

Public Facilities

Vision

Reston is a place that provides and enhances quality of life by ensuring adequate public use facilities.

Goals and Priorities

Reston will provide and enhance public use activities through critical infrastructure, i.e. transportation, and quality of life public facilities planned to ensure the adequate, comprehensive capacity to support the 1) parks and recreation and 2) cultural and educational community needs. The single biggest challenge for ensuring the types of public facilities identified is the requirement for significant parcels of land. The air rights over the entire Dulles Toll Road, not just adjacent to the Metro stations, present the most obvious opportunity to provide such parcels – the use of the air rights need to be balanced between engineering constraints and fiscal opportunities.

Critical Infrastructure

The plan should emphasize the community requirements for efficient modes of transportation within Reston as well as enhanced and expanded public safety components to support community growth.

Transportation

The plan must provide for the various modes of transportation that will ensure the community's ability to move efficiently about Reston, both for work and personal activities. Emphasis and priority should be given to those facilities that will ensure efficient access to community areas that serve to collect and aggregate movement. Examples of these facilities could be:

- Multi-Modal transportation facilities at the transit stations including the Town Center
- Pedestrian walkways across Dulles Toll Road
- Pedestrian walkways across Sunset Hills Road at Town Center
- Reserved land use for business to provide alternative and temporary transportation such as Zip cars, Bicycle rentals, etc ...
- Comprehensive parking strategy with considerations to ensure efficient access to/for small businesses

Public Safety

The anticipated growth in size and changes in character to the community demand that the plan address requirements for the following:

- Urban police sub-station

- Fire station capability to service urban environments such as Town Center and TOD around the rail stations.
- County Government Center to provide more & expanded human services
- Sufficient public utilities e.g. gas, electric, water & sewer

Parks and Recreation

The plan must provide for community parks and recreational needs; needs that can be addressed on both a micro and macro level. Individual parcel development should be incented to provide solution for the micro requirement. Macro requirements demand integrated coordination with various stakeholders such Northern Virginia Park Authority, Fairfax county Parks, Reston Association & others. Examples of macro parks and recreation requirements include:

- “World Class” public park system (Major city park)
- Large indoor recreation center(s) e.g. swimming pools and other active recreation uses such as volleyball, handball, tennis.
- Provisions for organized active recreation field sports , e.g. over the Dulles Toll Road and on the existing gas pipeline

Cultural and educational

The plan must ensure that facilities that are not organically for-profit have the ability to exist and thrive in the future Reston. These facilities ensure the community retains and enhances its ability to provide quality of life and cultural preservation of Reston. While there is obvious need to integrate the planning of advanced cultural and educational facilities with the State of Virginia and other entities in the Washington, DC Region, the plan should provide capacity to support multiple venues of various size and medium such that the viability of such facilities does not rely on 100% local support. Educational, performance and commercial training can be co-located. Cultural and educational public facility requirements include:

- Schools (e.g. elementary school, middle school and high school)
- Libraries : innovative approaches to creating a new regional library and satellite libraries at transit stations – e.g. electronic library, library kiosks, library courier
- Performing arts center
- Educational/arts centers, e.g . Children’s Science Center, Torpedo Factory, Dinner Theater(s)
- Art Galleries & Museum, including Memorial sculpture garden(s)
- Child care/senior care centers