

BEAUTIFUL BY CONTRAST

one
falls
park
for
all

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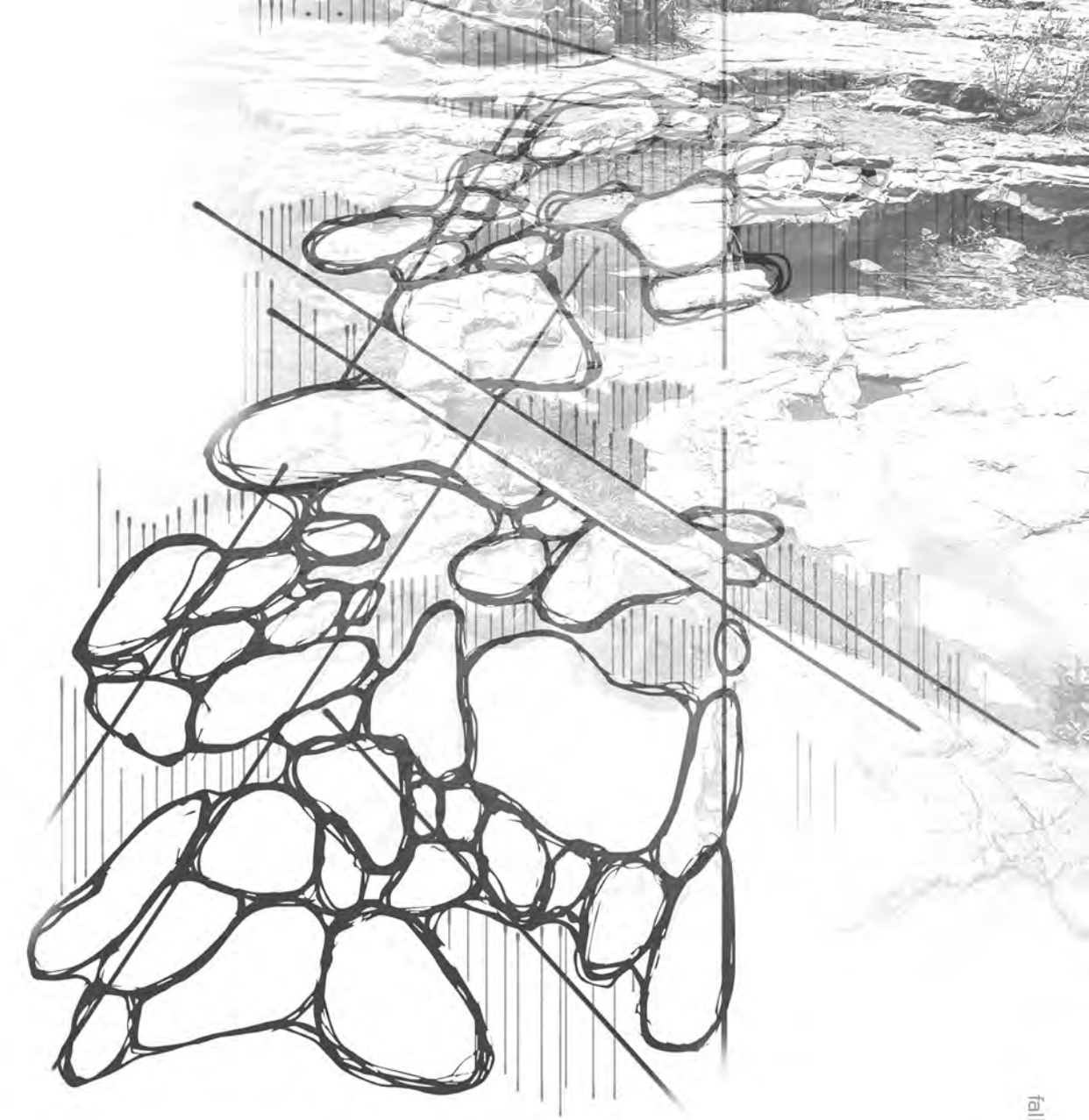
THE PROCESS



Chaos / Calm Wild / Urban Past / Future

When you begin to explore Falls Park, you're immediately taken aback by the vast openness in direct contrast with the sheer beauty and power of the water rushing over the Falls. Traversing the rocks, you bear witness to the diversity of sights, sounds, and smells. The Falls embody the oscillation between chaos and calm, urban and wild and offer opportunities for both active and passive activities. As you place your hand on an ancient outcrop of Sioux Quartzite, with mist in your hair and the sun on your face, you become part of place with history spanning hundreds of millions of years.

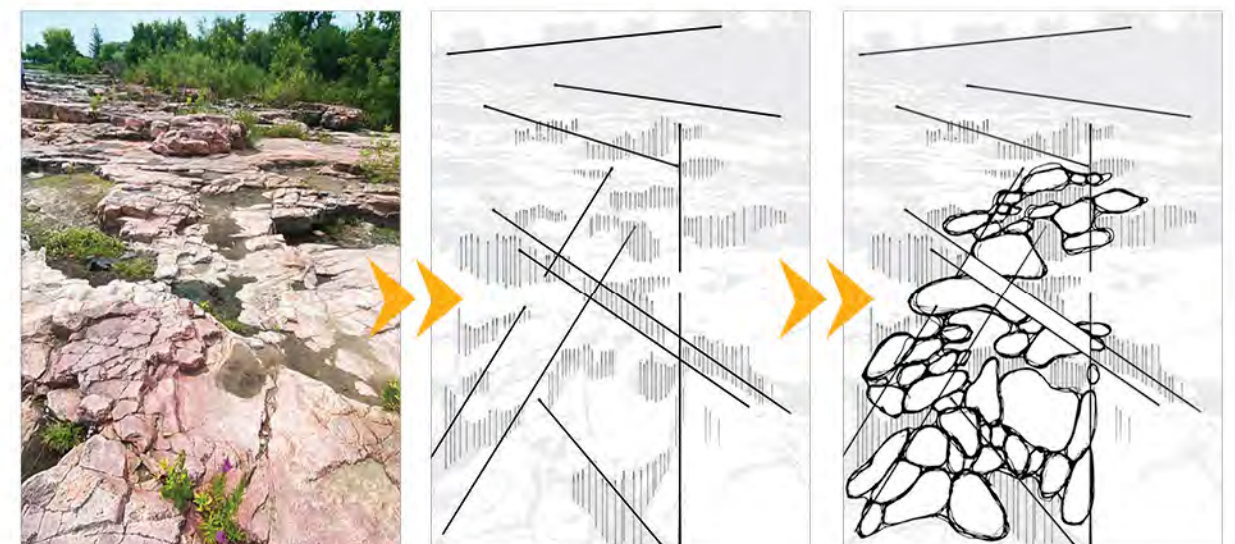
The Falls are an oasis in the urban landscape; a familiar diversion from bustling life for locals, but also a point of pride for the city that bears their name. Attracting visitors from across the globe, the Falls serve as ambassador for not just Sioux Falls, but all of South Dakota.



Quartzite Forms

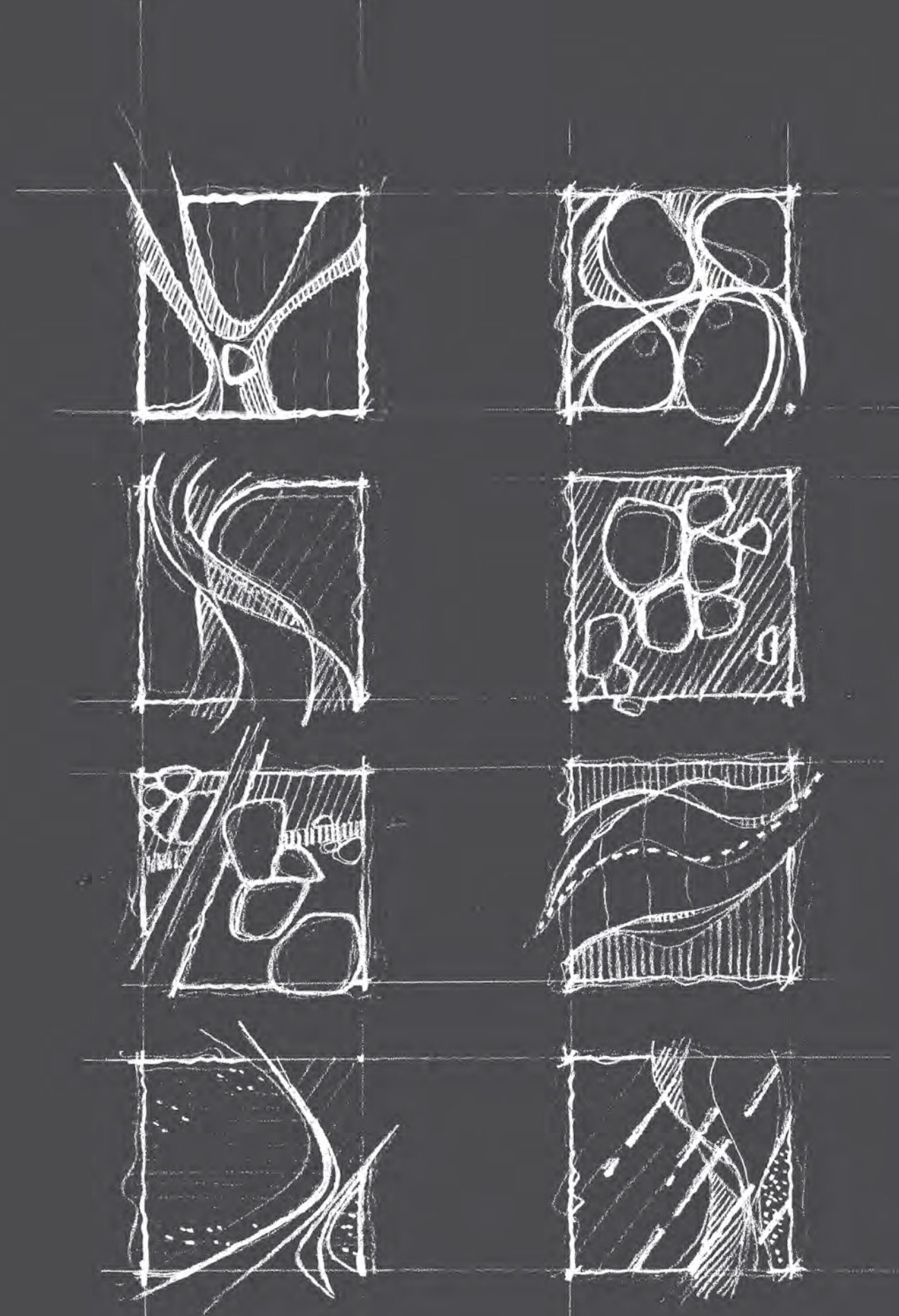
Primarily formed by braided river deposits, Sioux quartzite is composed almost entirely of fine, round sand-sized quartz grains. Quartz itself is a hard, crystalline mineral that's atomic structure makes it extremely resistant to erosion. This means the Falls will be around long into the future. Many present-day outcrops of Sioux Quartzite were exposed by glacial erosion when the last ice sheet retreated north out of the Upper Midwest 500,000 years ago. They are as historical as they are significant.

Our team drew inspiration from the striated quartzite landscape around the Falls. Reducing the forms to their most basic revealed exciting ideas for how we might organize the whole park.



There is beauty in contrast. The Big Sioux River (named after the native Lakota people) flows southward through the communities of Watertown, Castlewood, Bruce Flandreau, Egan, Trent, Dell Rapids, Baltic and into Sioux Falls before passing over the quartzite formation creating the eponymous Falls. When the river is low, it slowly meanders along braided pathways. When the water is high, it thunders over the Falls—averaging 3,793 cubic feet per second.

Our team was motivated by the trove of juxtaposition found when exploring the park. With pen in-hand, we studied how people interacted in different moments on site, either in respite or in activity. Each study helped us better understand how the park is currently used, and highlighted how form can build anticipation for moments of both serenity and excitement.



ONE

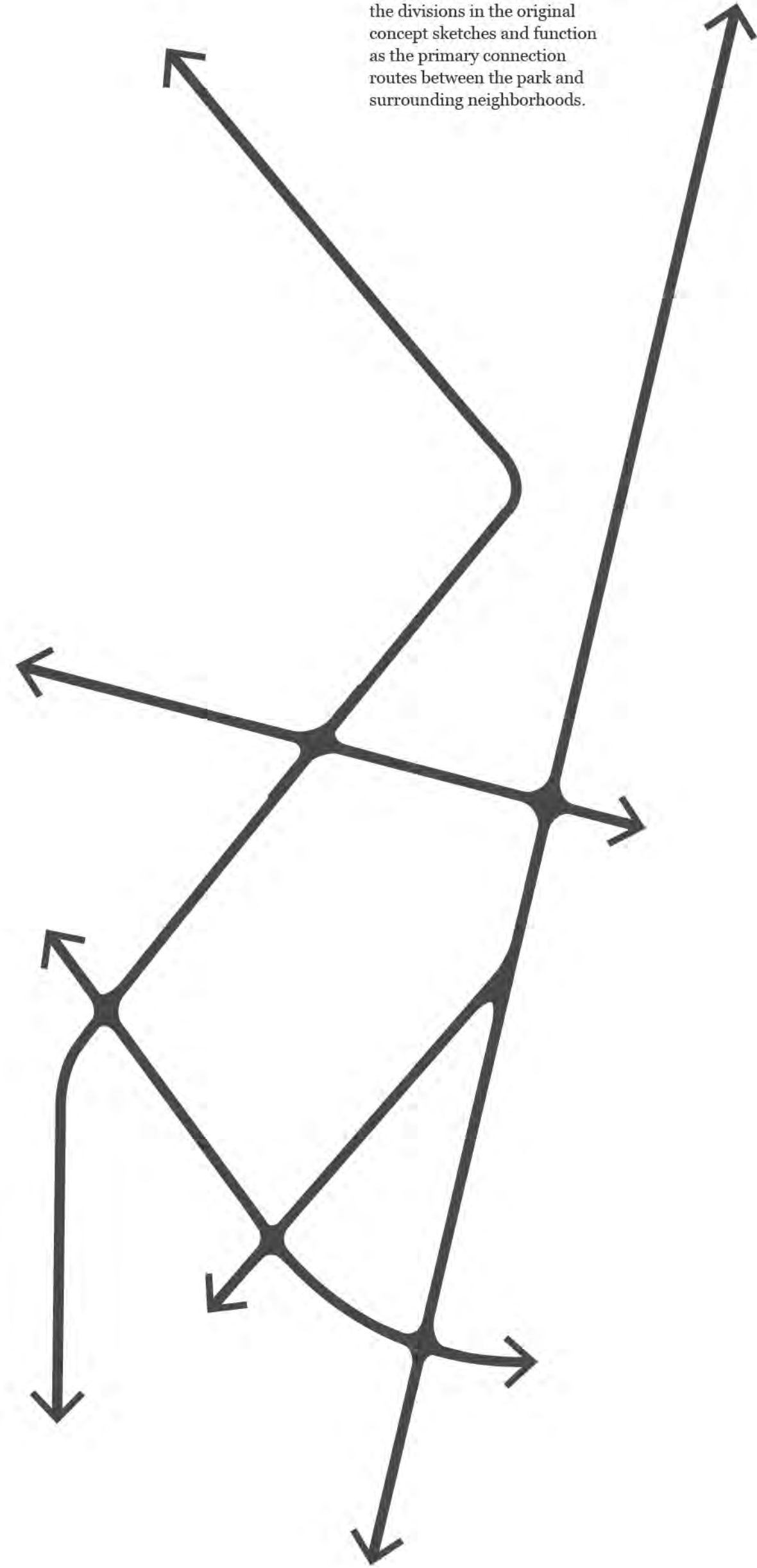
FALLS

PARK

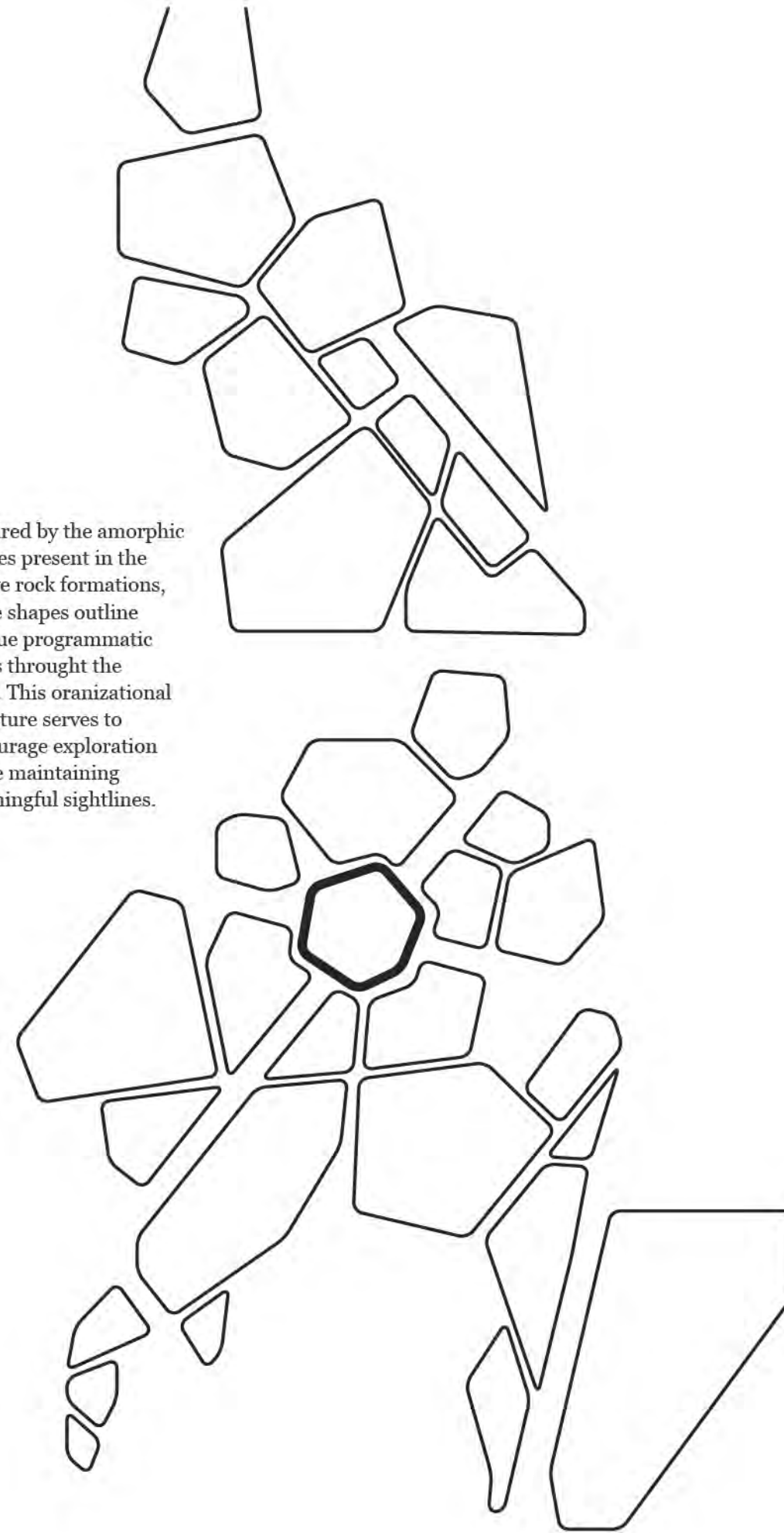
FOR

ALL

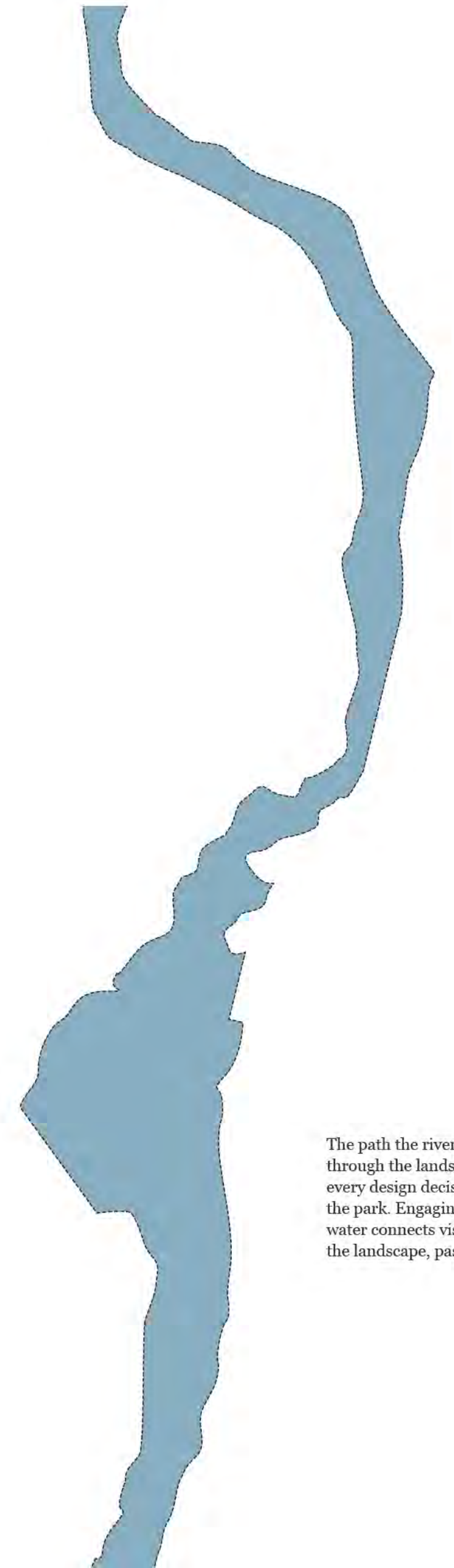
These five lines elude to the divisions in the original concept sketches and function as the primary connection routes between the park and surrounding neighborhoods.



Inspired by the amorphic shapes present in the native rock formations, these shapes outline unique programmatic areas through the park. This organizational structure serves to encourage exploration while maintaining meaningful sightlines.



The path the river cuts through the landscape informs every design decision within the park. Engaging with the water connects visitors with the landscape, past and future.





NORTH MAIN

NORTH MAIN AVE

WEST 2ND STREET

WEST 4TH STREET

WEST 5TH STREET

NORTH MAIN AVE

WEST 6TH STREET

NORTH PHILLIPS AVE

EAST FALLS PARK DRIVE

NORTH WEBER AVE

NORTH WEBER AVE

EAST 3RD STREET

EAST 4TH STREET

EAST 5TH STREET

EAST 6TH STREET

NORTH WEBER AVE

One Falls Park for All

The Big Idea

We believe one thing is certain in this park... the Falls are the main attraction, the top act, the headliner. They are sacrosanct. They command center stage. To create a rival or a counterpart would undermine the sole reason the park exists. So, to advance Falls Park into a world class venue, we must provide the definitive stage and a strong supporting cast—a symbiotic setting that creates a robust, reverent balance. This is accomplished through a series of painstakingly curated improvements that move the fulcrum point closer to the center.

Elements to Balance

- Wild + Urban
- Calm + Chaos
- Visitors + Locals
- Nature + Made
- Past + Future
- Play + Pause
- Roar + Still

Our Proposal

We believe that Falls Park should be enhanced to embody the balance of resource with pure viewsheds, the urban landscape and natural geology, the active and the passive, the micro and the macro, all in a way that allows you to explore the beauty at your own pace.

Together, let's create a park with diverse programming that balances a vision for locals and first-time visitors alike. Let's reconnect the disconnected, embrace the challenges of constraint and overlay a redefined ecological system with benefits that go all the way to the root of the park. Through programming, connectivity, green infrastructure, historical sensitivity, maintenance and most importantly, people, we imagine a park that elevates the view of the Falls with rejuvenated activity and moments of solitude right in the heart of Sioux Falls.

Our project focuses on the balance between a city park and the national treasure found inside. Our approach minimizes any adverse impacts on the Falls and maximizes the opportunities for an environmentally sound riverine ecosystem. The One Falls Park for All master plan offers interlaced layers of improvements that will complement and build upon the Falls and each other. The result is a high-performance landscape that serves as a destination for current citizens, creates a national attraction that rivals South Dakota's best and promotes a high quality of life that leaves one with a desire to return again and again.

Balance

At Falls Park, nature finds its equilibrium through an intricate system of symbiotic relationships, an ebb and flow of giving and receiving; a reliance on another to maintain its own existence, and vice versa. At its most essential level, the rock needs the water, just as the water needs the rock. If one is absent, so is the Falls.

This collision of river and quartzite inspires our idea of balance. It is here that the convergence of disparate forces weaves a complex tapestry of chaos and order, of calm water and white water, of roar and stillness, of high and low. At first glance, the great panorama of sites and sounds fills the mind. The magnificence is undeniable.

But, as the visitor's experience continues, this sense of equilibrium is disrupted. Progressing through the park, they are confronted with an overabundance of mowed turf and meandering drives and walkways. The turf monoculture and overall lack of plant diversity is quite noticeable. Not only do the paths fail to reward exploration with a meaningful destination, but sight-lines are so unrestricted that exploration is frequently unnecessary. You can see where a walkway leads from the first step you take.

Restoring Harmony

- Integrated into the downtown urban fabric
- Redevelopment areas with synergistic relationships
- Park edge that is translucent and inviting
- Clear wayfinding and meaningful entry processions
- Intergenerational and accessible
- Diversity of native plants and animals
- Diversity of experiences
- High-functioning stormwater treatment system

Tethering to the Past... Rock, Water, Mill, and Island

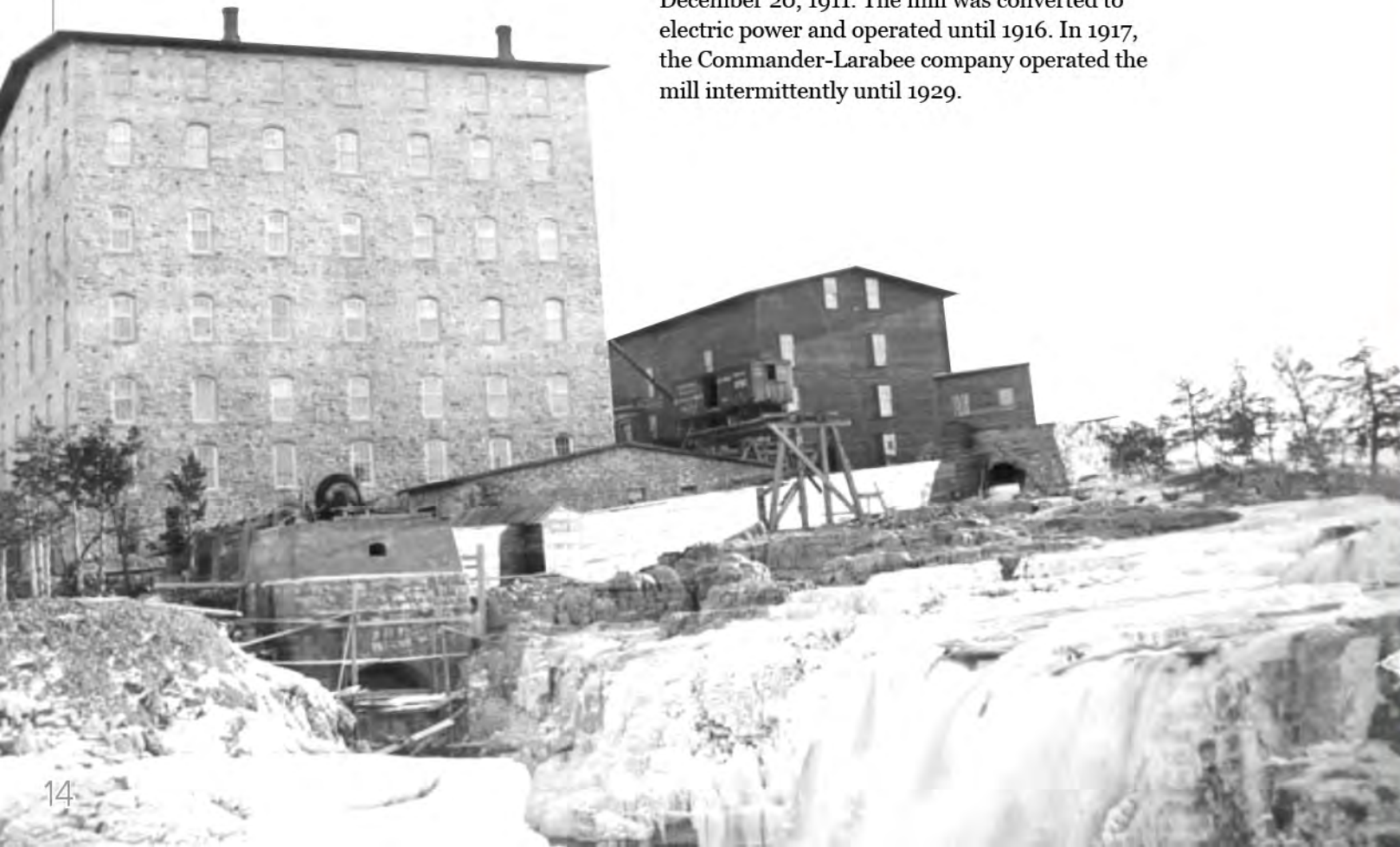
“These falls present a remarkable feature of the river and country... The rock in the course and on the borders of the stream is split, broken, and piled up in the most irregular and fantastic shapes... There is no timber here on the borders or bluffs, and only a little on a small island at the head of the rapids...”

— Captain James Allen
Dragoon Expedition of 1844

The falls are created by a beautiful collision of stone and water. The stone is quartzite, about a billion and a half years old. It began as sediments deposited on the bottom of an ancient, shallow sea. The water is the Big Sioux River, its origins flowing from melting ice from the last glacial ice sheet over 14 thousand years ago.

The rushing water offered a source of unbridled energy for industry to harness. To exploit this energy, the Queen Bee Mill was completed and commenced operation on October 25, 1881. A low head dam channeled water to a turbine that turned the grinding stone. The mill ceased operation less than two years later, finding that the waterpower was insufficient and the supply of wheat inadequate to meet its capacity.

The United Flour Mills Company purchased the Queen Bee Mill and entered operation on December 20, 1911. The mill was converted to electric power and operated until 1916. In 1917, the Commander-Larabee company operated the mill intermittently until 1929.



Ben Margulies of Sioux Falls purchased the mill from the Commander-Larabee Milling Company in March 1937. Margulies planned to use the building as a warehouse, which was its function until January 1956, when it was destroyed by fire. In 1961 the walls of the gutted Queen Bee Mill were knocked down. Ben Margulies donated the site to the City of Sioux Falls as a part of Falls Park in December 1963.



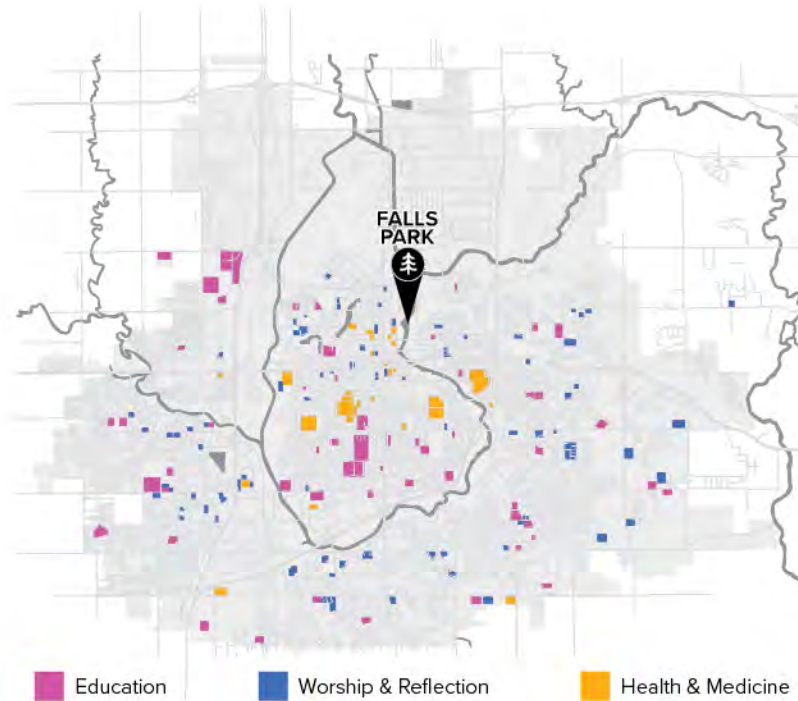
Seney Island Footbridge

The island mentioned in the 1844 journal of Captain Allen, named Seney Island, was located immediately upstream from the falls. “The Island,” as it was called by early residents, became a popular respite for early citizens - a refuge from busy city life with its tree-covered landscape. By wading, carriage, or eventually a small footbridge, people would cross the shallow channel to the island to enjoy fishing, picnicking, swimming, or boating.

The demise of Seney Island began in 1907 when the hydroelectric plant was built on the east side of falls. The Queen Bee Mill dam was built higher and longer and the channel around the island was closed to provide more water power. Soon after, the railroad located its depot and switching yard on what was the island. Today it is part of the river’s west bank, bisected by the railroad tracks as they cross the river. The new Ice Ribbon will sit on the site of the former island.

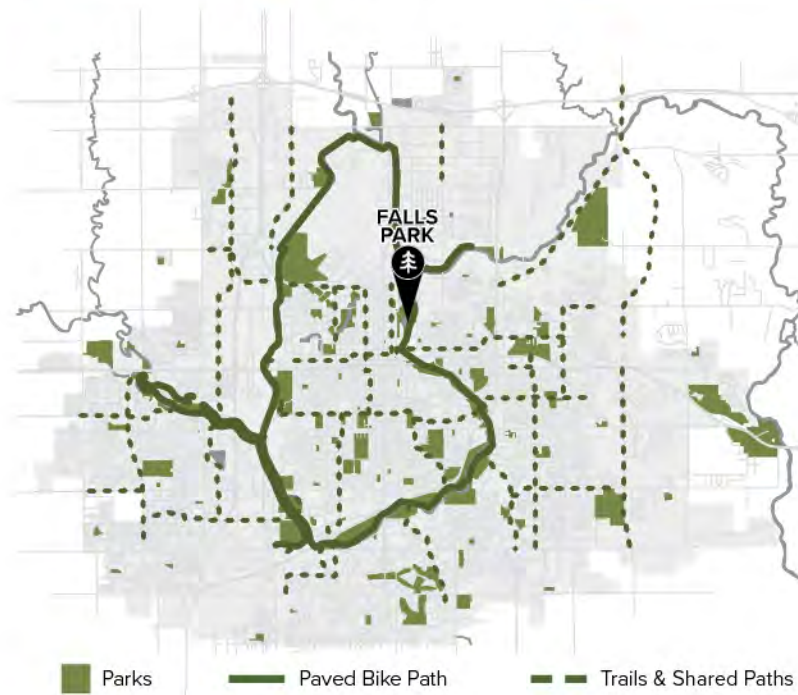


Regional Framework



Wellness

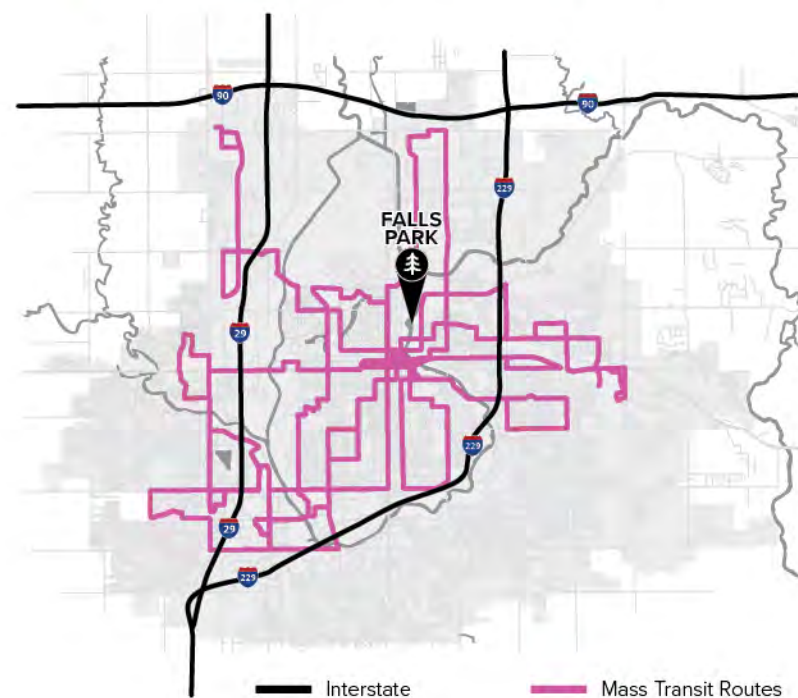
Falls Park presents a centralized gathering point for all people, of all faiths, cultures and ethnicities. We've purposefully mapped and leveraged the park's program to build on the health and well being of the existing neighborhoods, community gardens, wellness centers and places of reflection. The park create a significant opportunity for all people to come together to improve their mental, physical and social well being.



Parks & Trails

The park's regional location is well connected and serves as an anchor for downtown, connecting the community and the region to the City's entertainment and arts districts.

With a new central plaza and gathering space, we believe Falls Park is well positioned to connect all Sioux Falls residents to the park and outdoors.

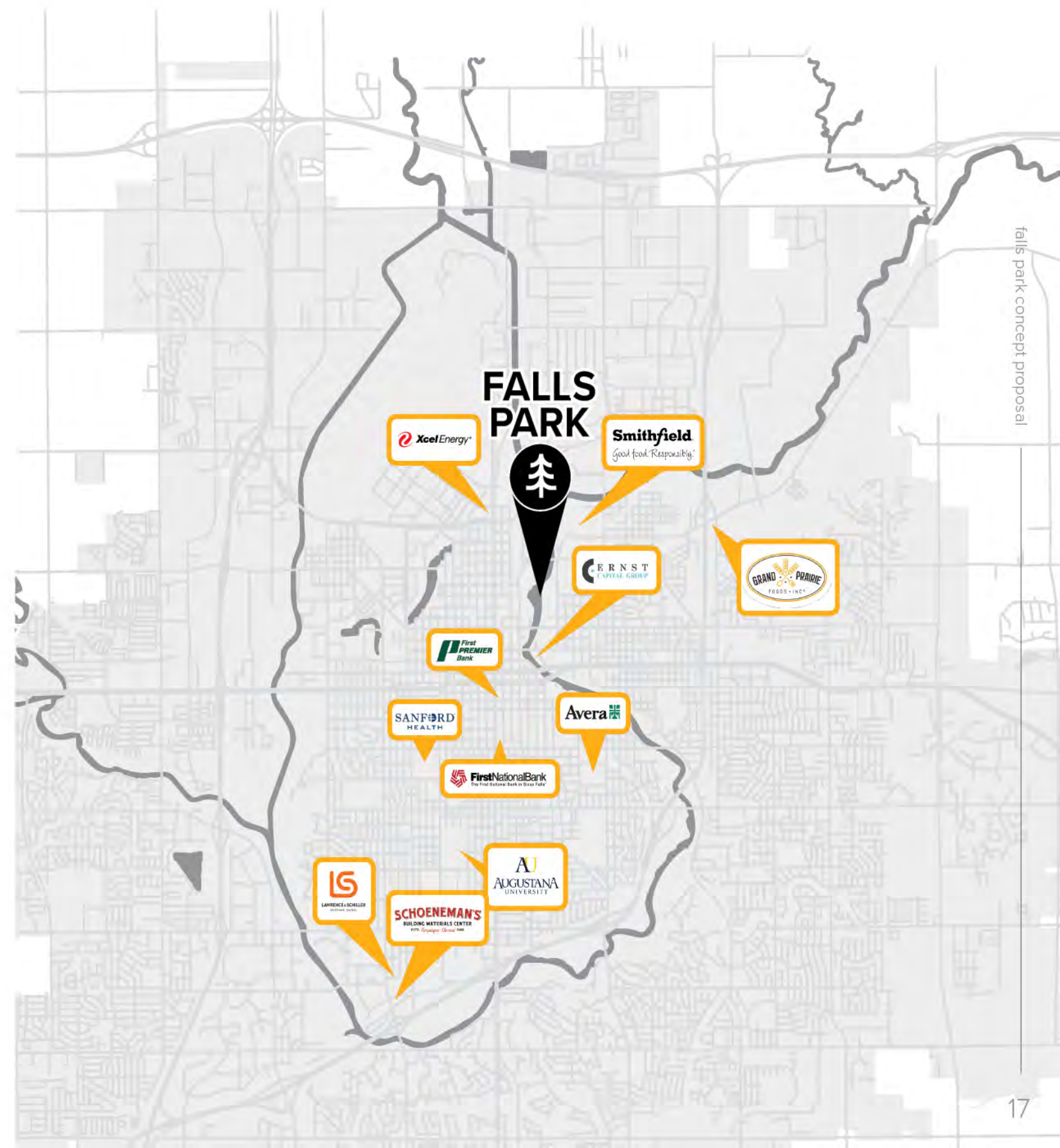


Transit Network

The City's transit network is robust. This creates a unique opportunity to leverage multi family housing redevelopment around the park's perimeter, connect the greater Sioux Falls residents to the park and provides the potential for all people to enjoy the park.

The Business Community

This project will not be successful without the support of Sioux Falls employees. We believe the community is well positioned to partner with it's investors helping improve the quality of life for all. While we have only mapped a few businesses, we believe that this project will not be successful without their support, which is why we've spent a significant amount of time integrating the One Sioux Falls Framework into the park's programming.



One Sioux Falls Framework

Engaging People

One Falls Park for All is a people-first plan—right in line with the One Sioux Falls framework. Citizens of Sioux Falls, visitors from around the region and tourists on their way to or from the great attractions of western South Dakota will find a world-class park experience, amazingly right downtown in the state's largest city.

Accessibility is top of our list in considering the potential impacts of Falls Park. We've purposely developed a program that's very much for ALL people, at all ages, stages and abilities—with ADA compliance just the beginning.

One Falls Park for All envisions a park that:

- **People can find and get to easily**, with help from transit options, neighborhood connections, understandable signage and wayfinding, and more.
- **Includes nature play opportunities** designed more inclusively and accessibly than traditional play equipment.
- **Offers alternate transportation routes throughout the park**, so you can get to your destination using the connection that fits your own convenience and ability.
- **Juxtaposes chaos and calm**, offering high-intensity options for those who want them, as well as more subdued places of quiet respite and less intense sensory stimulation.
- **Offers environmental education and programming using a wide variety of methods**, whether with captioned videos, mobile phone apps, a braille trail or multi-language self-guided tours.
- **Is free to enjoy**, so anyone visiting can have an extraordinary time—with "add-ons" available at a variety of price points (Luxury camping? Check. No-frills tent sites? Check.)

The growing **Diversity** in the Sioux Falls area will be both celebrated and involved in the re-envisioned Falls Park. Our approach envisions a park that intentionally draws people of diverse ages, incomes, abilities, interests and cultures. A re-located farmer's market will be more visible and more easily accessed, with nearby community gardens offering great potential for educational programming and informal sharing about foodways, nutrition, food access and more. Art projects throughout the Park can educate and celebrate the grand mix of people who make up this region. Partnerships with places like the Multi-Cultural Center of Sioux Falls, South Dakota Association of the Blind,

South Dakota Association of the Deaf and others could help the Park ensure that those who use various **Languages** have the same year-round opportunities to enjoy the park as those who speak English.

In today's world, **Technology** is one of the drivers of the built form. RDG's approach to Falls Park design and construction will use high-tech methods to keep our impact light on the land, as well as to purposely create great views of the Falls from all parts of the park. Park programming will benefit from online programs and apps that educate park visitors about a range of topics: the history of the railroad and the city, the wildlife that once roamed the area, the stories and history of Native American impacts on the environment in this region, and more.

Technology plays a big role, too, in **Communication** plans for the Park. To make this truly One Falls Park for All, a wide net should be cast to communicate in ways that will reach all people, of all abilities and languages, about why the Park is for them. The key: find out how people get their information and use those methods, whether it's through social media or church socials... or art projects with school children.

Workforce

Millennials, as well as Gens X and Z are upending the traditional ways people look for **Jobs**. They're deciding where they want to live first, and then finding work there. Access to natural resources and outdoor recreation opportunities play a big role. Sioux Falls has jobs to fill and Falls Park will be a world-class destination for outdoor recreation and the chance to connect with the natural world. And it's right downtown! What better **Recruitment** tool than a place with great outdoor opportunities 365 days a year, with new and different possibilities with every changing season!

The redesigned Falls Park will likely also bring new jobs to the area, as it fosters increased interest in outdoor recreation and natural resources. Entrepreneurs will see opportunities to sell fishing supplies and camping gear, rent boats and kayaks, and introduce local foods to visitors. People who visit as tourists will experience Sioux Falls' great quality of life—and those who already live here will want to stay.

Education and Training are critical to building a work-force. In the redesigned Falls Park, with its central location, these opportunities abound. Some possibilities for Park programming:

- **Engaging, hands-on ecological programming** for school groups, supporting biology/geology/STEM learning at all levels.
- **Environmental education for all visitors and the community:** immersive experiences throughout the park, and educational programming that allow people to dip their toes into learning about (and spending time in) the natural world.
- **Internship possibilities** related to working with natural resources management, environmental education, park management & maintenance, community garden/food outreach, public art and arts programming, and more.

A new local foundation could be created to oversee Park staffing and maintenance, with an additional focus on training and/or rehabilitation of workers from diverse backgrounds including special needs.

Safety & Health

Come for an hour or come for the day—the redesigned Falls Park will be a place with options for all. You'll find activity options that are affordable, multi-age appropriate, accessible, and ranging from quiet and passive to high-energy. There's lots of research showing that time spent outdoors in nature directly correlates to good **Mental Health**. We're naturally drawn to water and green spaces, and this Park has them in abundance. It's highly connected to its surrounding neighborhoods, public transit or walking/bike paths can get you there, its features are accessible to all and it's free for anyone to enjoy, in all seasons. The large natural space offers a welcome reprieve from the "heat island" effect of nearby city and industrial areas.

With a design that is as natural and complementary to natural resources as possible, the health of the **Environment** is key not only to the Park plan, but to the Sioux Falls community. Falls Park can enhance the water quality practices and plans for the Big Sioux River watershed by incorporating native plants whose roots go deep, helping clean the water and store water. The new Park will improve the biodiversity of the area by creating diverse habitats for migratory birds and other flora and fauna – varied types of grasses and trees,

gardens and possibly a pollinator habitat. You will see a variety of micro ecosystems flourishing throughout the park.

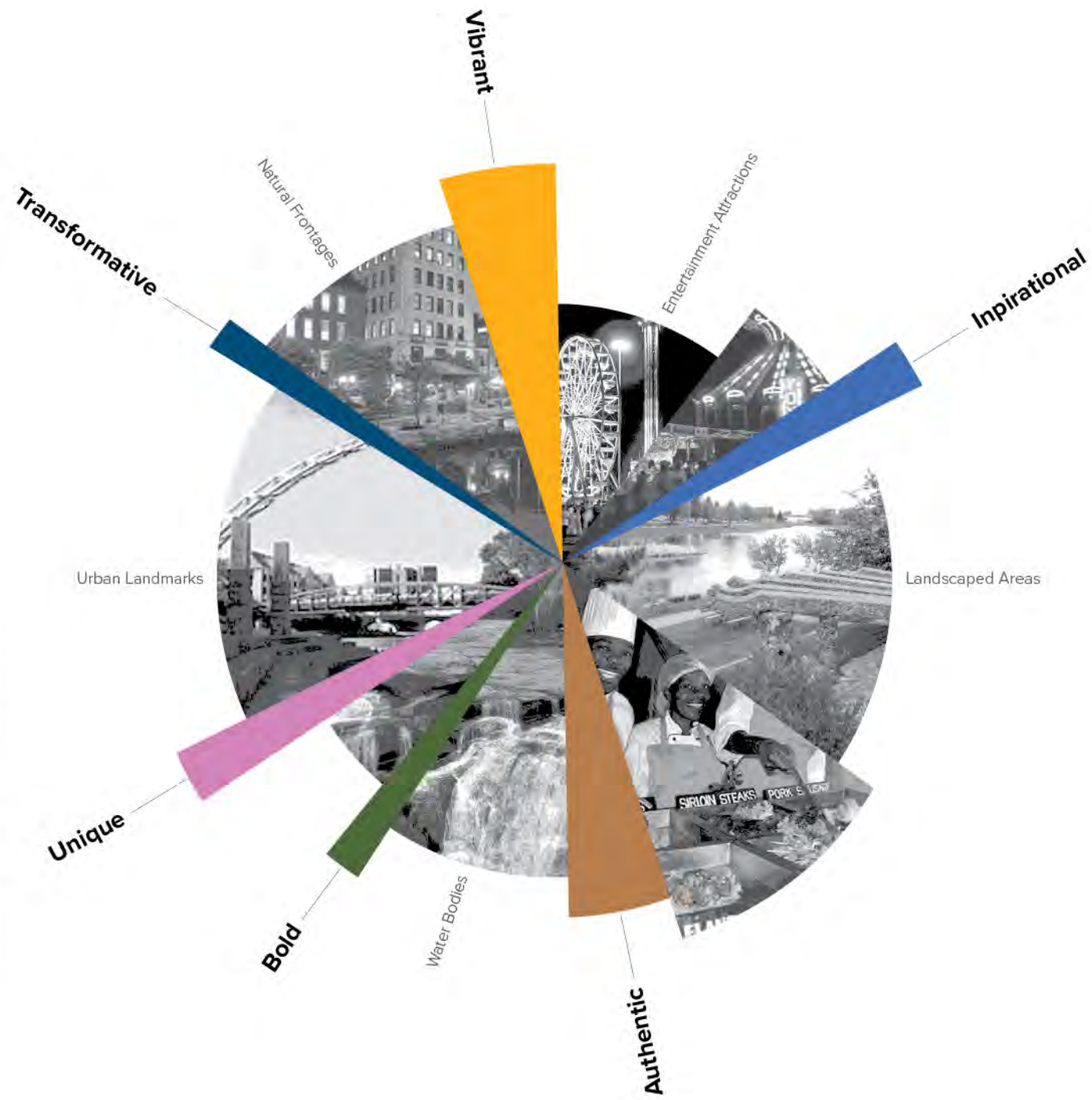
Falls Park can impact **Food** access and accessibility by moving and expanding the farmer's market to include community gardens, and possibly a "food forest" area to combat some of the financial barriers to food stability that may exist in Sioux Falls.

This major investment in Falls Park comes with a responsibility to keep it safe. **Public Safety** is addressed in the design phase through accessibility and clearly marked paths, by considering sight lines through the park for parents whose children may be in water or play spaces, as well as lighting plans and well-lit art installations that help the park to feel safe at any time of day or season of the year. Certainly, there will need to be staff available to maintain the grounds and monitor safety needs. And education and interpretation will help visitors know what they need to know about safely interacting with and recreating in the environment.

To allay concerns about **Transportation** to and from the park, local transit stops will be needed on each site of the park and marked crosswalks to allow safe crossing of major roadways for people visiting the park. Partnership opportunities can be explored with the city, transit companies and private firms to consider bicycle or scooter rentals and other options for transport to and through the park.

Accessible Housing

One Falls Park for All envisions a major urban park unlike any other, that offers respite and outdoor recreation for all people, at **All Ages**, all abilities, all languages and cultures and **All Income Levels**. For that to be possible, a full range of diverse **Housing Options** needs to exist with easy access and connectivity to the park. A common struggle with large urban projects is the potential for gentrification that can come with them. City planners will need to consider how to **Maintain & Preserve** the single-family neighborhoods that currently exist around the park and not contribute to displacement of people, and to incentivize diverse and accessible mixed-use housing while also encouraging the "cool new development" we expect Falls Park to engender – such as redevelopment of a Live/Work/Art Studio area on the east side of the park, and potential new small business ventures with appeal to park visitors.



The Vision

We believe the Falls is a natural wonder that needs to be preserved, improved, and capitalized on for current and future generations alike. We aim to achieve this by designing for quality recreation that inspires personal growth, healthy lifestyles, and a sense of community. Our vision is of a dynamic park that shapes the city's character and meets the diverse community needs; a safe inspirational place to play, celebrate, contemplate, and recreate.

Year-round Programming

The program aims to provide a year round framework of a multilayered park experience that illustrates a transformative strategy for redevelopment. With proposed activities that take into consideration both old and new social and recreational experiences, the park will continue to excite its daily, monthly and year round visitors. The outcome is a vibrant and sustainable park that attracts economic and environmental opportunities to continue to be the pride of Sioux Falls.

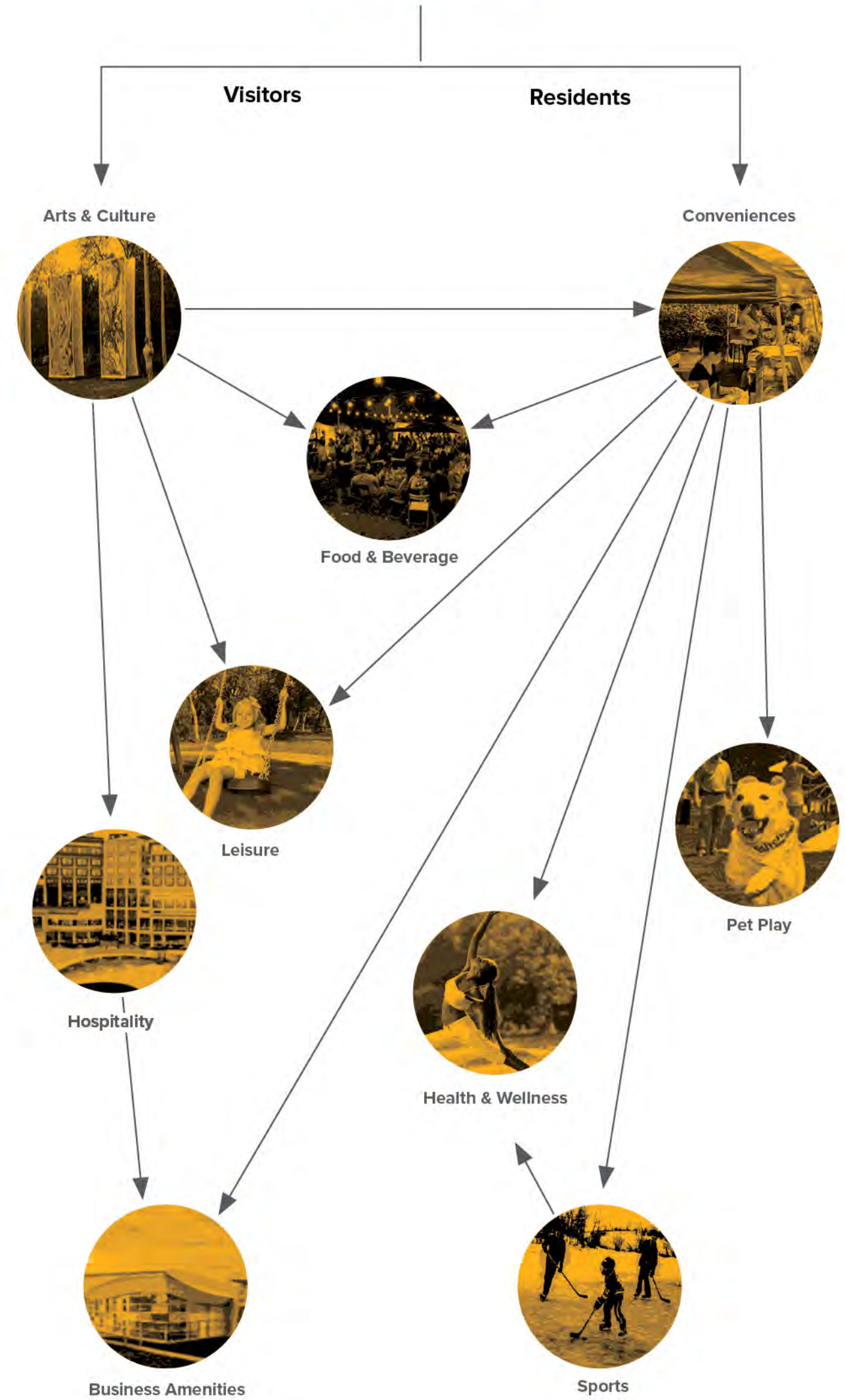


The Program

The One Falls Park for All vision highlights the importance of the park as a place that connects, enriches and captivates. By capitalizing on its assets as a natural wonder, the design envisions the park as a destination for both area residents and national tourists year-round.

The proposed program acknowledges the site as essentially a city park. It aims to connect the diverse opportunities located within the park to the adjacent sites in downtown, the residential neighborhoods, along and across the river for an enhanced community network that is a major attraction for residents and visitors alike. The park will be a place for intimate experiences and memories that not only inspires its immediate context, but also attracts regional and national tourism throughout the year.

Falls Park



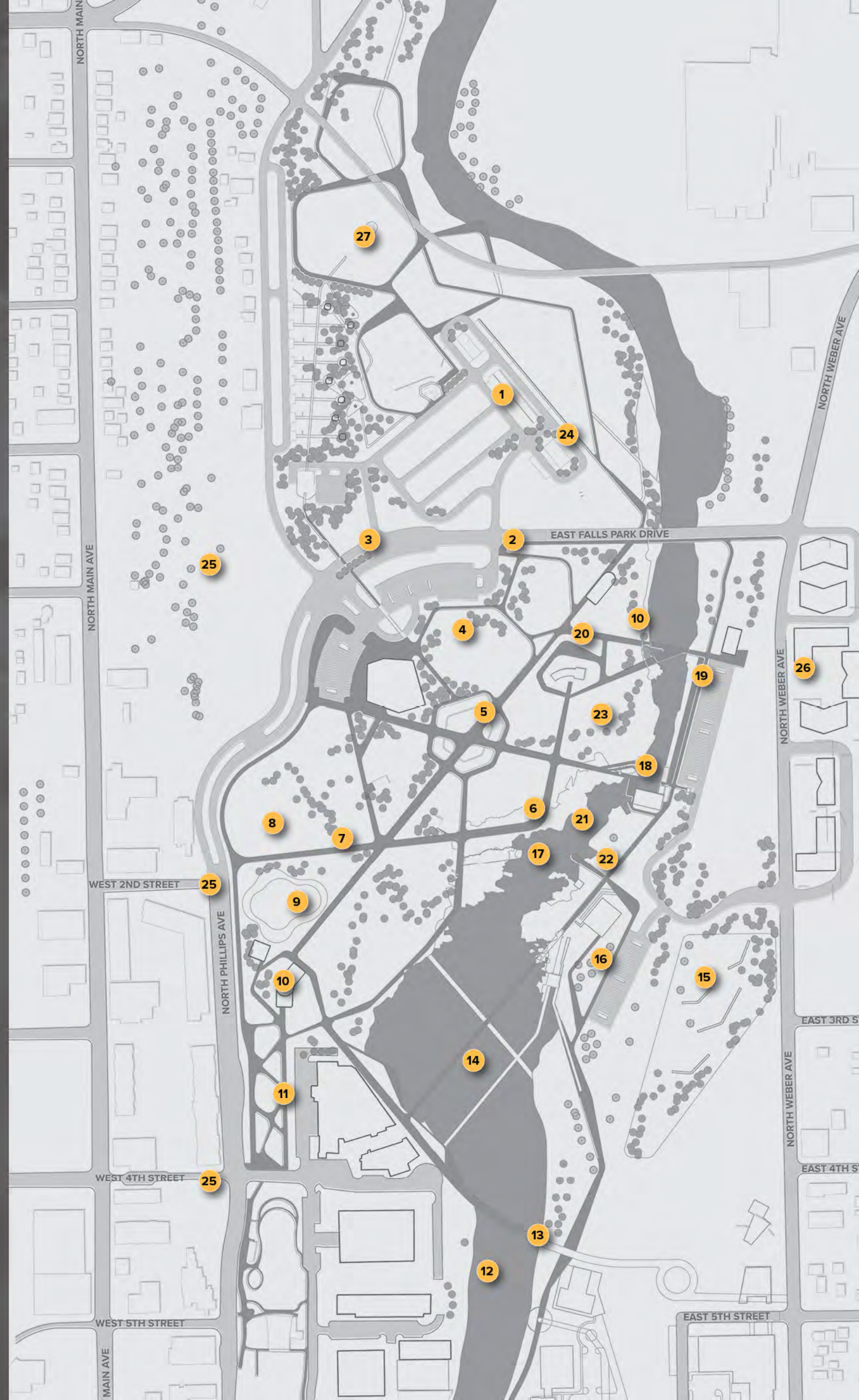


THE VISION



It's a beautiful, beautiful thing, because it's our namesake.

- | | |
|---|---|
| 1 Boutique Camping Resort | 16 Queen Bee Mill |
| 2 Falls Park Drive Underpass | 17 Bouldering |
| 3 Improved Grand Entry at North Phillips Avenue | 18 Gallery Bridge |
| 4 Visitor Interpretive Center | 19 Patio Bridge and Brewery |
| 5 Seney Island Plaza | 20 Children's Art Park |
| 6 Water and Natural Play Area | 21 The Crescent Overlook |
| 7 Retrofit Railroad Trestle Bridge | 22 Native Landscape Restoration: From Mowing to Monarch |
| 8 Community Gardens | 23 Natural Stormwater Treatment System |
| 9 Jacobson Plaza Ice Ribbon | 24 Winter Wonderland Vehicular Route |
| 10 Skyliner Tram | 25 Downtown and Neighborhood Connections |
| 11 Relocated Farmers Market | 26 North Weber Avenue Live/Work/Art Redevelopment Area |
| 12 Kiwanis Park Boathouse | 27 Tubing/Sledding Hill |
| 13 Iconic Footbridge | |
| 14 Boardwalk | |
| 15 Dog Park | |



North

Area “A” is where you STAY. We see this as a hub for overnight visitors to rest, relax and gather with friends and family after a long day at the park. This “retreat” would also be the perfect place to wind down and take a mid-day break from the day’s adventures to get ready for a night out in Sioux Falls, with ease of travel to and from the downtown core. With enhanced programming, this amenity would continue to grow with the park and attract tourists and locals alike.

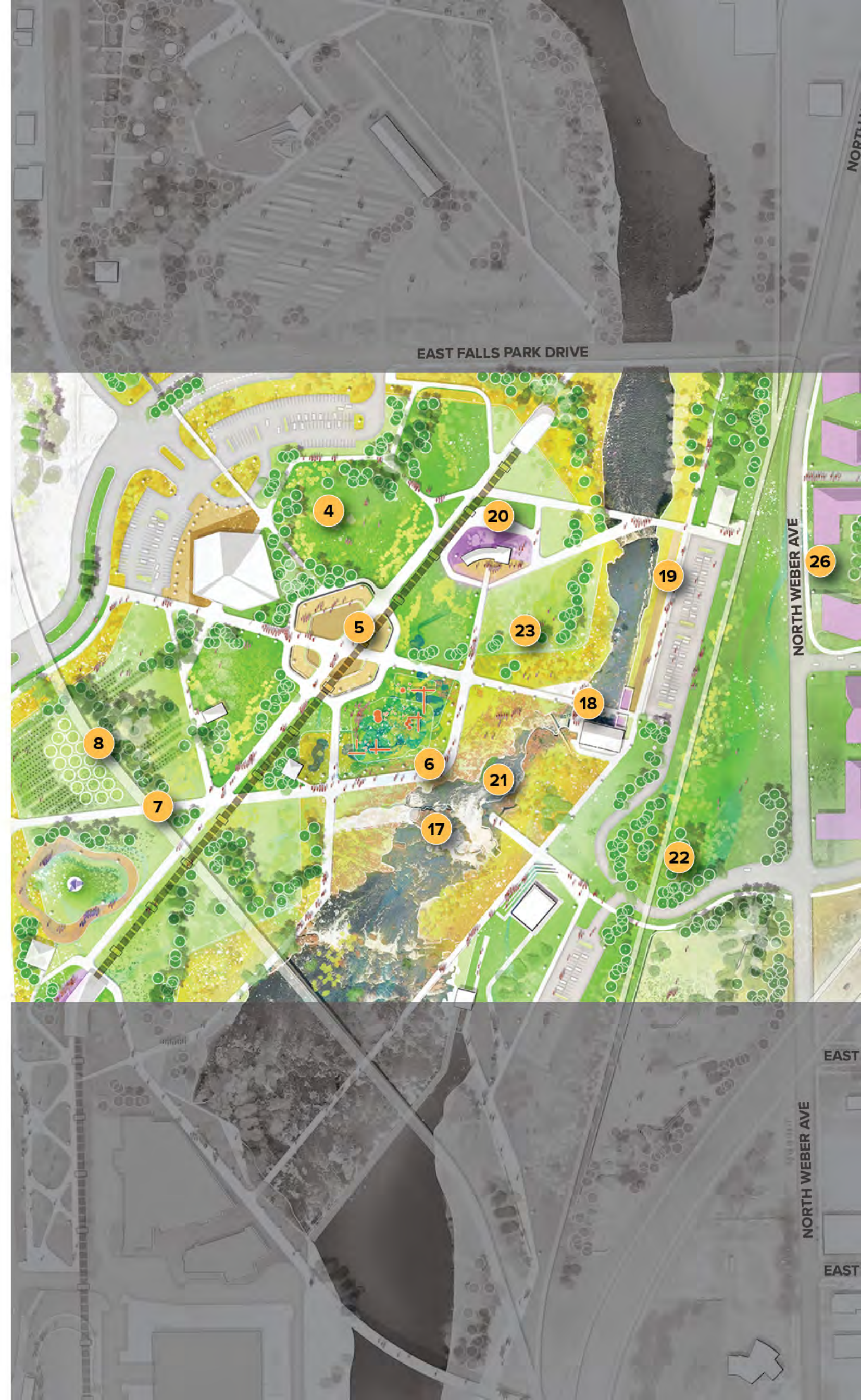
- 1 Boutique Camping Resort**
Visitors to Sioux Falls can enjoy a multi-day visit, year-round, at this unique and engaging camping venue that will offer options from simple tent sites to treehouses and luxury yurts, with easy access to the fishing pier and the tubing & sledding hill.
- 2 Falls Park Drive Underpass**
This grade-separating vehicular bridge at Falls Park Drive provides an uninterrupted, seamless and safe pedestrian connection to the north and central portion of the park.
- 3 Improved Grand Entry at North Phillips Avenue**
An iconic, signature feature placed at this western approach to the Park can engage people immediately as a photo-op location and major placemaking component. The roadway is realigned and parking pods relocated to eliminate pedestrian/vehicular conflicts, remove vehicles from the center of the Park and create a direct future connection to the planned Russell St./I-29 and I-229 corridor.
- 24 Winter Wonderland Vehicular Route**
To support and enhance this popular festival, this Plan establishes a vehicular loop to view the seasonal light displays, moving through and around the park using existing circulation routes temporarily cleared to allow vehicle traffic. The festival will be even more of a draw with a signature Christmas tree and lighting of the Falls and the new bridges.
- 27 Tubing/Sledding Hill**
Family fun at Falls Park extends year-round with this program element, complementing the Ice Ribbon in the southwest part of the Park. The hill, its height increased with added fill at the top, will be a downtown destination in winter.



Central

Area “B” is where you GATHER. This catalyst for exploration is where all generations will find activity, food, historical interest and spectacular views of the Falls. Balancing moments of respite and high-energy activity, this is where you can find small pockets of “unexplored” areas as well as intense natural play opportunities. This hub is a place to come together, celebrate, learn, engage and take in the beauty of the park.

- 4 Visitor Interpretive Center**
An important component of any major attraction is a well-designed, accessible visitors center that provides an engaging orientation experience. In addition to providing a gift shop, restrooms and a staging area for group tours, the Center offers education about the site’s history and its varied past, enticing visitors to explore the Park.
- 5 Seney Island Plaza**
Located in the heart of the Park, the Plaza provides a needed destination gathering spot that anchors the Park and provides space for large events and activities such as festivals and events to celebrate culture/art/food/etc. or post-race gatherings for fun runs, walks or road races, along with the annual Winter Wonderland at Falls Park.
- 6 Water and Natural Play Area**
This destination play area for all ages and abilities is adjacent and visually connected to (but physically separated from) the Falls. Water and natural play features integrated into existing stone outcrops, a gallery benched into the slopes and soft surface spray areas give the feeling of being in the Falls themselves.
- 7 Retrofit Railroad Trestle Bridge**
While the existing elevated railroad tracks separate the Park both visually and physically, we would dramatically change the park entry experience by replacing a section of the raised track bed with an open trestle, giving a nod to the Park’s railroad history. Strong sight lines and the enhanced connectivity from adjacent areas will enhance feelings of connection, safety and excitement on entering the park.
- 8 Community Gardens**
Community engagement, education and healthy food programming come together in this Community Gardens area. Downtown workers and community residents will visit the park daily to tend the gardens, and the harvest can be shared with the community at the Farmer’s Market. Schools, colleges and community education can build on the presence of the gardens for culinary arts and food preparation classes and workshops.
- 17 Bouldering**
Novice and advance climbers can all experience great rock climbing in this existing natural rock crevasse, a prescribed spot in the park for this activity.
- 18 Gallery Bridge**
People need opportunities to sit, relax and drink in the Falls. The Gallery Bridge is the perfect spot to open a bag lunch or a cool drink and take it all in.
- 19 Patio Bridge and Brewery**
People will engage with the Park and enjoy a unique dining and drinking experience in this craft brewery merged with a bridge over the river.
- 20 Children’s Art Park**
In this ever-changing natural environment, the Children’s Art Park can be a place for ever-changing integrated art, play and learning. Partnerships with daycare programs, teaching artists and nearby elementary schools can make this a lively and wonder-filled spot in the Park.
- 21 The Crescent Overlook**
A dramatic, cantilevered overlook launches off from the Plaza and Children’s Play Area and reaches towards the Falls. The number one place to view the Falls, the cantilever allows an accessible, equitable close encounter with the Falls without requiring a precarious walk to the edge. Designed to be light on the land, it also allows for unencumbered exploration underneath the overlook as well as open views and visual connections from the play area to the falls.
- 22 Native Landscape Restoration: From Mowing to Monarchs**
Instead of acres of highly mown grass, our Falls Park design restores the ecosystem and creates habitat for a more diverse plant and animal biome.
- 23 Natural Stormwater Treatment System**
Stormwater treatment and management are embedded throughout this Falls Park plan. We look to add support to the story of the revival of the Big Sioux River’s water quality, creating a high-performance landscape that can serve as a demonstration for other urban development nationwide.
- 26 North Weber Avenue Live/Work/Art Redevelopment Area**
This area is prime for redevelopment and offers a potential vibrant connection between Falls Park and Quarry Park. Live/work structures that are “maker spaces” for artists and craftspeople echo and support the robust arts components of Falls Park, with an adjacent art park adding further energy.



South

Area “C” is where you CONNECT. With Falls Park being located centrally within the community, there are many activities to enjoy adjacent to the park. This area is a transition to the downtown core and other residential districts in Sioux Falls. Its intent is to provide meaningful connections to and from the park, allowing visitors to enjoy the full experience of Sioux Falls while exploring along the way. With connections both low and high, users can experience the Falls from all angles!

- 9 Jacobson Plaza Ice Ribbon**
A new highlight for winter activities in Sioux Falls, this project is underway and targeted for 2022. The Ice Ribbon will be further connected to the rest of the Park with a Skyliner Tram hub located next to it, and a warming hut for all park visitors.
- 10 Skyliner Tram**
The new Skyliner Tram not only provides a critical all-season transportation link through the Park, it's also a destination in itself. Riders will have a view of the Falls that most people don't get to see, changing through the seasons. And think of the view of Winter Wonderland from the Tram!
- 11 Relocated Farmers Market**
Relocating the Farmers Market closer to the vibrant energy of downtown creates a more pedestrian-friendly, accessible venue and allows for synergy with other attractions like the Levitt Band Shell and the Ice Ribbon. The Market's proximity to the future convention center development allows for its use on off-days as an outdoor gathering space for convention goers.
- 12 Kiwanis Park Boathouse**
Adding a boathouse and kayak takeout/launch space to Kiwanis Park allows water trail users to exit the river well before the Falls, and potentially create an opportunity for a portage route through the Park.
- 13 Iconic Footbridge**
A signature, iconic park element: lit with colorful, changing lights, spanning several railroad tracks and the Big Sioux River, this footbridge connects the proposed tower and convention center with the west side of the river and the wealth of park amenities there. The bridge provides important and safe access to the neighborhood to the east of the Park, as well as being an attraction in its own right.
- 14 Boardwalk**
The Boardwalk directly connects the Sioux Steel site on the west side and the mill ruins on the east side of the Park, crossing the Falls to create the final portion of a loop around the whole park. The Boardwalk's presence activates the area south of the Trestle Bridge, which is used and explored less often by park visitors.
- 15 Dog Park**
Travelers and locals can give their dogs a chance to run and exercise in this underused portion of the park.
- 16 Queen Bee Ruins Event Venue**
This adaptation of the mill's ruins re-envisions the footprint once occupied by the 7-story structure as a year-round venue, hosting events and receptions in a truly unique environment. With a crystalline core, the glass envelope will glow after sunset, while a weathering steel shade structure will reference the form of the historic building as it draws the eye skyward.
- 25 Downtown and Neighborhood Connections**
Access and connectivity between city and Park will be enhanced with new wayfinding signs and visual cues down adjacent streets and into the neighborhoods.



Birds-eye View



- 1** Naturalized Area
- 2** Gallery Bridge
- 3** Terrace Dog Park
- 4** Queen Bee Mill Event Venue
- 5** Iconic Foot Bridge
- 6** Boardwalk
- 7** Natural Play
- 8** Water Play
- 9** Seney Island Plaza
- 10** Cantilevered Crescent Overlook
- 11** Skyliner Tram
- 12** Stormwater Wetland

Gallery Bridge Seating

beautiful by contrast: one falls park for all



beautiful by contrast: one falls park for all

- 1** Cantilevered Crescent Overlook
- 2** Skyliner Tram
- 3** Ephemeral Pools
- 4** Native Biome Restoration

Gallery Bridge



- 1** New Gallery Bridge provides a wider, right-sized park entryway from the east entry parking.
- 2** Cantilevered gallery seating for group presentations and prolonged viewing.

- 3** Direct connection from bridge to cafe outdoor patio.
- 4** Sheer railings for unobstructed viewing for children and people in mobility scooters and wheelchairs.

Queen Bee Mill Event Center



- 1 Event venue for approximately 300
- 2 Celebrates ruins of historic Queen Bee Mill
- 3 Becomes a lantern for Falls Park
- 4 Steel fins provide sun control and reference height of original mill structure

Visitor and Interpretive Center



- 1** Relocated perimeter park parking areas to minimize vehicular-pedestrian conflicts and improve entry experience and safety.
- 2** Iconic entry sign using indigenous and complementary, low maintenance materials.
- 3** Welcome Center with low impact design that includes interpretive displays, restrooms, gift shop and auditorium.
- 4** Native biome to create a more robust ecology, lower weekly maintenance routines, add contrast, and promote indigenous wildlife.
- 5** Stormwater bioretention systems to improve the water quality of the Big Sioux River.

Winter Festival Scene



- 1** Central gathering space for hosting seasonal events
- 2** Lit up crescent overlook for scenic views of the park in winter at night
- 3** Queen Bee Mill building hosting indoor fair for arts and handcrafts to support NGO community/ charity initiatives

- 4** Lighting up the falls to highlight winter mood scenery
- 5** Outdoor Food and Beverage spot



HOW IT WORKS



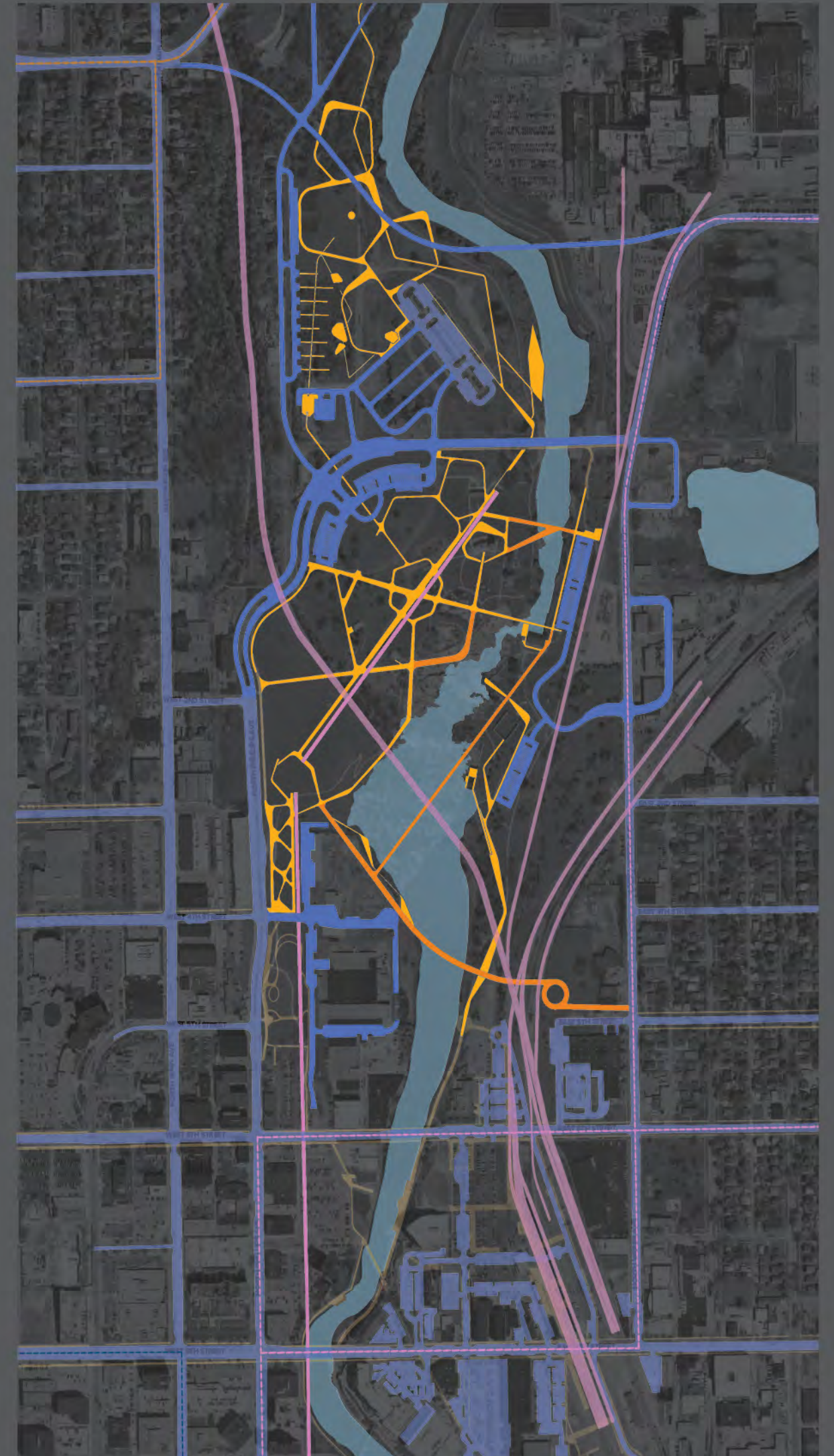
Connectivity

Community Ties

With pedestrian and vehicular connections throughout the site, visitors will be able to intertwine themselves within the park and can access each area of design. Along with an extensive trail system, the park features four pedestrian bridges to bring visitors closer to the Falls to admire the breathtaking views. New roadways will allow everyone to access the beauty of the falls without leaving their car and provide access to other adventures throughout the park.



- Proposed Roadway
- Existing Roadway
- Existing Railway
- Proposed Walkways
- Existing Walkways
- Pedestrian Bridges
- Skyliner Tram
- Bus Route 6
- Bus Route 6
- Bus Route 6



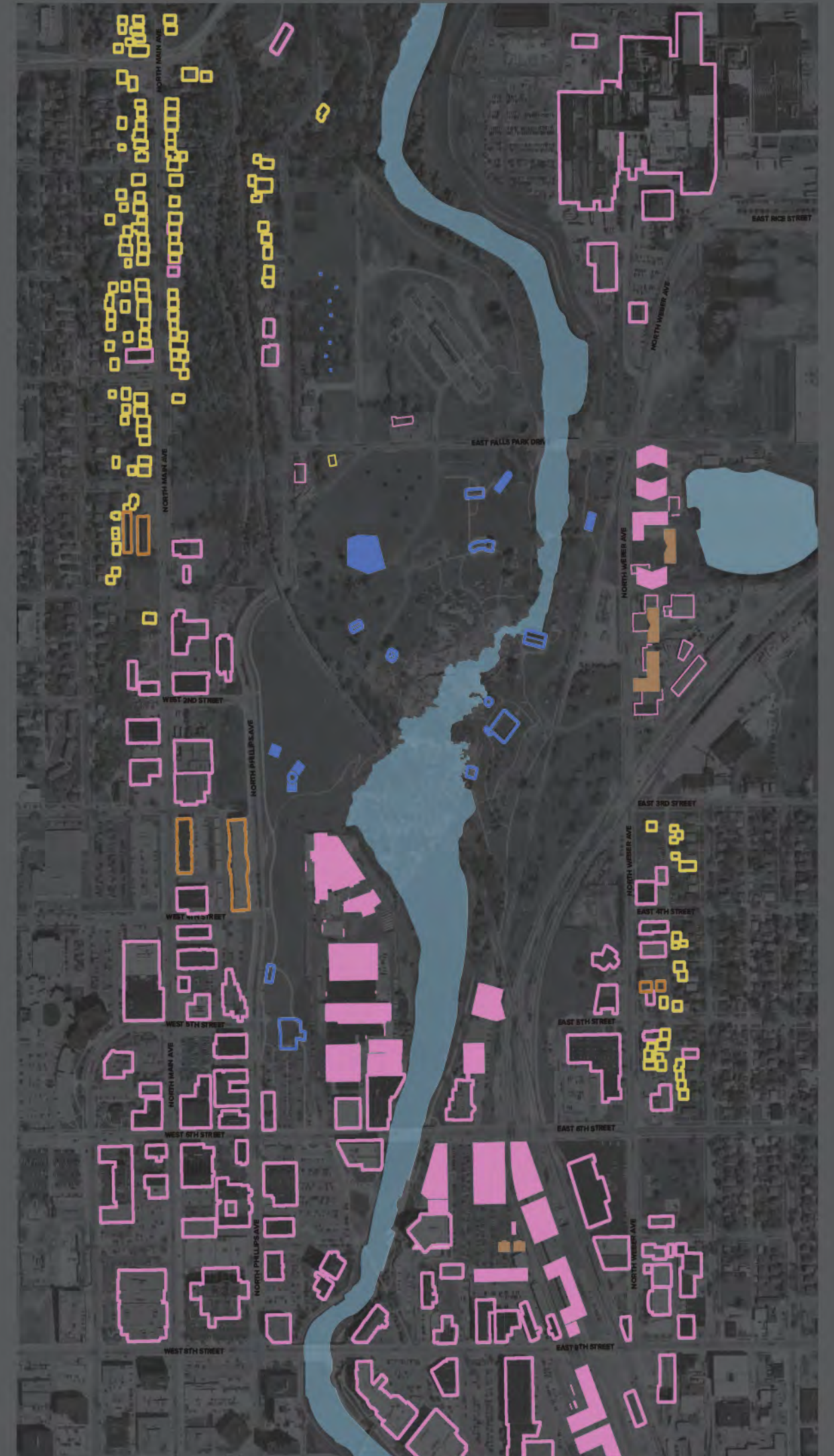
Built Environment

Something for Everyone

To appeal to visitors around the country, Falls Park will have new built features scattered throughout the park. These will range from a new interactive visitors center, to a brewery within the park to enjoy a cold drink, to the improved Queen Bee Mill—which will accommodate events for any occasion. On the outskirts of the park, guests will be able to tuck away into high-end camping spots or a secluded tree house to enjoy their stay right next to the Falls.



- Proposed Business
- Existing Business
- Existing Single-family Residence
- Proposed Park Structure
- Existing Park Structure
- Proposed Multi-family Residence
- Existing Multi-family Residence



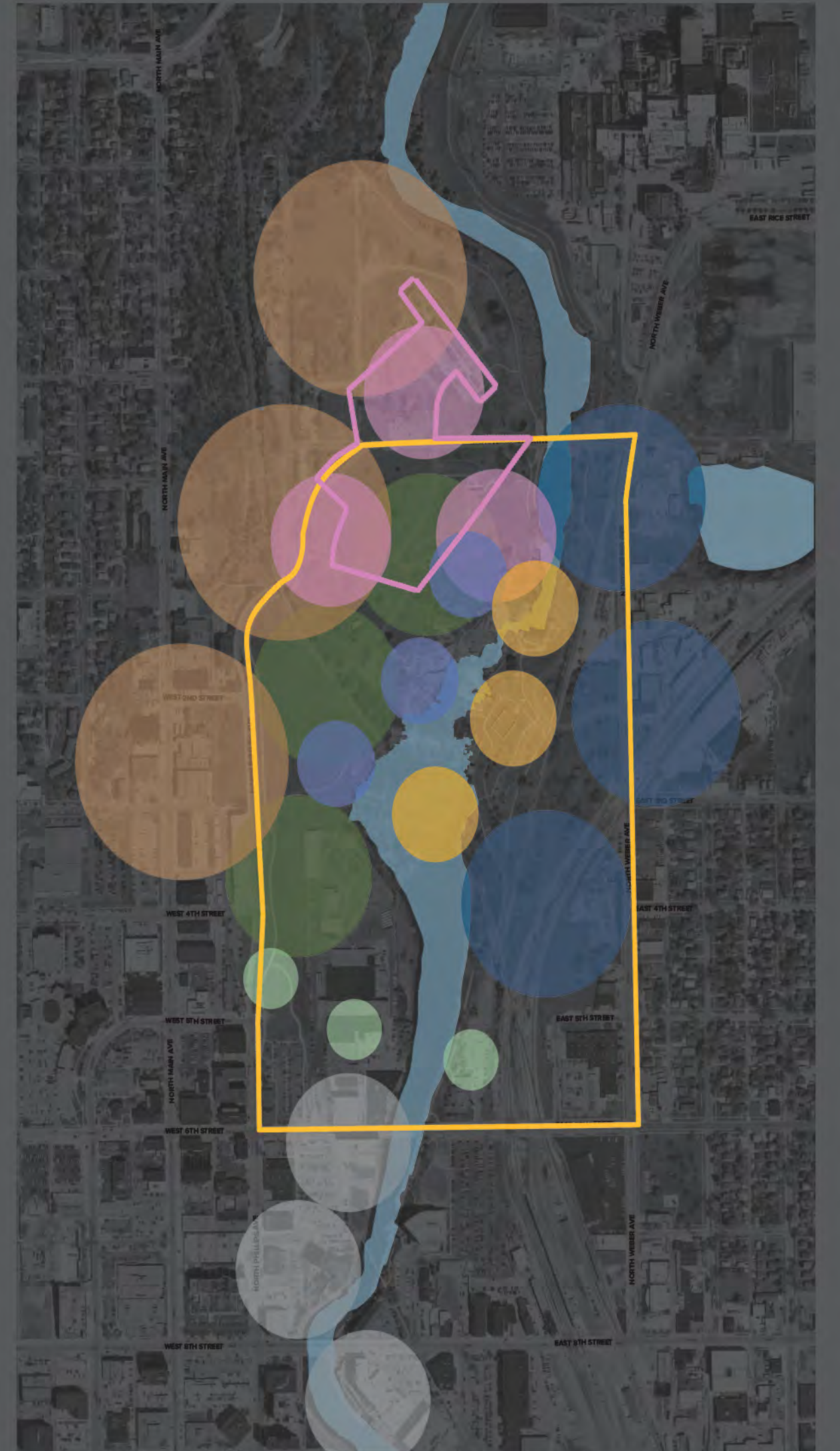
Holidays & Events

One Falls Park for All

A wide variety of events will continue to be hosted within the park; some new, as well as traditional favorites. In this plan, Falls Park assumes it's rightful place as one of the epicenters of Sioux Falls culture. Vendors and participants will be able to celebrate year-round via the new connected pathways and nodes throughout the park. With a more interactive and accessible road layout, guests of all abilities will be able to interact with each event.



- Sioux Empire Livestock Show
- Sioux Falls Winter Wonderland
- Cinco De Mayo Fiesta
- Festival of Cultures
- Celebrate Our Nation
- Sioux Falls Germanfest
- Runs/Road Races
- Downtown Riverfest
- Proposed Parade Route
- Proposed Winter Wonderland Route



Project Cost Opinion & Phasing

Falls Park Conceptual Costs

Keynote	Improvement Name	QTY	Unit	Unit Price	Construction Costs	Contingency	Soft Costs
1	Boutique Camping Resort						
	Luxury Spots	40	EA	\$175,000	\$7,000,000	\$1,400,000	\$2,030,000
	Tree Houses	8	EA	\$175,000	\$1,400,000	\$280,000	\$406,000
	Tenting	30	EA	\$20,000	\$600,000	\$120,000	\$174,000
	Park Walkways – Camping Resort	6044	LF	\$300	\$1,813,200	\$362,640	\$525,828
	Native Landscape Restoration – Park Proper	4.2	AC	\$16,000	\$67,200	\$13,440	\$19,488
	Water Access – Launch						
	Excavation	1,575	CY	\$8	\$12,600	\$2,520	\$3,654
	Concrete path	3,500	SF	\$12	\$42,000	\$8,400	\$12,180
	Dock Assembly	1	LS	\$100,000	\$100,000	\$20,000	\$29,000
2	Falls Park Drive / Underpass	2015	LF	\$4,000	\$8,060,000	\$1,612,000	\$2,337,400
3	Improved Grand Entry	1	LS	\$900,000	\$900,000	\$180,000	\$261,000
4	Visitor Interpretive Center						
	Visitor Parking Lot	75206	SF	\$25	\$1,880,150	\$376,030	\$545,243.50
5	Falls Park Plaza						
	Park Walkways - Park Proper	10572	LF	\$300	\$3,171,600	\$634,320	\$919,764
6	Water and Natural Play Area	21440	SF	\$200	\$4,288,000	\$857,600	\$1,243,520
7	Retrofit Railroad Trestle	600	LF	\$12,000	\$7,200,000	\$1,440,000	\$2,088,000
8	Community Gardens	1	LS	\$100,000	\$100,000	\$20,000	\$29,000
9	Ice Ribbon	N/A					
10	Skyliner Tram	0.60	Mile	\$12,000,000	\$7,200,000	\$1,440,000	\$2,088,000
11	Relocated Farmers Market	1	LS	\$1,000,000	\$1,000,000	\$200,000	\$290,000
12	Kiwanis Park Boathouse	1	LS	\$1,200,000	\$1,200,000	\$240,000	\$348,000
13	Iconic Footbridge	14400	SF	\$900	\$12,960,000	\$2,592,000	\$3,758,400
14	Boardwalk / Convention Connector (Steel Truss)	7200	SF	\$600	\$4,320,000	\$864,000	\$1,252,800
15	Dog Park	3.90	AC	\$80,000	\$312,000	\$62,400	\$90,480
16	Queen Bee Ruins Event						
	Parking Lot	26700	SF	\$25	\$667,500	\$133,500	\$193,575
	Entry Drive	28800	SF	\$25	\$720,000	\$144,000	\$208,800
18	Bleacher Bridge	3500	SF	\$700	\$2,450,000	\$490,000	\$710,500
19	Patio Bridge						
	New Brewery	1	LS	\$750,000	\$750,000	\$150,000	\$217,500
20	Children's Art Park	1	LS	\$800,000	\$800,000	\$160,000	\$232,000
21	The Crescent Overlook	3850	SF	\$800	\$3,080,000	\$616,000	\$893,200
22	Native Landscape Restoration – Park Proper	10.50	AC	\$16,000	\$168,000	\$33,600	\$48,720
23	Natural Stormwater Treatment	1	LS	\$600,000	\$600,000	\$120,000	\$174,000

Total Project Costs	~*	Regulatory Considerations	Feasibility**	Constructibility / Comments
\$10,430,000	M		1	Revenue Producing Improvement
\$2,086,000	M		1	
\$894,000	M		1	
\$2,701,668	M		1	
\$100,128	M		1	
\$18,774	S	USACE 404, Floodplain Development Permit, SHPO	2	
\$62,580	S		1	
\$149,000	S		1	
\$12,009,400	L		3	
\$1,341,000	S		1	
\$17,561,736	M		2	Revenue Producing, Connection to Schools
\$2,801,423.50	S		1	
\$4,952,044.80	S		1	
\$4,725,684	S		1	
\$6,389,120	S	USACE 404, Floodplain Development Permit	2	Change use of the park daily and over seasons.
\$10,728,000	M	Permission from Railroad required	4	Permission from Railroad required. Contractor would be required to allow the train(s) to pass every day or provide another track for the trains to cross. In negotiations, RR could make City the owner so City would have to maintain the larger bridge.
\$149,000	S		1	
\$10,728,000	M	Brown Field Health and Safety Form	2	Revenue Producing, Create a regional destination with Unparalleled views, connecting downtown to falls park.
\$1,490,000	S		1	
\$1,788,000	M		2	
\$19,310,400	L	USACE 404, Floodplain Development Permit, SHPO	3	Improved pedestrian access is coming the further the bridge gets pushed downstream makes it higher and higher compared to flood elevations (which is good for reliability and resiliency—and could provide an interesting falls vantage point. Even 100- 200 ft further downstream is significant.
\$6,436,800	M	USACE 404, Floodplain Development Permit, SHPO	2	Pedestrian crossing under railroad bridge requires 12 ft of clearance - approx 19 ft of clearance exists.
\$464,880	M			
\$10,728,000	S		3	Revenue Producing
\$994,575	L		1	
\$1,072,800	L		1	
\$3,650,500	S	USACE 404, Floodplain Development Permit, SHPO	2	Connects Café to Visitor's Center, Provides a direct connection to water with unparalleled views of the River
\$2,235,000	M	USACE 404, Floodplain Development Permit, SHPO	2	
\$1,117,500	M		2	Revenue Producer
\$1,192,000	M		1	
\$4,589,200	S	USACE 404, Floodplain Development Permit, SHPO	3	
\$250,320	S		1	
\$894,000	S		1	

General Notes & Assumptions

* Prioritization is based on a Short, Medium and Long Term Implementation Schedule, with 0-6 being Short, 7-12 being Medium and 13 + Years for long term planning

** Feasibility is ranked on a scale of 1 to 5, with 1 being the easiest to pull off given regulatory and constructibility considerations.

Project Cost Opinion & Phasing

In consideration of the project's vision and the RFQ's stated objectives, we ranked the suggested enhancements as follows:

Impact. Projects that will make significant strides in accomplishing the plan's stated vision, improving the quality of life and "moving the needle" in the park's standing.

Chronology. Projects that build on a prior improvement in incremental steps. These improvements can be phased and build on each other over the long term.

Necessity. These are the "must-haves" without which we have no project. These items of necessity and those of chronological priority have much in common. However, "necessity" can stem from public demand, bureaucratic requirements, political realities or outside funding opportunities.

One Sioux Falls Framework. Achieving a return on the community's vision, we used the One Sioux Falls Framework as a guide for the selection of improvements.

Ease of accomplishment. Projects and approaches that can be considered "low-hanging fruit," which can likely be achieved without risking political fallout or obtaining significant regulatory approvals.

Return on investment. Projects that will bring people to the park to increase the potential for spending, demand and use.

With these factors in mind, our team is proposing a phase 1 "short-term" project that elevates the park's standing, creates a draw and builds momentum. Our anticipated costs for this are approximately \$42,000,000 over six years. The second "medium-term" phase of work would bring additional revenue-generating features that draw new residents (and bring new visitors who will drive out of their way), costing approximately \$68,500,000 over five years. Lastly, we would suggest a final improvement package totaling \$33,000,000 over the subsequent years. As you review the numbers, we welcome further discussions about the phasing and implementation scheme—there are many ways we can achieve the goals of the project!

Feasibility

During the design process, our team spent considerable time evaluating the feasibility and costs of the proposed improvements. The following considerations relate to the proposed improvements' feasibility and constructibility—and the reality of making the vision come true. This summary focuses on the elements that have a high price tag and the potential for a complex regulatory framework.

Skyliner Tram

We've purposefully designed this to parallel the river and connect to downtown. Keeping it out of the primary view of the falls does not impede the river vantage points but does allow visitors a unique view. The tram touches down in the designated brownfield area so we will need to review and complete the health and safety form when anything goes below two feet, which adds a level of mitigation that is not impossible. We'll need to show we are not releasing any contaminants or dramatically changing the characteristics of the site.

Bleacher Bridge

We've designed this bridge to take advantage of the world-class views, yet be resilient in high flows. We believe that safety is of the most importance, allowing people to take in the views without creating a traffic jam, but understand the important balance of being able to connect without restraint.

Boardwalk/Convention Center Connector (Steel Truss)

Creating a direct connection to the repurposed Queen Bee Mill Boardwalk will provide a secondary event venue that can leverage the existing parking and hotel plans. This would be a unique, one-of-a-kind, world-class experience. Our evaluation of the existing conditions shows there is approximately 19 feet of clearance from the railroad bridge, so it is feasible to build the structure (required clearance is approximately 12'). The bridge would stay above most common flood events. There are multiple cross points that should be considered, which may move the alignment 100–200' downstream, closer to the falls. This can be explored during design but would be an amazing gallery from which to watch the falls. The Boardwalk would be minimal in design and would have beautiful lighting and collapsible railings.

Iconic Bridge

Members of our design team are currently redesigning the 6th Street Bridge with a pedestrian boardwalk and walkway on both sides. Given this, the bridge may not be necessary; however, it does create an iconic destination that uses colorful lighting to celebrate the seasons, connect the neighborhoods and serve as a "crowd-sourced" community identifier, similar to the Hoan Bridge in Milwaukee, which was funded by individuals (from the \$50 level) and corporations alike (up to the seven-figure level). Having this iconic backdrop would be a sure way to create a year-round attraction, create a romantic backdrop and a destination in and of itself. We've shown this as a long-term improvement; however, if there is time to think about the 5th Street Iconic Bridge and the 6th Street Bridge project as one, we would be happy to revisit.

Crescent Overlook

This improvement provides an ADA-compliant, up-close and personal view of the Falls, creating an experience unlike any other. In order to avoid damaging or defacing the quartzite, our team is proposing a cantilevered overlook. This allows the existing rock to remain as-is, with an uninterrupted flow path during larger rain events.

Removing Earth Berm/Creating Trestle for Train

Our team has experience in doing this within a different setting. It's not easy, but it will dramatically change the entry experience into the park, improve safety for traffic, remove blind spots and reconnect the park to its past.

Market Data

Market Snapshot

People demand outdoor experiences, now more than ever. The pandemic prompted changes in recreational users as shown below.

Value and Opportunity

■ Enjoyment of activities and ■ new participation bring favorable circumstances to Falls Park.



Compared to 2019, participants in outdoor activities are now:

- Younger
- More likely to live in urban areas
- Slightly lower income brackets

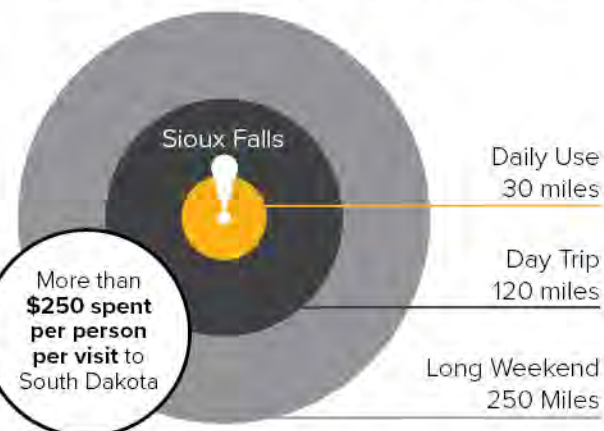
New Behaviors

The likelihood of new participants to continue activities is supported by the people who are now ■ regular users:



Market Capture

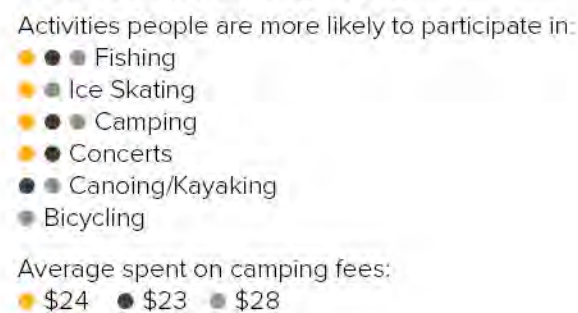
Currently, Minnehaha County captures more than 29% of visitor spending in the state and is increasing. Taking a look more closely finds...



Market Summary



Market Potential Highlights



Source: ESRI, Community Analyst

Falls Park Potential

Falls Park Capture

The amount of people that stopped by the Visitor Information Center was 216,263 in 2016—up 9% from 2015.

2021 is on pace to beat this visitorship

Spending

People pay for recreation*.

Per person per day in the Midwest (2016):
 ■ \$52

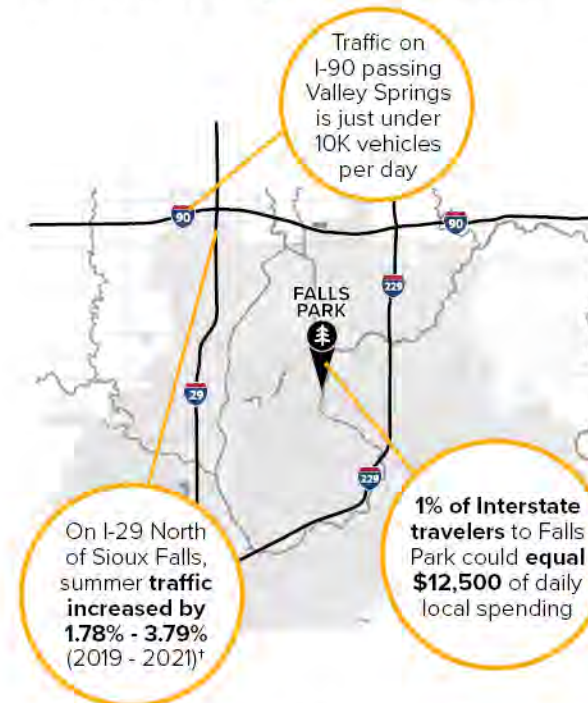
General recreation:
 ■ \$152

Other recreation such as ice skating, walking, nature centers:
 ■ \$28

*Source: Oregon State University Recreation Use Values Database, <http://recvaluation.forestry.oregonstate.edu/database>

Capture Vacationers

Interstate crossroads make Sioux Falls highly visible and help bring in summer vacationers.



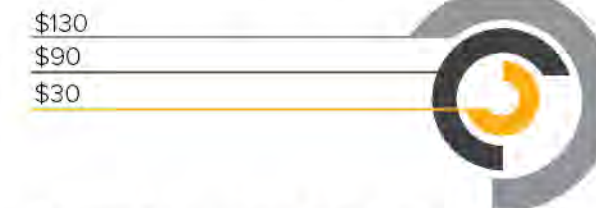
† Source: South Dakota Department of Transportation

Capture Weekend Warriors

Glamping excursions can spur off spending at:

- Restaurants
- Recreation Facilities
- Grocery

Park excursionists can glamp for as little as:



Attract Events and Festivals

Average spending by ■ out-of-town and ■ in-town attendees:

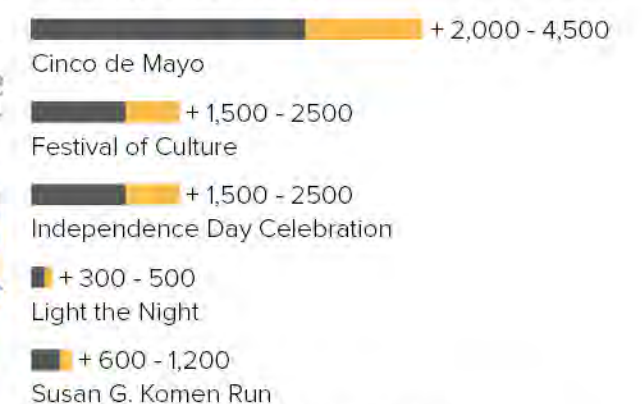


Visitation at events, festivals and total park attendance trended upward throughout 2021.

30-50% attendance increase

Special Events

Park enhancements and layout draw more people to comfortably attend special events. ■ Increased attendance at these signature events could garner an additional \$650,000-\$1,250,000[‡] in direct local expenditures.



‡ Considering 10% overnight and 90% local day trip attendees. Not including admission prices.

Why Our Team?

Because this is about you. Falls Park. Sioux Falls. Your community. It's about connecting the community to the City's namesake and to each other. We know what beauty looks like and you have it in the heart of the City.

We've found joy working together for you, developing a vision that activates the park, creating a national destination and helping boost the local business climate through direct and indirect measures.

What makes our team different from the competition? To be honest, you're likely reviewing five amazing proposals that have some great ideas.

We understand that some ideas will be bolder than others. Some may be unrealistic. The decision is tough. But this is a design contest. You want a team that you can trust and that—more importantly—is credible. A team that has demonstrated they can pull off big ideas that transform communities. We've done this.

Together, RDG and HDR have a long history of collaboration on complex projects. We share complementary values. We know how to get it built. But most importantly, we will work with you. We will earn the trust of the public and the business community. We will be prepared. We are "all in" for One Falls Park for All.



Doug Adamson
Landscape Architecture



Bailey Aldrich
Landscape Architecture



Lilian Al Haddad
Landscape Architecture



Mindy Alvarez
Multimedia



Scott Crawford
Landscape Architecture



Matt Coen
Architecture



Charlie Cowell
Urban Planner



Molly Hanson
Conservation and Community Outreach



John Hansen
Multimedia



Ben Iwen
Landscape Architecture



Andy McCoy
Water Resources



Colt McDermott
Landscape Architecture



Abby Nelson
Water Resources



Ryan Peterson
Landscape Architecture



Andy Poppen
Multimedia



Paul Sanow
Engineering



Marty Shukert
Urban Planner



Cary Thomsen
Landscape Architecture



RDg...
PLANNING • DESIGN

HR