Complete Communities: Play Everywhere

Parks Master Plan / General Plan Recreation Element Amendment

Parks and Recreation Board June 1, 2020











Complete Communities

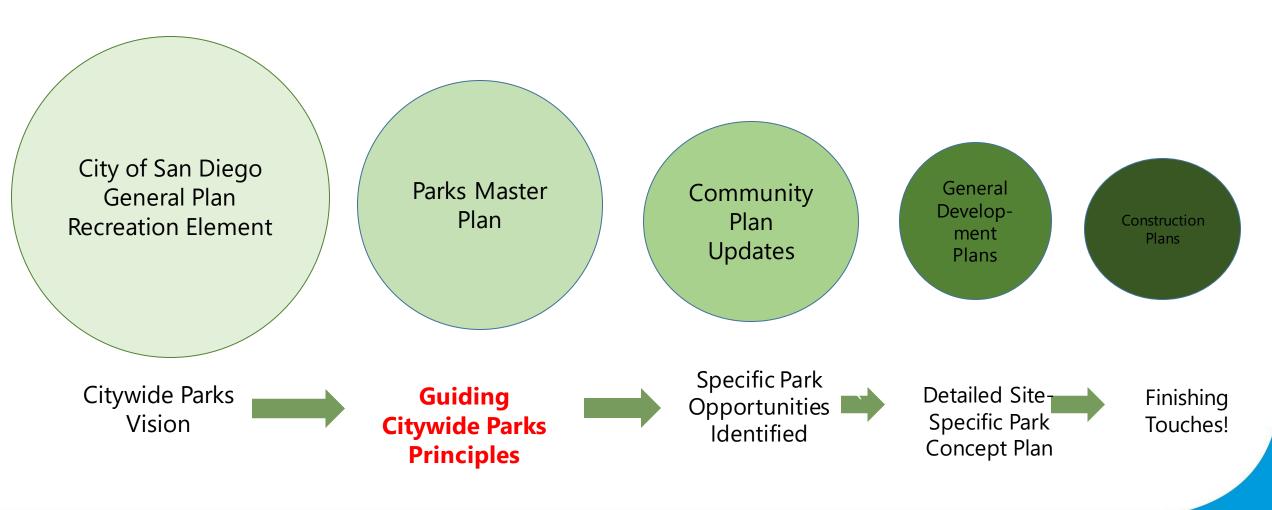








Park Planning Context



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Parks Master Plan Why we need it

- 2008 General Plan
 - Parks Master Plan needed to meet urban park needs / ensure equitable access
- Climate Action Plan
 - Increase walking, biking, and transit use
 - Most new development near transit
 - Increase urban tree canopy
- Invest equitably in communities



Parks Master Plan Vision

- Interconnected Citywide park system
- Thriving recreational spaces close to transit
- **New recreational** experiences
- **Equitable** park investments where needed most
- Easy walk, bicycle, and transit access
- Opportunities for everyone to play outside and make social connections



Outreach Activities to date

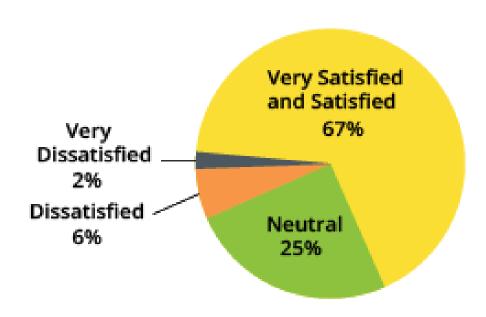
- Citywide statistically valid survey
- 13 Workshops + 2 popup community events
- 2 Online activities
- 7 informational briefings to advisory bodies:
 - ✓ March 2018: Planning Commission
 - ✓ March 2018: Public Safety & Livable Neighborhoods Council Committee
 - ✓ October 2019: Community Planners Committee
 - ✓ October 2019: Active Transportation & Infrastructure Council Committee
 - ✓ October 2019: Community Forestry Advisory Board
 - ✓ November 2019: Parks & Recreation Board



What we learned

- 67% of residents satisfied or very satisfied with the City's parks
- Priorities include:
 - small neighborhood parks
 - open space and trails
 - beaches and shoreline parks
 - fitness and wellness programs
 - senior programs
 - nature programming

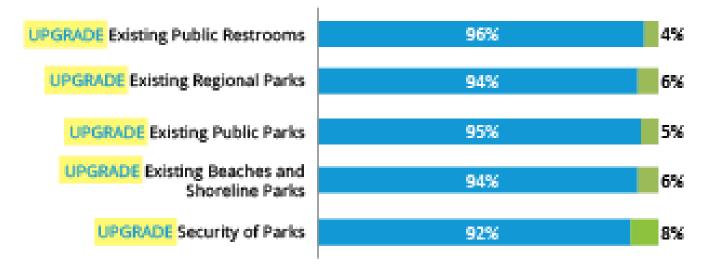
Satisfaction with Facilities & Programs



Just over two-thirds (67%) of residents were satisfied or very satisfied with the City's Parks and Recreation Facilities/Programs

What we learned

- Residents favor upgrades to existing parks
- Opportunities to add recreational value within existing public spaces



■ Very Important & Somewhat Important ■ Not Important

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How we plan now

Current General Plan: Acreage-based standard on community plan area basis. Existing 2.8 acres per 1,000 residents standard

Challenges

- Limits comprehensive planning for an interconnected Citywide parks system
- Urbanized areas lack available land
- Funding and staffing limits
- Can create further inequities in the distribution of parks throughout the City



Parks Master Plan Recommendations

Identifies existing gaps to guide future park development and promote equity Citywide.

- New Equity Goals
- New 10-20-30-40 Minute Access Goal
- New Park Standard
- Reformed Citywide Park Development Impact Fee



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Parks Master Plan Equity Goals

Climate Equity Index

Prioritizes investments and funding in communities of concern

Park Condition Index

Highlights current condition and maintenance needs

Park Demand

 Analyzes local populations and communities to ensure park needs are met

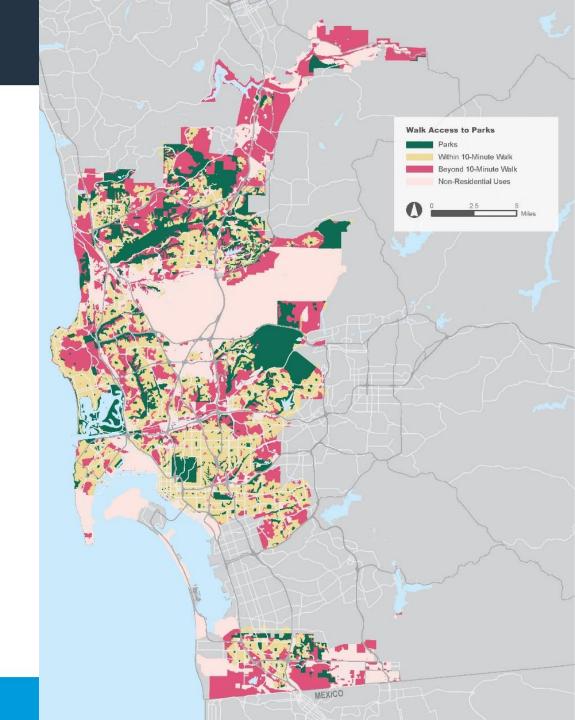




Parks Master Plan 10-20-30-40 Access Goal

Sets a travel time goal for reaching a meaningful recreational opportunity

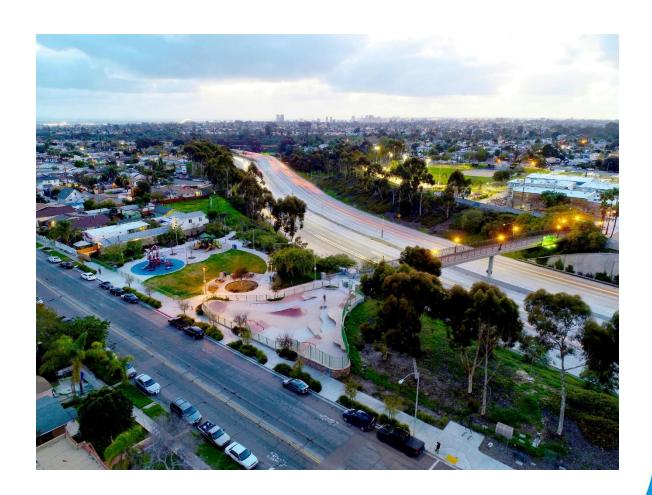
- 10-minute walk
- 20-minute bike ride or micro-mobility ride, and
- **30-minute** transit ride, to a park that
- To a park that can be enjoyed for at least 40 minutes (park activation)



New Value-Based Park Standard

A new way to plan a meaningful, successful, and interconnected park system

- Value Standard 12 points per 1,000 population
- Value determined based on features related to:
 - Carrying capacity
 - Recreation opportunities
 - Access
 - Activations
- Acreage is a factor but not the only factor in determining recreational value



How did we develop the new Park Standard?



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 = 10 points per 1,000 people Carmel Valley CPA = 11 points per 1,000 people Mission Beach CPA = 12 points per 1,000 people Navajo CPA = 9 points per 1,000 people



12

POINTS PER 1,000 PEOPLE



Children's Parks Case Study - Existing



Existing Recreation Point Value		
Key	Amenities	Points
	Mini Park	2
A	Public Art/Placemaking Elements	1
B	Linkages: Cl 1 Bike or Cycle Track	4
G	Integrated With Transit (500 ft)	3
0	Connection to Public/Civic Use	3
Total		13
Popu	lation Served	1,100

SEE EXISTING PLAN VIEW

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Children's Park is a 1.7-acre downtown mini-park with a forest of pine trees, and a small pond.

Current amenities offer 13 points of recreational value.

- Limited range of available amenities,
- Years of underuse
- Public safety challenges

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Children's Parks Case Study – Proposed



Proposed Recreation Point Value		
Key	Amenities	Points
	Mini Park	2
A	Public Art/Placemaking Elements	10
B	Linkages: Cl 1 Bike or Cycle Track	2
G	Integrated With Transit (500 ft)	1
0	Connection to Public/Civic Use	2
0	Food Area/Concessions	2
G	All-weather shade with tables/seating	2
G	Comfort Station	3
0	Play Area	2
O	Fitness Circuit	4
0	Specialty recreation (soft-surface)	3
K	Off-Leash Dog Area	3
Total		36

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Planned amenities will significantly increase the site's point total to 36

 Recreational experiences on par with that of a 10-acre park.

Maximize the recreational use of compact urban spaces by:

- Co-locating compatible activities
- Offering amenities that appeal to a wide range of users.

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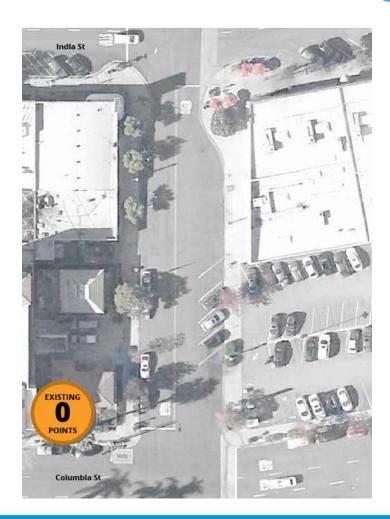


Children's Parks Case Study





Piazza della Famiglia Case Study – Prior Condition



Existing Recreation Point Value	
Amenities	Points
_	0
Total	0
Population Served	0

SEE EXISTING PLAN VIEW

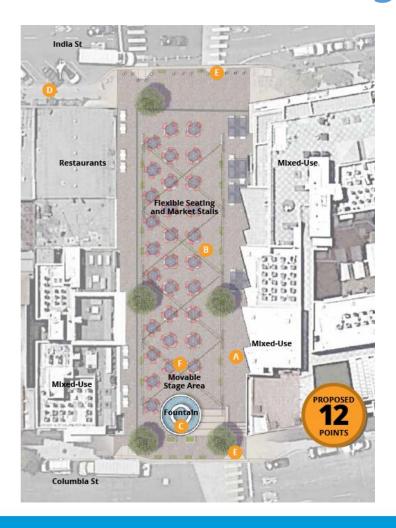
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Prior to construction of the piazza, this portion of Date street and adjoining spaces supported no recreational activity.

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• Prior conditions offered 0 points of recreational value

Piazza della Famiglia Case Study – Constructed



Proposed Recreation Point Value		/alue
Key	Amenities	Points
	Pocket Park/Plaza	1
A	Food/Concession Area	1
B	Performance/Event Space	3
G	Public Art/Placemaking Elements	1
O	Connection to Transit	3
Ò	Connection to Public Realm	1
G	Space for Programmed Activites	2
Total		12
Population Served		1,000

SEE PROPOSED PLAN VIEW

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Piazza della Famiglia is a .38-acre pocket park in featuring;

- Central gathering space.
- Pedestrian-only zone
- Blend of public and private space

Planned amenities will increase the site's point total to 12

Recreational experiences on par with that of a 2.8 acre park.

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Piazza della Famiglia Case Study





Sample Neighborhood Park Case Study



Existing Recreation Point Value		
Key	Amenities	Points
	Neighborhood Park	2
A	Play Area	9
B	Multi-Purpose Turf Area	2
G	Specialty Recreation	0.5
O	Integration with Transit	2
Total		15.5
Population Served		1,300

SEE EXISTING PLAN VIEW

Representative two-acre neighborhood park with few recreational amenities relative to their overall size.

 Current amenities offer 15.5 points of recreational value.





Sample Neighborhood Park Case Study



Proposed Recreation Point Value		Value
Key	Amenities	Points
	Neighborhood Park	2
A	Play Area	7
B	Multi-Purpose Turf Area	1
Ö	Specialty Recreation	0.5
Ō	Integration With Transit	2
Ŏ	Skate Plaza	1
Õ	Half-Court Basketball	0.5
G	Off-Leash Dog Area	2
Ŏ	Food Area / Concessions	1
Ŏ	Community Garden	1
Ŏ	All-Weather Shade Cover	2
K	Amphitheater	2
O	Wayfinding / Signage	1
M	Public Art	1
Ø	Interpretive Elements	1
O	Fitness Circuit	2
Õ	Connection to Public/Civic Use	3
Total		30
Popu	lation Served	2,500

SEE PROPOSED PLAN VIEW

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Possible redesign which would incorporate new recreational facilities.

Planned amenities will increase the site's point total to 30

 Recreational experiences on par with that of a 8 acre park.

Illustrates opportunities to use existing parkland more efficiently and expanding recreational experiences.

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Sample Neighborhood Park Case Study





The plan consists of goals and policies in 12 categories. Together, this mix outlines a sustainable strategy to achieve the vision of Play Everywhere for Everyone

<u>Parks + Programming</u> - Opportunities for everyone to play, explore, learn, and interact

Equity and Access - Access within a 10-minute walk, 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.



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<u>Activation</u> - Safe and inviting public spaces that support positive experiences for everyone and that further equity and access goals.

<u>Co-Benefits</u> - Multi-purpose park spaces that improve overall quality of life.

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

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

<u>Arts and Culture</u> - 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 the City more active and resilient.

<u>Partnerships</u> - A collaborative network of partners and resources that improves and expands recreational opportunities throughout the City.

<u>Operations and Maintenance</u> - An efficient, durable, and well-maintained parks system that provides consistent, long-term quality to everyone.



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

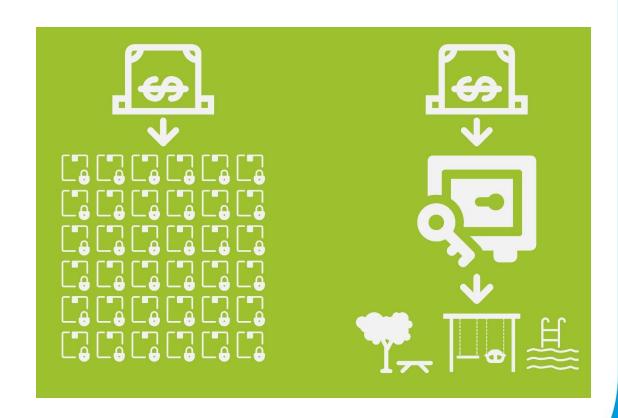
Funding - Sustainable, equitable, and dedicated funding sources to invest in the City's parks system.



How we collect park fees now

The City currently collects fees in each community planning area. This creates certain **challenges**:

- Restricts City's ability to deliver parks sooner even when money is otherwise available
- Fees collected must be spent within the community it was collected
- Funds not always spent on parks
- Fees greatly vary between communities



Citywide Park Development Impact Fee

Citywide Park Development Impact Fee sets a standard impact fee across the entire city **allowing** the City to:

- Deliver parks faster with access to a larger pool of funds
- Target the **greatest needs** across the City
- Efficient use of land to provide more recreational assets at lower cost



General Plan Recreation Element Amendment

- Updated to reflect the adoption of a new Parks Master Plan
- New parks standard
- Other minor changes to bring the Recreation Element in line with Parks Master Plan



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Please visit www.sandiego.gov/parksmaster-plan

Questions?