

CITY OF NORTH SALT LAKE  
CITY COUNCIL MEETING-SPECIAL SESSION  
ANCHOR LOCATION: CITY HALL  
10 EAST CENTER STREET, NORTH SALT LAKE  
OCTOBER 29, 2024

**FINAL**

Mayor Pro Tempore Watts Baskin welcomed those present at 6:35 p.m.

PRESENT: Councilmember Lisa Watts Baskin  
Councilmember Tammy Clayton  
Councilmember Suzette Jackson  
Councilmember Ted Knowlton  
Councilmember Alisa Van Langeveld

EXCUSED: Mayor Brian Horrocks

STAFF PRESENT: Ken Leetham, City Manager; David Frandsen, Assistant City Manager; Jon Rueckert, Public Works Director; Sherrie Pace, Community Development Director; Heidi Voordeckers, Finance Director; Wendy Page, City Recorder.

OTHERS PRESENT: Dee Lalliss; Len Arave; Emily Carr; residents; Matt Winward, Mike Wonenberg, G. Brown Design; Brian Backe, Blalock and Partners.

1. PRESENTATION AND DISCUSSION OF HATCH PARK PHASE 1 DESIGN  
PROGRESS

Ken Leetham introduced the design consultants for the Hatch Park project which were G. Brown Design and Blaylock Design. He spoke on the progress that had been made and requested a review of the proposed plan by the City Council. He said this review would focus on the pavilion, “living room” portion, and monument feature. He mentioned that this plan for Phase 1 was consistent with input from stakeholders (City Council, Planning Commission, and Parks and Arts Board).

Mike Wonenberg, G. Brown Design, reviewed the master plan with completed changes. He focused on the park elements including the circular pavilion and adjoining restroom. He then reviewed the hub and the goal to create a “living room” in a circular and enclosed space with planters, seating, connected water feature, fire pit, and shade.

Matt Winward, G. Brown Design, spoke on three separate concepts for the “living room” area and the desire to create a space where residents would want to sit and stay. He explained that there would be different sized seating, variety of sun or shade, and the opportunity to utilize the

area year-round. He shared the first conceptual rendering highlighting of the area with an emphasis on the fire feature.

Councilmember Van Langeveld asked if park users or City staff would turn the fire feature on. She asked about safety issues with unsupervised fire. Matt Winward replied that the features could be set on timers to ensure safety and cost. He anticipated that like playgrounds there would need to be some adult supervision for young children.

Councilmember Jackson questioned if there would be cameras in the park. Ken Leetham replied affirmatively and said there are a number of detailed items, like cameras, that will still come before the City Council for review.

Mayor Pro Tem Baskin mentioned the proposed outdoor furniture and the lifespan for the items that would eventually need to be replaced. Matt Winward responded that this type of outdoor furniture was made to last long term and the longevity and warranties for replacement would be reviewed when specific furniture was selected.

Councilmember Van Langeveld commented on scaling down or removing some items such as furniture or the fire feature to stay within the budget or remove safety concerns. Matt Winward said many items could be scaled down to ensure that the features fit into the proposed budget.

Matt Winward reviewed several seating concepts in the living room area including single seats, porch swing style, and bar seating overlooking the playground.

Mike Wonenberg shared the second conceptual renderings for the living room area with a large round overhead wooden shade structure, seating, and fire feature. He said all three concepts would have overhead lighting and speaker options for music or announcements. He clarified that they would provide a 3-D model with the adjacent playground equipment to be presented at the public open house.

Matt Winward focused on the third conceptual rendering with a fire feature centered in the middle of the space. He shared that this included an overhead trellis, seating, focal point with an art feature or signage, and large planters.

Councilmember Knowlton spoke on the aspects he liked from concepts 1 and 3 including the trellis, seating, and fire feature.

Mayor Pro Tem Baskin mentioned the feel of the different concepts and favored option 3.

Councilmember Jackson was in favor of concept 1 with the water feature and the mixed use seating including the bar seating with a view of the playground. She mentioned this mix of seating would fit a larger demographic.

Councilmember Clayton shared her thoughts on the proposed concepts related to seating and potential for a mess with the fire feature and smores, etc.

Councilmember Van Langeveld was in favor of option 1 with people centered options, moveable seating, seating overlooking the playground, and lattice work.

The Council reviewed certain features including the lattice with climbing vines, issues with the fire features, maintenance and security at the park, and signage. They also discussed access, lighting, preferred seating, and the features of the three concepts.

Brian Backe, Blalock and Partners, presented two pavilion options and spoke on the proposed location adjacent to the restrooms. He shared an L-shaped concept rendering with seating open to the water feature and the plaza. He spoke on the features including rainwater harvesting, graphic wall with signage, location of the restroom building to provide protection from the wind, trellis element, and kitchen warming area. He focused on lighting, seating, and weather solutions.

Councilmember Van Langeveld mentioned the exterior finishes and the cost of higher end products. Brian Backe replied that this question applied to the entire park and site finishings. He said outdoor products were treated or modified to be stable and resist warping. He explained that there were cost effective options that could be used at the park.

Councilmember Knowlton asked about the proximity of the pavilion to the food trucks and the urban core area. Brian Backe responded that the proposed pavilion location was not far from the urban core and noted that there would be a plaza near the food truck area.

Brian Backe then reviewed the proposed locations of the water feature, buildings, and features. He spoke on Phase 2 options including a community center as well as placeholders for a flexibility of uses including commercial, restaurants, residential, or City offices.

Councilmember Van Langeveld was in favor of a stage, library, and commercial use. She was opposed to residential in the park. Brian Backe said the community center would include a stage area with seating elements. He mentioned there could be a more temporary option for a stage in Phase 1.

The Council reviewed the Hatch Park master plan including what features were integrated in Phase 1 or Phase 2. They also discussed demolition of the existing houses, grading the property of Phase 2, and park availability during construction.

Matt Winward spoke on the extensive demolition and said that the majority of the park would not be usable during construction. He shared that the goal was to begin construction next year including demolition of the residential.

Ken Leetham commented that the proposed plan should be presented for public feedback in the next several months.

Mike Wonenberg reported on the center plaza focal point tower concept. He said they reviewed City history and themes including the Bamberger rail, the founding of the City (water and agriculture), cattle, hot springs, etc. He spoke on Concept 1-Skyrails which incorporated the past and the future with railroad rails converging and arching skyward.

Brian Backe shared the design for Concept 2- Sundial which included the Bamberger railroad passenger train theme of “Every hour, on the hour, in an hour.” He then focused on Concept 3- Spiral Slats which incorporated twisting slats as a monument to the industrial past, present, and sustainable future.

Mike Wonenberg reviewed Concept 4-Frames which incorporated multiple frames with the theme of past to future inspiration. He shared that the concept was visual cues of repeating patterns of rail lines, roadways, and elevated structures of the distant past and how they transition from the present to the future. He showed images for Concept 5-Turntable with rectangular forms and a theme of crossroads from the past and future merging Utah’s motto of industry and life elevated.

Matt Winward provided images of the design for Concept 6-Crossroads with arching beams and the theme of confluence: a coming together of people, ideas, or gathering at one point. He said this was a reference to the City’s history of water and railroad and creating an identity. He then reviewed Concept 7-Color Tower with the theme of past to future and blending industrial history, importance of water, and a bright colorful future. He said this tower form utilized intersecting arching shapes with translucent panels.

The Council studied renderings of different views for each of the seven focal point tower concepts. They reviewed different materials including metal or concrete and varying colors. They provided feedback on the aspects of the concepts including creating a cohesive theme throughout the park, overall appearance versus theme, and the water feature location.

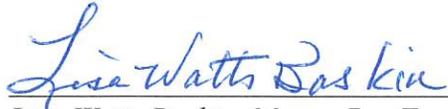
Ken Leetham commented that staff would send the presentation for the seven concept options for the tower design and a scoring card to the City Council for review. He said this would not be the last time the Council reviewed these concepts.

Councilmember Jackson clarified that the following would occur during Phase 1 including pickleball court, living room area, tower structure, pavilion, walkable route around the park, parking, water feature, and playground. Ken Leetham replied that this was correct and would send the Phase 1 draft map to the Council for review.

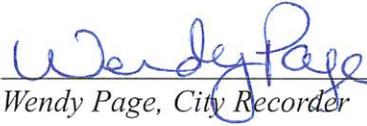
2. ADJOURN

Mayor Pro Tem Baskin adjourned the meeting at 8:46 p.m.

*The foregoing was approved by the City Council of the City of North Salt Lake on Tuesday November 19, 2024 by unanimous vote of all members present.*



Lisa Watts Baskin, Mayor Pro Tem



Wendy Page, City Recorder

