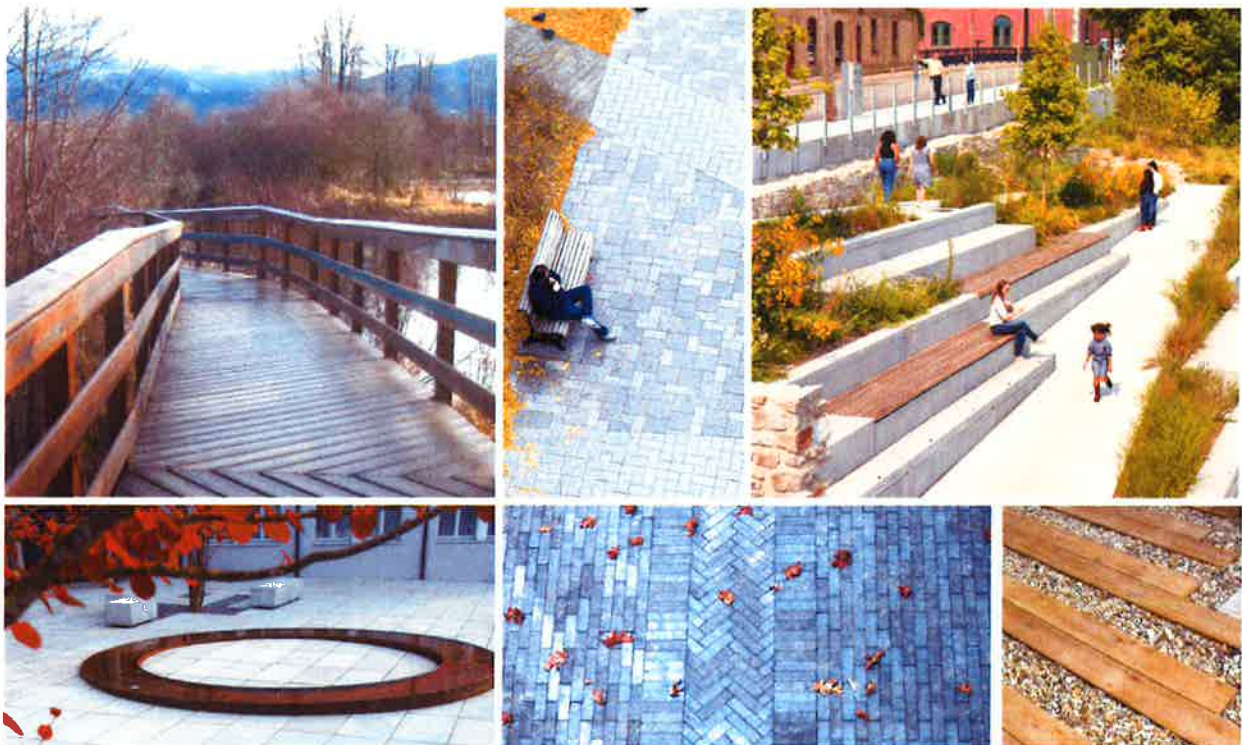
**Hardscape** refers to hard landscape materials in the built environment that are incorporated into a landscape. Hardscapes are typically impermeable, and include paved surfaces, driveways, retaining walls, stairs, walkways, and any other hard-wearing materials composed of wood, stone, metal and concrete (see Table 4.2).

Hardscape can also be defined spatially (e.g. plazas, gathering areas, sidewalks, paths and trails), by use (e.g. edging), and by material (e.g. concrete, asphalt, stone, decomposed and crushed stone, gravel, asphalt, metal and wood). See the appendices for hardscape standard specifications and details.

**TABLE 4.2 - HARDSCAPE**

**Description:** Hard landscape elements and materials in the built environment that are incorporated into a landscape.

- Includes paved surfaces, driveways, retaining walls, stairs, walkways, and other hard-wearing materials
- Hardscape can be defined spatially (plazas, gathering areas, sidewalks, paths, and trails)
- Hardscape can be defined by use (edging)
- Hardscape can be defined by material (concrete, asphalt, stone pavers, decomposed and crushed stone, gravel, asphalt, metal, and wood)





# 5

## PARK AMENITIES

Park amenities encompass man-made features and structures in a park. Examples include:

- Furnishings such as benches, picnic tables, and trash receptacles
- Architectural features and structures (large and small) such as arbors, shelters, shade structures, restrooms, and storage facilities
- Playgrounds and play features
- Smaller features such as fences, walls, and lighting
- Special features that complete the park and make it unique such as public art, monuments, fountains, water features, and statues

In short, park amenities encompass all of the features that enhance one's enjoyment and comfort at the park. Park design often begins by addressing the primary use areas and ends with the selection of amenities that make the park a place that people want to visit regularly.

The following are typical standards and qualities that should be considered when designing and selecting park amenities in Heber City. Standard details and specifications are contained in the [appendices](#).



## TRASH RECEPTACLES

To ensure the parks remain clean and attractive, an adequate number of trash receptacles should be located throughout the park with the greatest concentration in areas near picnic and dining areas, seating and assembly areas, and locations where people tend to gather such as entry plazas. The receptacles should complement the other park furnishings and be optimally located near seating and activity areas — close enough to be functional, yet far enough away to separate park users from any generated smells. Specific models should be selected that facilitate simple and routine maintenance.



## BIKE RACKS

Heber is an active community that will soon be connected by a coordinated trail system. Since many people will be riding their bikes to the city's parks and open spaces, the provision of robust bike racks at park destinations is essential. Factors such as ease of locking, proximity to the destination point, and high visibility should be taken into consideration. Bike racks should be embedded or surface mounted with tamper-proof bolts and feature thick metal bars at an appropriate height for easy and effective locking (meaning the bike frame and at least one wheel can easily be secured). Bike racks should be unified with the design of the other park furnishings.



## RESTROOMS

Restrooms are critical for conveying a high-quality impression of Heber's parks. They should be specially-designed or customized to ensure they meet both the functional and aesthetic needs of the park. Restrooms preferably are custom designed, and if a pre-fabricated structure is used it should meet the same design, functional needs, and requirements.



## SPECIAL AMENITIES AND FEATURES

Special amenities and features include water features, splash pads, monuments, sculpture and public art, to name a few. Such features will vary depending on the specific function and vision for each park, and can contribute to a more complete park experience. Due to the variability of such features, they should be implemented with a higher level of flexibility and review than more standard park features and elements.





## FENCING PRINCIPLES

### SAFE AND FUNCTIONAL

The type of fencing should reflect the type of park or playground and be sensitive to those who frequent it. Playgrounds for small children, dog parks, and areas that are secured at night should utilize fencing that prevents climbing or jumping over. Fence openings should be tight enough to prevent a child or pet from getting stuck. Areas of the park that need to be secured should include lockable gates. Sports fields usually require taller fences in locations closest to direct play areas and lower barriers further from active play. If a fence is required in a natural park or walking trail, a more organic design would be appropriate.

### STRONG AND DURABLE

All fence types should be high-quality, durable, and match the specific need, setting, and park design vision. Wood and timber fences will decompose over time and may require more maintenance while metal fences typically last longer and tend to be stronger.

### ATTRACTIVE AND SUITABLE

An attractive fence that matches the aesthetics of the park and reinforces the Heber City “brand” will help ensure the look of each park is unified and attractive as well as safe and secure.

### MEETS REGULATION AND CODE REQUIREMENTS

Heber City zoning regulations and codes control many of the aspects of fence selection. The height, type, distance from the road, and other physical details of a fence must match the legal requirements of the city.





## MIXED MATERIAL ENTRY SIGNS

Description pending decision.



# PLAYGROUND PRINCIPLES

## ALIGNED WITH CITY VISION

Playgrounds should be aligned with the Heber City vision.

## PERSONAL SAFETY

Playgrounds should be safe. Heber's parks should be designed according to Crime Policing Through Environmental Design (CPTED) principles, which alter the playground environment to prevent and reduce crime, and reduce criminal opportunities. Visit [cpted.net](http://cpted.net) to learn more.

## PROVIDE HIGH PLAY VALUE

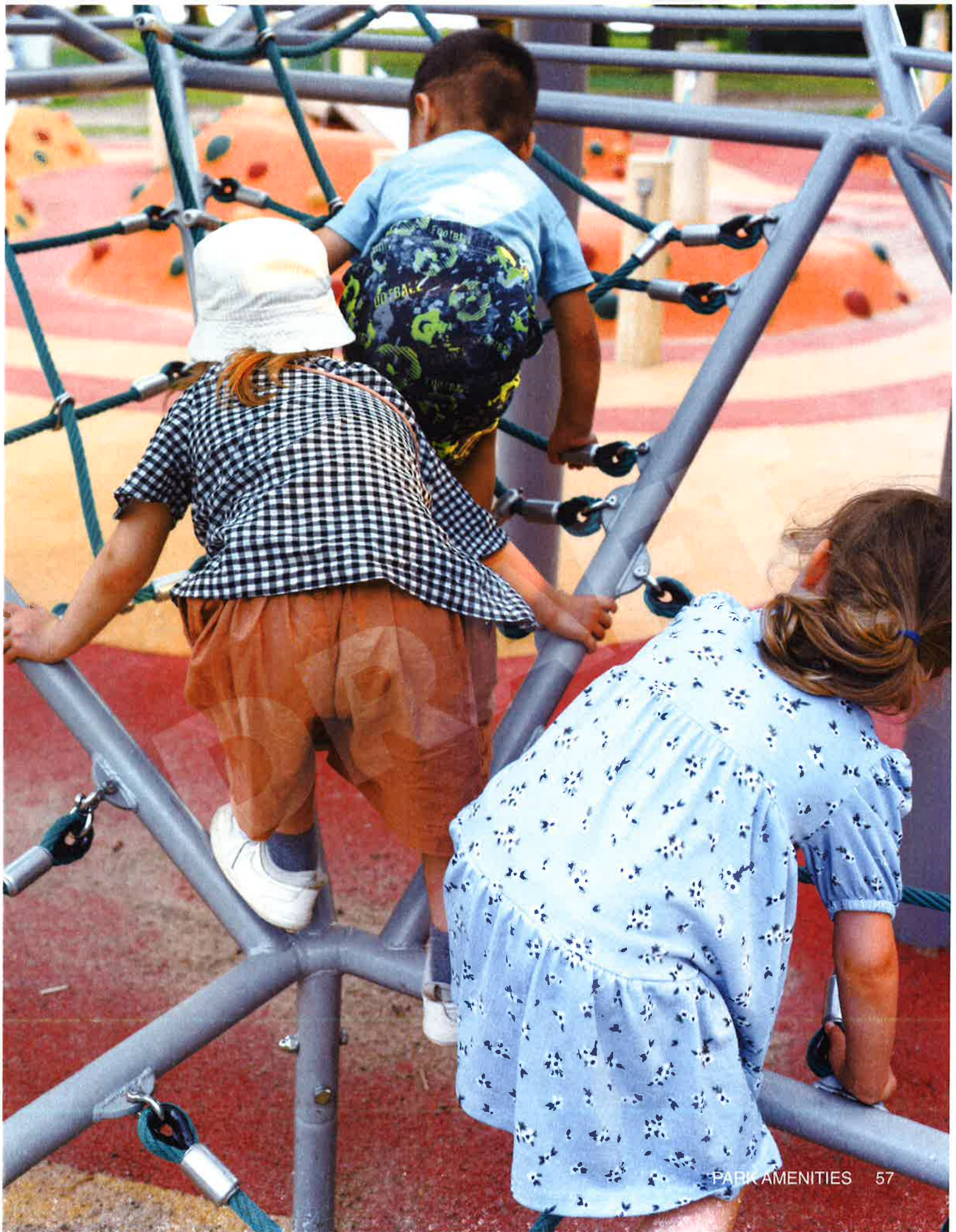
Playgrounds should provide high play value and include different types of play opportunities. While many playgrounds focus on active, physical types of play, the best playgrounds challenge children to explore and grow by providing opportunities to engage in different types of play (see Table 5.1):

TABLE 5.1 - HIGH VALUE PLAY

- **Active Play:** Running, jumping, climbing, twirling, swinging, spinning, and rolling around. Moving your body up, down, and around.
- **Sensory Play:** Touching different interesting textures, smelling flowers and plants, hearing music and sounds, seeing different perspectives and angles in addition to beautiful shapes and colors.
- **Creative Play:** Role playing, acting, singing, drumming, and dancing. Creative expression allows children to communicate and connect.
- **Reflective Play:** Watching, resting, reflecting, thinking, and daydreaming.
- **Imaginative Play:** Dressing up, make-believe, and pretend play. Play houses, pretend ships, vehicles, and props allow children to act out imaginary scenes and adopt roles.
- **Manipulative Play:** Handling, building, molding, manipulating, sifting, pouring, scooping, stacking, combining, and altering.
- **Social Play:** Talking, sharing, cooperating, taking turns, following rules, and playing sports.









A photograph showing the lower half of a person sitting in a wheelchair, wearing jeans, on a paved path. The background is a blurred natural setting.

# 6

## ACCESSIBILITY & ADA REQUIREMENTS

### PARK ACCESSIBILITY STANDARDS

Parks and recreation facilities play a critical role in community wellness by providing a positive environment for physical activity and inclusion. When barriers prohibit use of the park by a child with special needs, the opportunity for play and physical activity is lost. The presence of physical barriers can prevent children with disabilities from accessing all play elements on the playground. Most significantly, inclusive play between children with disabilities and children without disabilities is diminished when the playground does not have accessible equipment and surfaces. Physical barriers also prohibit adult caregivers with disabilities from engaging with their children and responding when a child is in need of assistance.

The Department of Justice's Americans with Disabilities Act (ADA) of 1990 is a federal law prohibiting discrimination on the basis of disability, ensuring equal access and benefit to all people. Stemming from ADA, [\*the 2010 ADA Standards for Accessible Design\*](#) establishes accessibility standards for public facilities that can be enforced under a federal court of law.

Before proceeding with the design of Heber City parks, visit [ada.gov](http://ada.gov) for up-to-date information on ADA requirements and accessible play areas.

## ACCESSIBLE PLAYGROUND DISTINCTIONS

The very philosophy of public parks is that all people—regardless of race, ethnicity, age, income level, physical ability, sexual orientation, gender or religion – can take advantage of the park facilities, places, and spaces that make Heber a great community. There are many terms that define all abilities parks and play, which are for the most part interchangeable. However, there are some differences.

### ADA COMPLIANT PARK OR PLAYGROUND

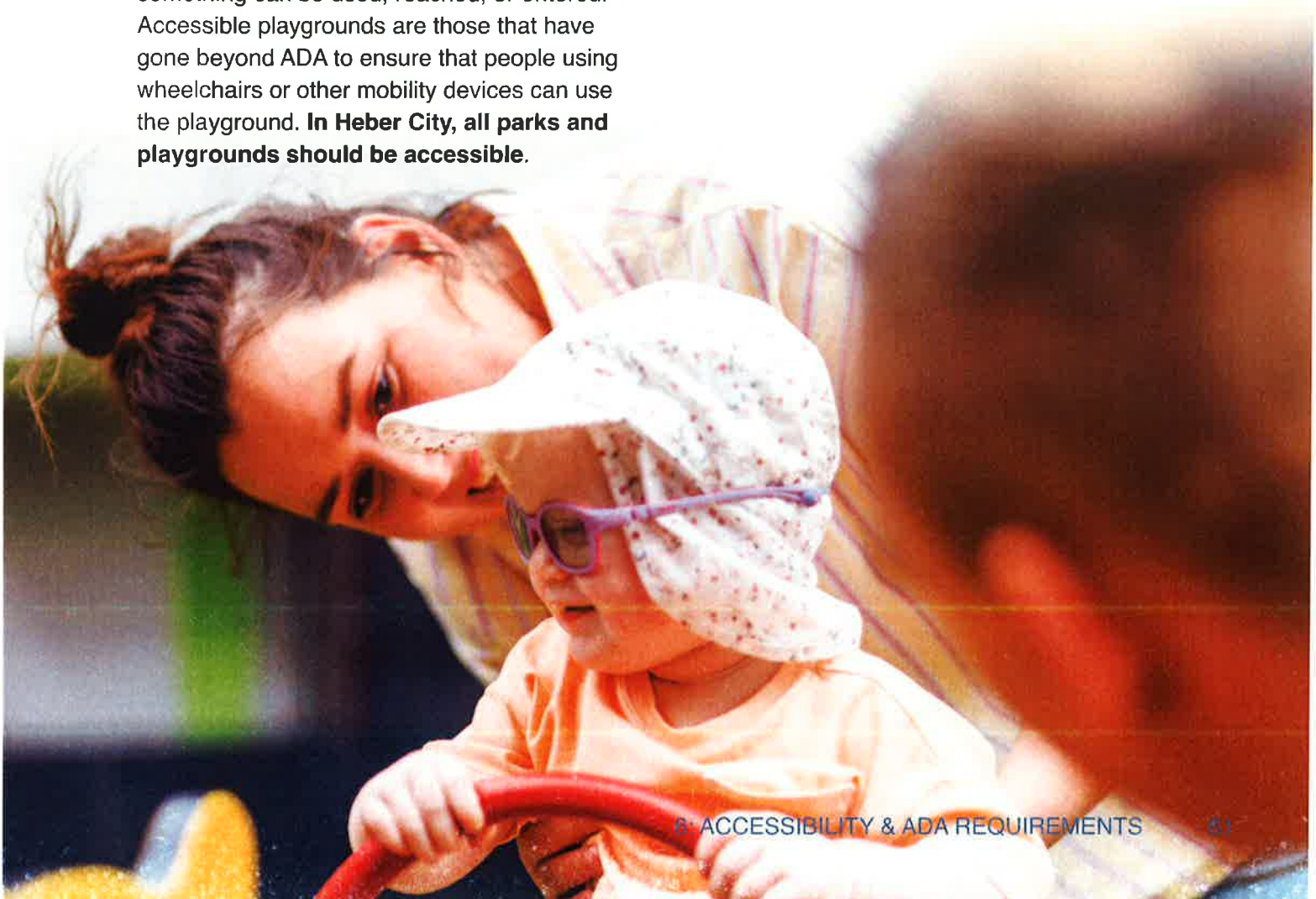
An ADA compliant park or playground meets all of the Americans with Disabilities Act regulations for playgrounds. It is the least you can do according to the law. In Heber City's parks and playgrounds, **meeting ADA requirements is the baseline, and accessible and inclusive park elements should always be considered.**

### ACCESSIBLE PARK OR PLAYGROUND

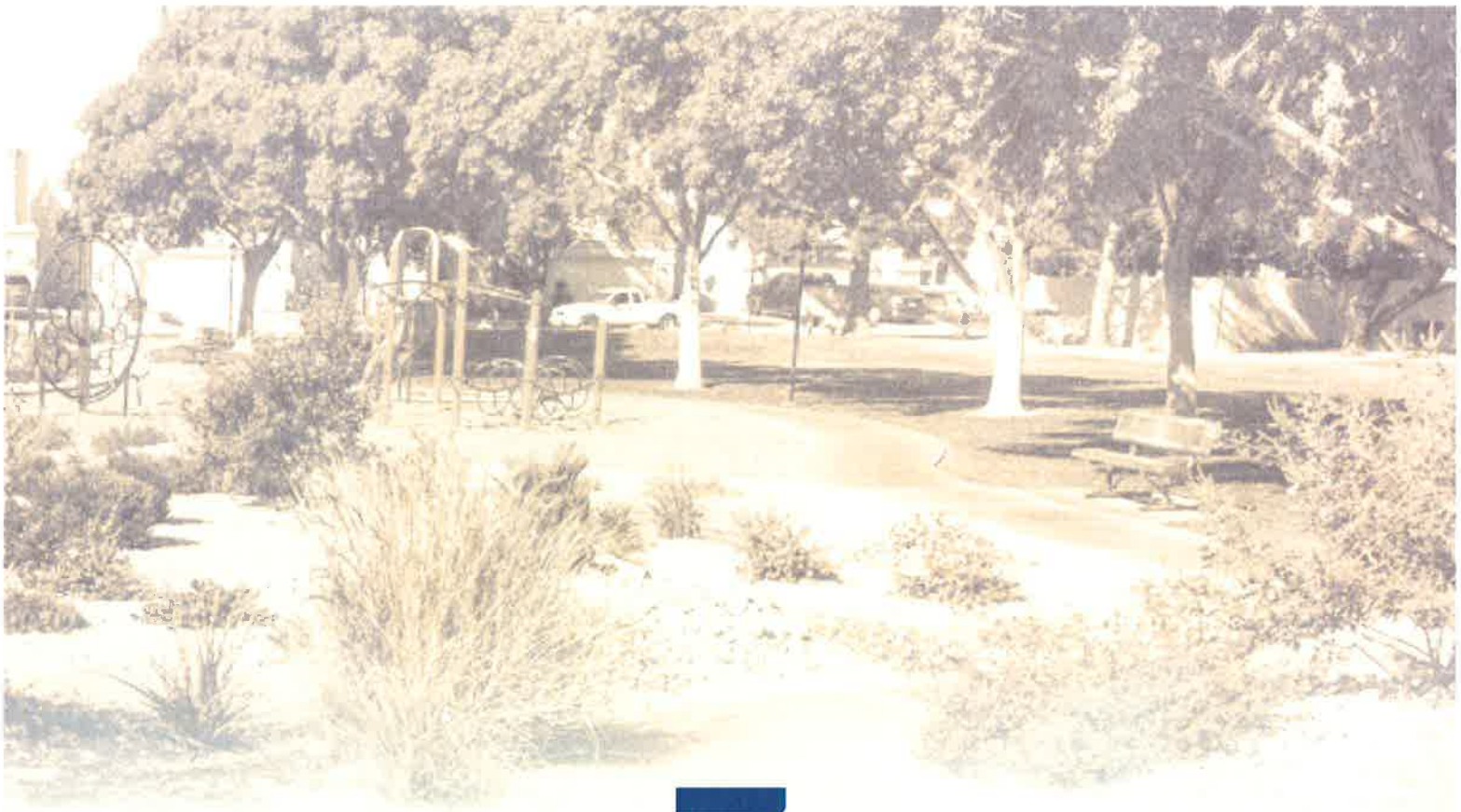
Accessibility refers to the ease at which something can be used, reached, or entered. Accessible playgrounds are those that have gone beyond ADA to ensure that people using wheelchairs or other mobility devices can use the playground. **In Heber City, all parks and playgrounds should be accessible.**

### INCLUSIVE PARK OR PLAYGROUND

Inclusion is ensuring that people feel that they belong, are engaged, and connected. Inclusive playgrounds are designed specifically to ensure that children of all abilities can play together — going beyond simply being wheelchair accessible. All inclusive playgrounds are accessible, but not all accessible playgrounds are necessarily inclusive. **In Heber City, all parks and playgrounds strive to be inclusive to the greatest degree possible.**







# 7

## PARK UTILITIES, INFRASTRUCTURE, & IRRIGATION

The electrical, sewer, water, and other utilities required in Heber's parks must meet established engineering and code requirements. Similarly, roadways, parking, stormwater, and similar infrastructure must meet current planning and engineering requirements. See Heber City Engineering and Planning codes for general details, and contact city staff to ensure these applicable city standards are understood and correctly addressed in the park design.



## IRRIGATION FIXED STANDARD

It is well documented that Utah is one of the driest states in the nation, second only to Nevada. This fact, along with a traditionally high level of water consumption and rapid population growth, has brought water conservation to the forefront of the natural resource issues we face.

Parks are often seen as a sort of “welcome mat” for the community. The promise of soft, green grass, robust sports fields, and well-tended trails often conflicts with the need to conserve water. Taking proactive steps in water use and turf-management strategies will only become more important over time and Heber City should ensure that the park irrigation standards address the changes ahead.

The Municipal Code and [appendices](#) provide up-to-date, water-conserving design and irrigation ordinances, standards, details, and specifications. When designing a water-conserving irrigation system, key elements to be considered include the following (*see Table 7.1*):

**TABLE 7.1 - WATER CONSERVING IRRIGATION SYSTEM KEY ELEMENTS**

- |                         |  |
|-------------------------|--|
| ■ Backflow Preventers   | ■ Piping                               |
| ■ Booster Pump Assembly | ■ Quick Couplers and Valves            |
| ■ Controller            | ■ Sprinkler Heads                      |
| ■ Flow Meter            | ■ Baseball/Softball Infield Irrigation |
| ■ Meter                 |  |

