



ARLINGTON
VIRGINIA
Parks & Recreation

Walter Reed Outdoor Court Project

Engagement #2 – Open House

May 2023





Project Context & Engagement Overview



Draft Concept 1



Draft Concept 2



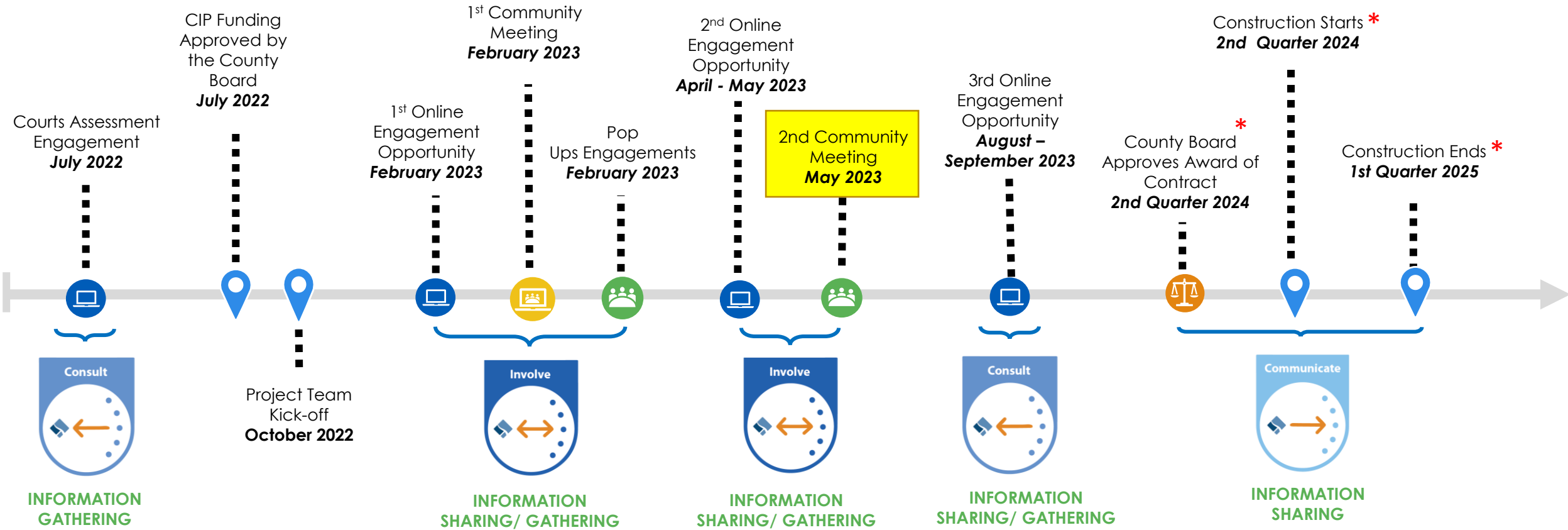
Sound Study



Next Steps

Walter Reed Outdoor Pickleball Court Project

Origin: Public Spaces Master Plan – Action Step 1.4.3 And Courts Assessment
Funding: FY 23-32 Capital Improvement Plan
Staff Contact: Bernadette Grullon (Bgrullon@arlingtonva.us)



* Subject to adjustments as necessary



Online Feedback
 (e.g. questionnaire, feedback form, etc.)

In-Person Engagement and Pop-Ups
 (e.g. community meeting, roundtable, tabling, walking/bus tour, deliberative dialogue, etc.)

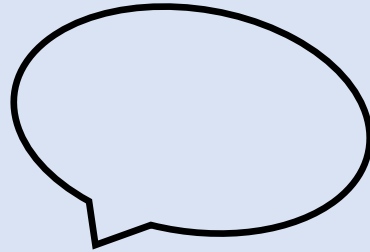
Virtual Meeting
 (e.g., TEAMS, TEAMS live, Zoom, etc.)

County Board Engagement
 (e.g. public hearing, Board work session, open door Monday, commission meeting, etc.)

Key Milestone

What We Heard

1,309 Participants



- Noise and disturbance:
 - Include sound mitigation measures
 - Mitigate noise now
 - Reduce hours of play
 - Enforce hours and lock gates
- Improve court layout and amenities
- Adjust the placement of courts in park
- Consider different locations in the County
- Change the number of pickleball courts
- Increase plantings, seating, and parking
- Don't do the project

Short-Term Update:

- **NEW:** Acoustical fencing will be added to Walter Reed tennis courts this summer as part of the courts stripping project.

What Both Concepts Address:



- Sound reduction measures (acoustic fencing)
- Decrease from nine to six dedicated pickleball courts
- North-South orientation of the courts
- Seating and shade
- Net gain in trees
- A slight increase in parking where possible
- Further court distance from 16th Street South

Improve Recreational Amenities

- Orient courts north-south
- Increase overrun area and provide separation between courts
- Shaded waiting areas
- Shaded seating and viewing area
- New LED Lighting System

Improve Park User and Neighbor Experiences

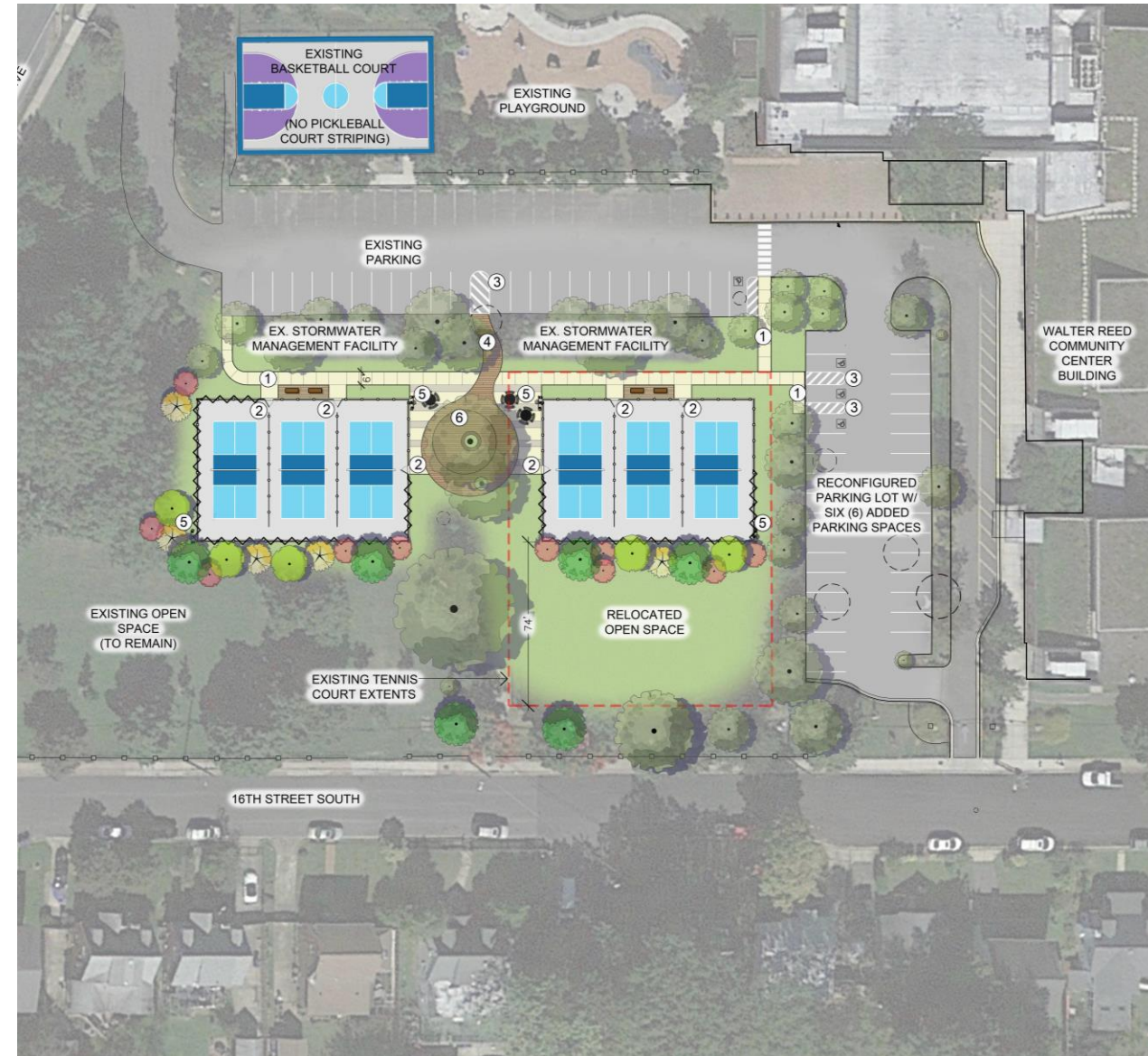
- Include sound reduction measures
- Improve points of connection and walkways
- Maximize parking
- Improve ADA Access

Preserve Natural Resources

- Preserve existing mature trees
- Minimize impact to open space
- Minimize runoff from courts

CONCEPT 1

CONCEPT 2





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Draft Concept 1



DRAFT CONCEPT 1

LEGEND

- ① RE-ALIGNED SIDEWALK
- ② GATE ACCESS
- ③ PEDESTRIAN ACCESS
- ④ BOARDWALK ACCESS
- ⑤ LED SPORTS LIGHTING

TABLE SEATING

SHADE STRUCTURE

BOARDWALK

EXISTING TREE (TO BE REMOVED)

EXISTING TREE (TO REMAIN)

PROPOSED TREES

EXISTING COURT EXTENTS

PROPOSED SOUND MITIGATION BARRIER*

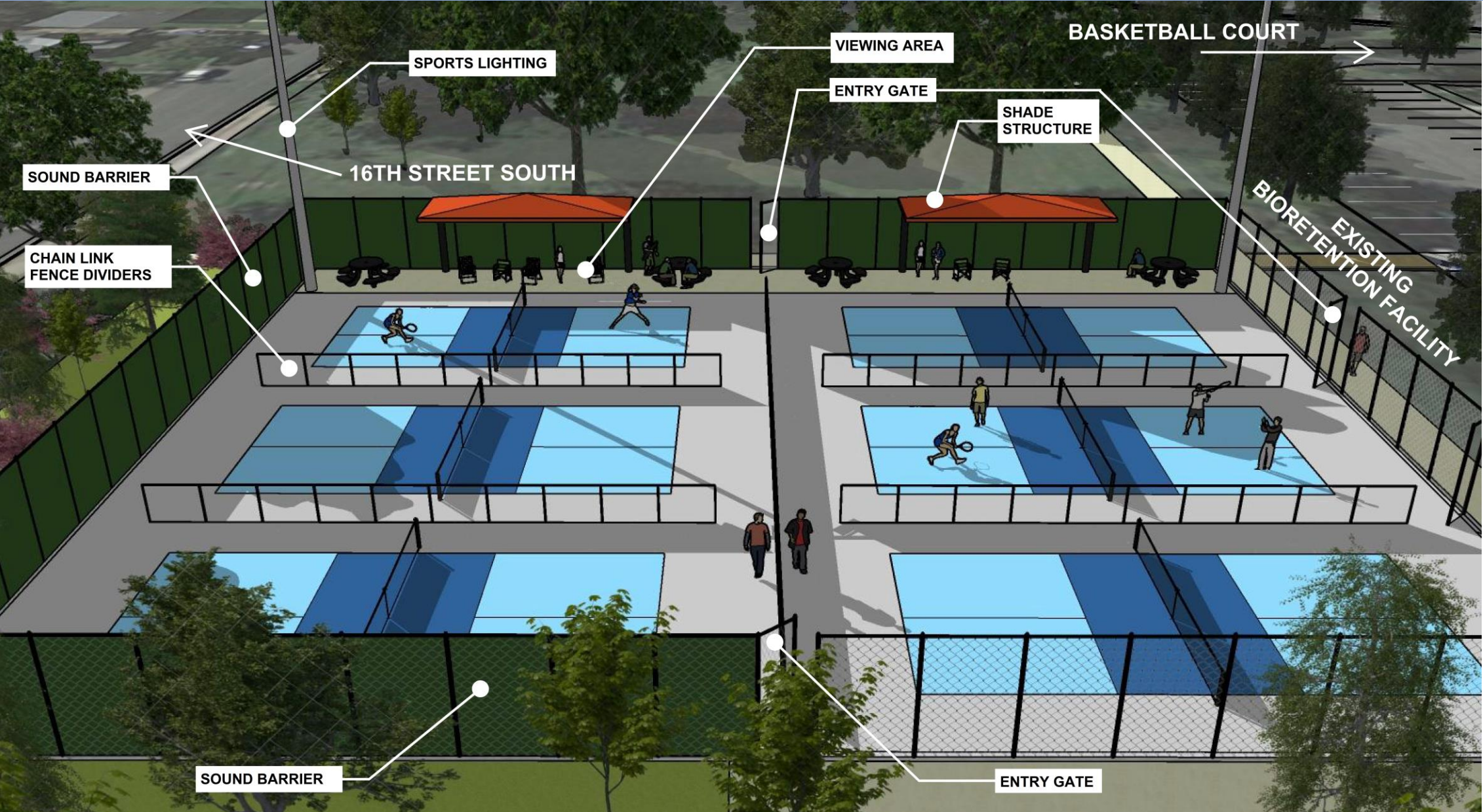
*NOISE MITIGATION MEASURES EXPLAINED LATER IN MORE DETAIL



DRAFT CONCEPT 1 – AERIAL VIEW



DRAFT CONCEPT 1 – AERIAL VIEW



DRAFT CONCEPT 1 – AERIAL VIEW





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Draft Concept 2

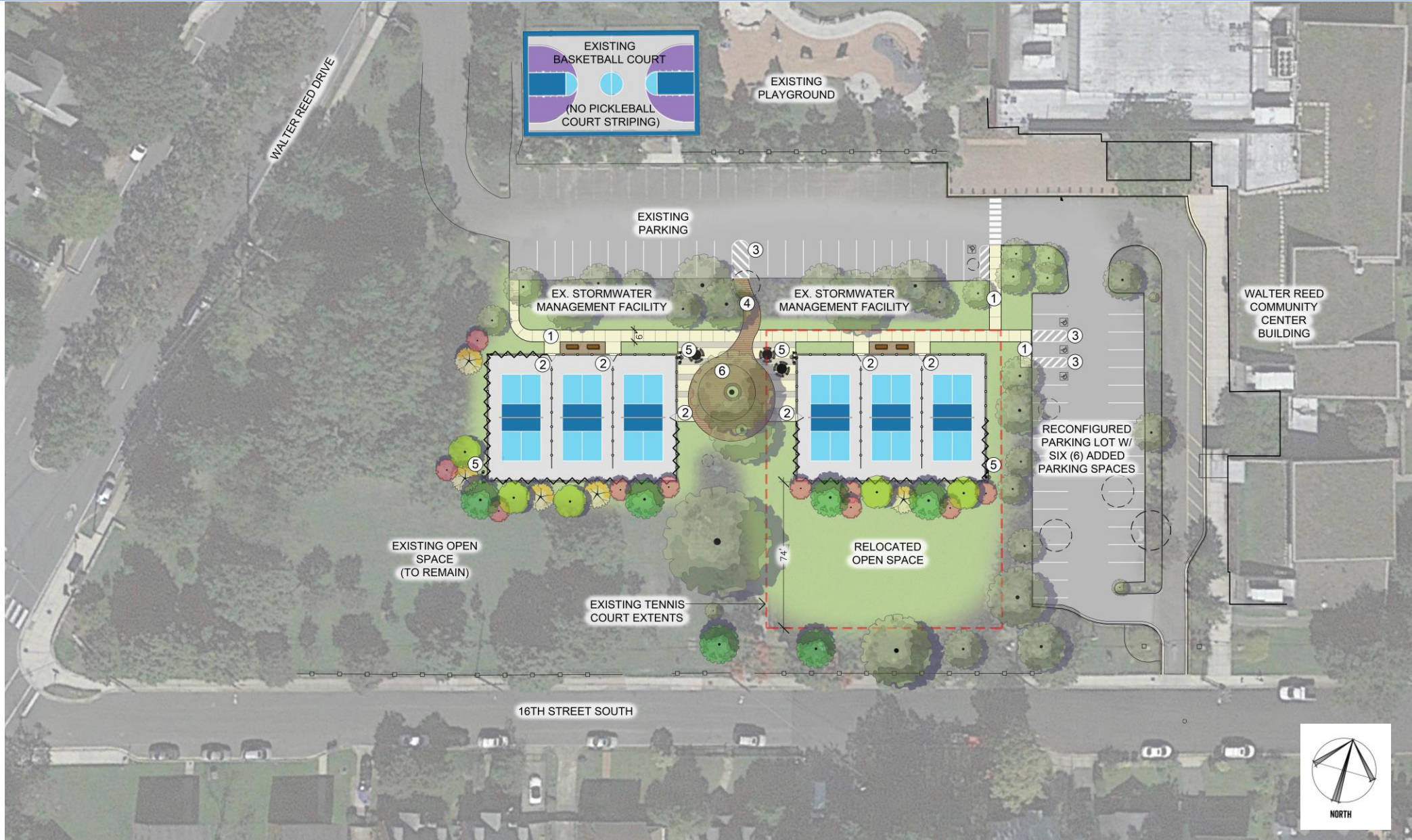


DRAFT CONCEPT 2

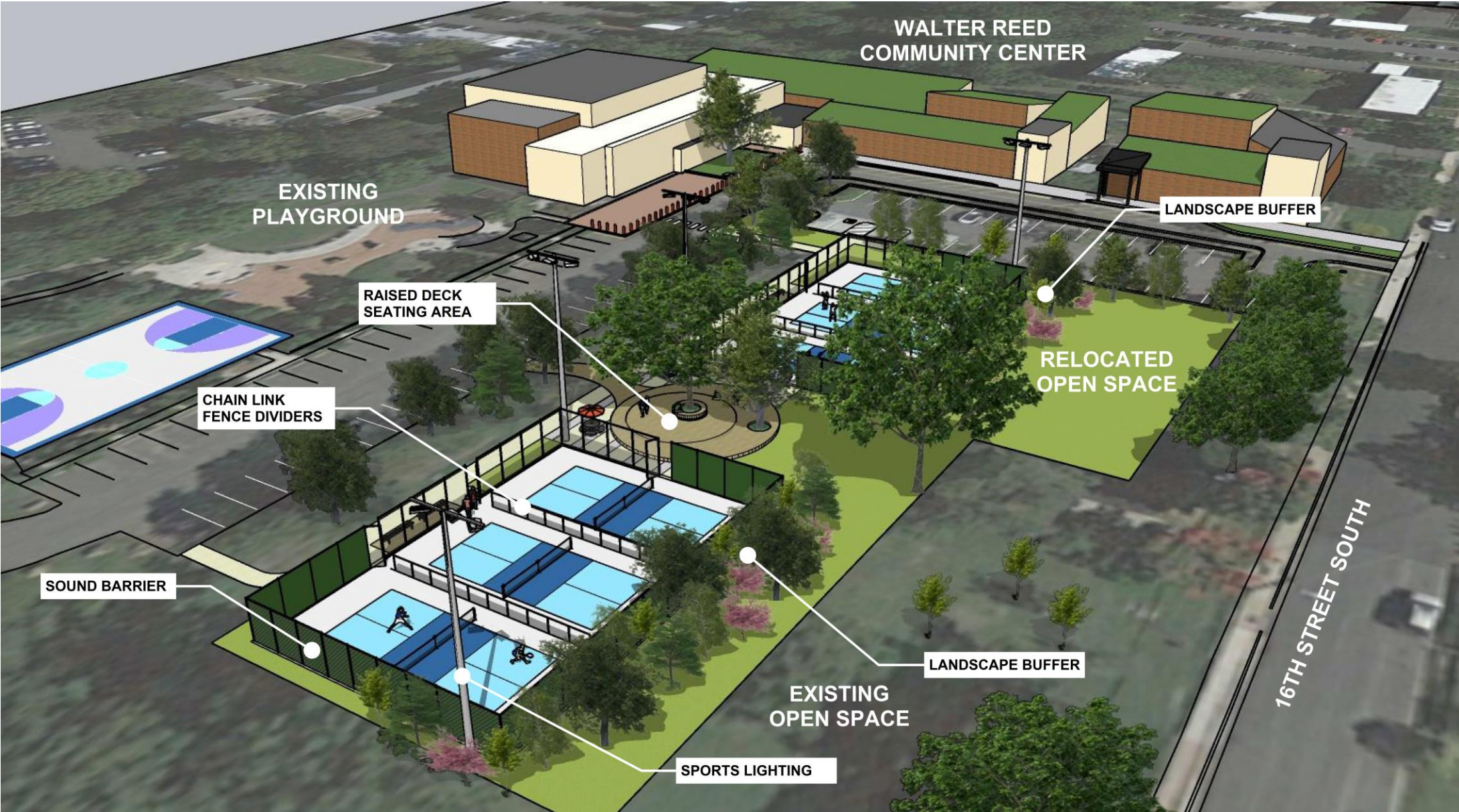
LEGEND

- ① RE-ALIGNED SIDEWALK
- ② GATE ACCESS
- ③ PEDESTRIAN ACCESS
- ④ BOARDWALK ACCESS
- ⑤ LED SPORTS LIGHTING
- ⑥ TIERED DECK SEATING AREA
- BENCH SEATING
- TABLE SEATING
- SHADE STRUCTURE
- BOARDWALK
- EXISTING TREE (TO BE REMOVED)
- EXISTING TREE (TO REMAIN)
- PROPOSED TREES
- EXISTING COURT EXTENTS
- PROPOSED SOUND MITIGATION BARRIER*

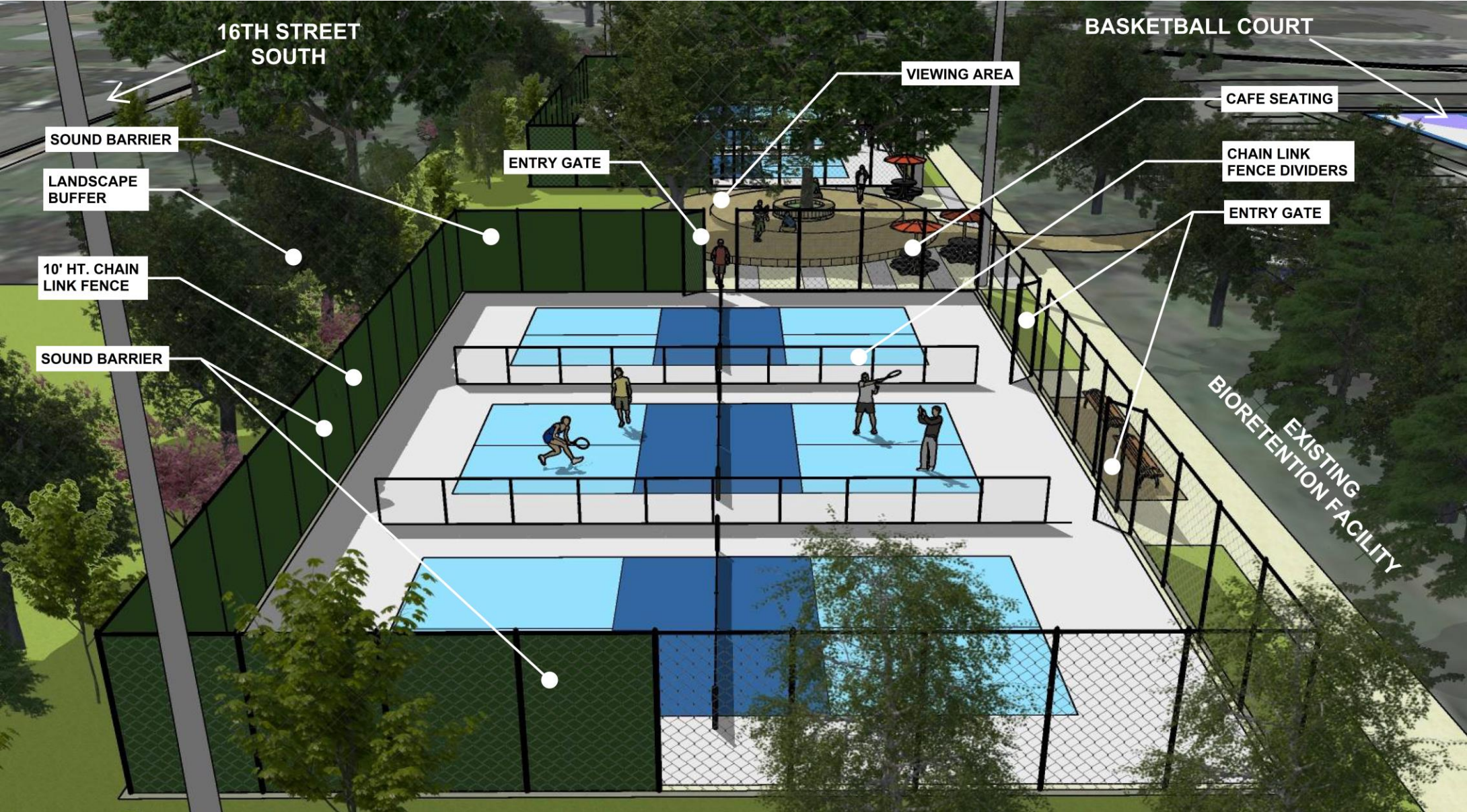
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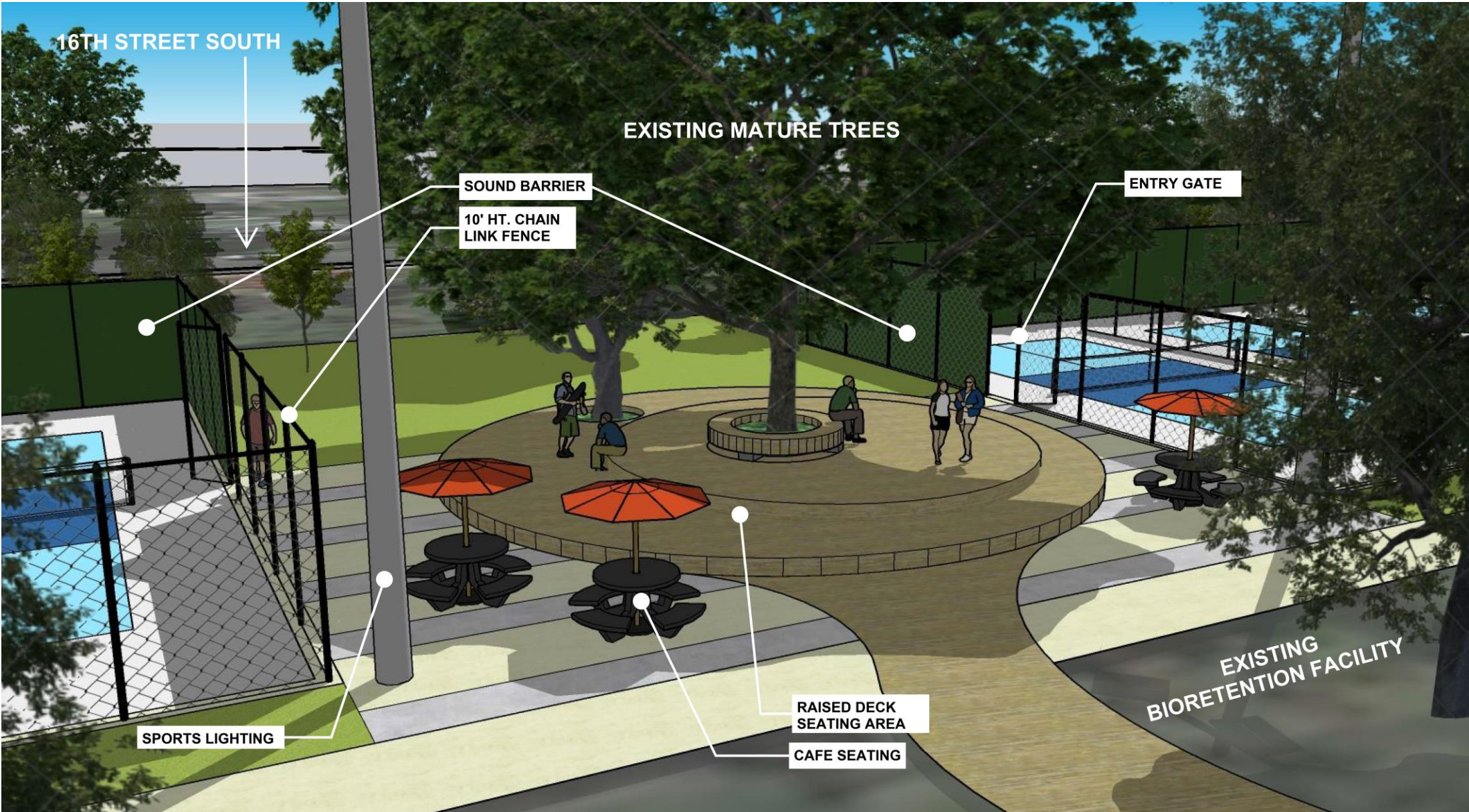
DARFT CONCEPT 2 – AERIAL VIEW



DRAFT CONCEPT 2 – AERIAL VIEW



DRAFT CONCEPT 2 – AERIAL VIEW





Draft Concept 1



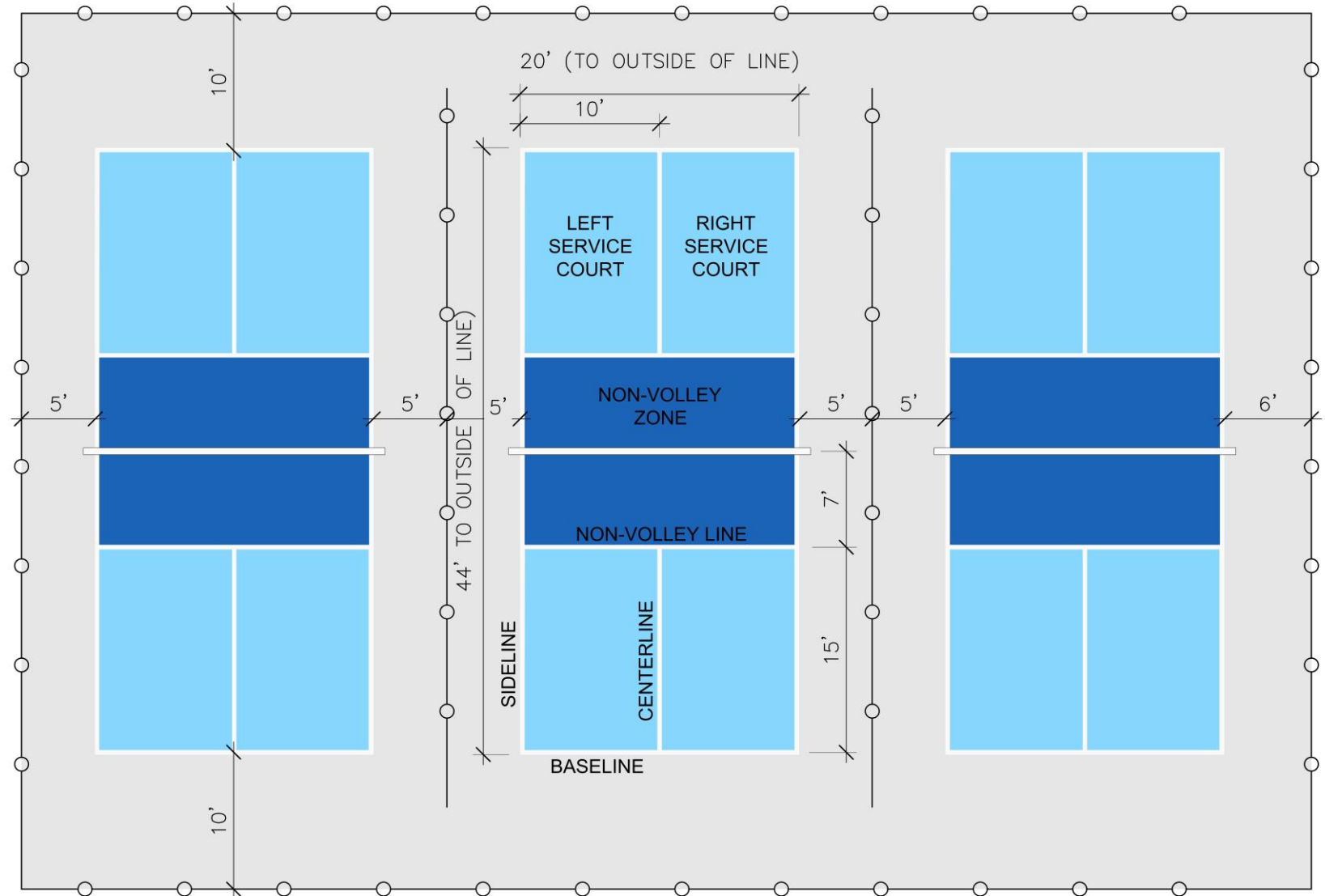
Draft Concept 2

	EXISTING	CONCEPT 1	% CHANGE
Total Courts	9	6	-33.3%
Parking Spaces	75	77	2.7%
Project Impervious Area (Acres)	0.47	0.42	-10.6%
Existing Trees Removed	67	3	-4.5%
Proposed New Trees	n/a	24	n/a
Trees: Net Gain	67	88	31.3%
16th Street S. curb (on residential side)	62	79	27.4%
Walter Reed Dr. curb (on residential side)	331	341	3.0%
16th Street S. - Houses	102	119	16.7%
Walter Reed Dr. - Houses	350	359	2.6%

	EXISTING	CONCEPT 2	% CHANGE
Total Courts	9	6	-33.3%
Parking Spaces	75	81	8.0%
Project Impervious Area (Acres)	0.47	0.47	0.0%
Existing Trees Removed	67	3	-4.5%
Proposed New Trees	n/a	24	n/a
Trees: Net Gain	67	88	31.3%
16th Street S. curb (on residential side)	62	140	125.8%
Walter Reed Dr. curb (on residential side)	331	214	-35.3%
16th Street S. - Houses	102	176	72.5%
Walter Reed Dr. - Houses	350	234	-33.1%

COURT DIMENSIONS

TYPICAL PICKLEBALL COURT DIMENSIONS

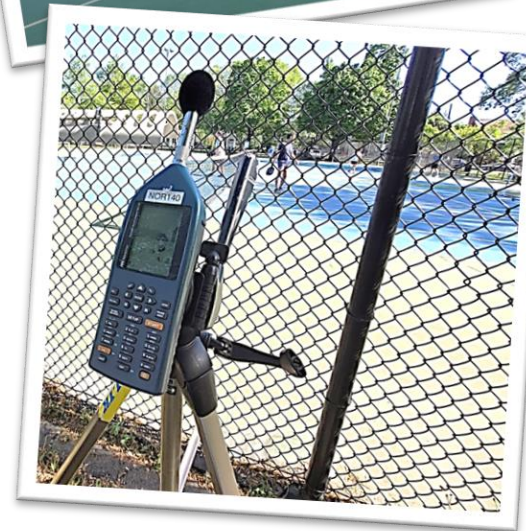


- **Standard recreational pickleball dimensions per the USA Pickleball Rulebook, 2023 Edition**
- **Increased runoff area**
- **4' fencing between courts**
- **Court colors are TBD**

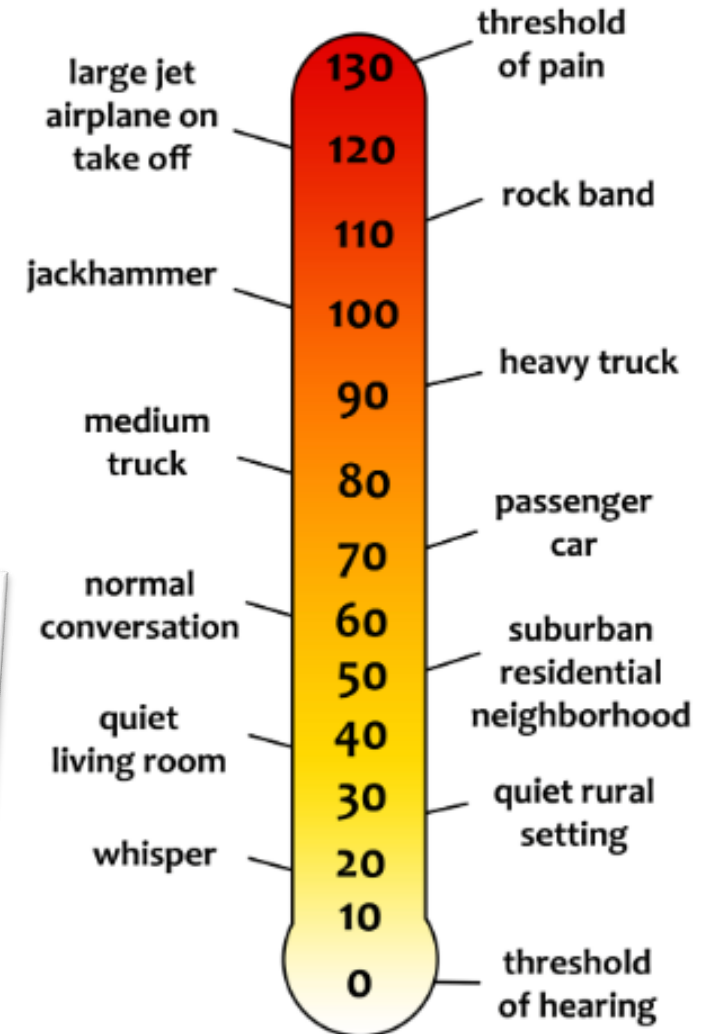
SOUND STUDY

- Walter Reed Community Center and Park is within a **Special Zoning District (S-3A)**, however, noise from courts is exempt
- Permissible noise levels for S-3A during **“Daytime Hours”**:
 - Impulsive Noise (pop)** = 95 Decibels (dB)
 - Continuous Noise (play)** = 60 Decibel-A-weighted (dBA)
- Sound study occurred during **“Daytime Hours”**

	DATE	TIME
FULL OPERATION	Thursday, April 20, 2023	5:00 - 7:30 PM
FULL OPERATION	Saturday, May 6, 2023	2:00 -4:30 PM
AMBIENT NOISE	Wednesday, May 10, 2023	12:00 – 1:00 PM



Decibel Scale (dBA)



SOUND STUDY

Ambient Noise Definition:

Ambient noise or sound is the background or surrounding noise present in a given environment.



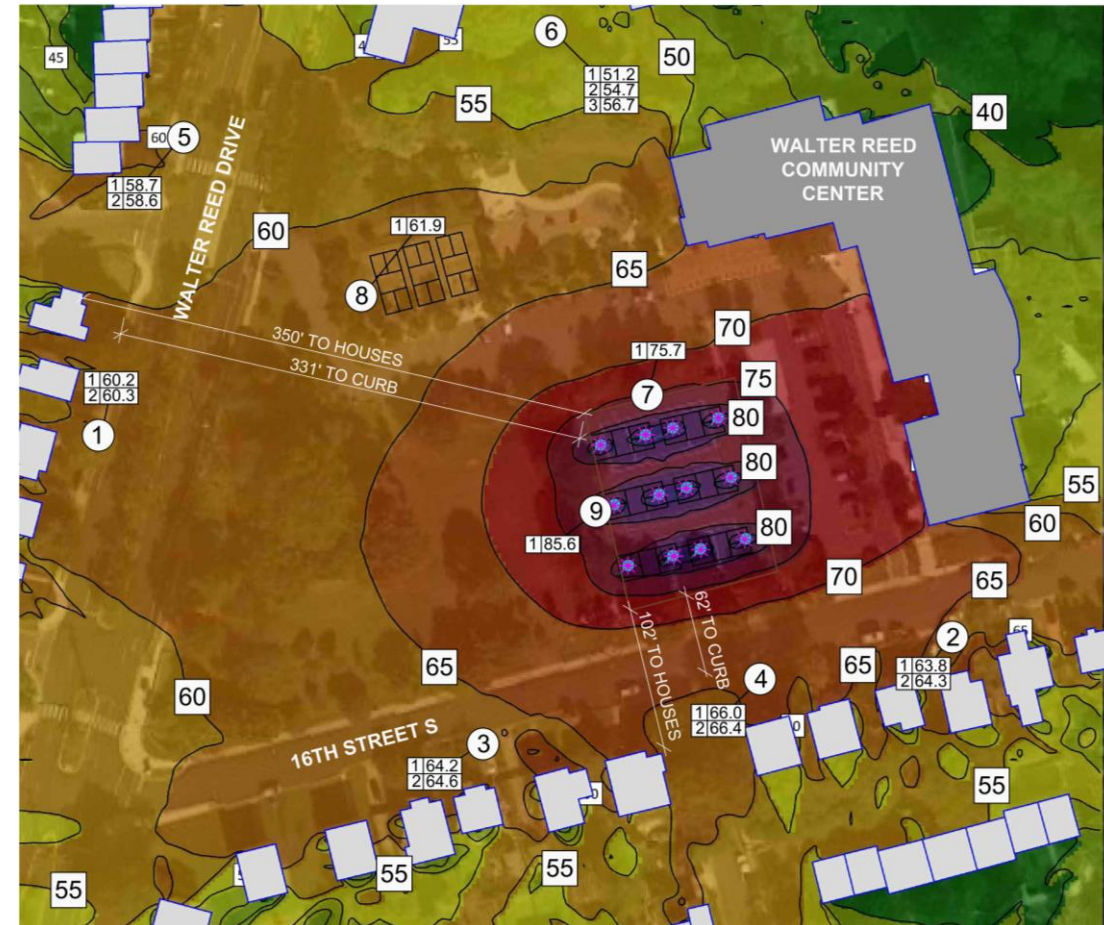
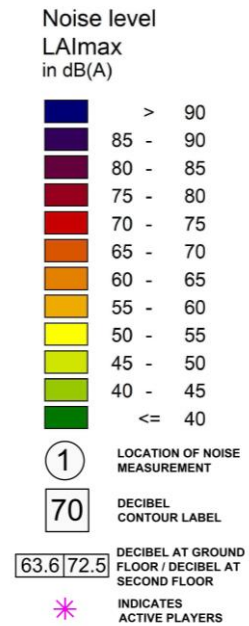
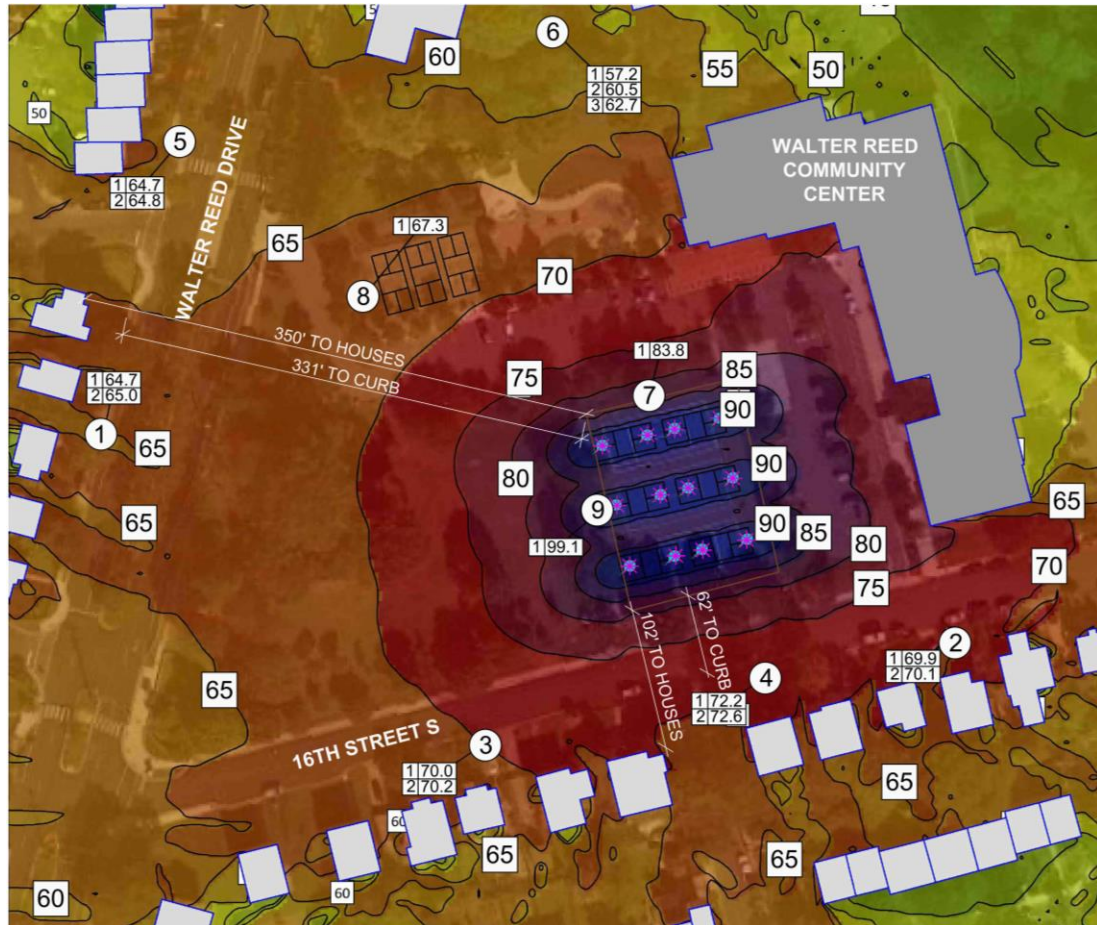
Pickelball

Ambient Noise LAeq

Noise level LAeq in

Dark Blue	> 90
Dark Purple	85 - 90
Dark Red	80 - 85
Red	75 - 80
Orange-Red	70 - 75
Orange	65 - 70
Light Orange	60 - 65
Yellow-Orange	55 - 60
Yellow	50 - 55
Light Green	45 - 50
Green	40 - 45
Dark Green	<= 40

SOUND STUDY- EXISTING READINGS



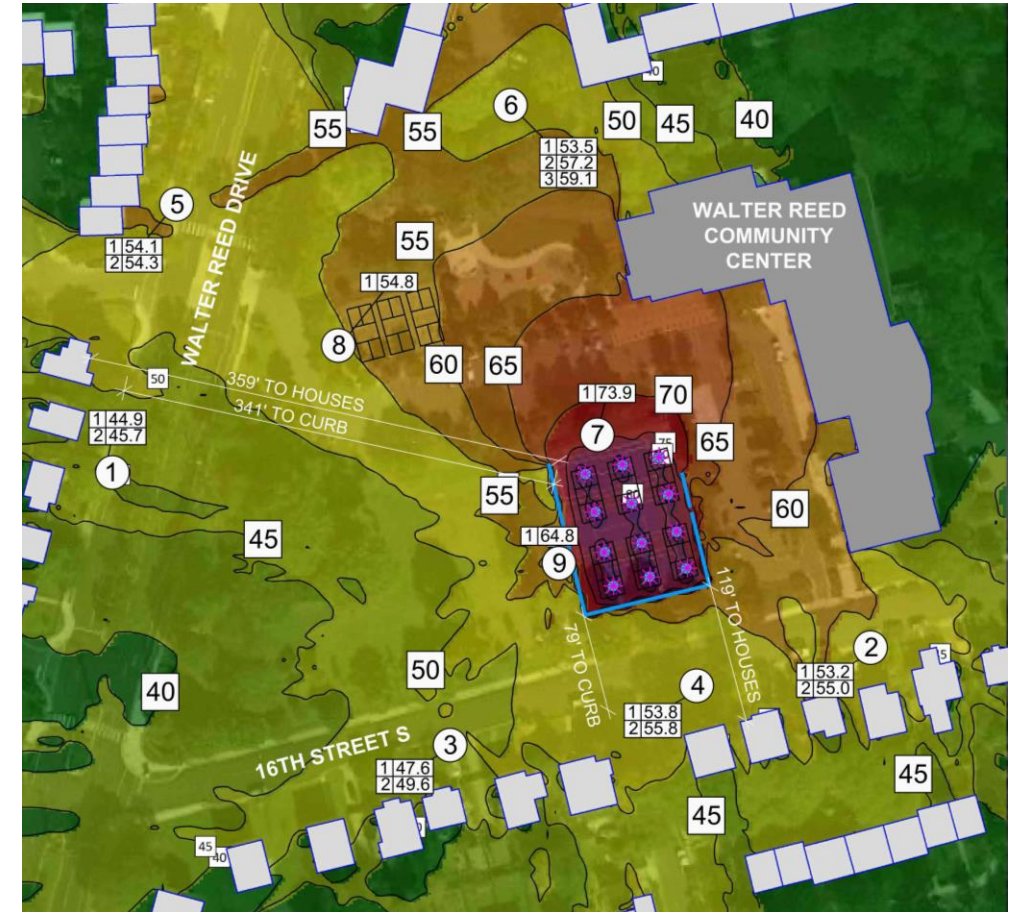
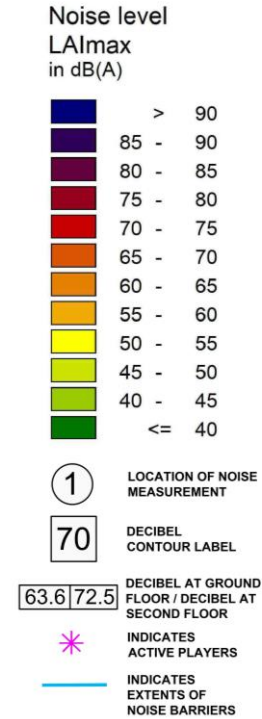
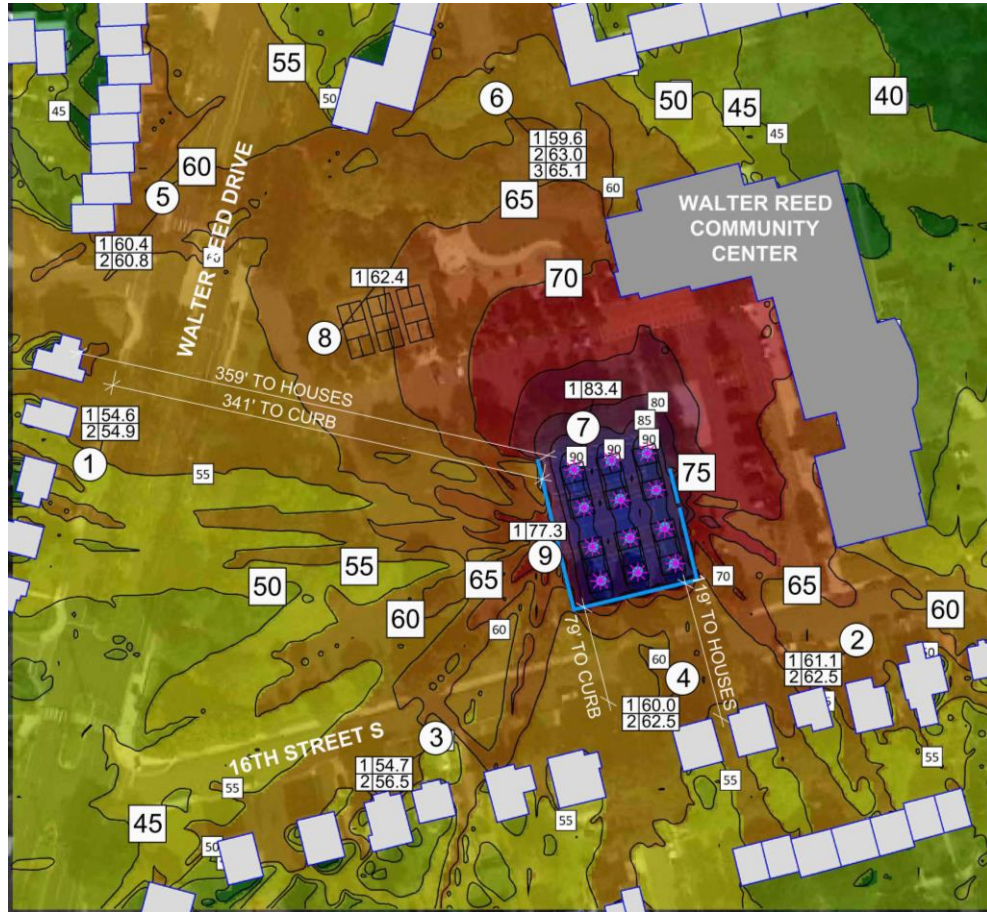
Impulsive Definition (Pop):

Noise characterized by brief bursts (usually less than one (1) second in duration) of sound pressure which exceed the sound pressure of the ambient environment.

Continuous Definition (Play):

Noise whose intensity remains essentially constant during the period of observation.

DRAFT CONCEPT 1 SOUND REDUCTION ESTIMATES



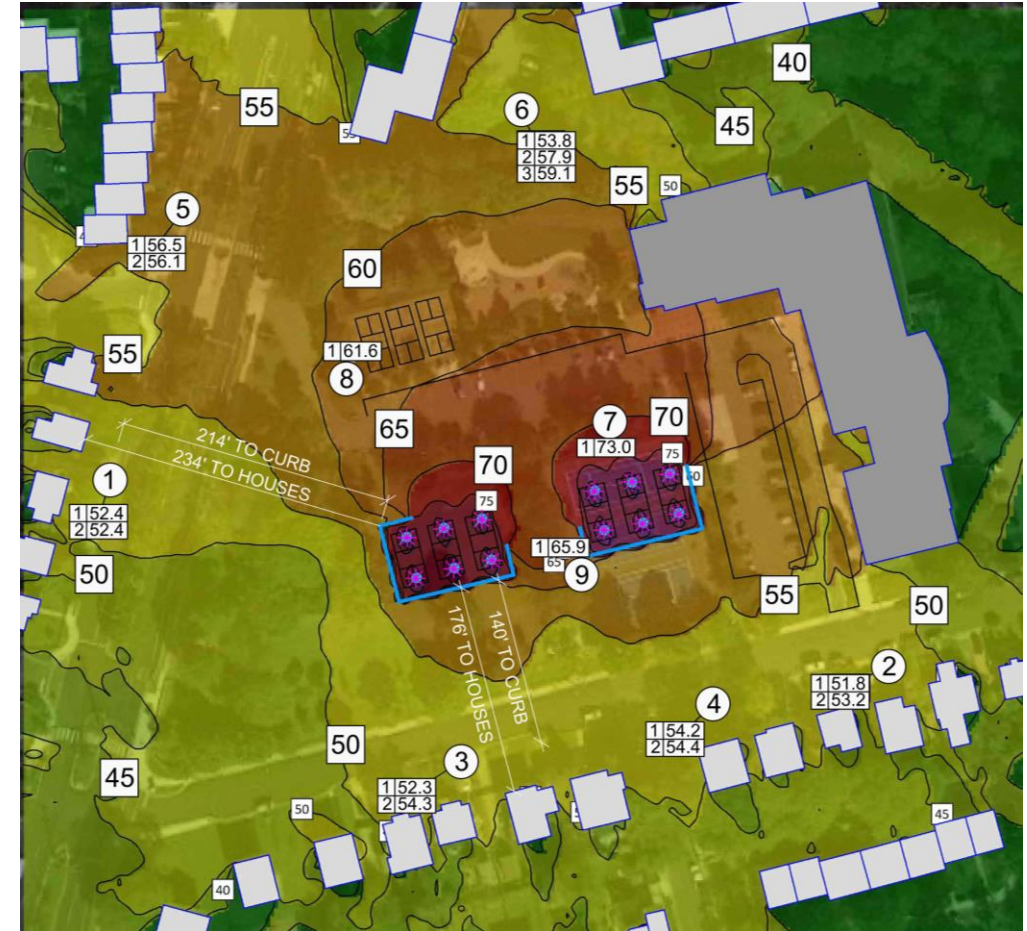
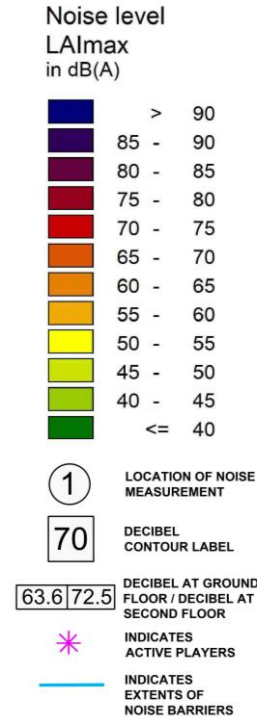
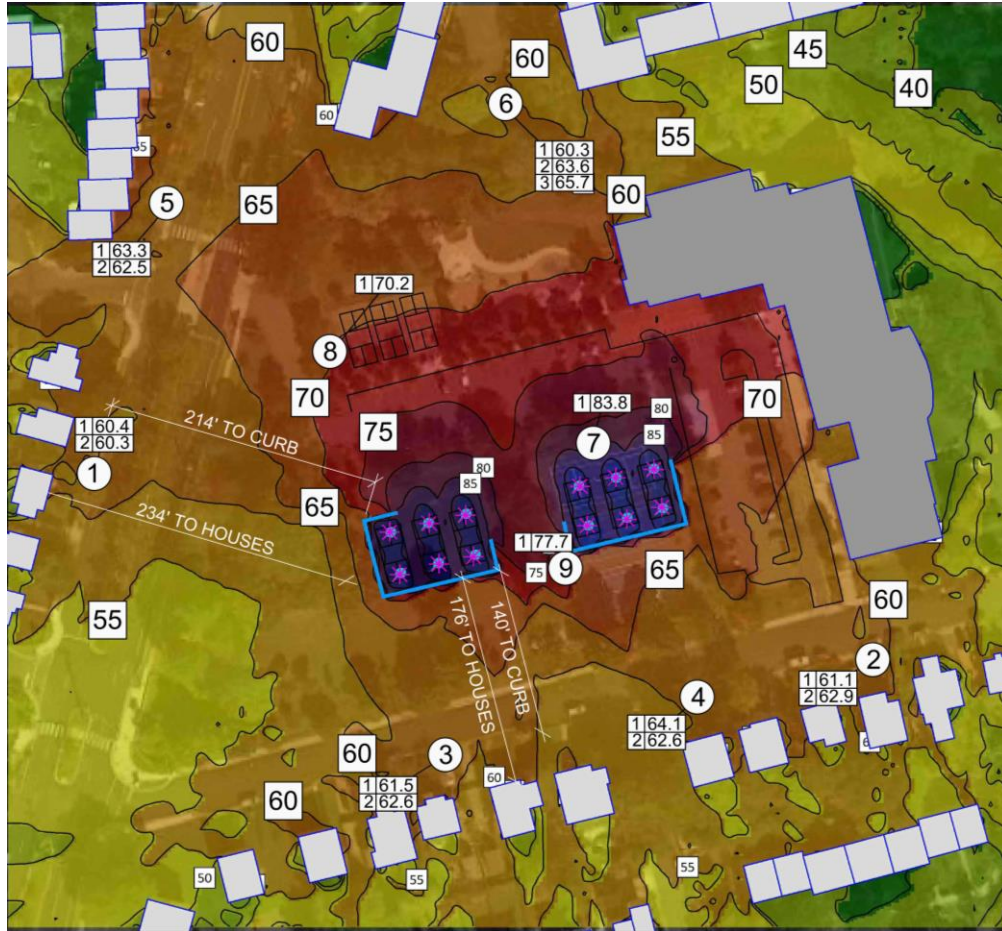
Continuous Definition (Play):

Noise whose intensity remains essentially constant during the period of observation.

Impulsive Definition (Pop):

Noise characterized by brief bursts (usually less than one (1) second in duration) of sound pressure which exceed the sound pressure of the ambient environment.

DRAFT CONCEPT 2 SOUND REDUCTION ESTIMATES



Continuous Definition (Play):

Noise whose intensity remains essentially constant during the period of observation.

Impulsive Definition (Pop):

Noise characterized by brief bursts (usually less than one (1) second in duration) of sound pressure which exceed the sound pressure of the ambient environment.

NEXT STEPS



- A questionnaire will be [available on the project page](#) on May 23 and it will be open until June 14.
- Sign up to get project updates



