duck creek hoop resort: living with basketball.

A Basketball Resort Community in Southern Indiana

Designed by: Patrick D. Cunningham
duck creek
hoop resort:
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A Basketball Resort Community in Southern Indiana

Designed by:
Patrick D. Cunningham

May 3, 1991

Professors: Malcolm Cairns
Ronald Spangler
Scott Collard

Department of Landscape Architecture
Ball State University
Muncie, Indiana 47306
'--- For my family who always believed that I was in studio diligently working on my projects for the past five years, and to my friends who knew better. Procrastination is the key if properly executed, yet devastating if not. I always worked better under pressure.
Entrance sign feature
figure 1

ENTRANCE SIGN.

DUCK CREEK
HOOP RESORT
LIVING WITH NATURE
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Back in 1925.

*Round my Indiana Homestead
As they sang in days gone by,
Now the basketballs are flying
And they almost hide the sky;
For each gym is full of players
And each town is full of gyms
As a hundred thousand snipers
Shoot their goals with deadly glims.*

—Grantland Rice
ABSTRACT

There are many successful resort communities in the continental United States that focus on recreation to tie them together. Yet, they are not accessible to the majority of the nation's population. This is because, primarily in part, the location of the resorts are either in the Southeast, or the Southwest. Indiana, being strategically located in the Midwest and accessible to the majority of the population, is a prime location for just such a community.

Tennis and golf are the major activities that have tied most resorts together and have contributed greatly to their success. The problem is, however, that these activities do not portray the typical Indiana recreation. The true Hoosier activity is basketball; this is the only element that can tie such a community together. Basketball is fast becoming the sport of the 1990s and 2000s, much in the same way that tennis and golf occupied the 1970s and 1980s. Indiana, the Heartland of America, is the state in which a successful resort community can be designed with the focus on basketball for the benefit of the citizens of the United States.

Through the use of personal interviewing, field site analysis, and photography, a better understanding of social and community planning will occur. Certain officials (i.e. planners, landscape architects, professors, coaches, spectators, etc..) will be needed to add specific information to the research and design. Although this information is needed to aid in the development of the resort, it will not be the most influential medium that will be utilized. Site analysis is always important to the design of any particular project, yet can become so involved that a time constraint should be set. Therefore, the bulk of the analysis will be completed by the end of January. Initial photographs of the site, also taken by the end of January, will enable views of the site without actually visiting it. In the long run time wasted by driving back and forth to the site will be better utilized for design and final productivity.

The location that is currently under consideration for the development of the resort is near Hope, Indiana. Located in Central Indiana, just southeast of Indianapolis, this 300 acre site is strategic to major cities, highways, and natural systems such as lakes, streams, and a variety of topographical features. This topography will determine the lay of specific land uses contained in the community. To get a true sense of relaxation, however, the remoteness to other existing population is important, and Hope, Indiana is the epitomy of the small-town atmosphere just perfect for the resort.

In this community there shall be a variety of different housing types to ensure an opportunity for an equal mix of social classes. Basketball in Indiana, is primarily associated with the small town/ blue collar people of the Midwest, therefore there will not be an atmosphere conducive to the wealthy quite unlike other fancy resorts. Single family, multi-family, z-lot, time-sharing, and camp grounds will exist throughout the
site. These transient, semi-transient, and stationary housing types will be tied by a common interest in basketball.

Next, recreation alternatives are imperative to satisfy those few who desire an outlet other than basketball. Active recreation in the forms of tennis, jogging, and hiking will have ample space throughout the community, while passive recreational activities such as crafts, shopping, and fishing can be equally supplemented. A central clubhouse or civic center will act as the programmatic core within the community.

Ultimately the key to a most successful community will be basketball. This active recreation, loved by so many people, will bind separate villages into functioning as one unit. Arenas, camps, tournaments, indoor/outdoor courts, and pick-up games can be the norm. Under achievers could come and play while at the state correction facility, and basketball can advance them down the straight and narrow path; or city people could come and try their luck with the regulars; or professionals can come and demonstrate their unique skills. There are limitless possibilities from the community program to the project’s construction details. Basketball will determine the missing link to life, love, and the pursuit of happiness. The nation needs to be educated in this disease known as “Hoosier Hysteria.”

The end product of this project will consist of a plan for a resort community that successfully utilizes basketball as a recreational amenity. This recreation will tie the community together socially, visually, and economically as no other resort has done before, as basketball becomes the key attraction within a large market area. Indiana residents will be proud of a community that truly represents their character, culture, and way of life to the tourists and “outside world.” Both passive and active recreation can be represented through spectating and participating. Other forms of recreation (i.e. boating, skiing, fishing, jogging, biking, etc.) will act as alternative forms of recreation and entertainment so as to attract people who prefer activities other than basketball (God forbid). The community will act as a typical Indiana small town, mixing all forms of social status successfully. This concept will help bind the community as a whole.
INTRODUCTION

There are many successful resort communities in the continental United States that focus on recreation to tie them together. Yet, they are not accessible to the majority of the nation’s population. This is primarily because the location of the resorts are either in the Southeast, or the Southwest. Indiana, being strategically located in the Midwest and accessible to the majority of the population, is a prime location for just such a community.

Typically, tennis and golf are the major activities that have tied most resorts together. These forms of recreation have contributed greatly to their success. The problem is, however, that these activities do not portray the typical Indiana recreation. The true Hoosier activity is basketball; this is the only element that can tie such a community together. Basketball is fast becoming the sport of the 1990s and 2000s, much in the same way that tennis and golf occupied the 1970s and 1980s. Indiana, the Heartland of America, is the state in which a successful resort community can be designed with the focus on basketball, for the benefit of the people of the United States.

I first moved to Indiana as a sixteen year old boy who perceived basketball as just another form of recreation. After living in Virginia for thirteen previous years, I became accustomed to the basketball rituals of the east coast. The game was a form of recreation played by a kid with big feet and no coordination. Sure, there were the superstars of the court, but nothing in comparison to Indiana. I came to the Midwest as a tall forward ready to play for the school team. The coach was excited to have yet another tall man for his squad, and he made sure that every potential kid on the team got me to play ball in the off season.

The off season to a kid from Virginia consists of attending one or possibly two basketball camps in the summer and that is all. Occasionally one might play in a league, but that is rare. The rest of the time, one does other things that are rarely associated with basketball. There is no such thing as an off season for a Hoosier. Camps, leagues, pick-up games, running, and lifting weights are all part of a training ritual to better all players for the up coming season.

The guys in my high school played everyday after school and I was expected to play all the time. Personally, I would have rathered continuing my habit of watching television upon arrival home from school, but they had other plans. Once, when it began to rain while playing outdoors, I thought, like most easterners, that the pick-up game would be postponed. Boy, was I wrong. This was a very hard thing to get used to.

During my experiences in Indiana, I have become accustomed to the rituals pertaining to basketball. In my opinion, there is no other sport that best exemplifies the spirit of competition and fanaticism in Indiana than basketball. What if a community or resort could be
designed in the state of Indiana? Could the social structure be the same as any other small town in Indiana? Would it be a successful concept?

BACKGROUND

Basketball, a game of leisure invented in 1891 by James Naismith, has seen numerous changes throughout the years both in popularity and skill. Originally "just a game to play," basketball has evolved into a multi-million dollar industry from amateur to professional athletics. Often it becomes an obsession attributed to its high intensity and quick pace competition. Children, after spending so much time in a gym at young ages, "learned to count by reading scoreboards and learned to read by sounding out the names on the backs of player's uniforms"(Newman 59); thousands of people go and cheer for ten guys to score more than the other ten; and television makes it possible for millions of people across the world to witness victory or defeat instantaneously.

The first basketball game played in Indiana was above a tavern in Crawfordsville in the spring of 1893. This was also the first game played outside the state of Massachusetts, where Naismith invented the sport just two years before. Historically, Indiana, comprised of small towns, has become one of the "breeding grounds" for big college players. There is no state in the United States that is more identified with basketball than Indiana. Indiana's reputation as the basketball capital of the nation spread over the country in no time. "Thirty years ago, Indiana was where basketball was happening, ...If you went into the military and said you were from Indiana, they automatically told you to report to the gym" (Newman 42). "In most states, high school basketball exists for high school students - for those who play, as well as for those who share classes with them. In Indiana, however, adults claim the game as their own. To them it is an elixir"(Wolff 60).

Heroes are born overnight, as a little round ball passes through a slightly larger metal hoop. Kids become idolized; pride runs higher than life; and towns flourish with excitement. Often the town's social structure from October until April (basketball season) is focused and held together by the success of their local high school, college, and professional basketball teams. "Basketball - with its long tradition of ancient rivalries - is the strongest thread running through the most close-knit communities"(Newman 43). "During the winter, petitions fly like snowflakes in Indiana. The community that hasn't used one to get rid of a coach is rare indeed" (Newman 46).

"From Bippus to Birdseye, from Holland to Peru, from places where the gym has more seats than the town has people, from all over Indiana, they came streaming off the farms and out of the auto factories, headed for the games." (Newman 43)
"That's Hoosier Hysteria—love and death and lunacy, one of America's goofiest tribal rites. 'This isn't a game in Indiana, it's a religion,'...There was a year once when nobody was buried in Indiana for a week. Big snow storm paralyzed everything...And there were 250 high school basketball games played in the state that week"(Newman 41).

Enthusiasm runs rampant throughout the winter, yet does not slow down as the snow begins to melt and the season comes to a close. The summer months become a time for preparation, for the winter season is just around the corner. The future is just as important to the town as the past was just a little while ago. Basketball never ceases in Indiana, be it in thought or actions.

This community could also be considered either a "new town" or "planned community." "The terms 'new towns' and planned communities, however, have come to refer to model villages, social utopias, garden cities, new communities, and new towns-in-town" (Tishler 103). This project is just that. The community will spring up as a planned garden city forming its own social utopia. Even though the outside is persuaded to partake and enjoy this community, it is still a single, self-sufficient village.

PROSPECTIVE USERS

After working as an intern for a small design firm in South Florida for the past few summers, it became evident to me that the resorts only catered to the very wealthy. Even though some of the wealthy are avid basketball fans in Indiana, the typical or common fan of basketball in the state, is the blue collar worker. The targeted users are the people who eat, sleep, and talk about basketball constantly. The people who are natural statisticians, and can rattle off any basketball fact at a drop of a hat will find peace on the property. "I don't have much time left on this earth, but I wish some of the time I do have would hurry up and go by so the basketball season would get started"(Newman 45). This attitude is prevalent throughout the state, therefore a basketball community that can cater to this request is required.
In small industrial and farm communities, basketball acts as a distraction from the arduous labor they perform during the week. The sport binds the community together socially, economically, and on a few occasions, politically. "Don't confuse me with the facts...I've got a closed mind" (Newman 43), this kind of obstinacy is most prevalent in Indiana's small towns where people run for election on the school board for no other reason except to fire the local basketball coach. In these communities, everyone considers themselves a coach, for everyone has either played or studied the game; and they usually know what they are talking about.

In Indiana, the entire community has been known to show up to a high school basketball game, breaking records of attendance all over the state. The fanatical aspects of the game can entice a typical person into a frenzy.

Therefore, the local users of the resort will be the blue collar community. These people will appreciate the atmosphere of the small town appeal, the recreational concept, and the thrill of the game.

**PROJECT GOALS:**

1.0 To use Hoosier Hysteria to tie a successful resort community together, while providing aesthetically pleasing parks and recreation areas.

2.0 To create a resort that performs functionally in relation to existing land uses, transportation, and commercialism so as to blend in current Indiana cultures, yet not alter them.

**PROJECT OBJECTIVES:**

1.0 To develop an understanding of the resort theory and community master planning in order to design a comprehensive and functional community for the state.

2.0 To choose a site that is responsive to community design, recreational activity, circulation accessibility, basketball, and marketability, in order to create a functional resort community as the cornerstone of Indiana.

3.0 To create a variety of housing communities that tie together through atmosphere, circulation, and recreation in order to exhibit community togetherness typical of small towns in Indiana.
4.0 To create circulation throughout the site in order to connect or tie the entire community together so that the master plan and individual parcel layout plans are a cohesive comprehension of design.

5.0 To create functional and aesthetic areas for recreation, while setting up community programs for people who want to do other things beside play basketball, in order to promote general health, relaxation, and recreation for the community.

6.0 To create entry features and focal points in order to unify the different zones in the site, create functional meeting areas, and an attractive entrance within the resort.

7.0 To utilize the national fascination with basketball as a sport, social aspect, and recreational tool in order to develop a resort community that in linked by one common denominator, basketball.

SITE ANALYSIS

The site chosen for development of the resort is in Bartholomew County, just outside the southern limit of Hope, Indiana, off of State Route 9 in south-central part of the state. The site lies in between both major, southern interstates. Interstate 65 is located to the west and Interstate 74 lies to the northeast, and both are within twenty minutes driving distance to the site. These interstates connect the three major metropolitan cities of the immediate region: Indianapolis, Louisville, and Cincinnati. This location between the cities, allows for easy travel from historically rich basketball environments.

The site is located in the extreme northeast corner of Bartholomew County, in the Haw Creek Township. Its location near the tiny community of Hope, paints a clear picture of the small town atmosphere desired. Important to the design is the adjacent location near State Route 9 which allows for easy access to all the neighboring cities and towns, highways, and national parks. Columbus, Indiana is only fifteen minutes driving distance to the west, and provides a scenic, architecturally historical downtown. Immediately north of Columbus there is a municipal airport that can permit emergency or VIP treatment for the resort. The immediate surrounding area is full of rich amneties such as churches, schools, parks, and playgrounds, therefore the area outside of the site can be an attraction as well as its interior program.

The site consists of 1264 acres, upon which there is Schaefer Lake. This lake consists of 94.5 acres and is located in the extreme Northeast corner. Duck Creek, a large stream bisects the site in half running both south through the site, and north off the site. There are a few intermittent streams that flow adjacent to the site, but are not pertinent to the interior context.
There are six minor entries onto the site, however there is only one primary entry. The main entry is located at the midpoint of the far west edge of the site, entering from off State Route 9. This is the road from which the majority of the traffic will come, and is at the intersection of State Route 9 and 500 North. The other six secondary entries do not really pose as any interesting points of entry, for they either come from a more rural setting or the roads only border the site, not intersect it.

Most of the soils on the site are buildable, yet there are a few areas near the lake and creek flood plains that are alluvial; thus, they will not withstand large amounts of construction. The soils themselves will somewhat determine the planning of the separate communities and the resort as a whole.

The terrain of the area consists mainly of gently rolling hills (0% to 5%) which are characteristic of Southern Indiana. There are however, steeper hills of 5% to 8% that border both Schaefer Lake and Duck Creek.

The site is very characteristic of the surrounding countryside. It mainly consists of agriculturally small farm fields with vegetation bordering the creek valley. This vegetation allows for difficult viewing across the creek valley onto the adjacent plateaus, however permits easy viewing into the creek’s flood plain. Vegetation is very scarce within the farm field regions except for specific fence rows and crops.

Views within and throughout the site are plenty. Views to and across the lake and creek are tremendous from the sites high points which border these amenities. The western edge of the site lining State Route 9 is primarily agriculturally zoned as of now, therefore views into the site are not restricted from either the north or the south. The other entries to the site have varying degrees of limited visibility due to varying degrees of vegetation.

In conclusion, the site itself contains many interesting views, amenities, and land features that primarily benefit the development of a successful community.
Site topographical model

figure 3
OVERALL CONCEPTS

SMALL TOWN, INDIANA: Historically, Indiana is comprised of many small towns and communities. When approaching a small town in this state there are several stages, or zones, that are experienced. The various stages are first, small farm fields, then woodlands and camping, sporadic housing, housing communities, and finally a central core. Vacation homes are seen when one leaves the main community structure and approaches a focal amenity. Upon departure of the community, one experiences similar zones of development, as mentioned, usually in reverse order. The resort is focused around creating an atmosphere similar to a small town in Indiana, therefore this is the development structure that will be followed.

When entering the small town, one begins to experience various characteristics of an Indiana community. The first area one approaches is the small farm fields. In this zone, farms are small in size, less than one hundred acres, and are farmed more for sustainability rather than for profit or mass growing. These are not "corporate" farms, rather they are farms that are operated by a family. Land is handed down from generation to generation. The atmosphere is presented as almost nostalgic containing run down barns and sheds with a token basketball hoop nailed to its side; overgrown fence rows; fields of corn, soy, and wheat; and tractors plowing straight and narrow lines.

Continuing on, the landscape becomes more relaxed in character, allowing for vegetation to grow more naturally. This zone is the most natural landscape of the surrounding area, because no development is apparent to the visitor. Small wood lots often provide protection from external elements. There is usually an amenity, such as a creek, valley, or wetland, that is incapable of being farmed. This amenity is perfect for the utilization of camping grounds, providing an economic gain of tourism to the community.

The next stage as one approaches is the sporadic housing zone. Here the landscape begins to display forms of resident dwellings. Often these areas have no real community structure or plan to them, allowing for several different types of housing. These could be single family homes, small shacks in different forms of disrepair, old mobile homes. Small businesses begin to appear on the outskirts of town such as gas stations, convenience stores, and car lots. The landscape seems to be overgrown in most of the vacant lots, and unkempt or maintained in the used lots. All in all, the character of these areas are present in most small towns however, their elements vary from town to town.

The fourth zone that "encircles" the town is that of residential neighborhoods. Here there is a strong sense of organization, with the housing types being relatively the same in character. These are usually single family residences, duplexes, or multiple family
apartments. In these neighborhoods, children can play in or near the streets because the traffic begins to slow down. These neighborhoods lie mainly off the main thoroughfare of traffic while entering town. The thoroughfare itself often bisects the community in half. The landscape of the area is of carefully manicured lawns, trees, flower beds, and fences; and the homes usually well maintained and quaint.

The fifth stage of development in the small town is the central core to the community. This "main street" atmosphere is the busiest part of the community as a whole, and can be active both day and night, depending on specific landuses in the town. Traffic here is very stop and go, yet is often very heavy. Businesses line every street consisting of shoe stores, restaurants, dry cleaners, hardware stores, or theaters. The core is of human scale, often designed for the pedestrian, as well as, the vehicle, allowing for people to park the car and walk around downtown. The landscape of this area is very well manicured when it is present. The vegetation in the "city" is often very scarce, because unfortunately, there is no one person that is responsible for the upkeep of the streetscapes.

The final stage of a small town is found off the main transportation thoroughfare. This "vacation cottage" zone is often a seasonal residential zone in some small towns. These communities are usually structured around one very large amenity that is more often than not, a lake. The homes are usually very small, and the landscaping is very simple and easy to take care of. Some of these cottage zones utilize a "time sharing" policy so that the benefits of the community are accessible to all types of people throughout the year. Often these cottages are unique to the other cottages in the community however, when one enters this community, the function of these homes is apparent. The vacation home area, although very busy at times, is often very dead with activity, for there is a large amount of migration, in and out of the area.

As one leaves the community from the core, they approach similar zones to the ones they have already noticed. From the core, they pass through the neighborhood community, sporadic housing zone, woodlots and camping, and small farm fields; and there is a strong possibility that, as one approaches the next small town, one will experience very similar development zones.
BASKETBALL: Ultimately, the key to a most successful community in Indiana is its relationship with basketball. This active recreation, loved by so many Hoosiers, will help bind separate villages into functioning as one unit. A clubhouse, arena, camps, tournaments, indoor/outdoor courts, and pick-up games can be the norm. City people could come and try their luck with the regulars; professionals can come and demonstrate their unique skills; and people can come from all over just to watch a big game. The resort will act as a link to life, love, and "Hoosier Hysteria" with the respect to Indiana basketball. What will make this basketball resort different from the school playground? The focus of the concept is for a program that utilizes an "outdoor" theme, while providing a nostalgic atmosphere to experience within a community setting.

It is extremely difficult to define what basketball specifically is. Hopefully, the "background" discussion already mentioned has given the reader a clear picture of what basketball is like in Indiana. Generally the sport is played by a multitude of different people, at various different types of places, and viewed by an enormous amount of different people through a number of different forms of media. With the use of modern technology, there is virtually, no one in the civilized world that has not heard of the game of basketball.
DEVELOPMENT CONCEPTS:

EXTERIOR: The exterior development zones of a small town consist mainly of the small farm field region and the camping woodlot zones. The farmsteads are permanent residences while the camping acts as the most migratory space on the site. These completely rural zones are very nostalgic in character and add to the atmosphere desired within the community.

RESIDENTIAL: In the second region of this community there shall be a variety of different housing types to ensure an equal mix of social classes. Transient, semi-transient, and stationary housing types will commonly be tied by an interest in basketball. Each community consists of several smaller nodes or cul-de-sacs that can be tied together by basketball themes.

CORE AREA: The core area provides everything necessary for support of a small town and more. Basketball courts, tennis courts, swimming pools, restaurants, shops, dance floors, bars, theater, meeting rooms, classrooms, and parking. Hotels support the need for extreme migration within the site. Special events, such as tournaments, camps, games, and exhibitions can be hosted by the arena. Parties, conferences, and art shows can all be supported by the clubhouse. Greenways run throughout the zone providing beautiful trails and paths for the pedestrians and cars.

RECREATION: The recreation zones, consisting of basketball courts, tennis courts, jogging and walking trails, and beautiful scenery, form a ring around the core area at various distances. Parking is needed for those traveling great distances, however the primary users will be within immediate walking distances. The users will be asked to utilize the system of trails for access to the areas by bicycles and walking. Being located in the “Duck Creek River Valley” provides beautiful surroundings. Privacy is awarded within the ravine from all unwanted events. These zones are extremely important to bringing all different housing types together socially.

CIRCULATION: The roads that pass through the site are to be utilized for central transportation. Off these roads, minor roads will be designed that will be sufficient avenues to the smaller residential and recreational zones. A system of trails for pedestrian use will also run throughout the resort, thus making pedestrian participation simple. These trails or greenways will run through the neighborhood in such a manner as to not disrupt the people of the neighborhood.

FOCAL POINT AND ENTRIES: Finally, focal points and entrance features are imperative to the success of a good community. They establish the character and identity that the residents can be proud of, and the visitors can recognize. It is important therefore, to place these entry features in a nondiscriminate place, allowing for easy recognition. It is also important to include basketball within the view of the entry zones for this is the most recognizable feature throughout the site.
Overall concept plan
figure 9

- SMALL FARMFIELDS
- CAMPING
- SINGLE FAMILY
- FIRE SITES
- ZERO COUNTRY CLUB
- VACATION COTTAGES
- CORE POST

WEST ENTRANCE
MASTER PLAN

Upon careful thought of the overall site, it was decided to create two major points of entry; one located at the entry of State route 9 and 500 North, and the other located in the southeast corner of 400 North and 900 East. One who enters from the west experiences the stages of the entrance sculpture, small farm fields, sporadic housing, communities, recreation, the central core, and vacation cottages. One who enters from the south experiences the resort a little differently, moving from small farm fields, to camping woodlots, to recreation, a dense community, the central core, and possibly vacation cottages.

The entry sculpture is placed at the west entrance because, again, this is where the majority number of users will arrive to the site. The sculpture itself is a full court basketball game made of concrete, plaster, or bronze. This entails ten players, three referees, two coaches, and a few bench warmers and spectators. This unique sculpture will act as an identifier to the community as what seems to be a misplaced element in the rural landscape.

Typical mid-western small farms and farmsteads near the entrances of the site sets the desired atmosphere of a small town. These farms can produce crops of corn, soy, wheat, or other fruits and vegetables. They can act as formidable sources of small farming as well as specific activities: school field trips, u-pick-ems, etc.

There was a decision to keep the three existing small farms with a total of 225 acres. The existing structures on the land perform the nostalgic character desired, for they are all in different modes of aging. Fence row "greenways" connect each farmstead with the communities within the resort, allowing for easy access to and from these special nodes. Each farmstead has a basketball hoop attached to their barns for both an aesthetic and functional usage. One can always feel free to pick up a ball and shoot when at the farmsteads.

Recreation vehicles seem to be an important function in many blue-collar families, thus camp grounds that support the needs of such a vehicle would be pertinent to the site. RV parks are obviously mobile or transient centers of recreation; therefore, most likely the busiest time would be during holidays and summer months. This is concluded through typical vacationing time periods. The somewhat level and wooded areas, that are related near an amenity, are very conducive for camping.

The only camping zones, consisting of 100 acres, that are located on the site are found in the southeast, bordering the southern edge of Duck Creek. The gentle terrain and the natural creek amenity allow for perfect standards for camping in this area. Some of the soils in that area are not conducive to high development, thus the low impact of camping would be another positive placement factor. Duck Creek acts as a natural division between the camping and the rest of the
resort, however this is a high migratory zone. It is believed that the placement in the south will not negatively effect the permanent residents in the north. Maximum capacity of the camping zone is approximately 3150 people, therefore a major recreation zone is placed nearby, for ample accommodation.

The single family parcels will consist of 150 acres with a utilization of primarily one-half acre lots however, some three-quarter acre lots will be located in the south. There are a total of 257 residences consisting of approximately 900 permanent residents. Housing is sporadic along 500 N, occupying every other lot. The empty lots have become unkempt and overgrown. These are residences that form a closely bonded neighborhood. As one leaves 500 North and continues within the neighborhoods, there becomes a feeling of wholesome living. Children playing in the street, a dad mowing the front lawn, and a mom weeding the flower garden. An atmosphere with a real "down home" feeling.

The dense population in the multi-family zones will require the strongest amount of support recreation adjacent to the communities. These apartment complexes are the most dense non-migratory zones on the site, with a total of twelve units per acre throughout the combined parcels of 80 acres; 37 acres in the north, and 43 acres in the south. These units are mainly duplexes and quadruplexes, therefore parking considerations must be regulated. A total of 1440 people will live permanently in these communities. The southern zone runs along an interesting ridge overlooking the creek, valley, and main public and private recreation zones.

These very small, quaint homes share a common wall between their neighbor. On the opposite property line they are spaced between five and ten feet apart. These homes are designed for small families. This area alone is a highly dense parcel comprising of 50 acres. It is located strategically between a recreation zone and the core area for maximum basketball exposure. The total population in this zone is approximately 1260 people fill the 360 residences.

These basically act as vacation homes for the people who decide not to camp in the RV camp grounds. They are modest in decor, however they reflect typical summer cabins. This 55 acre, prime location of the site, with the amenity of the lake and the activity of the core, acts as temporary residences of up to 700 people at a time. Here people can stay for a weekend, week, month, or season, depending on specific vacationing and recreational interests.

As mentioned previously, basketball is the main recreational focus, therefore there is a multitude of courts placed in the major recreation corridors. There will be one court per every 1.8 acres allowing for maximum usage by the community. This makes the total number of courts excluding the core area as 83 full basketball courts. Obviously, basketball cannot be everyone's elixir, therefore alternative forms of recreation may be explored within the site. These
primarily exist in the recreation corridors and greenways between the individual communities. These activities may include the following:

<table>
<thead>
<tr>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running</td>
</tr>
<tr>
<td>Hiking</td>
</tr>
<tr>
<td>Tennis</td>
</tr>
<tr>
<td>Ice skating</td>
</tr>
<tr>
<td>Boating</td>
</tr>
<tr>
<td>Fishing</td>
</tr>
<tr>
<td>Sledding</td>
</tr>
<tr>
<td>Cross country skiing</td>
</tr>
<tr>
<td>Swimming</td>
</tr>
</tbody>
</table>

Although this activity can be accomplished almost anywhere, it is foreseen that the greenways determine the most aesthetically pleasing areas to run. These greenways connect all major functions of the resort with all the residential communities in a series of continuous loops. These trails could accommodate large numbers of people, but they probably would not need to.

The tennis court areas are for the use by the resort members. This is another avenue of exercise offered to the participants of the site, away from basketball. The courts themselves will be well maintained; therefore tournaments could be scheduled at any time. The courts are lit for convenience, therefore play far into the night could be the norm. The main recreational corridors allow for easy integration of tennis, basketball, and jogging trails. There are five courts located in the central core, therefore the remaining nineteen courts are within the corridors.

Located on the site is a lake consisting of approximately ninety-four and a half (94.5) acres. This lake is fully stocked with fish and is for the use of the members of the resort. Seasonal fishing may be enforced until the fish are able to replenish themselves. Contests and what-not could help relieve the recreational tension during the off season. The lake is large enough to allow an ample number of boats on it, both for fishing and for minor sport, thus a public boat dock is needed.

Pedestrian use of any site is optimum for all designers, however due to the vast acreage of the property vehicle concessions need to be made. The three minor roads that lead to the site (800 E, 850 E, and 900 E) will all be extended through the site. This pattern is reflective upon typical rural road layouts in Indiana, and allows easy mobilization throughout the site. Within each individual communities there lies smaller access roads to the residence. Parking is considered as and element within the recreational corridors to invite the public to come and participate in the public zones.

To keep from over development of the site, there has been a limitation put on the site. After all the development has been completed there must be an allotment left over for the land itself. This area does not include the primary or programmed recreational areas nor the Schaefer Lake itself. It consists of basically, the remainder of the site.
CORE AREA

The core area acts like a typical downtown in Indiana, with only one exception. This is the area in which the user begins to feel part of a resort. The roadways are off a grid, the vegetation is perfectly manicured, and the buildings are of modest decor. The core is where one can get basketball no matter where he looks. The hotels, commercial, restaurant, clubhouse, and arena are all located here. The core supplies the needs of all who enter the site.

In the parcel there will exist two hotels. One is located along the northern edge, overlooking Schaefer Lake; while the other is located on the southern edge, overlooking the two ponds. Both are five stories, approximately 56 feet in height, and offer excellent views to the majority of the rooms. The hotels are to service the patrons of the resort so as to aid in the accessibility to basketball in the core. They, themselves can act as dormitories for campers that come to the special programs within the site. These areas act as the most migratory spaces within the site, and they allow for a prime location for the fans who cannot get enough of basketball. Both complexes offer swimming pools, hot tubs, bars, and sun decks for the more passive recreational activities; and tennis courts for a more active recreation. There are a total of five tennis courts within the core itself, all located in conjunction with the hotels. The northern hotel, due to its location to the main restaurant, will also have a eating facility. This just supplies a demand of food in the area.

The commercial aspect of the resort will mainly lie with souvenirs and novelties, however some aspects of retail might be explored. Due to their primary function for tourists they will be focused around the hotels, arena, and clubhouse venues. The main goal here is not to detract from the small businesses already established in Hope, Columbus, and the surrounding communities, but to emphasize the surrounding settings.

The commercial area is in the same complex as the restaurant whose primary focus is to serve the needs of the arena and clubhouse. The restaurant will service mainly the patrons of the special events, however, will remain open all year round. This enables the opportunity to market the special qualities of the resort to the public. There is no real theme that the restaurant entails, for instance, a burger joint, seafood place, or pizza parlor, the only criteria is that the food is good, and the entertainment better. The restaurant is located in the southwestern corner of the core, overlooking the lake. This offers the most aesthetic view while dining, both indoors and outdoors. There is a boardwalk located along the lake so as to permit boats to come and dock while the users are enjoying the core.

Located just north of the restaurant/commercial complex is the resort’s clubhouse. This acts as a community center for the resort and one main source of social gathering area. It consists within its confines a lounge, a couple of dance floors, a swimming pool, hot
tubs, basketball goals, a theater and a bar. The decor of the club house is in a "rich" motif although the atmosphere envisioned is "blue collar." There is no attempt to hide the social status of the basketball fan within the entire clubhouse area. The clubhouse overlooks the lake, and with a system of different level of sun decks, offers the best exposure to the late afternoon sun. There is a boardwalk similar to the one at the restaurant, that allows a boater to come and relax at the clubhouse. A small swimming cove is designed adjacent to the complex within the lake, so as to permit another type of swimming. Adjacent to the cove, upon the shore, there is a small beach for sun bathing and castle building. On the eastern side of the clubhouse, members can enjoy games of basketball in a beautiful, partially shaded plaza. Here, it is envisioned that middle-aged men with could go and relive those glory days of their youth after having a few too many at the bar. The plaza is sunken and terraced so as to invited spectators to sit and watch the games on the five full courts. The clubhouse is just a place to go within the community for all ages. It acts as a community center to support the need for social bonding within the small town. One might say it acts as a barber shop or beauty shop of late years, where one could go and gossip about their next door neighbor.

Note: For the program attached to the clubhouse complex, there will be certain events that are organized for special occasions. These might include yet are not limited to the following:

- Conference Plaza.
- Lawns/green space.
- Corporate receptions.
- Outdoor dining.
- Educational classrooms.
- Exhibition areas.
- Outdoor concerts.
- Ballroom Dances.
- New Years Eve Parties.

The arena, along with the clubhouse will be the focus of the project and resort. The arena shall be monumental in scale, and will be the largest and tallest building in the resort. It is located on the highest point of the site and this, along with its massive structure, will be the focus of everyone's attention. The complex itself will entail all the support facilities of a normal gym, with an total of five indoor and nine outdoor basketball courts. It will host events that only a select number of people could see.

Indoors, the arena consists of seating for 8000-8500 people, and makes every fan in the fieldhouse feel like he or she is playing the game. The floor moves for different modes of basketball, such as one full court game or four smaller court games. Outdoors there are a number of courts, all having some access to bleachers for spectating. One of the outdoor courts is an arena in itself consisting of encircled seating for 2000 people. This acts as the primary arena for the minor, outdoor tournaments, camps, and games.

At the primary entrance of the arena there exists a plaza for special gatherings. Fund raisers, press conferences, and wedding
receptions can all be accommodated here. Looming over the plaza is a signature clock tower that acts as a primary focal point to the core and a positive vertical element in the landscape. There is a hope that this element can be seen from a considerable distance.

The automobile is a unit of transportation that will always be a part of humankind. Therefore, design for parking is considered within each of the major core complexes. Overflow parking in the core can be accommodated by the arena when special events are not taking place. The parking of the arena is a great impact upon the site, so there is major effort to lessen it by the implementation of many trees. Within this parking zone there will exist a total of nine basketball courts. It is envisioned that when the lot is not in use, for instance during a skills camp, that the facilities could accommodate the need for more hoops. The total parking within the core area itself consists of 12.5 acres, or approximately parking for 2750 automobiles. The beauty of a well designed parking lot will make the resort seem almost automobile free.

All in all, the core are is to function like the downtown area of a small town in Indiana. This area provides for the needs of most individuals, without over powering or developing the parcel. The basic needs of food, lodging, shopping, entertainment, and recreation, are all fulfilled within the complexes of hotels, shops, restaurants, clubhouse, and arena.
CONCLUSION

The end product of this project consists of a plan for a resort community that successfully utilizes basketball as a recreational amenity. This recreation ties the community together socially, visually, and economically as no other resort has done before. Basketball becomes the key attraction within a large market area. Indiana residents will be proud of a community that truly represents their character, culture, and way of life to the tourists and "outside world." Both passive and active recreation can be represented through spectating and participating(Smart 175). Other forms of recreation (i.e. tennis, skiing, fishing, jogging, biking.) will act as alternative forms of recreation and entertainment so as to attract people who prefer activities other than basketball. The community will act as a typical Indiana small town, mixing all forms of social status successfully. This concept will bind the community as a whole.

Basketball is a recreation that has no meaning like Hoosiers interpret it as. To a person from Indiana, basketball is a drug that takes people on an undescrivable "high." For such a community to survive, there is no better place to locate it, for Hoosiers, through time, have basically redefined the game of basketball. If Naismith could see what his invention has done to soft spoken, rural communities all over the state, he probably would not believe it. Sure, the game of basketball belongs to the world as a sport, but it belongs to Indiana as a way of life.
Appendix A

PROGRAM ASSUMPTIONS

Basketball Camps: There are many camps around the nation that could utilize the readily available facilities within the resort. These camps are oriented around an outdoor decor, however during inclimate weather could move indoors to the arena or classrooms. These camps might include, yet are not limited to the following:

- B/C All-Stars
- Five Stars
- Bobby Knight
- Dick Baumgardner

Tournaments: Special events, such as tournaments, help in the credibility of the resort. They attract the most energetic fans in the nation. Tournaments often bring out the best examples of true basketball because the competition is incredibly intense. This intense atmosphere aids in the success of the resort. The tournaments could but are not limited to the following:

- McDonald's Classic
- NCAA
- NBA
- All American
- All Academic
- All-Penile American
- Gus Macker Three on Three
Appendix B

BASIC INFORMATION

Basketball is the main focus for the entire resort. There will be opportunities to play hoops primarily in the recreation zones of the site however, the core area will have facilities for play also. Both public and private courts will be constructed in various forms, so that there might be a variety in the play. Although there will be typical basketball courts and goals on the site, this is not an ordinary concept; therefore, there will be different venues or amenities to draw a crowd. There must be a specific reason to come to the resort. There must be "gimmicks" to keep them coming from all over the state and nation. The focus of the concept is for a program that utilizes and "outdoor" theme. Therefore, although provisions will be made in case of inclimate weather, the courts will be outdoors.

PUBLIC BASKETBALL: Public play will be influenced by the presence of courts along the perimeter of the main recreation zones. There will be an outdoor arena that will be the main focus for "minor" activities located within the core. Along with this idea, there will be a number of courts that contain bleachers nearby for easy viewing. This allows for an influx of people for spectatoring. The indoor arena allows a fixed number of spectators, thus this arena should be utilized as a primary arena. Full courts, half courts, lighted courts, and courts with bandstands, will all attract people for use during all times of the day.

PRIVATE BASKETBALL: This aspect of the resort will help unite the neighborhoods within the community. Housing communities will surround the court sites along certain recreational zones, thus creating a more secretive atmosphere. The hope is to tie all the families in the community closer together socially as well as athletically. Each community is one certain entity of the resort, however they function as a unit on the whole. The people of the single family residential zone will react socially to the people of the multi-family residential zone, thus unifying the community. There will be full, half, and lit courts in the private sector similar to the ones in the public sector.

ENTHUSIASTS: There is an estimated number of enthusiasts of basketball. This number reflects people who enjoy playing, watching, reading, and listening to basketball.

| est. # of people | 30 million |

DENSITY: Due to the small town feeling that would be conducive to the atmospheric design, there will be a limited number of people accommodated on the site. This is not saying that people will be turned away, it is only suggesting that accommodations will be limited. The idea is to create ample and special activities for the die hard fans.

| max # allowed | 10000 people |
| # of perm. residents | 3600 people |
| # of temp. residents | 4850 people |

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### Appendix C

#### DESIGN CRITERIA

**Camping:**
- # of "utility" acres: 10 ac
- Minimum acres allowed: 30-50 ac
- Maximum # of lots/acre: 10 lots
- Minimum RV sf needed: 900-4500 sf
- Minimum RV spacing: 10-15 ft apart
- Maximum # of families: 900 families
- # of people: 3150 people
- Total acres: 100 ac

**Single family:**
- # of people per family: 3.5 people
- # of 1/2 acre lots: 120 ac
  - # of families: 220 families
  - # of people: 770 people
- # of 3/4 acre lots: 30 ac
  - # of families: 37 families
  - # of people: 130 people
- Total acres: 150 ac
- Total # of families: 257 families
- Total # of people: 900 people

**Multi-family:**
- Total acres: 80 ac
- # of units/acre: 12 units
- # of people/unit: 1.5 people
- Total # of units: 960 units
- Total # of people: 1440 people
- Parking allowed: 1.25 cars/ unit
- Total # of parking sp: 1500 sp

**Zero lot line:**
- # of "utility" acres: 5 ac
- # of lots/acre: 8 lots
- Total acres: 50 ac
- Total # of families: 360 families
- Total # of people: 1260 people

**Time sharing:**
- # of "utility" acres: 5 ac
- Average cottage size: 1200 sf
- # of lots/acre: 4 lots
- Total acres: 55 ac
- Total # of families: 200 families
- Total # of people: 700 people

**Recreation:**
- Running
- Hiking
- Tennis
- Ice skating
- Boating
- Fishing
- Sledding
- Cross country skiing
- Swimming
<table>
<thead>
<tr>
<th>Activity</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-buildable: total acres</td>
<td>300 ac</td>
</tr>
<tr>
<td>Odor Tennis(26): 1 ct w/ res and lights</td>
<td>total ct: 60 players, max # people: 480 people, 1 ct: 60' x 120' = 7200 sf, total sf: 57600 sf</td>
</tr>
<tr>
<td>Restaurant(2): total sf</td>
<td>parking: 4000 sf, total parking: 16 spaces/1000 sf, total acres: 64 spaces, total parking: 4.5 ac</td>
</tr>
<tr>
<td>Fishing: boats permitted</td>
<td>total acres: 94.5 ac, max # boats: 47 boats at a time</td>
</tr>
<tr>
<td>Odor pools(3): sf allowed</td>
<td>max # of people each deck: 400 people, total water sf: 10800 sf, 2:1 of water sf: 21600 sf</td>
</tr>
<tr>
<td>Hiking/jogging: 50 people/mile</td>
<td>Arena: total seats: 8000 seats, sf requirement: 100 sf/1 seat, total sf: 800,000 sf, total # of cts: 5 full cts, parking ratio: 1 sp/4 people, total parking: 2000 sp, total acres: 25 ac</td>
</tr>
<tr>
<td>Dance Floors (3): sf allowed</td>
<td>total people: 700 sf, total sf: 1 sitting/ ea 2 ft, 8' X 10', average time: 15 - 20 minutes/day, max # of people: 27 people, total jacuzzis: 3 units</td>
</tr>
<tr>
<td>Clubhouse: sf required</td>
<td>total people: 7 sf/person, total parking: 2000 people, total sf: 14000 sf, parking: 6 sp/ 1000 sf</td>
</tr>
<tr>
<td>Hotels(2): average 5 stories each</td>
<td>rooms per floor: 56' average ht ea, 50 rms/floor</td>
</tr>
<tr>
<td>Description</td>
<td>Quantity</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>total rooms</td>
<td>500 rms</td>
</tr>
<tr>
<td>parking 1 sp/room</td>
<td>500 sp</td>
</tr>
<tr>
<td>number of people</td>
<td>2 /rm</td>
</tr>
<tr>
<td>total # of people</td>
<td>1000 people</td>
</tr>
<tr>
<td>total acres</td>
<td>25 ac</td>
</tr>
</tbody>
</table>

**Parking:**
- **Core Area:**
  - average parking sp: 10' x 20'
  - arena parking est.: 2000 sp
  - clubhouse parking est.: 84 sp
  - restaurant parking est.: 64 sp
  - lounge parking est.: 40 sp
  - hotel parking est.: 600 sp
  - total est. parking (public): 2750 sp (approx)
  - min acreage req.: 12.5 ac
### FINAL SITE DATA

<table>
<thead>
<tr>
<th>Item</th>
<th>Acres</th>
<th>Percent</th>
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<tbody>
<tr>
<td>Non-buildable</td>
<td>300.0 ac</td>
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<tr>
<td>Small Farms</td>
<td>225.0 ac</td>
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<tr>
<td>Single Family</td>
<td>150.0 ac</td>
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</tr>
<tr>
<td>Basketball/Recreation</td>
<td>130.0 ac</td>
<td>10.7</td>
</tr>
<tr>
<td>Camping</td>
<td>100.0 ac</td>
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</tr>
<tr>
<td>Lake(s)</td>
<td>94.5 ac</td>
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<tr>
<td>Multi Family</td>
<td>80.0 ac</td>
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<td>Time sharing</td>
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<td>Zero lot line</td>
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<tr>
<td>Arena</td>
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<tr>
<td>Hotel</td>
<td>25.0 ac</td>
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</tr>
<tr>
<td>Clubhouse</td>
<td>12.5 ac</td>
<td>1.1</td>
</tr>
<tr>
<td>Parking (Core Area only)</td>
<td>12.5 ac</td>
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</tr>
<tr>
<td>Restaurant/Commercial</td>
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</table>

Total: 1264.0 ac, 100.0 (±/-)
Designer's Note

When beginning this terminal project I came into many conflicts that began to influence the way I thought about each individual element of the site. My problem was that I knew what specific details I wanted within the site, however I had no idea how to get there. Another conflict was that everybody else knew what they wanted to see, and if my ideas conflicted with theirs...I was doing things wrong. This typifies Hoosier stubbornness when it comes to Indiana hoops.

I spent the greater part of the beginning of the semester trying to please other people before pleasing myself. In the beginning, I wanted to soak up as much history of basketball and how I could relate this to Indiana. This intrigued me to no end. I found myself reading more *Sports Illustrated* articles than I really needed to. They became more for pleasure than for the project. I thank my primary advisor, even though I did not utilize him the way that I should have, for repriming me before Spring Break. I became so angry at him and myself that it actually got me going on design. I had to take a step back and collect all my thoughts. This is when I decided to design for myself above all, for this was a terminal project of my last five years and I had to do it for myself.

I would like to thank Ron, Scott, and Malcolm (my advisors) for all the help that they gave me...even if they do not think they were of much help. A good designer always analyzes input given before going on his instincts.
About the Designer

PATRICK D. CUNNINGHAM was born into a large, Catholic, military family on December 15, 1967 in Heidelberg, Germany. He began his educational career in Fairfax, Virginia when he entered kindergarten in the Fall of 1972. He grew up a normal boy, playing all the major sports (swimming, baseball, soccer), but basketball became his game. His older brother played basketball just a little bit better than Patrick; even though Patrick could dunk the ball, and his brother was too short to. He entered boy scouts to get out of one brother’s shadow and into another, and like his brother, became an Eagle Scout, the highest award in scouting.

In the Summer of 1984, after his sophomore year in high school, Patrick had a traumatic experience. He moved “from the civilized East to the sticks of Indiana.” He found a renewed love for basketball once out of the over powering shadow. Patrick became amazed at the way people of Indiana treated basketball players, and found himself welcomed warmly to the maple courts of the gym.

After graduation, and the knowledge of not being good enough for an athletic scholarships, Patrick entered Ball State University, Muncie, Indiana in hopes to be the new Frank Lloyd Wright. Realizing his calling after the first year, Patrick changed his goal to a more prestigious challenge. His hopes seem to better that of

Frederick Law Olmstead, the father of American Landscape Architecture. After winning several awards, Patrick is off upon the trail to success.

Upon graduation from Ball State University in the Spring of 1991, Patrick has no real plans for the future. He would like to travel, get back in shape, and find some means to support his Coca-Cola habit acquired in college. He probably will end up being slave labor for his father for a short period of time, doing all the odd jobs neglected until the arrival of his graduation.

The one thing that bothers Patrick is that he is going to have to get used to his impending hair loss. He only hopes that he does not surpass his older brothers in this task.
References


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Taibi, Mike. "For a Father-son Team, Basketball Has Been a Sweaty Rite of Passage." Sports Illustrated 22 July 1985: p. 8(2).


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