



# PARKS MASTER PLAN

NOVEMBER, 2020

COMPLETE COMMUNITIES  
PLAY EVERYWHERE





# ACKNOWLEDGEMENTS

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## INTRODUCTION

A great parks system makes a great city. The City of San Diego Parks Master Plan is a practical and inspirational framework for meeting our changing recreational needs and interests. Transforming the City's parks and recreation resources into a sustainable, flexible, and innovative system requires continued investment and commitment from San Diegans and their City leaders now and in the years ahead. The Parks Master Plan identifies policies, actions, and partnerships for planning parks, recreation facilities, and programs that reflect the vision of a world-class Citywide network of recreational experiences to engage, inspire, and connect all San Diegans.

The City last prepared a systemwide master plan for parks and recreation in 1956, when San Diego was much smaller and new development occurred on open land. Over the next six decades, San Diego tripled in population size, becoming more diverse and urban. Shifts in lifestyles, demographics, technology, and patterns of community development have fundamentally reshaped recreation. These changes have transformed the way the City prepares for the future of housing, jobs, transportation, and the environment, and the way it plans for meeting recreational needs. The 2008 General Plan identified the need for a new Parks Master Plan. The Parks Master Plan aligns parks planning with the City of San Diego's vision to achieve the shared Citywide goals of sustainability and resilience, equity, livability, and connectivity.



Sunset Cliffs Natural Park



# EXECUTIVE SUMMARY

## Guiding Principles

To provide opportunities for everyone, all park planning efforts should promote a parks system that is relevant, accessible, iconic, sustainable, and equitable.

Relevant parks and recreational programs should meet the changing needs and priorities of residents, both now and in the future. The system should offer safe, convenient access to a park space or recreation program for every resident. Parks should be iconic, reflecting the unique qualities of their settings and enhancing the image of the City and its diverse communities. The system should be sustainable. Park improvements, programs, and management strategies should contribute to community economic development, social well-being, and a healthy environment. Equity is also a central value of the City's parks system. Park planning and investments should address long-standing inequities in the City's parks system experienced by people that live in communities of concern, in areas historically with less park access and in areas where new residential development is planned by ensuring that everyone has equal access to meaningful recreational opportunities.

## Guiding Documents and Plans

The Parks Master Plan is not a stand-alone document, but rather an effort to integrate park planning with many other Citywide visions. The Parks Master Plan must work in concert with both Citywide and community-based efforts to achieve shared goals. The Parks Master Plan does not supersede any of the guiding plans or documents, but rather is intended to complement them. Guiding plans highlight sustainability and resilience through stronger, more adaptable resources; fair access to social and economic opportunities for all residents; livability and quality of life in neighborhoods; and connections between housing, jobs, amenities, and open spaces. The Parks Master Plan is intended to be complementary to achieve the goals and vision set forth in the following guiding plans:

- ▶ City of San Diego General Plan
- ▶ Climate Action Plan
- ▶ Multiple Species Conservation Subarea Plan
- ▶ Vernal Pool Habitat Conservation Plan
- ▶ Urban Forestry Management Plan
- ▶ Council Policies
- ▶ Other park planning documents such as General Development Plans, Park Master Plans, and park precise plans.



## Where Are We Going?

The City's park and recreation needs have evolved, influenced by changes in population and development patterns. Communities vary in the quality and availability of park spaces due to patterns of historical growth. Prior development patterns have also left parts of the City with fewer connections to parks and natural areas. More dense infill growth increases demand for parks in built-out areas with limited open, undeveloped land and high land values, but with opportunities for urban parks and public spaces. Funding and staffing constraints can make it more difficult to provide consistent levels of maintenance, operations, and programming across the City.

Residents' needs continue to change too. People who live in communities of concern and in older neighborhoods rely on the physical, social, and economic benefits of public parks and programming but often have less access to recreational opportunities. Demographic and lifestyle trends shift interests toward individual, spontaneous recreation with an emphasis on wellness and socializing. While these changes create ongoing challenges for our parks system, they also pave the way for innovative, adaptive responses and opportunities.

## Our Needs + Priorities

To inform a vision and supporting policies for the system that we want, community feedback was gathered through a mix of activities. Residents shared ideas through a workshop, a statistically valid survey, and online questionnaires.

This feedback resulted in an understanding of community needs, while highlighting opportunities for system improvement and prioritizing future actions. See the Needs and Priorities report for additional details on public input.

## Community input revealed common priorities for residents with an emphasis on investing in:



Improvements and maintenance of existing parks and facilities;



Neighborhood parks;



Open space and trails;



Off-leash dog parks;



Aquatic facilities;



Fitness and wellness programs;



Senior programs;



Nature/outdoor programs; and



Efforts to make parks more active and safer.



## Play Everywhere for Everyone

The Parks Master Plan vision is to bring the many benefits of great parks and recreational opportunities to all City residents and visitors. Great parks feature quality recreation amenities and programs for diverse interests, ages, and abilities. They are comfortable, active, safe spaces for social connections. Meaningful parks celebrate the history and identity of surrounding communities. They also protect and promote the health of sensitive natural resources and habitats.

In a great system, parks join with lively public spaces, active streets, cultural amenities, trails, and conserved natural lands to make up a connected and accessible network of recreational experiences for everyone.

## A New Park Standard

A critical first step in transforming our parks system is to understand how we are meeting the City's recreational needs and preparing for growth and change. The City has historically used a standard of 2.8 acres per 1,000 residents for community parks, neighborhood parks, miniparks, and joint use facilities. As the City continues to grow through infill development, limited open land and rising acquisition costs make it increasingly difficult to meet this acreage-based standard. Reliance on development impact fees to meet the acreage-based standard limits resources to invest in existing parks and expand recreational opportunities in neighborhoods with fewer parks.

A practical and meaningful standard should measure the wide variety of recreational experiences within a large, diverse city and support quality parks for everyone. The Recreational Value-Based Park Standard (Value Standard) standard establishes a point value to represent recreational opportunities within traditional population-based parks. Recreational value emphasizes the activities and experiences that residents can enjoy,

rather than solely the physical size of the parkland in a given area. The Value Standard is intended to be applied to population-based parks and portions of regional parks which serve local populations. The Value Standard is not intended to be applied to portions of regional parks which serve the region, including trails, shorelines, and open space parks. Regional assets are intended to be evaluated during future community plan updates; the score assigned to these resources during the update process is not intended to represent their total inherent Citywide value, but instead recognizes that these assets provide additional recreational value to more local residents

The Value Standard is based on four communities that met the previous acreage standard of 2.8 acres per 1,000 residents in 2020. These communities were scored on their recreational amenities, yielding a recreation value of 14 points per 1,000 people that is now applied on a Citywide. The points reflect the ability of parks to meet the needs of diverse users; promote physical activity; create a safe, active environment; and connect to the Citywide transportation and recreation network. A recreational value of 14 points per 1,000 people represents a range of recreation experiences comparable to the opportunities available to residents in communities that previously achieved the acreage-based standard. See pages 59-60 and Appendix D for a description of recreational value scoring.

## Prioritization Framework

Complex, long-standing factors, such as patterns of development and investment, often result in an uneven distribution of recreational amenities across a city. Prioritization guides future capital investments to improve recreational experiences in areas with shortfalls, bringing more communities in line with desired standards for parks and recreation services. Prioritization assessments can draw from multiple perspectives to identify areas with more recreation needs. The PMP has identified a four-pronged approach to



prioritizing investments: length of time a person must travel to get to a park or facility (access); socio-economic characteristics of people living in an area (equity); number of possible users relative to a park's capacity and recreational value (park pressure), and; condition of developed assets within a park (existing park conditions).

Communities and parks that score the highest on selected metrics would then rise in priority to receive funding that expands facilities and programming that deliver recreation to everyone. A prioritized approach to future investments is a critical tool in promoting a balanced and equitable network of recreational experiences for everyone.

## Implementation Framework

Achieving the vision of Play Everywhere for Everyone will take time, committed resources, and coordinated investments. Transforming the parks system that we have today into the system that we want requires innovative delivery strategies, sustainable funding approaches, and a continued focus on creating great places across the City.

The implementation framework for the Parks Master Plan consists of goals and policies in 12 categories (see Chapter 4, pages 83 -110). Together, this mix of programs, tools, and partnerships outlines a sustainable strategy to expand and upgrade our parks into the envisioned world-class parks system for all.

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## 12 POLICY AREAS FOR A NEW PARKS SYSTEM:

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**Parks + Programming** - Opportunities for everyone to play, explore, learn, and interact.

**Equity + Access** - Access within a 10-minute walk and roll, 20-minute bike ride, and 30-minute transit ride for everyone to a park or recreational experience that can be enjoyed for at least 40 minutes.

**Activation** - Safe and inviting public spaces that support positive experiences for everyone and that further the equity and access goal.

**Co-Benefits** - Multi-purpose park spaces that improve overall quality of life.

**Community Building** - Parks that are the focal points of our communities.

**Mobility as Recreation** - A Citywide network of safe, active recreational links that connects people with parks and public spaces.

**Arts + Culture** - Parks that express the unique identities of our communities and connect people to arts and cultural experiences.

### **Conservation, Sustainability, and Resilience**

A parks system that preserves and enhances our natural landscape, while making our City more active and resilient.

**Partnerships** - A collaborative network of partners and resources that improves and expands recreational opportunities throughout the City.

**Operations + Maintenance** - An efficient, durable, and well-maintained parks system that provides consistent, long-term quality to everyone.

**Regional Parks** - Well-maintained and accessible regional parks that showcase unique scenic, natural, historical or cultural resources, while offering everyday recreation.

**Funding** - Sustainable, equitable, and dedicated funding sources to invest in the City's parks system.





*Photo by: Jeremiah Dragoo*

## Piazza della Famiglia





City of San Diego Coastline





## **1.0 OUR CITY + OUR PARKS**

1.1 Guiding Principles

1.2 A Livable City

1.3 A Connected City

1.4 A City with Recreation for All

# 1.0

# Our City + Our Parks



# 1.0 Our City + Our Parks

The City of San Diego Parks Master Plan is a practical and inspirational framework for meeting the City's changing recreational needs and interests. A sustainable, flexible, and innovative system requires continued investment and commitment now and in the years ahead.

The Parks Master Plan identifies policies, actions, and partnerships for planning parks, recreation facilities, and programs that reflect the vision of a world-class Citywide network of recreational experiences to engage, inspire, and connect everyone.

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**The Parks Master Plan identifies policies, actions, and partnerships to create a world-class Citywide network of recreational experiences for all.**

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Fanuel Street Park, Mission Bay

## 1.1 Guiding Principles

To create a world-class interconnected Citywide parks system that provides opportunities for everyone to play everywhere, all park planning efforts should consider the following guiding principles.



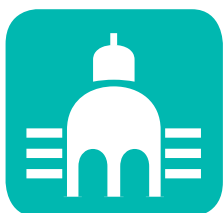
### RELEVANT

Parks and recreational programs should meet the changing needs and wants of residents.



### ACCESSIBLE

Every resident should be able to get to a park space or recreation program safely, conveniently, and actively.



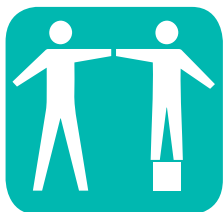
### ICONIC

Parks should reflect the unique qualities of their settings and enhance the image of the City and its diverse communities.



### SUSTAINABLE

Park improvements, programs, and management strategies should contribute to community economic development, social well-being, and a healthy environment.



### EQUITABLE

Park planning and investments should address historical inequities in the City's parks system experienced by people that live in communities of concern by ensuring that everyone has equal access to meaningful recreational opportunities.



## 1.2 A Livable City

A great parks system makes a great city. The City last prepared a systemwide master plan for parks and recreation in 1956, when the City was much smaller and new development occurred on open land. Over the following six decades, the City has tripled in population size, becoming more diverse and urban – trends that will continue into the foreseeable future. Shifts in lifestyles, demographics, technology, and development patterns have fundamentally reshaped recreation. More broadly, these changes have transformed the way the City prepares for the future of housing, jobs, transportation, and the environment, and the way it plans for meeting recreational needs.

Related and relevant Citywide planning efforts promote sustainability and climate resiliency through protected natural resources; fair access to social and economic opportunities; safe, affordable neighborhoods; and better mobility choices to connect housing, jobs, commercial uses, amenities, and social spaces. Parks planning is at the center of ongoing initiatives to make the City healthier, and more prosperous, inclusive, and livable.

Parks offer more than just places for people to play or relax. The City's iconic coastline and parks draw visitors from around the country and world, contributing to our economy, civic pride, and identity. Parks also connect the fabric of our communities and the City as a whole. The energy of our public spaces enriches everyday living, inviting us to interact, learn, explore, express, and move. The Parks Master Plan recognizes and encourages this diversity of recreational experiences and defines a path for enhancing parks and recreation resources in our growing, changing City.

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**The Parks Master Plan aligns parks planning with the vision of the City of San Diego as a whole, working with Citywide and community-based plans to achieve shared goals. It also serves as a policy framework to guide and complement future parks and community planning efforts.**

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## 1.3 A Connected City

Planning for parks and recreation must recognize the remarkable beauty of the City and region. With its landscape of canyons, river valleys, mesas, watersheds, and coastline, San Diego is one of the most physically striking cities in the country and part of the most biologically diverse county. These topographical and natural features offer varied outdoor recreation for residents and visitors alike – beachgoing, hiking, walking, bicycling, and taking in our stunning views.

### What is a watershed?

A watershed is an area of land from which all water drains, running downhill, to a shared destination that is bound by topographic features, such as ridge tops and canyons. Watershed protection and restoration provide opportunities for sensitive habitat preservation, wildlife linkages, and resource protection as well as opportunities for compatible recreational uses, connections between communities, unique trails, and educational elements.

### City of San Diego Parks, 1956 and 2020

- 1956 Parks System
- 2020 Parks System



0 2.5 5 Miles  
2020

Figure 1:  
City of San Diego Parks  
System, 1956 and 2020

Parks in San Diego have grown from a handful of iconic spaces to a modern system serving 1.4 million residents in 52 diverse communities across 370 square miles.

The parks system of today is six times the size it was when the City of San Diego undertook its first system-wide master plan in 1956. The system of the 1950s consisted of 5,720 acres of land in 23 recreation areas. Today, as the second largest urban system in the United States, the City of San Diego operates and maintains over 400 parks on more than 42,000 acres of land.



Planners of earlier generations viewed San Diego's good fortune as the rare chance for a true natural space network tying together parks, canyons, beaches, boulevards, plazas, and scenic overlooks. Environmental planning similarly saw the creation of an integrated system of conserved lands as critical to protecting sensitive biological resources and ecological functions.

The 2008 General Plan continued to embrace natural space as a guiding planning principle of its City of Villages strategy, envisioning parks and natural areas as the primary starting points for defining our distinctive communities.

Differing eras of growth and approaches to development throughout the City's history, however, have presented challenges in realizing a cohesive whole out of the City's many beautiful individual spaces. The Parks Master Plan returns to the long-envisioned idea of bringing people closer to nature, nature closer to people, and inviting public spaces back into our communities.

As the City implements its vision for achieving planned residential densities and supportive land uses in areas with access to high quality transit, there is an opportunity to plan and design natural spaces, parks, and recreational experiences that integrate with our built environments, creating the foundation of a healthy, inclusive, and vibrant city.

“

*Not only the Bay, but every type of scenery, beach, and promontory, mesa, and canyon unite in never-ending variety to form a city that is strikingly individual in character and of great beauty.*

”

*John Nolen*



Mission Beach Park



### City of San Diego Landform

Open Space

Canyons



0 2.5 5 Miles  
2020

Figure 2:  
Framework for an  
Integrated Parks System

San Diego's spectacular landscape forms the natural framework for a parks system. The topography of mesas, canyons, coast, and foothills connects parks and open spaces. This idea of an integrated park system reflects historic concepts for interconnected open space, the vision of the 2008 General Plan, and current initiatives to promote an environmentally and economically sustainable future for the region.



## 1.4 A City with Recreation for All

Equity acknowledges historical inequities in the City's parks system experienced by people who live in communities of concern and promotes equal access to enjoy the many physical and social benefits of public parks and recreation services close to home and throughout the City. Gathering spaces invite us to interact with one another and participate in the life of our communities. Parks and recreation programs keep us healthy and active through all stages of life. Natural spaces make communities more adaptable and offer cool, quiet areas of respite in the midst of urban areas. Parks and programs reflect and interpret our local cultures. Activated, attractive spaces make our neighborhoods feel safer, sparking pride and promoting economic investment.

Promoting equity through easier and better access to parks and recreation is key to the success of the City's parks system. Everyone across the City should be within a safe, convenient, and enjoyable walk of a park, open space, trail, or recreational opportunity,

with additional opportunities to access a wide variety of recreational resources throughout the City with easy walking, biking, or transit access.

Equity, however, means more than just having parks nearby. It also means that residents should have well-maintained, comfortable, and active public spaces wherever they live. And it means having access to the types of recreational resources to which everyone else in the City has access – opportunities for everyone to play outside.

Areas of the City differ in the size, number, and quality of parks and recreational facilities due to systemic factors, such as the era in which neighborhoods were built, market and development trends, or the lack of developable land for new parks. Establishing adequate resource levels, including funding and staffing, to deliver safe, clean, and welcoming parks along with meaningful programming options for communities across the City is essential.



Southcrest Trail Park





Gershwin Neighborhood Park





Presidio Park





## **2.0 WHAT WE HAVE**

2.1 A Proud Tradition

2.2 Programs for All Interests

2.3 Equity and Access

2.4 How Did We Get Here?

2.5 Where Are We Going?

# 2.0

## What We Have



## 2.0 What We Have

The City of San Diego is fortunate to call a large, diverse parks and recreation system, serving millions of residents and visitors each year, its own. This reality provides an exciting opportunity to invigorate existing parks; create innovative, flexible, and dynamic new spaces and activities; and create connections between varied recreational experiences across the City. The Parks Master Plan draws from an understanding of existing challenges, opportunities, and recreation needs and priorities to chart the transition from the parks and recreation system that exists today to the system envisioned for the future.

### 2.1 A Proud Tradition

San Diego's development as a City has long been rooted in its natural landscape and open spaces. The Kumeyaay people were the first inhabitants of San Diego, with ties to the region spanning some 12,000 years. This date is evidenced in the archaeological record which supports the presence of the Kumeyaay people in San Diego County since time immemorial and corresponds to Kumeyaay creation stories which state that the Kumeyaay people have always resided in San Diego County. The Kumeyaay subsisted on a hunting and foraging economy, relying on San Diego's diverse ecology throughout the year – marine resources in our coastal bays and beaches, hunting small game in river valleys, and gathering acorns and pine nuts along coastal ridges, or in local mountains and foothills. These places are the parks and open spaces we know today. They have a shared history with the Kumeyaay, a resilient people that continue to persevere, thrive and prosper today on land they have managed for generations.

Their continued contributions to the cultural history of San Diego can be seen today in the rich natural landscapes and traditional Kumeyaay place names associated with areas in our regional open spaces and urban parks. Kumeyaay tribal representatives work collaboratively to protect important sites, provide input during the design and or public review of future projects, and educate the public to ensure that they remain a vibrant and active part of the San Diego community.

Spanish settlements at the Mission San Diego de Alcalá and then Old Town, formed around Spanish style public spaces. City developers of the late 19th century-built plazas and parks to enhance the value of their land.

The City Beautiful Movement in the Victorian era gave rise to efforts to set aside land and preserve several of the recreational and cultural cornerstones of our region, including City (Balboa) Park, Torrey Pines, Cabrillo Point, and the beach parks. As the City grew, civic leaders such as George Marston, sought the insight of leading planners and designers on ways to beautify the young city. Samuel Parsons prepared a comprehensive plan for a 1,400-acre great park. At the turn of the 20th century, planning for City Park, later named Balboa Park, and the Panama-California Exposition of 1915 heightened awareness of how the unique physical features of a park could (and would) draw visitors from around the world. John Nolen called for connecting public plazas and civic buildings, streets and boulevards, small open spaces, and the Great Bay Front within a true network of parks.

The City expanded in the post-World War II years, developing Mission Bay Park, community parks, sports fields, and recreation centers

“

*Great landscaped parks could still afford people opportunities to recognize their affinity with nature, but even within these great city parks and in smaller parks, people could release their energies in play. Samuel Parsons, the Olmsted Brothers, John Nolen and others began to design parks for active people that offered field houses and outdoor recreational facilities along with quieter natural beauties.*

”

*Richard W. Amero,  
from John Nolen and Balboa Park*

as new residents arrived. These community-oriented spaces and recreational facilities form the backbone of today's parks system.

By the second half of the century, however, a wider and more diverse set of voices expanded ideas about what parks and recreation should be. More than 60 years after the original Nolen plan, Kevin Lynch and Donald Appleyard offered their own perspective on city-making in San Diego. Their 1974 plan cautioned against decades of uncoordinated growth, urging protection of sensitive resources. Advocacy groups carried forward similar themes of growth management, natural space preservation, and sustainability into the decades that followed, highlighting the close relationship between parks, recreation, individual well-being, conservation, and healthy communities. Community groups and

recreation councils played a role in setting local recreation and open space priorities. In the 1970's, an awareness of environmental and cultural issues brought a heightened awareness to San Diego's unique natural resources, and parks were established such as Tecolote Canyon Natural Park. The park's namesake tecolote, means "owl" in the Kumeyaay language. The environmental movement brought further interest to open space protection, leading to habitat conservation and stronger open space management.

Today, many public agencies, community-based stakeholders, non-profits, private organizations, and individuals help to inform park and open space planning, acquisition, and management in our City. This rich tradition of cooperation and visionary thinking in San Diego will continue as collaboration brings new energy, creativity, and resources to parks in the 21st century.



South Casa Beach



## OUR CIVIC TRADITION

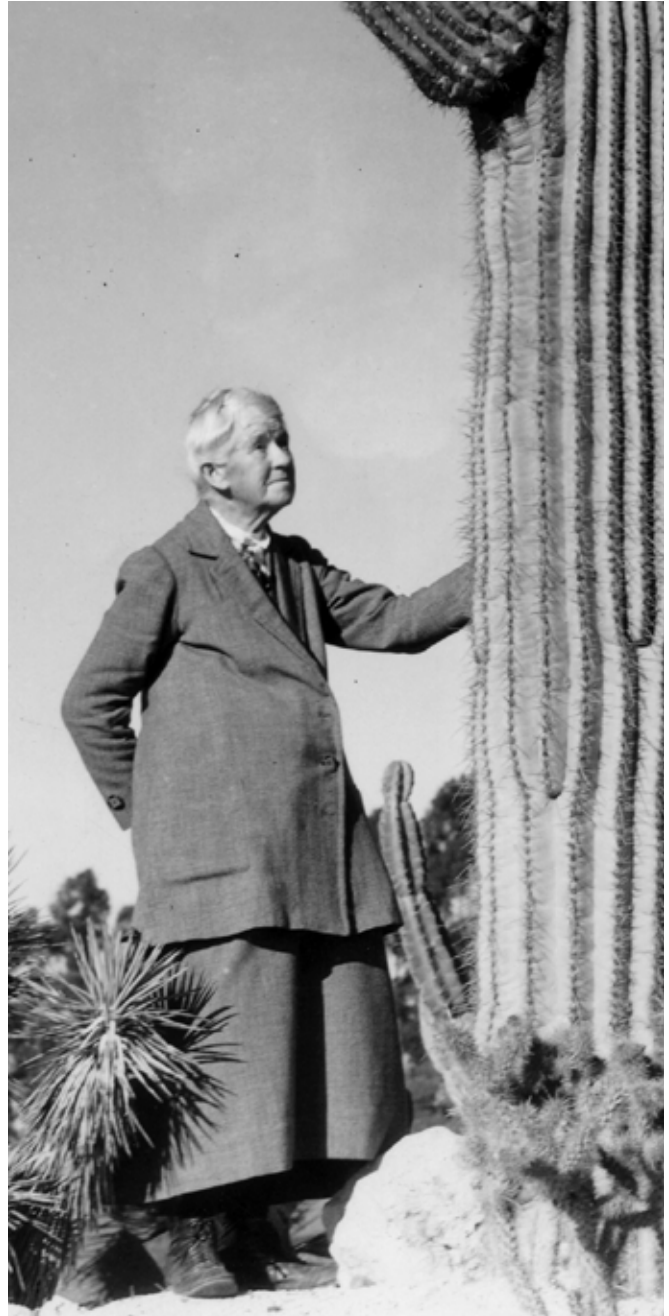
San Diego's inspiring landscapes stirred civic leaders and innovative thinkers from the earliest days of the City's development. Their forward-looking plans laid the groundwork for the iconic spaces that we now enjoy, while their vision of a beautiful, interconnected City of natural areas and public spaces continues to inspire park planning today.

### Samuel Parsons

Samuel Parsons Jr. was a prominent landscape architect who founded the American Society of Landscape Architects. After planning parks throughout the United States, he brought his renowned practice to San Diego. Parsons developed a plan for the 1,400-acre green space that the City's Board of Trustees set aside in 1868 for a "City Park." He said of the site that "There is nothing else like it among the parks of the world." Innovative for its embrace of the local setting, Parson's 1903 plan for Balboa Park celebrated the natural landscape of San Diego.

### Kate Sessions

Kate Sessions, called the "Mother of Balboa Park," for her tree planting in the park, became a central figure in California and national horticultural circles with her landscaping designs, plant introductions, and educational efforts. She leased a portion of land on what was then City Park, transforming the space with trees and plantings. Ms. Sessions is known for 30 years of writing in "California Garden," a newsletter of the San Diego Floral Association, where her use of plants has contributed to Balboa Park's reputation as among the most beloved parks in the world today.



Kate Sessions "Mother of Balboa Park"

## John Nolen

The landscape architect and city planner John Nolen saw a close link between San Diego's natural beauty and its emerging urban form. With a donation of \$10,000 from philanthropist George Marston, Nolen prepared the City's first master plan. Steeped in the City Beautiful movement, the 1908 plan called for connecting public plazas and civic buildings, streets and boulevards, small open spaces, and the Great Bay Front as part of a true network of parks. His 1926 plan further emphasized improvement of the waterfront, creating the framework for the development of Morley Field, Shelter and Harbor Islands, the County Administration building, Harbor Drive, and the airport.

## George Marston

As City Council member, mayoral candidate, philanthropist, and activist, George Marston was a tireless advocate for thoughtful civic planning in San Diego. He raised funds to finance the Parsons and Nolen Plans. Marston also developed and donated Presidio Park to the City and was instrumental in the dedication of Anza-Borrego State Park. While his vision at the time created debate around a "smokestacks vs. geraniums" approach to the City's development, his views now reinforce an understanding that the preservation of nature and economic growth work hand-in-hand to create a healthy, vibrant city.



George Marston, Serra Museum Dedication at Presidio Park



## Kevin Lynch and Donald Appleyard

Funded by donations from George Marston's daughter and grandson, academics Kevin Lynch and Donald Appleyard took a fresh look at San Diego's landscape. Their 1974 study noted the beauty, but also the fragility of the City's setting, harkening back to Nolen. They warned that continued sprawl, reliance on automobiles, and environmental decline would jeopardize quality of life within the region. Lynch and Appleyard outlined an ambitious list of strategies to protect the City's rare resources. While some of their proposals remain visionary, the City has partnered with local agencies to build the San Diego Trolley system, manage growth, and preserve habitat.

## Richard Louv

In his influential 2005 book, *Last Child in the Woods*, child advocacy expert Richard Louv highlighted the link between the lack of nature in the lives of children and trends related to inactivity, obesity, and attention disorders. His groundbreaking work drives home the inner psychological needs that children have for nature. Part of a broader back-to-nature movement, Louv urged reconnection to nature as a way to support healthier childhood development and promote the physical and emotional well-being of both children and adults. Friends of the canyon groups and nature play are positive outgrowths of this philosophy.



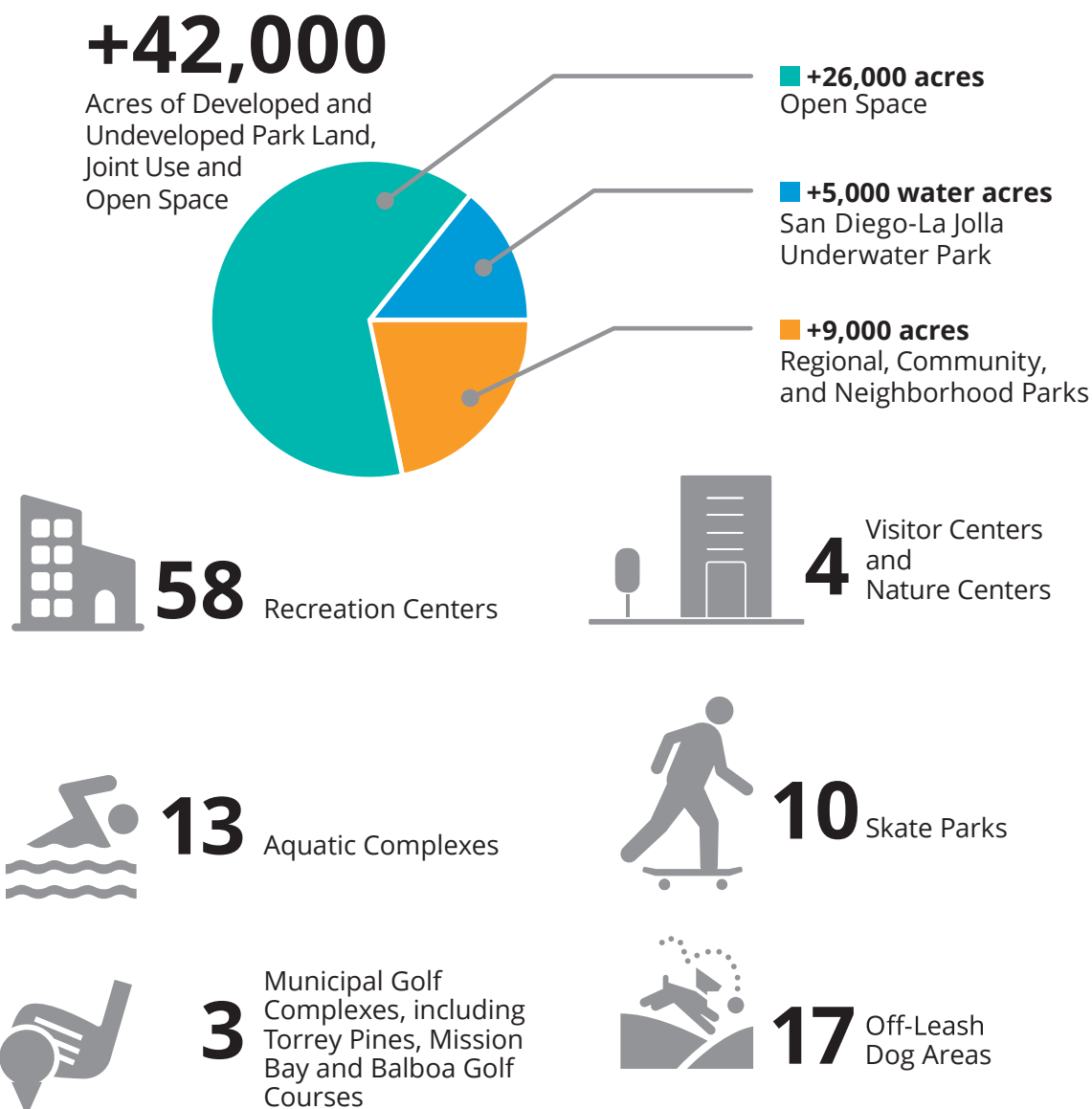
San Dieguito River Park

Photo by: San Dieguito River Park

## THE PARKS SYSTEM TODAY

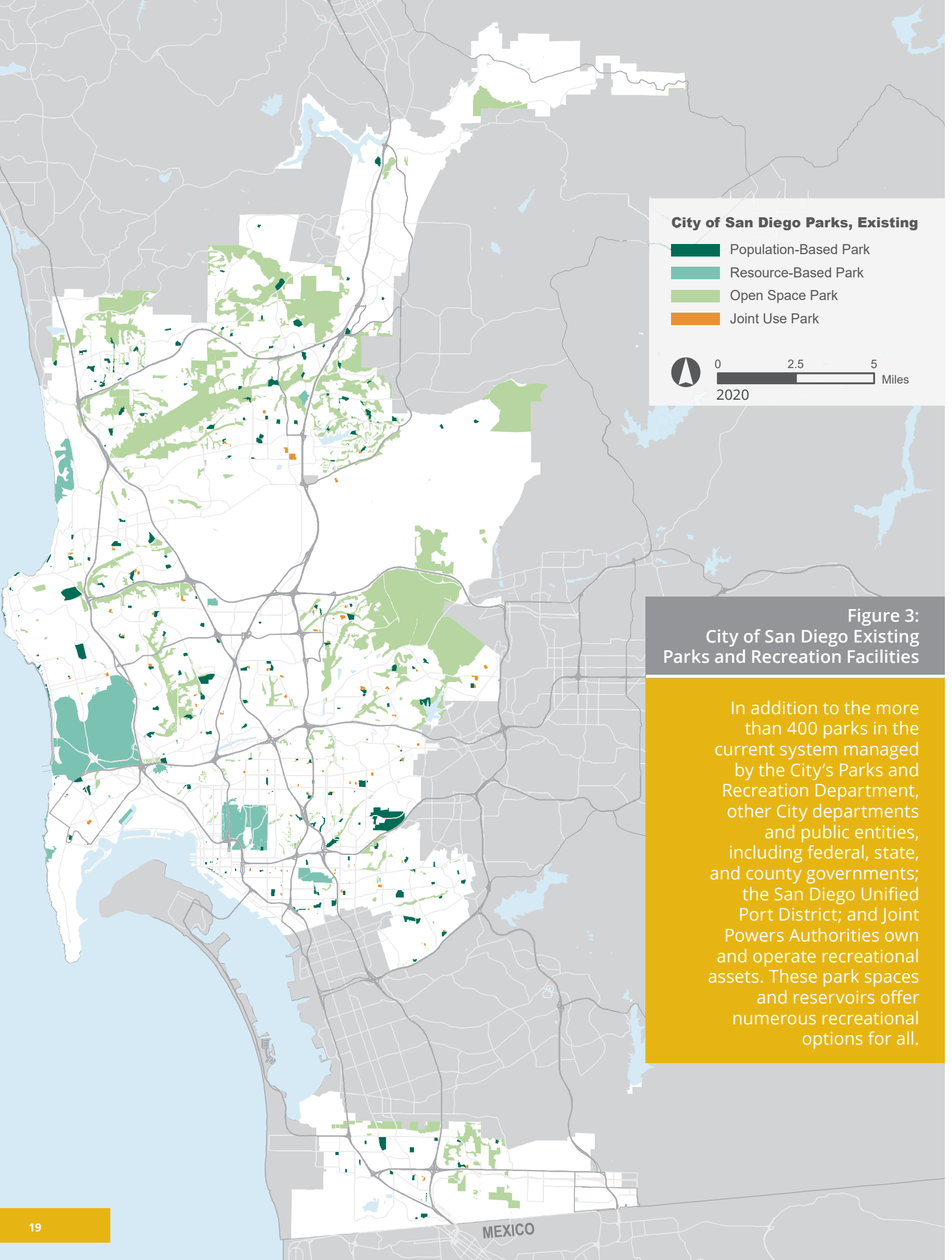
2.0

The City's parks system consists of over 42,000 acres of assets, including parks, underwater reserves, and conserved open spaces, managed by the Parks and Recreation Department in 2019. When combined, these assets make San Diego the second largest urban parks system in the United States by land area. The system also offers a wide array of programs and events at recreation centers, aquatic complexes, teen centers, ranger stations, and visitor centers.



As the second largest urban parks system in the United States, the City currently operates and maintains over 400 parks; more than 200 miles of trails; and over 42,000 acres of parks, underwater reserves, and open space areas.





### City of San Diego Parks, Existing

- Population-Based Park
- Resource-Based Park
- Open Space Park
- Joint Use Park


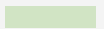


0 2.5 5 Miles  
2020

**Figure 3:**  
City of San Diego Existing  
Parks and Recreation Facilities

In addition to the more than 400 parks in the current system managed by the City's Parks and Recreation Department, other City departments and public entities, including federal, state, and county governments; the San Diego Unified Port District; and Joint Powers Authorities own and operate recreational assets. These park spaces and reservoirs offer numerous recreational options for all.

### City of San Diego Trails, Existing

-  Existing Trails
-  Existing Parks



0 2.5 5 Miles  
2020

**Figure 4:**  
City of San Diego  
Existing Trails

The parks system features more than 200 miles of trails through San Diego's beautiful landscape of river valleys, canyons, mesas, and coastline. Trails offer compatible opportunities to enjoy scenic views and learn about the region's diverse natural resources, while creating active links between recreational spaces.



## Planned Parks

Planned parks are based on adopted Community Plans and ongoing park planning initiatives. The City is actively expanding its parks system, focusing on improving or building new parks as part of the Mayor's 50 Parks in 5 Years initiative. Additionally, under the Play All Day program launched in 2016, the City is working with its long-time partner, the San Diego Unified School District, to develop over 45 new joint use parks in the next 5 to 10 years.

## PARKS AND RECREATION FACILITY TYPOLOGIES

The City's parks system consists of varied park spaces and recreation facilities, as shown in Table 1. The park designations identified are intended as a guide to the types of parks that make up the Citywide parks system, but are not intended to suggest that any particular planning effort be limited to these particular park types, or that any particular effort must include each and every park type. Detailed guidelines for all park and facility types are contained in Appendix C and Table 1 which highlights a sample range of varying park and facility types. These guidelines offer basic tools for establishing minimum development standards and promoting equity in the delivery of recreation. Guidelines should be flexible enough to meet changing recreational priorities and accommodate creative opportunities to expand recreation throughout the parks system. See pages 23 through 34 for examples of park and recreation facility types.



Park De La Cruz Skatepark

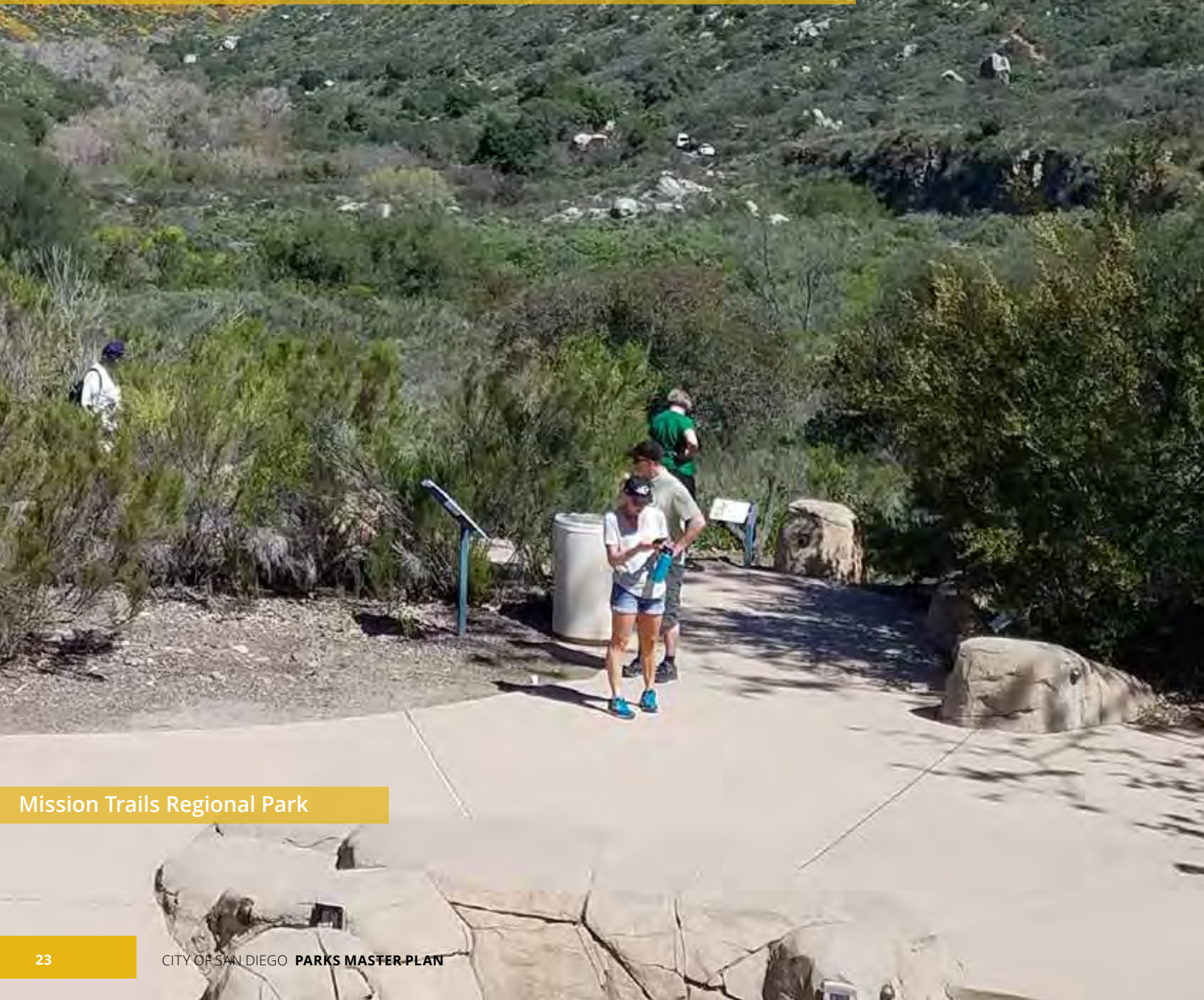
Table 1: Parks and Recreation Facility Typologies

Park/Facility Type	Purpose
Open Space	Canyons, mesas, and other natural landforms that protect habitat
Developed Regional Parks	Site of distinctive scenic, natural, historical or cultural features with developed amenities for recreation
Resource-Based Regional Park	Areas of habitat and resource protection, with compatible recreation
River Parks	Areas of habitat and resource protection, with compatible recreation
Resource-Based Shoreline Parks and Beaches	Areas of habitat and resource protection, with compatible recreation
Major Parks	Parks with specialized recreational facilities that serve larger populations
Community Parks	Parks that serve a community and may include recreation centers, aquatic complexes, multi-purpose fields
Neighborhood Parks	Parks that serve smaller populations and may include recreation centers, aquatic complexes, multi-purpose fields
Mini Parks	Small, highly accessible parks near residential areas with features, such as picnic areas, play areas, and multi-purpose turf areas
Pocket Park or Plaza	Small, highly accessible parks near residential areas with features, such as picnic areas, play areas, and multi-purpose turf areas
Recreation Center	Facilities that serve at least 25,000 people and may include gyms, indoor courts, multi-purpose rooms, and community-serving facilities
Aquatics Complexes	Pools and support facilities that serve a population of at least 50,000
Activity Facilities	Facilities that serves multiple communities and may include a Sports Complex, a senior and teen center, and other facilities
Joint Use Facility	Recreation areas or sports facilities available for public use through long-term joint-use agreement with partners
Trails/Connections	Linkages that connect people with open space and active public spaces
Privately owned Park Site	Recreation space available for public use through agreements, public use easements, and other legal instruments
Non-Traditional Park Sites	Atypical park sites such as rooftops, interior space of non-park buildings, and portions of other publicly-owned property
Urban Watershed Parks	Areas of habitat fragmented by development but bound by topographic features resulting in natural drainage processes, linkages, and compatible recreation uses.



## PARK TYPOLOGIES | Regional Resource-Based Parks

Open Spaces conserve and protect a rich range of sensitive habitat and cultural history, while supporting recreational and educational activities in a natural setting. The Parks and Recreation Department's Open Space Division manages over 27,000 acres of open space, much of which the City acquired through funding for endangered species protection. Such parks include Mission Trails Regional Park, Mission Valley Preserve, Los Peñasquitos Canyon Preserve, Black Mountain Open Space, San Pasqual and Clevenger Canyon Open Space, and Otay Valley Regional Park. More than 200 miles of multi-use trails offer safe, enjoyable hiking opportunities, while preserving the City's varied natural landscapes. Along with these larger parks, an additional 3,200 acres of canyons and natural spaces weave through neighborhoods to create nearby recreation and educational programs.

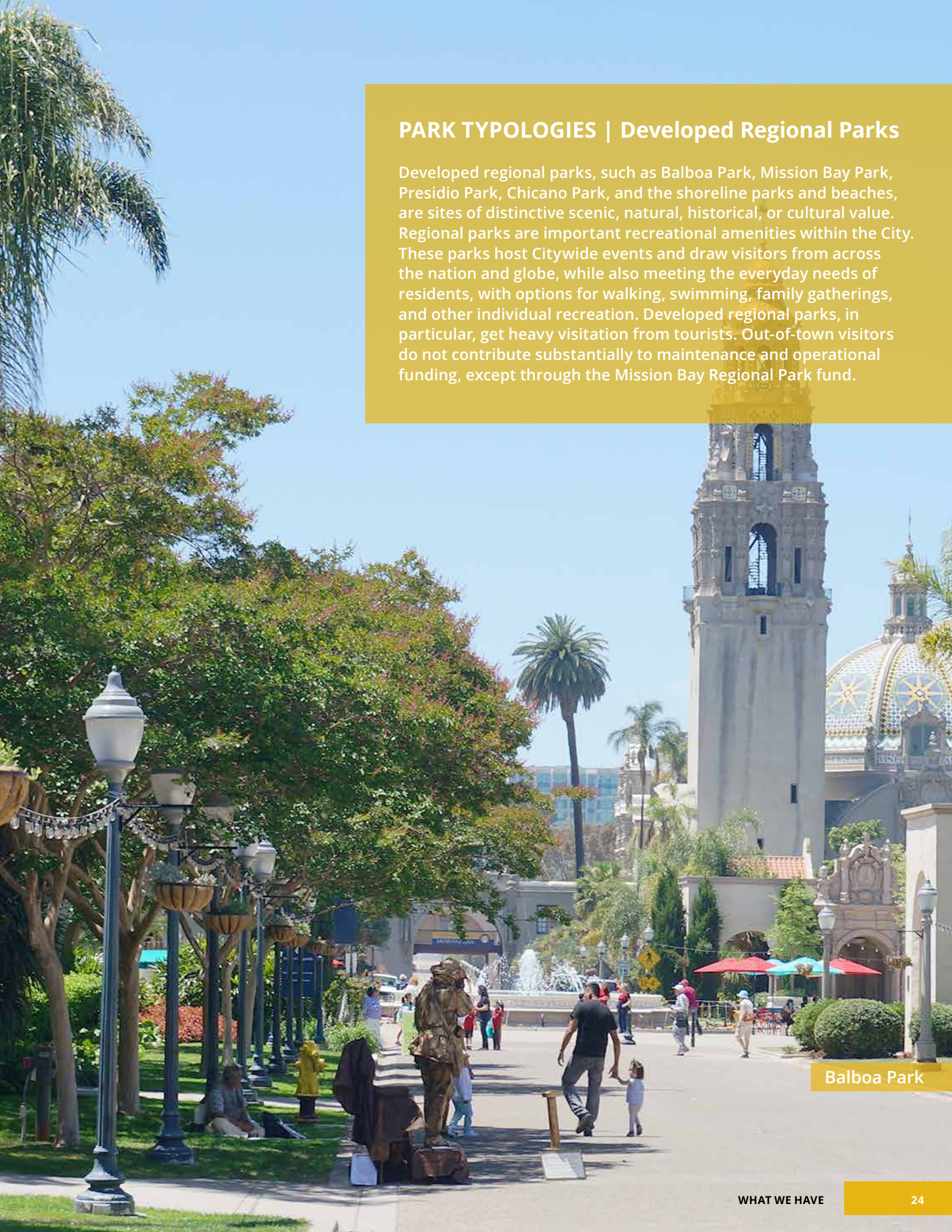


Mission Trails Regional Park



## PARK TYPOLOGIES | Developed Regional Parks

Developed regional parks, such as Balboa Park, Mission Bay Park, Presidio Park, Chicano Park, and the shoreline parks and beaches, are sites of distinctive scenic, natural, historical, or cultural value. Regional parks are important recreational amenities within the City. These parks host Citywide events and draw visitors from across the nation and globe, while also meeting the everyday needs of residents, with options for walking, swimming, family gatherings, and other individual recreation. Developed regional parks, in particular, get heavy visitation from tourists. Out-of-town visitors do not contribute substantially to maintenance and operational funding, except through the Mission Bay Regional Park fund.



Balboa Park



SF

## PARK TYPOLOGIES | Recreation Centers

Recreation centers throughout the City feature recreational facilities and a wide variety of programming designed to encourage play, learning, and social interaction for people of all ages, backgrounds, and abilities. Centers also serve as important focal points for the City's diverse communities, offering space for public events and activities.



Dolores Magdaleno Memorial Recreation Center



## PARK TYPOLOGIES | Aquatic Complexes

The City's 13 permanent pools, offer a wide range of youth and adult swimming programming, including vital learn-to-swim lessons, low-cost lifeguard training classes, water fitness, team sports, and adaptive lessons for individuals with disabilities. The City also has a Portable Pool Program in the summer that brings swimming instruction and recreational fun to communities without easy access to a permanent pool.



Memorial Pool



## PARK TYPOLOGIES | Community and Neighborhood Parks

San Diego is home to hundreds of local spaces across the City, ranging from playgrounds, picnic spots, and seating areas to skate parks, off-leash dog areas, courts and fields, swimming pools, and arts and cultural venues. These community and neighborhood parks, joint use parks, recreation centers, and aquatic complexes provide safe, active, nearby spaces for organized recreational activities and informal opportunities for fitness, socializing, leisure, and play.



Ridgewood Neighborhood Park



## PARK TYPOLOGIES | Mini Parks and Pocket Parks

Mini parks are small spaces that provide readily accessible recreational opportunities for local residents and nearby workers. These parks offer amenities, such as picnic areas, play areas, turf, walkways, and landscaping that support both passive and active recreation. Pocket parks are examples of small spaces that bring recreational opportunity to sites that are otherwise too small or irregularly shaped for larger, traditional park layouts. These parks can fit into diverse community settings, creating convenient places for play and relaxation. Pocket parks also activate their surroundings by encouraging social interaction.



Hawk Street Pocket Park



## PARK TYPOLOGIES | River Parks

San Diego's river parks offer a unique system of green corridors along waterways. River parks play a role in restoring and maintaining the health of rivers and riparian habitat, while creating a continuous regional recreational experience that connects people with nature. The San Diego River Park stretches for 17.5 miles from the San Diego River headwaters near Julian, to the Pacific Ocean at Ocean Beach. The San Dieguito River Park extends along a 55-mile corridor that begins at the mouth of the San Dieguito River in Del Mar and ends at the desert just east of Volcan Mountain.

San Diego River Park Trail





## PARK TYPOLOGIES | Reservoir and Lake Parks

The Public Utilities Department manages reservoirs as part of the municipal water-supply system. All lakes are available for supervised public recreational access, including fishing, boating, hiking, and picnicking. In addition, the City offers a popular water contact program with seasonal access for water-skiing, jet skiing and windsurfing. The City of San Diego is widely recognized as a pioneer in the recreational use of water supply reservoirs, with public access first granted in 1913.

Lake Murray



## PARK TYPOLOGIES | Urban Watershed Park

Urban watersheds outline a distinctive natural framework for protection, management, and enhancement of open space systems that create recreational spaces, connections, and unique educational opportunities for all San Diegans. Urban watersheds are often fragmented due to development patterns creating a unique urban network of open space, wildlife linkages, riparian wetland habitats, trails, parks, natural spaces, and bikeways that could help link communities to one another. These recreational resources offer a unique and highly valuable urban respite that afford residents recreational opportunities, allowing them to experience nature, and the corresponding mental health benefits that come from that experience. The proposed Chollas Creek Regional Park plan for the watershed southeast of downtown San Diego serves as an example of how an urban watershed can be used to connect fragmented open space, neighbors, and provide access to regional amenities.

Chollas Creek





## PARK TYPOLOGIES | Open Space - Canyons

Approximately 3,200 acres of this open space consists of neighborhood canyons and parklands. Open Space canyons are located throughout the City and contain natural and cultural history unique to our region. For many communities, these canyons are all that remain as undeveloped natural landscape and provide a source of much needed outdoor enjoyment. These spaces are highly valuable recreational opportunities allowing residents to experience nature and its corresponding mental health benefits.

Bankers Hill Canyon Open Space and Spruce Street Bridge



## PARK TYPOLOGIES | Golf Courses

With stellar views and a mild year-round climate, San Diego is renowned for its golf courses. The City operates three municipal facilities – the Torrey Pines Golf Complex, the Balboa Park Golf Course, and the Mission Bay Golf Course and Practice Center. The courses range from fun recreational play for golfers of all ages and abilities to a world-famous U.S. Open design that challenges the world’s best players. In addition to recreational opportunities, golf complexes allow for water infiltration and wildlife connectivity, and are part of the community fabric. Although public golf complexes provide myriad benefits, their limited number and fee-based nature excluded this park typology from the park scoring system described in Chapter 4.



Balboa Park Golf Course



## PARK TYPOLOGIES | Joint Use Facilities, Play All Day Program

The City delivers recreational opportunities to residents through long-standing and successful partnerships with neighboring school districts. Currently, joint use agreements at over 80 elementary and middle schools allow for the shared use of multi-purpose courts, sports fields, and children's play areas during non-school hours. Under the Play All Day parks program launched in 2016, the City and San Diego Unified School District are collaborating to build over 45 new joint use park sites in the next 5 to 10 years.



McKinley Elementary School Joint-Use Park



## 2.2 Programs for All Interests

The City's diverse recreational services and special programs encourage participants to get active, explore interests, hone talents, and connect with others. Core offerings, including senior programs, after school activities, and learn-to-swim classes foster health, play, wellness, and safety in the community.

### ► Senior Citizen Services and Therapeutic Recreation Services

Senior Citizen Services provides recreation, leisure, and outreach programming to residents 55 years and older. Programs include travel, dances, special events, and a senior lounge at Balboa Park. Therapeutic Recreation Services brings recreation programs, adaptive sports, and special events to persons with disabilities. The popular Beach Wheelchair program enables people with mobility challenges to experience San Diego's beautiful beaches and waterfront.



Beach Wheelchair Program

### ► Aquatics

The City's 13 permanent pools offer youth and adult programming, including learn-to-swim lessons, aquatic therapy, team sports, low-impact fitness classes, and dedicated time for lap swimmers and families. In a City defined by its coastline, bay and lake resources, portable pools, swim instruction, and low-cost lifeguard training allow kids and adults to develop critical water safety skills. With drowning the fifth-leading cause of unintentional injury and death in the United States, according to the Centers for Disease Control, learn-to-swim programs teach an important life skill. The Adaptive Aquatics Program allows participants with disabilities to experience the therapeutic benefits of aquatic recreation.



Portable Pool Swimming Instruction



**The City has unique, nationally acclaimed programs, such as Therapeutic Recreation and Civic Dance Arts that engage residents of all ages, backgrounds, and abilities.**

### ► Ranger Programs

Park rangers connect people of all ages to the rich natural resources of the City through interpretive talks; guided hikes; and programming for kids, such as storytime and reptile encounters.



Ranger-Guided Nature Play

### ► Recreation Centers

Recreation centers offer venues for community sports league activities; classes, such as cooking, sewing, art, and yoga; spaces and facilities for informal recreational and fitness; programming for kids and teens; and special events that bring community members together.



César Chávez Community Center

### ► Civic Dance Arts

Founded in 1942, the nationally acclaimed Civic Dance Arts program has introduced residents to the art form of dance, such as tap, jazz, ballet, modern, musical theater, creative movement, hip hop, and Hawaiian. The program provides affordable dance training at 22 recreation centers and Balboa Park. All students enjoy performance opportunities.



Civic Dance Arts Performance



## 2.3 Equity and Access

Patterns and trends in development, community planning, and financing have influenced where parks were built in San Diego for decades. Rapid growth, particularly in an era before park standards, left some communities with fewer, quality parks. The lack of funding tools and land constraints have widened park shortfalls in these typically older, more densely-populated neighborhoods. Effective park planning and financing is essential to address the current realities of development in compact areas and the persistence of systemic gaps between communities in the availability and quality of recreational spaces. In addition, some areas of the City have historically received fewer park infrastructure improvements, as shown in Figure 5.

### What Are Communities of Concern?

Communities of concern are neighborhoods that have historically experienced lower levels of public and private investment in development and supporting infrastructure, including parks. Cities increasingly apply criteria, including existing park conditions, and neighborhood and demographic characteristics, to identify communities of concern and prioritize future park investments in those places with the biggest economic and social hurdles. Residents in communities of concern often rely more on public or non-profit recreation facilities. In San Diego, the City's central and southern areas tend to have a greater need for additional recreational opportunities. See the Climate Equity Index analysis on page 80.

## 2.4 How Did We Get Here?

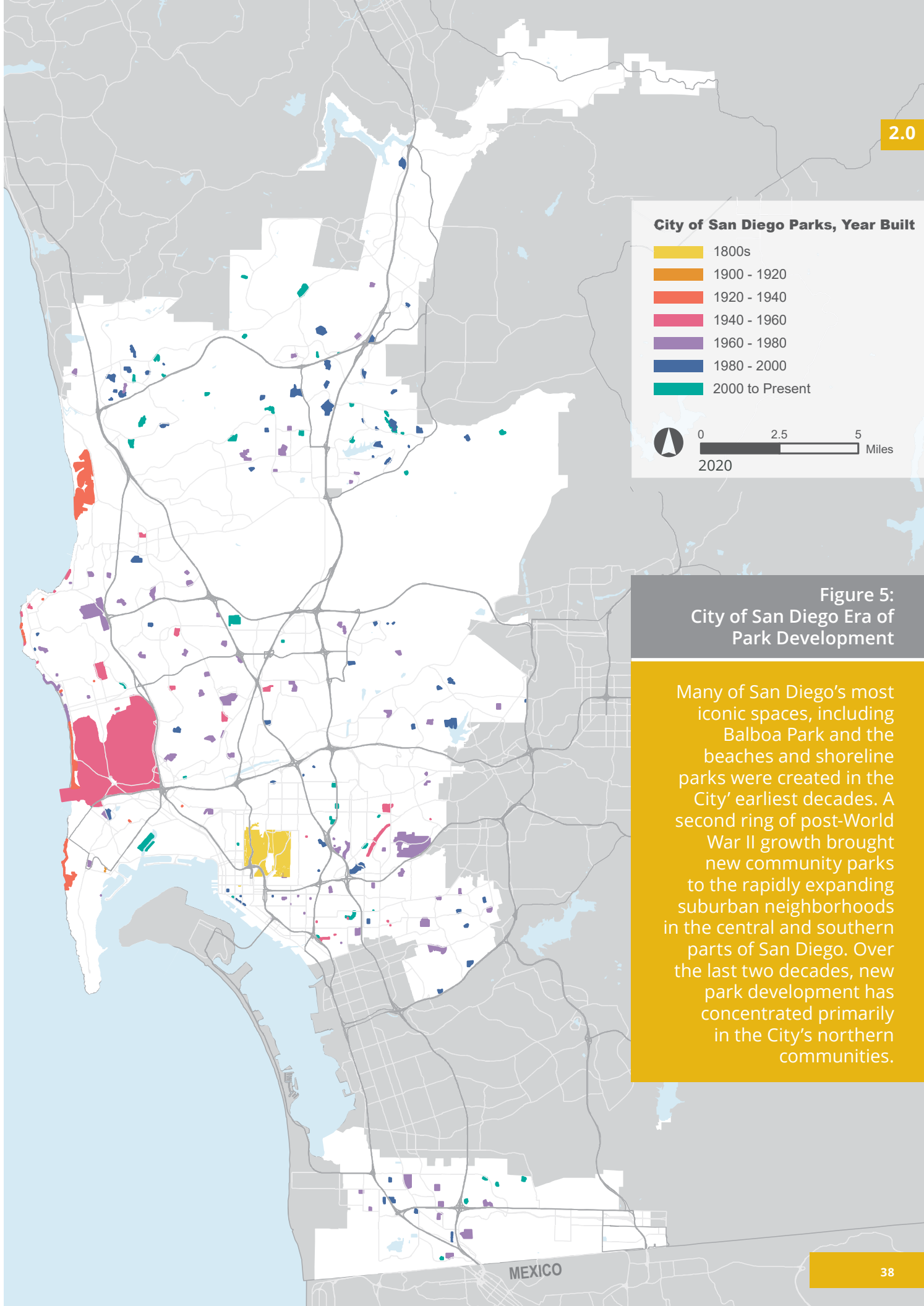
Throughout its history, the City's recreation mission has changed dramatically, creating the challenges and highlighting the opportunities of parks planning in San Diego today and in the future.

### Changes in Our Communities

In its first decades before the existence of park standards, the City of San Diego relied on private development and the actions of civic organizations and philanthropy to plan and create parks. While this market-driven approach resulted in some outstanding spaces, it also meant that parks of varying quality emerged in different parts of the City at different times. The central residential subdivision communities grew rapidly in the 1940s and 1950s. Though the City added facilities and services to meet rising recreational needs, these communities lag in parks compared to newer subdivisions; and, typical of their automobile-dominated era, they lack strong active connections between commercial uses, housing, and parks.

Following the post-war boom, San Diego expanded dramatically to the north and east, with slower growth to the south. The City required new development to meet population-based park standards and pay a share of public infrastructure, including parks. With park standards and impact fees in place, master planned communities from the 1980s onward incorporated parks at a scale and level of design quality not common in older neighborhoods.





**Figure 5:**  
City of San Diego Era of  
Park Development

Many of San Diego's most iconic spaces, including Balboa Park and the beaches and shoreline parks were created in the City's earliest decades. A second ring of post-World War II growth brought new community parks to the rapidly expanding suburban neighborhoods in the central and southern parts of San Diego. Over the last two decades, new park development has concentrated primarily in the City's northern communities.



Toward the close of the 20th century, new development patterns amplified the parks gap between older communities and new areas. Growth began to shift back to the center and south. As San Diego is a land-constrained city, there is little opportunity to acquire vacant land for the construction of new park spaces, and even where such land may be available, land acquisition costs are high. With infill development continuing, there is an urgency to strategically acquire key sites and use what little land is available in efficient ways to deliver high quality recreational facilities and outside play experiences for everyone.

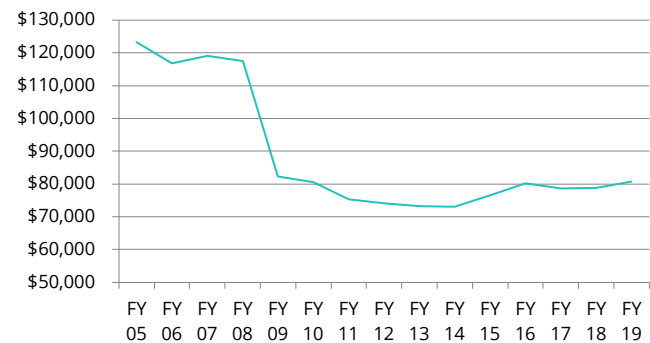
### Changes in Financing, Operations, and Maintenance

The City delivers a diverse mix of programs and services; manages open space lands; maintains and operates existing parks and recreation facilities; designs and constructs new parks and facilities to serve growth; and supports partnerships with other City departments, public entities, and community stakeholders. While responsibilities for delivering parks and recreation have become more complex, long-standing sources of funding have shrunk.

To narrow revenue shortfalls, many cities actively explore additional funding sources and look to partnerships with other public, private, non-profit, and volunteer interests to acquire land and build parks. Efficient, flexible, multi-purpose spaces meet more needs, while using fewer resources to operate and maintain.

Maintaining and operating safe, quality parks and recreation facilities for everyone requires ongoing investment over time. The City assessed the physical conditions of 235 parks within its system. The Park Condition Index (PCI), as illustrated in Figure 7 represents the combined cost of the maintenance backlog and capital backlog for a park compared

**Figure 6: City of San Diego Parks and Recreation Department General Fund Budget per 1,000 Residents, 2005 to 2019**



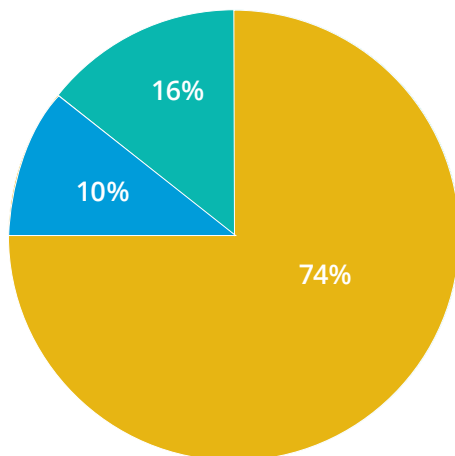

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**Park operations and maintenance are funded through General Fund revenues, along with charges for services and dedicated revenue from special districts. Maintaining reliable funding sources, including the General Fund and grants has been challenging.**

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to the cost of replacing the park's assets. The higher the PCI score for a park, the poorer its overall physical condition. Even parks with a lower PCI score may still have a backlog of repairs and replacements. The City has set a target PCI rating of 15 percent for all parks. Continued deferred maintenance, however, causes conditions to decline further over time and increases the level of reinvestment needed to achieve a 15 percent target for existing parks.

**Figure 7: Percentage of City Parks by Park Condition Index Score (PCI)**



#### PCI SCORES

- 0% to 20% Maintenance and Capital Backlog
- 21% to 29% Maintenance and Capital Backlog
- 30% or Higher Maintenance and Capital Backlog

Source: Park Amenity Condition Assessment Final Report, 2019, Kitchell CEM

**Approximately one in four City parks assessed has a maintenance and capital backlog of 20 percent or higher. Deferred maintenance increases the level of reinvestment needed to improve conditions in existing parks.**

Approximately three-quarters of the parks assessed have a maintenance and capital backlog of less than 20 percent. Older neighborhood parks in the City's central post-World War II communities tend to have higher maintenance and replacement backlogs. A pattern of uneven park conditions across communities highlights a need for reinvestment in existing assets to provide consistent recreational experiences for everyone.

## 2.5 Where Are We Going?

The City's park and recreation needs have evolved, influenced by changes in population and development patterns. Over time, the City should plan flexibly for:

- ▶ Multi-generational and accessible spaces, low-impact and wellness-oriented recreational programming, and life-long learning for older residents;
- ▶ Creative, flexible park spaces and gathering areas compatible with compact, urban settings;
- ▶ After-school and summer activities, skill-building programs, organized sports, unstructured play, and nature-based learning for children; and
- ▶ Increased access to parks, recreation programming, and wellness and life skills activities in communities of concern.



**Kids to Canyons Program**



## Demographic Trends

Population growth and change strongly shape recreational needs. Along with rising demand as the City's population increases, shifts in age, income, and cultural backgrounds can alter preferences for parks and services. The City's population will grow larger, more diverse, and older in the years ahead. Population and household characteristics give a glimpse into emerging recreation interests and can prepare the City to develop facilities and programming that remain relevant for everyone.

Population growth and demographic change are also reshaping the City's urban form. The City anticipates that most new growth will concentrate in Transit Priority Areas consisting of pedestrian-friendly mixed uses with multi-family residential development that is within a half mile of existing or planned transit stops. Nearby parks will play a major role in making these communities vibrant, safe, and enjoyable.



Urban parks provide convenient opportunities for nearby recreation and social connections.

## According to forecasts, by 2050 the City of San Diego will be:



### **BIGGER –**

A population of about 1.8 million people

### **OLDER –**

24 percent of residents will be 60 years or older

### **MORE URBAN –**

The downtown, eastern, and southern communities will see most of the City's population growth; and most of that growth will be multi-family homes in transit-focused areas

### **MORE DIVERSE –**

A growing multi-cultural community



## Recreation Trends

Busy lifestyles create a demand for activities that can be done spontaneously, with a focus on health and socialization. This trend means that the City must prepare to complement traditional recreation offerings with a flexible mix of park spaces and program options.

### INDEPENDENT RECREATION

Walking



### EMERGING PROGRAMS

Yoga



### ORGANIZED SPORTS

Soccer



### RECREATION FOR ALL AGES

Summer Camp



Biking and Mountain Biking



Pickleball



Softball



Teen Center



Radio Controlled Flyers



Technology



Basketball



Senior Fitness



Nature Hikes



Special Events



Water Polo



Intergenerational Activities





## Our Opportunities + Challenges

A changing population and City are reshaping our parks system and recreation needs. Prior development patterns have left some communities with fewer parks and quality recreational experiences. Denser, infill growth increases demand for parks in urban areas with limited land and high land values. Funding and staffing constraints also make it more difficult to provide consistent levels of maintenance, operations, and programming across the City.

Recreational needs and priorities are changing too. Residents in communities of concern rely more on the benefits of public parks and recreation services, but often have less access to recreational opportunities. Demographic and lifestyle shifts generate more interest in individual, spontaneous recreation with an emphasis on wellness and socializing. These trends create the context for the parks and recreation system of today and will continue to guide its future. The policies and goals in Chapter 4 draw from these opportunities and challenges to pave the way for innovative, adaptive responses.



Ice Skating at Liberty Station

### In response to changes, the parks system of tomorrow should prepare to address opportunities for:

Prioritizing future investments that enhance and expand recreation opportunities in communities of concern and areas of need

Enriching programming with a focus on fitness and wellness, senior and youth activities, hiking and nature-based learning, and special events

Integrating parks, public spaces, natural areas, scenic views, and cultural landscapes within a Citywide network

Creating safe, active links, such as paths, trails, and bike lanes, as well as transit connections, between people and parks

Expanding and diversifying revenue to support park construction, maintenance, operation, improvement, and programming

Developing public-private partnerships to supplement funding

Designing parks and facilities to reduce maintenance and operational costs

Delivering flexible, innovative park spaces and gathering areas that fit in areas with infill development

Increasing the capacity and use of existing parks and recreation facilities by investing in upgrades to these facilities








Japanese Friendship Garden in Balboa Park



Years, Eras, and Population	Development Patterns	Park/Open Space Milestones
<b>12,000 BP</b> Kumeyaay Sovereignty	<ul style="list-style-type: none"> <li>A period of Kumeyaay sovereignty and self-sufficiency</li> </ul>	<ul style="list-style-type: none"> <li>Kellogg Park and Mission Bay are within areas rich in tribal cultural history, tied to the Kumeyaay people, as documented in the archaeological record from this period</li> </ul>
<b>1500s</b> First European Contact ~20,000	<ul style="list-style-type: none"> <li>Kumeyaay's first European contact with Juan Rodriguez Cabrillo in San Diego Bay. Cabrillo names the bay San Miguel</li> </ul>	<ul style="list-style-type: none"> <li>Kumeyaay people live in semi-permanent villages, moving seasonally between the inland mountains and foothills, and the coastal marshes foraging for food; and depending heavily on acorns, wild plants, small game, and marine resources.</li> </ul>
<b>1600s</b> Continued Kumeyaay sovereignty	<ul style="list-style-type: none"> <li>Sebastian Vizcaino sails from Acapulco Mexico to San Diego and changes the port's name from San Miguel to San Diego</li> </ul>	
<b>1700s</b> Mission/Old Town	<ul style="list-style-type: none"> <li>Founding of San Diego Mission de Alcalá and Presidio de San Diego</li> </ul>	
<b>1800s</b> Horton's New Town 2,300	<ul style="list-style-type: none"> <li>Relocation of San Diego Mission inland</li> <li>Horton land purchase in New Town</li> <li>First subdivision of residential tracts around downtown</li> <li>Start of summer "Tent City" in La Jolla for vacationers escaping inland heat</li> </ul>	<ul style="list-style-type: none"> <li>Creation of early parks and public spaces: Horton Plaza in New Town, City Park (Balboa Park), Mount Hope Cemetery, Pantoja Park, Golden Hill Park, and Washington Square</li> </ul>
<b>1900-1920</b> Selling San Diego 17,700	<ul style="list-style-type: none"> <li>Launch of downtown building boom</li> <li>Growth of first-ring suburbs</li> </ul>	<ul style="list-style-type: none"> <li>Publishing of Samuel Parsons' <i>City Park Plan</i></li> <li>Panama-California Exposition at Balboa Park</li> <li>Creation of: Belmont Park, La Jolla (Scripps) Park, and Presidio Park</li> </ul>
<b>1920-1940</b> Inner Streetcar Suburbs 74,361	<ul style="list-style-type: none"> <li>Beginning of Navy presence in San Diego</li> <li>Spread of growth beyond first-ring suburbs</li> <li>Rise of early automobile suburbs</li> <li>City annexation of East San Diego</li> </ul>	<ul style="list-style-type: none"> <li>California Pacific International Exposition at Balboa Park</li> <li>Creation of Torrey Pines City Park</li> <li>Dedication of undeveloped parks: Collier, Sunset Cliffs, Mountain View</li> </ul>
<b>1940-1960</b> Post-War Boom 203,341	<ul style="list-style-type: none"> <li>Subdivision of Clairemont Mesa, Linda Vista, Serra Mesa</li> <li>City annexation of Otay Mesa</li> <li>Opening of Interstate Highway 8</li> <li>Opening of Mission Valley Center outdoor mall</li> </ul>	<ul style="list-style-type: none"> <li>Military use of Balboa Park facilities</li> <li>Dredging of Mission Bay</li> <li>Creation of Torrey Pines State Natural Reserve</li> <li>Establishment of State and City Parks Standards</li> </ul>
<b>1960-1980</b> Planned Development 573,224	<ul style="list-style-type: none"> <li>Rise of first master planned communities: Rancho Bernardo, Scripps Ranch, etc...</li> </ul>	<ul style="list-style-type: none"> <li>Protection of historic resources: Old Town San Diego State Historic Park and Balboa Park National Historic Landmark</li> <li>Rise of the Environmental Movement</li> <li>Creation of open space and ecological parks: La Jolla Underwater Park, Mission Trails Regional Park, Los Peñasquitos Regional Park, Tecolote Canyon Natural Park, Marian Bear Natural Memorial Park</li> <li>Creation of Chicano Park following community protests</li> </ul>
<b>1980-2000</b> Reurbanization 875,538	<ul style="list-style-type: none"> <li>Return of Trolleys</li> <li>Opening of Interstate 15</li> <li>Initial development of Otay Ranch</li> <li>Opening of Horton Plaza</li> <li>Opening of Liberty Station and NTC Park</li> </ul>	<ul style="list-style-type: none"> <li>Founding of San Dieguito River Park Joint Powers Authority</li> <li>Founding of Joint Exercise of Powers Agreement for Otay Valley Regional Park</li> <li>Beginning of Multi-Habitat Planning Area acquisition</li> <li>Era of infill parks in developed communities</li> </ul>
<b>2000 to Present</b> Smart Growth 1,307,402	<ul style="list-style-type: none"> <li>Growth of housing in downtown</li> <li>Infill development of first-ring suburbs</li> </ul>	<ul style="list-style-type: none"> <li>Establishment of San Diego River Park Foundation</li> <li>Designation of Chicano Park as National Historic Landmark</li> <li>Launch of City's 50 Parks in 5 Years campaign and Play All Day Parks Program</li> <li>Focus on conservation of canyons and trails development</li> </ul>

Department Organization 	Planning/Community Initiatives 	Municipal Finance 
	<ul style="list-style-type: none"> <li>◦ Beautification of City Park led by Kate Sessions</li> </ul>	
<ul style="list-style-type: none"> <li>◦ Formation of City Playground Commission</li> <li>◦ Formation of City Parks Commission with Parks Superintendent</li> </ul>	<ul style="list-style-type: none"> <li>◦ Publishing of John Nolen's <i>A Comprehensive Plan For Its Improvement</i></li> <li>◦ Formation of City Planning Department</li> <li>◦ Planning for Balboa Park led by Chamber of Commerce</li> </ul>	<ul style="list-style-type: none"> <li>◦ Reliance on private benefactors for the dedication and purchase of park land</li> </ul>
<ul style="list-style-type: none"> <li>◦ Appointment of first City Parks Director</li> </ul>	<ul style="list-style-type: none"> <li>◦ Publishing of John Nolen's <i>City Plan for San Diego California</i></li> </ul>	<ul style="list-style-type: none"> <li>◦ Federal funding of parks through Works Progress Administration</li> </ul>
<ul style="list-style-type: none"> <li>◦ Establishment of Open Space Division</li> </ul>	<ul style="list-style-type: none"> <li>◦ Establishment of Council/Manager government</li> <li>◦ Approval of bond issue for development of Mission Bay Park</li> <li>◦ <b>Completion of first City Parks Master Plan (1956)</b></li> </ul>	<ul style="list-style-type: none"> <li>◦ Operation of Mission Bay granted to General Dynamics</li> </ul>
<ul style="list-style-type: none"> <li>◦ Creation of six Divisions for Parks and Recreation</li> </ul>	<ul style="list-style-type: none"> <li>◦ Publishing of Kevin Lynch's <i>Temporary Paradise?</i></li> <li>◦ Undertaking of first Community Plans</li> <li>◦ Completion of Progress Guide and General Plan</li> <li>◦ Completion of individual park plans: Bayfront, Florida Canyon, Mission Trails, etc...</li> <li>◦ Adoption of City's Growth Management Plan</li> <li>◦ Era of increasing community activism: Demands of Miramar residents for park space</li> <li>◦ Establishment of CEQA</li> <li>◦ Formation of California Coastal Commission</li> </ul>	<ul style="list-style-type: none"> <li>◦ Establishment of Environmental Growth Fund for acquisition of open space</li> <li>◦ Adoption of City development fees for greenfield development</li> <li>◦ Voter approval of Proposition 13, cutting tax revenue</li> <li>◦ City resumption of control of Mission Bay Park</li> </ul>
	<ul style="list-style-type: none"> <li>◦ Completion of river park master plans: San Dieguito, Otay River Valley, etc..</li> <li>◦ Adoption of growth management and planning measures: Proposition A (density), Proposition C (regional planning), and Interim Development Ordinance</li> <li>◦ Creation of Multiple Species Conservation Program (MSCP)</li> </ul>	<ul style="list-style-type: none"> <li>◦ Creation of Mello-Roos (special district) financing</li> <li>◦ Use of creative financing for public projects: Convention Center, Horton Plaza</li> <li>◦ Adoption of City development fees for infill development</li> <li>◦ Open space exaction through MSCP</li> </ul>
<ul style="list-style-type: none"> <li>◦ Rise in public, private, and non-profit partnerships in parks and recreation</li> </ul>	<ul style="list-style-type: none"> <li>◦ Completion of guiding City plans: City of Villages General Plan, Climate Action Plan, Urban Forestry Management Plan, Vernal Pool Habitat Conservation Plan</li> <li>◦ <b>Undertaking of current Parks Master Plan (2017 - 2020)</b></li> </ul>	<ul style="list-style-type: none"> <li>◦ Emergence of pension deficit crisis</li> <li>◦ Loss of redevelopment funding</li> <li>◦ Era of grant writing</li> <li>◦ Voter dedication of leases to Mission Bay Park</li> </ul>





San Ysidro Community Park





### **3.0 WHAT WE WANT**

3.1 Our Needs + Priorities

3.2 Play Everywhere for Everyone

# 3.0

## What We Want



## 3.0 What We Want

### 3.1 Our Needs + Priorities

To inform a vision and supporting policies for the parks system that we want, community feedback was gathered through a mix of public engagement activities, including:

- ▶ Statistically valid survey reaching approximately 15,000 households;
- ▶ 10 regional workshops + 3 visioning workshops;
- ▶ Pop-up events;
- ▶ Two online engagement activities; and
- ▶ Stakeholder and staff interviews.

This feedback resulted in an understanding of community needs, while highlighting opportunities for system improvement and prioritizing future actions.



More than 4,200 residents shared ideas through a workshop, the statistically valid survey, or online questionnaires. Input gathered across all activities revealed common priorities for residents in the City of San Diego with an emphasis on investing in:

- ▶ Improvements and maintenance of existing parks and facilities;
- ▶ Acquisition of parkland & new public parks
- ▶ Neighborhood parks;
- ▶ New trails & connections to existing trails;
- ▶ Improved access to existing parks & beaches
- ▶ Off-leash dog parks;
- ▶ Aquatic facilities;
- ▶ Acquisition of additional open space
- ▶ Fitness and wellness programs;
- ▶ Senior programs;
- ▶ Nature/outdoor programs; and
- ▶ Efforts to make parks active and safe.

#### Survey

Statistically valid survey sent randomly to households in all nine City Council Districts

#### Workshops

Two phases of interactive workshops across the City

#### Stakeholder Interviews

In-depth discussions with City staff and representatives of the public, private, and non-profit sectors

#### Online Activity

Two phases of online questionnaires in multiple languages

#### Pop-up Events

Outreach at City events and public gatherings

## STATISTICALLY VALID SURVEY

In Spring 2018, a survey was administered to gather resident feedback on levels of satisfaction and needs and priorities for the City's parks and recreation system. The survey included questions on park use, program participation, willingness to travel to parks, facility and programming needs, and demographics.

3.0

**Residents have an overall positive perception of the City of San Diego Parks and Recreation Department.**

**67%** of survey participants were satisfied or very satisfied with the City's Parks and Recreation facilities and programs.

**83%** of survey participants who participated in a program in the past year gave good or excellent ratings for the quality of programs.

**Beaches and shorelines parks and small pocket or neighborhood parks are among the highest priorities for residents.**

The top priorities for parks and recreation facilities are:

- ▶ Beaches and shoreline parks
- ▶ Small pocket or neighborhood parks
- ▶ Open space and trails
- ▶ Off-leash dog parks
- ▶ Aquatic complexes (swimming pools)

**Use of parks, including regional parks is very high but levels of participation in programs is low.**

**92%** of survey participants used at least one regional park during the past 12 months.

**20%** of survey participants said that a member of the household participated in a recreation program during the past 12 months.

**Programs with opportunities for fitness and wellness, senior adult activities, and hiking/nature are among the highest priorities for residents.**

The top priorities for parks and recreation programs are:

- ▶ Fitness and wellness programs
- ▶ Senior adult programs
- ▶ Ranger-led hikes/nature programs
- ▶ Seasonal special park events
- ▶ Adult sports programs

**Awareness is the biggest barrier to use of parks, open spaces, trails, and recreation facilities or programs.**

**55%** of survey participants said that lack of familiarity with offerings was the main reason for not using parks and services more often.

**Most residents will walk to a park if the park is close to home.**

**66%** of survey participants were willing to walk to a park within a mile of home.





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**Survey results highlighting needs for neighborhood parks, open space and trails, off-leash dog parks, fitness and wellness programs, senior programs, and nature/outdoor programs are similar to community input received in workshops and online activities.**

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### 3.2 Play Everywhere for Everyone

The vision of the Parks Master Plan is to bring the many benefits of great parks and recreational opportunities to everyone. While parks vary in size, design, and purpose, great parks have common elements. They feature quality recreational amenities and programs for diverse interests, ages, and abilities. They are comfortable, active, safe spaces that encourage interaction and social connection. Meaningful parks also reflect the unique cultural and natural landscapes of the City. They create a sense of place by celebrating the history and identity of surrounding communities. They preserve, protect, and promote the health of sensitive natural resources and habitats.

A great system of recreation, in turn, is more than just a collection of parks. Individual spaces – big and small, formal and informal – join to create a vibrant Citywide parks system. Parks and facilities in concert with lively public spaces, active streets, cultural amenities, trails and connections, and conserved natural lands make up a complete, interconnected, and accessible network of recreational experiences.

Achieving the vision of Play Everywhere for Everyone will take time, committed resources, and coordinated investments. Transforming the parks system that we have today into the system that we want now, and in the future, requires innovative delivery strategies, sustainable funding approaches, and a continued focus on creating great places to play, relax, learn, and connect across San Diego.

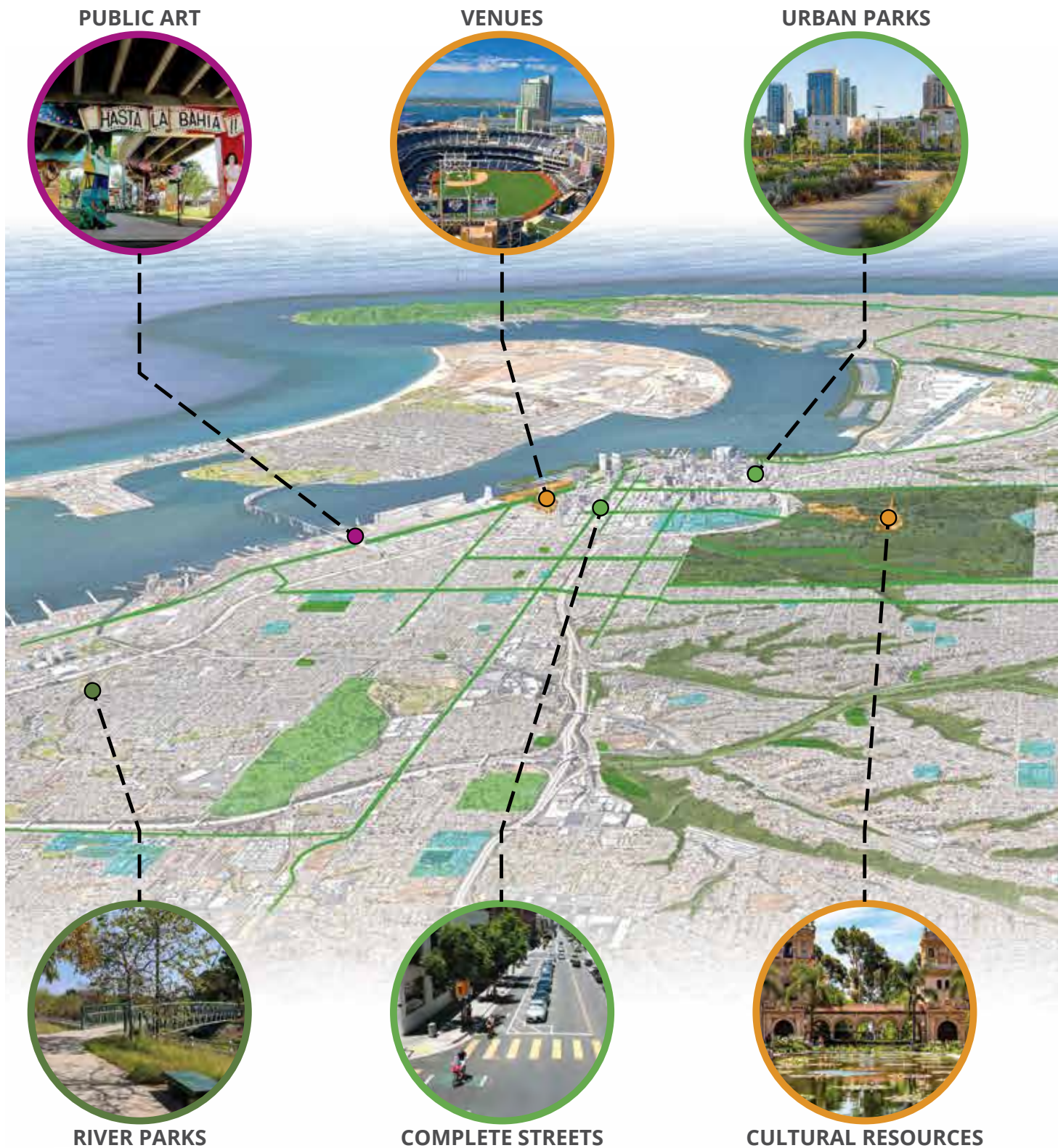


3.0



## A CITYWIDE PARKS SYSTEM

San Diego's many individual assets join to create a vibrant Citywide parks system. Recreational opportunity in San Diego is more than the sum of parkland acres or the number of facilities.





Lively public spaces, active streets, cultural amenities, trails and connections, and conserved natural lands make up a complete, interconnected recreational experience.

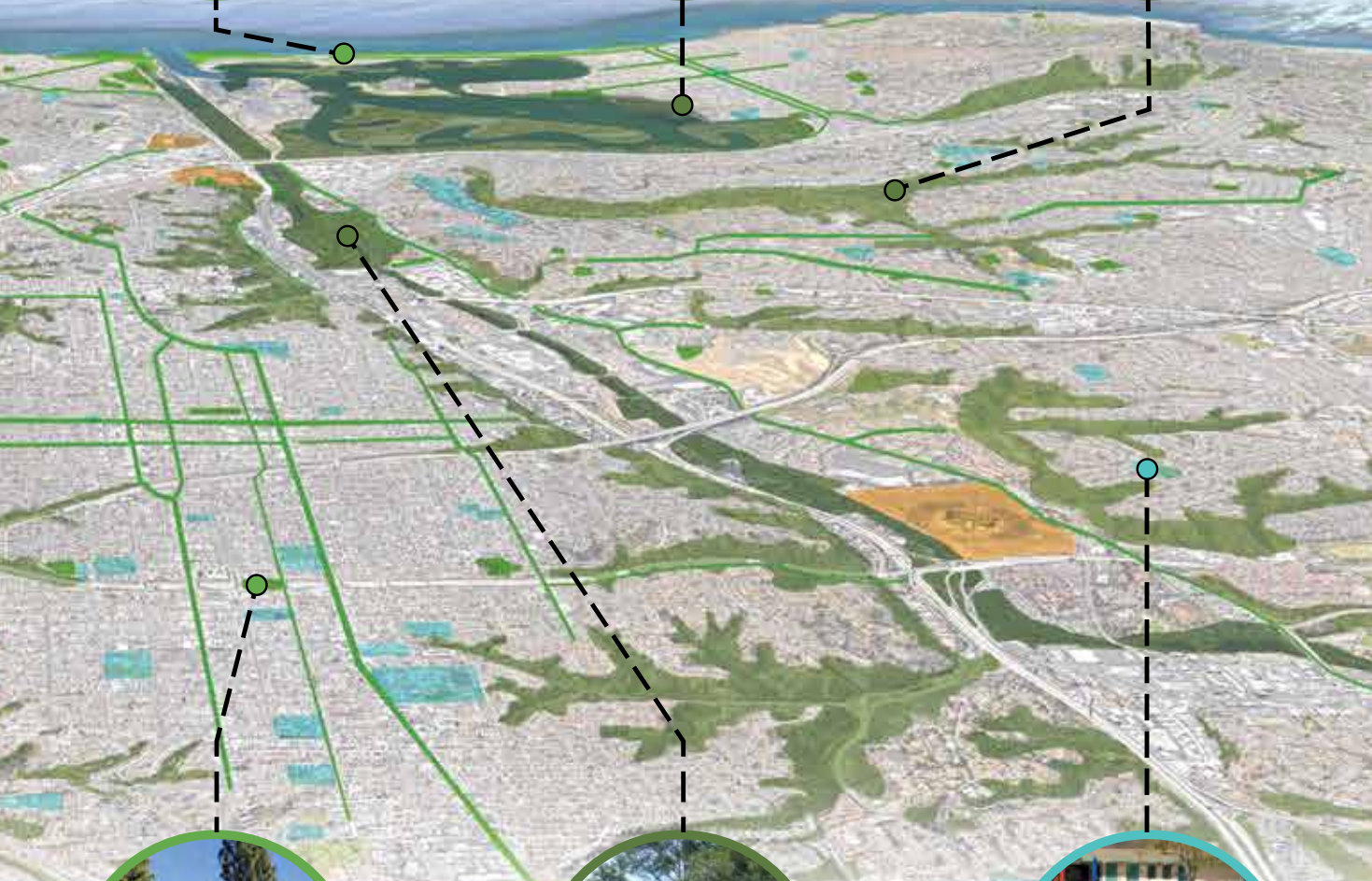
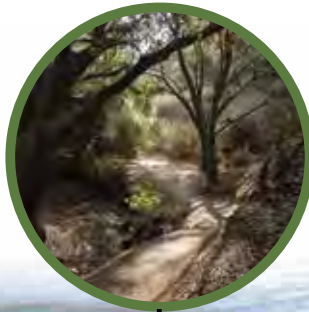
**SHORELINE PARKS  
& BEACHES**



**REGIONAL PARKS**



**OPEN SPACE**



**NEIGHBORHOOD PARKS**



**GREENWAYS & TRAILS**



**JOINT USE PARKS**





Central Avenue Mini Park  
Photo by: Estrada Land Planning





## **4.0 HOW WE GET THERE**

- 4.1 Park Standard
- 4.2 Prioritization Framework
- 4.3 Access
- 4.4 Equity
- 4.5 Park-Related Prioritization Metrics
- 4.6 Implementation Framework

# 4.0

## How We Get There



## 4.0 How We Get There

The path forward to transform our parks system requires action across many areas – from the way we measure the success of our system to the ways we plan, design, and fund parks and recreation facilities. These actions will require strong partnerships with other public agencies, advocates, and stakeholders to build broad commitment for a Citywide network of recreation for everyone.

### 4.1 Park Standard

A critical first step in transforming our parks system is to understand how we are meeting everyone's recreational needs and preparing for growth and change in the years ahead. Park standards are important tools that inform planning, influence investment priorities, shape the design of specific parks, and establish the policy basis for financing sources, such as impact fees and credits. As policy, standards embody the aspirations of the Parks Master Plan, but are not strict measurements. If standards are to serve as a meaningful Citywide network, they should be reasonably achievable over time, transparent and affordable to taxpayers, and sufficiently flexible to accommodate diverse and evolving community needs.

#### Diverse Community Needs

The City, encompassing 372 square miles, has many distinctive backdrops for its parks – urban, suburban, even rural. Redevelopment and infill development continue to reshape communities, with urbanization accelerating as the City promotes sustainable growth patterns near transit and job centers in accordance with its General Plan and Climate Action Plan.

Providing parks in these varied contexts requires flexibility. At the turn of the 20th century and through the 1960s, the City had open land on which to build new parks. Today, little open land remains. As they evolve, other urbanizing cities have looked to strategies beyond land acquisition to increase recreational opportunities. They have acquired land from the private sector for parks; have built smaller, linear, and pocket parks on public lands; or have activated existing parks to add value to the parks system. Cities have found creative recreational uses for unused land or corridors originally intended for other purposes. Parks systems, including the City of San Diego, have formed partnerships with other public agencies, such as school districts, to expand access through joint use parks.

Changes in patterns of development require growing cities to confront the limitations of traditional park standards. One of the most commonly used service standards in municipal parks systems is the number of public park acres per 1,000 residents. While an acreage-based standard easily tracks the supply of parkland in an area, it does not consider factors that affect recreational experiences like accessibility, quality, or community context.

The City has used a standard of 2.8 acres per 1,000 residents for parks, including community parks, neighborhood parks, mini-parks, and joint use facilities. While some communities run a deficit of these parks, the City overall remains rich in large resource-based spaces and has one of the largest inventories of land per capita among major cities in the United States. When counting all types of developed parkland, including regional parks, the City's park acres per capita is about 6 acres per 1,000 population.

As the City continues to grow, an acreage-based standard for population-based parks will become increasingly difficult to satisfy given limited open land and rising acquisition costs. Reliance on development impact fees (DIF) to meet a land-based standard also limits the City's ability to address systemic park inequities and deficiencies and expand recreational opportunities in many growing and changing neighborhoods. In addition, these fees are often insufficient to fund the cost of acquiring land and constructing new parks due to the high cost of urban real estate.

Inadequate financial resources for maintenance, operations, and programming can result in inconsistent park conditions and recreational experiences across communities. Creating the system of tomorrow requires an equitable balanced, flexible, and sustainable funding approach that can support a full network of quality recreational experiences for all San Diegans.

## Facility Standards

Facility-based metrics measure how many facilities are available relative to a city's population. This standard defines the number of people ideally served by a given facility, such as a recreation center or aquatic complex. Facility-based standards are especially useful in assessing the adequacy of recreational amenities that meet multiple communities' needs.

## Population-Based Facility Standards



**17,000** Square feet of Recreation Center space per  
**25,000** people



**1** Aquatic Complex per  
**50,000** people

4.0



Rancho Bernardo Park



## HOW DID WE DEVELOP THE PARK STANDARD?

**A PARK =**



Land



Recreational  
Experiences



Equity &  
Access

CURRENT CITY  
PARK STANDARD

**2.8**

ACRES PER 1,000 PEOPLE



Community  
Input



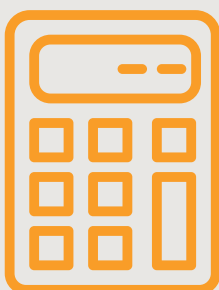
Inventory



Survey



Research



*Calculate the recreational value of community  
planning areas that meet 2.8 acres standard*

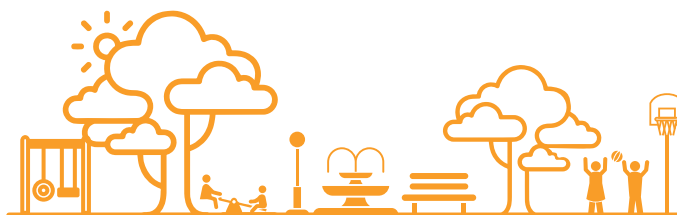
Linda Vista CPA = 9 points per 1,000 people  
Carmel Valley CPA = 10 points per 1,000 people  
Mission Beach CPA = 25 points per 1,000 people  
Navajo CPA = 10 points per 1,000 people



NEW CITY  
PARK STANDARD

**14**

POINTS PER 1,000 PEOPLE



## Recreational Value-Based Park Standard

A practical and meaningful standard reflects the variety of recreational experiences within a large, diverse city and promotes positive recreational outcomes, such as safe, accessible, active parks. The Recreational Value-Based Park (Value Standard) standard establishes a point value to represent recreational opportunities within traditional population-based parks. Recreation value emphasizes the activities and experiences that residents can enjoy, rather than the amount of parkland in a given area. It measures the inherent benefits of park spaces – their ability to support active recreation and exercise; encourage socializing; link people to transit, bike facilities, trails, and active public areas; and invite activity throughout the day.

The Value Standard is intended to be applied to population-based parks and portions of regional parks which serve more local populations. The Value Standard is not intended to be applied to portions of regional parks which serve the region, including trails, shorelines, and open space. Regional assets are intended to be evaluated during future community plan updates; the score assigned to these resources is not intended to represent their total inherent Citywide value, but instead recognizes that these assets provide additional recreational value to more local residents.

Since it stresses the amenities and features within a space, rather than its size alone, the standard recognizes the value of parks appropriate for diverse communities, from a large field park for active recreation to a small, lively public urban gathering space. A focus on value also recognizes opportunities to upgrade existing parks by adding amenities and introducing new recreational activities. The Value Standard establishes a recreation value of 14 points per 1,000 people. This

value is based on a scoring of existing parks in communities with parkland acreage that meet the former standard of 2.8 acres per 1,000 residents. The 14 points reflect scoring based on recreation amenities, space for programmed activity, connectivity to transit, and other factors. See Appendix D for the Recreation Value Score Methodology.

The score also accounts for the ability of larger regional parks, natural areas, and trails to meet some of the local recreational needs of nearby communities without being overly reliant on these assets. These assets are known as locally-serving portions of regional parks. A recreation value of 14 points represents a range of recreation experiences comparable to the opportunities available to residents in communities that achieve the former acreage-based standard.

### Recreational Value Case Studies

The case studies of Children's Park, Piazza della Famiglia, and a representative neighborhood park (see page 61 through 72) demonstrate how the value-based scoring system awards points for amenities. These studies also illustrate opportunities to introduce compatible new recreational amenities that enhance the value of existing spaces and expand recreational activities available to residents.



*Breaking the Chains,*  
Martin Luther King, Jr. Promenade Park

4.0



## CASE STUDY 1 | Children's Park

Children's Park is a 1.7-acre downtown space with a forest of pine trees and a small pond. Given the limited range of available amenities, the mini-park has suffered from years of underuse and ongoing public safety challenges.

A planned revitalization will activate the park with new activities to attract regular use by families, nearby workers, and downtown residents. While the park's basic elements are planned to be preserved, the proposed design would add public art work, a children's play and picnic area, open space turf, an elevated walkway, a vendor and restroom building, an off-leash dog park, and an adult fitness area. To enhance safety and visibility, the park will

feature improved lighting and a redesigned forest area that promotes a sense of openness.

Under the Value Standard, current amenities in Children's Park offer 11 points of recreational value. The planned amenities will significantly increase the site's point total to 33 - a value that provides recreational experiences serving 2,357 people. Under the Value Standard, this small but richly designed space will support recreational experiences for many more downtown residents and visitors. Children's Park illustrates opportunities to maximize the recreational use of compact urban spaces by co-locating compatible activities and offering amenities that appeal to a wide range of users.

Existing Recreation Point Value		
Key	Amenities	Points
	Mini Park	2
<b>A</b>	Public Art/Placemaking Elements	1
<b>B</b>	Linkages: CI 1 Bike or Cycle Track	4
<b>C</b>	Integrated With Transit (500 ft)	2
<b>D</b>	Connection to Public/Civic Use	2
<b>Total</b>		<b>11</b>
<b>Population Served</b>		<b>786</b>

SEE EXISTING PLAN VIEW

Proposed Recreation Point Value		
Key	Amenities	Points
	Mini Park	2
<b>A</b>	Public Art/Placemaking Elements	1
<b>B</b>	Linkages: CI 1 Bike or Cycle Track	4
<b>C</b>	Integrated With Transit (500 ft)	2
<b>D</b>	Connection to Public/Civic Use	2
<b>E</b>	Food Area/Concessions	1
<b>F</b>	All-weather shade with tables/seating	2
<b>G</b>	Restroom	3
<b>H</b>	Play Area	10
<b>I</b>	Fitness Circuit	2
<b>J</b>	Specialty recreation (soft-surface)	1
<b>K</b>	Off-Leash Dog Area	3
<b>Total</b>		<b>33</b>
<b>Population Served</b>		<b>2,357</b>

SEE PROPOSED PLAN VIEW

## CASE STUDY 1 | Before Scene



4.0

## CASE STUDY 1 | After Scene





## CASE STUDY 1 | Existing Plan View





## CASE STUDY 1 | Proposed Plan View





## CASE STUDY 2 | Piazza della Famiglia

Piazza della Famiglia is a .38-acre pocket park in Little Italy in downtown San Diego. Construction of the plaza closed off a one-block stretch of the existing street network to vehicular traffic, establishing a pedestrian-only area. This central gathering place now hosts farmers' markets, concerts, cultural events, and casual social activity throughout the day and evening. Apartments, restaurants, and shops anchor the plaza, creating a vibrant blend of public and private space that draws residents, visitors, and customers. The fountain and design elements within the park celebrate the Italian heritage of the neighborhood.

Prior to construction of the piazza, the street and adjoining spaces supported no recreational activity. Under the Value Standard, the food and concession areas, public art, and event space on the site offer 11 points of recreation value, serving 786 people. The Piazza della Famiglia demonstrates opportunities to bring appealing, energy-filled spaces to the City's quickly growing, more compact, urban neighborhoods. The piazza also illustrates the creative repurposing of existing street right-of-way to claim new recreational space that meets everyone's needs.

Existing Recreation Point Value	
Amenities	Points
—	0
<b>Total</b>	<b>0</b>
<b>Population Served</b>	<b>0</b>

SEE EXISTING PLAN VIEW

Proposed Recreation Point Value		
Key	Amenities	Points
	Pocket Park/Plaza	1
<b>A</b>	Food/Concession Area	1
<b>B</b>	Performance/Event Space	3
<b>C</b>	Public Art/Placemaking Elements	1
<b>D</b>	Connection to Transit	2
<b>E</b>	Connection to Public Realm	1
<b>F</b>	Space for Programmed Activities	2
<b>Total</b>		<b>11</b>
<b>Population Served</b>		<b>786</b>

SEE PROPOSED PLAN VIEW

## CASE STUDY 2 | Before Scene



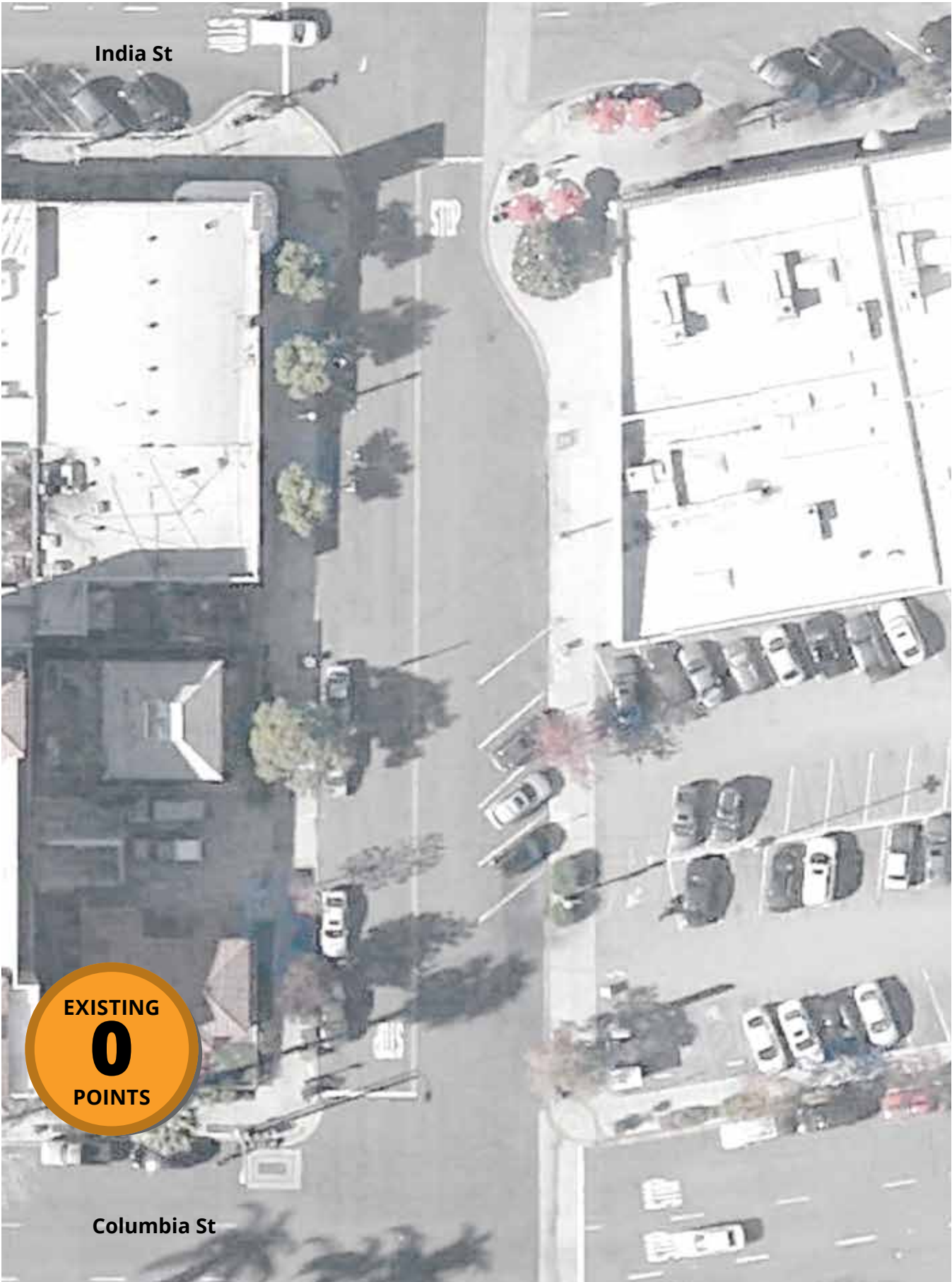
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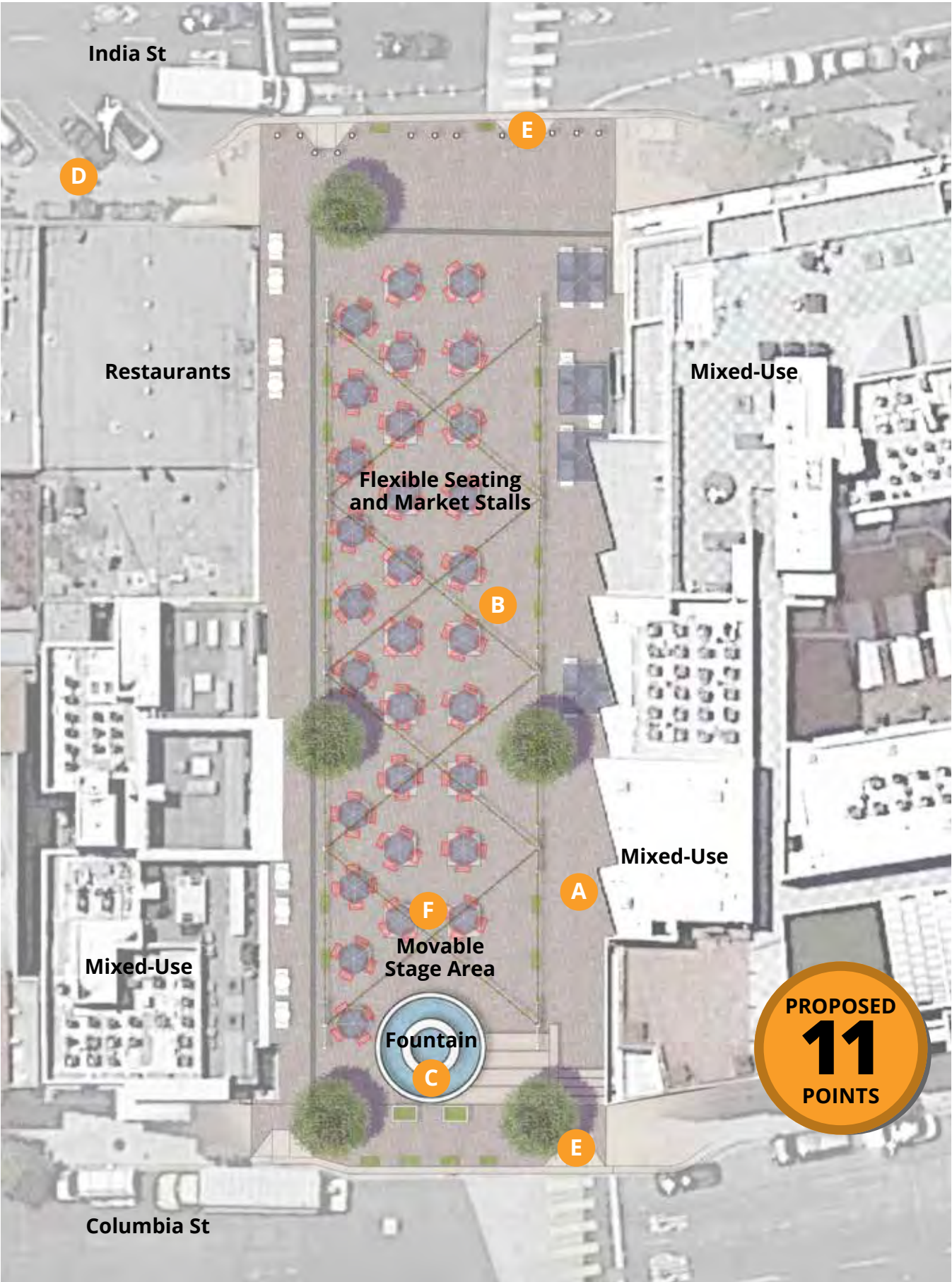
## CASE STUDY 2 | After Scene





CASE STUDY 2 | Existing Plan View





4.0



## CASE STUDY 3 | Sample Mini Park

Many of the City's older parks contain few recreational amenities relative to their overall size. This case study illustrates a representative two-acre mini park with a design that offers 15.5 points of current recreation value. A possible redesign of the space would effectively double its recreational value to 28.5 points through the incorporation of new placemaking elements and recreational facilities.

The addition of amenities would create a space that serves 2,035 people under the Value Standard, and it would served a wider range of age groups. The case study illustrates opportunities to use existing parkland more efficiently, expanding recreational experiences for park-goers.

Existing Recreation Point Value		
Key	Amenities	Points
	Mini Park	2
A	Play Area	9
B	Multi-Purpose Turf Area	2
C	Specialty Recreation	0.5
D	Integration with Transit	2
<b>Total</b>		<b>15.5</b>
<b>Population Served</b>		<b>1,107</b>

SEE EXISTING PLAN VIEW

Proposed Recreation Point Value		
Key	Amenities	Points
	Mini Park	2
A	Play Area	7
B	Multi-Purpose Turf Area	1
C	Specialty Recreation	0.5
D	Integration With Transit	2
E	Skate Plaza	1
F	Half-Court Basketball	0.5
G	Off-Leash Dog Area	1.5
H	Food Area/Concessions	1
I	Community Garden	1
J	All-Weather Shade Cover	2
K	Amphitheater	2
L	Wayfinding/Signage	1
M	Public Art	1
N	Interpretive Elements	1
O	Fitness Circuit	2
P	Connection to Public/Civic Use	2
<b>Total</b>		<b>28.5</b>
<b>Population Served</b>		<b>2,035</b>

SEE PROPOSED PLAN VIEW

### CASE STUDY 3 | Before Scene



4.0

### CASE STUDY 3 | After Scene





CASE STUDY 3 | Sample Existing Plan View



EXISTING  
**15.5**  
POINTS

## CASE STUDY 3 | Sample Proposed Plan View



4.0



## 4.2 Prioritization Framework

Complex, long-standing factors, such as patterns of development and investment, often result in an uneven distribution of recreational amenities across a city. A prioritization framework guides future capital investments to improve recreational experiences in areas with shortfalls, bringing more communities in line with desired standards for parks and recreation services. Prioritization assessments can draw from multiple perspectives to identify areas with the greatest recreation needs (see Table 2). Communities and parks that score the highest on selected metrics would then rise in priority to receive funding that expands facilities and programming that deliver recreation to everyone. A prioritized approach to future investments is a critical tool in promoting a balanced and equitable network of recreational experiences for everyone.

## 4.3 10-20-30-40 Access Goals

Access targets examine how easily people can travel to a park or recreation facility. Access relates to the guiding principle that everyone should be able to get to a recreational experience along a safe, enjoyable, and active

route. People should be able to enjoy the outdoors not just inside of parks, but for the entirety of their journey to and from parks. The City has set a 10-20-30-40 minute access and activation goal: a 10-minute walk and roll, 20-minute bike ride, and 30-minute transit ride to a park or recreation facility in which they can enjoy at least 40 minutes of activity. In addition to walking, biking and transit can increase the range and types of recreational opportunities that each resident can access. The intent of the 20-minute bike ride and 30-minute transit ride goals is to provide a greater number of people access to the City’s incredible regional parks, beaches, shorelines, and other unique recreational experiences.

These goals highlight the importance of access at a regional level while also reaffirming the City’s commitment to providing local recreational opportunities people can easily access without the use of a car. Figures 8 through 10 show walk, bike, and transit accessibility to all City-managed parks, including community and neighborhood parks, open space, regional parks, and joint use facilities. Areas in pink show parts of the City where current travel to existing parks is less convenient. These gaps highlight opportunities to plan for new park spaces near communities with limited access or enhance pedestrian, bike, and transit links that make it easier to get to existing spaces.

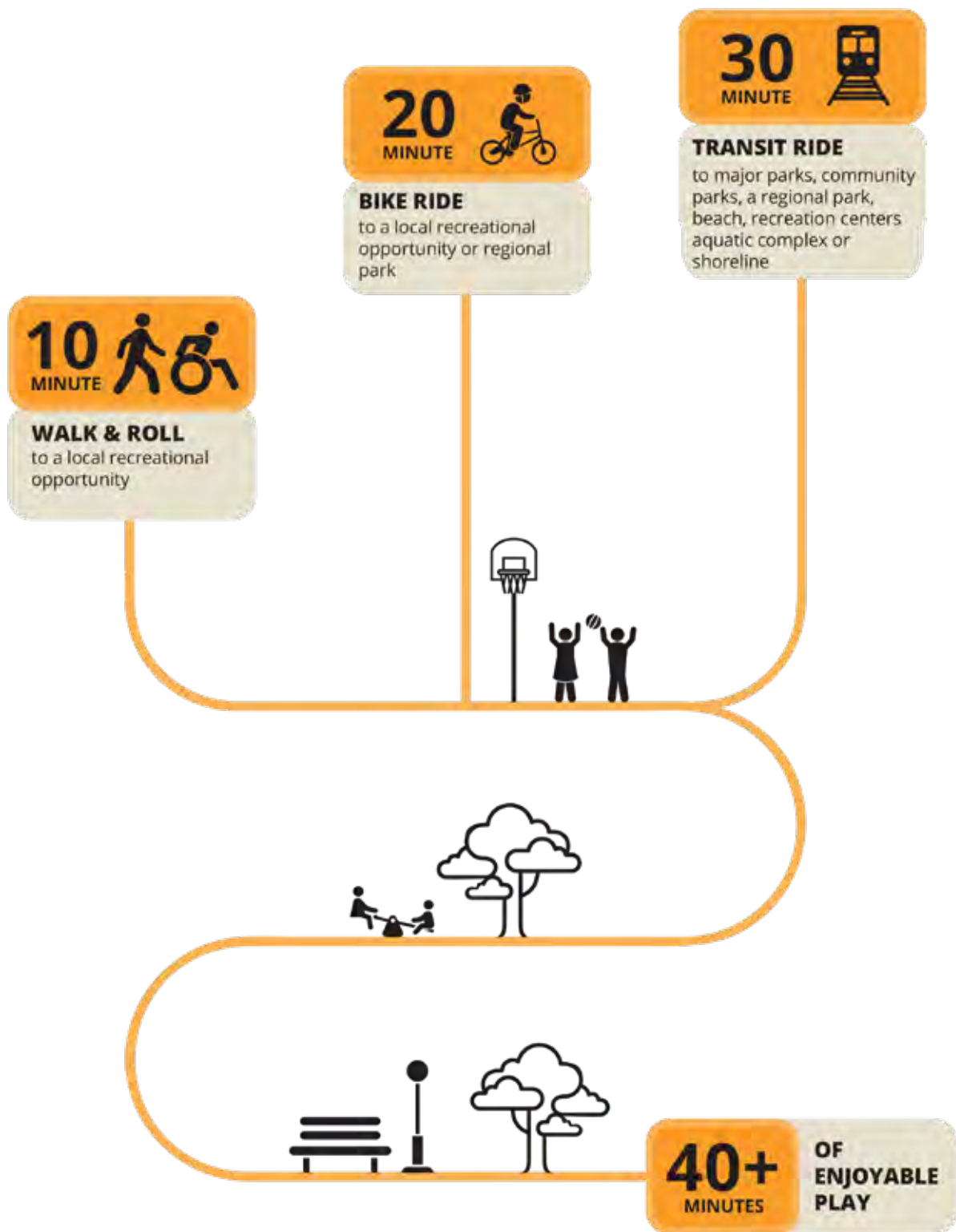
Table 2: Investment Prioritization Metrics

Approach	Definition
Access	Amount of time a person must travel to get to a park or facility
Equity	Socio-economic characteristics of people living in an area
Park Pressure	Number of possible users relative to a park’s capacity and recreational value
Existing Park Conditions	Condition of developed assets within a park

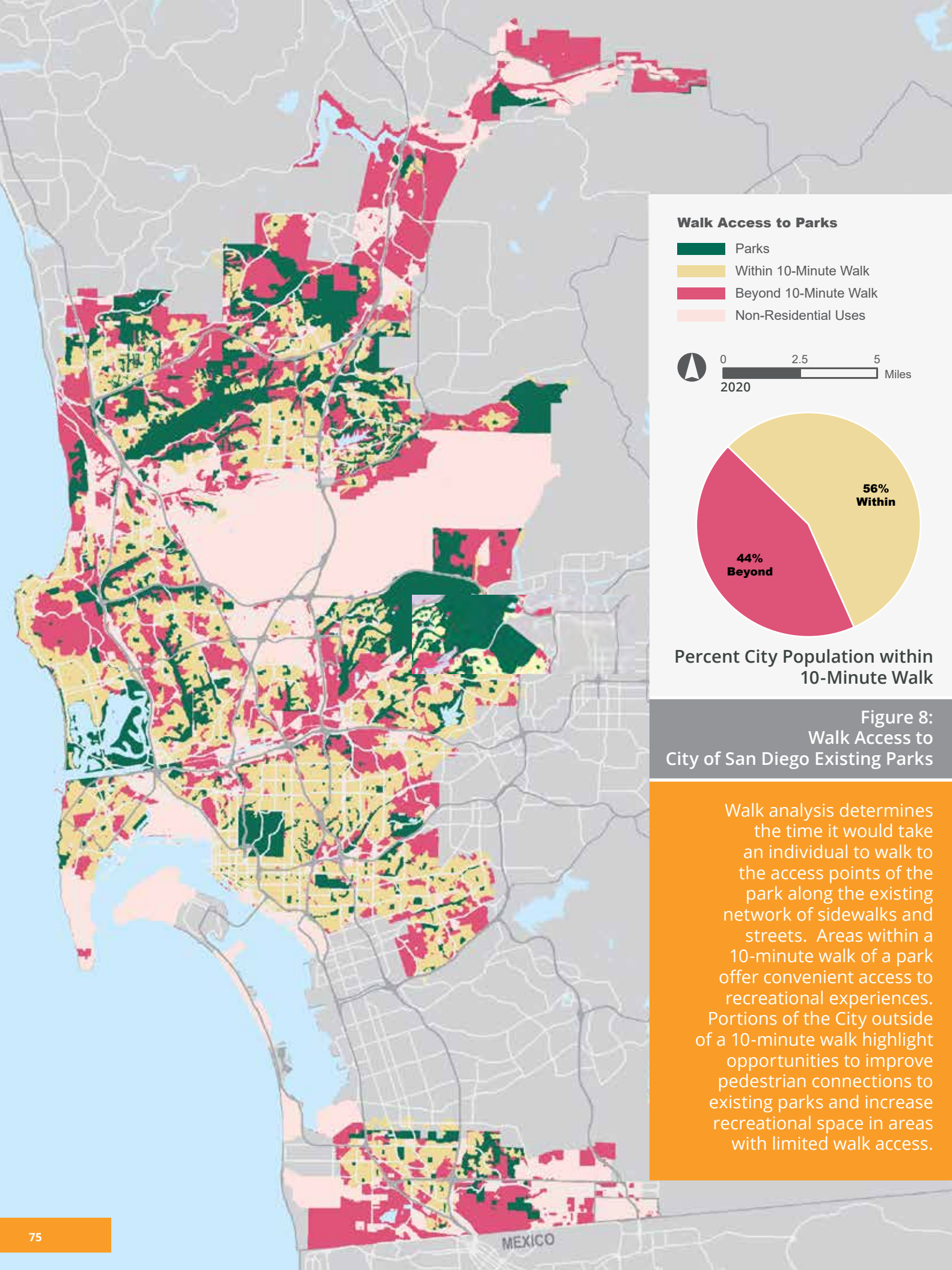


# 10-20-30-40 MINUTE ACCESS

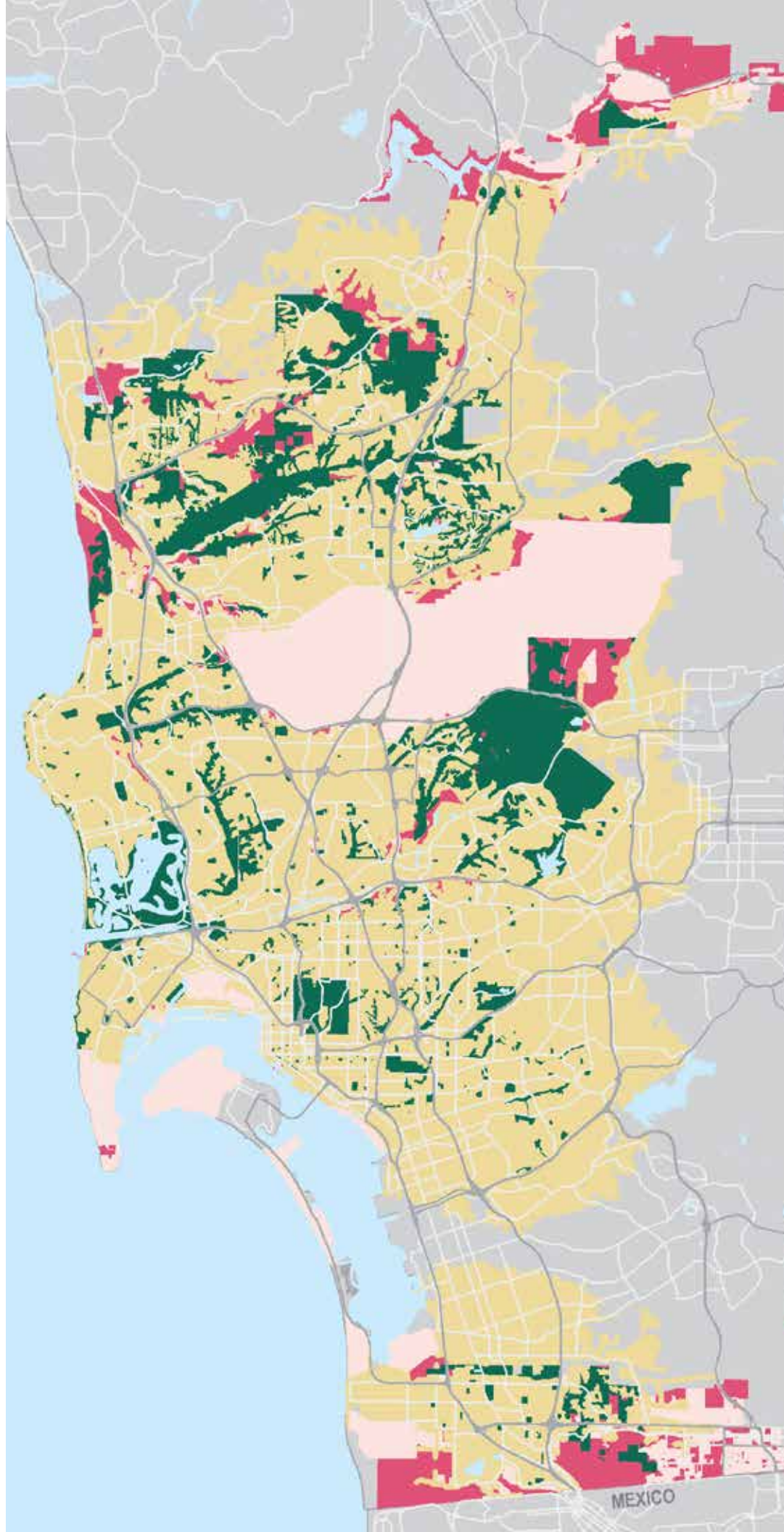
A system for everyone offers convenient access to parks and meaningful recreational activities.





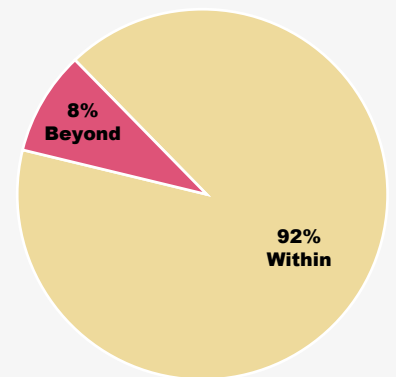
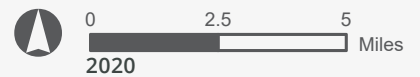






#### Bike Access to Parks

- Parks
- Within 20-Minute Bike Ride
- Beyond 20-Minute Bike Ride
- Non-Residential Uses

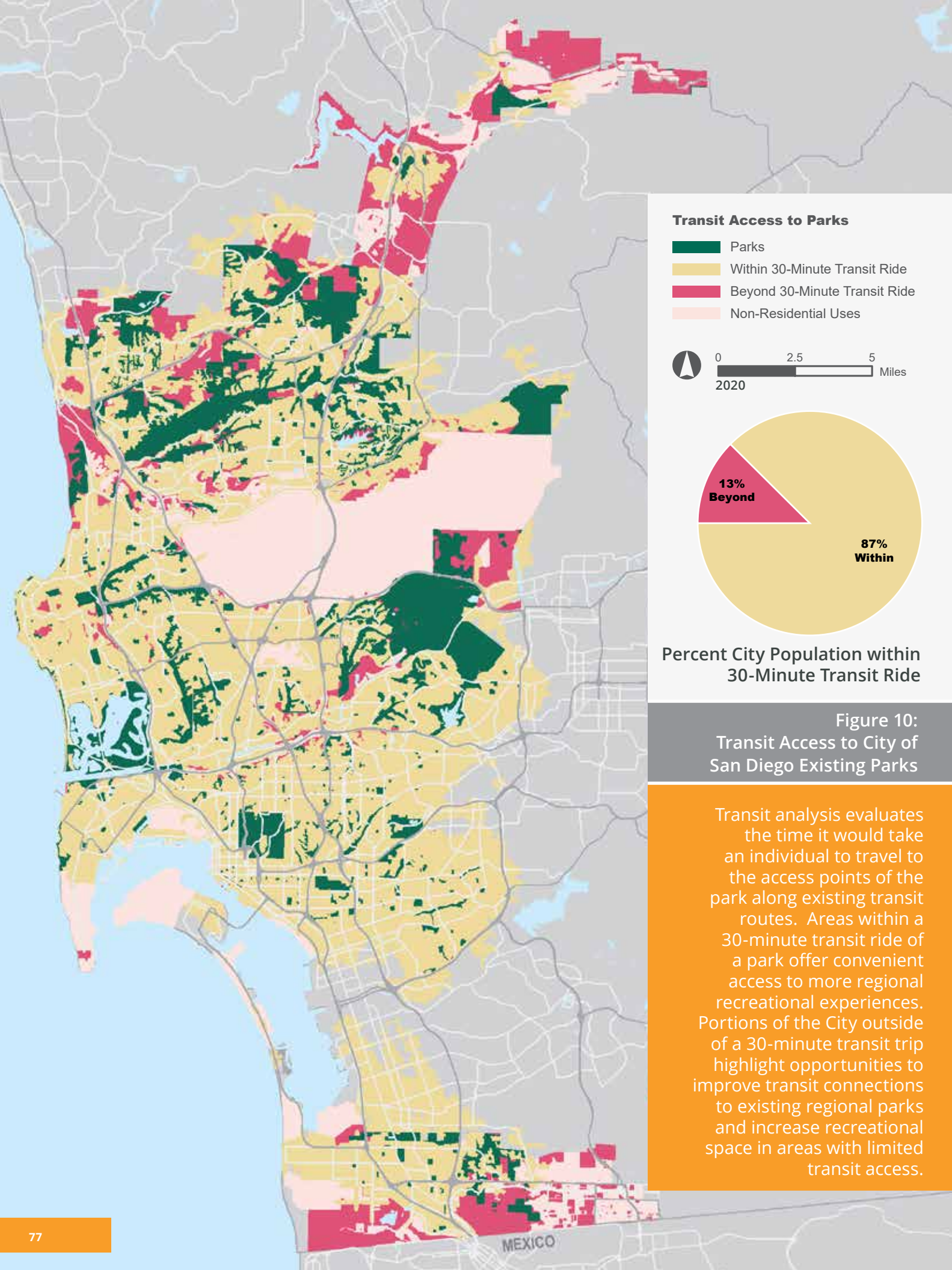


Percent City Population within 20-Minute Bike Ride

Figure 9:  
Bike Access to  
City of San Diego Existing Parks

Bike analysis evaluates the time it would take an individual to bike to the access local and regional parks along the existing network of streets. Areas within a 20-minute bike ride offer convenient access to such recreational experiences. Portions of the City outside of a 20-minute bike trip highlight opportunities to improve bike connections to existing parks and increase recreational space in areas with limited bike access.









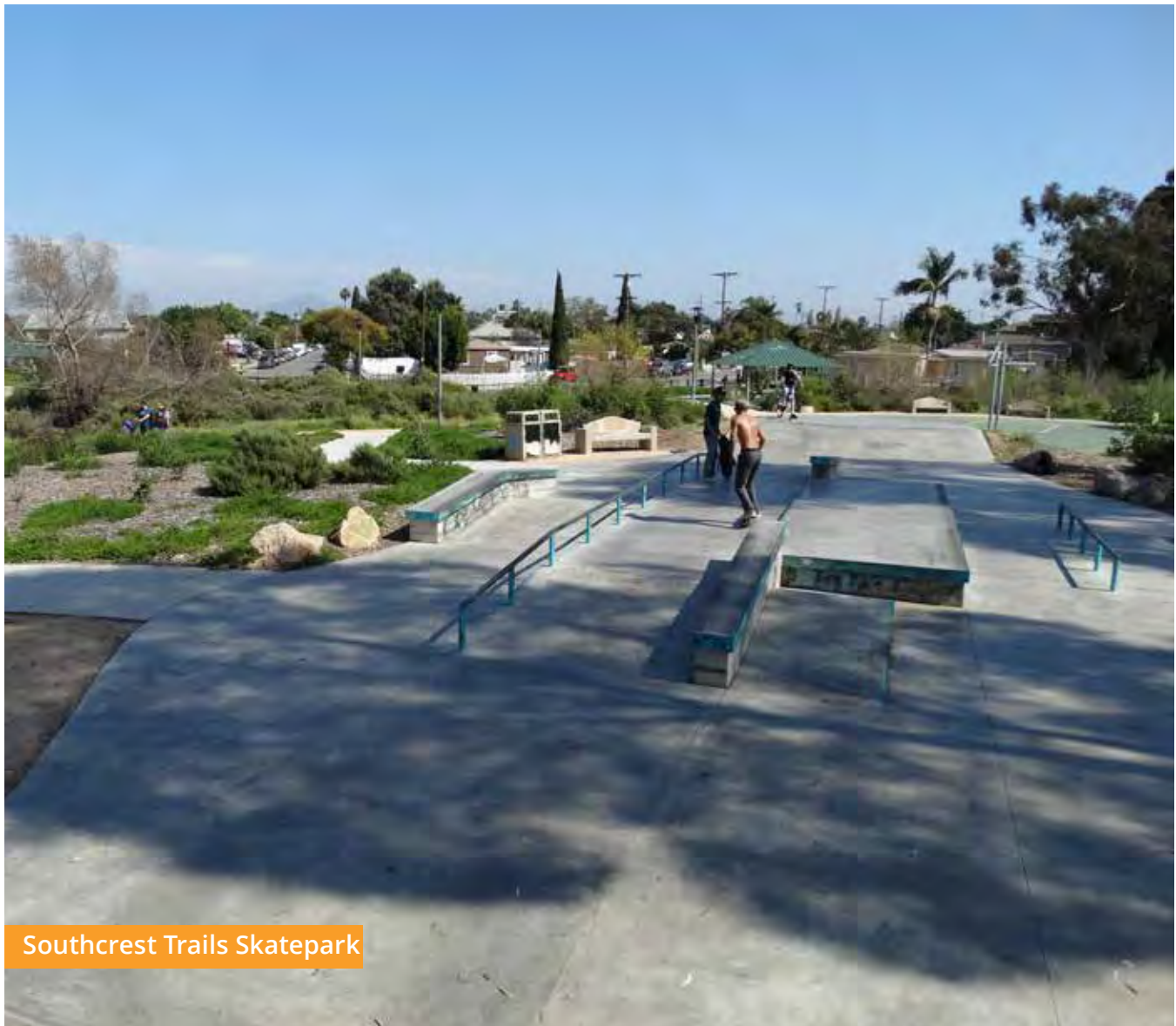
Lake Hodges



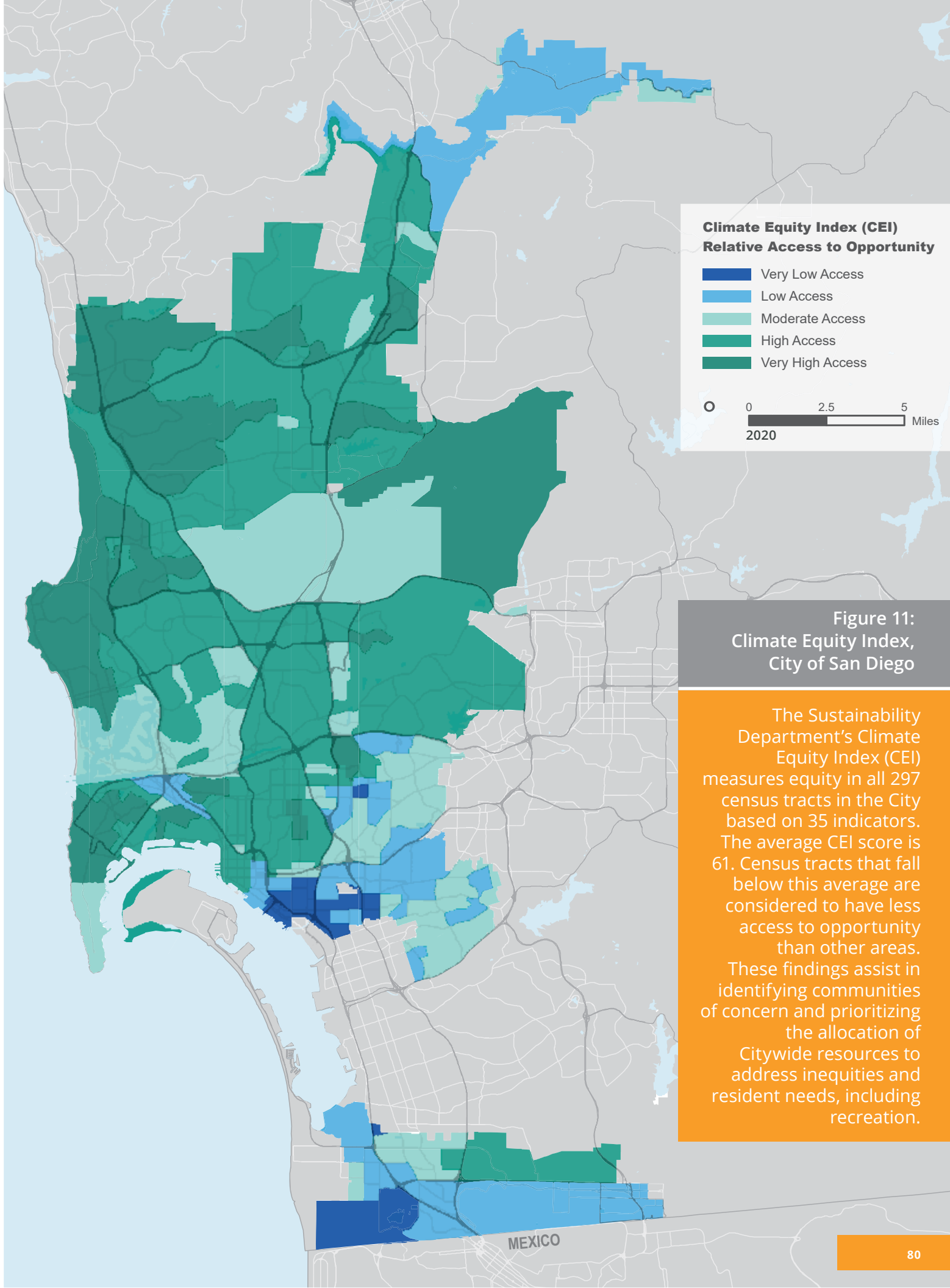
## 4.4 Equity

An equity-based approach recognizes that certain areas of a city, where people of color have historically disproportionately lived, are likelier to have fewer, quality recreational opportunities due to factors such as the era of community development and historical levels of investment. Equity also considers the social and economic characteristics of communities, highlighting areas where residents may have a greater need for the benefits of public parks and programming based on criteria such as age and income.

Equity-driven frameworks guide capital investment to communities of concern to address historical inequities, reduce the parks gap and contribute to healthier, more vibrant neighborhoods. Specific prioritization criteria should incorporate equity-based metrics as identified in the Citywide Climate Equity Index, which identifies areas of the City that have very low or low access to opportunity. See Figure 11.



Southcrest Trails Skatepark



**Climate Equity Index (CEI)**  
**Relative Access to Opportunity**

- Very Low Access
- Low Access
- Moderate Access
- High Access
- Very High Access

0 2.5 5 Miles  
2020

**Figure 11:**  
**Climate Equity Index,**  
**City of San Diego**

The Sustainability Department's Climate Equity Index (CEI) measures equity in all 297 census tracts in the City based on 35 indicators. The average CEI score is 61. Census tracts that fall below this average are considered to have less access to opportunity than other areas. These findings assist in identifying communities of concern and prioritizing the allocation of Citywide resources to address inequities and resident needs, including recreation.

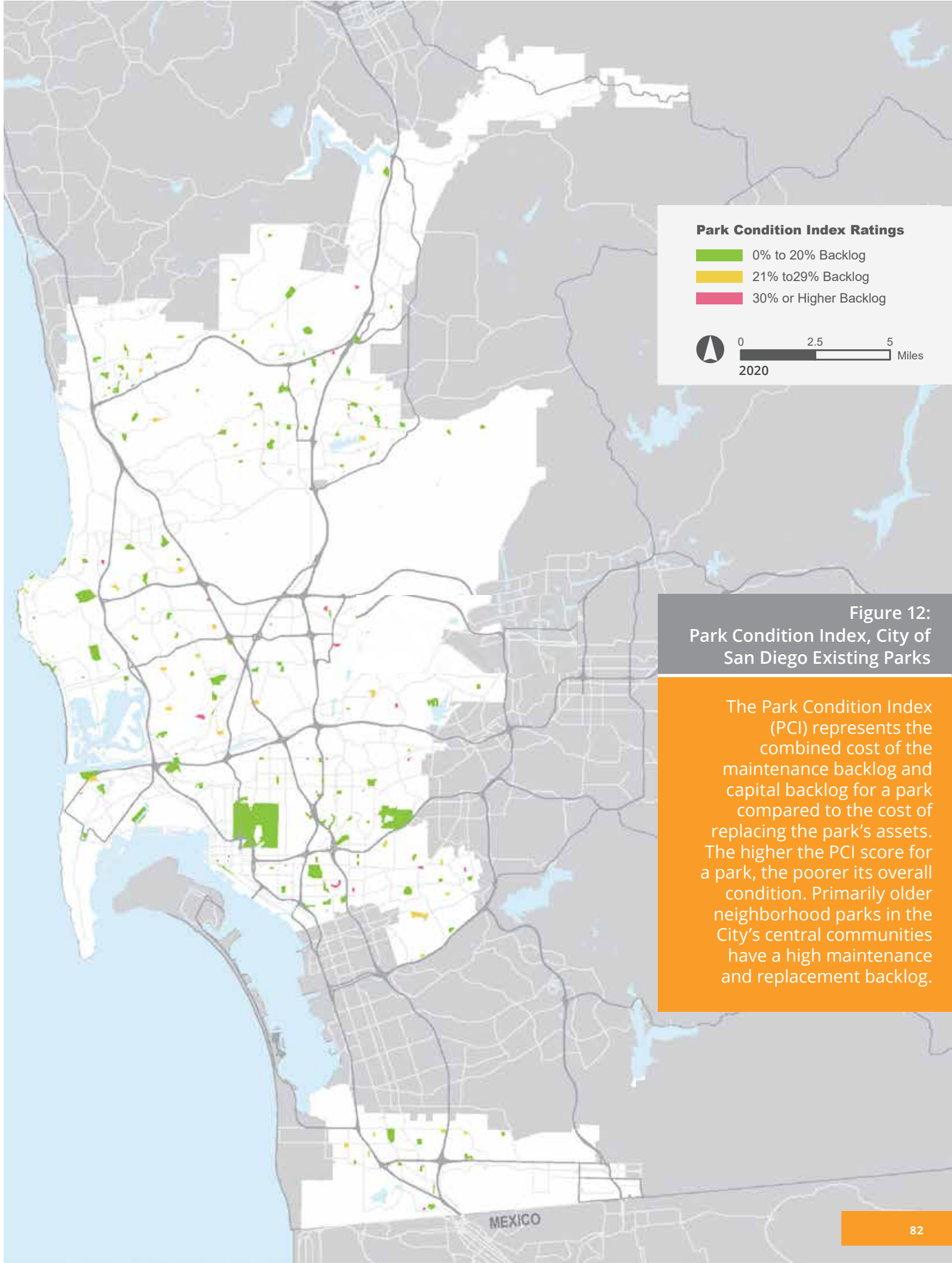


## 4.5 Park-Related Prioritization Metrics

In addition to access and equity, park-related criteria can assist in identifying areas of recreation need and informing park investments. Park pressure is the relationship between the number of people living in an area and the size of parks. Parks with high pressure have more nearby residents, and therefore potential users, relative to their smaller size. While activity in parks is positive, levels of use in excess of carrying capacity can degrade park experience, increase maintenance costs, and reduce the lifecycle of assets. Areas of high park pressure are candidates for investments to increase capacity and available recreational value.

Condition-based assessments highlight areas in which existing parks may be older or show signs of disrepair or deferred reinvestment and maintenance. These park locations may also correlate with communities that historically have had lower levels of park investment. Data gathered through the City's parks assessment study documents the conditions in all developed parks. Concentrations of parks with poor or fair Park Condition index scores represent opportunities to improve existing amenities, introduce new amenities, and enhance user experiences. See Figure 12. Priorities should also be given to the areas of the City that are experiencing the greatest levels of growth.





#### Park Condition Index Ratings

- 0% to 20% Backlog
- 21% to 29% Backlog
- 30% or Higher Backlog



0 2.5 5 Miles  
2020

**Figure 12:**  
Park Condition Index, City of  
San Diego Existing Parks

The Park Condition Index (PCI) represents the combined cost of the maintenance backlog and capital backlog for a park compared to the cost of replacing the park's assets. The higher the PCI score for a park, the poorer its overall condition. Primarily older neighborhood parks in the City's central communities have a high maintenance and replacement backlog.



## 4.6 Implementation Framework

The implementation framework consists of goals and policies in 12 categories. Together, this mix of new programs, tools, and partnerships outlines a sustainable strategy to expand and upgrade parks in the City. As implementation unfolds, the City will assess and monitor these actions with an emphasis on adequate staffing, financing, and equitable resource allocation.

The City also recognizes that given the long planning horizon of the Park Master Plan, continual monitoring in the early years of the Plan will be required to ensure its success. For the extent of the planning horizon, it may be necessary to modify specific actions as conditions change. Shifts in development patterns, population growth and demographics, technology, or recreational interests can reshape needs and priorities, warranting new implementation approaches.

Along with a commitment to deliver accessible, equitable, innovative, and high quality recreational experiences, flexibility in implementation enables the City to adjust, refine, and improve strategies.

The Parks Master Plan policies reflect the overarching principles that seek to elevate the City's parks, facilities, and programs into the world-class parks system of the future. The icons next to the policy categories represent the five Parks Master Plan guiding principles.



**RELEVANT**



**ACCESSIBLE**



**ICONIC**



**SUSTAINABLE**



**EQUITABLE**

### Parks Master Plan Guiding Principles



**Parks Fit**



Youth Sailing on Mission Bay



# PARKS + PROGRAMMING

## Goal:

Opportunities for everyone to play, explore, learn, and interact.



A complete network of parks and programming offers quality recreational experiences for diverse and changing interests. Cities that adapt effectively to growing demand embrace varied strategies to expand recreational value throughout their parks systems.

Reinvestment to renew and expand existing parks increases the capacity to meet the needs of a larger population. When urban areas become denser, flexible spaces, such as pocket parks, plazas, and linear parks, infuse greenery and recreational activity into compact settings. As remaining land becomes costlier, the creative conversion of underused or overlooked sites and infrastructure reclaims park space from the built environment.

The repurposing of surface parking lots, freeway underpasses, underperforming commercial or office properties, alleys, or large rights-of-way can add space for new recreational amenities and gathering areas.

Parks systems that evolve also actively connect residents and visitors to available amenities and services. The delivery of safe, affordable, enjoyable, and multilingual culturally specific core programming ensures meaningful recreational and social activities for all people, including children, adults, and persons with disabilities. Marketing, particularly efforts that make use of social media and mobile platform technology, build awareness and a diversity of public participation.



Quartyard PopUp Park

## POLICIES:

**PP1:** Increase recreational opportunities throughout the City by:

- a. Investing in existing parks to expand and extend services and amenities available to residents and visitors.
- b. Repurposing rights-of-way to serve as active transportation connections, with recreational amenities and features that encourage walking and bicycling in the right-of-way.
- c. Encouraging and incentivizing the dedication of new park space in areas where new parks are most needed and will be most used.
- d. Increasing access to regional recreational resources, including the beaches and shorelines, Mission Bay Park, Balboa Park, Mission Trails Regional Park, and the City's network of trails in open space and canyon areas.

**PP2:** Improve existing underused sites and infrastructure, such as surface parking lots, freeway underpasses, alleys or paper streets to create new green space, recreation, and gathering areas in the parks system.

**PP3:** Incorporate innovative and emerging technology to enhance recreational experiences for residents and visitors.

**PP4:** Provide flexible, innovative park spaces, including neighborhood and community parks, mini parks, pocket parks, public plazas, green streets, linear parks, and temporary activated spaces, to meet the City's existing and future recreation needs.

**PP5:** Promote public awareness of the City's parks system and increase participation in program offerings through use of social media, multicultural public outreach, and development of a comprehensive master marketing plan.

**PP6:** Support and encourage placemaking efforts on parkland that strengthens and unites communities, residents, and visitors.

**PP7:** Develop a Parks Master Plan monitoring program to ensure successful implementation.

**PP8:** Develop a Parks Master Plan user's manual to complement the City's Consultant's Guide to Park Design & Development.

**PP9:** Encourage the development of active recreation fields within parks to promote social connections, teamwork and physical exercise across all age groups.

***Our system should strive for creative, flexible, high quality recreational spaces and services that meet the diverse and changing needs of residents and visitors across the City.***



# EQUITY + ACCESS



## Goal:

**Access within a 10-minute walk and roll, 20-minute bike ride, and 30-minute transit ride for everyone to a park or recreational experience that can be enjoyed for at least 40 minutes.**

Access and equity in the context of parks mean that all people regardless of age, ability, race, gender, or place of residence can enjoy meaningful recreational opportunities. Factors, such as distance to a park, the design of a space, or park conditions, affect people's ability to access recreation.

Equity recognizes that many factors influence where parks are built and how they are maintained, historically resulting in communities – especially in communities of concern – that have fewer available quality recreational opportunities. An equity-driven approach acknowledges that people who live in communities of concern have greater recreational needs and prioritizes the investment of resources to enhance and add parks in areas experiencing historical inequities.

When people can get to parks and recreation facilities along a safe and convenient route,

without the use of a car they are likelier to exercise, relax, or interact on a regular basis. People should be able to enjoy the outdoors not just inside of parks, but for the entirety of their journey to and from parks. The 10-20-30-40 access and activation goal - 10-minute walk and roll, 20-minute bike ride, and 30-minute transit ride to a park or recreational facility in which a park can be enjoyed for at least 40 minutes - will enable everyone across the City to connect with a wide range of everyday recreational activities. In addition to walking – biking and transit allows for access to a broader range of recreational experiences, regional parks, beaches, and shorelines for all.

Once people get to parks, spaces that are clean, safe, and well-maintained sustain activity. Facilities that incorporate universal and multi-generational design welcome visitors of all abilities and ages to participate fully and equally in recreational experiences, without the need for adaptation or specialized features.

***Our parks system should embrace access and equity-related strategies to reduce current and future inequities in the availability and quality of recreational spaces between our communities, giving everyone an opportunity to play, learn, explore, and connect.***

## POLICIES:

**EA1:** Use measurable criteria, including the City's Climate Equity Index, the age and condition of existing parks, park capacity and recreational value relative to surrounding population density, walking, bicycling, and transit accessibility, and areas experiencing the greatest levels of growth to prioritize future capital investments.

**EA2:** Maintain an integrated Citywide network of trails and open spaces, natural areas, and scenic views that serves all residents and visitors.

**EA3:** Strive for all residents to have 10-20-30-40 minute access through a 10-minute walk and roll, 20-minute bike ride, and 30-minute transit ride to a park, facility or regional amenity and at least 40 minutes of recreational activity. In addition to walking, also focus on biking and transit transportation modes to increase resident access to a wide range of recreational opportunities

**EA4:** Prioritize the delivery of new parks, trails, community centers, and aquatic facilities in areas with the greatest needs, communities of concern, and in higher density urbanized areas with fewer parks.

**EA5:** Design parks and recreation facilities for universal access and multi-generational uses to encourage participation and inclusive play by residents of all abilities and ages.

**EA6:** Promote gender equity in park planning, design, and programming by:

- a. Ensuring decision making roles are distributed equitably between genders;
- b. Ensuring that gender advocate groups are included in the park planning and design process;
- c. Developing an information campaign to highlight safety improvements and crime statistics within parks;
- d. Ensuring even distribution of game and practice locations, scheduling, practice times, equipment, storage, and funding; and
- e. Including a variety of gender expressions in recreation facilities, activity guides and advertising materials, webpages, and other forms of communications.

**EA2:** Support projects that increase safe access to regional parks which are critical in fulfilling the recreational needs of adjacent communities.



Youth-Oriented Programming

4.0



# ACTIVATION



## Goal:

**Safe and inviting public spaces that support positive experiences for everyone and that further the equity and access goal.**

Parks should offer appealing and enjoyable spaces for everyone. The physical qualities of a space make park-goers feel welcome and encourage longer visits. Parks that are clean, visible to the public, and equipped with features, such as lighting and restroom, extend safe, comfortable use. Strategies that maximize available space in existing parks by co-locating compatible amenities also expand activity.

The most dynamic spaces offer creative, fun interactions in memorable physical settings. They have pedestrian-friendly areas with ample, flexible seating and pathways that link uses. Distinctive design elements, such as signs, art, architecture, and landscaping add creativity and a sense of local character. Vibrant parks also promote opportunities for both structured and unstructured play. A mix of food, retail, gathering spaces, and active recreational amenities draws a wide range of visitors throughout the day.

***Our parks system should plan for a wide range of safe, lively public spaces with varied opportunities for daily spontaneous fun or relaxation, regularly programmed activities, and large-scale events.***

Programming is also essential in attracting residents and visitors to public spaces. Scheduled activities, such as food trucks, fitness classes, concerts, or festivals broaden the appeal of existing parks. Partnerships with non-profit and community groups can tailor programming options that meet everyone's recreational needs, building regular participation.

## POLICIES:

**A1:** Enhance safety and enjoyability in parks by incorporating the strategies of Crime Prevention through Environmental Design during the design process. See Appendix F of the Consultant's Guide to Park Design and Development.

**A2:** Promote positive activity in parks by increasing recreational amenities, scheduled programming, pop-up and community events, festivals, farmer's markets, interactive features, and space for shared activities.

**A3:** Where appropriate, accommodate and design for temporary or permanent commercial uses in parks to increase public use of the park's space. Examples of commercial uses may include, but are not limited to, restaurants and cafes, food trucks, carts and kiosks, youth-oriented facilities, bike rental and repair, museums, cultural centers, other retail uses, and other similar uses.

**A4:** Provide and enhance wayfinding, brand identity, and marketing within parks to overcome the lack of public awareness of recreation programs and facilities, and improve user experiences.

**A5:** Strive to design parks and culturally diversified programming that engage users and sustain activity for 40 minutes or longer.

**A6:** Coordinate across departments and with other public agencies and social service providers to allow for effective outreach that connects people experiencing homelessness to support services and promotes public health and safety in parks.

4.0





# CO-BENEFITS



## Goal:

**Multi-purpose park spaces that improve overall quality of life.**

Parks can be more than places to play. They are critical components of the systems – both natural and built – that make our communities healthier, more prosperous, and more adaptable.

Through coordinated planning and design, parks work in concert with other public services and infrastructure to improve quality of life. The social, mental, and physical benefits provided from access to nature allow people to escape the noise and stress of everyday life, and are vital to a successful Citywide parks system.

Trails, pedestrian paths, and bikeways expand mobility options, encouraging people to drive less. Green spaces, trees, and restored habitat

areas control runoff, contribute to clean air and water, and reduce heat in urban areas. Enhanced and revegetated open spaces not only increase valuable habitat for birds and other wildlife, but they allow for people to have much needed access to nature. Busy, attractive parks bring positive energy to their surroundings, making neighborhoods safer and more prosperous. Spaces for exercise, regular social interaction, and relaxation improve the physical and emotional health of residents.

This overlap of benefits also generates innovative partnership opportunities that expand resources for implementation. Parks that combine elements of green infrastructure with recreational spaces, for example, can attract additional support and funding.



Stormwater Management at Civita Park

***Our parks system should contribute to all aspects of our physical, social, economic, and environmental well-being.***

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## POLICIES:

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**CO1:** Plan parks that promote health and economic development, provide opportunities for social connections, integrate with the City's active transportation and transit mobility system, and promote sustainability.

**CO2:** Encourage investments in walking and bicycling facilities that provide an enjoyable recreational experience and encourage residents and visitors to walk, bike, and take transit.

**CO3:** Encourage investments in recreational trails that provide critical connections between communities and parks.

**CO4:** Design stormwater management facilities that enhance a park's recreational value and aesthetics.

**CO5:** Where commercial activity would increase a park's experience or encourage more people to use a park, design space to allow for temporary or permanent park-serving commercial uses. See Policy A3.

**CO6:** When feasible, plant drought tolerant trees in parks to provide carbon sequestration, shade benefits, urban heat island relief, air quality benefits, and green spaces to support Climate Action Plan and Climate Resilient SD goals. Avoid planting species on the California Invasive Plant Council's list of invasives for southern California in City parks.

**CO7:** Treat people experiencing homelessness within our parks with a person-first-approach by striving to:

- a. Coordinate with the City's outreach teams and other City departments to connect individuals experiencing homelessness with services they need to obtain shelter, housing, and other resources;
- b. Provide public restrooms and handwashing facilities;
- c. Provide Parks and Recreation staff who regularly serve individuals experiencing homelessness with training on how best to engage with them and connect them to the City's system of care; and
- d. Ensure the Parks and Recreation Department has adequate budget and resources to fulfill the department's role in addressing homelessness-related issues, including capital and maintenance needs, coordination, and training.

**CO8:** Recognize the mental health benefits of parks by valuing habitat restoration that is accessible and visible for public enjoyment.

**CO9:** Recognize and promote the highly valuable recreational experience and mental health benefits that come from providing residents with open spaces, canyons, and trails.

**CO10:** Where feasible, allow access to nature and open spaces, in concert with the goals and policies of the Multiple Habitat Conservation program (MSCP).

4.0



# COMMUNITY BUILDING

## Goal:

Parks that are the focal points of our communities.



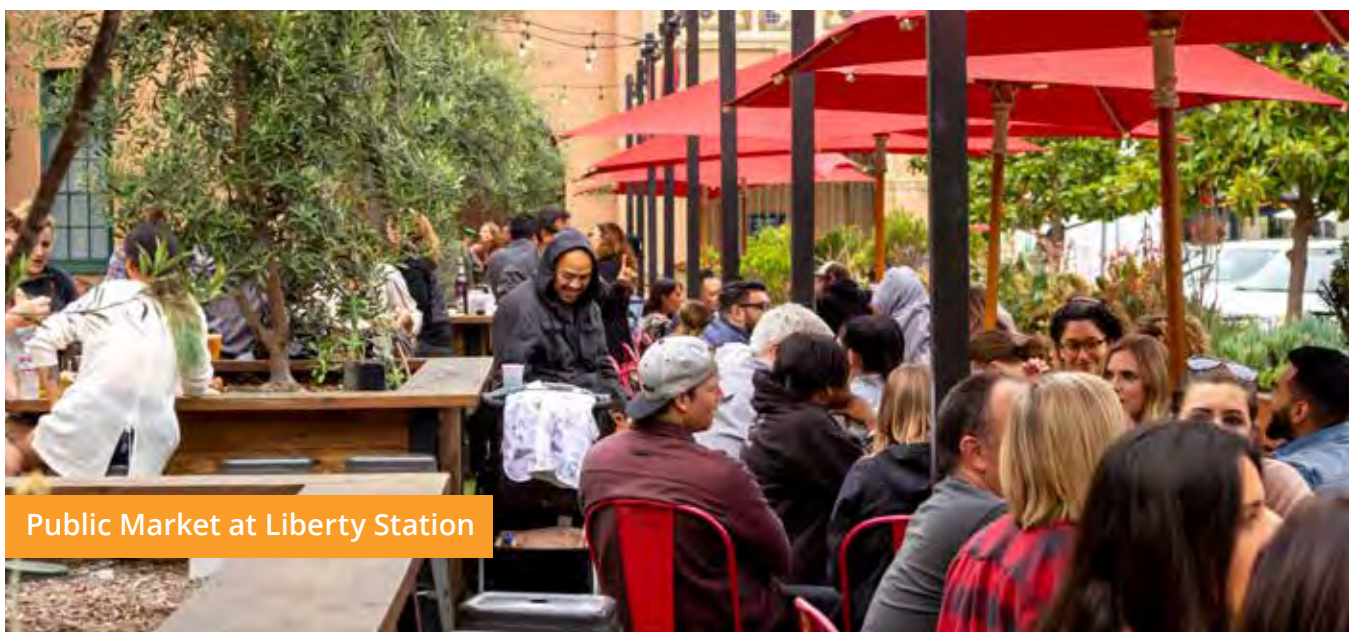
Parks open possibilities for social and economic growth. When co-located with other community uses, parks connect residents to resources for self-expression, learning, and personal development. Parks that blend public gathering spaces with commercial uses, such as restaurants or shops, also enliven their broader surroundings, creating momentum for economic investment.

Parks foster a sense of greater belonging. Shared spaces draw us out, reducing social isolation. Features like shaded seating, games, live music, and food bring diverse people together.

Parks that reflect the local indigenous knowledge of the land, historical and cultural

context of their surroundings through public art, design, educational and interpretive elements, and community-based programming deepen ties and spark a sense of pride and ownership among residents.

***City parks should strengthen the fabric of our communities through physical connections, spaces for shared activities, and locally relevant design and programming.***



## POLICIES:

**CB1:** Provide opportunities for community experiences that promote cultural awareness and celebrate diversity

**CB2:** Promote parks as places where people can foster social connections, build community, and enhance health and well-being.

**CB3:** Create opportunities for parks to co-locate or share uses with other community assets, such as libraries, museums, interpretive centers, schools, and community organizations.

**CB4:** Create opportunities for parks to co-locate with employment and commercial centers to expand access to recreation and fitness opportunities for employees and visitors.

**CB5:** Encourage placemaking in existing parks and other underutilized public and private spaces.

**CB6:** Provide accurate and inclusive didactic components at City recreation facilities that encourage critical thinking on issues such as social injustices, sustainability, and cultural sensitivity.

4.0



Festival at Balboa Park



# MOBILITY AS RECREATION



## Goal:

**A Citywide network of safe, active recreational links that connects people with parks and public spaces.**

A great parks system consists of more than individual spaces. It offers safe, active ways to get to recreational experiences and other public spaces. Trails, bikeways, linear parks, and multi-use paths all become part of a continuous network. At a Citywide scale, these links create convenient transportation options that connect residents to common destinations. Moving around the City also becomes part of the fun as people get out of their cars to walk along a shady street, hike a trail, or ride a bike or scooter.

An integrated network of links also promotes safe, visually interesting, and engaging travel at all times of the day and night. Elements, such as art, seating, natural features, and pockets of play equipment can infuse a sense of creativity and learning along the way, encouraging people to move by foot or bike.

## POLICIES:

**MR1:** Encourage investments in active recreational links that connect communities and parks. Examples of active recreational links can include trails, bikeways, green streets, multi-use paths, and other active transportation facilities. See Policy CO-2 and CO-3.

**MR2:** Develop a Safe Routes to Parks program to promote safe, active, and engaging ways to access parks.

**MR3:** Develop a publicly accessible Citywide trail geographic information system (GIS) data set to promote the City's trails.

**MR4:** Repurpose appropriate rights-of-way to serve as active transportation connections with integrated recreational amenities and features that encourage walking and biking. See Policy PP1.

***Our parks system should strive for a continuous, linked network of recreational experiences that ties together parks and other public spaces.***

4.0



Mobility as Recreation



# ARTS + CULTURE

## Goal:

Parks that express the unique identities of our communities and connect people to arts and cultural experiences.



In their role as the centers of our communities, parks are natural settings for arts and cultural programming. Unique, site-specific features, such as public artwork, design elements, and historic resources highlight local character. Art and culture transform parks into more active and inclusive spaces. Installations and events draw visitors throughout the year and deepen meaning for diverse users.

Public gathering areas and recreation facilities also create supportive settings for partnerships with artists, performers, and cultural organizations. Access to convenient, affordable exhibit and performance spaces broadens audiences for artistic expression and, in turn, connects more residents and visitors to new arts and cultural experiences.

***Our parks should embrace arts and culture as opportunities to enliven and enrich our public spaces and celebrate the City's diversity.***



Chicano Park Murals

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## POLICIES:

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**AC1:** Integrate unique and locally relevant features, such as artwork, design elements, and interpretive elements into the design or renovation of parks as a means to express the diversity, history, and character of a community to create an authentic park experiences.

**AC2:** Expand opportunities for culturally specific programming to engage diverse communities existing and future recreation needs.

**AC3:** Coordinate with the Commission for Arts and Culture during the pre-design or design phases for new and renovated parks.

**AC4:** Ensure public art within City parks is sensitive to evolving community standards of equity and responsible representation.

**AC5:** Ensure the Implementation of the Public Art Master Plan within parks.

**AC6:** Ensure local Kumeyaay Tribes are engaged early in the design process of recreational facilities, parks, and open space when the land below the facilities are known to be of significant importance to the Tribes.

**AC7:** Consider using the Kumeyaay language and culturally appropriate images or symbols when naming and renaming recreation facilities, parks, and open space.

**AC8:** Consider the Kumeyaay historic use of plants and traditional plant names when developing habitat revegetation and restoration plant palettes and interpretive signage along public trails and pathways.

**AC9:** Consider the Kumeyaay cultural connection to the land and surrounding environment when developing recreational facilities, parks and open space.

**AC10:** Develop a Citywide Cultural Plan to be implemented within parks that:

- a. Identifies funding through various partnerships;
- b. Promotes arts education;
- c. Encourages cultural tourism;
- d. Celebrates and supports individual artists and other creative industries;
- e. Develops a City brand for public arts and culture;
- f. Promotes creative reinventing of unused or underutilized spaces through cultural placemaking; and
- g. Ensures and prioritizes equitable cultural planning.

4.0



# CONSERVATION, SUSTAINABILITY, & RESILIENCE



## Goal:

**A parks system that preserves and enhances our natural landscape, while making our City more active and resilient.**

Parks play a significant part in making our living environments safer, stronger, and more adaptable in the face of change. Intact networks of green spaces, trees, and water protect sensitive resources, including habitat, and support biodiversity. Networks of green space also give people access to the mental, social, and physical healing effects of interaction with the outdoors.

With parks and conserved open spaces, communities can better withstand extreme impacts, including severe weather events and other effects of climate change. Trees

and shady park spots reduce heat, serving as natural cooling centers for residents.

Open spaces can manage stormwater flow, lowering the risk of flooding and improving groundwater recharge. Trees improve air quality by removing carbon dioxide from the atmosphere. Parks spaces can enhance their own natural protective functions through low-impact design and the incorporation of sustainable, green infrastructure. On a systemwide basis, parks and natural lands can buffer cities from rising seas, coastal storms, inland flooding, and wildfires.



Chollas Creekside Park

## POLICIES:

**CSR1:** Collaborate with agencies that manage public lands, conservation stakeholders, and community advocates to protect sensitive natural resources, while providing compatible recreational access and outdoor opportunities.

**CSR2:** Improve the quality of habitat in City parks through best practices that support native threatened and endangered species and consider climate change impacts on species habitat range/location.

**CSR3:** Expand and maintain a healthy tree canopy and include other shade features in all parks.

**CSR4:** In coordination with the City Forester, study the canopy and shade cover within the City's parks system. Use this data to develop a shade cover standard for parks.

**CSR5:** Identify and protect heritage trees within the City's park system to maintain the aesthetic, historical, and ecological value of the landscape.

**CSR6:** Incorporate best practices in the design of parks and selection of plant materials to reduce environmental impacts and promote drought-tolerant, resilient landscapes. Avoid planting species on the California Invasive Plant Council's list of invasives for southern California in City parks.

**CSR7:** Increase opportunities for people to interact regularly with green spaces, water, and other natural environments – especially in higher density areas.

**CSR8:** Incorporate effective interpretive signage, wayfinding signage and exhibits to connect visitors to nature and highlight the sustainability and conservation value of the site.

***Our parks system should strive to create a connected network of parks, trees, natural areas, and water that respects the natural beauty of San Diego, while supporting the City's health and resilience.***



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## POLICIES:

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**CSR9:** Encourage the development of demonstration gardens to increase awareness of water conservation, stormwater management, Monarch butterfly-friendly, native pollinator, and energy conservation best practices.

**CSR10:** Where appropriate, include plantings supportive of Monarch butterflies – both nectar plants and host plants. Plantings should incorporate the primary larval host native milkweed, narrow leaf milkweed, along with showy, nectar-rich plants that attract adult Monarch butterflies. Where feasible, incorporate signage to interpret Monarch butterfly enhancement.

**CSR11:** Develop consistent strategies to minimize irrigation water use and expand gray water applications, while ensuring the health and long-term sustainability of the parks system.

**CSR12:** Develop sustainable infrastructure, including green streets, solar panels, and living shorelines, within parks focused on energy, water, and land management.

**CSR13:** Conduct vegetative management in high wildfire risk zones. Implement post-fire treatments to improve ecosystem health and consider closing fire prone parks during high fire risk conditions to limit risk of human, property, and environmental loss.

**CSR14:** Design and retrofit parks to respond to regional climate change projections to build resilience and increase adaptive capacity of parks against wildfires, flooding, heat, and sea level rise.

**CSR15:** Support zero emission vehicle (ZEV) travel to and from parks through the installation of ZEV charging infrastructure, prioritization of parking for ZEVs, replacement of City vehicles operating in parks with ZEVs, and other supportive ZEV amenities and programs.

**CSR16:** Increase and expand the network of habitat patches and wildlife corridors for listed species and for those whose habitats will be impacted by climate change.

**CSR17:** The role of parks in sequestering carbon and mitigating the harmful effects of toxic pollutants should be promoted through urban forestry goals.

**CSR18:** Protect historical resources (local, State and National landmarks) and encourage their awareness and access within parks.

**CSR19:** Consider designing windows within park facilities to eliminate bird strikes.

**CSR 20:** Develop new and upgrade existing parks that support environmental development patterns that protect and preserve natural landforms, public and private open space, wildlife linkages, sensitive species, habitats, canyons, and watersheds.

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## POLICIES:

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**CSR 21:** Preserve San Diego's rich biodiversity and heritage through the protection and restoration of wetlands recourses, including coastal waters, canyons, creeks, riparian wetlands and vernal pools.

**CSR 22:** Fund and develop trails, trail alignments, and trail maintenance programs that adhere to the City's Multiple Species Conservation Program and provide access to nature.

**CSR 23:** Fund and develop trails, trail alignments, and trail maintenance programs that expand the City's active transportation network, encourage connections between neighborhoods and access to nature through San Diego's unique topography, watersheds, and natural features.

**CSR 24:** Encourage the use of the City's canyons and watersheds as a source of recreation and an opportunity to provide trail linkages between communities, while preserving the natural resources within these areas.

**CSR 25:** Develop, adopt, and update a Citywide Trails Master Plan to guide the provision of and enhancement of open space multi-purpose trails that accommodate pedestrians, hikers, bicyclists, mountain bikers, and equestrians, where appropriate and provide safe and convenient linkages to parks, recreation facilities, and open space areas.



Black Mountain Open Space Park



# PARTNERSHIPS



## Goal:

**A collaborative network of partners and resources that improves and expands recreational opportunities throughout the City.**

With tight budgets and growing needs, parks systems often must do more with less. Sustainable systems look to arrangements with other public agencies, non-profit recreation providers, the private sector, and volunteers to expand possibilities for new parks and recreational offerings. These partners can complement City service delivery in many ways.

Other public entities, including local jurisdictions and school districts, offer spaces and programming available for joint use.

Non-profit and private providers can deliver specialized programs and instruction, high quality recreation facilities and equipment, and leagues for competitive play. Private interests can provide publicly accessible spaces as part of developments, participate in the financing of parks, or even manage and operate facilities. Non-profit and advocacy groups, community-based organizations, and volunteers can contribute through grants, donations, and stewardship activities.

## **Live Better, Live Together** | *Promoting healthy and active lifestyles and mobility choices through urban planning*

In 2019, the City of San Diego and Strasbourg, France, entered into a learning partnership funded by the European Union's International Urban Cooperation (IUC) Program. The intent of the partnership is to share knowledge and best practices on sustainable urban solutions that promote healthy, active lifestyles and mobility choices.

Strasbourg highlighted its commitment to health and mobility through the Vitaboucle, a multimodal network that provides local and safe opportunities for citizens to recreate or exercise and connects to an active transportation network. It leverages a wayfinding system that allows for ease of use, navigation, and safety for all users. The City of San Diego will utilize the lessons learned from Strasbourg to incorporate aspects of the Vitaboucle into the City's parks system and wayfinding design. See policies A5 and RP1.

***Our parks system should build on existing partnerships to welcome more energy, creativity, and resources into parks planning, while promoting consistent quality and equitable access to recreational opportunities for everyone.***

## POLICIES:

**P1:** Strengthen partnerships with other agencies, non-profit groups, community partners, and the private sector to expand opportunities for joint use of space and facilities, recreational programming, equitable access, and overall parks system well-being.

**P2:** Facilitate volunteer efforts to supplement funding for land acquisition, development and maintenance, and operations of parks.

**P3:** Streamline internal processes to encourage partnerships with other agencies, volunteer groups, and non-profit groups.

**P4:** Strengthen the City's approach to address homelessness in parks across various departments with a goal of ensuring a comprehensive, unified approach, and strengthening partnerships with social service providers and others to employ strategies that address homelessness and provide safe and enjoyable parks for all residents and visitors.

4.0



Strasbourg, France



Arbor Day Volunteers



# OPERATIONS + MAINTENANCE



## Goal:

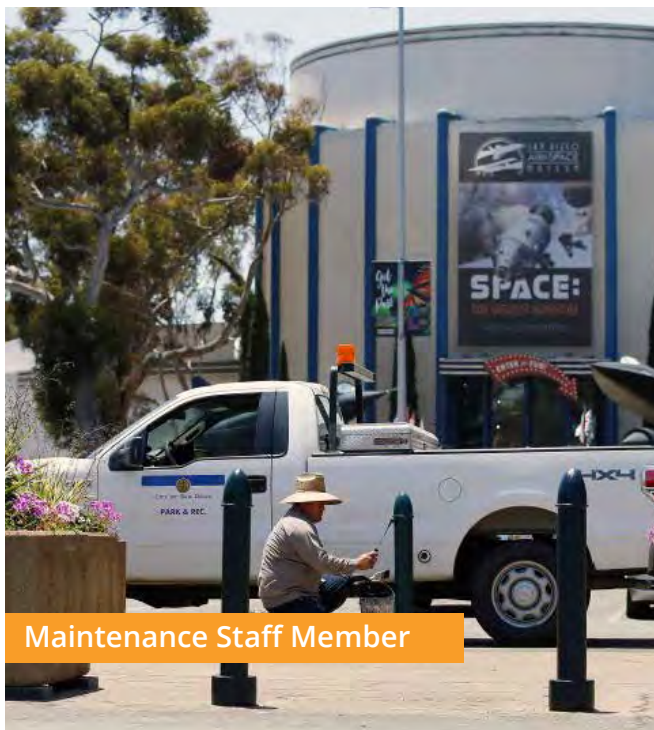
**An efficient, durable, and well-maintained parks system that provides consistent, long-term quality to everyone.**

Parks should be built to last. Increasing operations and maintenance costs combined with ongoing resource and staffing constraints, however, make it challenging to provide consistent user experiences in parks of varying age, design quality, and levels of use. Cleanliness and upkeep issues can hinder park use because people may perceive the space as unsafe. Deferred maintenance, in turn, causes a cycle of disrepair and disuse as needed reinvestment costs continue to rise.

Sustainable systems increasingly look to reduce high operations and maintenance burdens

through innovative design and construction practices and the use of durable materials. Technology, including smart water controller irrigation systems, LED (light-emitting diodes) lighting, and green roofs and walls can reduce water and energy use. Digital systems, such as sensors, can streamline operations by gathering data on factors related to park use, including light intensity, temperature, air and water quality, energy and water consumption, or motion.

Sustainable planning also sees parks as part of an overall asset management strategy. Life cycle costing analyzes the full cost of a project across the life of a park or recreation facility, from its construction through operation, and maintenance.



Maintenance Staff Member

## POLICIES:

**OM1:** Reduce water and energy costs through the efficient design and operation of parks and supporting infrastructure. Develop long-term water and energy reduction goals

**OM2:** Provide adequate levels of staffing and other resources to maintain existing park amenities.

**OM3:** Develop maintenance schedules that are commensurate with the needs and use of individual parks. Strive for all parks to achieve the same quality of maintenance.

**OM4:** Reinvest in existing parks and recreation facilities to extend their useful lives, improve operating efficiencies, and enhance the quality of service.

**OM5:** Partner with outside organizations that can provide programming in parks that may reduce the need for additional maintenance.

**OM6:** Use smart park and irrigation technologies and asset management strategies to reduce maintenance and operation costs.

**OM7:** Appropriately plan for an increased level of staffing and resources for new parks and expanded recreation facilities.

**OM8:** Develop, train, and adequately supervise staff to utilize technology and innovation to provide quality recreational programming, park maintenance, and services throughout the City.

**OM9:** Expand the Park Ranger Program to all parks to protect resources, foster awareness and stewardship, and provide public safety.

**OM10:** Establish a staffing formula that promotes equitable maintenance standards for all facilities.

4.0

***Our parks system should embrace opportunities to design and construct parks for greater efficiency and durability, while preparing for the long-term costs of operating, maintaining, and staffing quality recreational spaces.***



# REGIONAL PARKS



## Goal:

**Well-maintained and accessible regional parks that showcase unique scenic, natural, historical, or cultural resources, while offering everyday recreation.**

Regional parks are the crown jewels of San Diego's parks system. They are the destinations that celebrate the stunning natural beauty and rich cultural history of the City. Regional parks are also engines of economic activity, drawing millions of visitors each year to outdoor recreation, large-scale events, and cultural venues. While these parks generate national and global acclaim, they are also home to everyday recreational activities that meet the needs of nearby residents.

Regional parks require adequate resources and supporting infrastructure that meet the intensive and unique demands on these sites. Our system should also build around signature sites, connecting people to our most iconic recreational experiences.

***Our parks system should acknowledge the special role of regional parks in promoting access to our unique resources and landscapes, while maintaining quality recreational experiences for residents and visitors alike.***



Mission Trails Regional Park

## POLICIES:

**RP1:** Activate underutilized areas within regional parks with regionally serving facilities, such as pump tracks, skate parks, large organized gathering spaces, track spaces, and other similar facilities.

**RP2:** Where appropriate, use portions of regional parks for recreational space that can serve the local surrounding community.

**RP3:** Identify trails within regional parks that can be used as bicycling and walking connections between communities and other attractions.

**RP4:** Evaluate governance and financing strategies to enhance the design, maintenance, security, programming, and marketing of regional parks.

**RP5:** Develop, adopt, and update a Citywide Trails Master Plan to guide the provision of and enhancement of open space multi-purpose trails that accommodate pedestrians, hikers, bicyclists, mountain bikers, and equestrians, where appropriate and provide safe and convenient linkages to parks, recreation facilities, and open space areas.

4.0



Junípero Serra Museum in Presidio Park



# FUNDING



## Goal:

**Sustainable, equitable, and dedicated funding sources to invest in the City's parks system.**

Creating the system of tomorrow requires dedicated, sustainable, and equitable financing to support quality recreational experiences for residents, tourists, and workers. A balanced investment approach to increase recreational opportunities throughout the parks system emphasizes funding for the development of new parks, investment in existing parks, and operations and maintenance.

The continued acquisition of new parkland and the construction of recreational facilities is a foundational action in meeting the recreational needs of existing and future populations. As they age, parks require periodic reinvestment to maintain consistent, quality experiences. Efforts to upgrade assets, add recreational amenities, and expand capacity increases the recreational opportunities available within existing parks. Ongoing, adequate resources for operations, maintenance, and staffing are also an essential strategy in extending the parks system's useful life and enhancing user experiences.

As a Citywide parks network, improving equitable access to parks and recreation programs for everyone is a foremost priority. Differing eras of development and the lack of financing available to older communities and more compact infill areas have resulted in uneven outcomes in the amount of parkland and recreational quality. Funding sources must be sufficiently flexible to address these historical deficiencies and reduce gaps in recreational opportunity that have accumulated over time, recognizing that these areas are integral to the City's parks network.

The ability to enhance the parks system and elevate the quality of recreational experiences in all communities requires significant public investment. Innovative partnerships with private and other public or non-profit entities, along with new revenue generating opportunities, can expand the resources available to create the system of tomorrow.

***We should invest in a Citywide parks system that provides quality recreational experiences to residents, visitors, and workers.***



Panama 66 at Balboa Park

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## POLICIES:

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**F1:** Seek opportunities to build additional parks needed to serve new development through permit or map conditions, development regulations, or development agreements.

**F2:** Identify opportunities for Design-Build-Finance-Operate and other public-private funding approaches.

**F3:** Expand use of negotiated joint use agreements and easements with other agencies and private entities to expand access to parks.

**F4:** Continue to pursue park land acquisition opportunities and create an opportunity fund to enable the proactive acquisition of park land.

**F5:** Expand revenue opportunities for park operations, maintenance, and programming through compatible concessions and lease opportunities, user fees, naming rights, sponsorships, and parking fees.

**F6:** Transition to a Citywide Park Development Impact Fee structure to allow the City to deliver parks sooner, provide recreational opportunities throughout the City to be enjoyed by everyone, and achieve new park land acquisition and park upgrades that increase recreational opportunities.

**F7:** Actively pursue government, private, conservancy, and foundation grants.

**F8:** Ensure that park fees are expended consistent with City equity goals and where parks are needed most to ensure an interconnected Citywide parks system accessible to all.

**F9:** Develop funding sources that recognize the recreational value of parks for the workforce and tourists within the City.

**F10:** Explore opportunities for bond measures and other funding mechanisms to fund deferred maintenance, park operations, land acquisition, and park investments.

**F11:** Develop regulations to require on-site dedication of park space during development review, while encouraging development streamlining.

**F12:** Prepare an employment center development park impact fee nexus study.

**F13:** Consider development and implementation of a parking donation collection system in parks.

**F14:** Encourage private and semi-private recreation facilities developed on City-owned land to offer public-use no less than two full days a week at a cost recovery fee rate.

4.0





Aerial Overview, Balboa Park





Appendix A City of San Diego Existing Parks and Recreation Facilities

Appendix B City of San Diego Walk Access to Existing Parks

Appendix C Park and Recreation Facility Typologies

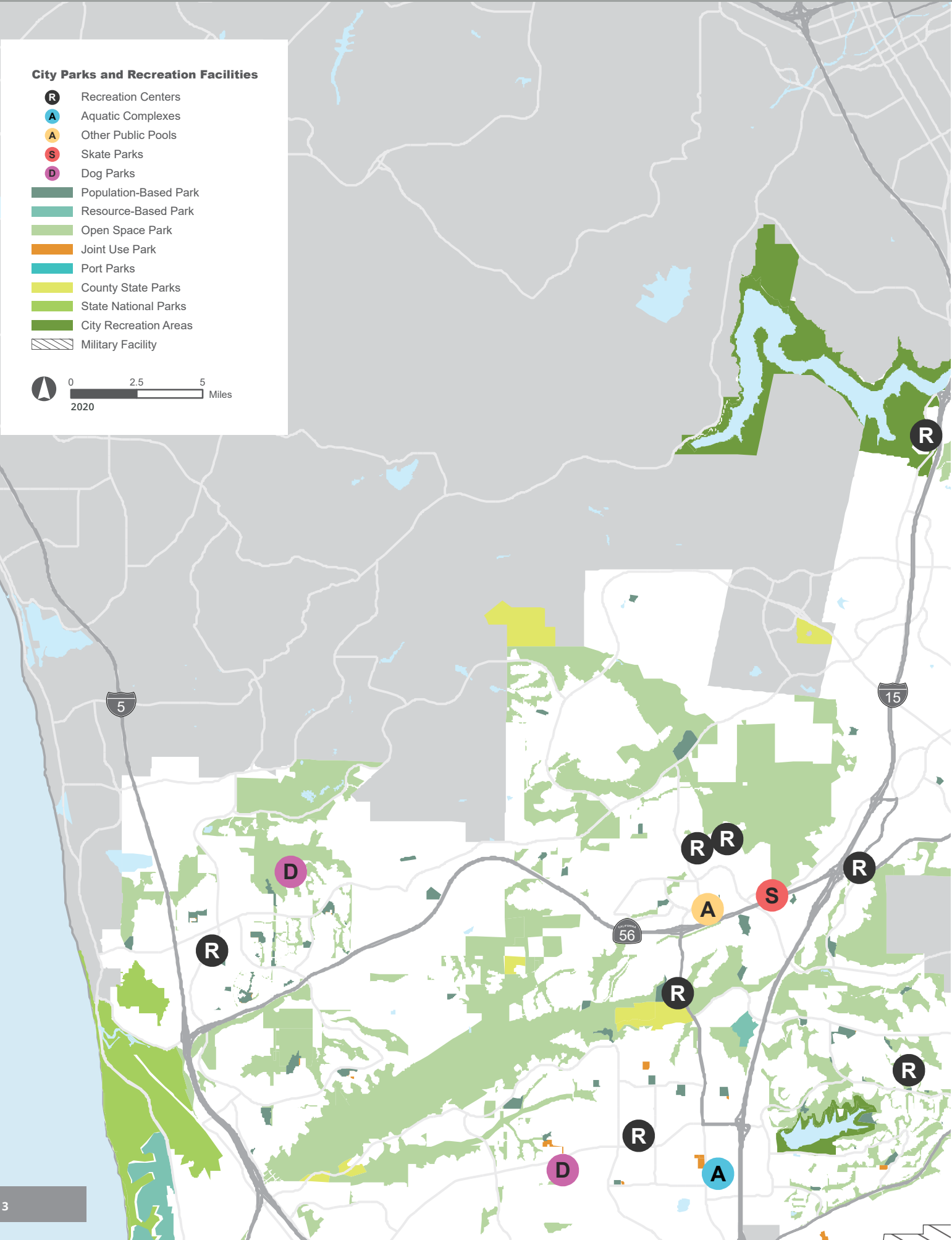
Appendix D Recreation Value Park Scoring Matrix

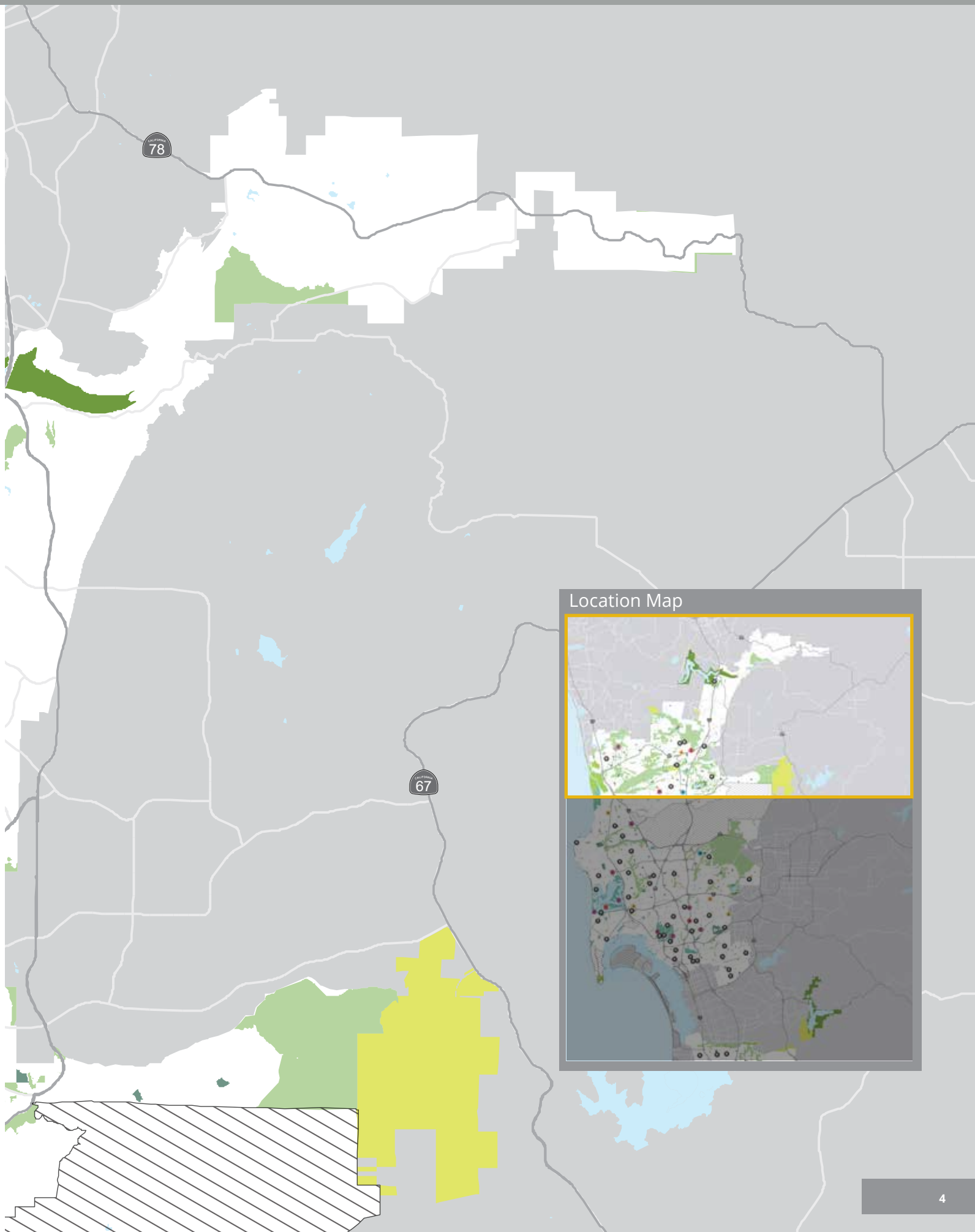
Appendix E Park Scoring for Sample Community Plan Areas

# Appendix

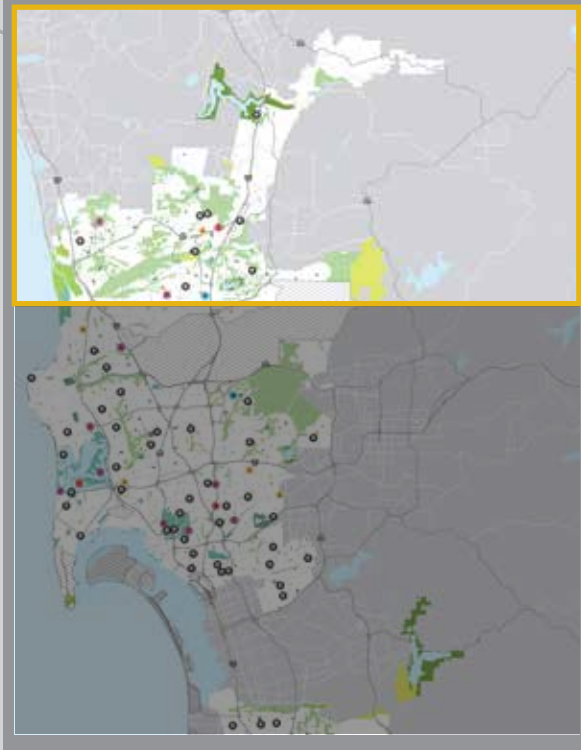


# Appendix A. City of San Diego Existing Parks and Recreation Facilities



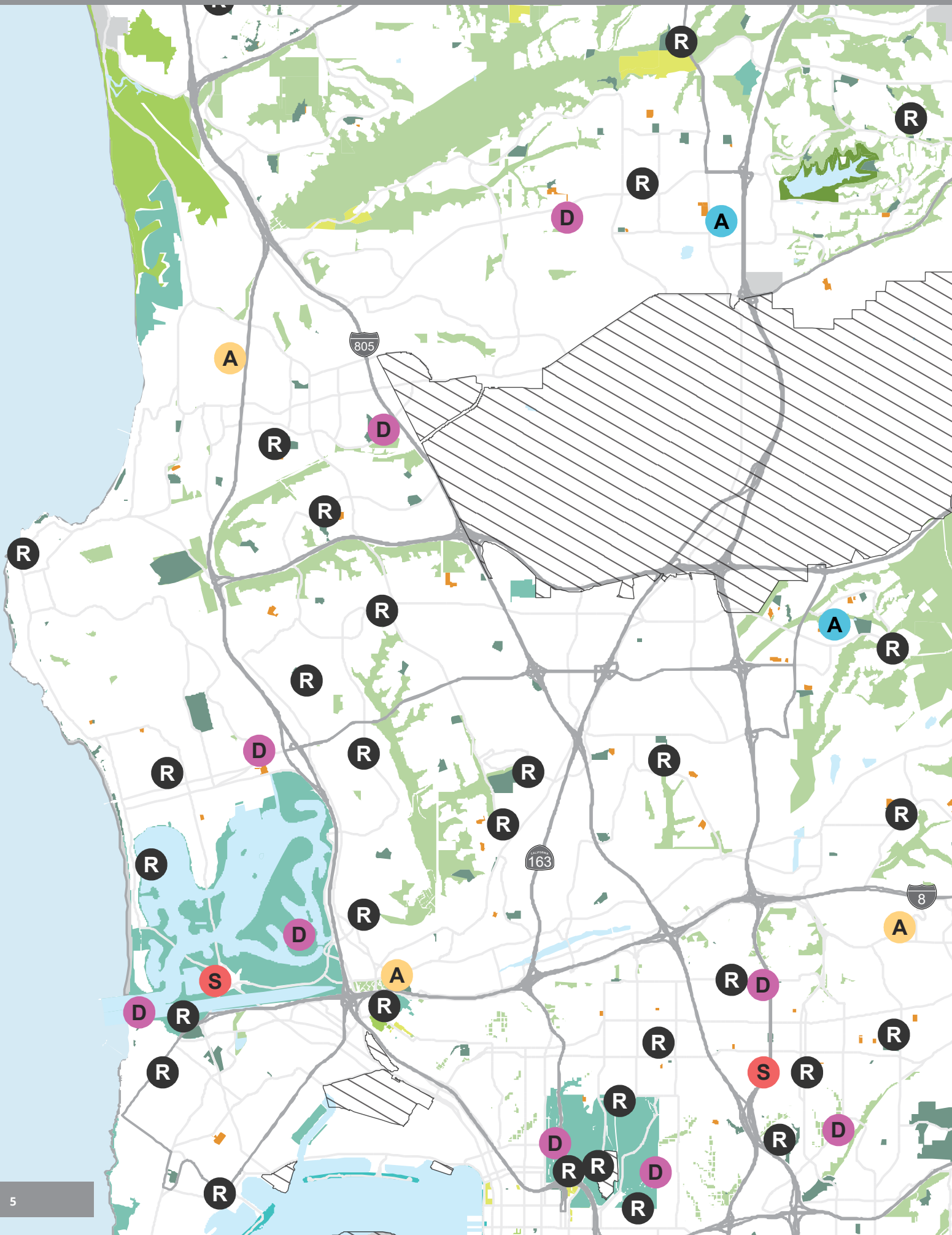


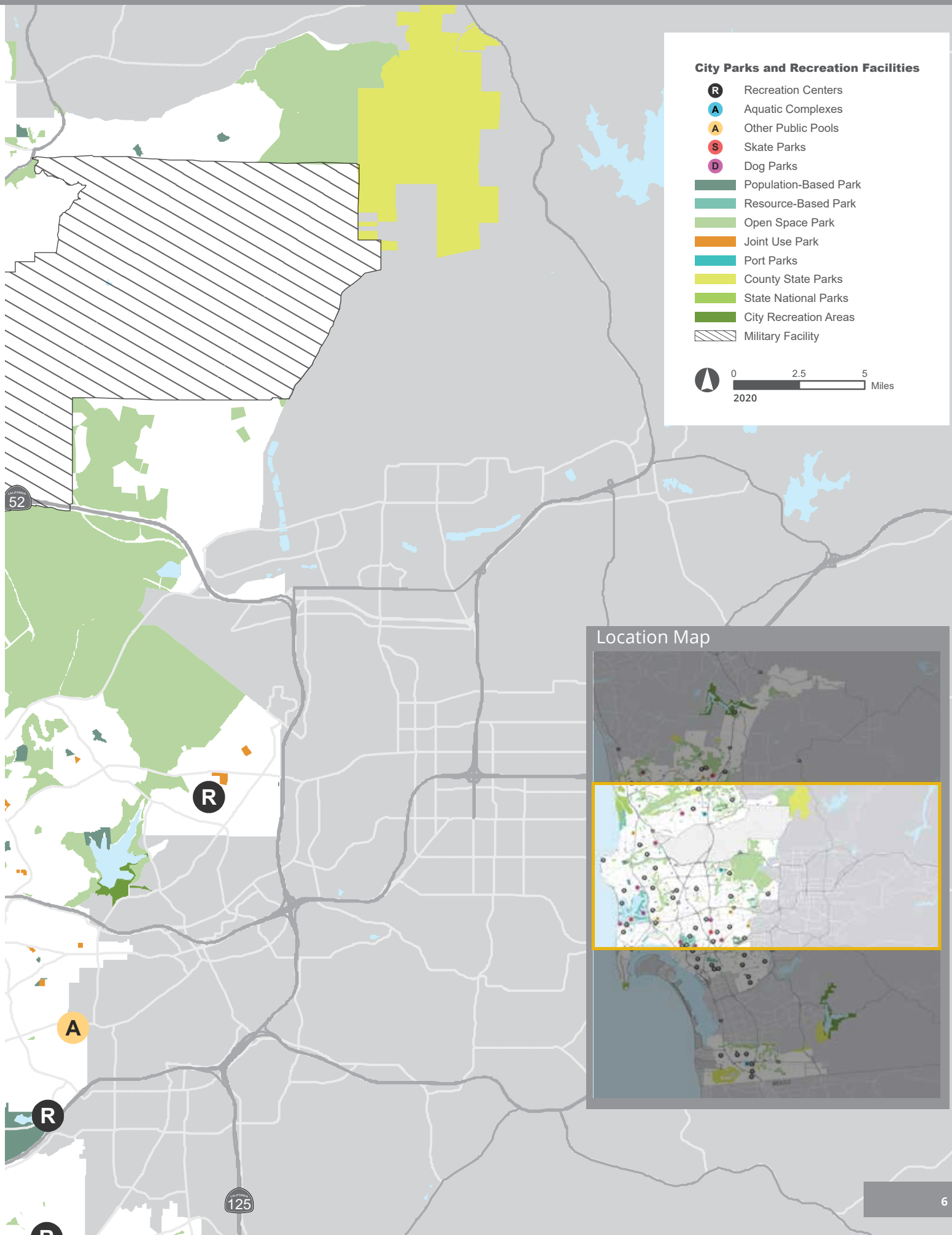
Location Map





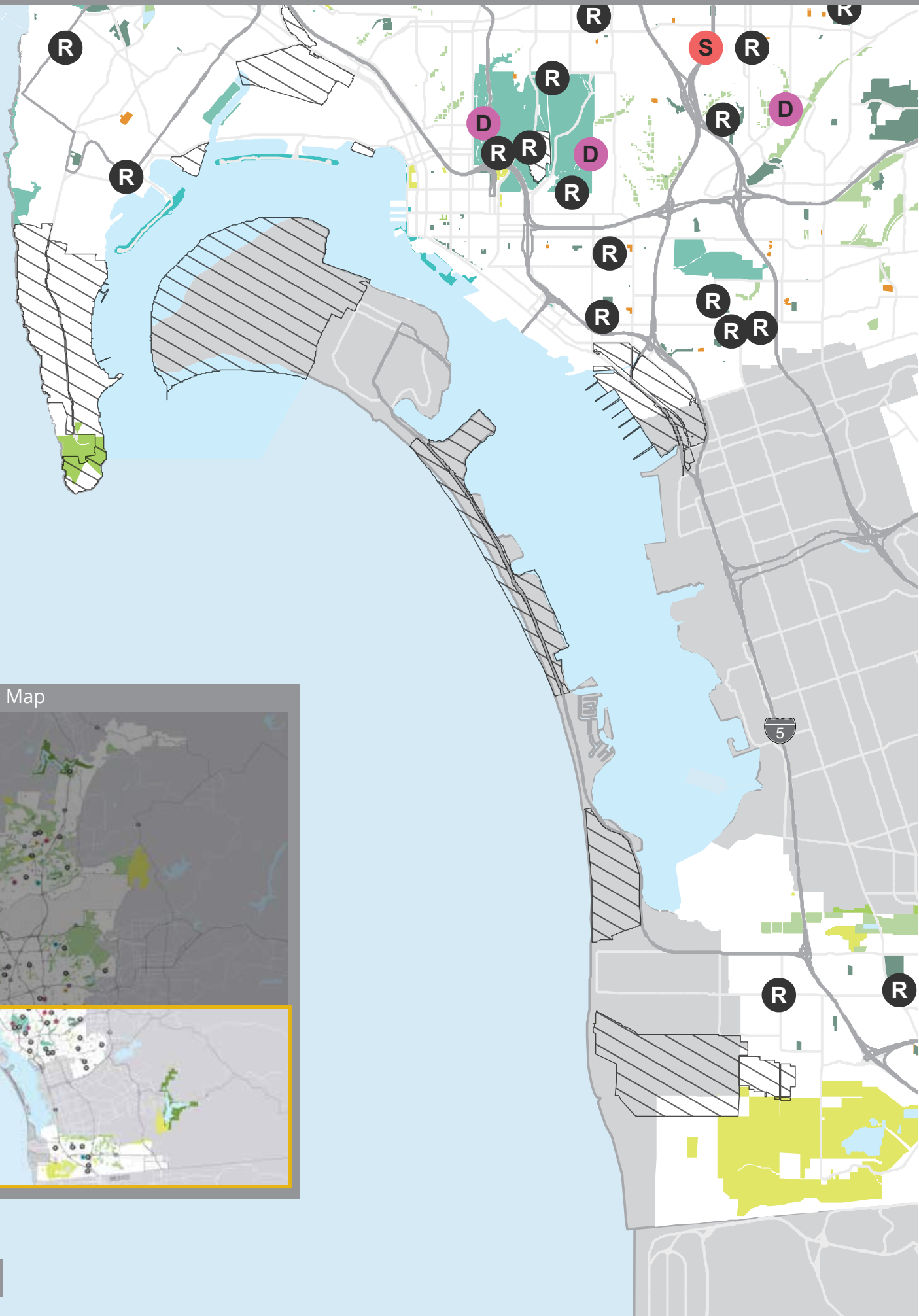
Appendix A. City of San Diego Existing Parks and Recreation Facilities



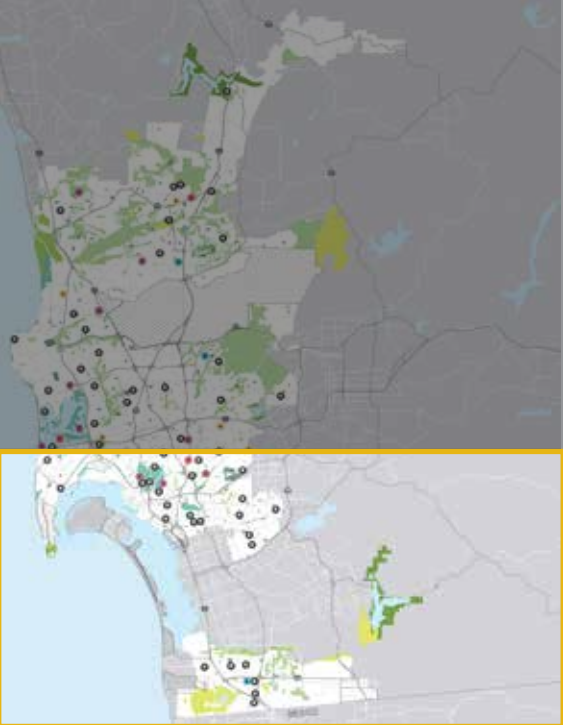


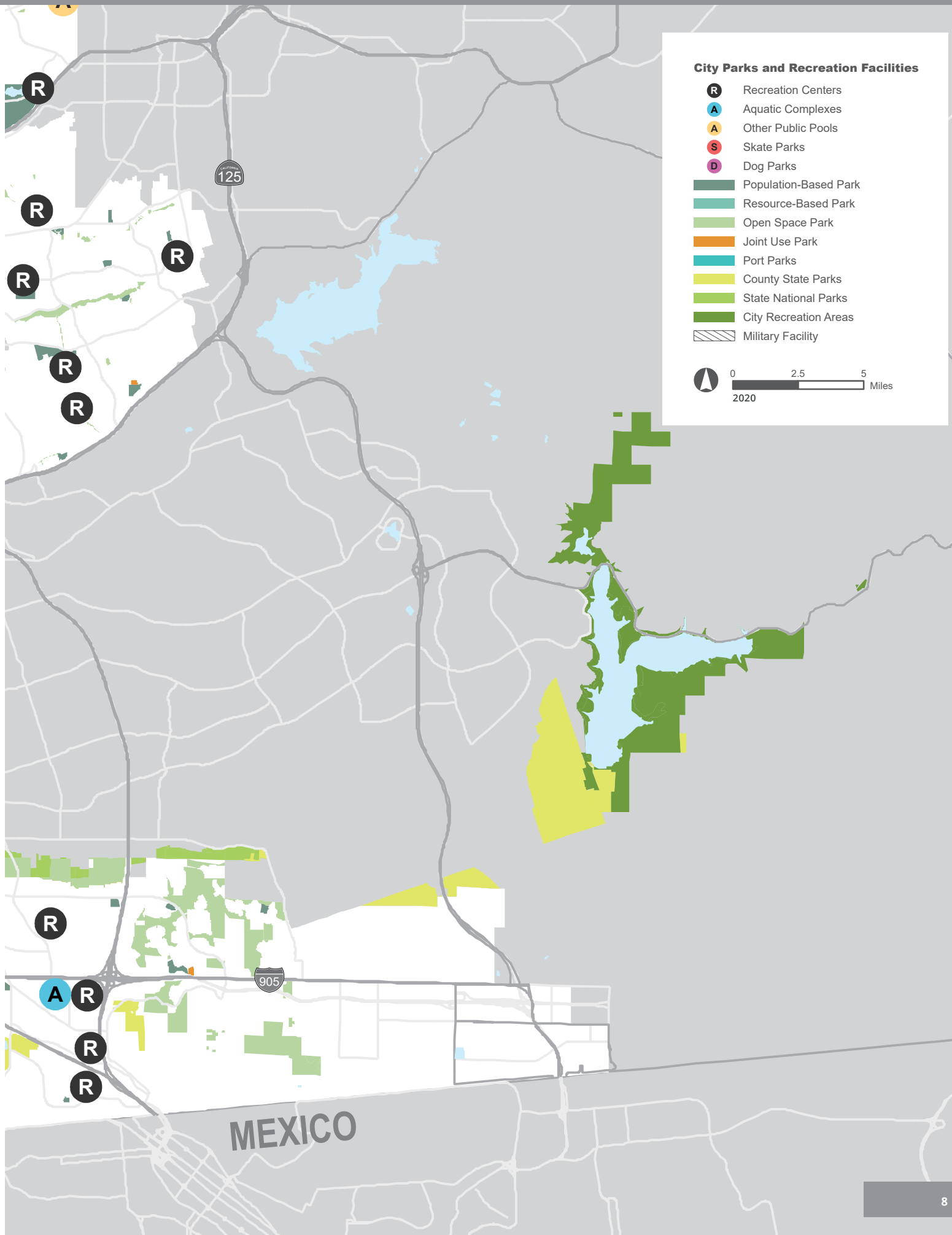


Appendix A. City of San Diego Existing Parks and Recreation Facilities



Location Map







# Appendix B. City of San Diego Walk Access to Existing Parks

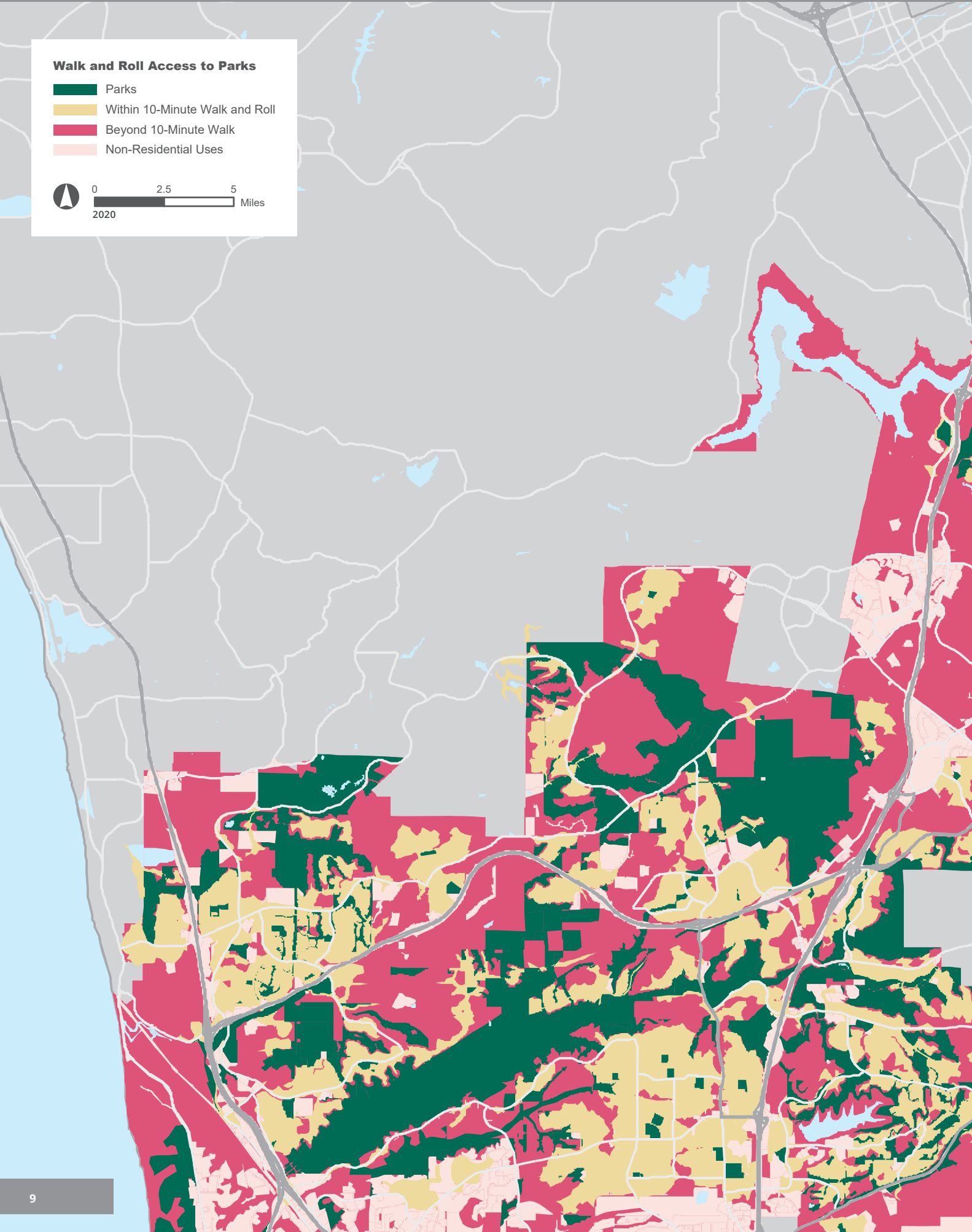
**Walk and Roll Access to Parks**

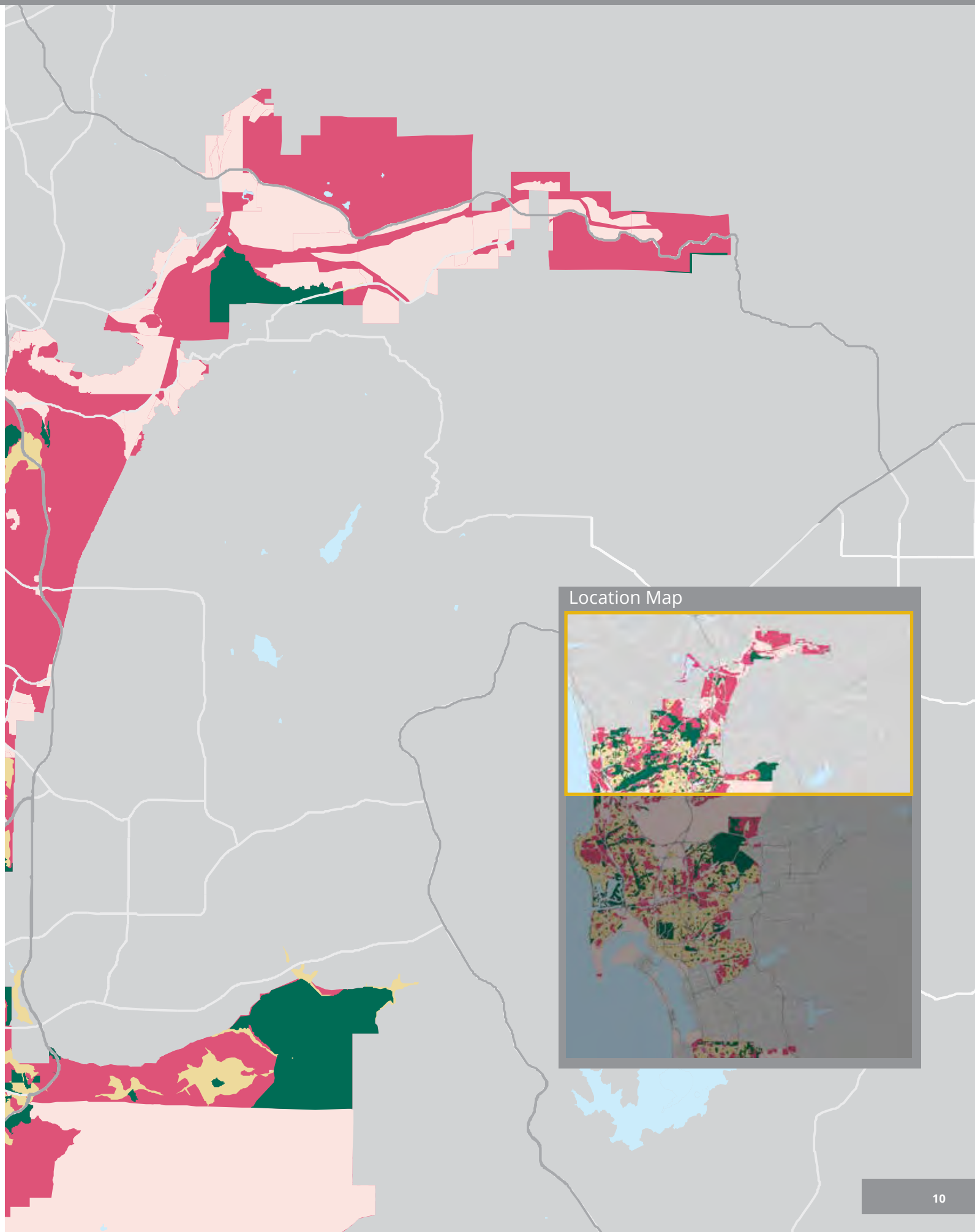
- Parks
- Within 10-Minute Walk and Roll
- Beyond 10-Minute Walk
- Non-Residential Uses

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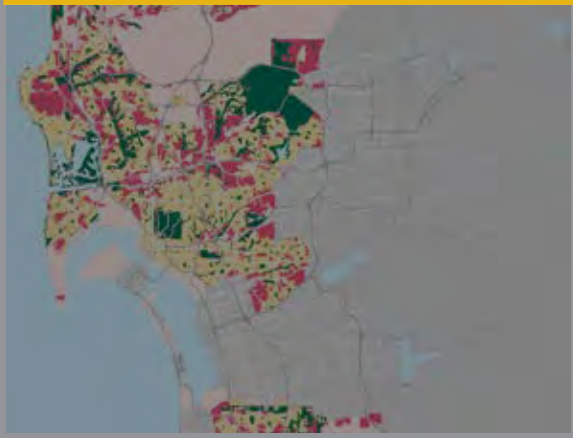
Miles

2020

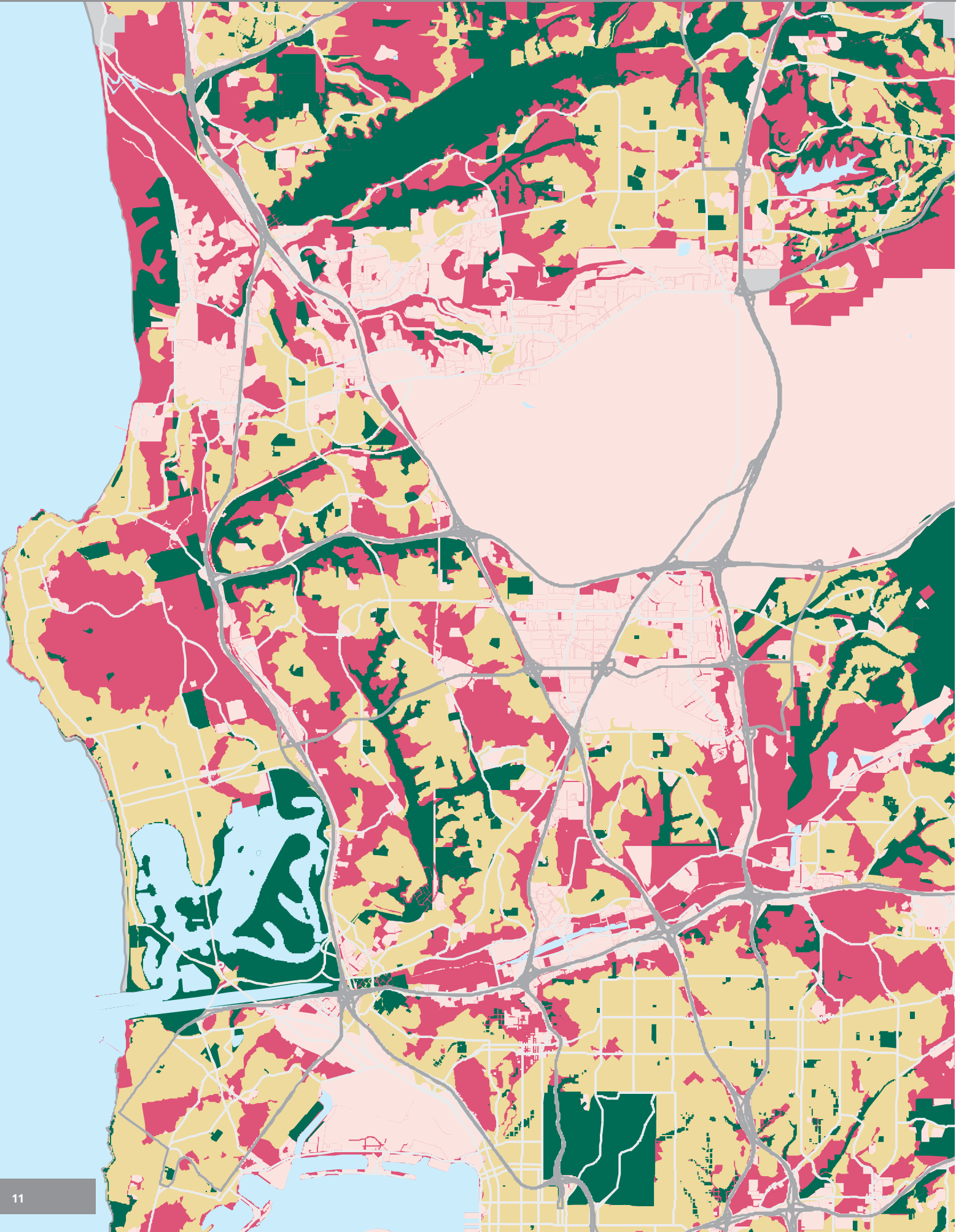


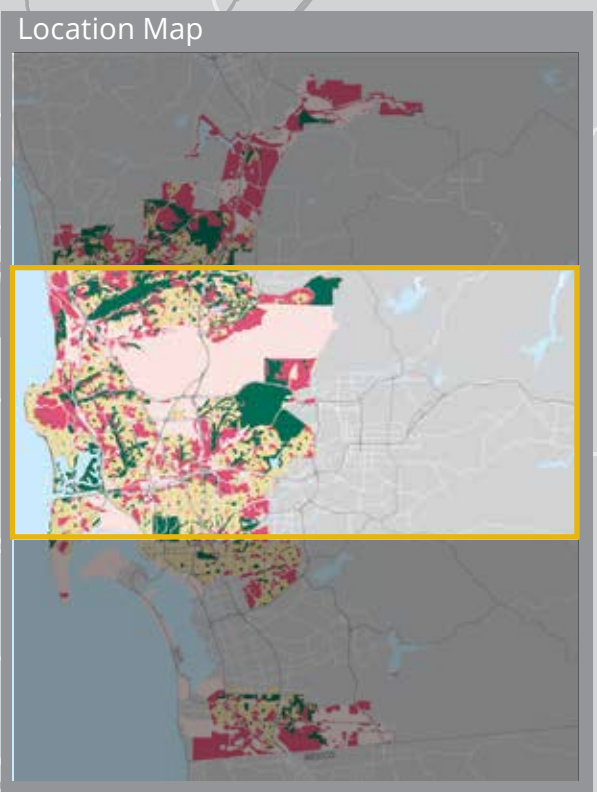
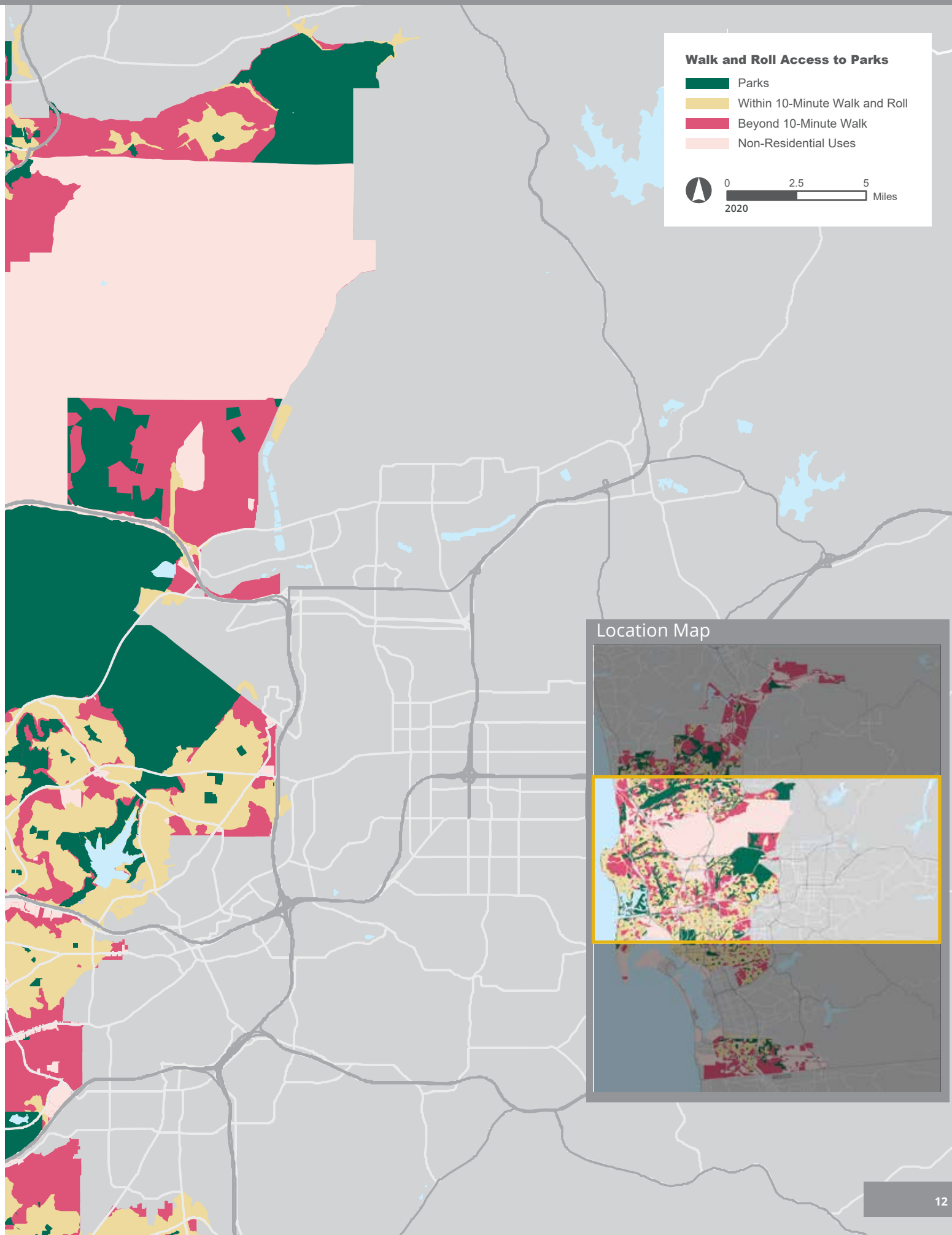


Location Map

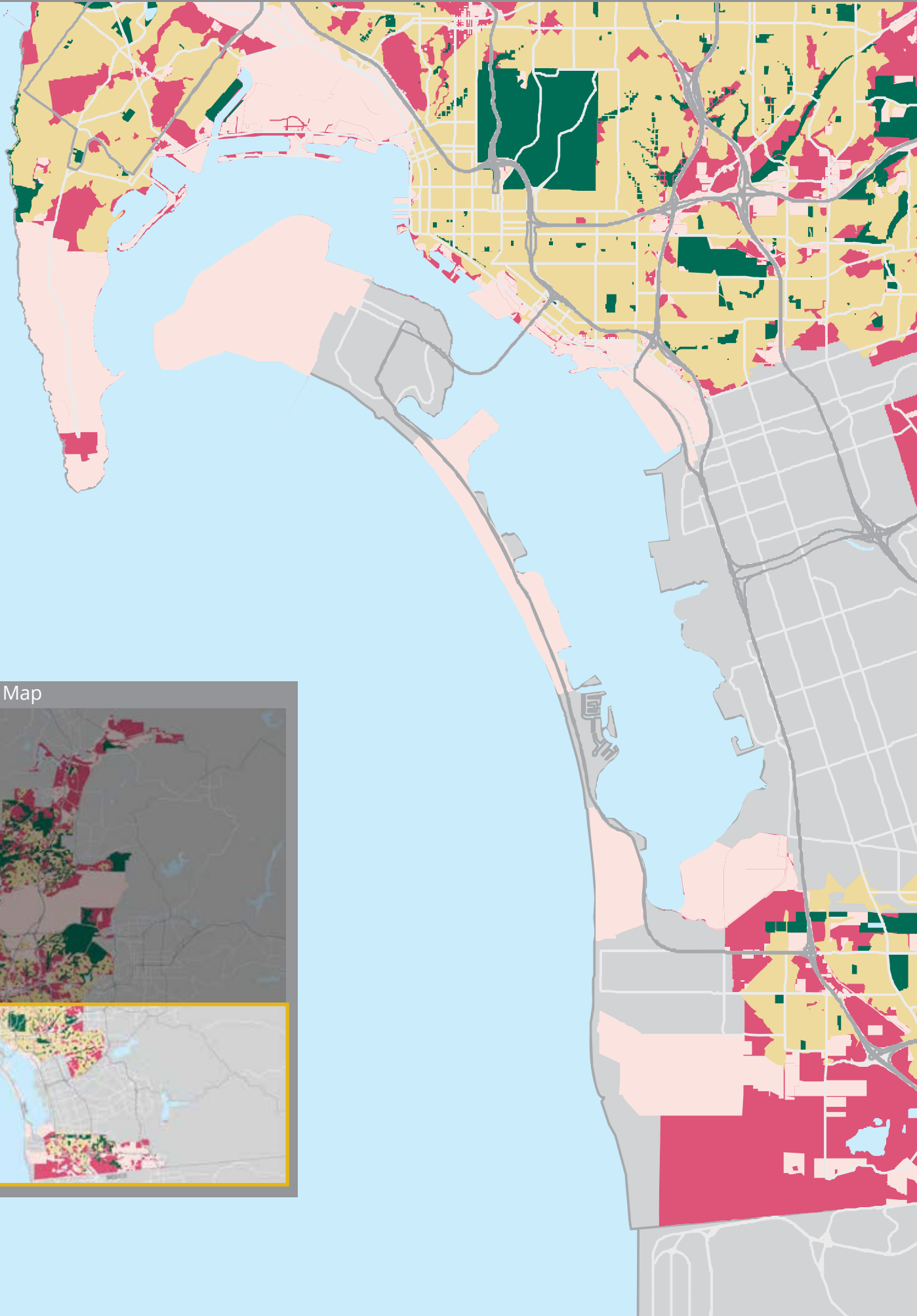




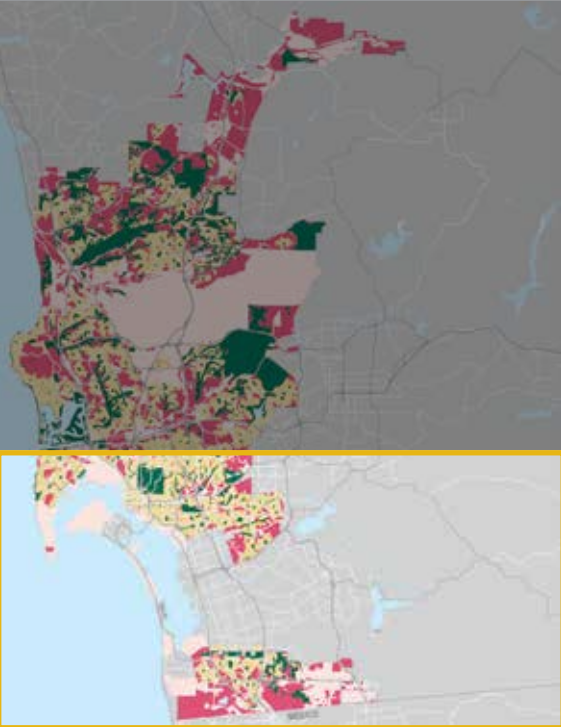


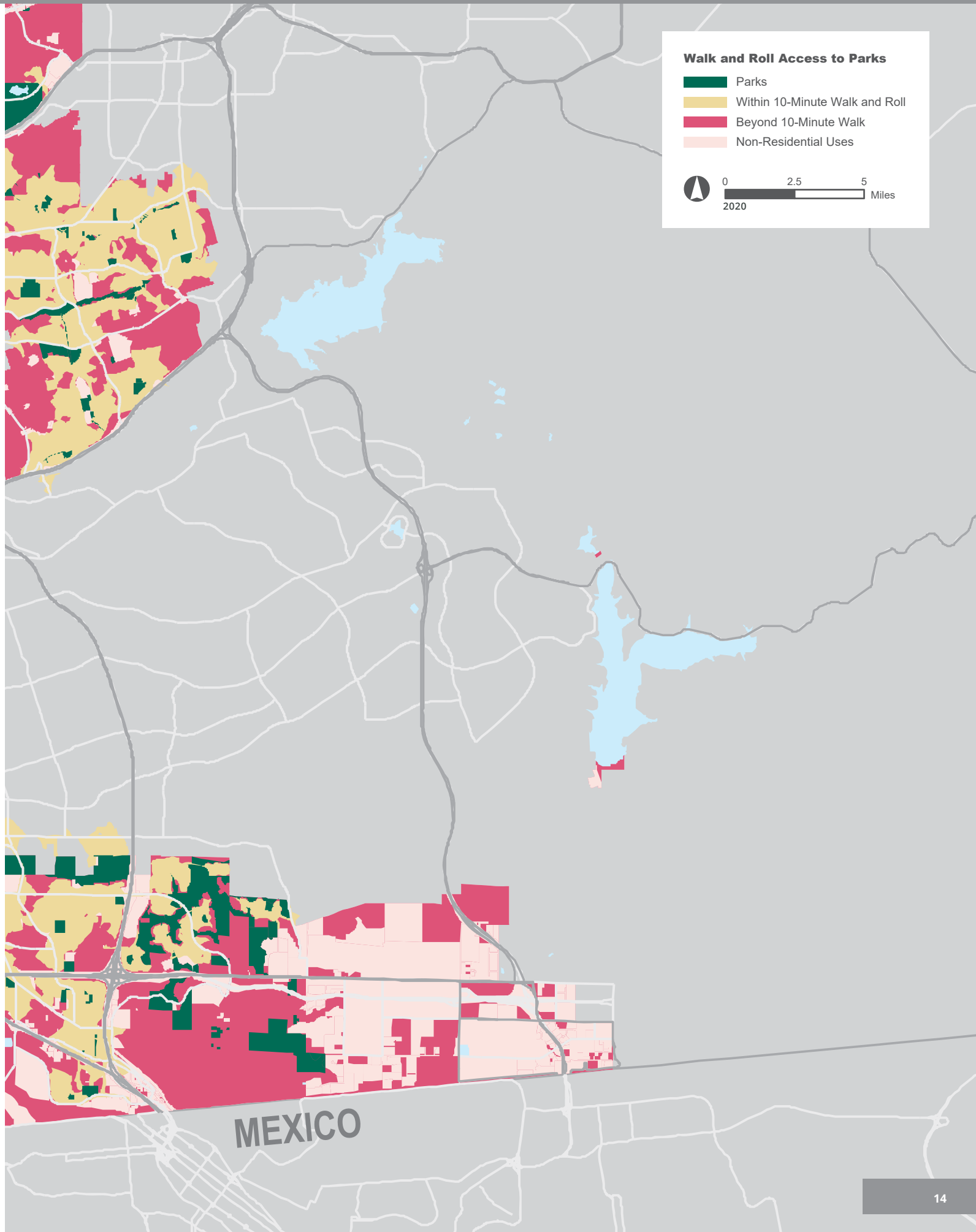






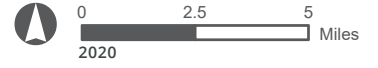
Location Map





**Walk and Roll Access to Parks**

- Parks
- Within 10-Minute Walk and Roll
- Beyond 10-Minute Walk
- Non-Residential Uses



MEXICO



# Appendix C. Park and Recreation Facility Typologies

PARK TYPE	GUIDELINES	TYPICAL COMPONENTS AND EXAMPLES <sup>1</sup>
<b>REGIONAL PARKS</b>		
<b>Open Space</b>	<ul style="list-style-type: none"> <li>City-owned land, canyons, mesas, and other natural landforms, exclusive of shorelines</li> <li>Provides habitat protection</li> </ul>	<ul style="list-style-type: none"> <li>Trails, staging areas, outlooks, viewpoints, picnic areas</li> </ul>
<b>Regional Developed Parks</b>	<ul style="list-style-type: none"> <li>Serves local and regional residents and visitors</li> <li>Developed amenities should not impair the distinctive features or resources</li> <li>Development for recreation use is typically controlled by a master plan</li> </ul>	<ul style="list-style-type: none"> <li>Located at the site of distinctive scenic, natural, historical or cultural features</li> <li>Examples: Balboa Park, Mission Bay Park</li> <li>Restrooms</li> </ul>
<b>Regional Resource-Based Parks</b>	<ul style="list-style-type: none"> <li>Serves local and regional residents and visitors</li> <li>Provides habitat and resource protection</li> <li>Development for recreation use is typically controlled by a master plan</li> </ul>	<ul style="list-style-type: none"> <li>Examples: Mission Bay Park and Otay Valley Regional Park, Mission Trails Regional Park, Los Penasquitos Canyon reserve</li> </ul>
<b>River Parks</b>	<ul style="list-style-type: none"> <li>Serves local and regional residents and visitors</li> <li>Provides habitat and resource protection</li> <li>Development for recreation use is typically controlled by a master plan</li> </ul>	<ul style="list-style-type: none"> <li>Examples: San Diego River Park and San Dieguito River Park, Tijuana River Valley Regional Park</li> </ul>
<b>Shoreline Parks and Beaches</b>	<ul style="list-style-type: none"> <li>Serves local and regional residents and visitors</li> <li>Developed amenities should not impair the distinctive features or resources</li> <li>Provides habitat and resource protection</li> </ul>	<ul style="list-style-type: none"> <li>Could include facilities found in Community Parks</li> <li>Restrooms with shower or changing rooms</li> <li>Lifeguard facilities</li> </ul>
<b>Urban Watershed Parks</b>	<ul style="list-style-type: none"> <li>Serves local and regional residents and visitors</li> <li>Connects fragmented open space</li> <li>Stormwater management</li> <li>Provides habitat and resource protection</li> </ul>	<ul style="list-style-type: none"> <li>Examples: Proposed Chollas Creek Regional Park</li> <li>Trails, staging areas, outlooks, viewpoints, picnic areas</li> <li>Educational signage</li> </ul>

<sup>1</sup>Components listed are not all-inclusive in every park.

PARK TYPE	GUIDELINES	TYPICAL COMPONENTS AND EXAMPLES <sup>1</sup>
<b>COMMUNITY PARKS</b>		
<b>Major Park</b>	<ul style="list-style-type: none"> <li>• Largest community park type</li> <li>• Serves one or more communities</li> <li>• Specialized facilities that serve larger populations</li> <li>• Parking provided</li> </ul>	<ul style="list-style-type: none"> <li>• Passive and active recreation facilities</li> <li>• Facilities found in Community Parks</li> <li>• Could include facilities found in Special Activity Parks</li> <li>• Community cultural facilities</li> <li>• Restroom</li> <li>• Commercial and entertainment facilities</li> </ul>
<b>Community Park</b>	<ul style="list-style-type: none"> <li>• Large parks typically serving one community but depending on location, may serve multiple communities</li> <li>• Specialized facilities that serve larger populations</li> <li>• Parking provided</li> </ul>	<ul style="list-style-type: none"> <li>• Passive and active recreation facilities</li> <li>• Facilities found in Neighborhood Parks</li> <li>• Could include facilities found in Special Activity Parks</li> <li>• Community cultural facilities</li> <li>• Recreation centers</li> <li>• Aquatic complexes</li> <li>• Sports complexes</li> <li>• Multi-purpose sports fields</li> <li>• Restroom</li> <li>• Commercial and entertainment facilities</li> </ul>
<b>Neighborhood Park</b>	<ul style="list-style-type: none"> <li>• Medium park space typically serving a neighborhood</li> <li>• Serves population within approximately 1/2 mile radius</li> <li>• Accessible by bicycling, walking, and public transit</li> <li>• Minimal parking as necessary</li> </ul>	<ul style="list-style-type: none"> <li>• Picnic areas, children's play areas, multi-purpose courts, multi-purpose turf areas, restrooms, walkways and landscaping</li> </ul>
<b>Mini Park</b>	<ul style="list-style-type: none"> <li>• Approximately 1 acre – 3 acres</li> <li>• Accessible by bicycling, walking and public transit</li> <li>• No on-site parking</li> <li>• Often found in residential developments</li> <li>• May require funding source for extraordinary maintenance</li> </ul>	<ul style="list-style-type: none"> <li>• Picnic areas, children's play areas, small multi-purpose courts, multi-purpose turf areas, walkways and landscaping</li> </ul>
<b>Pocket Park or Plaza</b>	<ul style="list-style-type: none"> <li>• Typically, less than 1 acre</li> <li>• Accessible by bicycling, walking, and public transit</li> <li>• No on-site parking</li> <li>• Often found in residential developments</li> <li>• May require funding source for extraordinary maintenance</li> </ul>	<ul style="list-style-type: none"> <li>• Picnic areas, children's play areas, walkways and landscaping</li> <li>• Multi-purpose courts</li> <li>• Multi-purpose turf areas</li> <li>• Plazas are typically primarily hardscape</li> <li>• Flexible program spaces</li> </ul>

<sup>1</sup>Components listed are not all-inclusive in every park.



## Appendix C. Park and Recreation Facility Typologies

PARK TYPE	GUIDELINES	TYPICAL COMPONENTS AND EXAMPLES <sup>1</sup>
<b>RECREATIONAL FACILITIES</b>		
<b>Recreation Center (Building)</b>	<ul style="list-style-type: none"> <li>Serves population of 25,000 or within +3 miles, whichever is less</li> <li>Minimum 17,000 square feet per recreation center or 25,000 population</li> <li>May serves one community plan area or a portion of one community plan area population</li> <li>Parking provided for population served</li> </ul>	<ul style="list-style-type: none"> <li>May be a stand-alone facility or located within a community park</li> <li>Elements may include gymnasiums, indoor courts, multi-purpose rooms, kitchens, and other community-serving facilities</li> </ul>
<b>Aquatics Complex</b>	<ul style="list-style-type: none"> <li>Serves population of 50,000 or within +6 miles, whichever is less</li> <li>Minimum standard 25 meters by 25 yards</li> <li>May serves one community plan area or a portion of one community plan area population</li> <li>Parking provided for population served</li> </ul>	<ul style="list-style-type: none"> <li>May be a stand-alone facility or located within a Community Park, Major Park, or Resource based Park</li> <li>Elements may include pools for specialized uses (children's pools, therapeutic pools)</li> <li>Aquatic support facilities (locker rooms and showers)</li> </ul>
<b>Activity Facilities</b>	<ul style="list-style-type: none"> <li>Population served and service radius varies by activity</li> <li>May serves single or multiple community plan area(s) population(s)</li> <li>Size varies by activity and population served</li> </ul>	<ul style="list-style-type: none"> <li>Sports Complex</li> <li>Tennis Complex</li> <li>Skating Rink</li> <li>Soccer/roller hockey arena</li> <li>Senior, teen and pre-teen centers</li> <li>Often require operating agreements for certain services</li> <li>May be a stand-alone facility, located within a Community Park, or combined with a Recreation Center</li> <li>May include on-site parking</li> </ul>

<sup>1</sup>Components listed are not all-inclusive in every park.

PARK TYPE	GUIDELINES	TYPICAL COMPONENTS AND EXAMPLES <sup>1</sup>
<b>RECREATIONAL FACILITIES (Continued)</b>		
<b>Joint Use Facility</b>	<ul style="list-style-type: none"> <li>Requires an executed long-term joint-use agreement</li> <li>Property owner could be City or partner agency/entity (school districts, other public agencies, not-for-profit private entities)</li> </ul>	<ul style="list-style-type: none"> <li>Children's play areas</li> <li>Multi-purpose turf areas</li> <li>Multi-purpose courts</li> <li>Sports Field</li> <li>Parking</li> </ul>
<b>Trail</b>	<ul style="list-style-type: none"> <li>Could include portions of, and areas adjacent to, greenways or linear parks</li> <li>Consistent with the Trails Master Plan community plans, and other applicable land use documents</li> <li>Provides linkage between Parks or Open Space, or within Parks or Open Space</li> </ul>	<ul style="list-style-type: none"> <li>Scenic overlooks or viewpoints</li> <li>Trailheads</li> <li>Primitive Trails</li> <li>Moderate Use Trails</li> <li>High-use Recreational Trails (Utility Access roads)</li> <li>Circulation Trails</li> <li>Equestrian Trails</li> </ul>
<b>Privately-owned Park Site</b>	<ul style="list-style-type: none"> <li>Privately owned and privately maintained public park</li> <li>Any community park type could be a privately-owned park.</li> <li>Requires agreements, public use easements, and/or other applicable legal instruments that remain in effect in perpetuity</li> </ul>	<ul style="list-style-type: none"> <li>Sites within residential, commercial/ industrial, or mixed-use developments</li> <li>Could include rooftop or indoor basketball or tennis court available to the public in a privately-owned building</li> </ul>
<b>City-owned Park Sites not Managed by Parks &amp; Recreation</b>	<ul style="list-style-type: none"> <li>Includes atypical sites such as public right-of-way, paper streets, and portions of other City-owned property that provide a recreational experience to the public</li> </ul>	<ul style="list-style-type: none"> <li>Green streets or linear parks</li> <li>Could include active transportation, such as walking, bicycling, or hiking within dedicated right-of-way</li> </ul>

<sup>1</sup>Components listed are not all-inclusive in every park.



## Appendix D. Recreation Value Park Scoring Matrix

<b>RECREATIONAL VALUE SCORING METHODOLOGY</b>	
Recreational value points represent the recreational opportunities and amenities available to residents. This value includes recreational amenities in neighborhood and community-serving parks of all sizes, joint use facilities, and regional parks, beaches, and shorelines. Scoring is as follows:	
<b>Local Recreational Value in Parks</b>	Each park is scored individually based on the criteria below. Scoring reflects the amenities inside a park, along with additional features, such as its connections to other public spaces or the transportation system and space for programming and events. Scoring includes portions of regional parks that feature recreational amenities typically found in community/neighborhood parks or have been improved or developed using a community's development impact fees. These spaces are known as locally-serving portions of regional parks. Scoring excludes Recreation Centers and Aquatic Complexes, which will continue to follow a population-based standard.
<b>Regional Recreational Value in Regional Parks</b>	1 point for every 1/2-mile segment of a park's boundary that is directly adjacent to a residential or mixed-use area and contains at least one access point. Points are intended to aid in the Community Plan Update Process and do not represent the total value of the asset type.
<b>Regional Recreational Value in Open Space Parks and Trails</b>	1 point for every 1/2-mile segment of an officially recognized trail. Points are intended to aid in the Community Plan Update Process and do not represent the total value of the asset type.
	1 point for each trailhead within a 1/2-mile walk of a residential neighborhood or mixed-use area. Points are intended to aid in the Community Plan Update Process and do not represent the total value of the asset type.
<b>Regional Recreational Value in Shorelines</b>	1 point for every 1/2-mile segment of publicly accessible shoreline. Points are intended to aid in the Community Plan Update Process and do not represent the total value of the asset type.
<b>Cumulative Recreational Value for a Community Planning Area</b>	The score of local parks and local-serving portions of Regional Developed Parks + points for proximity to Regional Developed Parks, Regional Resource-Based Parks, trails, and shorelines. The cumulative score represents the total recreational value within a given community plan area (CPA). This score will only be calculated and used during the community plan update process. See Appendix E. Park Scoring for Sample Community Plan Areas for CPA scores.

## REGIONAL RECREATIONAL VALUE SCORING METHODOLOGY SECTION

**Scoring :** Parks accrue points per three categories based on following criteria - with no double-scoring/double-dipping with local recreational value scoring. Regional recreational value scores are for use solely by Park Planning staff for community plan update process, not for development projects. Regional recreational value is not intended to represent the total inherent value of regional assets. Any regional assets scored must be within the community plan area.

<b>Regional Parks</b>	1 point for every 1/2 mile segment of a park's boundary that is directly adjacent to a residential or mixed-use area and contains at least one access point
<b>Open Space</b>	1 point for every 1/2 mile segment of an officially recognized trail
	1 point for each trailhead within a 1/2 mile walk of a residential neighborhood or mixed use area
<b>Shorelines</b>	1 point for every 1/2 mile segment of publicly accessible shoreline

## LOCAL RECREATIONAL VALUE SCORING METHODOLOGY SECTION

**Scoring :** Parks accrue points across four categories based on following criteria.

**Notes :** Footnotes that specify minimum standards/sizes to ensure that amenities receiving points are functional, safe, attractive and durable; elaborate on what or how to count or measure components can be found at the bottom of this chart.

### CARRYING CAPACITY/SIZE

**Definition :** Measures capacity of a park to accommodate users

**Scoring :** 1 - 15 based on designation of park type (population-serving only).

*If private land is deeded to the City, multiply points by 1.5.\**

	Points
Pocket Park or Plaza: less than 1 acre	1
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	10
Major Park: over 20 acres	15
<b>Maximum Points in Category</b>	<b>22.5</b>



# Appendix D. Recreation Value Park Scoring Matrix

AMENITIES/RECREATION OPPORTUNITIES	
<b>Definition</b> : Measures richness of recreational opportunities and uses supported by a park's functional components.	
<b>Scoring is</b> based on the scale, size or quantity listed. If there is a point maximum it is indicated in the points column.	
<b>Note:</b> To ensure a mix of amenities, parks and plazas less than 3 acres must achieve a minimum of 2 points each in 2 categories to qualify for any points and parks over 3 acres must achieve a minimum of 2 points each in all 3 categories to qualify for any points.	
Health/Fitness/Sports Category (no maximum points in this category)	
Play Area	1 pt. per 750 sf of play area*
Nature Exploration Playground*	1 pt. per 1/2-acre
Multi-Purpose Turf Area - point per each full acre	1 pt. per 1 acre
Active Recreation Fields	8 points for an active recreation field module (1 soccer field and 2 softball fields) or 4 points for a single softball or soccer field*
Basketball/Tennis/Pickleball/Sand Volley Ball	1 pt. per each full court (1/2 point for half-court)*
Small Hardcourt Areas: with pavement-coating mark-outs	1/2 pt. per hardcourt area; 1 pts. maximum*
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	1/2 pt. per court*
Sports Lighting - single softball field, full-size	1 pt. for ea. full size field*
Sports Lighting - each pair of softball fields or full-size soccer field	2 pts.*
Splash Pad (water playground)	2; 2 pts. maximum
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	1 pt. per 1/2 mile
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	1/2 pt. per 1 mile
Fitness Circuit	1 pt. for ea. 3 pieces of equip. w/ signage; 3 pts. maximum per 5 acres
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	1 pt. per 5,000 sf each
Specialty Recreation (soft-surface) bocce court or similar	1 pt. each; 2 pts. maximum
Specialty Recreation: disc golf or similar	(min. 1/2 acre)*: 1 pt. each; 2 pts. maximum

<b>Social Spaces Category (no maximum points in this category)</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	1.5 pts. for ea. area less than 3 acres
Off-Leash Dog Area - 3 acres minimum fenced area	3 pts. for ea. area 3 acres and larger; 6 pts. maximum
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	1 pt. maximum
Community Garden*	1 pt for ea. 10 plots; 2 pts. maximum
Interactive/Technology Element	1 pt. maximum
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	3; 3 pts. maximum
<b>Site Amenities Category (no maximum points in this category)</b>	
All-weather shade cover/pavilion with tables/seating	1 pt. for ea. 400 sq. ft roof area (min. size)
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	1 pt. per 1,000 sf
Amphitheater: with hardscape seating*	1 pt. per 40-person capacity; 2 pts. maximum
Wayfinding Signage System*	1 pt per system; 2 pts. maximum
Public Art/Placemaking Elements (only 1 element per space)	1 pt. for each element; 2 pts. maximum
Creation of wetlands area(s) or native planting restoration area(s)*	1 pt per acre
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	1 pt per 1/2 mile
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	2; 2 pts maximum



## Appendix D. Recreation Value Park Scoring Matrix

ACCESS/CONNECTIVITY	
<b>Definition :</b> Measures ability of space or facility to increase overall connectivity in the Citywide parks network or improve access to an existing recreational asset	
<b>Scoring :</b> 0 (no component present) or 1-4 (component present)	
	Points
Linkages: connection to a CI 1 Bike or Cycle Track	4; 4 pts maximum
Linkages: connection to a trail system in open space	2; 2 pts maximum
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	2; 2 pts maximum
Integrated with transit: within 1/4-mile walking distance to a transit stop	1 pt. maximum
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	1 pt. maximum
Connection to Public/Civic Use (co-location with school, library, non-profit)	2; 2 pts maximum
Connection to Natural Area/Scenic View Corridor (must have physical structure to connect or provide view access)	2; 2 pts maximum
Linkage: Recreation based pedestrian connections*	1 pt. maximum
<b>Maximum Points in Access/Connectivity Category</b>	<b>11</b>
ACTIVATION & ENGAGEMENT	
<b>Definition :</b> Measures ability of space or facility to spark social interaction and learning-based recreation and bring diverse users together	
<b>Scoring :</b> 0 (no component present) or 1-3 (component present)	
	Points
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	1 pt. maximum
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	2; 2 pts maximum
Recreational Features for Disabled*	3; 3pts maximum
<b>Maximum Points in Category</b>	<b>6</b>
*Notes:	
1. Play area points are not limited in quantity. Scoring is cumulative for each 750 sf of use zone (safety surfacing); no fractions of a point. To obtain more than 3 points, facility must have separate play areas for kids ages 2-5 and 5-12.	
2. Specialty Recreation features include innovative play features, subject to approval of Parks and Recreation staff. Alternative compliance points determination will be awarded by Parks and Recreation Director for unconventional ideas.	
3. Community Garden feature includes inclusion of water meter and ample water for plots. Minimum plot size shall be 100 sf. of soil area per plot.	
4. Recreational Features for people with disabilities: facility has special focus areas for users with disabilities, beyond minimum ADA standards.	
5. Small Hardcourt Areas: 1,500 square feet area minimum size per 1/2 point. Examples includes handball or half-court tennis with ball-wall or a group of 4-square courts and hopscotch.	
6. To be eligible for points, court or field size shall be the minimum dimensions specified in the Consultant's Guide to Park Design.	

7. Wetlands/native restoration areas: To qualify, restored native plantings and wetlands must be contiguous to park trails/pathways along a majority of the restoration areas and have views of the restoration areas. Trails along wetlands/native plant restoration areas: To qualify, the trails along wetlands/native plant restoration areas shall have seating and educational signage, and trails in this category cannot duplicate the points achieved in Health/Fitness/Sports category and Regional Park scoring section. Points for wetlands/native restoration areas must be in conjunction with Wayfinding/Signage Systems AND at least one Interpretive/Education/Cultural Element.
8. Interpretive/Education/Cultural Elements: Elements can only accrue points for the first 30 feet
9. Points cannot be taken both in the event space and amphitheater categories (double-dipping) for the same park feature.
10. Wayfinding Signage system: Each system must include an information sign at the feature itself with educational value, and the system must include at least one wayfinding sign to help users navigate to the feature, with the sign placed at one or more key street intersections.
11. Urban Forestry: To illustrate compliance with this requirement, prepare site plan and calculations on the park GDP and subsequent construction plan submittals as one would for US Green Building Council LEED® (Leadership in Energy and Environmental Design) Sustainable Sites Credit to provide shade from the existing tree canopy or within 5 years of landscape installation. Landscaping (trees) must be in place at the time of occupancy.
12. Nature Exploration Playground: Set adjacent to or within a natural open space area, the play area shall be half-acre minimum in size and have logs, boulders, tree "cookies" and other natural elements for kids to explore, build and play. To apply, Nature Exploration Playground is subject to approval of Parks and Recreation staff.
13. Linkage - Recreation based pedestrian connections: A pedestrian link between a local serving portion of a regional park and the broader adjacent regional park. The broader adjacent regional park should offer unique recreational opportunities. Parks are awarded a point for the presence of a recreation based pedestrian connection and not for each connection. The connection shall be made using a multi-use pathway (Route Type 6, per SD Pedestrian Master Plan) or similar.
14. Recreational Features for Disabled: Beyond merely selecting accessible playground equipment; to qualify, the features shall be subject to approval of Parks and Recreation staff.
15. Pocket parks and plazas on private property: Shall have 24/7 public access easement agreement with City. Pocket parks and plaza spaces must have fixed and/or moveable seating, enhanced paving, public space signage, one (1) 36" box size tree installed for each 1,250 square feet or may have fixed architectural shade element(s) for up to 50% of the shading requirement.
16. If the required recreational value points are provided onsite, the applicant provides private maintenance for the onsite park for at least 30 years to the satisfaction of the Parks and Recreation Director, and a recreation easement is provided in perpetuity then after, the applicant's recreational value score may be reduced by 25%. Recreational value points provided onsite must follow Council Policy 600-33.



## Appendix E. Park Scoring for Sample Community Plan Areas

SUMMARY		
Community	Total Recreational Value Score	Score per 1,000 People
Carmel Valley	371	10
Linda Vista	271	9
Mission Beach	141	25
Navajo	497	10
AVG Score		14

CARMEL VALLEY: OCEAN AIR COMMUNITY PARK	
CARRYING CAPACITY/SIZE	POINTS
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	10
Major Park: over 20 acres	0
AMENITIES/RECREATION OPPORTUNITIES	POINTS
Health/Fitness/Sports Category	
Play Area	12
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	1
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	1
Sports Lighting - single softball field, full-size	2
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
Social Spaces Category	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0

Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0
<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	1
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>39</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL VALLEY (TOWNE CENTRE) COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	10
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	4
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	6
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	7
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	2
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	1.5
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	1
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	1
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	2
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>47.5</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: ASHLEY FALLS NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	14
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	4
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>40</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL CREEK NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	13
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	3
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>35</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL DEL MAR NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	12
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	2.5
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>34.5</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL GROVE NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	3
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>10</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL KNOLLS NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	10
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0.5
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	1
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>19.5</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL MISSION NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	1
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	4
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>18</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: SAGE CANYON NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	18
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	5.5
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>45.5</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: SOLANA HIGHLANDS NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	15
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>29</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: TORREY HIGHLANDS NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	12
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	1.5
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	2
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>30.5</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: CARMEL VIEW MINI-PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	1
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>1</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: PEARLMAN WAY MINI-PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	1
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>1</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>CARMEL VALLEY: WINDWOOD PARK MINI-PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	3
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>5</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: KEARNY MESA COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	15
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	16
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	16
Basketball/Tennis/Pickleball/Sand Volley Ball	2
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	1
Sports Lighting - single softball field, full-size	2
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	6
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	1.5
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	1
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	3

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	2
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	2
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>75.5</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: LINDA VISTA PARK COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	13
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	5
Small Hardcourt Areas: with pavement-coating mark-outs	0.5
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	2.5
Sports Lighting - single softball field, full-size	1
Sports Lighting - each pair of softball fields or full-size soccer field	2
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	4
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	2
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>53</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: TECOLOTE COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	9
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	2
Small Hardcourt Areas: with pavement-coating mark-outs	0.5
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	1
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	6
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	1
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>41.5</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: KELLY STREET NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	8
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	2
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>21</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: EDWARD TYLER CRAMER NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	1
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	2
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	2
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>9</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: MISSION HEIGHTS NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	10
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	3
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0.5
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>20.5</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: FREEDOM MINI-PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>2</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: SILVER TERRACE MINI-PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	4
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	4
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	2
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>14</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: CARSON E.S. JOINT USE</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>6</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: MONTGOMERY M.S. JOINT USE</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	2
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>14</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>LINDA VISTA: LINDA VISTA E.S. JOINT USE</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	3
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	1
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>14</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

MISSION BEACH: MISSION POINT PARK	
CARRYING CAPACITY/SIZE	POINTS
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
AMENITIES/RECREATION OPPORTUNITIES	POINTS
Health/Fitness/Sports Category	
Play Area	14
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
Social Spaces Category	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	1
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>26</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

MISSION BEACH: MISSION BEACH PARK	
CARRYING CAPACITY/SIZE	POINTS
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
AMENITIES/RECREATION OPPORTUNITIES	POINTS
Health/Fitness/Sports Category	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
Social Spaces Category	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	1
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>12</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

MISSION BEACH: SANTA CLARA POINT PARK	
CARRYING CAPACITY/SIZE	POINTS
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
AMENITIES/RECREATION OPPORTUNITIES	POINTS
Health/Fitness/Sports Category	
Play Area	8
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	2
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	2
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
Social Spaces Category	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0
Site Amenities Category	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0



Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>22</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: ALLIED GARDENS COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	10
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	20
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	2
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	1
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	1
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	2
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>43</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: LAKE MURRAY COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	15
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	10
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	3
Active Recreation Fields	32
Basketball/Tennis/Pickleball/Sand Volley Ball	10
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	1
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	1
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	4
Linkages: connection to a trail system in open space	2
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>83</b>

<b>MISSION BEACH RECREATIONAL VALUE</b>		
<b>Regional Parks</b>	1 point for every 1/2 mile segment of a park's boundary that is directly adjacent to a residential or mixed-use area and contains at least one access point	<b>24</b>
<b>Open Space</b>	1 point for every 1/2 mile segment of an officially recognized trail	<b>4</b>
	1 point for each trailhead within a 1/2 mile walk of a residential neighborhood or mixed use area	<b>0</b>
<b>Shorelines</b>	1 point for every 1/2 mile segment of publicly accessible shoreline	<b>4</b>
<b>Total Points</b>		<b>32</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: SAN CARLOS COMMUNITY PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	8
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	11
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	9
Basketball/Tennis/Pickleball/Sand Volley Ball	2
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	1
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	1
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>40</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: DAILARD NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	5
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>14</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: PRINCESS DEL CERRO NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	10
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	2
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	1
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0.5
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>22.5</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: RANCHO MISSION CANYON NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	10
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	3
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	2
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>25</b>

## Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: TUXEDO NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	8
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	1
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0.5
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	1
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	2
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>22.5</b>



## Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: GRANTVILLE NEIGHBORHOOD PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	10
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	1
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	1
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>15</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: SAN CARLOS POCKET PARK</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	1
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	0
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	0
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>1</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

NAVAJO: DAILARD E.S. JOINT USE	
CARRYING CAPACITY/SIZE	POINTS
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	2
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
AMENITIES/RECREATION OPPORTUNITIES	POINTS
Health/Fitness/Sports Category	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	4
Basketball/Tennis/Pickleball/Sand Volley Ball	1
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
Social Spaces Category	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	0
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>10</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

NAVAJO: FORWARD E.S. JOINT USE	
CARRYING CAPACITY/SIZE	POINTS
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
AMENITIES/RECREATION OPPORTUNITIES	POINTS
Health/Fitness/Sports Category	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	0
Small Hardcourt Areas: with pavement-coating mark-outs	0
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
Social Spaces Category	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	2
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	3
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>22</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: HEARST E.S. JOINT USE</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	6
Neighborhood Park: more than 8 acres to 13 acres	0
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	12
Basketball/Tennis/Pickleball/Sand Volley Ball	1
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	1
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0



<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>24</b>

# Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: LEWIS M.S. JOINT USE</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	14
Basketball/Tennis/Pickleball/Sand Volley Ball	12
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0.5
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	2
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>40.5</b>



# Appendix E. Park Scoring for Sample Community Plan Areas

<b>NAVAJO: PERSHING M.S. JOINT USE</b>	
<b>CARRYING CAPACITY/SIZE</b>	<b>POINTS</b>
Pocket Park or Plaza: less than 1 acre	0
Mini Park: 1 to 3 acres	0
Neighborhood Park: more than 3 acres to 8 acres	0
Neighborhood Park: more than 8 acres to 13 acres	8
Community Park: more than 13 acres to 20 acres	0
Major Park: over 20 acres	0
<b>AMENITIES/RECREATION OPPORTUNITIES</b>	<b>POINTS</b>
<b>Health/Fitness/Sports Category</b>	
Play Area	0
Nature Exploration Playground*	0
Multi-Purpose Turf Area - point per each full acre	0
Active Recreation Fields	8
Basketball/Tennis/Pickleball/Sand Volley Ball	8
Small Hardcourt Areas: with pavement-coating mark-outs	1
Sports Lighting - pickleball, volleyball, basketball full-court - or equivalent to basketball full-court	0
Sports Lighting - single softball field, full-size	0
Sports Lighting - each pair of softball fields or full-size soccer field	0
Splash Pad (water playground)	0
Multi-use Pathways: (Route Type 6, per SD Pedestrian Master Plan)	0
Decomposed Granite or Dirt Trails: 4 ft. min. width, (Route Type 7, SD Pedestrian Master Plan)	0
Fitness Circuit	0
Specialty Recreation (hard-surface) pump tracks, skate plaza or similar	0
Specialty Recreation (soft-surface) bocce court or similar	0
Specialty Recreation: disc golf or similar	0
<b>Social Spaces Category</b>	
Off-Leash Dog Area - 1/4 acre minimum fenced area	0
Off-Leash Dog Area - 3 acres minimum fenced area	0
Food Area/Concessions or Clubhouse Building (if separate from Rec Center), 250 s.f. minimum size	0
Community Garden*	0
Interactive/Technology Element	0
Performance/Event Space: 5,000 s.f. minimum size paved area with seating, lighting and utilities (power, data, sound)*	0

<b>Site Amenities Category</b>	
All-weather shade cover/pavilion with tables/seating	0
Restroom building	0
Ranger Station Facilities: with public educational/interpretive display areas(s)	0
Amphitheater: with hardscape seating*	0
Wayfinding Signage System*	0
Public Art/Placemaking Elements (only 1 element per space)	0
Creation of wetlands area(s) or native planting restoration area(s)*	0
Trails or Multi-use Pathways contiguous with wetland area(s), or significant water body, or native planting restoration area(s)*	0
Urban Forestry: at 5-year growth 50% of all site hardscape (roads, sidewalks, parking lots) have greater than 60% tree canopy*	0
<b>ACCESS/CONNECTIVITY</b>	<b>POINTS</b>
Linkages: connection to a CI 1 Bike or Cycle Track	0
Linkages: connection to a trail system in open space	0
Integrated with transit: within 500 ft. walking distance to a transit stop or closer	0
Integrated with transit: within 1/4-mile walking distance to a transit stop	1
Connection to Active Public Realm (less than 50 feet to café, restaurants, gym/fitness, retail)	0
Connection to Public/Civic Use (co-location with school, library, non-profit)	2
Connection to Natural Area/Scenic Corridor (must have physical structure to connect or provide view access)	0
Linkage: Recreation based pedestrian connections*	0
<b>ACTIVATION &amp; ENGAGEMENT</b>	<b>POINTS</b>
Interpretive/Education/Cultural Elements, such as Tribal cultural elements: minimum of 10 square feet of sign art/copy display area*	0
Space dedicated to programmed activities, weekly minimum occurrences: 1 pt. for 5,000-10,000 s.f.; 2 pts. for 10,000 or more s.f.	0
Recreational Features for Disabled*	0
<b>Total Points</b>	<b>28</b>

<b>NAVAJO REGIONAL RECREATIONAL VALUE</b>		
<b>Regional Parks</b>	1 point for every 1/2 mile segment of a park's boundary that is directly adjacent to a residential or mixed-use area and contains at least one access point	<b>23</b>
<b>Open Space</b>	1 point for every 1/2 mile segment of an officially recognized trail	<b>75</b>
	1 point for each trailhead within a 1/2 mile walk of a residential neighborhood or mixed use area	<b>0</b>
<b>Shorelines</b>	1 point for every 1/2 mile segment of publicly accessible shoreline	<b>8</b>
<b>Total Points</b>		<b>106</b>





Aerial Overview, San Diego River and Trolley







The City of  
**SAN DIEGO**

