

Museum (HS-420)

1. Preserve the Museum, Pump House (HS-443), and setting including shade trees, walks, flagpole, and Fountain #2 (HS-712) as contributing features of the cultural landscape.

2. Rehabilitate the setting of the Museum by repairing the character of vegetation and repairing small scale features.

3. Rehabilitate the Museum by allowing for adaptive re-use of the building.

- ° Consider rehabilitating the Museum with exhibits and information on Big Spring and the work completed by the CCC/WPA. Alternatively, the building could be adapted for use by concessions, a front office, check-in, gift shop, or similar.

- ° Consider building modifications to provide water and sewer, to provide a visitor restroom.

4. Provide an accessible route into the Museum, connecting to the Main Parking Area (HS-714).

5. Rehabilitate the setting by repairing contributing small scale features.

- ° Repair Fountain #2 (HS-712) and flagpole to working condition.

6. Repair the vegetation at the Museum to frame views and create a maintained yet naturalistic appearance.

- ° Maintain lawn adjacent the building. Remove any downed trees and limbs, and thin vegetation as needed to maintain views to the building from the Main Parking Area (HS-714).

- ° Do not add foundation plantings at the Museum, as none occurred historically.

Latrine (HS-423)

1. Preserve and repair the Latrine as a contributing feature of the cultural landscape.

2. Rehabilitate the Latrine by allowing for adaptive re-use of the building.

- ° Consider re-use as a visitor contact area, where visitors may gather information on trails and wayfinding.

- ° Due to frequent flooding of the building, future uses must be flexible and storage of materials inside the building is not recommended.

3. Rehabilitate the setting of the Latrine by clearing overgrown vegetation that encroaches around the building.

- ° Provide a view to the Latrine from the open playfield north of the Dining Lodge (HS-422) and Museum (HS-420).

Cabins

1. Preserve the cabins and the setting of each cabin as contributing features of the cultural landscape.

- ° Complete HSR for Cabins. Ensure cabin renovations include adaptive re-use and update mechanical systems to allow extended seasonal use.

2. Preserve spatial relationships and arrangement between cabins by maintaining the historic road, vegetation that separates cabin spaces, and removing social paths between cabins.

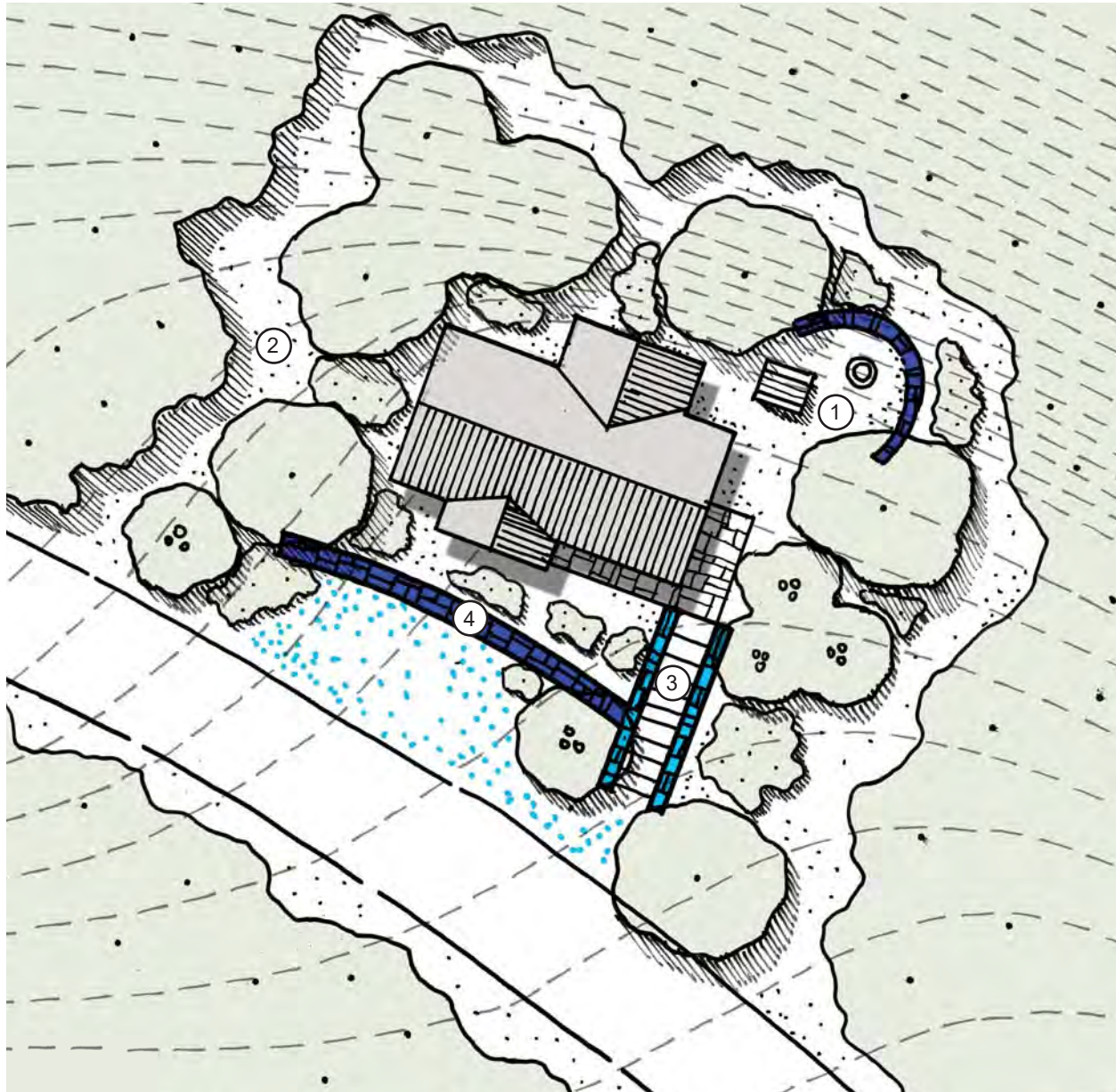


Treatment Notes

- ① Establish Accessible Routes along Historic Patterns. Provide Universal Access to Cabins as Possible, Incorporate with Building Rehabilitation.
- ② Modify and Replace Picnic Area as Needed to Accommodate Accessible Route
- ③ Modify Parking to Accommodate Larger Vehicles with Clearances for Loading and Unloading

Figure 6-10. Conceptual treatment for a universally accessible cabin. Accessible access to the cabins requires additional study and buildings would require interior modifications as well.

-
- | | |
|---|---|
| <p>1 ° Preserve stone steps and retaining</p> <p>2 walls, and relationship of cabins to the</p> <p>3 road and parking areas.</p> <p>4</p> <p>5 3. Rehabilitate the setting of each cabin by</p> <p>6 repairing the character of vegetation,</p> <p>7 replacing non-contributing retaining</p> <p>8 walls, and utilizing small scale features</p> <p>9 that are compatible with the historic</p> <p>10 setting.</p> <p>11</p> <p>12 4. Preserve each cabin by following annual</p> <p>13 and seasonal maintenance activities</p> <p>14 (leaf removal, roof cleaning, mitigating</p> <p>15 for pests, etc), and maintaining positive</p> <p>16 drainage around each structure.</p> <p>17</p> <p>18 5. Preserve the Cabin Road System (HS-</p> <p>19 401B) and the Cabin Path System and</p> <p>20 Stairs (HS-713) through the cabins.</p> <p>21</p> <p>22 ° Maintain existing width of the</p> <p>23 roadway; do not widen. Maintain</p> <p>24 existing gravel pull-outs in front of</p> <p>25 each cabin.</p> <p>26</p> <p>27 6. Provide universally accessible access to</p> <p>28 Cabins #409 (HS-409), #410 (HS-410),</p> <p>29 and #413 (HS-413).</p> <p>30</p> <p>31 ° Accessible access to these buildings</p> <p>32 could be accommodated by</p> <p>33 modifying the vehicular routes to</p> <p>34 the building entrances. This would</p> <p>35 include accommodation of larger</p> <p>36 vehicles with clearances for loading/</p> <p>37 unloading, and modifications to the</p> <p>38 existing grades.</p> <p>39</p> <p>40 ° Further study is needed to identify</p> <p>41 modifications needed to the interior</p> <p>42 of the buildings. These buildings</p> <p>43 would need modifications at the</p> <p>44 threshold and to door widths, and</p> <p>45 interior spaces would likely need to be</p> <p>46 greatly altered to be made accessible.</p> | <p>1 7. Repair the Picnic Shelter (HS-496) and</p> <p>2 improve access by adding a trail to the</p> <p>3 Picnic Shelter from the cabins.</p> <p>4</p> <p>5 ° Rehabilitate the setting of the picnic</p> <p>6 shelter by clearing overgrown</p> <p>7 vegetation and creating select views</p> <p>8 to the river from the shelter.</p> <p>9</p> <p>10 8. Rehabilitate the setting of each cabin</p> <p>11 by repairing contributing small scale</p> <p>12 features.</p> <p>13</p> <p>14 ° Repair retaining walls to be</p> <p>15 compatible with the historic setting.</p> <p>16</p> <p>17 –Where dimensional lumber has</p> <p>18 been used as a replacement for</p> <p>19 the original stonework, consider</p> <p>20 replacing lumber with native stone</p> <p>21 or hand-peeled timbers.</p> <p>22</p> <p>23 ° Repair steps as needed. Remove</p> <p>24 overlay of concrete and/or mortar</p> <p>25 that has obscured some steps.</p> <p>26 Reset steps to minimize the use and</p> <p>27 appearance of mortar.</p> <p>28</p> <p>29 ° Replace wood handrails with a style</p> <p>30 less-visually intrusive.</p> <p>31</p> <p>32 9. Rehabilitate the setting by removing non-</p> <p>33 contributing small scale features.</p> <p>34</p> <p>35 ° Remove the non-contributing timbers</p> <p>36 that frame the level picnic areas and</p> <p>37 replace with materials and design</p> <p>38 that reflects the historic setting.</p> <p>39 Modify the picnic areas to a more</p> <p>40 naturalistic appearance in material</p> <p>41 and dimensions, so they blend with</p> <p>42 the natural topography.</p> <p>43</p> <p>44 ° Remove non-contributing trash</p> <p>45 receptacles from the road in</p> <p>46 front of each parking area, and</p> |
|---|---|



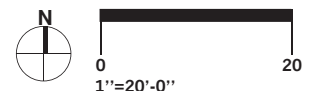
Legend

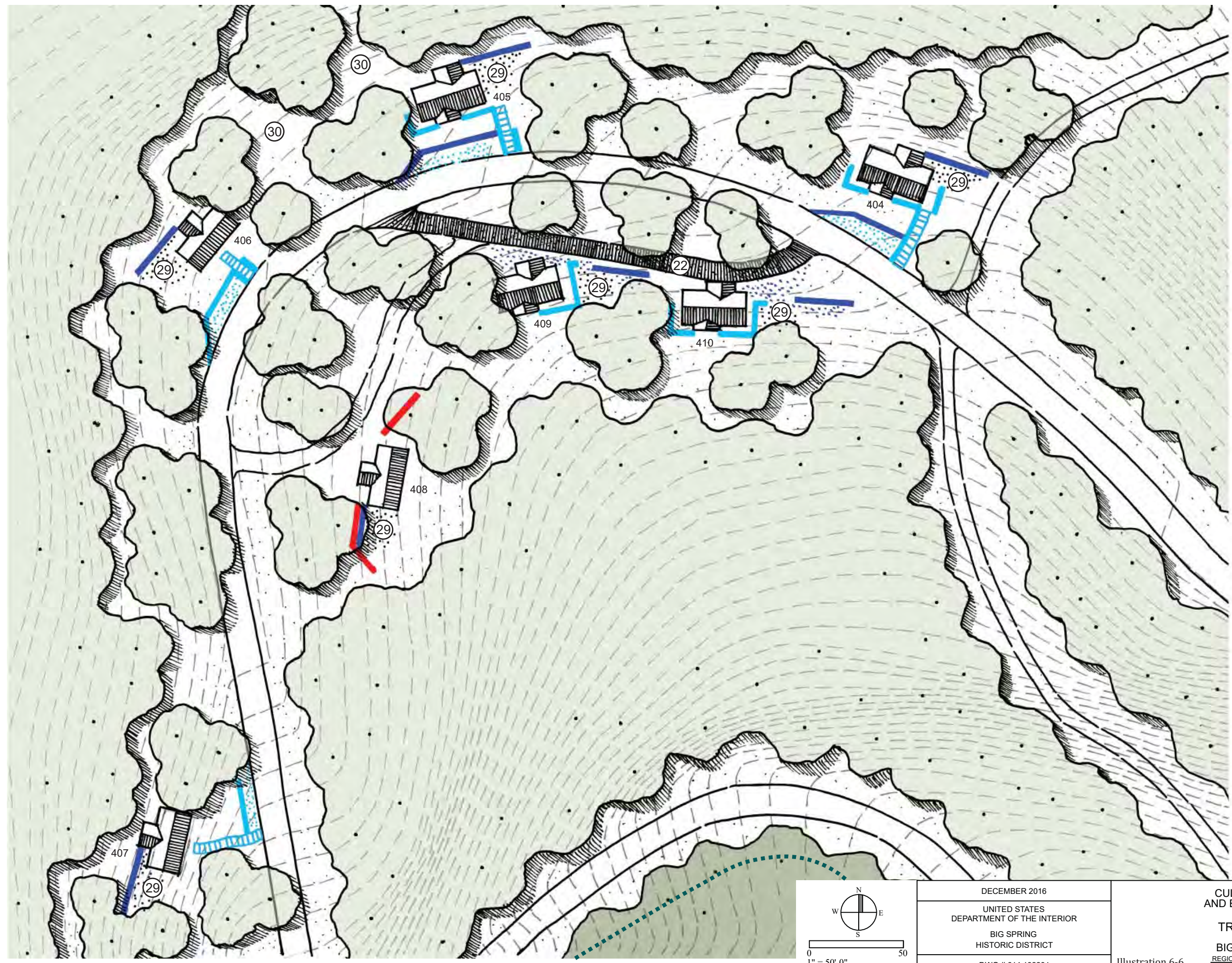
-  Maintain Gravel Pullout
-  Repair Wall
-  New Feature Compatible with Historic

Treatment Notes

- ① Reestablish Outdoor Spaces to be Compatible with Historic Design to Blend with Setting, Defined by a Level, Soft, and Well-Drained Surface with Sheltering Vegetation and Enhanced View
- ② Thin Vegetation to Match Historic Pattern and Provide Views, Rehabilitate Plantings in Naturalistic Groupings, Repair (Thin, Prune, New Plantings) Vegetation to More Park-Like Appearance, And Naturalistic Groupings, Clearings for Views, With Removal Of Fallen Timbers
- ③ Repair Contributing Stone Wall and Steps With In-Kind Materials
- ④ New Retaining Wall to be Compatible with Historic

Figure 6-11. Treatment for a typical cabin. Repair the vegetation at each cabin to create a maintained yet naturalistic appearance that frames each structure.

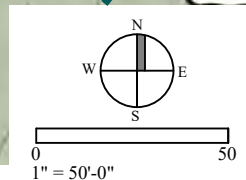




- Legend
- New Asphalt Road
 - Repair Historic Wall
 - New Wall to be Compatible with Historic
 - Non-Contributing Wall to Remove
 - Repair Stone Steps
 - Accessible Route
 - Outdoor Space
 - Maintain Gravel Pullout
 - Big Spring Pines Natural Area
 - Extent of 'Maintained' Area

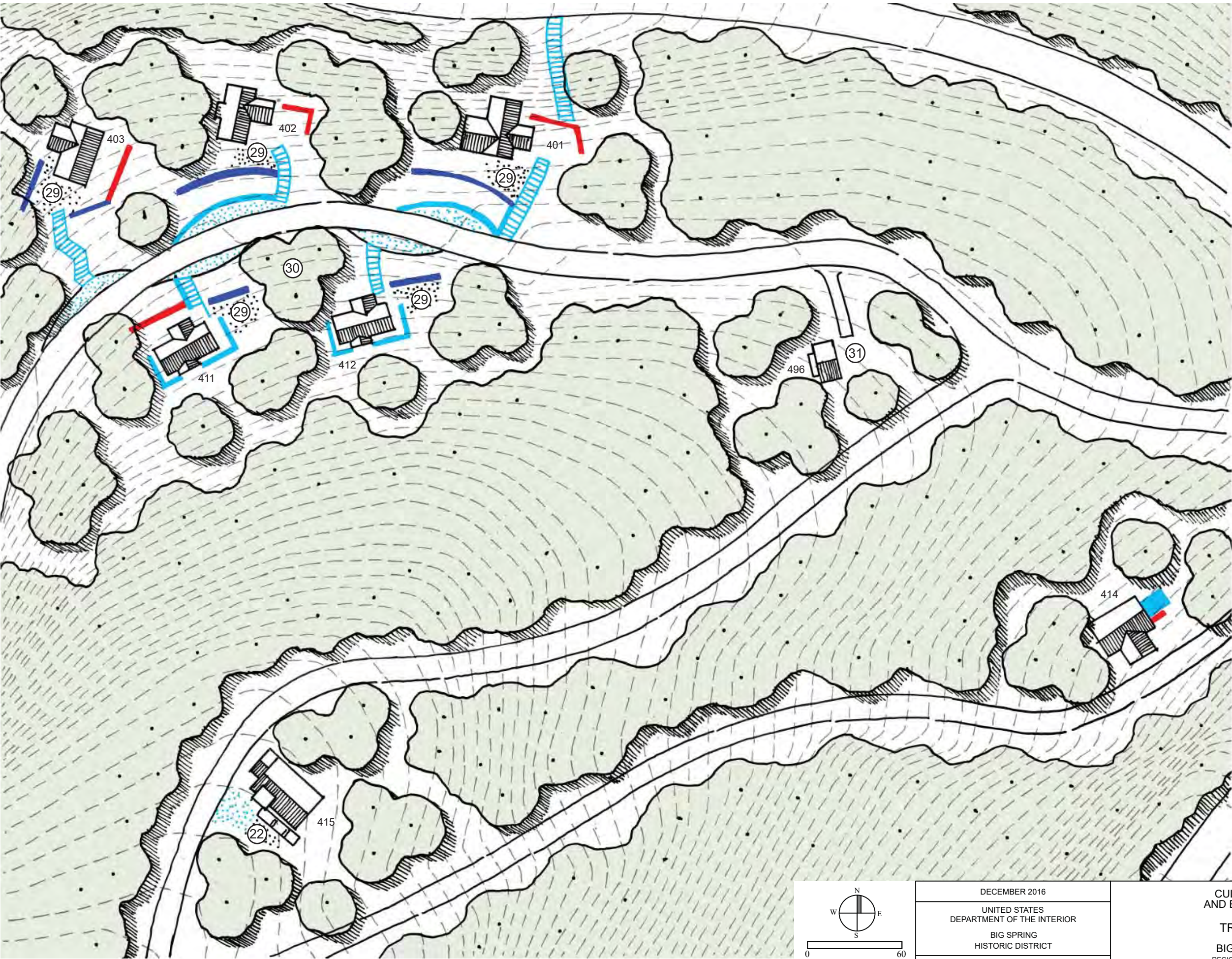
- Treatment Notes
- 1 Establish Accessible Routes along Historic Patterns. Provide accessible access to Cabin #410 (HS-410) and Cabin #409 (HS-409)
 - 2 Reestablish Outdoor Spaces to be Compatible with Historic Design
 - 3 Thin Vegetation to Match Historic Pattern and Provide Views

- Buildings and Structures
- | | |
|-----|------------|
| 404 | Cabin #404 |
| 405 | Cabin #405 |
| 406 | Cabin #406 |
| 407 | Cabin #407 |
| 408 | Cabin #408 |
| 409 | Cabin #409 |
| 410 | Cabin #410 |



DECEMBER 2016
UNITED STATES
DEPARTMENT OF THE INTERIOR
BIG SPRING
HISTORIC DISTRICT
DWG # 614 132281

TITLE OF PROJECT
CULTURAL LANDSCAPE REPORT
AND ENVIRONMENTAL ASSESSMENT
TITLE OF DRAWING
TREATMENT - CABINS WEST
NAME OF PARK
BIG SPRING HISTORIC DISTRICT
REGION MIDWEST COUNTY CARTER STATE MISSOURI
Illustration 6-6. 6-35



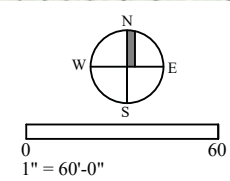
Legend

- New Asphalt Road
- Repair Historic Wall
- New Wall to be Compatible with Historic
- Non-Contributing Wall to Remove
- Repair Stone Steps
- Outdoor Space
- Maintain Gravel Pullout
- Remove Non-contributing Feature

- Treatment Notes**
- Establish Accessible Routes along Historic Patterns. Provide accessible access to Cabin #415 (HS-415)
 - Reestablish Outdoor Spaces to be Compatible with Historic Design
 - Thin Vegetation to Match Historic Pattern and Provide Views
 - Rehabilitate Picnic Shelter (HS-496) (Repair Shelter, Plantings, Fountain #3 (HS-712), and Add Trail)

Buildings and Structures

401	Cabin #401
402	Cabin #402
403	Cabin #403
411	Cabin #411
412	Cabin #412
414	Cabin #414
415	Cabin #415
496	Picnic Shelter



DECEMBER 2016
UNITED STATES
DEPARTMENT OF THE INTERIOR
BIG SPRING
HISTORIC DISTRICT
DWG # 614 132281

TITLE OF PROJECT
CULTURAL LANDSCAPE REPORT
AND ENVIRONMENTAL ASSESSMENT
TITLE OF DRAWING
TREATMENT - CABINS EAST
NAME OF PARK
BIG SPRING HISTORIC DISTRICT
REGION COUNTY STATE
MIDWEST CARTER MISSOURI
Illustration 6-7. 6-37

- | | |
|---|---|
| <p>1 consolidate trash collection within</p> <p>2 the Maintenance Area, in order to</p> <p>3 maintain views to the cabins from the</p> <p>4 road and the natural setting.</p> <p>5</p> <p>6 ° Screen above-ground utilities</p> <p>7 with vegetation that is planted in</p> <p>8 naturalistic groupings, to blend with</p> <p>9 the surroundings.</p> <p>10</p> <p>11 10. Repair the vegetation at the cabins to</p> <p>12 create a maintained yet naturalistic</p> <p>13 appearance that frames each cabin.</p> <p>14</p> <p>15 ° Thin trees and undergrowth to create</p> <p>16 views to adjacent hills, river, and the</p> <p>17 Dining Lodge (HS-422).</p> <p>18</p> <p>19 ° Remove downed limbs and fallen</p> <p>20 timber from the vicinity. Maintain the</p> <p>21 area around each cabin free of large</p> <p>22 timber, as possible.</p> <p>23</p> <p>24 ° Repair plantings around each</p> <p>25 cabin to include native, ornamental</p> <p>26 trees, shrubs and groundcovers in</p> <p>27 naturalistic groupings.</p> <p>28</p> <p>29 ° Provide undergrowth plantings of</p> <p>30 native species to frame views to the</p> <p>31 cabins from the road and to provide</p> <p>32 privacy between cabins.</p> <p>33</p> <p>34 <u>Chubb Hollow</u></p> <p>35 1. Preserve Chubb Hollow and its setting</p> <p>36 as a contributing feature of the historic</p> <p>37 district, set within the valley of Chubb</p> <p>38 Creek and enclosed by woodland</p> <p>39 vegetation.</p> <p>40</p> <p>41 2. Preserve the Chubb Hollow Open Shelter</p> <p>42 House (HS-427) and its setting.</p> <p>43</p> <p>44 ° Rehabilitate Chubb Hollow Open</p> <p>45 Shelter House by repairing or</p> <p>46 replacing in-kind wood members as</p> | <p>1 needed, and by following annual and</p> <p>2 seasonal maintenance activities (leaf</p> <p>3 removal, roof cleaning, mitigating for</p> <p>4 pests, etc), and maintaining positive</p> <p>5 drainage away from the structure.</p> <p>6</p> <p>7 ° Rehabilitate the setting of Chubb</p> <p>8 Hollow Open Shelter House by</p> <p>9 repairing the character of vegetation</p> <p>10 and repairing small scale features.</p> <p>11</p> <p>12 3. Preserve Chubb Hollow Road and dirt</p> <p>13 road to Chubb Hollow Open Shelter</p> <p>14 House.</p> <p>15</p> <p>16 ° Maintain existing width and surface of</p> <p>17 the roadway; do not widen. Maintain</p> <p>18 existing circular turn-around at the</p> <p>19 end of the road with boulder edge,</p> <p>20 and continue to provide parallel</p> <p>21 parking at the edge of the road.</p> <p>22</p> <p>23 ° Preserve culvert at Chubb Creek, as a</p> <p>24 contributing feature. Repair culvert as</p> <p>25 needed rather than replacing.</p> <p>26</p> <p>27 ° Preserve the dirt road in-situ, but do</p> <p>28 not re-grade or widen due to sensitive</p> <p>29 resources. Maintain the road for</p> <p>30 maintenance to gain access to the</p> <p>31 Chubb Hollow Open Shelter House,</p> <p>32 but do not allow private vehicles on</p> <p>33 this portion of the road.</p> <p>34</p> <p>35 4. Preserve the trail system through Chubb</p> <p>36 Hollow, including footbridges, steps, and</p> <p>37 other trail elements.</p> <p>38</p> <p>39 5. Maintain the footbridges in Chubb Hollow,</p> <p>40 preserving the historic stone abutments.</p> <p>41</p> <p>42 ° When repair is needed, replace</p> <p>43 timbers with materials and</p> <p>44 craftsmanship that reflect the historic</p> <p>45 footbridges designed by the CCC/</p> <p>46 WPA.</p> |
|---|---|

6. Preserve and maintain the group campground in Chubb Hollow, as this activity occurred historically in this location.
 - Maintain the campground setting with its canopy of shade trees and lawn grasses below. Re-seed grasses as needed to maintain a healthy cover. Thin adjacent undergrowth to maintain the open space at the campsite, but do not enlarge the space.
 7. Allow upgrades to non-contributing features that meet visitor needs.
 - Remove the non-contributing Chubb Hollow Latrine (424). Allow a new restroom with showers to serve the group campground, in a location similar to the existing latrine.
 - The new latrine should be sensitive to the historic setting while being a contemporary product of its own time. Materials should be locally-sourced, and the design should incorporate elements reflective of Ozark culture.
 - As part of the planned utility upgrade to the water system, provide water to the new restroom and historic Fountains #4, #5, #6, and #7 (HS-712).
 8. Repair the vegetation at Chubb Hollow to a maintained yet naturalistic appearance.
 - Maintain shade trees and grass areas to create a park-like aesthetic.
 - Provide a view to the river from the end of Chubb Hollow Road by thinning vegetation.
- Maintain the clearing around the Chubb Hollow Open Shelter House, with grasses at the edge of the structure and in the clearing, surrounded by forest vegetation.
- Maintenance Area
1. Preserve the contributing buildings including the Maintenance Shop (HS-417), Maintenance Garage (HS-419), Cabin #416 (HS-416), Maintenance Storage Building (HS-418), setting and features the maintenance area.
 2. Preserve the setting of the Maintenance Area as a distinct zone, separated from other park uses and visitor areas.
 - Rehabilitate the setting of the Maintenance Area by repairing the roadway and removing non-contributing features.
 3. Allow additions and upgrades within the Maintenance Area. Ensure the integrity of contributing buildings and the linear spatial organization is not damaged by additions.
 4. The Maintenance Area is not currently meeting needs, due to lack of space. Should the opportunity arise to relocate, move the maintenance activities out of the Big Spring Historic District.
 - Consider utilizing the Maintenance Area for park operations or for the concessionaire to utilize this space.
 5. Preserve the historic circulation system, including the central road into the area, parking areas, and stone driveway adjacent Cabin #416.
 - Do not widen or expand the existing road, boneyard or parking areas.

- | | | | |
|----|---|----|---|
| 1 | ° Rehabilitate the road by removing | 1 | ° Preserve stone walls and steps, patio, |
| 2 | portions of the road that have | 2 | and stone driveway. |
| 3 | become widened over time, creating | 3 | |
| 4 | secondary routes. | 4 | 9. Maintain the vegetation at the |
| 5 | | 5 | Maintenance Area so it serves as a screen |
| 6 | – This includes routes adjacent the | 6 | for maintenance activities from the rest of |
| 7 | Maintenance Shop (HS-417), where | 7 | the park. |
| 8 | new routes have emerged in front | 8 | |
| 9 | of the building that did not occur | 9 | ° Maintain existing trees and |
| 10 | historically. | 10 | undergrowth that surrounds the |
| 11 | | 11 | maintenance area. Preserve existing |
| 12 | – Maintain existing employee parking | 12 | trees between Cabin #416 (HS-416) |
| 13 | area (outside of gate). Although it is a | 13 | and the Maintenance Shop (HS-417), |
| 14 | non-contributing feature it is needed | 14 | replanting these trees should they |
| 15 | for park operations. | 15 | reach the end of their natural life. |
| 16 | | 16 | |
| 17 | 6. Rehabilitate the setting by removing | 17 | ° Maintain lawn and shade trees |
| 18 | non-contributing small scale features | 18 | adjacent Cabin #416. |
| 19 | that diminish the setting of the historic | 19 | |
| 20 | buildings. | 20 | |
| 21 | | 21 | |
| 22 | ° Remove the non-contributing shed in | 22 | |
| 23 | front of the Maintenance Shop (HS- | 23 | |
| 24 | 417) as its placement diminishes the | 24 | |
| 25 | presence of the historic structure. | 25 | |
| 26 | | 26 | |
| 27 | 7. Allow new small scale features that are | 27 | |
| 28 | sensitive to the historic setting. | 28 | |
| 29 | | 29 | |
| 30 | ° Upgrades and new features are | 30 | |
| 31 | allowed, so long as they do not disrupt | 31 | |
| 32 | the linear spatial organization of the | 32 | |
| 33 | Maintenance Area or diminish the | 33 | |
| 34 | presence of historic features including | 34 | |
| 35 | the road and buildings. New features | 35 | |
| 36 | may be incorporated at the edges of | 36 | |
| 37 | the road, and it is acceptable to extend | 37 | |
| 38 | the road beyond the Maintenance | 38 | |
| 39 | Garage (HS-419) to the west, in order | 39 | |
| 40 | to accommodate additional storage | 40 | |
| 41 | or simple structures needed for | 41 | |
| 42 | maintenance. | 42 | |
| 43 | | 43 | |
| 44 | 8. Maintain contributing small scale features | 44 | |
| 45 | that are associated with Cabin #416 (HS- | 45 | |
| 46 | 416). | 46 | |



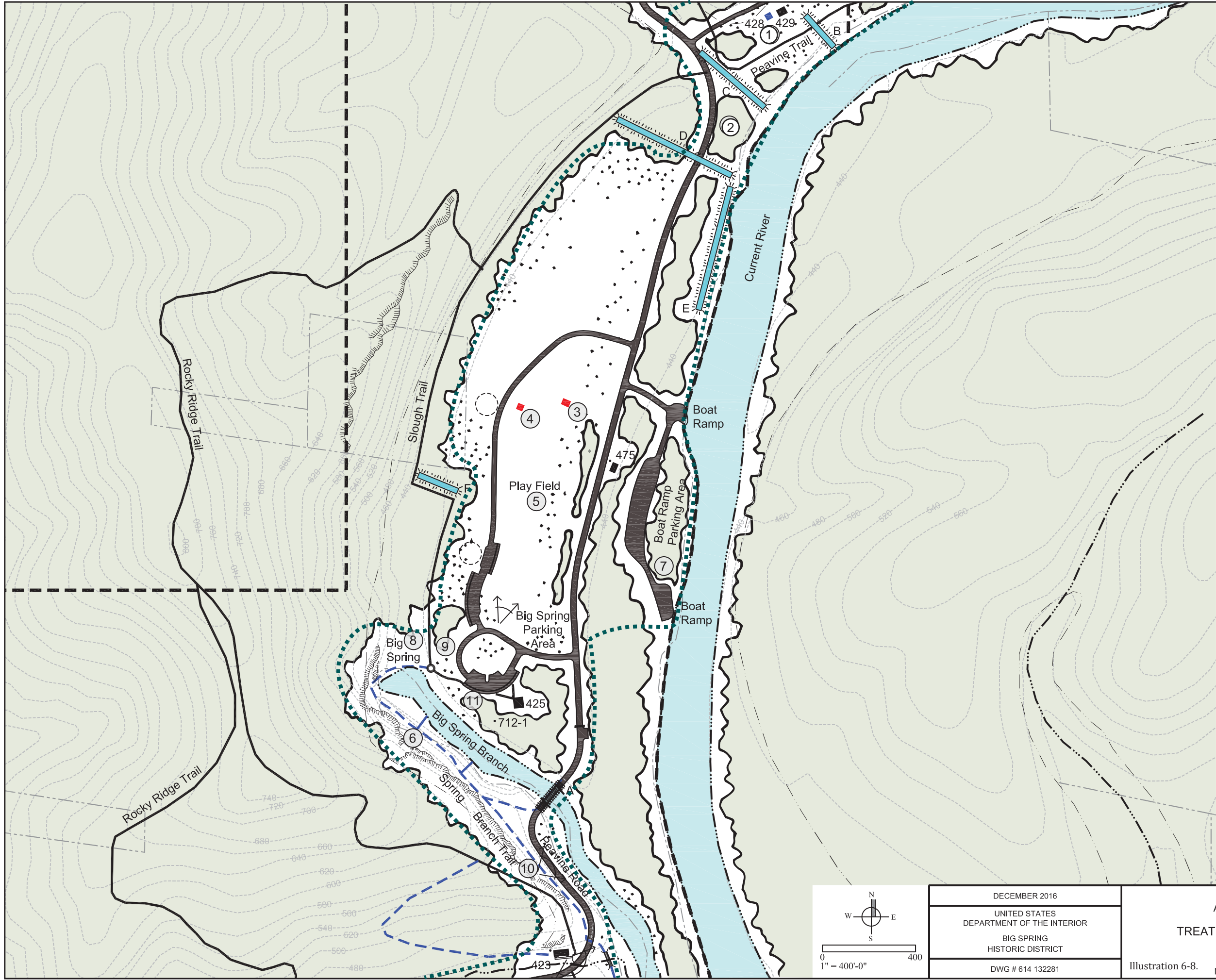
Treatment Notes

- ① Preserve and protect Big Spring
- ② Modify Wall
- ③ Repair Walk for Accessible Access
- ④ Repair Stone Steps
- ⑤ Maintain Native Vegetation, Thin for Views

Figure 6-12. Rehabilitate the trail and non-contributing retaining wall adjacent Big Spring. Redesign the stone wall to allow visitors in wheelchairs and children the ability to see over the wall. The route from the parking area to Big Spring should be repaved to meet universal accessibility standards for slope and surface.

1	Big Spring	1	or a stabilized soft-surface, such as a
2		2	locally-sourced crushed stone with
3	The vision for Big Spring landscape character	3	stabilizer to create an even walking
4	area is to rehabilitate the setting of the park	4	surface.
5	and adjacent trails, to reflect the design	5	
6	intent of the CCC/WPA. Envisioned as a park-	6	° Provide a small pedestrian
7	like space adjacent a natural wonder, trails	7	turnaround and overlook at the
8	were developed that followed the Spring	8	source of Big Spring.
9	Branch and edge of the bluff, opposite a	9	
10	picnic pavilion and play area. These design	10	° Connect this route to Spring Branch
11	elements will be repaired, including repairs	11	Trail, repairing the stone walk as
12	to the Spring Branch Trail, improvements	12	needed, with local materials, to
13	to accessibility to the spring and Big Spring	13	provide a safe walkway.
14	Pavilion (HS-425), as well as rehabilitation	14	
15	of the vegetation patterns that have become	15	5. Modify non-contributing retaining wall
16	overgrown.	16	adjacent Big Spring.
17		17	
18	<u>Big Spring Branch and Big Spring</u>	18	° Resign the stone wall to a lower
19	1. Preserve the natural features associated	19	height to allow visitors in wheelchairs
20	with Big Spring and Big Spring	20	and children the ability to see over the
21	branch. (Refer to Overall Treatment	21	wall. This wall should preferably step
22	Recommendations)	22	down as it nears the parking area, and
23		23	be higher adjacent Big Spring.
24	2. Rehabilitate the historic setting of Big	24	
25	Spring and the Big Spring branch by	25	6. Rehabilitate Spring Branch Trail and
26	repairing the character of vegetation,	26	stone steps.
27	walks, and modifying non-contributing	27	
28	features.	28	° Clear encroaching vegetation from the
29		29	trail as needed, creating a clear path
30	3. Maintain views to Big Spring from the	30	and to reveal the adjacent stonework.
31	parking area, path to the spring, and	31	
32	Spring Branch Trail.	32	– Maintain the full historic width of the
33		33	trail, approximately 5 feet.
34	4. Maintain walk from parking area to Big	34	
35	Spring.	35	° Repair the stone surface of the trail
36		36	as necessary, utilizing matching
37	° This route is in a historic location,	37	materials.
38	although the materials are not	38	
39	original.	39	° Reset stone steps as needed, ensuring
40		40	a level stepping surface.
41	° Repair the walk to provide universal	41	
42	access. This may require modification	42	° Repair the stone steps to the small
43	to surface texture, slope and width	43	spring and gauging station, resetting
44	of the route. Repave the walk with	44	the stone and ensuring equal rise
45	compatible materials, which may	45	between steps.
46	include native flagstone as currently,	46	

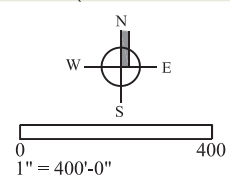
- | | | | |
|----|--|----|--|
| 1 | ° Remove social paths where they occur | 1 | provide accessibility to Big Spring and Big |
| 2 | along the trail, in order to protect | 2 | Spring Pavilion. |
| 3 | natural resources. Obstruct social | 3 | |
| 4 | paths with rock or downed timber. | 4 | ° Maintain circular, boulder-lined |
| 5 | | 5 | parking area. The parking area is in |
| 6 | 7. Repair stone revetment at Big Spring | 6 | a different configuration from the |
| 7 | branch. | 7 | historic and is a non-contributing |
| 8 | | 8 | feature but it meets current needs and |
| 9 | ° Reveal the full extent of the | 9 | is located where parking occurred |
| 10 | constructed stone features where they | 10 | historically. |
| 11 | have become obscured by vegetation. | 11 | |
| 12 | | 12 | 4. Create a universally accessible entrance to |
| 13 | ° Reconstruct as needed, to match the | 13 | the Big Spring Pavilion from the parking |
| 14 | historic condition as dry-laid stone | 14 | area. Rehabilitate the pavilion for access, |
| 15 | walls. | 15 | including modification to the entrance |
| 16 | | 16 | threshold as necessary. |
| 17 | 8. Repair the vegetation at Big Spring and | 17 | |
| 18 | Big Spring branch to create a maintained, | 18 | 5. Maintain the playground, upgrading |
| 19 | park-like appearance. | 19 | equipment and replacing in-kind. |
| 20 | | 20 | Currently, the playground is a liability due |
| 21 | ° Remove downed trees and limbs, | 21 | to equipment that does not meet safety |
| 22 | while maintaining native trees and | 22 | standards. |
| 23 | undergrowth at the edge of the water. | 23 | |
| 24 | | 24 | ° Replace playground equipment and |
| 25 | 9. Provide narrow views to the Big Spring | 25 | surfacing with new materials that |
| 26 | branch from the Spring Branch Trail, by | 26 | meet safety standards, or remove the |
| 27 | thinning select undergrowth between the | 27 | playground as a use. |
| 28 | trail and water. | 28 | |
| 29 | | 29 | 6. Maintain non-contributing features that |
| 30 | 10. Manage vegetation on the upper slope of | 30 | provide visitor amenities. |
| 31 | Big Spring as part of the Big Spring Pines | 31 | |
| 32 | Natural Area, State of Missouri, allowing | 32 | ° Maintain kiosks, benches, picnic |
| 33 | this portion of the landscape to appear | 33 | tables, etc. that meet specific visitor |
| 34 | less manicured and more wild. | 34 | needs. Should these elements need |
| 35 | | 35 | repair or replacement, utilize styles |
| 36 | <u>Big Spring Pavilion (HS-425) and Playground</u> | 36 | and materials that are compatible |
| 37 | 1. Preserve Big Spring Pavilion, playground, | 37 | with the historic setting. Appropriate |
| 38 | and the setting as contributing features of | 38 | replacements should reflect Ozark |
| 39 | the cultural landscape. | 39 | culture and design including hand- |
| 40 | | 40 | crafted elements made from local |
| 41 | 2. Rehabilitate the setting of the Big Spring | 41 | materials, with simple forms. Modern |
| 42 | Pavilion and playground by repairing the | 42 | additions should not replicate the |
| 43 | character of vegetation, walks, and small | 43 | historic or provide a false sense of |
| 44 | scale features. | 44 | history. |
| 45 | | 45 | |
| 46 | 3. Maintain walks at the Big Spring parking | 46 | 7. Rehabilitate the setting by preserving |
| | area and modify as necessary in order to | | contributing small scale features. |



- Legend**
- Study Area
 - Trail to Preserve
 - Repair Contributing Trail
 - Building to Preserve
 - Building to Repair
 - Relocate Non-Contributing Building
 - Cliff to Preserve
 - Reestablish Historic Views
 - Dike System to Repair
 - Extent of 'Maintained' Area
 - Option for Relocated Latrine

- Buildings and Structures**
- 423 Latrine
 - 425 Big Spring Pavilion
 - 428 Peavine Pavilion
 - 475 Boat Ramp Restroom
 - 712 Fountain
- Treatment Recommendations**
- A Big Spring Branch Vehicular Bridge
 - B Big Spring Stone Dike #1
 - C Big Spring Stone Dike #2
 - D Big Spring Stone Dike #3
 - E Big Spring Stone Dike #4
 - F Big Spring Stone Dike #5

- Treatment Recommendations**
- 1 Repair Peavine Pavilion (HS-425) and Provide Universal Access
 - 2 Repair / Stabilize 5 Dikes
 - 3 Relocate Big Spring Craft Cabin (HS-458)
 - 4 Relocate Big Spring Latrine (476)
 - 5 Reestablish Playfield to Historic Extents
 - 6 Stabilize / Repair Spring Branch Trail
 - 7 Remove Vegetation, Re-construct Stone Walls / Abutments
 - 8 Maintain Boat Ramp and Associated Facilities
 - 9 Modify Non-contributing Wall
 - 10 Preserve Non-contributing Walks Add Overlook
 - 11 Replace In-kind Playground Equipment



DECEMBER 2016

UNITED STATES
DEPARTMENT OF THE INTERIOR

BIG SPRING
HISTORIC DISTRICT

DWG # 614 132281

TITLE OF PROJECT
CULTURAL LANDSCAPE REPORT
AND ENVIRONMENTAL ASSESSMENT

TITLE OF DRAWING
TREATMENT - BIG SPRING CHARACTER AREA

NAME OF PARK
BIG SPRING HISTORIC DISTRICT

REGION COUNTY STATE
MIDWEST CARTER MISSOURI

Illustration 6-8.

6-45

- | | |
|---|--|
| <p>1 ° Preserve the Cotton Plaque (HS-472),
2 and Stone Interpretive Pedestal.</p> <p>3</p> <p>4 ° Rehabilitate drinking Fountain #1
5 (HS-712) to working order.</p> <p>6</p> <p>7 8. Repair the vegetation at Big Spring to
8 create a maintained, park-like appearance.</p> <p>9</p> <p>10 ° Maintain large shade trees and mown
11 lawn surrounding the playground and
12 Big Spring Pavilion.</p> <p>13</p> <p>14 9. Rehabilitate vegetation and views to Big
15 Spring and the Big Spring branch from Big
16 Spring Pavilion, as existed historically, by
17 thinning vegetation.</p> <p>18</p> <p>19 ° Thin select trees and undergrowth
20 between the open park space and the
21 Spring Branch, in order to create a
22 view to the water.</p> <p>23</p> <p>24 –South of the pavilion this may require
25 removal of smaller trees as well as
26 undergrowth. It is not necessary to
27 remove all undergrowth, but the
28 intent is to provide the a view and
29 visual connection to the water.</p> <p>30</p> <p>31 <u>Big Spring Loop Drive and Playfield</u></p> <p>32 1. Maintain the Big Spring Loop Drive.</p> <p>33</p> <p>34 ° Although the Big Spring Loop Drive is
35 a non-contributing feature it provides
36 needed visitor parking and access.</p> <p>37</p> <p>38 ° Maintain existing parking areas and
39 boulder edge along the Big Spring
40 Loop Drive.</p> <p>41</p> <p>42 2. Rehabilitate the setting by removing non-
43 contributing structures.</p> <p>44</p> <p>45 ° Remove Big Spring Craft Cabin (458)
46 from the play field and relocate
 outside of the historic district.</p> | <p>1 ° Relocate the Big Spring Latrine (476)
2 from the field. The Big Spring Latrine
3 may be located to the Big Spring
4 Picnic Shelter/playground area if
5 located outside of the historic view.
6 Alternatively a new restroom could
7 be added that is more in keeping with
8 the historic scene.</p> <p>9</p> <p>10 3. Repair the vegetation at the Big Spring
11 Loop Drive and Playfield to match the
12 historic appearance.</p> <p>13</p> <p>14 ° Preserve the open playfield with
15 mown grasses, as this area was
16 historically maintained as a field.</p> <p>17</p> <p>18 ° Repair the open playfield to its full
19 historic extent by removing woody
20 vegetation north of the Big Spring
21 Loop Drive. Establish this area with
22 grasses and forbs, and maintain this
23 as a tall-grass field, to receive a high
24 cut a few times per season.</p> <p>25</p> <p>26 ° Preserve the row of maple trees along
27 Peavine Road at the east edge of the
28 playfield.</p> <p>29</p> <p>30 <u>Boat Ramp</u></p> <p>31 1. Preserve the boat ramps and parking area
32 adjacent to the Current River. Continue
33 to allow river access and egress. Do not
34 enlarge the boat ramps or parking area.</p> <p>35</p> <p>36 2. Preserve riparian vegetation along the
37 Current River, removing invasive exotic
38 plant species as possible.</p> <p>39</p> <p>40 <u>Big Spring Stone Dikes (HS-711)</u></p> <p>41 1. Preserve historic Big Spring Stone
42 Dikes as contributing features to the
43 CCC-designed landscape. Remove large
44 vegetation if it threatens the integrity of
45 the Big Spring Stone Dikes.</p> <p>46</p> |
|---|--|



Figure 6-13. Rehabilitate views between the Spring Branch Trail and the Spring Branch by thinning understory vegetation. Maintain the full historic width of the trail, approximately 5 feet, and repair the stone surface as necessary utilizing matching materials.

Implementation

- 1 This section provides guidance for implementing the treatment recommendations. The
 2 recommendations are organized into distinct tasks, with subtasks identified. These tasks will guide
 3 preparation of Project Management Information System (PMIS) project statements.
 4
 5 The tasks are presented by area and in table form. Each task has been assigned a phase, or priority,
 6 that indicates when implementation should occur. These phases include: Phase 1 (1 to 5 years);
 7 Phase 2 (5 to 10 years); and Phase 3 (10 to 15 years).

Matrix 6-13. Implementation Guidance for Treatment Recommendations.

Tasks are organized with 'One, Two, or Three Phase Priority' that indicates implementation timing.

CLR Treatment Recommendation / FMSS Work Order	CLR Task Component/ FMSS Task Component	Phase / Priority Phase 1 (1 to 5 years) Phase 2 (5 to 10 years) Phase 3 (10 to 15 years)
Study Area		
Task 1. Thin vegetation for views, clear for park-like look	1.1 Remove overgrown vegetation and downed timber from around buildings 1.2 Thin vegetation to create views around Cabins, Dining Lodge (HS-422) 1.3 Thin vegetation to create view of Big Spring from Spring Branch Trail	Phase 1
Task 2. Clear vegetation at CCC Camp Ruins and provide visitor access	2.1 Verify extents of CCC Camp Ruins 2.2 Remove vegetation from CCC Camp building remnants and spaces 2.3 Provide trail along old roadbed to CCC Camp Ruins	Phase 3
Task 3. Provide trail to the CCC Rock Quarry (HS-700)	3.1 Create trail along old road to CCC Rock Quarry 3.2 Remove vegetation at the CCC Rock Quarry if it threatens the resource	Phase 2
Task 4. Repair Trails	4.1. Remove vegetation and large debris that covers contributing trails 4.2 Resurface trails as needed 4.3 Replace steps and water bars with materials that match historic 4.4 Repair stone steps at Rocky Ridge Trail and provide overlook	Phase 1
Task 5. Repair Trails in Wilderness Area	Monitor and repair trails in proposed Wilderness area as possible, prioritized as follows: 5.1 Long Bay Loop 5.2 Chilton Trail, and parking area 5.3 Kinnard Loop 5.4 Chilton Loop and overlook 5.5 Tatum Trail 5.6 McSpadden Trail 5.7 Water Hollow Trail	Phase 3

CLR Treatment Recommendation / FMSS Work Order	CLR Task Component/ FMSS Task Component	Phase / Priority Phase 1 (1 to 5 years) Phase 2 (5 to 10 years) Phase 3 (10 to 15 years)
Study Area		
Task 6. Repair/replace footbridges	6.1 When replacement of footbridges is needed, replace materials with historically appropriate	Phase 2
Task 7. Provide Accessible Access to Peavine Pavilion (HS-428) and Big Spring Pavilion (HS-425)	7.1 Provide universally accessible access to Big Spring Pavilion (HS-428) 7.2 Provide universally accessible access to Peavine Pavilion (HS-425)	Phase 1
Task 8. Repair setting at May/ Winters Quarters (HS-444)	8.1 Replant missing foundation plantings 8.2 Re-seed lawn 8.3 Reset wildlife fencing around yard	Phase 3
Task 9. Repair stone drinking Fountains (HS-712)	9.1 Reset and replace stone as needed, repair metal fittings to working condition	Phase 1
Task 10. Conduct additional research	10.1 Complete update to HSR for Dining Lodge (HS-422) 10.2 Complete HSR for Cabins 10.3 Conduct additional archeological research, including documenting the extents of the CCC Camps.	Phase 1 to 3
Task 11. Install new entrance sign	11.1 Design new sign to be compatible with setting and to improve wayfinding at intersection of State Highway Z and Peavine Road	Phase 1

CLR Treatment Recommendation / FMSS Work Order	CLR Task Component/ FMSS Task Component	Phase / Priority Phase 1 (1 to 5 years) Phase 2 (5 to 10 years) Phase 3 (10 to 15 years)
Core Development Area		
Task 1. Repair Entrance	1.1 Replant vegetation backdrop 1.2 Repair northern gate 1.3 Regrade swales for drainage 1.4 Repair grass at road edge 1.5 Provide gravel pull-out at Entrance Building (HS-432) 1.6 Replace missing wood gate at Entrance Building	Phase 2
Task 2. Provide Accessible Access to Dining Lodge (HS-422)	2.1 Design drawings for a compatible ramp into the building and building study for entrance door/threshold 2.2 Repave both walkways to the Dining Lodge in matching material	Phase 1
Task 3. Repair Dining Lodge (HS-422) Setting	3.1 Remove overgrown vegetation on slope above and below Dining Lodge (HS-422), to provide view to river 3.2 Replant vegetation in front of Dining Lodge (groundcovers) 3.3 Remove wood handrail at staircase and replace 3.4 Remove non contributing waysides and pedestrian lights 3.5 Repair steps and trail to Cabins, remove concrete 3.6 Replace boat launch with compatible design	Phase 1
Task 4. Repair Main Parking Area (HS-714) and Setting	4.1. Remove trees at parking area damaging curb 4.2 Add walkway at north edge of parking area, connecting Museum (HS-420) and Dining Lodge (HS-422) 4.3 Remove non contributing parking lights and replace with compatible 4.4 Remove non contributing waysides, markers, benches, and concrete paving	Phase 2

CLR Treatment Recommendation / FMSS Work Order	CLR Task Component/ FMSS Task Component	Phase / Priority Phase 1 (1 to 5 years) Phase 2 (5 to 10 years) Phase 3 (10 to 15 years)
Core Development Area		
Task 5. Provide Accessible Access to Museum (HS-420)	5.1 Design drawings for a compatible ramp into the building and building study for entrance door/threshold	Phase 1
Task 6. Provide Accessible Access to Cabins #409 (HS-409), #410 (HS-410), and #413 (HS-413).	6.1 Building studies for threshold and door width requirements, and interior access needs. 6.2 Design drawings for a compatible ramp/access to the building and design of accessible parking space(s).	Phase 1
Task 7. Repair Cabin Setting	7.1 Thin vegetation to provide views 7.2 Establish vegetation around Cabins in naturalistic groupings 7.3 Repair stone steps 7.4 Remove non contributing retaining walls and replace with compatible material 7.5 Regrade picnic areas to blend with setting	Phase 1 to 2
CLR Treatment Recommendation / FMSS Work Order	CLR Task Component/ FMSS Task Component	Phase / Priority Phase 1 (1 to 5 years) Phase 2 (5 to 10 years) Phase 3 (10 to 15 years)
Big Spring Area		
Task 1. Repair Spring Branch Trail	1.1 Reset stone steps 1.2 Thin veg to provide view of spring from trail 1.3 Replace wall at spring 1.4 Reset/repair stone abutments	Phase 1
Task 2. Replace Playground Equipment	2.1 Replace equipment in-kind	Phase 1
Task 3. Relocate Buildings from Playfield	3.1 Relocate Big Spring Latrine (476) 3.2 Relocate Big Spring Craft Cabin (458)	Phase 2
Task 4. Repair Vegetation	4.1. Remove woody vegetation from north field and restore grasses 4.2 Provide view of Big Spring branch from picnic area and playground	Phase 2
Task 5. Protect Big Spring Stone Dikes (HS-711)	5.1 Remove woody vegetation from the Big Spring Stone Dikes that is damaging the resource	Phase 3