Parks and Recreation Department Martinez Neighborhood Park General Development Plan

Park and Recreation Board September 15, 2022

Action Item 102







lssue

 Should the Park and Recreation Board recommend approval of the proposed General Development Plan (GDP) for Martinez Neighborhood Park?





Introduction

- Martinez Neighborhood Park within the EPOCA Development (formerly known as the Lumina Development) is part of the Otay Mesa Central Village Specific Plan.
- The Lumina Neighborhood Development Permit includes 6.6 acres of parks.
- The developer-built parks will be conveyed to the City and will be privately maintained via a Maintenance Assessment District (MAD).







Project Scope

- This project provides for the design and construction of the Martinez
 Neighborhood Park within the Otay Mesa Community, Council District 8.
- The approval of this park will provide an additional 3.5 acres and 287 Recreation Value Points of population-based recreational opportunities.

Proposed Martinez Neighborhood Park







Parks Master Plan & Recreation Value Points

- The adoption of the new Parks Master Plan includes a new park standard to prioritize the overall recreational value of parks.
- 100 Recreational Value Points (RVP's) per 1,000 people
- The Epoca Development was originally entitled prior to the adoption of the new Parks Master Plan but is now under the guidance of the new Parks Master Plan.







Other Recommendations

 On November 17, 2021 the Otay Mesa Community Planning Group voted (9-1-0) to recommend approval of the proposed GDP for Martinez Neighborhood Park







Department Recommendations

 Recommend approval of the proposed GDP for Martinez Neighborhood Park





















Aerial Image





Sports Court





Children's Play Area





Dog Park, Open Play Field





Nature Walk





Park Entry, Comfort Station





Martinez Neighborhood Park – Comfort Station





Design Inspiration







Design Inspiration







Design Inspiration







Parks and Recreation Department







THANK YQU



