

ORANGE COUNTY



Department of Environment,
Agriculture, Parks & Recreation

To: David Stancil, Director, Department of Environment, Agriculture, Parks & Recreation

From: Marabeth Carr, Landscape Architect

Date: September 12, 2022

RE: Blackwood Farm Park Phase II - Construction Information Update

The following is a brief update on the status of the Blackwood Farm Park Phase II construction. As you know, construction on this \$2.8 million park was authorized and began in the summer of 2021.

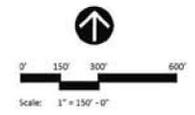
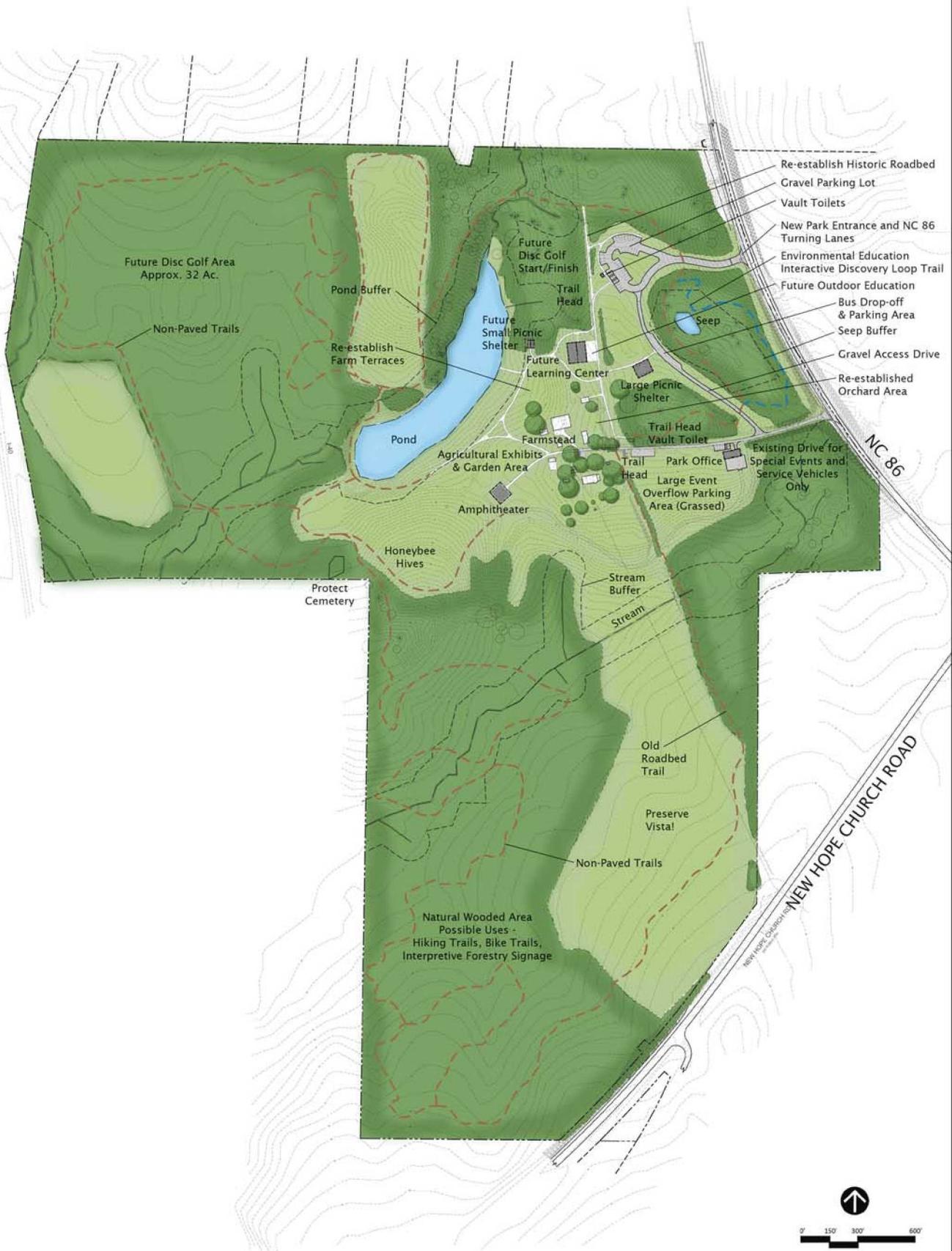
This work includes a new entrance into the park off on NC 86 and the widening of 86 for new turning lanes into the park, as well as a parking area and loop driveway. It also includes an amphitheater, large picnic shelter (that can double as a second stage), restrooms and a park office and maintenance area.

Construction began on August 2, 2021 and was scheduled to be completed in August 2022. Unfortunately, after good progress for most of this time, supply chain issues have arisen in recent months with many items - such as windows and other glass, and certain mechanical and electrical equipment. Due to these delays, we now hope the park may be completed in mid-late October, with an opening date in the weeks following (assuming needed parts and equipment arrive as now scheduled).

Despite the recent supply chain issues, the project has remained within budget. Attached is the master plan for the park and some recent photos of the construction.

Please let me know if you have any questions.

Attachments



Blackwood Farm Park
 Updated Master Plan
 FEBRUARY 1, 2021

Attachment B

Photos From 9/12/22 of the construction progress at Blackwood Farm



Widening of Highway 86 for the new turning lanes into the park



New gated entrance into the park



Connector driveway to the exiting entrance



Large Picnic Shelter/Stage



Amphitheater



Park office and garage



Old Hillsborough/Chapel Hill
Roadbed Trail looking south



Old Hillsborough/Chapel Hill
Roadbed Trail looking north



Vault Toilets