

## INTRODUCTION

## KEY PRINCIPLES TO IMPLEMENTING THE PARKS AND TRAILS PLAN INCLUDE:



## Greenway Connections

- **Protect and enhance drainage corridors**
- **Provide amenity**
- **Connect major destinations with biking/walking route**
- **Provide active living choices**



*Heritage Park*

Minot's park, trail, and open space system is an important element of the community's life. The system offers residents recreational opportunities, while it preserves and makes accessible unique natural resources such as the Souris River that is part of the City's identity. Parks and trails can be essential in unifying the City's neighborhoods and building a sense of common identity and interest among existing and new residents.

It is critical to have a clear framework of how to develop, maintain, and grow the park system so it can best serve current and future residents. Planning and goals provide a useful tool in communicating the steps the City will

take to achieve its desired park and trail system. This update addresses the goals of providing ample park, recreation and open space areas that is accessible to all residents. However, establishment of parks, trails and open space presents a challenge to the City of Minot because as much as parks are in integral part of the land use, the planning, implementation and decision to accept and maintain park land falls under the authority of the Minot Park District, a separate entity from the City. Cooperation between the City and Park District is strong and will need to remain so in order to effectively implement this plan and assure current and future residents will have opportunity for a wide variety of recreation, park, trail and open space amenities. This

Plan will provide the guidance that both the City and Park District need in reviewing future plans for development to ensure stewardship of financial, natural, and recreational resources. Diligent planning now can have tremendous results that include the following:

- **Provide opportunities for healthy lifestyles of all ages**
- **Attract new development/businesses and potential residents**
- **Build community by giving residents a place to gather and interact**
- **Protect key natural resources before development occurs**
- **Promote an increase in property values**
- **Promote a high quality of life**

The 2030 Comprehensive Plan update will serve as a guide to future growth and development. Minot has plans for future expansion that is expected to bring new development and new residents, as well as an opportunity to shape the community's downtown, neighborhoods, infrastructure, and parks and trails.

## GOALS AND POLICIES

The following goals and policies for Community Facilities, including recreation, parks and trail facilities, were developed from input received from community meetings, the Comprehensive Plan Steering Committee, Planning Commission and City Council to achieve the new vision for the community. The goals and policies are the foundation of this plan, as they define what the community should look like in the future.

### GOAL 1:

Maintain and improve the educational quality that children and adults receive in Minot.

#### Rationale:

Education is a key feature of quality of life in successful communities.

#### Policies:

1. Work with the school district and support its expansion needs for new schools in planned growth areas, to maintain the high level of education that residents have come to expect.
2. Explore the creation of a combined school district with surrounding communities with Minot as its hub.
3. Encourage and promote cooperative efforts with Minot State University, Dakota College at Bottineau, adult education and other educational organizations to provide life-long learning opportunities for residents of all ages.

### GOAL 2:

Promote the creation and use of community facilities for Minot residents.

#### Rationale:

Facilities serving a variety of legitimate public needs are a hallmark of successful communities and will serve to enhance Minot's quality of life and its position as a regional center.

#### Policies:

1. Promote the use of all existing athletic and community facilities, while ensuring facilities are adequate to serve additional needs of all programs, so that facilities function as a gathering place for Minot residents and visitors from around the region.
2. Explore a major multi-purpose event center to consolidate facilities offering year-round activities, recreation and venue for local, regional and statewide events.
3. Explore funding for new facilities and maintenance of existing facilities using creative approaches including public-private partnerships.
4. Provide for adequate maintenance of the City's buildings and equipment and for their orderly replacement.
5. Fully plan for and program city services to support growth.

### GOAL 3:

Work with the Minot Park District to preserve and promote a park system that meets the need of all

#### Rationale:

Areas for active and passive recreation and open space enjoyment is essential to the quality of life for residents of Minot.

#### Polices:

1. Work cooperatively with the Minot Park District to maintain an equitable distribution of parks and trails with a balance of active and passive recreation facilities throughout the city.
2. Adopt a park dedication ordinance requiring land or cash in lieu at the time of all new development for the creation of parks and trails in developing or redeveloping areas.
3. Support the Minot Park District in acquiring and reserving sufficient amount of park, trail and open space land to fulfill the needs of the present and projected future population of the city.
4. Work together with the Minot Park District to prepare an updated comprehensive park, open space and trail plan to respond to the city's growth and future land use planning.

## PARK CLASSIFICATION:

A variety of standards for park facilities are used by communities all over the country. Most communities have adopted park system standards based on population and/or desired geographic distances from some facilities. These guidelines apply to community parks, neighborhood parks, special use parks, and open spaces. Tot lots are not listed as a park type; they are incorporated into the other parks, school sites and as parts of planned residential facilities.

### Neighborhood Parks

Neighborhood parks are the most local unit of the park system, providing for passive and active recreational needs of neighborhood residents by creating a desirable outdoor recreational place for a wide variety of users.

These parks should be accessible to a wide variety of user groups living in the neighborhood as they provide the recreational and social gathering focus of the neighborhood. They should also be easily accessible for pedestrians or bicyclists.

Neighborhood park sites should allow for both active and passive park uses. Active recreational facilities are intended to be informal and unstructured. Sites should contain natural features, such as views and shade trees, which make for a pleasant outdoor experience. Siting neighborhood parks adjacent to greenways, trails and



*Example of a Neighborhood Park with a playground and seating areas*

**Neighborhood Park** - Size: 1-10 acres. Service Area: 1/4 to 1/2 mile service radius

**Minimum Area:** 1-2 acres per 1,000 people

**Elements:** Playgrounds/play equipment, informal ball fields play fields, tennis courts, picnic areas, and paths.

**School/Playfields Size:** 10-50 acres Service Area: Neighborhoods to City-wide

**Use:** Community play fields are designed for athletic activities, providing facilities for organized sports and games that require more space than is available at neighborhood park playgrounds. Play fields may be integrated into community parks, or co-located with school athletic facilities. The Minot Park District and Minot Public School District have a strong working relationship and work cooperatively to develop shared athletic facilities. When the new Erik Ramstad Middle School is constructed in northwest Minot, new athletic and park facilities will be a joint effort.

## Community Park

Community parks provide recreational opportunities for people of all ages and serve several neighborhoods. These parks seek to preserve unique landscapes and natural areas. Community parks are intended to be multipurpose parks that provide a broader range of services than neighborhood parks. However, Community Parks may serve the neighborhood playground needs of immediate residents or may be integrated with community play fields.

Community parks sites should include interesting terrain and natural areas, be easily accessible from major transportation routes and may be located near other community facilities. Community parks should be linked to the City trail system to provide optimum access for residents.



**Community Park** – Size: 20-30 acres or more Service Area: 2-mile service radius

**Minimum Area:** 5-8 acres of Community Park space should be developed per 1,000 people

**Elements:** Typical development features include large recreational spaces, playgrounds, multiple trails, nature study, athletic facilities, picnic shelters, restroom buildings, parking area, lighting, site furnishing and special uses that provide community destinations such as an amphitheater.

## Athletic Complexes

An athletic complex consolidates heavily programmed athletic fields and associated facilities at larger sites strategically located throughout the community. This allows for improved maintenance and scheduling and reduces the number of areas dedicated to sports facilities. These complexes should be located within reasonable

driving distances of target populations and adjacent to non-residential land uses. They relieve the negative impacts on smaller parks such as over-use, noise, traffic congestion, and parking issues. Adequate spectator seating and parking should be provided. Lighting should also be a priority to ensure user safety.

Athletic complex sites should be level, with suitable soils and good drainage for athletic field development and support a large enough space for multiple types of playing fields or courts.

**Athletic Complex – Size:** Projected demand for the specific types of facilities should be the primary determinant of the size and location of the facility.

**Elements:** Typical development features include large recreational spaces, varied athletic facilities, picnic shelters, restroom buildings, parking area, lighting, site furnishings, and concession stand.

### Open Space/Greenway Corridors

These park like areas contain high quality natural resources such as rivers, streams, wetland or woodlands. Recreational uses are secondary to the preservation of natural open space and the conservation functions of these areas. Open space areas also includes lands set aside to create a continuous greenway corridor which is a planning concept widely anticipated since the 2011 floods. As a result of the flood and flood control planning (and community input received in developing these plans), it is very clear that the majority of Minot residents favor development a greenway much like the one in Grand Forks, as a major component of future flood protection.

A greenway is a linear network of open spaces and natural areas that may include paths, and park areas, and limited recreational facilities that are compatible with the main purpose of flood control. A greenway corridor is identified on the Future Land Use plan (Chapter -) in a conceptual location based on most current flood control plans. As identified in the Souris Basin Regional Recovery Strategy, development of a greenway as flood protection is a plan that embraces the river and optimizes the land available for public venues with in newly established flood control areas. This greenway corridor can have a profound impact not only on flood protection but also provide new opportunities for residents to enjoy the river, have improved access between numerous park and community features via the corridor and benefit from new recreational opportunities that can be integrated as part of the overall corridor plan.

Overall, open space and greenway corridor park amenities should be connected to one another by trails with future connection to other parks and community facilities. Open space parks are intended to serve the entire city and the size of the park or greenway will vary based on the natural resources associated with it.

**Open Space: Size:** Variable Service Area: Community-wide

**Use:** Compatible recreational uses include hiking, picnicking, camping, and nature study.

### Existing Parks & Trails:

Currently there are 29 parks in Minot, most of which have been established several years ago prior to the increased growth the city has been experiencing over the past couple of years. In addition, some of Minot's most prized parks include Roosevelt Park and Zoo and Oak Park, were hit hard by the flood. Other larger recreational facilities and Souris Valley Golf Course were also flooded. The Minot Park District is now in recovery mode requiring vast financial and employee resources aimed at this recovery.

Some results of this renewal to the park system may include additional land for appropriate public recreation activities within greenways and a renewed opportunity to restore the original vision of connected parks throughout Minot.



### Neighborhood Parks

Minot has eight Neighborhood Parks that serve residential areas and the downtown. These parks mostly include sidewalks, trails, benches, open space, and play structures. Radio City Park is an example of a neighborhood park that includes a playground, picnic shelter, and open space that serves the far southern portion of a residential area.

### Community Parks

The City of Minot has five community parks that serve as major attractions and destinations in Minot and around the region. Community parks include Bicentennial Park, Oak Park, Polaris Park, Roosevelt Park and Zoo. These parks have been the hallmark of the Minot Park system and through major flood recovery efforts Oak Park and Roosevelt Park and Zoo will be restored, rebuilt and reconnected to the larger park system and upon completion will signify an important milestone in the city's overall recovery. This recovery will also restore Oak Park (voted "America's Favorite Park as part of Coca-Cola: Live Positively Initiative in 2011) and with the incorporation of greenways as a major flood control element will provide link between these two major park amenities, downtown and other city attractions.

### Play Field/Athletic Complexes

There are eight parks that fall within the play field/athletic complex and special use facilities including the following:

1. Corbett Field and Rink, home to American Legion, High School and College baseball along with rink space for hockey and skating.
2. Minot Optimist Community Soccer Complex which provides fields for high school and youth soccer.
3. Maysa Arena was built in 2000 in a partnership with the Minot Area Youth Skating Association, Minot Park District, and the City of Minot. The facility provides two indoor rinks with year round ice and currently is under review for an additional rink.
4. Golf facilities include the Souris Valley Golf Course an 18-hole golf course and Jack Hoeven Wee Links, a 9-hole golf course for kids.

Frisbee Golf, Dakota Bark Park, fishing piers throughout the city, outdoor ice rinks, cross country ski trails in various locations round out other recreation opportunities for children, family and residents of all ages.

A list of Minot's existing parks and recreational facilities is listed in Table 3.1.

**Table 4.1 - Minot Park and Open Space Inventory 2011**

Name/Location	Amenity																																
	Acres	Baseball Field(s)	Basketball Court(s)	Benches	Campsites	Disc Golf	Dog Park	Hockey Rink	Horseshoe Court(s)	Ice Skating	Kitchen Facilities	Open Space	Parking	Pavilion/Picnic Shelter	Picnic Area/Grills	Play Structure	Restrooms	Running Track	RV Dumpsite	Scenic Area	Sidewalks	Soccer Field(s)	Softball Field(s)	Tables	Tennis Court(s)	Trails	Undeveloped	Volleyball Court(s)	Water Access/Fishing	Water Features			
<b>Neighborhood Parks</b>	<b>34.30</b>																																
Green Valley	1.50	x	x					x				x	x	x	x	x	x				x												
11th and 11th Park	2.40			x								x	x	x	x	x	x																
Hammond Park	6.00		x	x								x	x	x	x	x	x																
Leach Park	4.00		x	x								x	x	x	x	x	x																
Moose Park	4.50			x								x	x	x	x	x	x																
Radio City Park	7.00	x		x								x	x	x	x	x	x																
Riverside Park	7.40		x	x								x	x	x	x	x	x																
Rosey Rink	1.50		x					x		x							x																
<b>Community Parks</b>	<b>224.50</b>																																
Bicentennial Park	6.50			x								x	x	x			x																
Oak Park	90.00			x								x	x	x	x	x	x				x												
Polaris Park	23.00	x		x		x		x				x	x	x	x	x	x																
Roosevelt Park	85.00											x	x	x		x																	
Roosevelt Park Zoo	20.00			x							x						x																
<b>School Community Playfields/Athletic Complex</b>	<b>118.00</b>																																
Soccer Complex	30.00			x								x	x									x											
Centennial Park	88.00																																
Corbett Field	7.00	x						x		x																							
South Hill Softball Complex	23.00																																
Jack Hoeven Baseball Park	21.00	x																															
<b>Open Space Park</b>	<b>154.20</b>																																
Via View Park	5.20			x																													
Bison Plant Property	109.00																																
Centennial Woods	15.00																																
Jefferson Park	4.00																																
Milla Vista Park	0.60																																
Nubbin Park	7.40							x																									
Overlook Property	7.00																																
Sunnyside Park	6.00																																
<b>Special Use Facility</b>	<b>189.00</b>																																
MAYSA Arena	20.00							x		x																							
Souris Valley Golf Course	169.00																																
Wee Links Golf Course	17																																
Dakota Bark Park	3.00			x																													
<b>Undeveloped</b>	<b>20.00</b>																																
Undeveloped city-owned land	20.00																																
<b>Total</b>	<b>740.00</b>																																



Roosevelt Park - Skate Park



Roosevelt Park Zoo

## Recreation Trends

Recreation interests and participation levels are influenced by many factors. Access to local facilities, age, income, amount of leisure time, interest levels, and social trends all have impact on recreational participation. In general, residents are looking for quality recreation close to home, but are willing to travel to obtain higher quality or more specialized activities.

## Current Trends

The following recreation trends have been on the rise nationally and observed in Minot.

Trail use has exploded (walking, running, biking and in-line skating) as people are looking for convenient form of exercise.

- Non-contract recreation activities are growing
- Interest in arts and natural areas is growing
- Participation in some traditional team sports has plateaued or in some cases declined
- New team sports are on the rise (i.e. Lacrosse, Rugby)
- More youth are specializing in one sport and training year-round
- Soccer participation has increased
- Golf has increased in popularity
- Women's sports have increased
- Off-leash dog parks are popular

## FUTURE PARKS & TRAILS:

### Demographics/Community Growth

Future population projections for the year 2030 is estimated at 55,000 with an estimate 5,700 new housing units. Using this estimate the Future Land Use Plan and Development Phasing Plan (Land Use Chapter) were prepared to accommodate this projected growth within the first development phase. Likewise, park and recreational facility development will be necessary at each phase of development as the addition of people and housing will put greater demand on the park and trail system. This Plan provides guidance for the development of new parks and trails based on the future land use, development phasing plan, park distribution, and accessibility.

This Plan uses the population forecasts, future land use plan, and industry standards to recommend the number and distribution of park and trail facilities in the community. In addition, community input at the early stages of the Comprehensive Plan Update and through the community participation efforts sponsored by FEMA, in the development of the Souris Basin Regional Recovery Strategy, identified the following park system needs:

1. New parks, open space and trails to meet planned growth.
2. Develop a greenway corridor, combined together with existing parks, as the anchors of an interconnected system of recreational space.
3. Trail and bikeway connectivity.
4. Expansion of golf courses, driving ranges, dog parks and ski trails.
5. Create new opportunities for water access, docks, canoes, fishing banks and bird watching.
6. Include varied recreational activities into parks such as shuffleboard, bocce, volleyball, etc.
7. Create community gathering areas, venues for music, amphitheatre, farmers markets and the like.

## Acres/1,000 People

Currently, the City has a total of 740 acres in park and open space. Of these total acres approximately 189 acres total special use facilities that include the MAYSA Arena, Souris Valley Golf Course, and Wee Links Golf Course and 20 acres are undeveloped. By dividing the current acreage by 40 (for 40,888 people), a total of 18 acres/1,000 people exist in the City. Based on population projections and service areas, it is recommended the City establish a goal of 20-25 acres of park and open space land per 1,000 people. This results in a need for 360 to 635 additional acres of park land to accommodate the projected population of 55,000 within the first development phase. This figure does not take into account school facilities and playgrounds which would increase the acres/1,000 people.

Based on this acre/1,000 people goal, Minot should implement a park dedication ordinance to ensure land is set aside and developed as park land as development occurs. Minot should also look for opportunities to acquire open space lands around natural features such as wooded areas and water bodies as well as preserve land for

neighborhood parks to enhance an accessible and diverse park, trail, and open space system to serve its residents for generations to come.

The above projections serve as a guide to future growth and development. Recreation trends and community preferences will ultimately affect the number of specific parks and facilities. Preserving open space now, especially along the Souris River and stream corridors will benefit the community in the long run as development occurs. The City should also work closely with the local school district in future planning of athletic complexes and courts, and additional park facilities. As a need for flexible field space will increase, working with the School on the number and placement of these spaces will help guide an equal distribution among the community.

Based on the forecasts in the following table, the City of Minot should aim to add an additional 12 parks by the year 2030 in addition to special use facilities. This estimate provides 360 acres of additional park land meeting the goal of 20 acres of park per 1,000 people. This table below lays out existing and future park needs and can be used as a tool for guiding the number of additional parks and designating the type that is needed for the City.

Since the ultimate location of parks will be coordinated as development occurs park search areas for new neighborhood and community parks are indicated at approximate locations on Figure 4.1- Park and Trails Plan. This plan displays the five development phase areas and park search areas within each phase to provide a guide for the City as development occurs in each development phase. The 12 additional parks, to serve the projected

population of 55,000, are included within the first development phase.

With this standard in mind, and based on trends and residents desires discussed above, the following are the projected park needs in Minot to meet the population growth to approximately 55,000 people in 2030:

- Neighborhood Parks: The City will need ten Neighborhood Parks, totaling approximately 100 acres to accommodate growth within the first development phase. These parks should be located within ¼ -½ mile walking distance of significant neighborhood developments.
- Community Parks: The City will need four Community Parks by 2030. These additional Community Parks would require approximately 120 new acres.
- Athletic Complex: The Park District has identified future needs that could be part of an athletic complex or community parking including but not limited to: additional indoor pool facilities, splash pads, baseball fields, soccer fields, and possible 18-hole golf course.
- Special Use Parks: Additional special use parks of up to 80 acres provide additional park land that can be planned in a flexible manner to meet recreational demands of the growing population.
- Open Space Parks/Greenway Corridor: This Plan focuses on creating a greenway along waterways on land that serves as a buffer zone for flood water storage while also positively contributing to the

**Table 4.2 - Minot 2030 Park Facility Needs**

Minot 2030 Park Facility Needs							
Parks	Existing Parks		Future Parks			Additional Needs	
	Total # of Existing Park Facilities	Total # of Existing Park Acres	Total # of Additional Park Facilities	Approx. acres per park	Total # of Additional Acres	Total # of Park Acres by 2030	Total # of Parks by 2030
Neighborhood Parks	8	34.30	10	10	100	134.30	18
Community Parks	5	224.50	4	30	120	344.50	9
Athletic Complex	4	118.00	0	6	0	118.00	4
Open Space Park	8	154.20	3	20	60	214.20	11
School/Playfields			0				
Special Use Park	3	189.00	4	20	80	269.00	7
Undeveloped City land	1	20.00					
<b>Totals</b>	<b>29</b>	<b>740.00</b>	<b>21</b>		<b>360</b>	<b>1080.00</b>	<b>49</b>

Notes:

1. Approximate acres per park are based on park classification range of acres and can be changed as development occurs
2. This estimate is based on a forecast population of 55,000 by the year 2030.
3. The above acreage estimates would provide 20 acres/ 1,000 people by the year 2030.
4. The Minot Area Public School District has not been included in this estimate.

community's quality of life. This new greenway provides opportunities for new facilities, trails and active recreation areas that do not exist today. This greenway also provides Minot the opportunity to provide greater connection to the larger park system as show on the Land Use Plan.

## Future Trails

Minot residents have expressed a strong interest in trails, particularly for walking and biking. The community also has a high level of interest in recreational benefits of a multi-purpose greenway corridor. Figure 4.1 -, Park and Trails Plan identifies areas for future off road trails which is typically designed as a multi-use trail, paved or gravel, that is at least 8 feet wide. These trails are designed for bicycle, pedestrian, and other non-motorized uses. The City currently has 19.6 miles of trails. Proposed trails total 96.3 (within all growth areas) and are located primarily along new roadways with emphasis on connections to existing and proposed park locations. Additional off-road trails will likely be planned in the greenway corridor as future plans are development.



## Implementation

Parks have long been recognized as major contributors to the physical and aesthetic quality of cities and its neighborhoods. A new broader view of parks has recently been emerging that goes beyond these traditional values and looks at the important economic and social benefits parks provide.

The Trust for Public Land prepared a study (2003), *Measuring the Economic Value of a City Park System* which examines how park systems economically benefit cities. The report examines a variety of quantifiable benefits and related case stories of parks across the county. These same theories can be applied to any community, including Minot.

The study found several measurable values of parks. Two of the factors provide a city with direct income. The study explains "the first factor is increased property tax from the increase in property value because of proximity to parks. (This is also called "hedonic value" by economists.) The second is increased sales tax on spending by tourists who visit primarily because of the city's parks. (Beyond the tax receipts, these factors also bolster the collective wealth of residents through property appreciation and tourism revenue.)" The study continues by identifying "three other factors provide city residents with direct savings. By far the largest amount stems from residents' use of the city's free parkland and free (or low-cost) recreation opportunities, which saves them from having to purchase these items in the marketplace. The second is the health benefit—savings in medical costs—due to the beneficial aspects of exercise in the parks. And the third is the community cohesion benefit of people banding together to save and improve their neighborhood parks. This "know-your-neighbor" social capital helps ward off antisocial problems that would otherwise cost the city more in police and fire protection, prisons, counseling, and rehabilitation."

Successful communities are able to provide a sufficient number of homes affordable to a range of incomes, retail establishments that are convenient to residents, public facilities (schools, churches, hospitals, and libraries), parks, trails and year long recreational amenities. Minot desires to fulfill these and many more quality of life amenities for its residents and business, even in these times of high growth. In order for the development of a comprehensive park and trail system to keep pace with development, Minot is creating an ordinance that will require dedication of developable land for public parks, trails or open space when land is platted, subdivided or

developed. A proportion of this regulatory tool will also require development of park amenities. This effort will be conducted cooperatively with the Minot Park District who will assist in review of all preliminary development plans to identify acreage and location of land appropriate for park and trail dedication within the proposed development, or pay of dedication fees in lieu thereof.

## Park and Trail Implementation Strategies and Recommendations

The following Park and Trail Action Plan identifies efforts Minot will pursue to create opportunities to maintain the existing parks and provide new park, trail and recreation facilities for future residents. These strategies are based on goals for parks and public facilities through input received during community meetings, Steering Committee, Planning Commission and City Council. In addition, after the flood FEMA's Long-Term Community Recovery Team established a multi-month public engagement effort in Minot and the surrounding region in an effort to understand the full extent of the flood and the direct needs and desires of the residents of Minot and region in its recovery. From this effort the Long-Term Community Recovery Team prepared the Souris Basin Regional Recovery Strategy that includes specific projects to aid in the recovery. Relevant park related projects are included within this Action Plan but are also described in more detail in the FEMA report.

To ensure housing development is compatible with existing and adjacent land uses and provides accessibility to key community features and natural amenities (Goals 1 and 2) the City will:

- Use the land use plan as a tool to provide a variety of residential land uses in a range of densities, concentrating higher density opportunities along major transportation and future job centers.

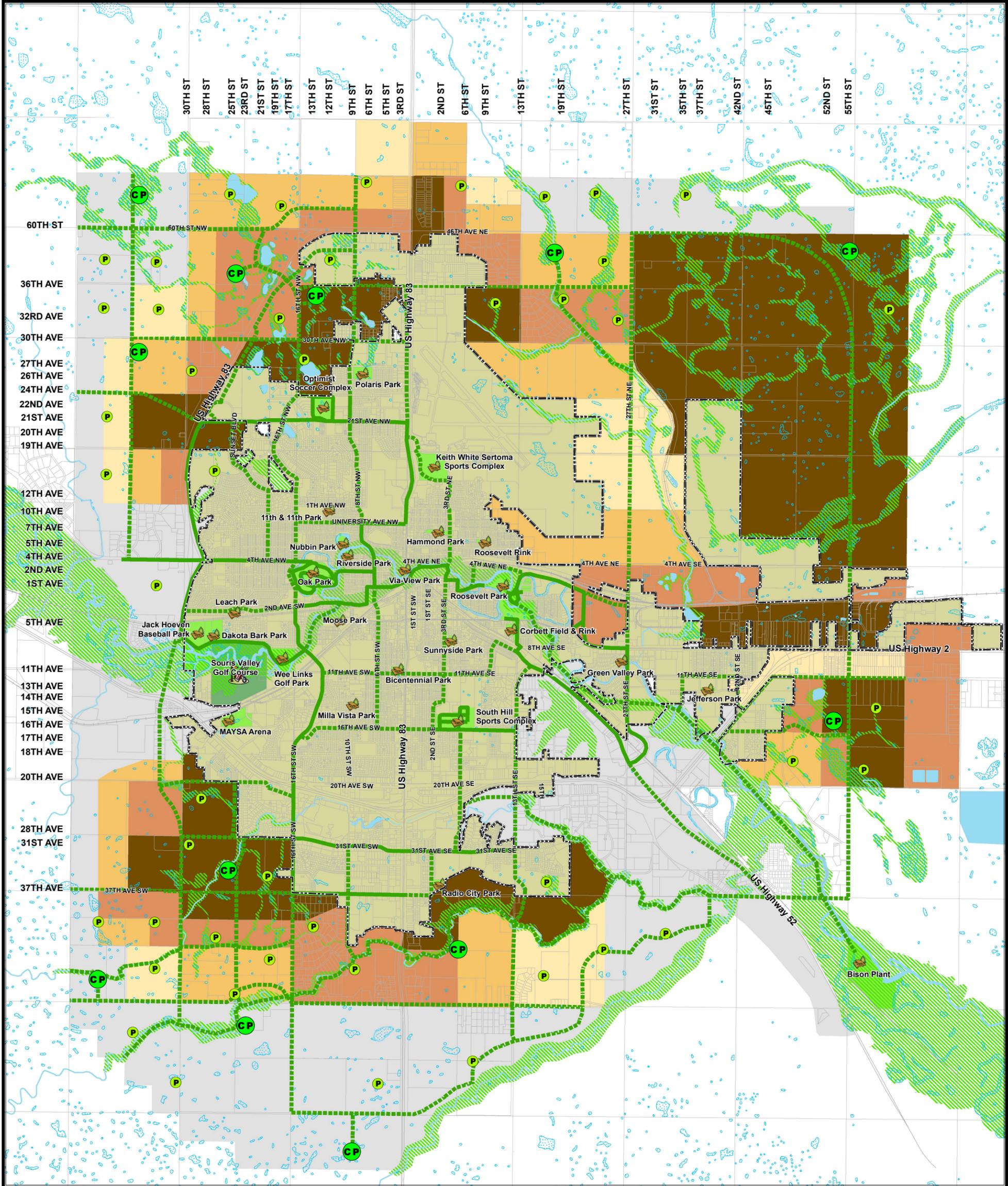
To promote the creation and use of community facilities for Minot residents (Goal 2) the City will:

- Utilize and implement the Park and Trail plan.
- Prepare, adopt and implement a Park Dedication Ordinance.
- Explore funding for new athletic facilities and maintenance of existing facilities using creative approaches including public-private partnerships.

- Explore joint use of facilities by incorporating school facilities with parks and recreation programs where feasible.
- Prepare comprehensive greenway corridor plans which include trails, recreation facilities and other public gathering amenities such as an amphitheater.
- Use greenway corridors as the element to link parks and open space areas.
- Encourage private play areas or tot lots to be built by developer in medium and high density residential developments.
- Integrate trails into larger scale developments with connection to existing and proposed extensions of the Minot trail system.
- Trails will be bituminous or concrete, except in natural areas, and will be multi-use facilities when uses are compatible.
- Fully plan for and program city services to support growth.

To continue in the spirit of cooperation with the Minot Park District to preserve and promote a park system that meets the need of all residents (Goal 3) the City will:

- Work cooperatively with the Minot Park District to maintain an equitable distribution of parks and trails (through the use of park land dedication and Park District land acquisitions) with a balance of active and passive recreation facilities throughout the city.
- Include the Minot Park District in review of development projects for allocation of park and trail dedication.
- Work together with the Minot Park District to monitor the progress of the Park and Trail Plan and prepare necessary updates to keep this plan valid to respond to the city's growth and future land use planning.
- Support the Minot Park District in its flood recovery efforts to restore and rebuild major community facilities and buildings including but not limited to the Roosevelt Park and Zoo, Oak Park, golf courses and athletic fields damaged by the flood.



**Parks and Trails Plan**  
**City of Minot**  
 2012 Comprehensive Plan

- Existing Trail/Sidewalk
- Planned Trail/Sidewalk
- Planned Neighborhood Park
- Planned Community Park
- Golf Course
- Park
- Conceptual Greenway Connections
- Open Water
- Wetlands
- Extended 2-Mile Boundary
- City of Minot (2011)
- Development Phase 1
- Development Phase 2
- Development Phase 3
- Development Phase 4
- Development Phase 5

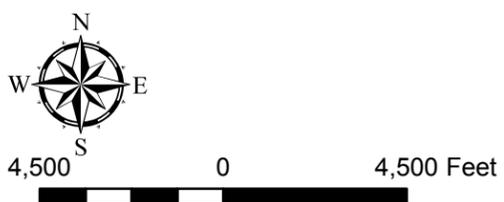


Figure 4.1  
 May 11, 2012

