



# RIO SALADO + BEACH PARK MASTERPLAN

## PUBLIC MEETING

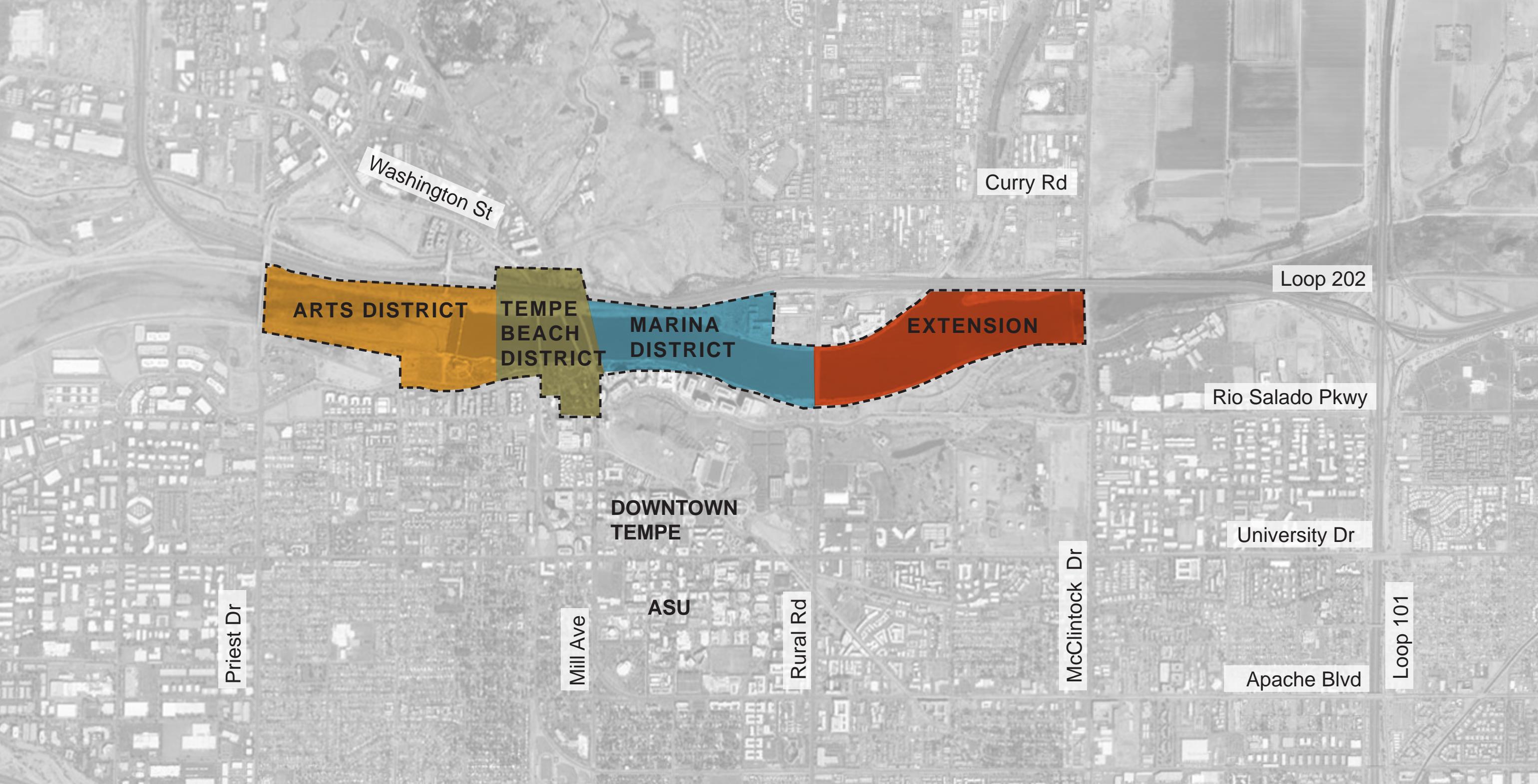
### MAY 9, 2018



Photo from Kitchen Sink Studios, Inc.  
[www.kitchensinkstudios.com](http://www.kitchensinkstudios.com)

## Why create a new Master Plan for Rio Salado Park?

1. Tempe Beach Park was built 15 years ago and is well loved but also overloved. It's time to look at how to transition it for the future.
2. There are many underutilized spaces within Rio Salado Park. They could be enhanced so that they provide additional space for programming.
3. The city is often approached by outside resources and vendors to "do something" in the Park. We need a plan that provides the framework for implementation.



**ARTS DISTRICT**

**TEMPE  
BEACH  
DISTRICT**

**MARINA  
DISTRICT**

**EXTENSION**

Washington St

Curry Rd

Loop 202

Rio Salado Pkwy

**DOWNTOWN  
TEMPE**

University Dr

Priest Dr

ASU

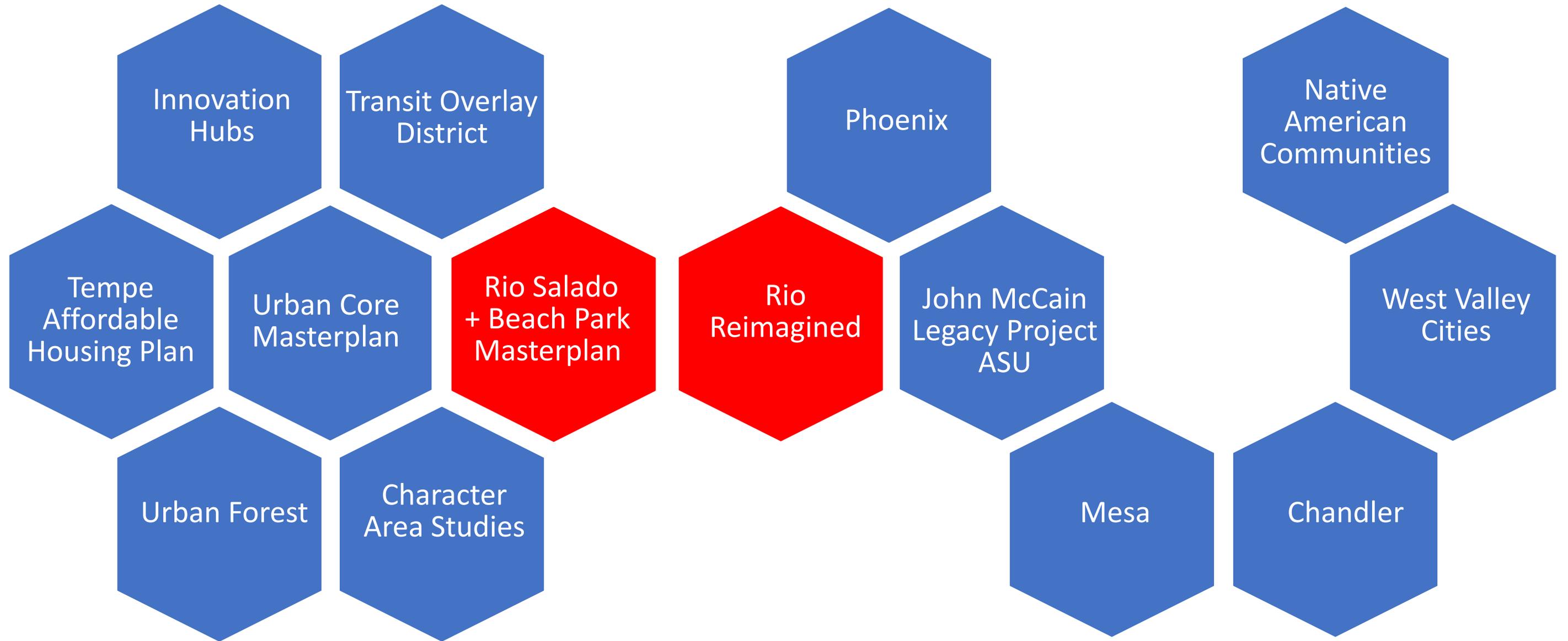
Mill Ave

Rural Rd

McClintock Dr

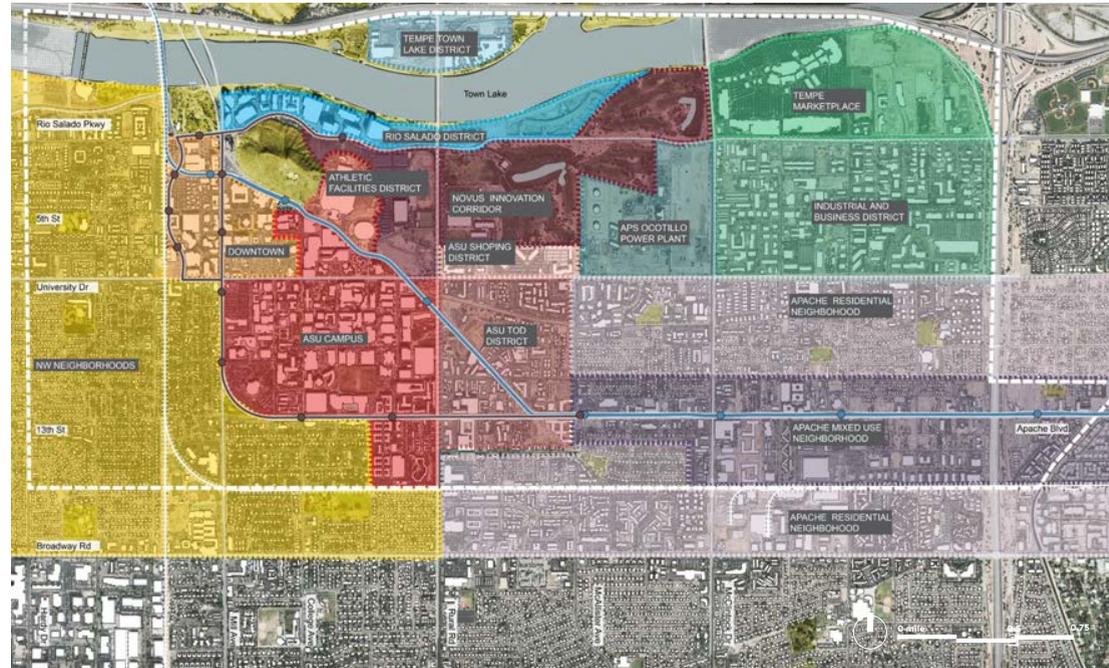
Apache Blvd

Loop 101

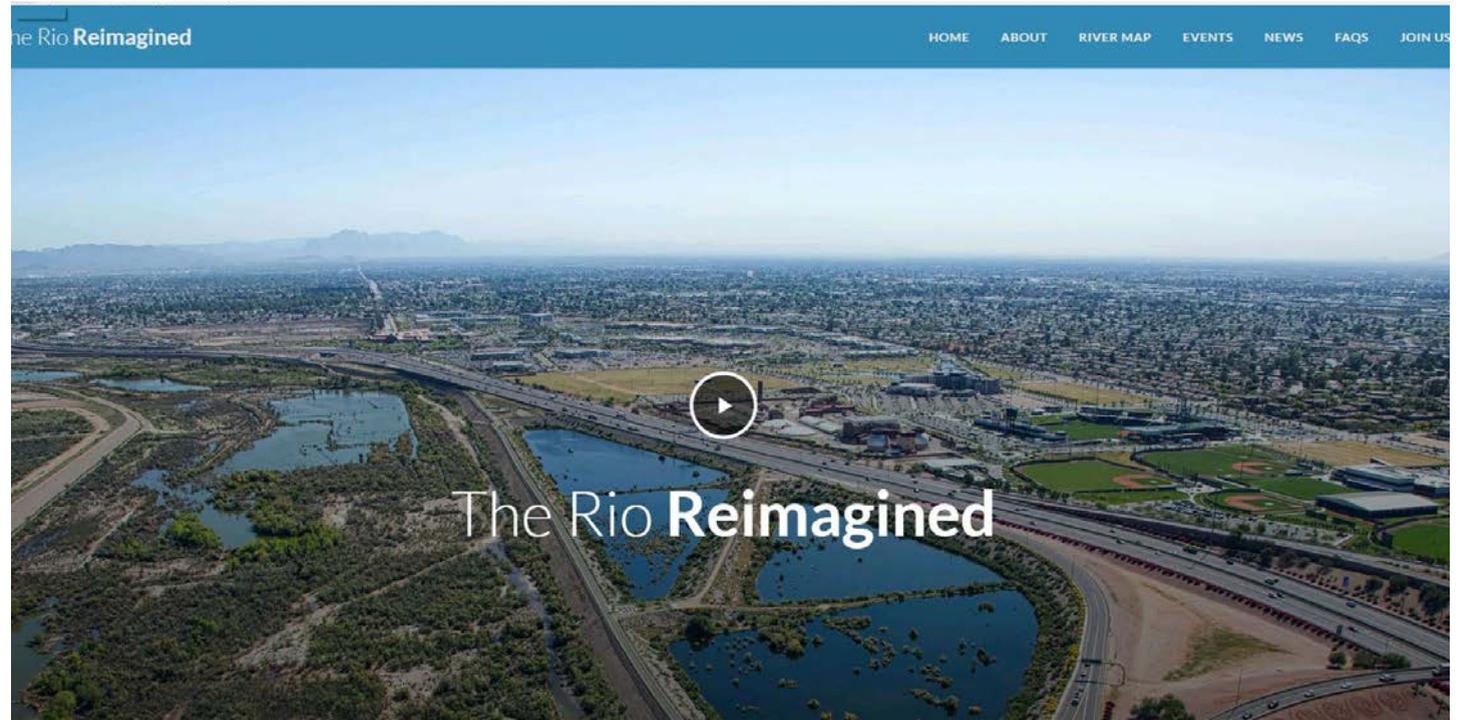


# TEMPE URBAN CORE MASTERPLAN: AREA

- NW Neighborhoods
- Downtown
- ASU Athletic Association
- ASU Campus
- ASU Shopping District
- ASU TOD District
- Tempe Town Lake District
- Rio Salado District
- Golf Course
- APS Ocotillo Power Plant
- Tempe Market Place
- Industrial and Business District
- Apache Mix Used Neighborhood
- Apache Residential Neighborhood
- Urban Core Area
- Street Car (Construction)
- Light Rail Line
- Union Pacific Railroad
- Open Spaces, Parks and Reserves

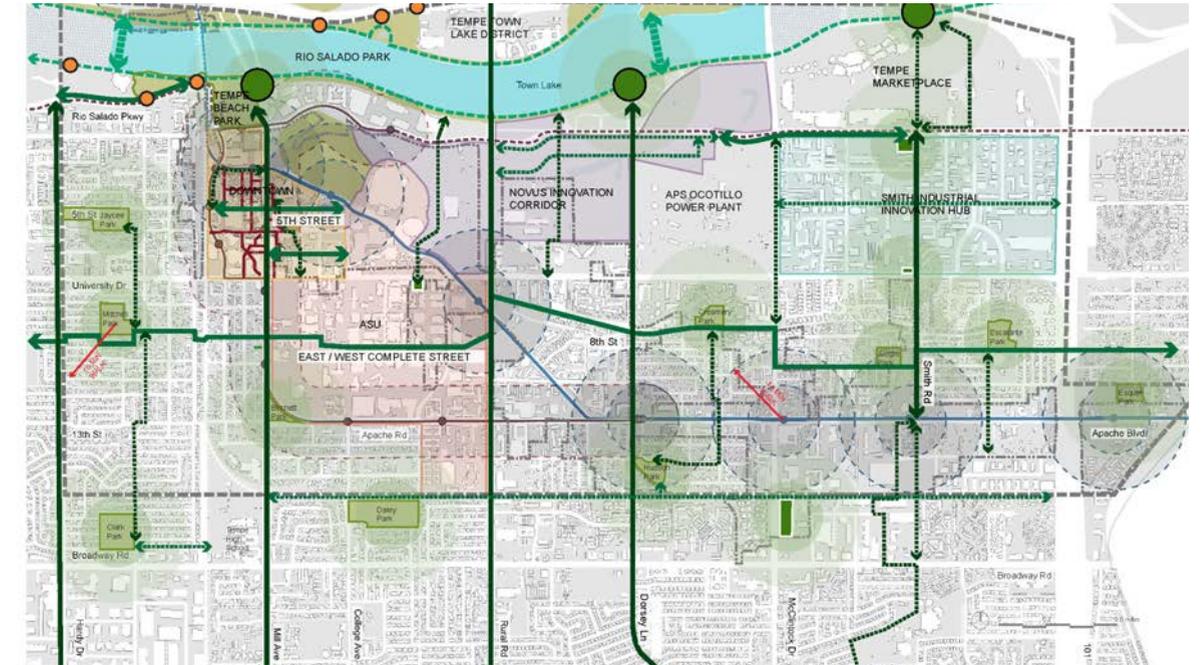


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# TEMPE URBAN CORE MASTERPLAN: CONNECTIVITY

- Corridors + Connections**
- N/S Corridor - Proposed
- N/S Corridor - Desire Line
- E/W Corridor - Proposed
- E/W Corridor - Desire Line
- Rio Salado Trail
- Pedestrian Bridge
- Existing Pedestrian Alley
- Proposed Pedestrian Alley
- Light Rail Line
- Street Car (Construction)
- Streetcar (Future Options)
  
- Places + Destinations**
- Potential Open Space Focus Areas
- Potential New Open Space
- Existing Open Space
- 5 min/10 min Walking Radius
- Rio Salado Park Entry Node
- Light Rail TOD Focus Area
- Streetcar TOD Focus Area
- Urban Core Area
- Current TOD



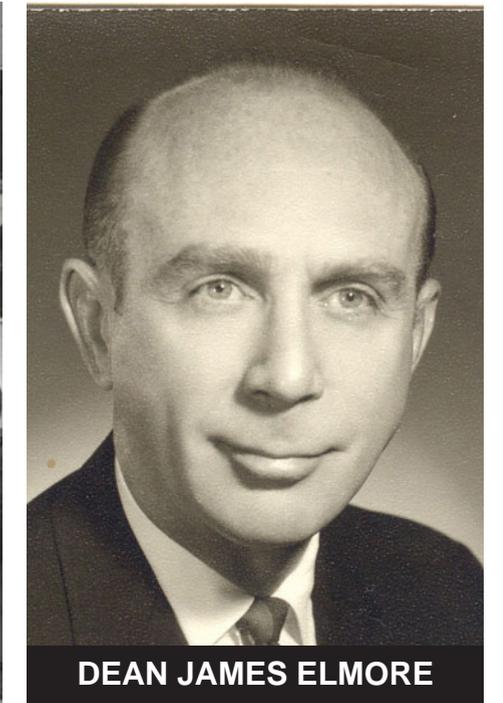
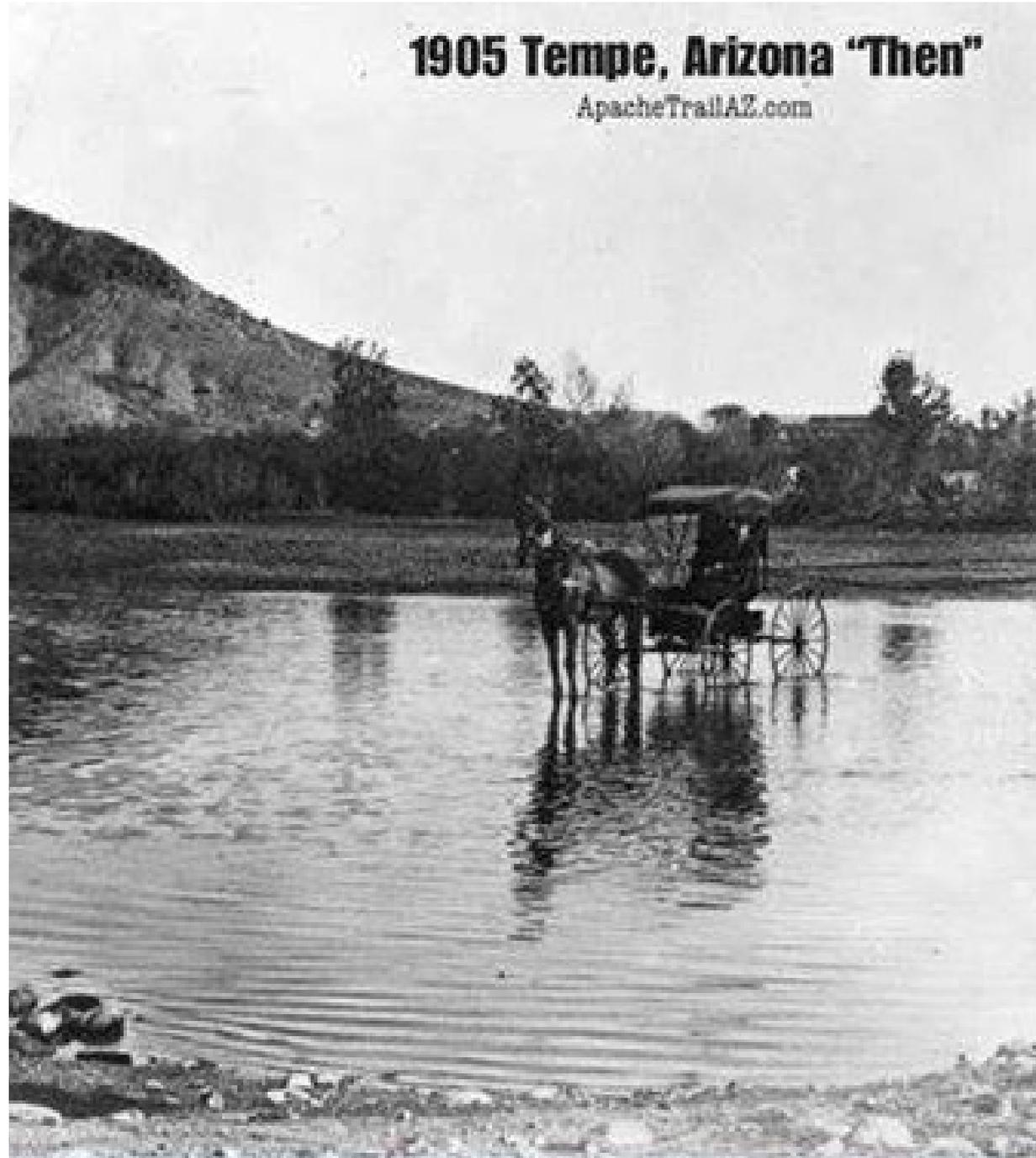
## Help us imagine Rio Salado Beach Park's full fruition.

1. Point of Pride?
2. How do you see this park in 20 years?
3. Why is this park important to you as a resident?
4. Why is this park important to visitors?
5. Thoughts on Special Events?
6. Thoughts on Local + Regional Connections?
7. Missing Pieces: What would you add?
8. Biggest Obstacles: What would you subtract?
9. Valuable Assets: Most favorite things here...?
10. Best Practices: Interesting thing seen elsewhere...?

## PARK HISTORY

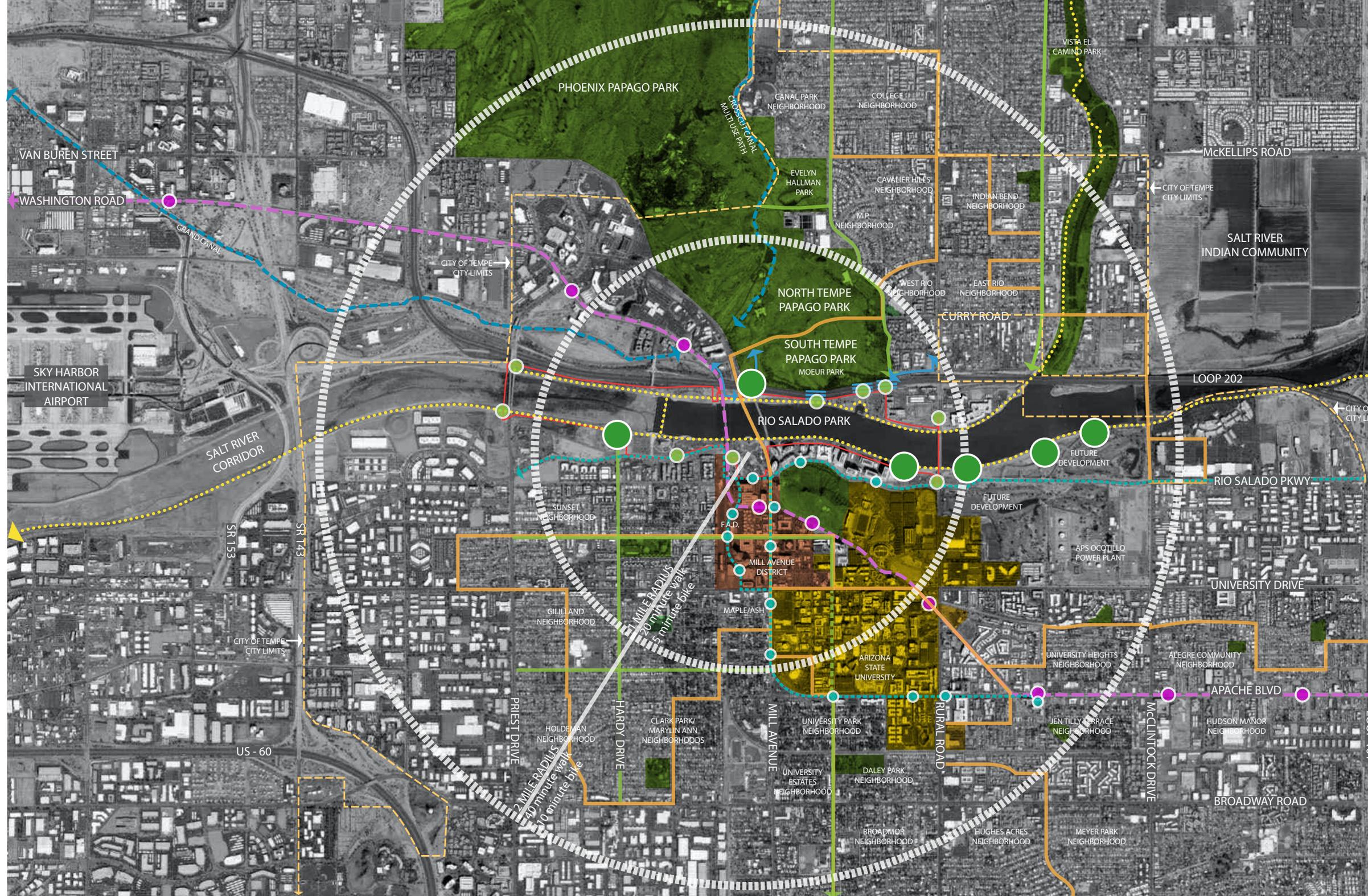
- Between 500 A.D. to 1450 A.D. prehistoric **Hohokam Indians** use the river as part of their canal system.
- In 1871, Charles Hayden started the **Hayden Ferry** crossing at the Salt River "Narrows," using the water from the river for the flour mill.
- In 1931, crews constructed the **Mill Avenue bridge** across the Salt River where Hayden's Ferry had crossed.
- In 1966, **Dean James Elmore** challenged his design students at ASU to create concepts that utilized the dry river bed.
- Today, Tempe Town Lake is the **second most visited site in Arizona**. The Grand Canyon is #1. More than 2.5 million people visit Tempe Town Lake every year.

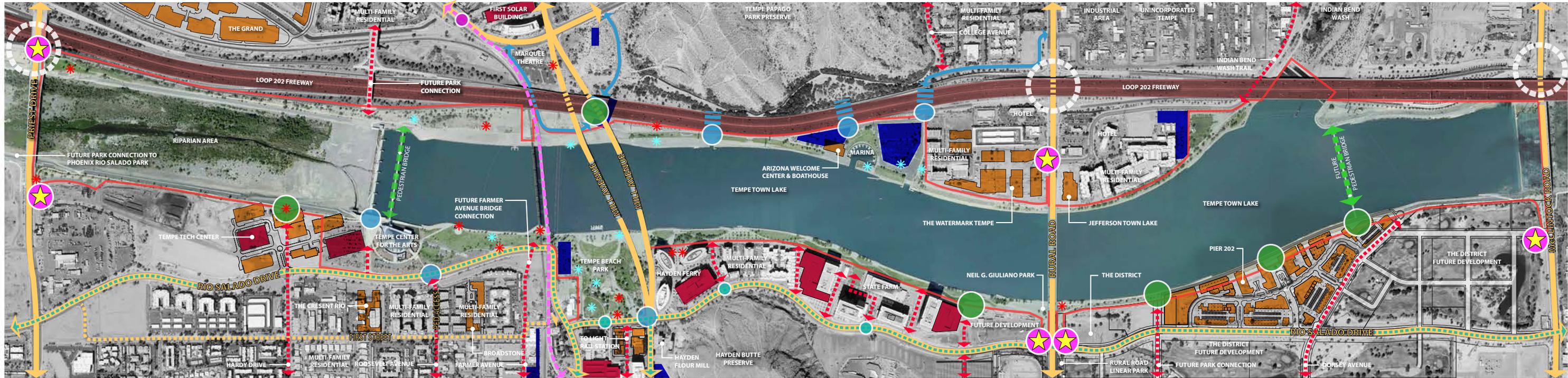
Information courtesy of [www.tempe.gov](http://www.tempe.gov)



# AN ACTIVE EPICENTER FOR A VIBRANT DOWNTOWN

- Amenities within 2 mile walking & biking radius
  - 1 mile = 20 min walk & 5 min bike ride
- Points of interest: Desert Botanical Garden, Phoenix Zoo & Indian Bend Wash
- Cultural amenities: Marquee Theater, Pueblo Grande Museum & Tempe Meadows
- Transit within Urban Core: Light Rail, Street Car, Orbit, Bike routes, Bus, etc.
- Adjacent to Phoenix Sky Harbor International Airport
- Open green space: Papago Park Preserve & Hayden Butte
- Historic landmarks: Lo Piano Bosque, Hayden Flour Mill & Tovrea Castle
- Sports Venues: Sun Devil Stadium, Tempe Diablo Stadium & Wells Fargo Arena





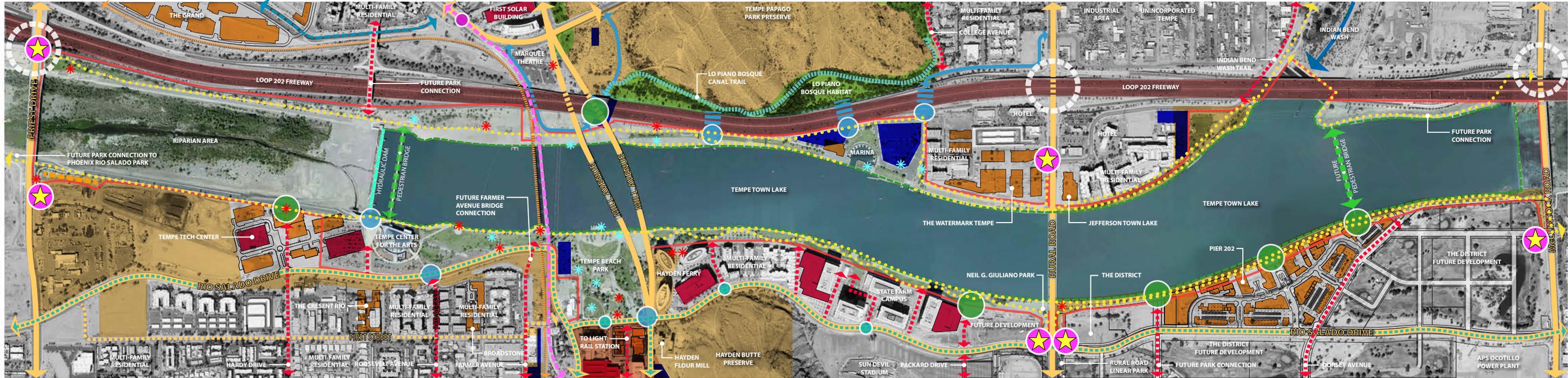
**LEGEND**

- SURFACE PARKING
- STRUCTURE PARKING
- LIGHT RAIL TRANSIT SYSTEM
- STREET CAR SYSTEM
- LIGHT RAIL STATION
- FUTURE STREET CAR STOP
- MAJOR PARK PEDESTRIAN CONNECTIONS
- FREEWAY ACCESS
- PARK GATEWAYS
- BRIDGE UNDERPASSES
- EXISTING PUBLIC ART LOCATIONS
- EXISTING PARK FACILITIES
- NORTH SHORE VEHICULAR ACCESS
- IDENTIFICATION MARKERS
- NEIGHBORHOOD CONNECTIONS
- PROJECT BOUNDARY

# LARGEST EVENTS IN TEMPE BEACH

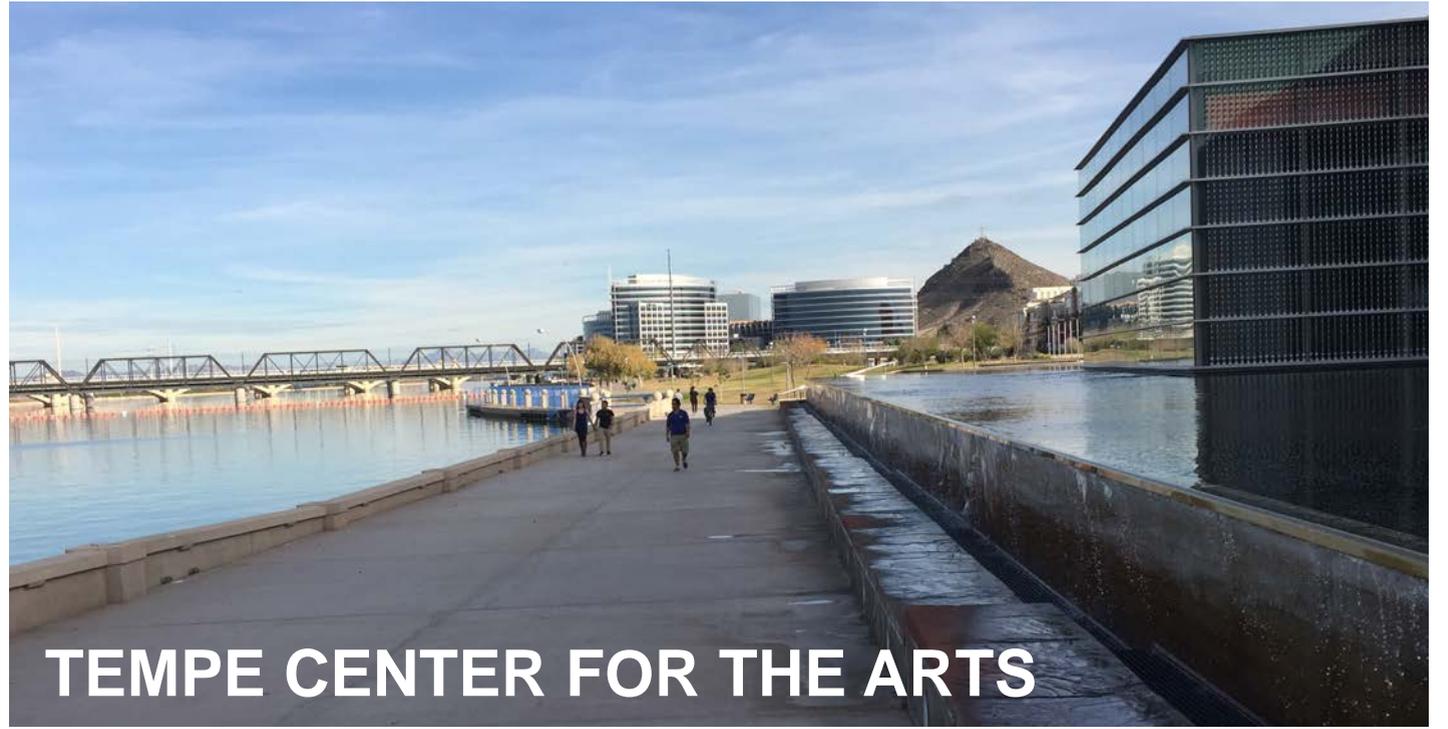
- Aloha Fest 100,000
- Oktoberfest 100,000
- Kiwanis 4th of July 50,000
- Rock 'n Roll Marathon 35,000
- Pat's Run 35,000
- Ironman 20,000
- Innings Festival (New) 30,000



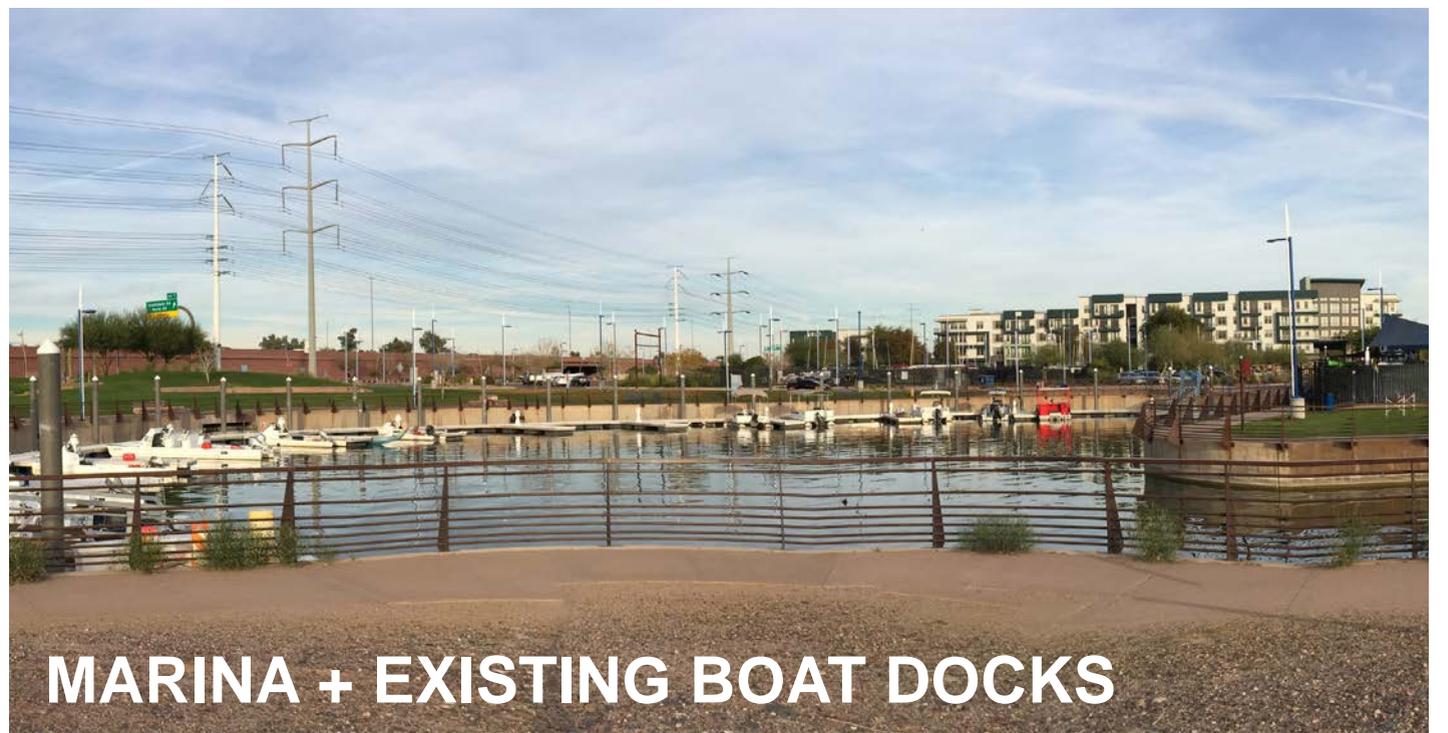




**EVENT HOT SPOT**



**TEMPE CENTER FOR THE ARTS**



**MARINA + EXISTING BOAT DOCKS**



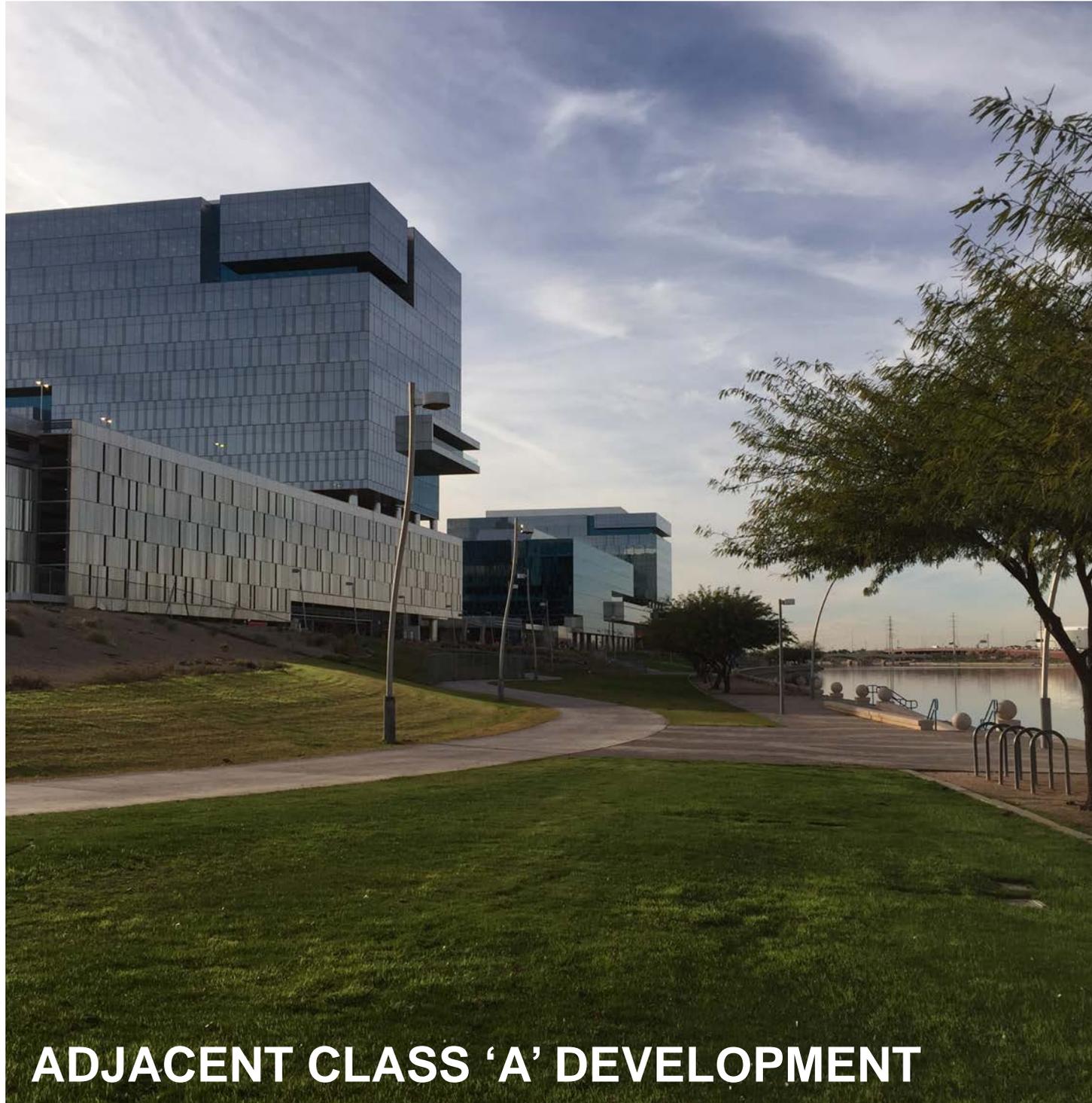
**RIPARIAN AREA**



**TRAIL SYSTEM + PUBLIC ART**



**OPEN SPACE**



**ADJACENT CLASS 'A' DEVELOPMENT**

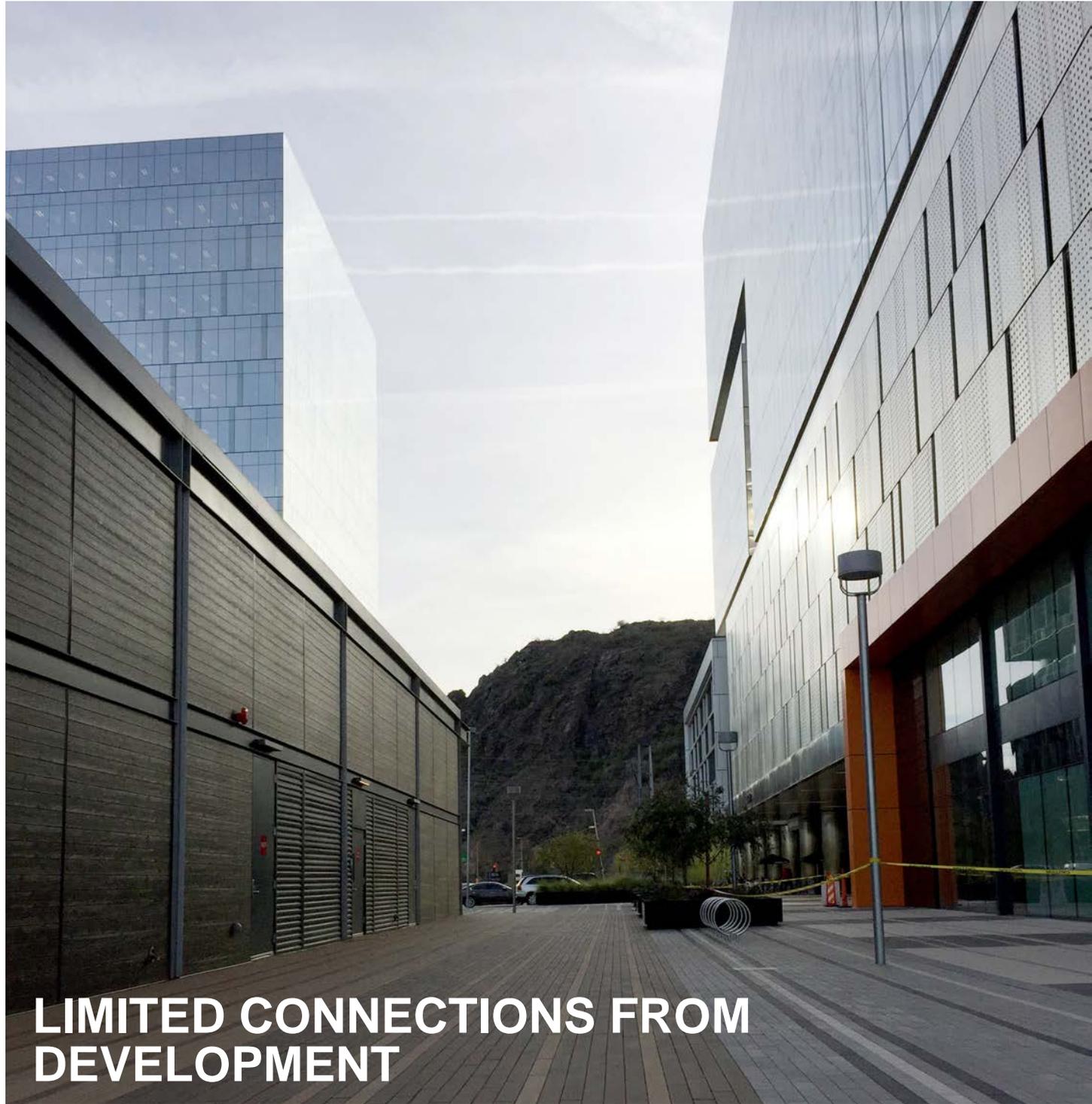


**ARCHITECTURAL ELEMENTS**



**HIDDEN SPACE**





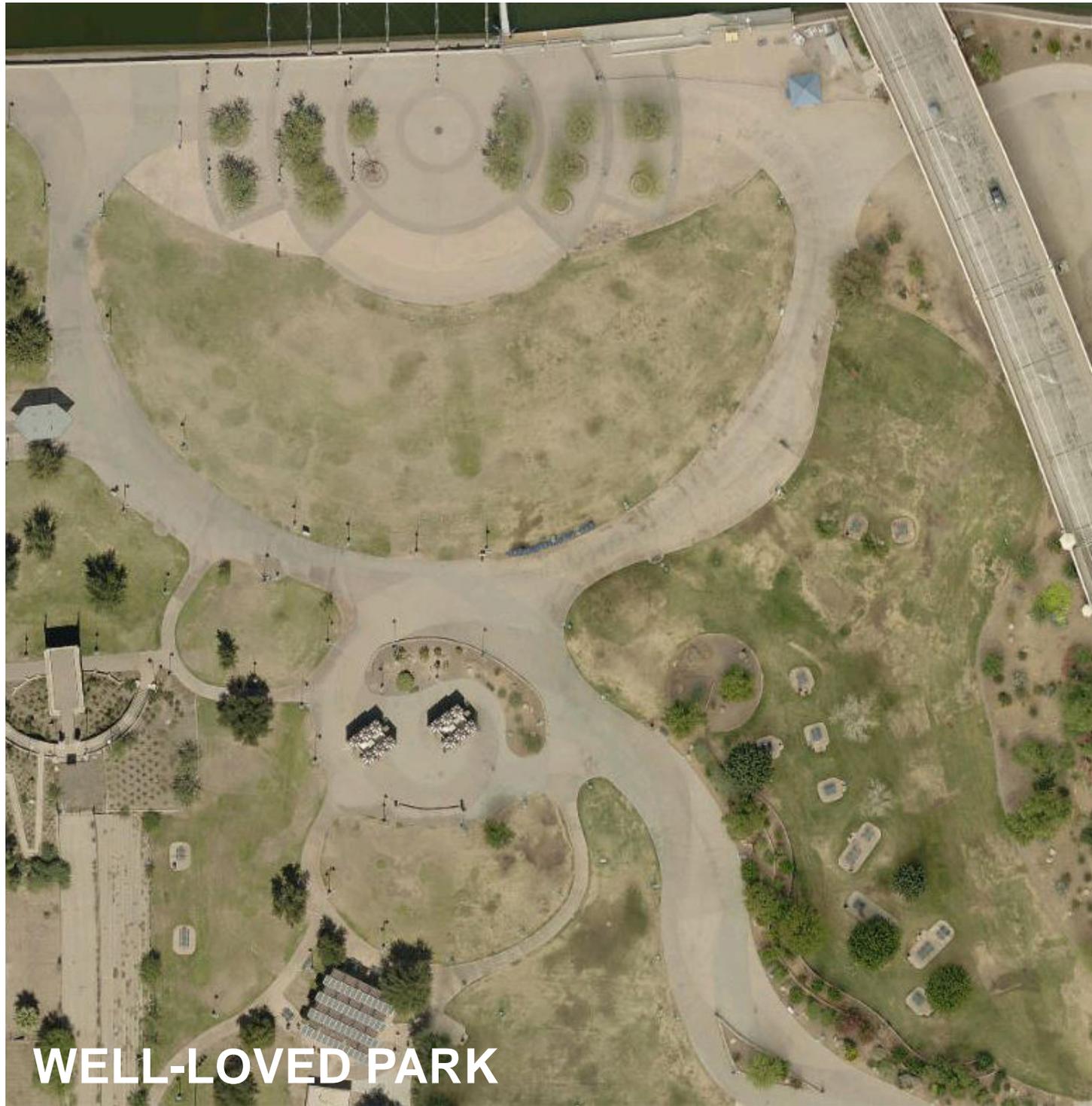
**LIMITED CONNECTIONS FROM DEVELOPMENT**



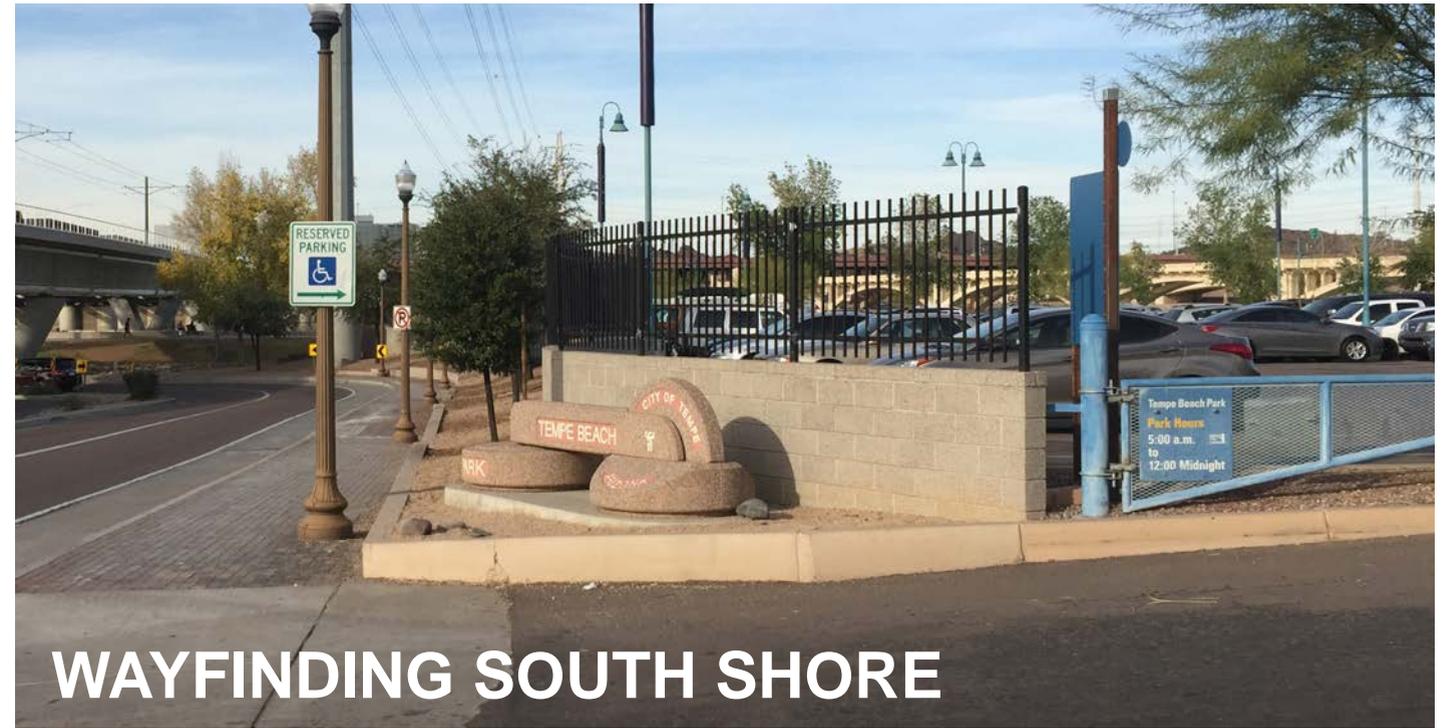
**EMPTINESS**



**LACK OF EDGE DEFINITION**



**WELL-LOVED PARK**



**WAYFINDING SOUTH SHORE**



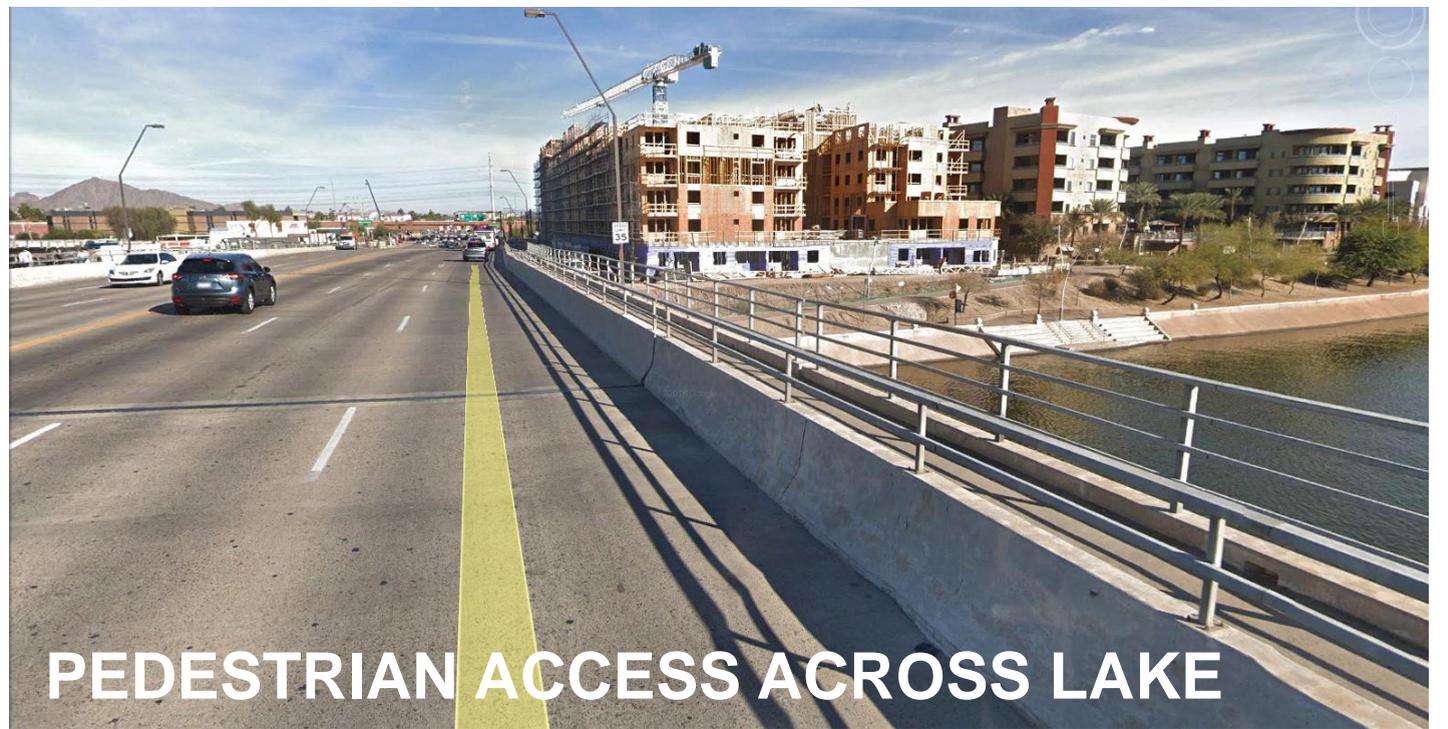
**WAYFINDING NORTH SHORE**



**LEVEE REQUIREMENTS / FLOOD CONTROL**



**LIMITED PUBLIC ACCESS TO LAKE**



**PEDESTRIAN ACCESS ACROSS LAKE**



- The Avian**
- biodiversity interpretive path/area
  - birdwatching
  - viewing platforms
  - lounge terraces
  - shade | gathering areas

**Eco North**



- Active outdoor**
- green buffer/transition
  - outdoor gym
- Adventure**
- zip line
  - viewing platform
  - BMX skate park
- Beach Boardwalk**
- sunbathing

**Recreation**



- The Link**
- weddings
  - events
  - refuge (shade)
  - fishing
  - people watching
- Venue**
- strengthen theater connection
  - small music outdoor venue

**Entertainment North Shore**



- Sports**
- basketball courts
  - beach volleyball
  - skatepark (underbridge)
  - climbing wall (underbridge)
- Active Boardwalk**
- lounge terraces
  - lawn games
  - shade points
  - table tennis
  - bocce ball
  - eating | people watching

**Athletics/Recreation**



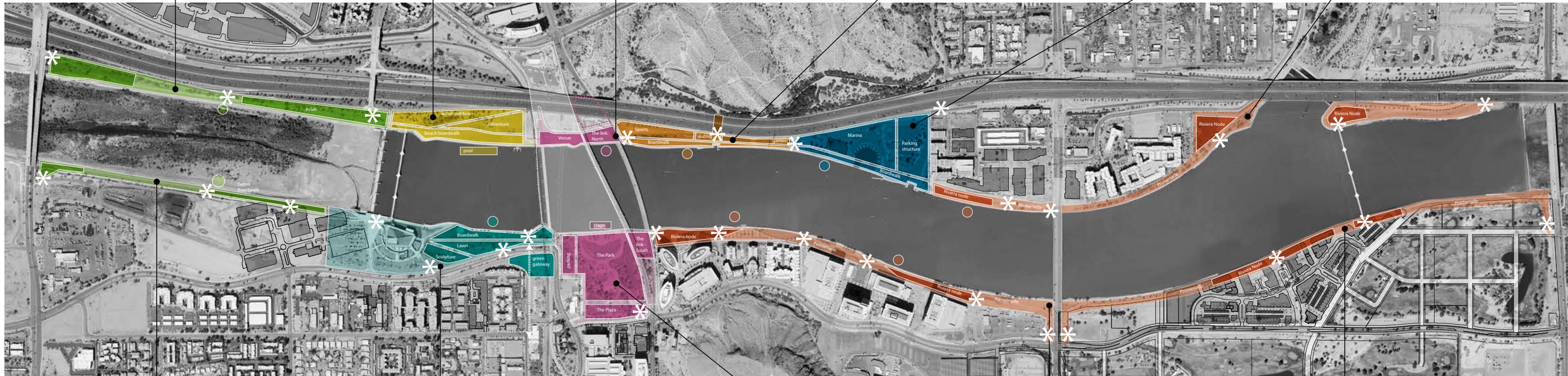
- Marina**
- boating
  - rowing
  - fishing
  - boathouse
  - splash pads
- Active Boardwalk**
- viewing platform
  - fishing
  - potential bridge access
- Ped. access under bridge**
- art walk / installation
- Parking structure**
- vehicular access
  - food truck access

**Marina**



- Promenade**
- kiosks/small shops
  - potential bridge access
  - leisure walk/sitting
  - people watching
  - eating areas
  - fishing
  - shade nodes
- Beach Boardwalk**
- swimming hole
  - riparian parklet
  - floating path

**Riviera North**



- Green boardwalk**
- viewing platforms
  - active nodes/walks/nooks
  - shade/gathering areas
- Nature bridge**
- ecological presence
  - north/south connection
  - Nature access

**Eco South**



- Sculpture garden**
- event boardwalk (TCA extension)
  - performances
- The Lawn**
- open green space
  - family zone
  - yoga in park
  - movies in the park
- connection green space
- residential bridge access

**Cultural**



- The Park**
- events | concerts
  - open air markets
  - picnics
  - active recreation lawn
  - boat rentals
  - lawn game
- The Plaza**
- food trucks
  - shade
  - promenade
  - gateway
  - threshold
  - kiosks
  - people watching
- Traditional Active Space**
- restaurant
  - boardwalk
  - potential cross water access

**Entertainment South Shore**



- Promenade**
- kiosks/small shops
  - leisure walk/sitting
  - people watching
  - eating areas
  - fishing
  - shade nodes

**Riviera South**

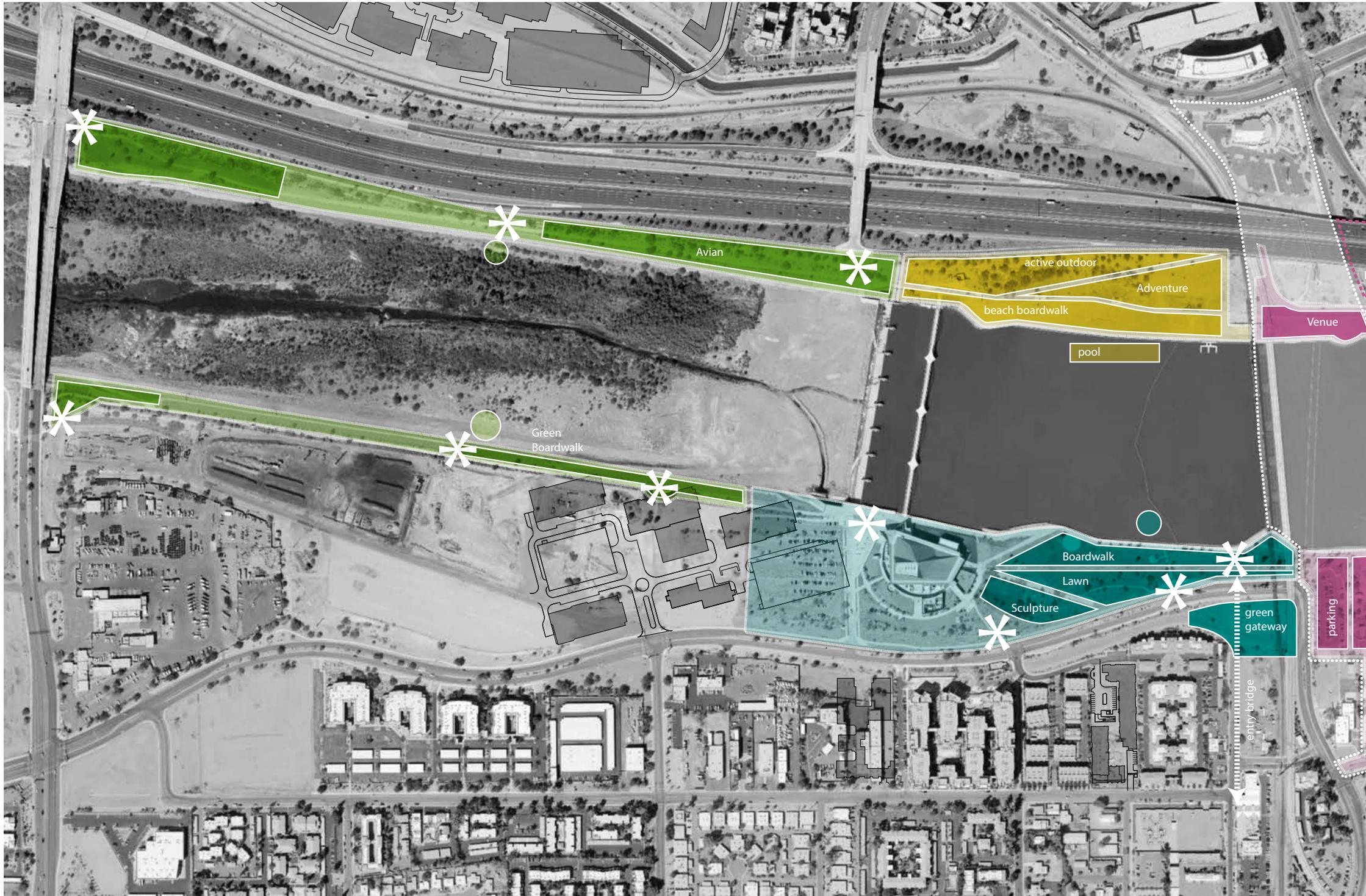


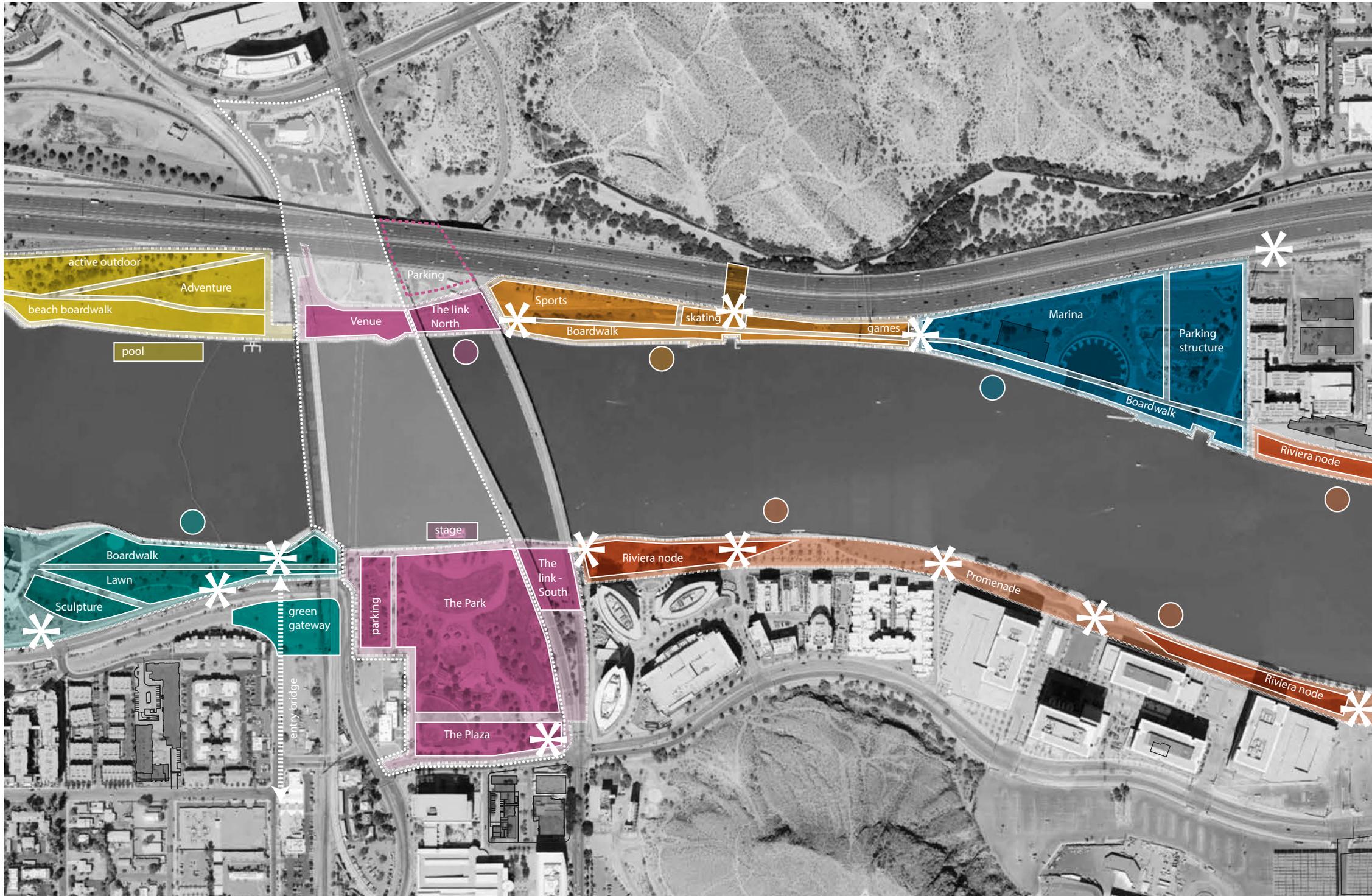
- Promenade**
- kiosks/small shops
  - bridge access
  - leisure walk/sitting
  - people watching
  - eating areas
  - fishing
  - shade nodes

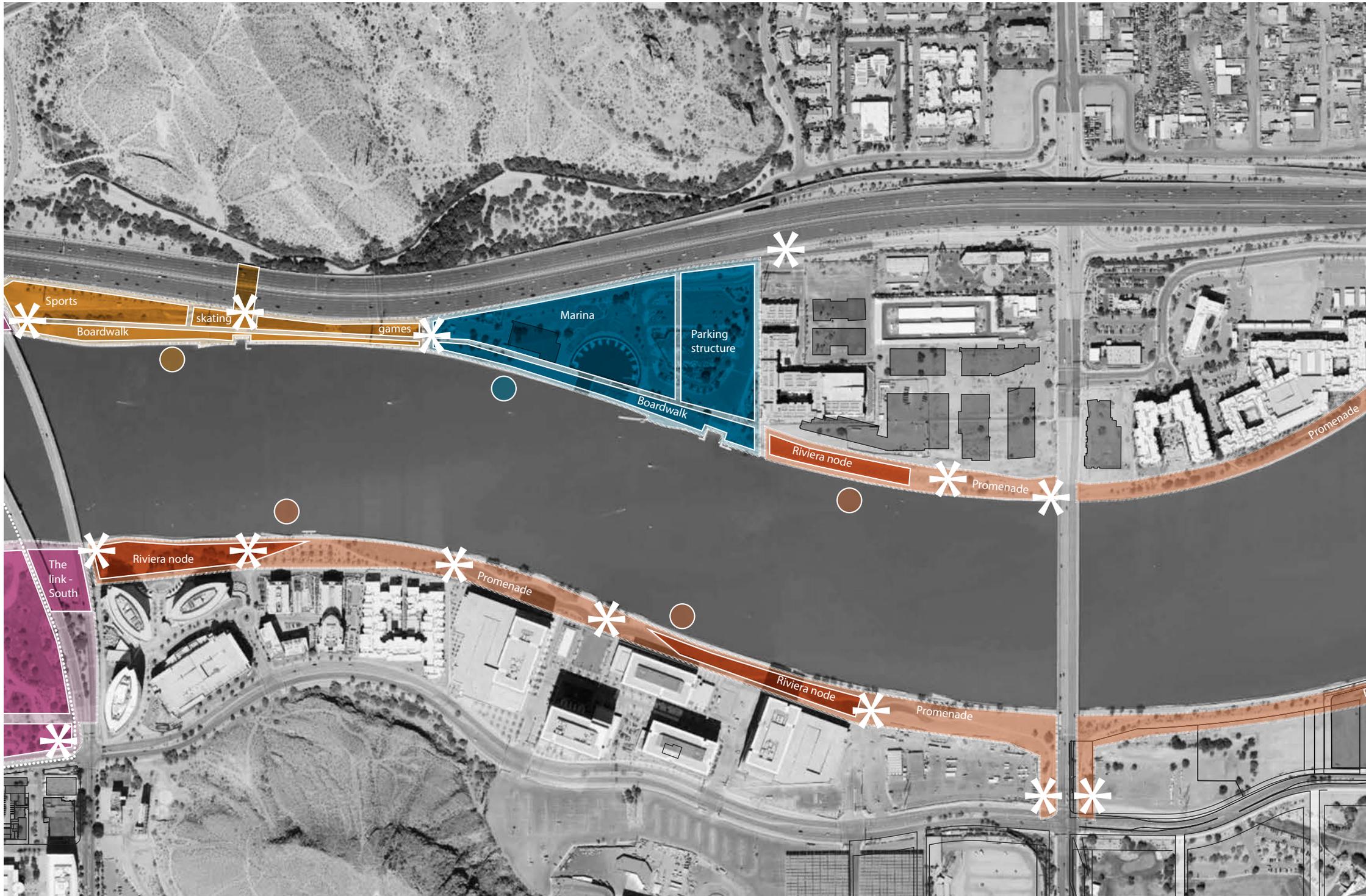
**Riviera South Extension**



SCALE: 1"=200'



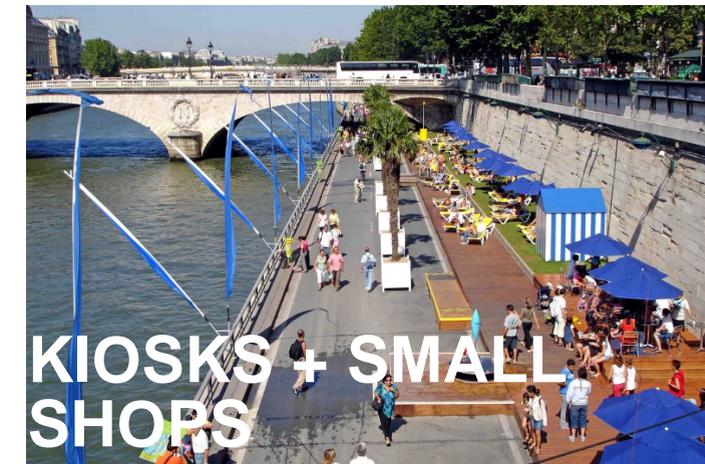




**WATER SPORTS**



**PROMENADE**



**KIOSKS + SMALL SHOPS**



**NATURE CENTER**



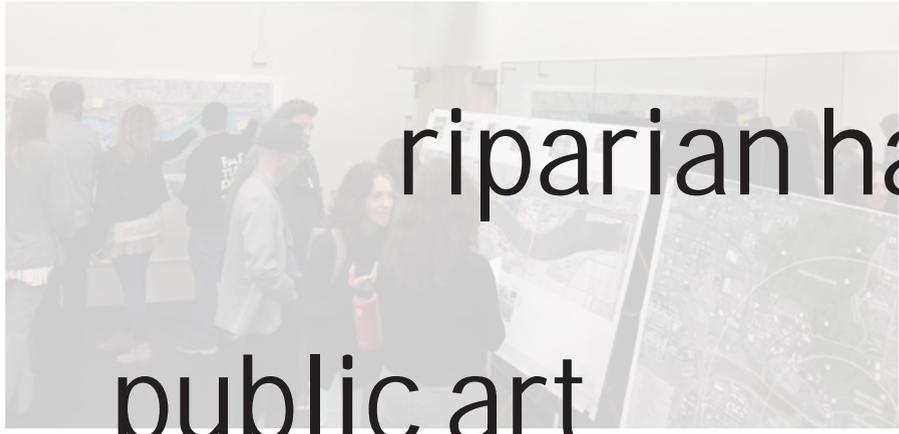
**SWIMMING HOLE**



**STEPS TO WATER'S EDGE**







public art



family zones

engage with water's edge

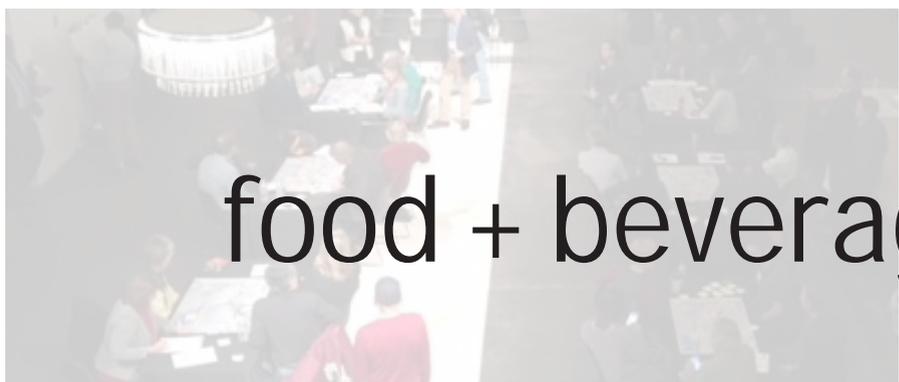


park programming

play space

shade

connectivity



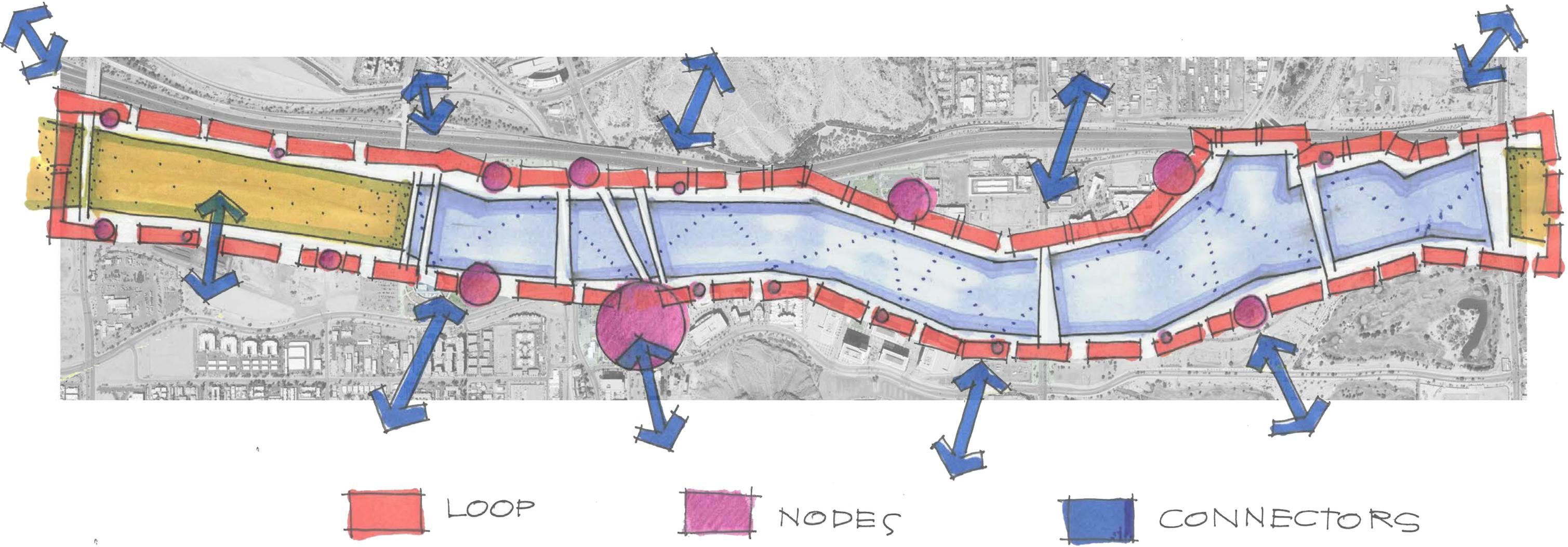
food + beverage

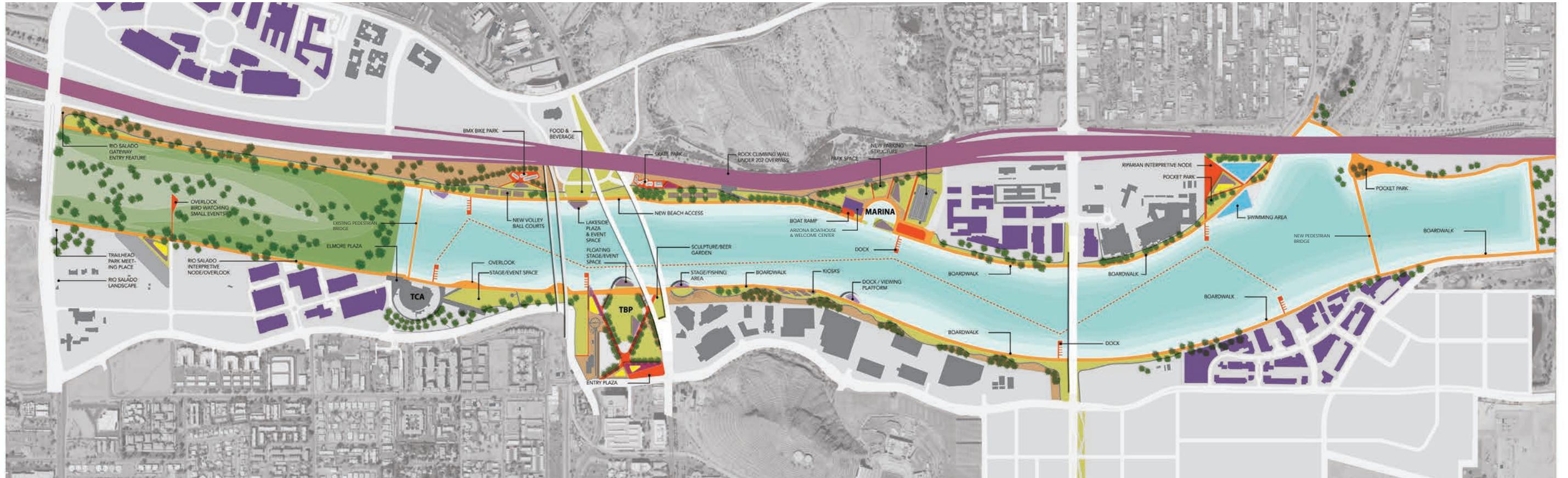


parking



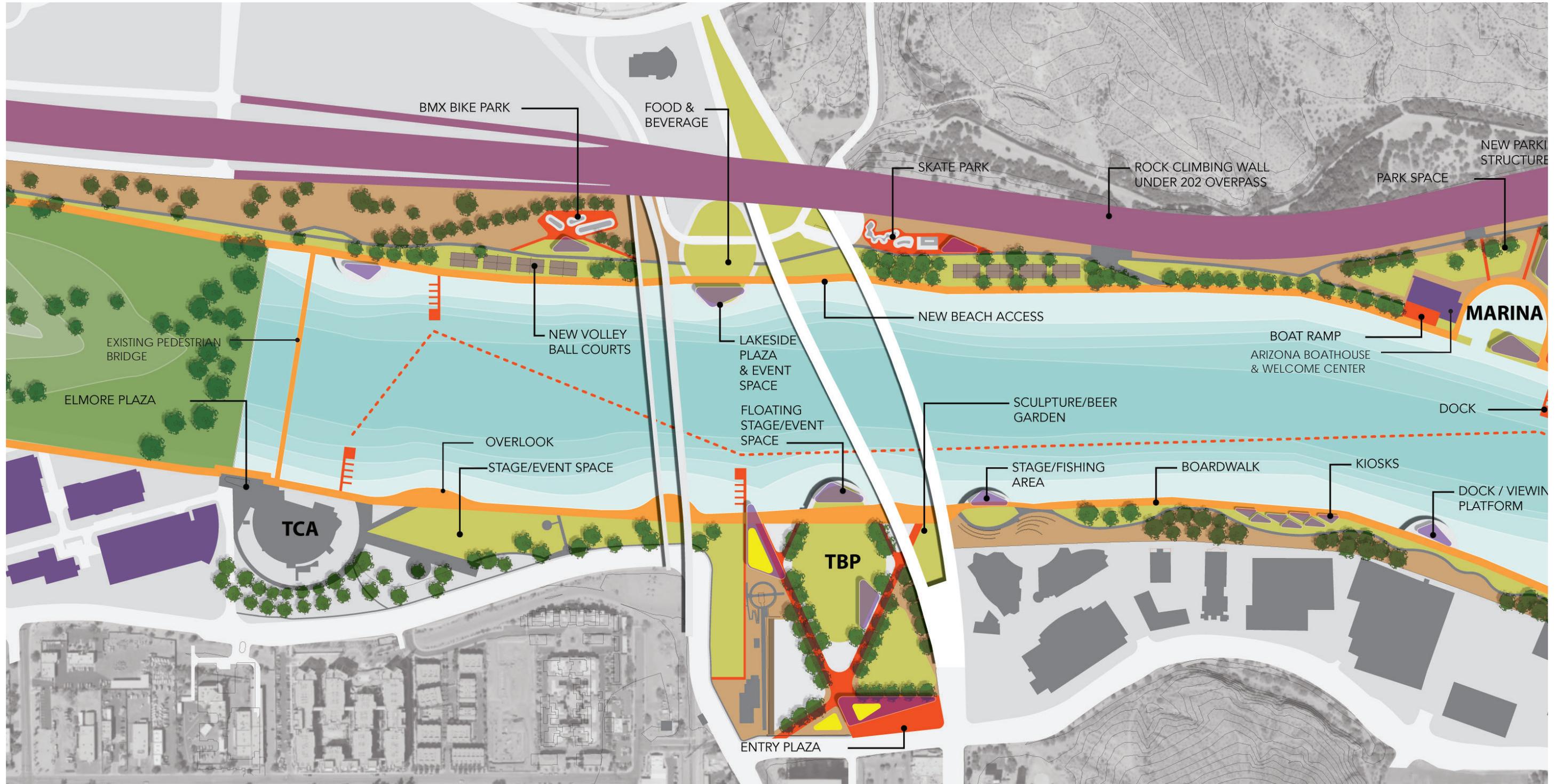
amenities

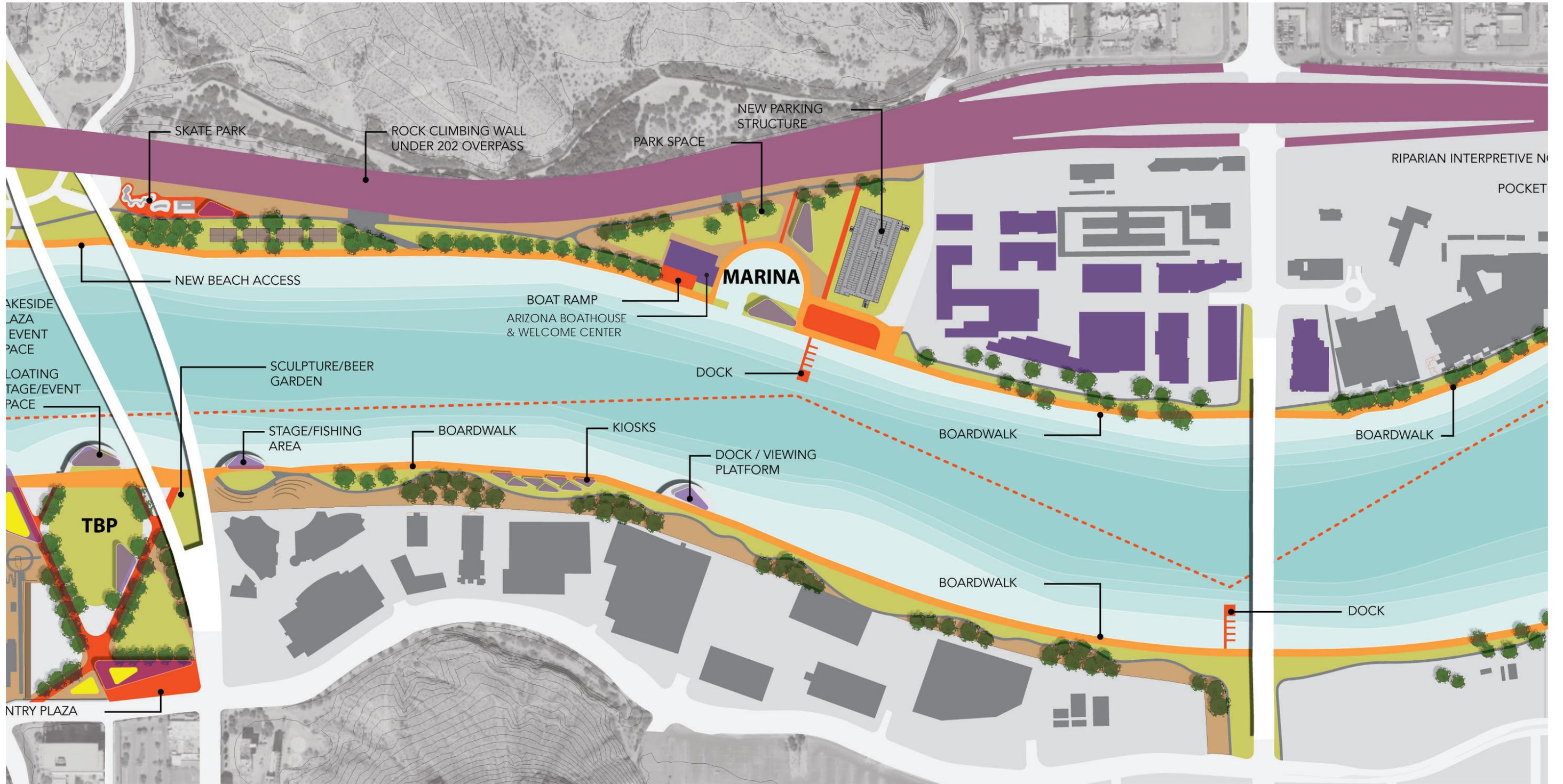






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LAKE SIDE LAZA  
EVENT SPACE  
LOADING STAGE/EVENT SPACE  
TBP  
ENTRY PLAZA

SKATE PARK  
ROCK CLIMBING WALL UNDER 202 OVERPASS  
PARK SPACE  
NEW PARKING STRUCTURE

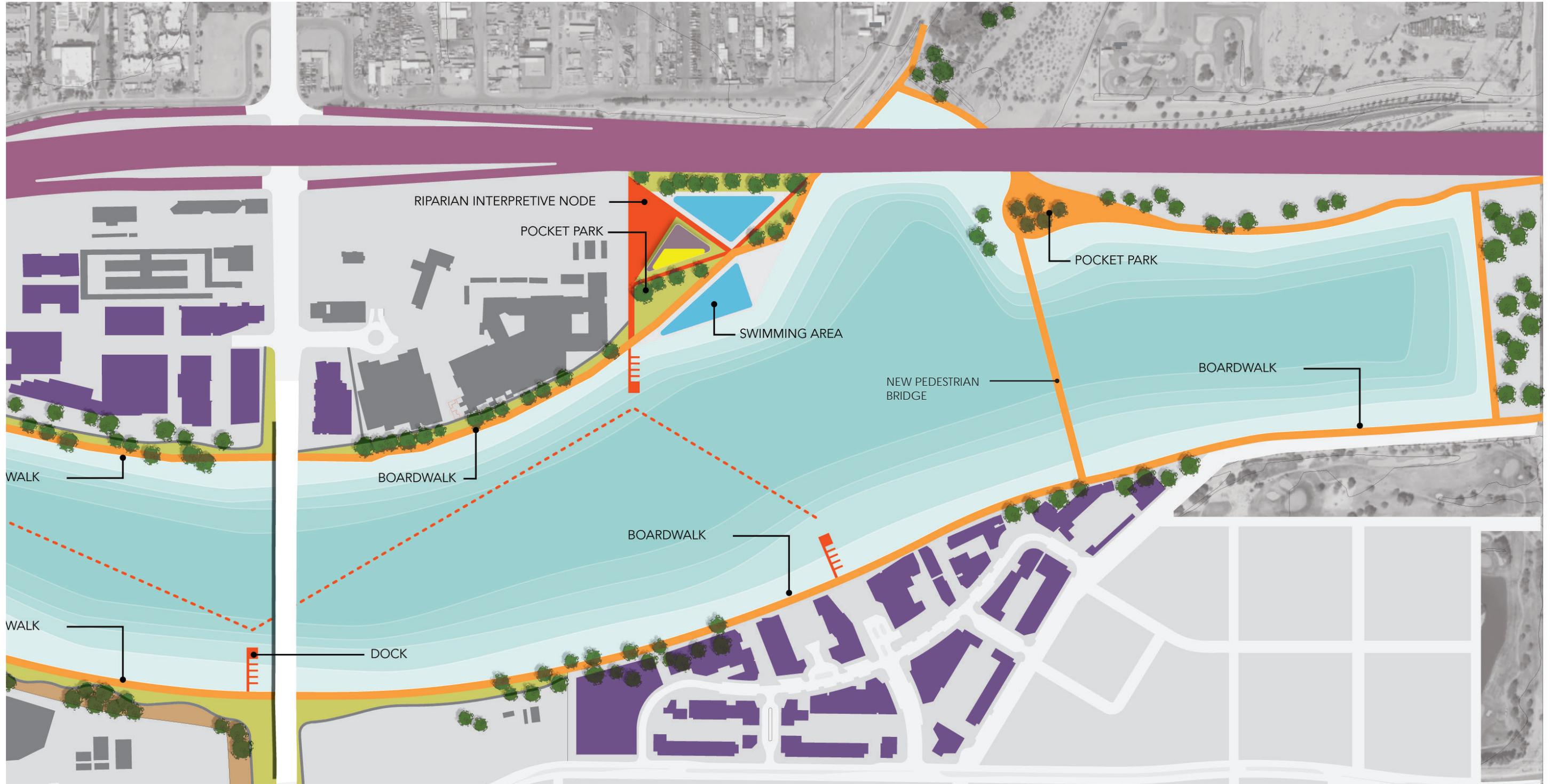
NEW BEACH ACCESS  
MARINA  
BOAT RAMP  
ARIZONA BOATHOUSE & WELCOME CENTER

SCULPTURE/BEER GARDEN  
STAGE/FISHING AREA  
BOARDWALK  
KIOSKS  
DOCK / VIEWING PLATFORM

RIPARIAN INTERPRETIVE NICHES POCKET

BOARDWALK  
BOARDWALK

BOARDWALK  
DOCK







# NEXT STEPS

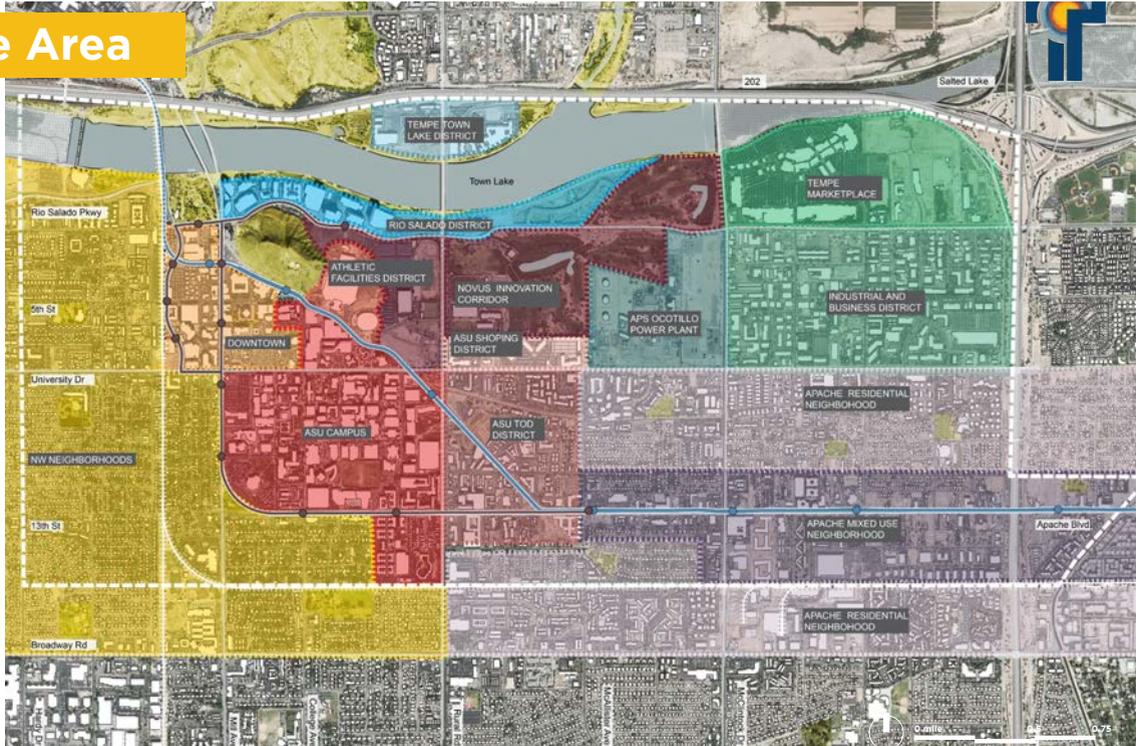
**Fall 2018:**  
Final Public Review

Council Work Study  
Session

Regular Council  
Meeting

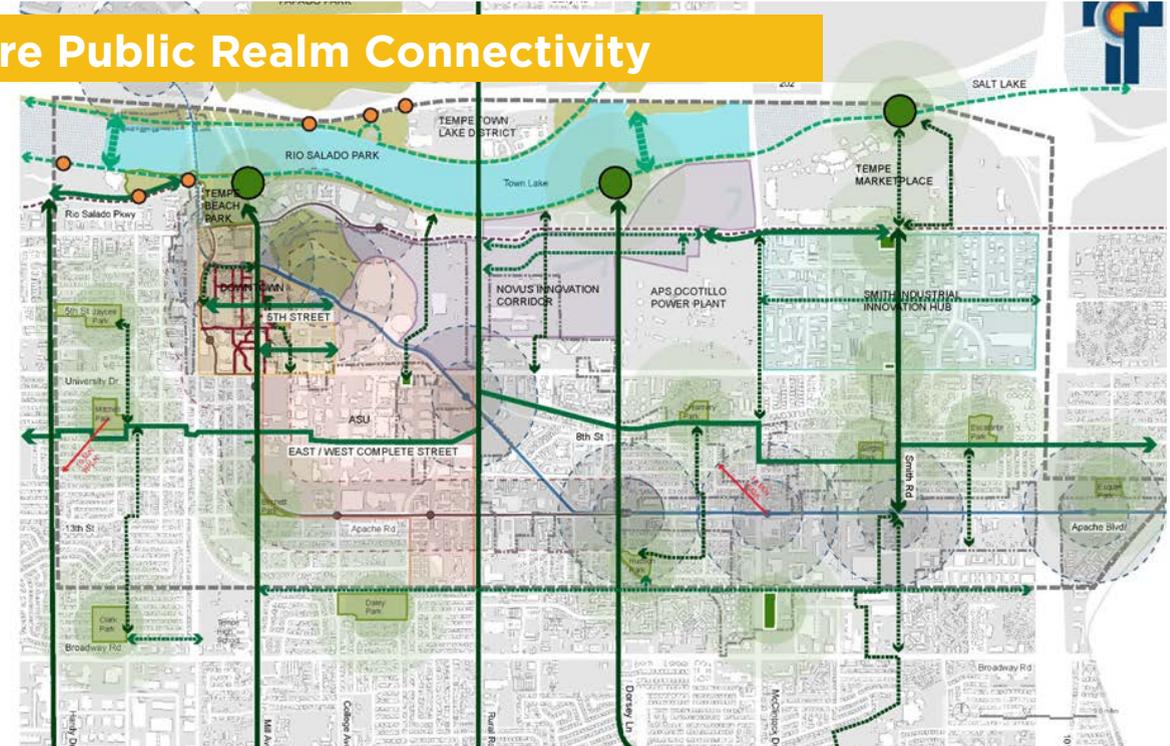
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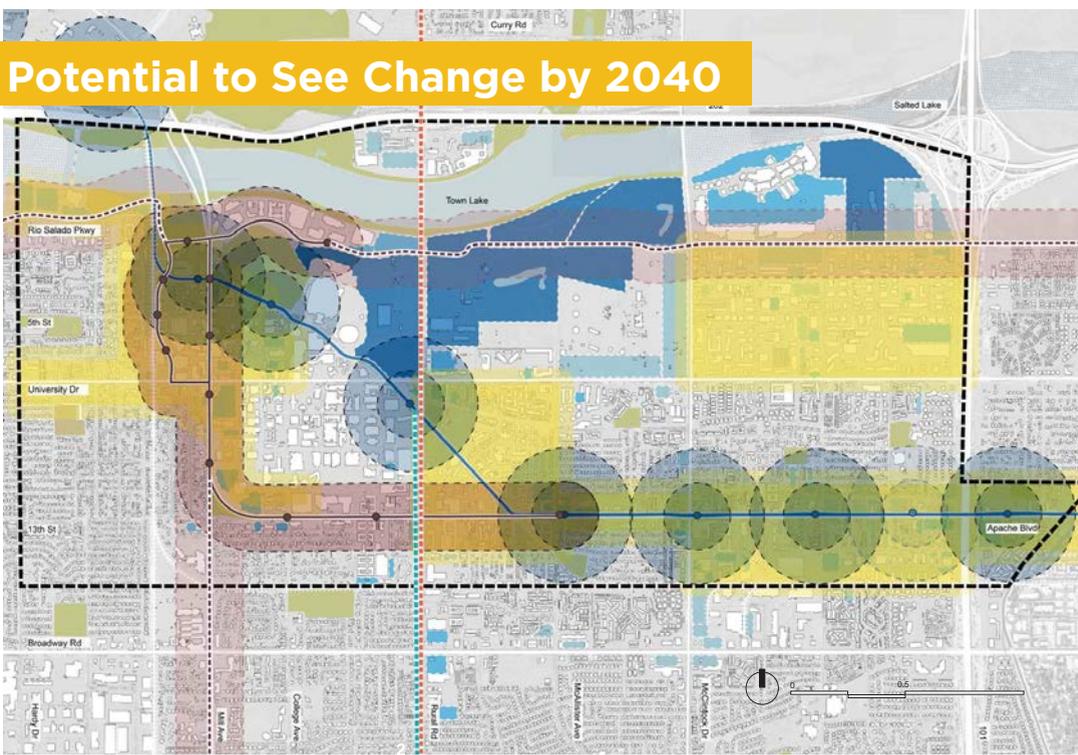
# Urban Core Public Realm Connectivity

- Corridors + Connections
  - N/S Corridor - Proposed
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- Places + Destinations
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  - 5 min/10 min Walking Radius
  - Rio Salado Park Entry Node
  - Light Rail TOD Focus Area
  - Streetcar TOD Focus Area
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  - Current TOD



# Areas with Potential to See Change by 2040

- Initial Assessment Potential Area for Balanced + Holistic Planning
- Light Rail TOD Focus Area
- Future Light Rail TOD Focus Area
- Streetcar TOD Focus Area
- Future Streetcar TOD Focus Area
- Potential Areas for Balanced and Holistic Planning
- Active Development: Projects in Construction
- Major Proposed Developments: Larger proposed projects
- Underutilized Land: existing sites - potential more intensive use by 2040
- Opportunity Sites: Potential re-use or infill by 2040
- Street Car (Construction)
- Light Rail Line
- Union Pacific Railroad
- Urban Core Area
- Open Spaces, Parks and Reserves



# Potential Future Transit + Bike

- Light Rail TOD Focus Area
- Streetcar TOD Focus Area
- Street Car (Construction)
- Light Rail Line
- Union Pacific Railroad
- Local Bus
- Local Transit - Orbit
- BikeIT Routes
- Streetcar (Future Options)
- Future Premium Bus Route
- Proposed High Capacity Transit
- Future Local Transit - Orbit
- BikeIT Routes - TBC
- Urban Core Area
- Open Spaces, Parks and Reserves

