Dogwood Park | A Park Master Plan Process

A Senior Project By Jon Bowhay | Lda 193-B | June 2008

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A Senior Project Presented to the Faculty of the Landscape Architecture Program University of California, Davis in Partial Fulfillment of the Requirement for the Degree of Bachelors of Science of Landscape Architecture

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By
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Most especially I would like to acknowledge my family and close friends for all the love and support that you have given me, I would not have made it this far without all of you. Thank you so very much for everything!

Abstract

Although development in the City of Sacramento has largely come to a slow down, the city, and its surroundings is continuing to grow significantly. With this rapid amount of growth comes the need for developing new parkland. The Dogwood Park will help to fulfill the need of parkland in the North Natomas area of Sacramento. In the process of creating a master plan for Dogwood Park there is a detailed description of what process was used and what affect it had on the park design.

The process of creating the park master plan followed the City of Sacramento's, Park Design Guidelines (City of Sacramento Department of Parks Planning and Development Services, 2007). The guidelines along with site analysis helped to determine what was to go into the site. The site analysis provided the site features along with opportunities and constraints that helped layout the master plan.

After conducting the site analysis, a few case studies of similar neighborhood parks were made to identify elements that make a park beneficial. These case studies also helped generate ideas to show at the first community meeting. The first community meeting generated community input, ideas, and issues we may have overlooked. The comments and suggestions were then analyzed and factored heavily in the preparation of two preliminary designs. The preliminary designs were then presented at the second community meeting for review and community comments. The second community meeting resulted in the selection of one of the two proposed preliminary designs with some changes from the alternate master plan not selected.

After the minor changes were made, the park plan became Dogwood Park. However, it was not finalized until, the Park and Recreation Commission's reviewed it in January 2008. This commission consisted of a formal body of appointed representatives from all over the city who were there to represent the community. The Parks and Recreation Commission reviewed and supported the Dogwood Park master plan.

With the process that was followed, there could have been some changes that may have suited the communities needs better. Completing a new task usually involves thinking about what you have learned and how you might have accomplished the task learning from mistakes and improving upon the process you used. As with all processes there is always room for improvement and in time we will always see the process evolves over time.

In creating the master plan there was many factors that made the process difficult. Considerations such as existing conditions, the surrounding elements, park users and the park maintenance crews made for a rather difficult challenge. Park maintenance requested that park elements be easily accessible for them to maintain due to the short amount of time that they have to do their job. The park users requested elements that had to work with the maintenance crew. With all of these factors to be considered, it is no wonder why it takes so long to create a park. The concept of this senior project was to show what it takes to create a successful park master plan and the steps involved in the process for designers who are interested in park design.

Introduction

As Sacramento continues to grow, we are seeing more of a demand of new parkland. The area of North Natomas in particular, just a few years ago was once home to agriculture fields and has experienced rapid growth. This area serves as a unique challenge to the City of Sacramento as over 9,000 acres of planned community development has taken place and is expected to grow significantly within the next twenty years (Taylor, 2007).

To help fulfill this need for parks, the City of Sacramento's, Park Planning, Design and Development Division is working on planning and developing new parks. This process is however somewhat difficult in that the politics and the many steps involved make for a rather long process.

This project looks one of the processes of creating a park and the steps that were taken to develop the park. It looks in depth at the creation of one park in the North Natomas area, Dogwood Park. This park has been planned to be a park site for the last four years and has funds to create the master plan and construction. Unfortunately due to the recent budget crisis the city is in, the construction will be set to start in the spring of 2010 and completed in the spring of 2011. This project not only deals with how the Dogwood Park plan was created, but it also explains the process the park goes through to get to the final master planning stage.

Each phase the park went through in order to get to the final master plan involved a great amount of detail. Some of the stages that will be looked at are the site analysis, site opportunities and constraints, preliminary designs, art in public places, community meetings and participation, and the creation of the master plan. Together, with all of these steps and the addition of a few other steps, the Dogwood Park plan evolved into a final master plan.

The evolution of parks is unique here at the City of Sacramento in that one person instead of a whole design team designs it. Yes it does make the process a little slower but this is done due to the high amount of projects which have to be created and managed making it practical for one person to take on the design responsibilities for a park than a design team. This also allows the landscape architect to become the project manager that will see the project through from the site analysis to the final walk through when the park has been developed. Finally, this also gives the project consistency and one point of responsibility.

Dogwood Park Location

The park location is about 17 minutes north of downtown Sacramento. It is located east of Interstate 5 and to the north of Interstate 80. It is also located a few hundred yards just to the east of East Commerce, which is a major arterial road, see figure 1.1.

The overall area around the park site consists of single-family residential and multifamily apartment complex housing. The apartment complex has been developed and currently has occupants. The majority of the single-family housing units have been constructed, see figure 1.2 for site photos

FIGURE 1.1

Site Analysis:

The site analysis first took place back in August of 2007. A diagrammatic blank base map was made prior to the site analysis to be used to record any possible site information. This information was then taken back to the office for further analysis and recorded for a finalized base map. Any information that can be recorded will help out later to let the community become aware of the current site conditions and its surroundings. This also gives the community an idea of what site elements are lacking in this area such as basketball courts or soccer fields.

At the time of the site analysis there was lots of construction in progress. The site was undeveloped and basically was a big vacant dirt lot with the exception of the perimeter sidewalk around the park site and utility and cable boxes. Having this completed before the design of the master plan is beneficial in that it was not something that had to be developed in the process of construction.

The first thing to look at was that there were many new single-family homes being constructed to the north and

FIGURE 1.2

west of the site. Constructed and occupied single-family homes sit to the east of the site behind a 6' high masonry wall. To the south of the site is the parking lot for the large multi-storied and is already occupied apartment complex that also has a tot lot. Commercial development zoning will be to the southwest corner, but the exact businesses are not yet determined. The housing adjacent to the park site play a large role in deciding later on the placement of certain elements such as basketball courts or other elements that may be loud or could become a nuisance to some residents. See Figure 1.3 for site map.

Other development considerations include the existence and future plans for other parks nearby. Three other park development projects within 1/2 mile of Dogwood Park are also in process. Valley Oak Park, that will be a large community park that will sit to the south of the site a few blocks away and is in very early park planning stages. Magnolia Park and Golden Poppy Park sites are considered neighborhood parks that are just to the west and are further along the process. Master plans for these two parks have already been approved and are expected to both be constructed in the near future. Existing parks nearby the site include West Hampton Park to the west, Elderberry Park to the north, and Autumn Meadow Park and Burberry Park to the east. To the southwest are plans and in process of a new high school.

Natural conditions were taken into consideration during the site analysis as well. The sun orientation runs from the east to the west and the seasonal wind direction comes from the delta breeze. This cool breeze comes from the south during the summer and then brings dry winds from the north during the

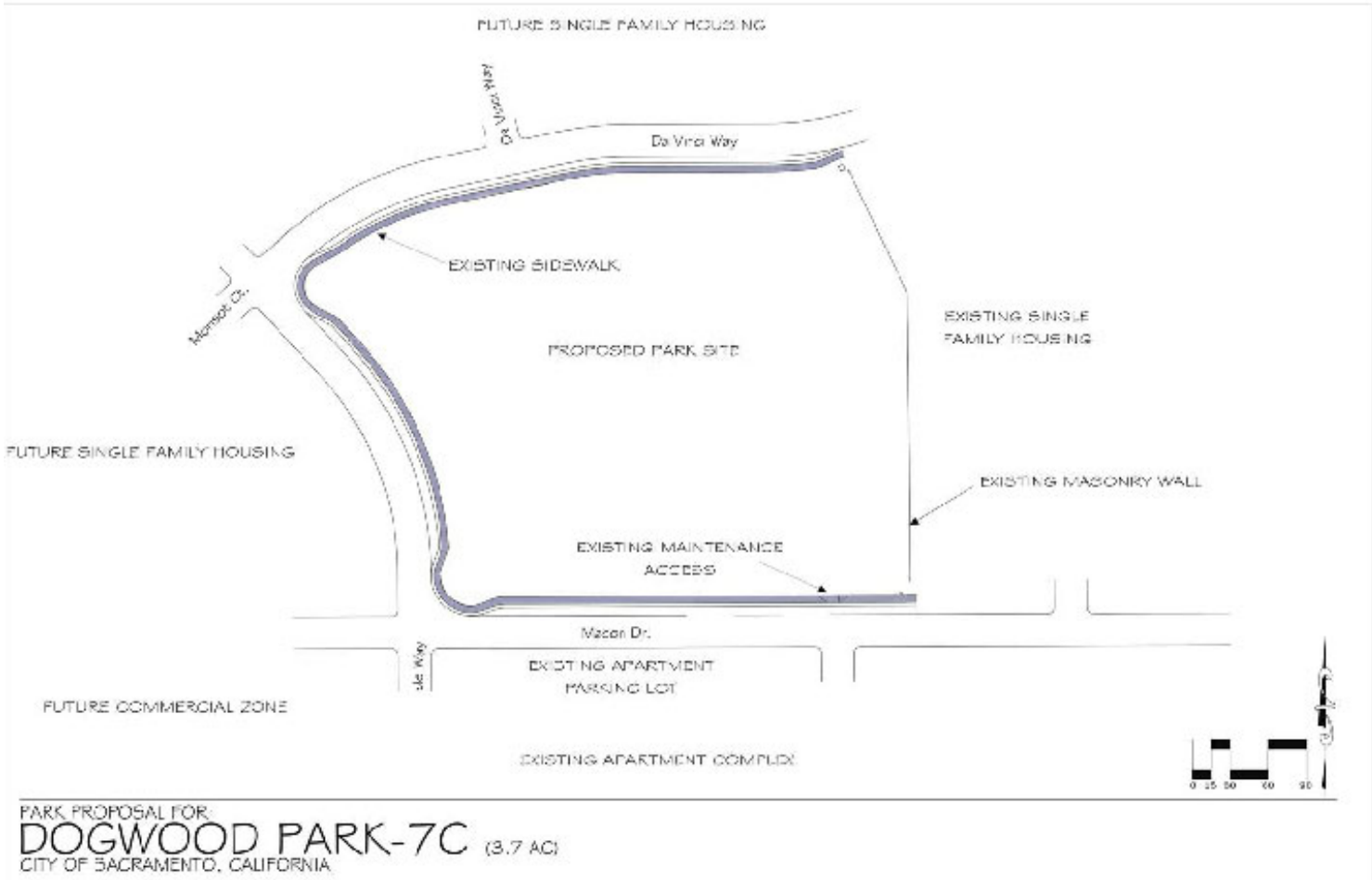


FIGURE 1.3

winter. Other considerations consisted of the scenic views of the Coastal Mountain Range to the west and the Sierra Mountain Range to the east.

Site Opportunities and Constraints:

The site had some opportunities and constraints that play a role in the site analysis and were recorded on the opportunity and constraint map. These features can be either man made or natural. At the time of the site analysis, the sidewalk was already constructed around the site by the developer, which serves as an opportunity. The development is required by the City of Sacramento to dedicate parkland at 5,000 acres per 1,000 people and to provide site utilities, sidewalks, and a park site free of development restrictions. This means that there is more money that can be going toward the construction of the park. The other opportunity that arises from this is that there is actual onsite parking along the three sides of the park. Typically neighborhood parks do not offer parking. The site also contains a rather large amount of fill that was left from the construction of the housing, as this site was used as a storage area and dumping. This extra fill encompasses the whole park and adds to the cost of development, as it will be moved during the grading portion of the park development. This extra amount of fill presents an opportunity in that it can be used to create undulations and other interesting topographic changes to the park rather than a flat park. See figure 1.5 for site opportunities and constraints map.

Meeting #1

Both my supervisor Dennis Day and I conducted the first meeting and it took place at the South Natomas Community Center on a Monday at 6:00 p.m. Members of the community were notified about the meeting by mail. Approximately 3,500 fliers were mailed out and only ten showed up. See figure 2.1 for flier image. As members of the community showed up, we greeted them and had them sign in and help themselves to a snack and refreshments. We also gave information packets to each individual. Handouts included a copy of the existing site, agenda, City of Sacramento Park Design and Development park category descriptions and process, other park master plans, and amenity possibilities. The handouts I felt were very helpful for a number of reasons. It provides each member of the audience a chance to look closely and follow along while the presentation took place. It also gives the residents something to take home, read, learn, and share with their neighbors in theory.

South Natomas Community Center

Prior to the beginning of the meeting Dennis and I had decided to take turns talking and we began with the introduction. This is telling who you are, who do you represent, what the purpose of the meeting is and what the agenda for the meeting is? It is very important that the audience right off the bat knows the who's and what's in the beginning of the meeting to make sure that everyone is on the same page. (Refer to appendix A for the agenda we used for the first meeting).

The next step included educating the community members about the master plan process. Explaining the project funding and schedule is a must when it comes to educating the community. Designing a park from scratch is very costly and residents always want to know where the money came from. The reason for discussing the schedule is to bring the reality to the public that a park does not become a finished park over night. Instead of frustrating and making residents impatient, it is important to explain clearly and thoroughly about the timely process of creating a park. The park name in this particular project had the opportunity of having the park name changed but the community members liked the name and the name stayed.

Following the master plan process was the discussion that prepared the community for the participation segment of the meeting. These topics covered the actual park site, typical park elements, and existing park examples. The existing site discussion educated in detail the site to the residents and it was asked to the residence where they resided in relation to the site. This acquaints the members of the audience with the park. You cannot presume that everyone is very familiar with the site so it is always best to assume that this is the first time

FIGURE 2.2

everyone has looked at the site. By asking where people live in relation to the park can also become a great opportunity to ask questions that are important to them in particular. For example, some of the residents that showed up lived on the other side of the masonry wall bordering the east side of the park. These residents were asked if they preferred a view of the park or a buffer that blocked the view for privacy purposes.

Once the site was explained to the residence, we told everyone about the different types of parks and that this park was a 3.7-acre park and is considered a neighborhood park. Neighborhood parks range in size from 2-10 acres and serve a ½-mile radius. Park amenities usually include items oriented toward recreation needs of students. Community parks are 6-60 acres and serve a 3-mile radius or several neighborhoods. Community parks include amenities found in neighborhood parks but may contain lighted sports fields or courts, skate parks, dog parks, nature areas, and off street parking and restrooms. Specialized community park amenities will contain community centers, water play areas, or swimming pools. Regional parks are 75-200 acres

FIGURE 2.3

and serve the entire city and beyond. All amenities found in the neighborhood parks and community parks and include region wide attractions, golf courses, zoos, large amphitheaters and more.

Typical park elements is the part of the meeting where you will tell your audience about the typical elements that will already be included in the park such as trash cans, drinking fountains, benches, and walkways. Here you will also talk and show visuals of other elements that can be in a park to get them thinking what they would like to see in their park. Park elements included unique park furniture, exercise equipment, playground items, covered picnic areas, and interactive water misters. See figure 2.2 for actual meeting amenity board used.

To give a good example of other neighborhood parks, master plans and site photos of West Hampton Park by the HLA Group and California Lilac Park by Callander Associates were presented to the audience. Both of these parks exist and are within a few miles of the site. This gives the audience an opportunity to relate to existing parks they may have been to. Each plan was discussed in a walkthrough fashion

to explain all the park features and amenities. See figure 2.3 for park board example. Finally we also showed a board of the North Natomas Facility Map. This map shows all the existing and planned parks in the North Natomas area. With each park, all the facility elements are noted to give the community an idea of what type of elements are lacking or are abundant near the site. See figure 2.4 for North Natomas Facility Map.

Dennis and I took turns doing the talking and when it came to the community input, I was responsible for the desired park elements and Dennis was responsible for the comments and suggestions. These differ in that desired park elements referred to a shaded picnic area, playground themes, soccer fields, etc. The park comments and suggestions board referred to comments about safety (such as provide shaded areas, keep noise away from specific areas of the park, etc).

During the participation segment of the meeting it is more than likely that residents will begin throwing comments for both boards and it is very important that every comment is written and not missed to gain trust and show you're listening. I noticed that we also had some community members began to speak much more than others and some stayed quiet the whole time. At that point we began to ask those individuals if they had something that they would like to see in the park and this seemed to open them up and were much more involved in the participation.

At one point of the community participation a small conflict came up. While one resident felt very strongly about seeing a basketball court in this park, a couple residents that lived next to the masonry wall with a new baby in the household felt that the basketball court would create a noise problem. While the rest of the residents did not have much of a care to weather the basketball court was placed in the park or not, we finally came to a decision. This being that we could place basketball near the southeast corner of the site furthest away from the concerned residents and

near the apartment complex parking lot. The decision was also made that the court would be two half courts with the backboards at the center of the court allowing for two separate games.

Once the comments and suggestions were given, some priorities needed to be made. To include all that was required was impossible with the budget so we needed to explain this to the residents and we gave them all 3 green dots and one red dot. The green dots represented a priority and the red dot represented something that they did not want in the park. This gave us a good idea on what to focus on and what to avoid putting in the park proposed master plans (refer to appendix A, for Dogwood Meeting Notes for the first meeting).

The meeting continued with a summary of the desired park comments and suggestions, which led into talking about the next steps. The next step was to take all the community input and incorporate them the best that I could into two different designs and then return within a few months for a community critique and hopefully a decision for a master plan. Conclusion of the meeting consisted

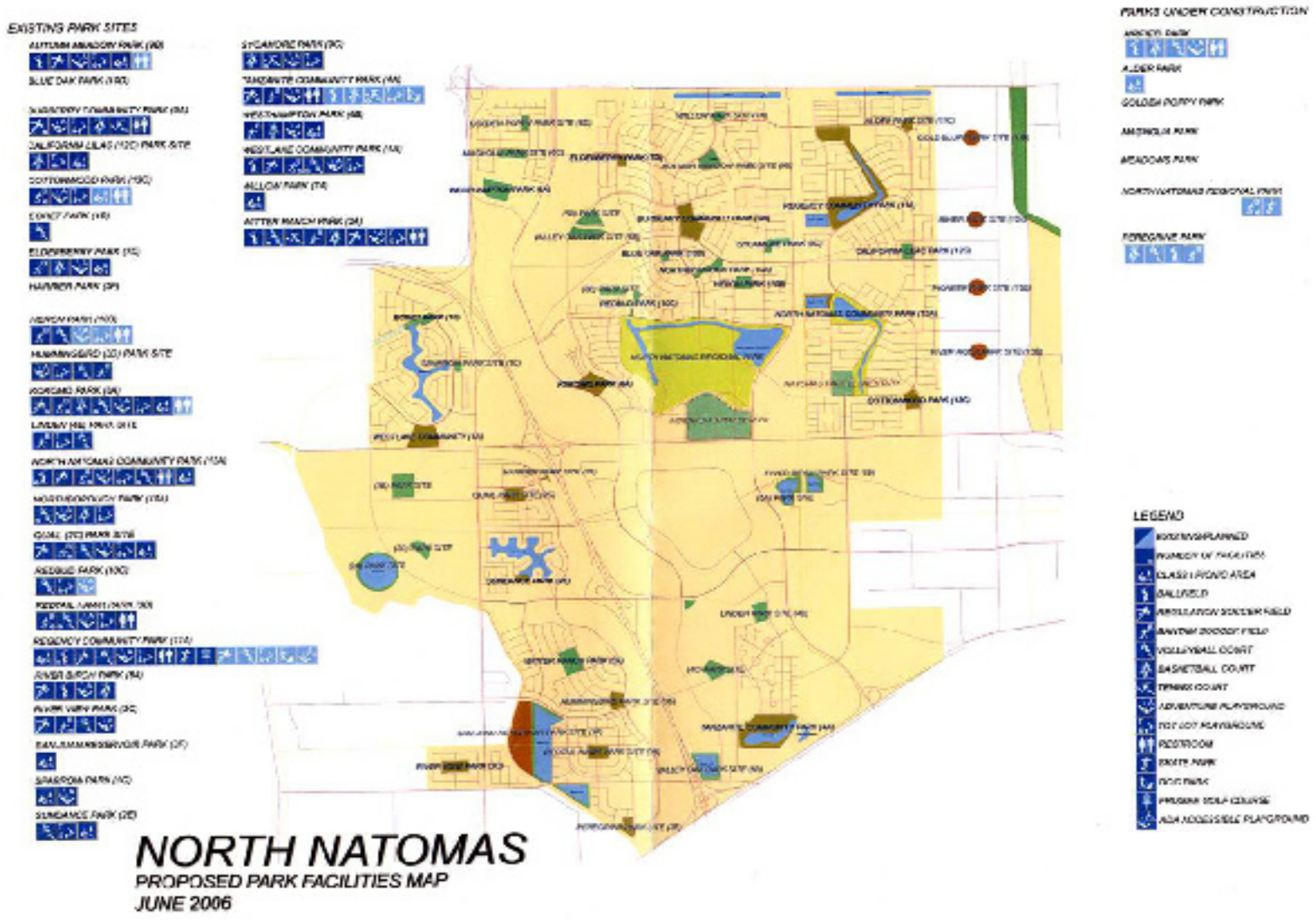

EXISTING PARK SITES
PARKS UNDER CONSTRUCTION
LEGEND
NORTH NATOMAS
PROPOSED PARK FACILITIES MAP
JUNE 2006

FIGURE 2.4

Site Requirements:

The site requirements are things, which were requested by the community or special interest groups affecting by the development of Dogwood Park. Some of the special requirements can also be by developers who allotted certain amounts of money for a specific thing to be incorporated into the park design. The request does have an influence on how the park was developed but does not limit the creativity of the overall park design.

One of the requirements was to incorporate a multi-purpose open space that could be used for passive recreation and if possible after looking at the park facilities map we wanted to try to create a multi-purpose open space. The reason for this was to provide a place for residents to participate in passive recreational activities. A group picnic area was another requirement. Currently the City of Sacramento has a standard of having a picnic area in every park. This gives park visitors a place to sit and enjoy the park with the option of having a proper place to have lunch and hold small social gatherings such as a birthday party. Along with the picnic area, a request for a play area for children between the ages of 5-12 will also be included. This will give the neighbors with children a place to play safely, meet other kids, and give the children a place to work on their coordination and physical skills.

At the first meeting some of the residents suggested that we would include the bocce ball or horse shoe courts to provide some type of recreational activity near the play area and the shade structure. They all agreed that it would be nice to have this activity for small social gatherings. The last requirement from the public was to add a basketball court in southeast corner of the park. This will provide a recreational activity that will most likely be a popular element to the park.

The only other requirement that was essential was the requirements of the City of Sacramento, Park Design Standards. The design standards were created to give uniformity in required elements like the width of the walkways and to prevent problems like incorrect site grading. The design standards give requirements for the width of walkways, sports field sizes, and play area sizes. How many different types of sports facilities per thousand people, and so on. The park design Standards provide the information, which kept the Dogwood Park design in the City of Sacramento, design standards (refer to appendix B, for Park Design Guidelines and Standards).

Beginning Preliminary Ideas:

At this point I laid my ideas out in a bubble diagram approach. This method was chosen to give flexibility to the space and orientation of elements. In using this method it is ideal to layout the larger and important elements first. The smaller and less important elements will be placed after the larger and more important elements are placed.

The first element that was laid out was the multi-purpose open space. From looking at the local recreational facility map we wanted to make sure that the multi-purpose area was large enough to hold a bantam sized soccer field. The placement of the field was initially placed on the west side of the park near Bankside Way and Da Vinci Way. The reason for this placement is that it serves as a buffer between the street and the park. Since the park has 3 streets bordering it, having a multi-purpose field will definitely provide safety in that it provides a buffer from picnicking and play areas and it also creates an unobstructed view of the park from the road.

The play and picnic areas were placed within the core of the park site. This provides a buffer from the road and is also near the center of the park circulation. The reason that the picnic area and the play area are near the center of circulation is that this will be a highly utilized element of the park. Being that this is one of the most utilized

areas of the park we wanted to make this area a focal point that can be viewed serving as a destination from the outside of the park. The City of Sacramento also requests that all play areas be at least fifty feet from the road or put a fence around it. To save costs and provide additional safety we chose a central location and maintained space from residential housing for noise reasons.

The exercise equipment with a circular track for a range of ages was placed near the perimeter of the park to give a maximum length of jogging track and the exercise equipment was to be placed along the jogging path in a series of equal intervals. This gives the joggers a chance to jog and break for additional exercise and warming up along the path. Having the jogging path along the perimeter of the park also acts as an additional buffer from the interior of the park. The basketball court as decided in the meeting would be placed in the southwest corner in respect to the couple's request.

The Designs

The preliminary park designs were based on the site opportunities, constraints, site analysis, and the request of the park amenities to go into the park site. The designs of the park were also generated from the preliminary bubble diagram. The City of Sacramento requests that there are two designs that will go to an in-house design review. The comments and suggestions from this review are then used to come up with final preliminary designs to show at the second community meeting for review.

Design one

The first design was intentionally laid out in a formal and linear layout. The linear pathways tried to incorporate the existing curvature sidewalks around the park while still maintaining an overall formal theme of outer space. The park entrance located to the southwest corner of the park is intended to draw the park users into the site with its linear and clear views of the trees, open space, and the picnic area. The park was designed with long linear pathways moving further into the park site from the park entrance, which is located at the southwest corner of the site. The park user would pass the jogging path, independent picnic area, multi-purpose open space, and basketball courts.

Continuing on the path the user will arrive at the central location of the park that meets up with another path that splits the park in half and acts as a maintenance and pedestrian path. The central location is also the group picnic area, adventure play area, and tike racetrack. These three park components were also laid out in such a way the picnic area can view each of the play areas. The picnic area is large enough to hold large social gatherings such as birthday parties and other social functions. It is also covered by a large metal shade structure. The basic layout is also in a symmetrical formation giving each play area the same amount of space with additional seating for each area for parental seating. A plan view of this area will also reveal the overall shape of a half moon look to tie into the space theme. Other elements that tie into the theme are the rocket rubberized surfacing embedded in the playground and the space custom fabric shade structure that covers the main play structure. All of the independent play elements will take on a resemblance of space as well.

Between the two play areas is a continuing path that runs into another sidewalk that provides circulation along the masonry wall. If the user continues to the left they will see the bocce ball courts to the left and the jogging path along side of the sidewalk. The jogging path would consist of decomposed granite and offer fitness stations for warm up purposes. The bocce ball courts will be parallel with the sidewalk and sit next to a dogwood flower shaped planter. The design, which was created for the first preliminary design was intended to have many uses for the users of the park. Some of the uses like soccer, a play area, picnic area, group

gathering areas, basketball, bocce ball, and jogging with fitness stations help to provide a healthy open space for a community in need of an active open space. The formal and symmetric design gives the park users an easily maneuverable circulation with open views and offers a secure feeling while in Dogwood Park. See figure 3.1 for preliminary design "A".

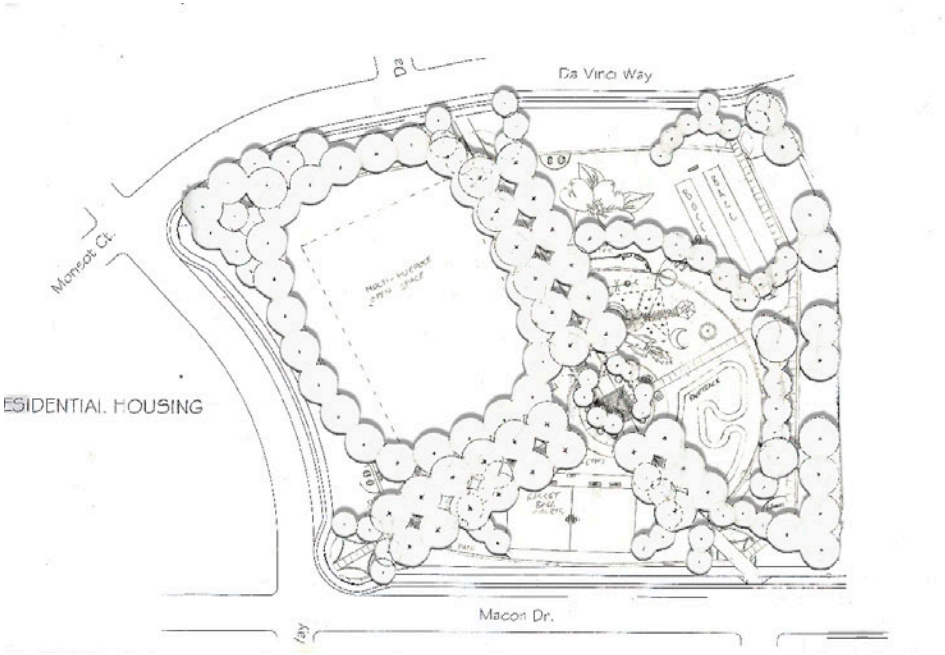


FIGURE 3.1

Design #2

The second design is similar to the first design in that it has many of the same elements. Due to the limitations of space the multi-purpose open space and basketball court, they had to be in the same general area to comply with the residence and the City of Sacramento's requirements, the rest of the park elements were somewhat similar in placement making for a challenge to making the second plan different from the first plan.

The second preliminary design takes on a naturalistic feeling and uses a mixture of asymmetric and symmetric features to create a free flowing effect. Starting with the main entrance of the park, which is located in the Southwest corner of the park, here the entrance is linear and breaks into meandering paths. This entrance pattern is mimicked throughout the other entrances by. The park sign sits just off the path nestled in the no mow fescue.

The park users would find themselves meandering on the path to the central location of the park. As like the first plan, the users would be passing the multi-purpose open space on their left and a path branching off the main path to access the half basketball courts on their right. Continuing on the path, the users will be able to see the interactive water misters that guard the shaded picnic area. Upon the approach to the picnic area, another larger meandering path intersects the main path acting as the maintenance and pedestrian path before the picnic area.

The picnic area takes the shape of a floral design offering shade trees and plenty of seating areas. The playground areas include fort themed equipment and natural elements such as boulders, customized rubberized surfacing in the shape of a flower, and logs. A tike racetrack will also be somewhat similar and include a heavy canopy of trees to really create a forest atmosphere. The path that runs between the two play areas stops at the back of the play area and turns into an arch shaped seating area where parents can watch both areas while socializing with other parents.

Other features to mention are the jogging path that meanders along the tall shade trees, which would be decomposed granite, or a permeable paving. Fitness stations would be included in this plan as well. See figure 3.2 for preliminary design "B".

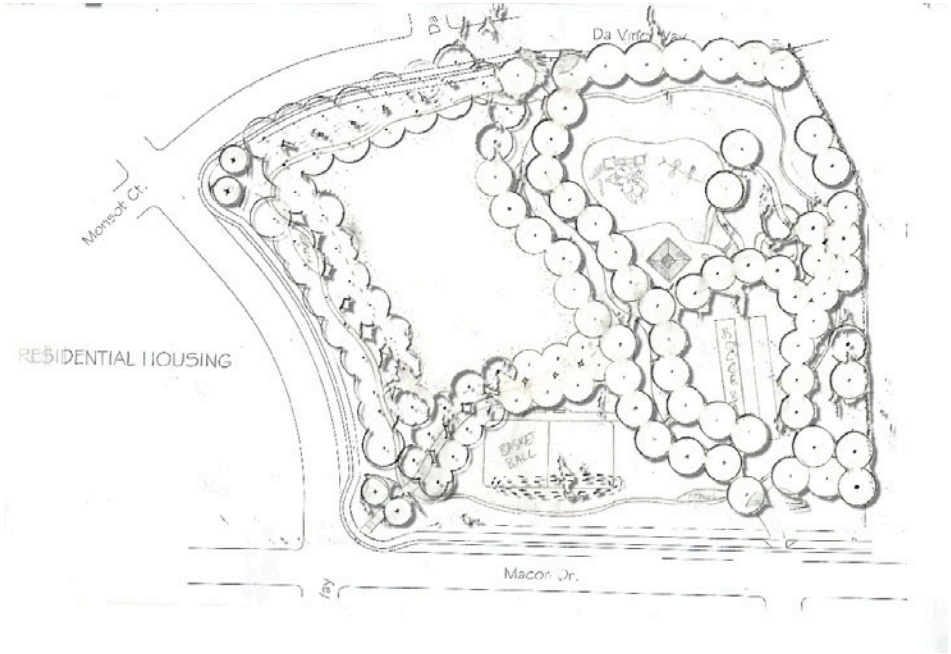


FIGURE 3.2

Preliminary Design Critique

The design critique took place at the City of Sacramento's office of Park Planning and Design Services (PPDS). Six landscape architects and three landscape architect interns from this office participated in the inner-office design review. The two preliminary designs were presented in a walk through fashion with the ideas behind each overall theme or idea.

The presentation started out explaining the site with the base map and orienting them to what the project entailed as far as requirements from the public. The first design was then presented to the audience by explaining the overall theme on which was more of a formal design. The audience was then brought into a walkthrough type of discussion of the park design. This was accomplished by talking about the different elements that they would encounter if they were actually there.

The second preliminary design was then presented in similar fashion to the first design. Questions and comments opened up to the audience after the second walkthrough. The critique from the Landscape Architects and interns was helpful in explaining what needs to be considered in the park design.

Comments for the first design started with the positioning of the picnic area in relation to the central path of circulation. I wanted to assure that the picnic area would be a focal point and it was off a bit and at the same time it was almost in the way to some of the audience. Referring to the maintenance access road that continues south from the picnic area, it was suggested that the path be straightened out and designed differently to not force pedestrians into the picnic area. Another suggestion was to move the jogging path to the perimeter of the park to extend the path. This would give joggers a further circuit and create larger uninterrupted spaces in the park. To go along with the jogging path, the two independent picnic areas that branched off the path were frowned upon. Decomposed granite would be the jogging path material and is considered not ADA accessible, which is a problem. It was suggested that the independent picnic areas be brought closer into the park and off actual sidewalks. It was also pointed out that due to maintenance reasons, it might be difficult for the maintenance crew to maintain the dogwood flower planter. The last comment was directed to the tike racetrack and the lack of connection with the proposed sidewalk leading to a cost reduction.

Some of the positive things that they said about the design were the linear axis's that gave a good visual to the picnic area and that it would help pull park users to the park. Another positive point that was pointed out was the definition of areas in the park with the usage of trees. This really helps to define the space the users are in and gives a nice aesthetically look. One last positive comment was the nice balance of park element usage throughout the park.

Final Preliminary Design

The final preliminary design consisted of taking the comments from the design review with the City of Sacramento and the two preliminary designs and molding them into one design. To achieve this, comments and designs were sorted into a bubble diagram. After the information was sorted, the final preliminary design was created and prepared for the community meeting.

Placing the key elements in the bubble diagram form allows for appropriate space of the key components and shows what space was still available for other elements. The other elements were to be placed into the design to attract more visitors to the park.

Final Preliminary Design #1

The overall theme of the first design takes on the outer space feeling by using features and colors that played along with the theme. The design has somewhat of a formal look with linear paths and vegetation with trees used to define different spaces. The parks main entrance is located at the southwest corner nearest the apartment complex and the commercial zone and takes on the universal circular look all the entrances have. Each entrance provides the same focal point of the covered picnic area to serve as a destination point of interest. The picnic area will have a circular walkway around it for easy continuing circulation. The picnic area will house four picnic tables under the large shade structure and four picnic tables will be placed outside with small trees for additional shade.

Just to the east of the picnic area lays a path that separates the playground and tike racetrack. The playground includes a modern play structure and independent elements that take on and follow the idea of being in space. The large play structure is covered by a large fabric shade structure with stars and a moon etched into the fabric. Rubberized surfacing in the shape of a large customized spaceship will be included within the wood chips for additional uniqueness. The tike racetrack is intended for youth and offers small undulations, traffic signage, a bridge, and a floral assortment in the center space as the track creates a planting area space. Both areas offer seating for parents to watch and socialize.

Continuing on the path will lead to the decomposed granite jogging path that runs along the perimeter of the park. Each circuit is roughly a quarter mile and at four equal points along the path sits a fitness station holding 1-3 items of outdoor fitness equipment.

The Northeast corner will have two bocce ball courts and a large low sloping mound with embedded boulders set in a spiral formation to provide an interesting topography in the landscape. The east side of the park will be buffered from the masonry wall with a thirty foot wide vegetated wall of trees and shrubs. This will provide privacy for the residents on the other side of the wall. A few gaps in between the trees will be made to offer a view of the park for residence as well as providing additional surveillance for safety issues. The multipurpose open space is on the west side and is set in a north-south orientation. Large enough to hold a bantam soccer field with no mow fescue around the field where the street is bordering. This is to provide a type of assistance to keep a ball in the park instead of out on the street.

The basketball court is located in the southern part of the park in an east west orientation. The hoops are situated in the middle of the court to create two courts to provide more game play invitation. See figure 4.1 for design “A” final preliminary design.

DOGWOOD PARK (3.7 ACRES)

PROPOSED MASTER PLAN "A"

CITY OF SACRAMENTO

FIGURE 4.1

Final Preliminary Design #2

The second final preliminary master plan starts at the main entrance and leading to the play area of the park is the beginning of a stream represented by blue stamped concrete. The stream takes on the historic Sacramento River system by starting out as a little stream that meanders in and out of the main walkway and as it enters the picnic area it separates into a delta effect and continues into the playground area turning into rubberized surfacing as it disappears gradually in the wood chips. Along the way of the main path is the informal seating mound for viewing the basketball court that is situated in a north south orientation.

Another unique feature included is an interactive water play area. The interactive water area is in the picnic area which are in the shape of tall leafs which produce short periods of mist to cool down during the summer heat. This feature is becoming a rather attractive feature that many park users have had a positive response to. The reason we decided to go with just a mister and not a heavy water use component is to simply save costs. The City of Sacramento Design Standards says that to have a high water use components requires the park to have bathrooms with hot and cold water and a shower as well. Adding a bathroom both not typical in a neighborhood park and is very costly, taking away from the park budget.

Both plans also include independent picnic areas to serve as another place to sit, relax, and eat without having to utilize the large picnic area. Another element found in both plans is the maintenance access that runs through the middle of the park. Maintenance requests that they may have access with their vehicles through the park and that they may also have easy access to the trash and recycling receptacles and picnic area. For these reasons we decided to utilize the existing access point that the developers made in the sidewalk at the southeast corner of the park. This access point is the beginning of the ten-foot wide path that stretches toward the middle of the north part of the park. This way the road is relatively close to all the elements. At either end of this path will also be three bollards, one fall down bollard in the middle and two permanent bollards on the outside. This keeps people from having access to the park with vehicles. See figure 4.2 for design "B" final preliminary design.

DOGWOOD PARK (3.7 ACRES)

PROPOSED MASTER PLAN "B"

CITY OF SACRAMENTO

FIGURE 4.2

Meeting #2

The second meeting was held about two months later at a much closer venue than the first meeting. Ideally we would have wanted to have the venue at the actual site but due to time issues with the residents we would not have much daylight so the venue was at a local school. The second meeting took place at Heron School on a Thursday from 6:30p.m. -8:00p.m. The park meeting was placed on the City agenda and fliers notified every resident within a half-mile radius. Members from the first meeting were also emailed. Once again as we did before, we greeted the community members as they showed up, had them sign in and take a set of handouts, and have a refreshment and snack before the meeting started. Handouts for the second meeting included an 8½" x 11" copy of each of the proposed master plans, amenity ideas, meeting #1 minutes, and perspectives. Like the first meeting, we had planned for the meeting well in advance. Preparation included developing the proposed master plans, amenity boards, perspectives, an agenda, a comment and suggestion board, meeting #1 minutes, venue reservations, and the handouts that make up the packet for the community members.

Dennis and I conducted this meeting together once again and we split the talking up as well. We began with introducing ourselves to inform some of the new faces. This meeting produced a higher turnout than the first meeting so it was important to bring people up to speed. The purpose of the meeting was to present the two proposed master plans, have the community critique them, and hopefully determine which design would be the master plan. We then went over the agenda with the audience. Refer to appendix C for Dogwood Park Master Plan Meeting #2 agenda.

Following the agenda overview, a recap of many of the first meeting took place. The categories of parks, overview of Magnolia, and Golden Poppy Park, and the meeting minutes of meeting #1, were all discussed once again. This once again shows the community members that their ideas were listened to and this also give the new faces a chance to see what was exactly discussed in detail. The new community members are definitely allowed and encouraged to speak up if and give any comments, so this recap is critical to make sure everyone is on the same page.

The proposed master plans were then presented in a walkthrough presentation. During each plan presentation, the corresponding amenity board and perspectives were all visible to really show the viewers what you had in mind. Each board was at visible 24x36 inch format. The proposed amenity boards differ from the amenity boards introduced in the first meeting in that these are elements specific to either of the proposed master plans. I had two different boards, one for the space themed design and one for the fort/ naturalistic themed one. See figure 5.1 for amenity boards. 3 dimensional sketchup perspectives made up another board of the park and it really helped describe our ideas to the audience. See figure 5.2 for sketchup perspectives.

FIGURES 5.1

Community Member Critique

The members of the community were then asked to comment on both of the designs. The members of the community preferred plan "B" over "A" overall. They preferred the curvilinear paths that meandered through the park rather that the linear paths. They liked how the picnic area was situated in plan "B" over plan "A" in that the circulation intersection seemed to be much better. They liked that the path that runs from the north south direction

did not interfere with the picnic area as much as it does in plan "A". The criticism with the picnic area in plan "B" however was the mister location. It seemed to be almost an after thought and seemed out of place.

Along with the picnic area, the fort theme play elements in the playground were favored rather than the space theme. They also requested that the playground would include two tot swings, two belt swings, and a two-seated seesaw swing.

The basketball court orientation in plan "B" was also preferred due to the thought that there would be less of a chance for a ball entering the street. It was also decided that there would be a lowered hoop on the north side for youth play and the southern court would be for adults and the hoop would be set to a regulation height.

The audience requested to include the spiral earthwork mound with boulders from "A" to "B". They said that it was a better fit in the naturalistic plan and gave an ascetically pleasing and interesting feature that would also bring uniqueness to the park. They also liked the picnic area in "A" more than "B" in that they liked how it was an intersection point for the main paths.

As for the jogging path, the members of the community felt strongly about the jogging path and the basketball court being included during the first phase. They were concerned that in plan A, the decomposed granite jogging path that ran along the sidewalk would settle after time and become a hazard. From the fitness equipment that was shown, the community mentioned that they did not like the sit up bench and did like the elliptical air walker. They would possibly like to see a gradual transition of fitness equipment going from an easy warm up to a difficult warm up.

We also asked the audience that just incase we ran out of funding and could not afford all of the proposed park amenities, what would they not mind losing. The community decided that the path that runs along the eastern side of the park would be taken out and the jogging path that runs along with it would stay and widen to 4 feet to continue the same width around the park. Refer to appendix D for meeting #2 minutes

Just like the first meeting, every comment and suggestion that a community member said was written down on a large board. This meeting included children as well. Their comments are also important to add. Children are the ones that are going to be using the play area, their comments are important and just like everyone else, their opinions matter and can be very useful.


DOGWOOD PARK
MISTERS
JOGGING PATH
YOUTH BASKETBALL COURTS
QUIET PICNIC AREAS
TIKE RACE TRACK
BOCCE BALL
SHADED PICNIC AREA
OPEN SPACE
DOGWOOD PARK
PROPOSED MASTER PLAN "B"

FIGURE 5.2

Dogwood Park Master Plan

The creation of the final park master plan consisted of taking the comments from the community and the landscape architects from the City of Sacramento. These comments were then implemented into the final park master plan. After the final park master plan was completed it had to go through one more approval meeting.

The changes made to the park design was adding the spiral rock earth work from the second proposed master plan to the south west corner of the park near the basketball court. Another change on the master plan is the path along the east side of the park. The path was removed in the master plan and the jogging path remained. One last major change was the mister location. The misters were placed near the racetrack in a designated area with a custom half-leaf shaped color concrete pad.

The last major change was to remove one of the two bocce ball courts and replace it with a horseshoe pit with seating and shade trees in between the two. This provides an additional program to the park and offers an additional option for adults. See figure 6.1 for the Dogwood Park master plan.

LEGEND

1. BOCCE AND HORSESHOE COURTS WITH BENCHES AND PLANTERS
2. FABRIC SHADE STRUCTURE
3. RUBBERIZED SURFACING
4. SHADED PICNIC AREA WITH GROUP GRILL AND SEATING
5. TIKE RACE TRACK
6. FITNESS AREA STATIONS
7. JOGGING PATH
8. YOUTH AND ADULT BASKETBALL COURTS
9. WALKWAY
10. INDEPENDENT PICNIC AREAS
11. BANTAM SOCCER FIELD/ MULTI-PURPOSE FIELD
12. NO MOW FESCUE
13. EARTH MOUND WITH FUN STEPPING STONES SET IN A SPIRAL
14. INFORMAL SEATING MOUNDS
15. INTERACTIVE WATER PLAY AREA
16. DOGWOOD PARK ENTRY WITH PARK SIGN
17. ADVENTURE PLAY AREA
18. ROCK WALL ART WORK
19. NATURAL TREE BUFFER WITH PLANTING UNDERSTORY

MASTER PLAN FOR

DOGWOOD PARK (3.7 AC)

CITY OF SACRAMENTO, CALIFORNIA

Art In Public Places

By City Ordinance, every city project except renovations and bikeway projects are required to set aside 2% of the project budget for Art in Public Places (APP). The Sacramento Metropolitan Arts Commission (SMAC) is responsible for administering and selecting the artist for public projects. SMAC established an on-call list of 50+/- artists with slides of their work, from which the park artists were selected. LAS staff and representatives from SMAC and the community reviewed all the on-call artist work, and selected the artists that we felt were most appropriate for outdoor public art. We then matched up the chosen artists with a specific park projects.

From there we attended a third meeting when the artists had already selected for each project, and were asked to create a site-specific piece of public art to be installed into the park. Each artist was to create an artwork proposal including creating a moquette (small scale model of the proposed artwork), cost estimate and schedule.

Mark Abildgaard, a sculptor specializing in glass and ceramics was chosen for Dogwood Park. We discussed the overall theme of the park and went over the master plan in detail to help shape the idea for the art piece. Through discussions we came to the agreement of the sculpture being a tile and stone mosaic that some of the kids from neighborhood schools would help to build. The tiles would represent the different types of local habitats that are found nearby. The other side of the wall would be a stone mosaic made into a shape of a giant garder snake. See figure 7.1 for proposed Dogwood Park artwork.

Figure 7.1

Issues with Community Participation

Over the years community participation has become a powerful tool in how we design parks to benefit the community and the surrounding neighborhood. There are many reasons for having community participation involved in the community process. One is for decision makers to find out what the public's preferences are so these can play a part in their decisions. Another reason is to improve decisions by incorporating citizens preferences and recreation needs and to provide local knowledge into the process of design. A third reason is for advancing fairness and justice or in other words, this gives many groups a chance to voice needs and preferences. Finally, community participation is done to hopefully build a civil society and to create an adaptive, self-organizing community capable of addressing wicked problems (Rittel & Webber, 1973) in an informed and effective way.

In the case of design for cities and many other political associated involvements, community participation has become required in the process of design. This sounds like a great idea but the fact is that we are still working out the kinks to create a process of community participation that works like a well-oiled machine. The some of the kinks are pointed out in the article "Reframing Public Participation: Strategies for the 21st Century". Here they argue that legally required participation methods in the US not only do not meet most basic goals for public participation, but they are also counterproductive, causing anger and mistrust. (Innes & Booher planning Theory & Practice 2004).

These issues can be seen in public review and comment procedures. As we continue to move toward the future, we have seen that when it comes to voting, we are seeing a less and less turnout of the population at the poles. This largely is due to the public continuing to stereotype the government as being unresponsive to the publics concerns and therefore leading to the public not wanting to participate. This is carried over to the community participation in the park design process as people may refuse to participate when thinking that they cannot make a difference by voicing out their concerns and ideas. Dave Shpak, Park Development Manager for the City of West Sacramento said that the City of West Sacramento has of lately maintained a good relationship with West Sacramento and believes that this is largely due to maintaining the public's trust.

An additional reason for failure in the process of community involvement is that there is an unsatisfactory amount of members from the public voice being heard. This can come from antagonizing members of the community. The Horror stories of citizens voicing their opinions and beginning to argue toward each other also show how some people may choose to be passive, create a sense of drifting away from building community, and shy in the decision making process when others may be taking over the meeting. This leads into another problem of not having genuine participation from everyone.

Patsey Owens, an associate professor for the landscape architecture department of UC Davis points out in her article titled "That Same Old Participation" other issues that need to be addressed. Here she poses the issues of changes in demographics and the advancements of communication and technology and how it may affect how we choose to include public participation. With the Census Bureau estimating the rapid growth of black, Hispanics, Asians, and even elderly and youth populations that have in the past been under represented, this needs to change and they need to be taken in to further consideration. Outreach to minority groups, creating outreach activities and partnerships are all things that the National Human Genome Institute has created to help identify how to resolve the underrepresented. Researching about the existing community before hand will also prepare you to know about

who may be the underrepresented and what groups or organizations exist. Surveys with multiple languages are also another way to patch the potential language barriers.

On the technology side of things, we have become more and more dependant on using the computer to make life simpler. Yes there is much advancement such as using the Internet to send out fliers to public meetings, inform the public about up to date advancements in their neighborhood, and so on, but not everyone has access to the internet. Owens also points out in her article that by using the computer to portray ideas of what the park would look like is a nice tool to demonstrate ideas but on the down side of things, using beautifully rendered drawings may give a false impressions of what the park will look like when completed. Take for example this completed master plan for California Lilac Park by Callander and Associates in figure 8.1. The park layout on the left is beautiful, the grass is green, the trees are mature and healthy, and the park overall looks very inviting. Looking at the image on the right and you can see the same park 6-8 months after completion and the park is very different than the master plan. The grass brown in areas, all of the trees are very young , and the park almost looks very empty. This just goes to show that visuals don't look like the finished product and that the members of the community should be told this at the beginning.

I have also heard it time and time again about another issue that often comes up. This pertains to different agencies and landscape architecture firms and including my own experience, trying to solicit members of the community to show up to a community meeting. In my case, after inviting 3,500 people, you would be happy to see 10-30 people at the meeting. I understand that people have their careers, children, or in many cases, they just have something else that they would rather be doing. Maybe they don't care about the park and feel that they would just be unattached with a park there anyway. Shpak has noticed that whenever there is a meeting that has potential of making people worried about something, they are more likely to show up to the meeting. If the meeting was not going to be such a case then it becomes very difficult to get people to change their ways to going to a community meeting. Kevin Evinger, a coworker of mine at the time and fellow student in my graduating class experienced a similar scenario while working at the City of Sacramento. His site was surrounded with residents that had over time encroached onto the site by extending their backyards little by little. His plan entailed taking back this land from the residents and at the meeting, more residents showed up than expected.

FIGURE 8.1

Timing of the meeting can also be a result of turnouts to meetings. Local research shows that meeting times and locations optimize people's ability to participate -- for instance, after work hours, in convenient neighborhood locations and comfortable settings conducive to interaction,

participants can be consulted beforehand about what times or dates are preferable. The City of Sacramento and Roseville hold public meetings both on the weekends and in the evenings. They find that a 6:30–8:00 p.m. meeting time accommodates most people. The City of West Sacramento and Elk Grove schedule their meetings from 5:00–7:00 p.m. They found that people in urban areas prefer night meetings, while rural residents prefer daytime.

In my case I had before hand heard of these issues from my supervisor and other coworkers and tried to make sure that we chose a day and time that was not interfering with a normal work period of the day such as around 6:30p. m. We also chose a day that was on a Thursday vs. a Friday when people are getting into their weekend mode. We had previously checked to make sure that there was no big event happening such as a Kings game since Arco Arena is just minutes away from the site. We also made sure that the meeting would be as close to the neighborhood as possible. At this time of the year when the meetings were held, the sun was down by 7:00 p.m. so the actual site for a meeting place was not so feasible. Let's face it, if you were sitting at your house and knew of a public meeting about a park plan next to your house, would you be more inclined to go to the meeting if the meeting was to take place close to the park rather than having to travel 10 minutes away to make it?

The first meeting was located roughly about 10 minutes away at a local community center and after sending out 3,500 fliers we had about 10 people show up. Even though the meeting was a success, I still felt that there could have been a stronger turnout somehow. My second attempt was held at a local school much closer to the site and sure enough I had a higher attendance.

Community Participation Suggestions

Suggestions to a successful community meeting are:

A. Research a little about the neighborhood before hand.

- What kind of demographics are you dealing with?
- Have there been any other community meetings prior to yours and if so how did they go and was there anything that was worth mentioning that may help your meeting (i.e. particular community group issues)

B. Use methods of reaching out to the community appropriately

- Internet, mass mailing, posting large fliers at the site
- Notify local business such as coffee shops
- Research and notify any local organizations and groups that might have an interest in the meeting and could possibly help spread the word.
- Post offices, city web page, utility bills, and local schools are another way of getting the word out there.

C. Know your site.

- You are the expert and are expected to have knowledge of the current site conditions, surroundings, and any easements and restrictions that the site may be hiding, and what type of amenities are possible and not possible.
- Know prior to the first meeting what is and what is not a possible recreation amenity.
- Conduct case studies. Looking at other successful existing neighborhood parks nearby give the public a park they can relate to for ideas, and provides you as a designer, ideas for how to design.

D. Educate your audience

- Before community input is involved it is important to inform the audience of any site information that will shape

the outcome of the meeting so that there are realistic comments and suggestions.

E. Respect your audience.
- Listen and write every comment down showing that their words are taken into consideration.
- There are no stupid questions

F. What to bring to the first meeting.
- Snacks and refreshments
- Boards or other visuals:
- Site map showing existing conditions and surroundings
- Amenity boards
- Other park master plans
- 1 large 24 x 36 blank board for writing community comments and
- suggestions
- 1 large 24 x 36 blank board for writing amenity ideas

Handouts:
- 1 sign in sheet with name, email, phone number
- Site map
- Amenities
- Information of the funding and schedule
- Copy of the agenda
- Business cards
- Additional desired park elements, and comment and suggestion cards in pre-stamped envelopes.

What to bring to the second Meeting:
- Snacks and refreshments
- Boards or other visuals:
- Proposed master plans
- Proposed amenities
- Perspectives
- Meeting #1 minutes
- 1 large 24 x 36 blank board for writing community comments and suggestions.

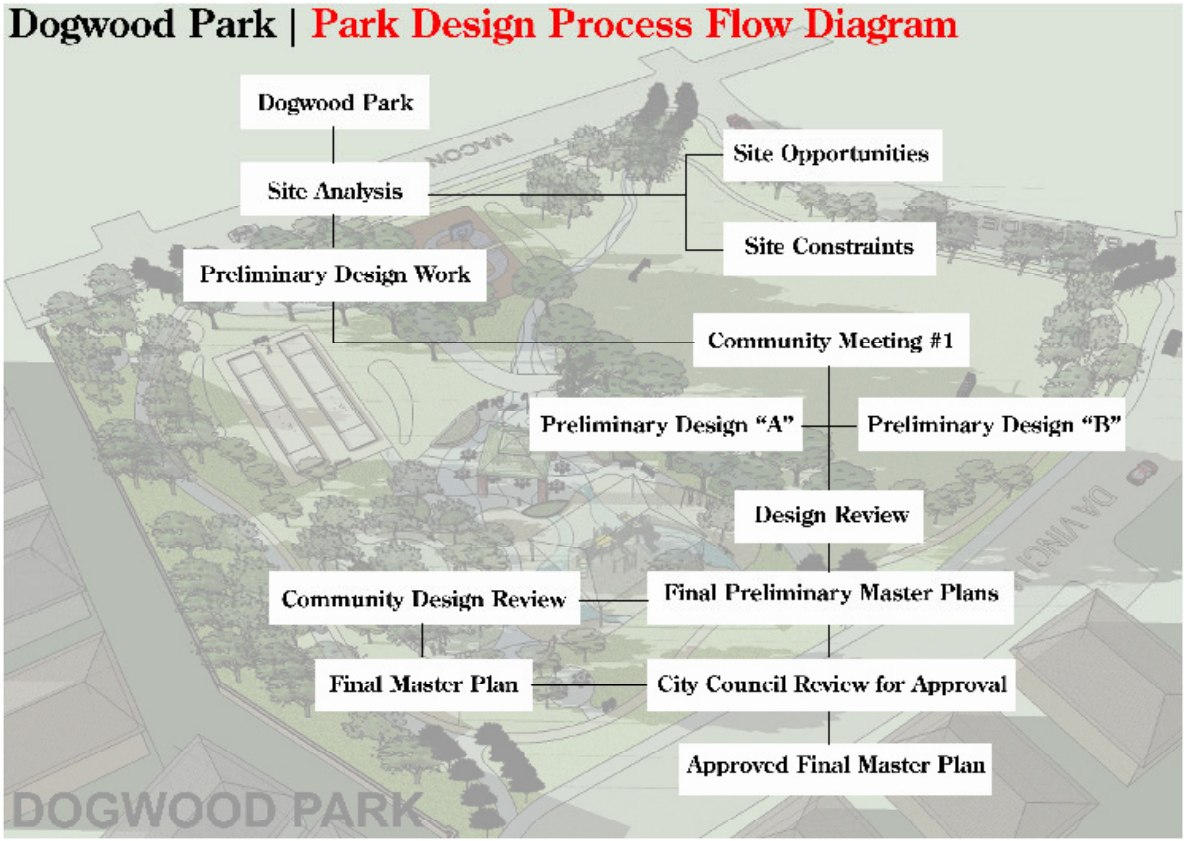
Handouts:
- 1 sign in sheet with name, email, phone number
- Proposed master plans
- Proposed amenities
- Perspectives
- Copy of the agenda
- Business cards
- Fliers to any other community park meetings that may be near
- Additional comment and suggestion cards in pre-stamped envelopes.

For the future:
- Take notes after the meeting on what you felt worked and what did not work for future meetings.

Conclusion

The process that was used for the Dogwood Park design had a strong influence of the design by myself. It appears that this is not always the solution that is desired due to the problems with design and the community needs. The design incorporates elements like the basketball courts that were questioned and then convinced that they would work in the park. By completing the master plan process that was followed by the City of Sacramento Park Design Standards for the first time with some additional implementations, I believe that the process was not perfect, however the process that was followed did produce a park master plan that the community members seemed to appreciate as well as the representatives of the City of Sacramento.

The figure 9.1 summarizes the process, which was used for the Dogwood Park Process. The process seemed to be rather successful in creating a park master plan in relatively a short period of time. Nevertheless, it will not be determined that the park design was truly successful until the park construction is completed and built. The downfall to the park that was wished was to have a stronger community input to the design. The park however was a great success in that it was highly accepted by the neighbors that did attend the meeting. The neighbors overall are quite happy that the process that took place and they are all looking forward to the up and coming Dogwood Park.



Appendix A

MASTER PLAN MEETING #1

Date: August 20, 2007
Location: South Natomas Community Ctr.

AGENDA

A. INTRODUCTION
B. MASTER PLAN PROCESS
1. Project Funding
2. Project Schedule
3. Park Name

C. DOGWOOD PARK 7C SITE
1. Park Site
2. Typical Park Elements
3. Examples of similar parks that are close by, successful, and within the same budget and size.

D. NEIGHBORHOOD PARTISIPATION
1. Desired Park Elements
2. Park Design Comments and Suggestions
3. Prioritizing Park Elements

NEXT STEPS. QUESTIONS AND ANSWERS

Dogwood Meeting Notes
8/20/07
Proposed Park Amenities:
- Items for teens
- Basketball court (2 half courts adult/youth)
- Exercise equipment with a circular track for a range of ages
- Jogging path
- Bocce ball, horse shoe pit
- Bike Path on the perimeter of the site
- 5-12 Combination play area
- Group picnic area
- Open space multi-purpose field
- Lighting around the interior
- Motion sensor lighting
- Spaceship theme
- Fort Theme
- Naturalistic theme
- Use of retired equipment (plane/ train/ tractor)

Of the proposed amenities that were brought up at the meeting the priority fell upon these items.
- Exercise equipment with a circular track for a range of ages
- Bocce ball, horse shoe pit
- 5-12 Combination play area
- Group picnic area
- Open space multi-purpose field
- 2 half court Basketball courts

The neighborhood community members were asked to voice their park comments and suggestions. Through this discussion they came up with this list.
- Kid friendly
- Serene
- Placement of amenities
- Shade
- Shade the exercise equipment
- Shade the play area
- Shaded seating areas
- Larger trees
- Noisy elements such as the basketball court to be located at the southwest corner of the site
- No sand
- Not a flat park (include undulations)
- Landscape buffers
- Buffer for the bike path
- Dog bags away from the tables
- Next meeting at the site

Appendix B

Park Design and Development Standards
City of Sacramento – Department of Parks and Recreation
Park Planning and Development Services

-

Introduction

The purpose of these Park Design and Development Standards is to provide a cohesive overview of park development in the City of Sacramento, from the advance planning and design development phases to the preparation of construction documents through construction.

These Standards are applicable to all City park projects, whether designed and built through the public process or by a Developer through a "Turnkey" process. For all new park projects and RFQ's the Designers, Consultants, Developers, Contractors and Project Managers are accountable for following the guidelines presented in this manual.

Standard construction practice has been applied to the creation of these Standards. It is impossible to anticipate all situations requiring the use of these Standards, therefore modifications, with the written approval of the PPDS Project Manager, may be necessary on a case-by-case basis. These Standards are not intended to replace other standards, such as the latest editions of the Uniform Building Code or the City of Sacramento Public Works Standard Specifications. If and/or when a conflict occurs between standards, the more stringent standards shall apply.

This document is organized into six sections:

Section 1 discusses Advance Planning issues as they relate to new development and "Turnkey" projects in the City, including conditions for subdivision maps and well policy.

Section 2 consists of general and specific information on the master plan development process and includes guidelines for submittal at the master plan level.

Section 3 provides general and specific guidelines for the design of parks, multi-use trails, open space and joint-use drainage facilities.

Section 4 contains general and specific information on the preparation of construction documents including instructions on standard project formatting, submittal requirements and completion review checklists.

Section 5 is made up of the construction details library and includes a list of the City of Sacramento PPDS standard notes, legends and details available for use on a project.*

Section 6 includes the specifications library.*

*Sections 5 and 6 are available on CD. Contact department office at (916) 808-5996 to obtain a copy.

Section II.B: Park Meeting Noticing Standards

This section details the process outlined in stage 2 of the Development Process Timeline (see Section II.A) and includes the current noticing standards for public meetings regarding master plans for new park development or existing park improvements:

COMMUNITY MEETINGS
PPDS conducts a series of one to three community meetings where the master plan is developed and reviewed by the public. The number of meetings depends on the community interest in the park project, the size and budget of the project, and whether consensus can be reached on the design in fewer meetings.

1. If there will be two or more meetings, the first meeting

is an opportunity for the public to give input into the design of the new park or the renovation of an existing one. The staff will review the required park and recreation amenities based on the approved Capital Improvement Program (CIP) project and the planning area deficiencies, review the appropriate park amenities for the type of park, and review the design process and park planning schedule.

2. At meeting two, one or more "master plans" or "conceptual plans" developed by the Landscape Architect, consultant or project manager, are presented. These plans are based on the scope of the approved Capital Improvement Program project, planning area deficiencies and community and staff input.

3. At the last meeting, the proposed master plan (which includes the community and staff's requested changes) is presented to the community. Also presented are the phase one development plan, budget, and project schedule.

4. If the proposed park is in North or South Natomas, the master plan is developed and reviewed within the forum of the Natomas Parks and Recreation Advisory Committee.

5. The Master Plan is presented to the Parks and Recreation Commission (PRC) for approval to proceed with construction documents.

6. The City Council has the final approval of the park master plan. The City council approves the park master plan prior to proceeding with construction documents after the project has been bid and the construction contract is to be awarded.

NOTICES

Notices advertising the community meetings are sent to the following:

1. Property owners within 500 feet of the park site
2. School districts, neighborhood associations, and interested individuals
3. City Council Member
4. Area Director
5. Parks and Recreation Commission Members
6. Notice in the neighborhood publications

Notices advertising the community meetings are posted at the following locations:

1. Department of Parks and Recreation website
2. Meeting location
3. Posting at Park Planning and Development Services
4. Park Site

Section III.C: Maintainable Park Design Guidelines

These Maintainable Park Design Guidelines contain conceptual guidance for improved park design and should be used throughout the design process for parks, bikeways and open space. Any exceptions shall require written approval from the PPDD Project Manager.
t
I. PARK DESIGN
General
 All master plans for new park development shall be subject to a master plan approval process that requires review by the Parks and Recreation Commission and final approval by the City Council.
 Provide one main park entry, which gives a sense of arrival, and entry to the park. Provide the following

at the park entry, the park name sign, in a planted area with flowering trees, special paving, and possibly drop-off seating.

- Where applicable, locate main entrance to park near bus stop or crosswalk.
- Provide a separate entry for maintenance vehicles away from the main pedestrian park entry.
- Create a circulation system that leads people past amenities without forcing them to stop.
- Provide direct access to the play area, restroom and sports fields.
- Park design shall allow for large contiguous recreational turf areas.
- The City shall strive to emphasize unique and innovative design and promote individual character in the design of each park site. Sites, facilities, structures or landscapes of historic or cultural significance within each park shall be identified and included where possible in the park design.
- Develop a distinct theme for each park when appropriate, to establish a unique character that is consistent with the park's activities and locations. The theme shall be implemented through the use of characteristic architectural details, colors, materials, furnishings, play equipment and plant selection.
- Provide a unified park design by providing repeated details, colors and materials throughout the park.
- Concession or public/private enterprise opportunities shall be included in existing and future community and regional park plans as appropriate.
- Design community and regional parks for night use, as appropriate. Lighting at night shall provide for safety, and anticipated recreational uses, while limiting glare impacts on nearby residential areas.
- Neighborhood parks shall not contain community centers, swimming pools, wading pools, on-site parking or field lighting. There shall be no restrictions on recreation elements for the community or regional parks.
- Adequate parking shall be provided at each community and Regional Park location to minimize parking problems on residential and arterial streets.
- Provide adequate access for fire, emergency and maintenance equipment in parks, trails, and open space.
- Design park facilities to minimize water use and Parks and facilities shall be designed to enhance and preserve the natural site characteristics as appropriate and to minimize water use and maintenance demands pursuant to the City's Water Conservation Ordinance.
- Natural landscape features are desirable in some park designs, which include natural plantings, water features, rock features, or earth forms.

Recreation Amenities:

- Sports courts should be located along the edges of the park to maximize visibility for security. Provide some separation from the street (fifteen to twenty feet - 15' – 20') such as a low berm or low landscape buffer.
- Sports courts shall be oriented with the long axis north south.
- Provide for the optimum orientation of sports fields.
- Baseball fields shall have consideration for spectator seating in bleachers or lawn areas behind the overthrow fences.
- Score master soccer goals shall be installed in soccer fields.
- Dog Parks shall be designed with the following: a large concrete area at the entry and drinking fountain area; a drinking fountain with jug filler and drain; a large decomposed granite paving area in addition to turf area; no turf mounds; a 6' high fence enclosing the dog park; a fenced entry vestibule; and a Parks standard dog waste bag dispenser with signage.

II. GRADING

- Do not grade turf slopes steeper than 5:1, as it cannot be easily mowed.
- Crown playing fields such as baseball, softball and soccer, at a minimum of 1.5 percent, preferably 2 percent.
- Consider spectator areas when grading the play field sidelines. Provide adequate level areas for spectator seating.
- Provide for a not-to-exceed 2 percent cross slope on walkways, unless it can be demonstrated that compliance to the 2 percent cross slopes negatively impacts the usability of the park.
- Longitudinal slopes on walks may vary when necessary given the site-specific terrain. Do not exceed 20:1 (5 percent) without providing handrails per the Americans with Disabilities Act (ADA) regulations and the California Title 24 Building Code.
- Ensure compliance with the ADA and California Title 24 Building Code (Title 24) and minimize the need for handrails whenever possible.
- Hard court surfaces shall be graded at 1 percent.
- Grade the park site to provide topographic relief, including berms in some of the park site are desirable.
- Park site should be designed to balance (cut and fill)

III. DRAINAGE

- Provide a play area catch basin (per city standard) within each play area and slope the play area subgrade at 1 percent minimum toward play area catch basin.
- Do not locate drain inlets or cleanouts within or immediately adjacent to playing fields.
- Do not use drop inlets smaller than sixteen inches (16") square or diameter for landscape areas and twenty-four inches (24") minimum for all other areas. Drop inlets shall be concrete.
- For swales in planted or turf area, ensure a minimum flow line slope of 2 percent
- For storm drain stubs or sewers to future phase of work, install a white painted 4 x 4 post to a height of 2 feet (2') above ground with "SD Stub" written on post as applicable.
- Do not drain planted areas or turf areas across a paved area or walkway.
- Refer to Parks Standard Construction Details and Standard Specifications for Public Works Construction. Ensure the plan reference is to the most recent edition.

IV. HARDSCAPE

General

- Provide a ten-foot (10') wide main concrete walkway through the park to all major use areas including the picnic area, playground, sport fields and sport courts for use by park maintenance and service vehicles. Provide a driveway cut at the entrance and exit of the walkway and a turn around if required to maneuver.
- All curves and sidewalk intersections within the park shall contain curves no smaller than a ten feet (10') radius.
- Secondary walkways shall be six feet (6') wide, except where the walkway is not a circulation route and only surrounds the play area, which may be four feet (4') wide.
- Concrete walkway or decomposed granite path shall be use as the separator between a turf area and a native grass area. If this is not practical then a recycled plastic header may be used to define the turf area from the native grass areas.

Bike Trails

- Bike trails shall be twelve feet (12') wide with one two foot (2') wide decomposed granite shoulder and concrete mow strip on each side of bike trail or one three foot (3') wide decomposed granite shoulder on one side of the path (for joggers/pedestrians) as per LAS Park Standards. A lesser width on a bike trail may be approved by the Project Manager on a case-by-case basis.
- Rest areas in parks and open space shall be sited

along trails where appropriate. Rest areas shall include bike racks, drinking fountains, shade and picnic facilities.
- Develop a signage system on trails, which provides users with trail information, such as safety regulations, interpretative opportunities and distance.

Concrete
- Standard walkway finish shall be medium broom finish perpendicular to the walkway edge, unless identified as a special paving area.
- Concrete walkways and other standard flatwork applications with fiber mesh, shall be installed at a thickness of three and a half inches (3-1/2"). Do not include welded wire mesh or rebar, unless otherwise required.
- Aggregate Base shall be installed on case-by-case basis as necessary, or as the soil testing recommends.
- Thickened edges and 4" Aggregate Base shall be included only on walkways to be used by maintenance and service vehicles.

Decomposed Granite (DG) Paving
- Decomposed granite paving shall be installed in all separated sidewalk areas or narrow planting strips less than 10' wide.
- Decomposed granite paving areas should be graded a 2% min., and large decomposed granite areas shall have an area drain.
- Do not install DG in areas that exceed a longitudinal slope greater than 3 percent.
- Provide a minimum cross slope of 2 percent.
- Include a 9" concrete mow strip on the outside edges of a decomposed granite jogging trail when located within a developed park.
- Required edging on open space trails shall be determined on a case by case basis

Edging
- Concrete mow strips 9" in width shall be constructed between all shrub/groundcover areas, and turf areas, or along the base of all fencing and turf areas.
- Concrete mow strip 9" wide shall be constructed between the edge of decomposed granite paving and turf areas.
- Concrete mow strips 12" wide shall be constructed along all vertical elements such as light posts and utility equipment.
- No redwood header shall be used within a developed park.
- Trex header shall be used instead of redwood or recycled plastic header in all applications (header board, baseball backstops, overthrow fences base boards, etc.)
- Required edging on open space trails shall be determined on a case-by-case basis.

V. SITE AMENITIES

Bike Rack
- Bike Racks shall be provided near park and building entries where appropriate to allow bicycles to be parked and locked, or as directed by Project Manager.

Drinking Fountain
- Drinking fountain shall be accessible and have a side jug filler. Use Murdock M43-2, color shall be bronze only.
- Place drinking fountain to be conveniently located near children's play area, group picnic areas, restroom and sports facilities.

Grills
- Group grills shall be a Deluxe Pedestal Grill with side utility shelf by Iron Mountain Forge, model 220-X.
- Individual grill shall be pedestal grill with side utility shelf by Iron Mountain Forge 205-X, in-ground mounted.

Play Areas

- Place play areas a minimum of fifty feet (50') from the street or parking lot. Play areas closer than twenty -five feet (25') shall be surrounded by a three-foot (3') high tubular steel fence.
-
- Tot Lot shall be 3,500 S.F. min. with a small sand area if space allows. Tot Lot shall be designed for 2-5 year olds and have a maximum deck height of 48".
- Adventure Area shall be 5,000 S.F. min. Adventure Areas shall be design for 5-12 year olds and have deck heights beginning at 48" and rise to 72" or higher.
- Combination Play Areas shall be 5,000 S.F. min.; Combination Play Areas shall be designed for 2-12 year olds. Design one half of play structure to accommodate 2-5 year olds, and the other half for 5-12 year olds.
- Site play areas near the main circulation route and near group picnic areas and open lawn areas.
- Play equipment shall be selected from the following three Parks approved play equipment companies: Landscape Structure, Little Tike and Miracle. Equipment deviations may be considered on a case-by-case basis.
- Provide 2" (two inch) clearance between the finished surface of the engineered wood fiber or playground sand and the top of adjacent play area curb.
- Include age –appropriate play area signage at the entry to each play area. The text shall include the following: "Accessible Playground", and "2-5 Year Olds", "5-12 Year Olds", or "2-12 Year Olds", and "Adult Supervision is Recommended". These signs shall be made of permalene, colors are a tan sign with blue letters, mounted on a 3' high metal powder-coated posts. Signs are available through Landscape Structures Play Equipment.
- Orient the transfer deck to relate directly to the accessible play area entry. Provide a play area access ramp in compliance with ADA regulations, Consumer Product Safety Commission (CPSC) Guidelines, and ASTM. Refer to Park Standard Details
- Orient the swing area away from the active play area to avoid conflicts in play circulation. Swings can be either visually or physically separated from the active play area. Rubber mats shall be installed under all swings and tire swings.
- Provide an additional two feet (2') between the required fall zone of a play component and the play area containment edge.
- Do not overlap fall zones, except between spring animals and other ground level events in compliance with accepted standards and requirements.
- Do not include rubber tiles in the play design.
- Sand for play areas shall be No. 2 fine white sand as produced by Patterson Sand and Gravel, Sheridan, California or equal.
- The City shall approve colors of the play components.
- Provide a shaded grouped seating area and individual benches for direct supervision of children in play areas.
- Provide a play area access ramp into the play area; refer to the Park Standard Details.

Play Equipment Design Criteria:

- Playground equipment and design shall meet current U.S, Consumer Product Safety Commission (CPSC) guidelines and standards as set forth in the Handbook for Public Playground Safety, as intended by SB 2733; and shall meet or exceed ASTM standards.
- Playground design shall comply with the latest requirements of the Americans with Disabilities Act (ADA) for public agencies, which include accessible elevated and ground level events.
- Playground equipment components shall be constructed primarily of metal (5" posts, decks, rails, climbers) and plastic (slides, and panels)
- Design shall consider durability and the long-term maintenance requirements of the specific equipment, as

well as the potential occurrence of vandalism and graffiti. (Proposed play equipment is expected to be in place for twenty years.)

- No wood play equipment
- High maintenance and vandal prone items such as bubble panels, Lexan panels, tic-tac-toe panels, enclosed slides and cubes, and rotationally molded climbers shall not be used.
- Playground equipment design shall be flexible to allow for changes in the design as requested by the City.
- The design and equipment shall include a variety of play elements and shall have a high overall play value.
- The City LAS encourages unique / innovative design and / or play equipment.
- Play equipment shall meet the developmental needs of the users.
- Play Area theme shall be used when possible.

Adventure Area Components Desired:

- Slides: three or more with one being a Spiral Slide, one being a Slidewinder, and one slide of choice.
- Banister Rails or Ribbon Slide.
- Overhead events: two or more such as a Horizontal Ladder, and Rings
- Bridge: one or more such as clatterbridge or arch bridge
- Climbers: two or more metal climbers, such as arching, or vertical, etc.
- Turning bar, and/or chinning bar.
- Arch Swings: one or two 2-place Swings with belt seats.
- Tire Swings if space and budget allows.
- Roofs
- Do not duplicate the same play components from the tot lot if possible.

Tot Lot Play Components Desired

- Slides: two or more slides with one being a Double Slide or side-by-side slide.
- Wire Crawl Tunnel or Bridge: one type
- Activity Panels: several different types such as a music panel, steering panel, or storefront panel.
- Arch Tot Swings: one or more 2-place Arch Tot Swings with full bucket seats (no half buckets)
- Spring Riders: two spring riders, one with 2-seats.
- Do not duplicate the same play components from the adventure area if possible

Restrooms

- Restroom facilities shall be provided in all community and regional parks and in heavily used neighborhood parks.
- Use heavy-duty fixtures only; i.e. Chicago or accepted equal.
- Use polished concrete sealed with two (2) coats of anti-graffiti stain.
- Do not use tile or brick (on outdoor sinks).
- Install at least one (1) outdoor GFI quadruple outlet with a heavy-duty, weather-resistant, vandal-proof, lockable cover.
- Sewer connections shall be installed similarly to that described for the water connection.
- Restrooms shall be designed with the following: stainless steel doors and fixtures, adequate ventilations, masonry walls, sheet steel roof, and sealed concrete floor with area drain.

Shade Structure/Picnic Areas

- Small group picnic areas shall accommodate 25 to 50 people and large group picnic areas shall accommodate 50 to 100 people.
- Consult with the Building Department for requirements for structural calculations.
- Large Group picnic areas shall be Class I picnic areas and shall include ten tables with a serving table and two large group grills.

Tables and Benches

- Tables and benches shall be eight feet (8') wide. Tables, and benches shall be made of plastic-coated metal or powder-coated metal in all new projects. Do not specify wood or recycled plastic site furniture, except to match existing. Replacement benches and tables shall match existing site furniture, if this is not feasible please consult with Landscape Architect before replacements.
- Picnic areas shall provide for ADA access and shall also be installed on a concrete flatwork, and not decomposed granite paving.
- Use only in-ground mounted site furniture, except with prior approval.
- Colors to be approved by the City. Select furniture, which provides compatible colors with the play components and other site features.
- Provide a two-foot (2') clearance between hardscape edges and site furnishings.
- Provide a minimum of one table, per ADA and Title 24 Standards, on an accessible surface path to ensure use by those in wheel chairs. Ensure that at least one side of the table is open with four-foot (4') clearance between picnic tables or other obstructions.
- Provide tables and benches at various locations around the park site such as: at the park entry, at regular intervals along the main circulation path, along the park perimeter away from the street, alone and grouped to support conversation and gathering, for viewing activities or pleasant views, and for direct supervision of children.
- Place benches at specific facilities (play areas, tennis courts, etc)
- Place benches with back toward a wall, plantings or trees to increase a sense of security.
- Set benches back from circulation paths so that pedestrians do not disturb bench sitters.
- Benches shall be placed to maximize shade in the summer and sun in the winter.

Trash Receptacles

- Trash receptacles shall match site furniture.
- Trash receptacles and a matching recycling receptacle shall be placed side by side near all picnic areas, play areas, sports fields, and all other high use areas or at rest areas along bikeways and major walkways.
- Trash receptacles not placed along the main walkway/service route shall be place no greater than a 30' from the street surrounding the park to the trash receptacle.
- Trash receptacle shall have a lid with larger diameter (14"+/-) opening and recycling receptacle shall have a lid with small diameter (8"+/-) opening and shall be labeled for recycling.
- Receptacles shall have a strong chain attaching the lid to the receptacle.

Other

- Decorative boulders shall be placed only in planters, decomposed granite areas, along planter edges or Tack-weld or peen surface-mounted bolts on all site furnishings, except on drinking fountains.
- Bollards to have a 2" maximum fold-down height refer to revised detail in play area curbs and in play areas as appropriate.

VI. FENCING

- Refer to the Park Standard Details.
- Refer to Standard Specifications for Public Works' Construction, latest edition.

VII. IRRIGATION

General

- Booster Pump, Central Irrigation Controllers and Electrical Service shall be grouped together in one location adjacent to the property fence, and shall be installed on a

single concrete pad, see Standard Details for layout.
- Irrigation equipment and utility boxes shall be installed in a planter area, and shall be screened with plant material.
- Trees planted in native grass areas, mulch, tree wells or decomposed granite paving shall be irrigated by a two-bubbler systems.
- Comply with the City Water Conservation Ordinance.

Backflow Preventers (BFP)
- Size BFP the same size as the meter.
- Contact the Department of Utilities for selected/ accepted backflow prevention device and/or refer to the Public Works Construction Standards.
- Provide a lockable and removable insulation cover.

Booster Pump Assembly
- Booster Pump Assembly shall be installed in all parks and shall meet the Park Standard Specifications.
- Berkeley 'B' series pump, 3450 rpm, 3-phase, 230-volt, ODP motor. Pump shall be cast iron bronze fitted. Motor and pump sizing to meet conditions.
- Safetronics Rapidpak VFD, PID Loop, 230-volt circuit breaker, control transformer, through door operator, and cooling fan.
- Efector PA3224 transducer 4-20 MA output, SS with shielded cable.
- Setra 204970 power supply.
- Efector ST3653 flow switch for 110 volt and SS probe with adjustable set point or connect to pump start terminal in irrigation controller.
- Barksdale ML1H-203 temperature switch to turn off for no flow.
- No-shock liquid filled gauges: 100 psi, size 2".
- Nibco GD4765-? Butterfly valve with grooved connection.
- Galvanized pump shall be plumbed with steel threaded pipe and fittings.
- Drop pipes with MJ connectors to system plumbing.
- Booster pump enclosure sized to fit, two-piece, with control panel access, slanted roof, louvered sides, and notched top for ventilation, all steel brackets and hardware, Forrest green color.
- Space for future master valve and flow meter installation downstream of pump assembly required.
- 90-day maintenance period to cover system adjustment for optimum performance.
- One-year warranty on all equipment required. (minimum)
- Warranty period begins at final acceptance by the City.
- Contractor to provide City with operating manuals and special tools for equipment.
- Contractor to provide as-built drawings.

Controller
- Rainmaster Central Irrigation Controller shall be installed in all parks and shall meet the Park Standard Specifications.
- Battery and Solar Irrigation Controllers may be used for small landscape areas and planters less than one-half (½) acre were electrical service is not feasible. Solar shall be located in systems of four valves or less.

Flow Meter
- Install one (1) flow meter for each mainline point of connection. Exceptions will be considered by LAS when justified and appropriate.
- When flow meter is installed above grade, a lockable backflow prevention device enclosure shall be installed.
- Moisture sensors and flow sensors shall be used in all park projects.

Meter
- The meter installation shall be a part of the

construction contract. Meters can be purchased through the City Department of Utilities.

- The water connection (if not previously provided) shall be by Department of Utilities. Fees for such connection shall be paid by the Contractor as part of the project. The City Department of Utilities shall perform the actual water tap.

Piping

- Do not pipe full and part turf rotor heads on the same valve or turf rotor heads with spray heads on the same valve.
- Sleeve all wiring and waterlines under paving and supply a spare three inch (3"0 line capped at both ends. Pipe sprinkler heads following grade contours.
- Do not install mainlines smaller than four inches (4"). Offshoots from the mainline for small landscaped areas may be smaller.
- Do not place irrigation main lines in a sports field or future paved areas.
- Use schedule 80 pipe on all nipples and connectors.

Quick Couplers and Valves

- Place 1-1/2" quick coupling valves adjacent to large paved areas, at 150' along the irrigation main line and at the end of main line runs.
- All valves shall be Rainbird with ball valves on the inlet side or equal.
- Install shrub/groundcover irrigation valves at grade in a locking valve box placed in the shrub/groundcover area. Irrigation main lines or irrigation valves shall not be placed in sport fields or future paved areas.
- Valve boxes shall be at grade in planters, and one-half (½) inch below grade in turf and native areas.
- Irrigation valves shall be designed per function (i.e.: soccer field turf isolated separately from picnic area turf).

Sprinkler Heads

- The total number of turf heads per valve and GPM flow rate shall not exceed 75 percent maximum flow rate of the backflow device as measured on the downstream side of the backflow.
- Provide a maximum turf head rotor head spacing of 45'.
- Rotary sprinkler heads shall have a stainless steel riser.
- Large turf rotor heads shall be Hunter I-40 or Hunter I-25, with stainless steel riser, unless otherwise accepted.
- Small turf heads may be Hunter PGM series or Rainbird 1800 series.
- Spray heads and bubblers for planter areas may be Rainbird 1800 series or other, as accepted by the Department of Parks and Recreation.
- Irrigation heads shall be laid out in a triangular pattern.

Baseball/softball infield irrigation

- Place five (5) turf rotors around the perimeter of the infield. Set heads a minimum of four inches (4") and a maximum of six inches (6") into the turf area from the infield edge.
- Set infield rotors a minimum of four inches (4") and a maximum of six inches (6") away from backboards or hardscape.
- Install a minimum of four (4) rotors on all dirt infields, (one behind pitcher's mound, one half-way between home and first base, one behind second base and one half-way between home plate and third base along the backstop/fence edge, four to six inches (4"-6") into the infield. Use Hunter I-42 heads.
- Install a brass manual irrigation valve to turn on the infield line.

Other

- Provide a complete water table outlining water needs per valve by month for a twelve-month period. The water table shall be included in the project manual as a part of the specifications (appendix) or on the plans.

- All Consultants shall utilize the attached irrigation legend for standardization of symbols for commonly used equipment. Provide a complete watering schedule, outlining water needs per valve by month for a twelve-month period. Watering schedule shall be included on the project construction plans.
- Do not irrigate within existing Oak tree canopy.

VIII. PLANTING

Design

- New community or regional parks shall have 20% of site in low maintenance naturalized areas with either 4" layer of mulch, non-irrigated native grass, irrigated no-mow tall fescue, decomposed granite paving areas or low-maintenance groundcover, all planted with native tree groves wherever possible and appropriate to limit mowing and irrigation. Design deviations may be considered on a case-by-case basis.
- New neighborhood parks shall include a low maintenance naturalized area as described above where possible and appropriate.
- Existing parks shall be redesigned to reduce or eliminate non-recreational turf areas outside of active sports fields or picnic areas in parks and replaced with either 4" layer of mulch, non-irrigated native grass, irrigated no-mow tall fescue, decomposed granite paving areas or low-maintenance groundcover, all planted with native tree groves wherever possible and appropriate to limit mowing and irrigation.
- Naturalized areas shall be designed to include passive recreation such as: picnicking, nature trails with interpretive signage, bikeways, rest areas, horseshoe courts or similar activities.
- Promote the use of drought tolerant and native plant material where appropriate in parks.
- Parkways, open-space and bikeways should be designed with the majority of the site in non-irrigated native grasses and trees, or mulch and trees and limited planter areas at entry points. Turf shall be limited to no more than 10% of site and planted to enhance active-use gathering areas, picnic areas, or to providing a recreational turf area. Design deviations may be considered on a case-by-case basis.
- Natural landscape features are desirable in park designs, which include tree grooves, natural plantings, water features, dry streambeds, rock features, and earth forms to enhance the natural character of the site.
- Plants and trees shall be planted in mass groupings of similar plant types.
- Plant material (trees, shrubs and groundcover) shall be low maintenance and drought-tolerant or native species.
- At playgrounds, trees shall be planted in planters, tree wells, mulch area or decomposed granite paving immediately to the south and west side of a playground in sufficient quantity to shade 50% of the playground and sand area when the trees grow to full maturity.

Planters

- Planter areas shall be limited to park entry points, focal points, gathering areas, and to screen irrigation equipment and utility boxes.
- Planter areas shall be planted with low maintenance, low water using, dwarf, naturally compact, and hardy perennials, shrubs and low-growing groundcover that require no routine pruning or dead heading. Shrubs planted next to property line fences shall be selected from species that naturally grow less than six feet (6') high and shrubs planted elsewhere in the park shall grow less than four feet (4') high.
- Provide an entry planted (non-turf) area to locate the park name sign. Provide low maintenance flowering trees, shrubs and perennials to accent the sign.
- In planted areas along streets, parking lots and tree cutouts in pavement, provide for "Deep Root" panels along the pavement edge. Appropriate use of natives will be

encouraged in park design in order to reduce maintenance, and add interest to park landscapes.

Trees

- Trees planted in turf areas shall be a minimum of twenty-foot (20') apart, or between trees and other vertical site improvements.
- Trees planted in turf areas next to the street shall be set back fifteen feet (15') from the front of the curb face.
- Trees planted in native grass area, no-mow fescue areas, mulch, decomposed granite or planters shall be planted a minimum of twelve-foot (12') apart.
- Trees planted in naturalized areas shall be drought-tolerant species and native to the Sacramento Valley region only, and shall be planted to form dense tree grooves.
- Twenty percent (20%) of all trees planted in the park shall be California native species such as (Blue Oak, Valley Oak, Coast Live Oak, California Sycamore, etc.) to follow City Council direction.
- Trees shall be planted at a minimum of 25 trees per acre in parks and a minimum of 40 trees per acre in naturalized or bark mulch areas.
- Trees with excessive fruit, branch or litter drop such as: Purple-leaf plum, Liquidambar, and Chinese Elm shall be avoided in parks.
- Use appropriate list for preferred trees according to planting area:
  - Sacramento Urban Forest Management Plan (Generic Tree Plantings);
  - Sacramento Shade Tree Ordinance (Parking Lots Trees);
- Selected trees shall be appropriate to the site specific environ shall be approved by the project manager and shall fulfill the following criteria:
  - Tolerate heavy soil conditions;
  - Tolerate freeze;
  - No heavy litter or lengthy dropping of leaves, fruit or debris
  - Be disease and pest resistant;
  - Have a deep rooting system (not shallow rooted); and
  - Tolerate heat (is not susceptible to sunburn).
- Tree species, which are known for shallow root systems, may be considered acceptable if located within a planter area and/or planted with root barrier panels.
- Plant trees to buffer the street frontage, to organize and define use areas on the park site, to provide protection from wind and sun, and as a visual amenity to the park.
- Plant flowering trees at all park entries where possible and appropriate.
- Do not plant summer flowering trees next to the picnic areas or play area, to reduce insect problems.
- Selection and placement of trees within parkland shall be reviewed and approved by the project manager or Landscape Architecture Section.
- Establish a sight triangle at the park corners or park entry to maximize visibility from the street.

Turf

- Turf areas shall be graded no steeper than 5:1, as it cannot be easily mowed.
- Turf types shall be selected that require less mowing and water.

Other

- Planting sizes shall be:
  - 15 gallon for trees, unless otherwise specified;
  - 5 gallon for major shrubs;
  - 1 gallon for minor shrubs, vines and groundcovers; and
  - Liners for fast growing groundcovers
  - Size variations shall be approved by the City Project Manager
- Obtain soils fertility test and report as required in the project specifications.
- When providing tree cutouts within hardscape

areas, provide a minimum five-foot (5') diameter round or square cutout. When budgets allow, include tree grates or decomposed granite paving.

- Weed fabric shall be placed under bark mulch on a case-by-case basis.

IX. UTILITIES

- Provide security pathway lighting throughout the park to existing streetlights along the park sidewalks.
- Provide lights outside a restroom or building entrance for security.
- Provide for one station on the Rainmaster Central Control System for each of the following: park pathway lighting, sports field lighting, tennis court lighting, etc.
- Tennis court lights shall have a 1-hour push button operation with a 5 minute warning system to allow tennis players to reactivate the tennis lights for one additional hour prior to shut-off of the lights. Provide telephone access for the Rainmaster Central Control System. Locate an outdoor GFI dual outlet with a lockable, weatherproof, vandal-resistant cover in all group picnic areas.
- The Electrical Division shall approve metered service panels and service points. Where questions arise regarding acceptable standards, contact the City's Electrical Division directly.

X. ATTACHMENTS

- Park Category Descriptions
- Recreation Facility Development Standards
- Irrigation Symbol Legend

Section II.A: Development Process Timeline

This section outlines in general and in approximate terms the six-stage process for the development or renovation of a new or existing park within the City PPDS system.

Selection of a Landscape Architect
The Parks and Recreation Department selects a Landscape Architect through a Request for Qualifications (RFQ) or Request for Proposal (RFP) process. The RFQ/RFP is advertised in local newspapers and on the City's Bid Line. Qualifications are due on a specified date and a committee comprised of Parks staff selects a Landscape Architect. On large projects, representatives from the City Council and stakeholders in the park are involved in the selection.

Timeline: 3 months

Master Plan Phase / Community Input
The City provides the community with an opportunity to give input into the design of a new park or the renovation of an existing one. Parks staff works closely with the Council member throughout the outreach process. Outreach is done by making presentations at existing, established community park group meetings, or through community workshops (usually 1-3) dedicated to the master planning of the park. After the community workshops, a Master Plan is presented to the community, then finalized and presented to the Citizens' Advisory Committee for Parks and Recreation (CAC).

Timeline: 6-8 months

Construction / Environmental Documents
Once the master plan has been approved by the CAC, the selected Landscape Architect prepares Construction Documents and the City prepares Environmental Documents. City staff reviews the documents periodically for compliance with the Master Plan and for technical completeness.

Timeline: 6-10 months

Bidding
Once the construction and environmental documents have been approved by City staff, the project is bid through the City's competitive bid process. Licensed contractors bid on the projects.

Timeline: 2 months

Award of Construction Contract / Naming of Park
Once a bid is accepted, the City Council will adopt the Master Plan, award the Contract for Construction, approve all Environmental Documents and name the Park.

Timeline: 2.5 months

Construction
Construction of the park commences.

Timeline: 6-12 months (excluding maintenance period)

Total Timeline: 25-37 months

Section II.C: Master Plan Submittal Guidelines

It is the Developer's, Designer's and/or Consultant's responsibility to document all standards to be incorporated into the park and to obtain written approval by the PPDD Project Manager for all exceptions needed.

Submittal Requirements Upon Approval

After the approval of the Park Master Plan by the CAC for Parks and Recreation and before beginning the preparation of the construction documents for the park, please provide the following items:

DRAWING REPRODUCTIONS
1. One (1) 24"x36" color rendering of park master plan on Park Planning, Design and Development standard Title Block, laminated (largest scaled image possible within the 24" x 36" frame)
2. One (1) 8-1/2"x11" color reduction of park master plan (largest image possible)
3. One (1) 8-1/2"x11" black and white reduction of park master plan (line image only)
4. Plan clearly indicating the proposed Phase One of park development
5. One (1) digitally scanned .tif or .jpg on CD.

WRITTEN DESCRIPTION
6. Written description of park master plan design and park elements. Include total site acreage and acreage of turf, square footage of shrubs and ground cover, and number of trees.

ESTIMATE OF PROBABLE COST
7. Estimate of Probable Construction Cost for entire park master plan
8. Estimate of Probable Construction Cost for Phase(s) of park development

Appendix C

DOGWOOD PARK
MASTER PLAN MEETING #2

AGENDA

Date: November 8th, 2007
Time: 6:30 p.m.-8:00 p.m.
Location: Heron School, 5151 Banfield Dr., Sacramento, CA 95835

A. INTRODUCTION (DENNIS)
- Welcome
- Meeting Purpose
- Agenda Review

B. Background Information (JON)
- Neighborhood Park

C. Overview of Other Parks (DENNIS)
- Overview of other neighborhood parks in your area (Magnolia, Golden Poppy)

D. Dogwood Park Meeting #1 Review (DENNIS)
- Desired Park Amenities
- Park Design Comments and Suggestions
- Prioritizing Park Elements

E. Proposed Dogwood Park Master Plans and Community Input (JON)
- Present Proposed Master Plans
- Review and Comment
- Preferred Choice
- Determining Priority
- Questions and Answers

F. Next Steps (JON)
- Project Schedule

Contact- Dennis Day, dday@cityofsacramento.org, 808-7633
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DOGWOOD PARK MEETING #2 NOTES

After a thorough description of what mater plan A and B were the community members overwhelmingly chose master plan "B" over "A". Community was asked to comment on what they thought about the proposed master plans and here are the comments that were mentioned.

- Members liked the orientation of the basketball court in B rather than A due to the thought that there would be less of a chance of having a ball entering the street. It was also decided that there would be a youth half basketball court on the northern side of the two courts and an adult half basketball court on the Southern side.

- They wanted the swing set to have 2 tot swings and 2 belt swings. Also a 2 seated seesaw swing.

- Preferred the Fort/Nature theme for the playground equipment

- Include the spiral earth work mound with boulders from "A" to "B"

- If there was an item that was to be taken out of the plan due to our budget, the community decided that the path that runs along the eastern side of he park would be taken out and the jogging path that runs along with it would stay and widen to 4 feet to continue the same width around the park.

- Members of the community felt strongly about the jogging path and the basketball court being included during the first phase.

- They liked the picnic area in "A" more than "B" in that they liked how it was an intersection point for the main paths.

- They were concerned that in plan A, the decomposed granite jogging path that ran along the sidewalk would settle after time and become a hazard.

- Out of the fitness equipment that was shown, the community mentioned that they did not like the sit up bench and did like the elliptical air walker. They would possibly like to see a gradual transition of fitness equipment (easy warm up to more difficult).

- They really liked the curvilinear paths that meandered through the park.

- A community member also liked the solar tile pavers that were shown also.

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Heron Middle School, Natomas CA

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