Parks and Recreation Department

Proposed Overnight Parking Lot Closures for Shoreline and Mission Bay Park

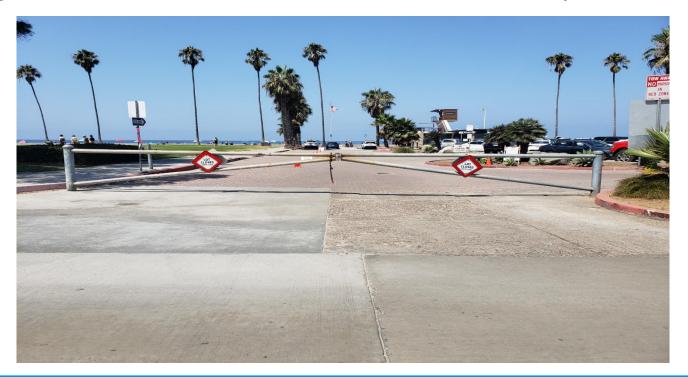
Park and Recreation Board Item No. 103 September 16, 2021





Action

 The Parks and Recreation Department will submit a Coastal Development Permit to the California Coastal Commission for the installation of nighttime gates and signage in parking lots along the shoreline and within Mission Bay Park.





Background

- California Coastal Commission requires Coastal Development Permits for various parking lot locations.
- This requirement includes parking lots at coastal parks, including Sunset Cliffs, Ocean Beach, Mission Beach, Pacific Beach, and La Jolla and several in Mission Bay Park.
- All overnight gate closures and parking restrictions require Coastal Commission approval within a coastal zone.



Background

- The Department intends to address community concerns regarding gang activity, overnight parties and illegal camping in parking lots in the shoreline and Mission Bay Park.
- Proposed hours of closure would be from 10 p.m. to 4 a.m. or midnight to 6 a.m. with gates to be closed by security service.
- Gate closures would reduce service calls and crime, deter gang activity, overnight parties and illegal campers, and increase safety for park patrons and surrounding neighborhoods.



Community Engagement & Support

- La Jolla Community Planning Association
- Preserve Windansea
- Pacific Beach Town Council
- Mission Bay Town Council
- Sunset Cliffs Natural Park Council



Considerations

Potential Park Impacts

- Annual increase of approximately \$6,000 per parking lot.
 Final cost would be determined upon CDP approval.
- Provides SDPD with additional enforcement tool to reduce and prevent after-hours illegal activity.



Department Recommendation

 Approve Department recommendation to submit Coastal Development Permit to the California Coastal Commission in the interest of reducing crime and improving the quality of life in shoreline parks and Mission Bay Park.



Questions