

# What Will the Master Plan Provide?

This master plan will establish a detailed framework, design development guidelines and strategic direction to guide the implementation and provision of Explore Park's open space, trails, facilities and amenities. The master plan is NOT a wish list, but an executable document. When completed, this plan will provide the following benefits as Explore Park is developed:



## • Road Map (“Trail Map”) for Future

The master plan will make specific recommendations for future park improvements while serving as a guide to manage development of the park over the next 20 years.

## • Alignment of Local Needs & National Trends

This project will distinguish itself from past master plan efforts at Explore Park through an extensive public input process. The plan will take local and regional opinions into consideration, while evaluating current national trends in recreation.

## • Site Plan

The design team will produce a site plan which will include a comprehensive recommendation for park infrastructure, programming, vehicular/pedestrian circulation, and storm water management. Maps and renderings will also be provided.

## • Costing Model and Business Plan

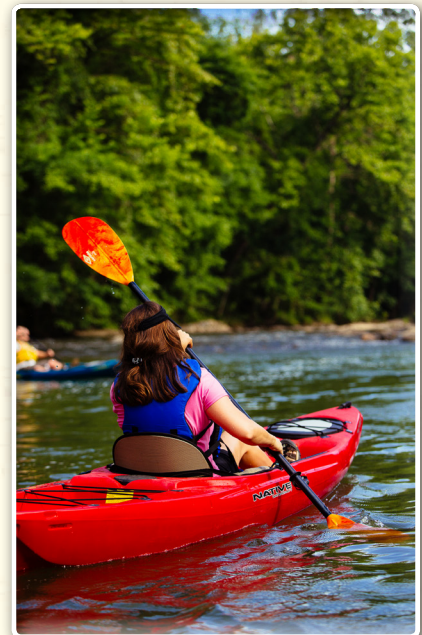
Operational recommendations will be developed for all proposed amenities, including pricing strategy, staffing levels, maintenance standards and other components of park operation. A business plan will analyze funding options, implementation time-frame and projected operating budget.

## • Utilities Plan

The master plan will include a detailed analysis of the utilities infrastructure required to achieve future park objectives, including water and sewer needs as well as the connections to existing gas, cable, lighting, storm drains and power utilities.

## • Awareness and Advocacy

The completed plan will serve as a marketing tool to help secure additional funds from private, regional, state and national sources.



A Roanoke County Parks,  
Recreation and Tourism Facility  
Blue Ridge Parkway, Milepost 115