

## 11/06/08 Parks Master Plan Update Community Workshop

### Guiding Principles/Comments

#### Consider:

- Revenues/Expenses
- Coordination of recreational/commercial development (ex: Davis Commons)
- Trends over time/usage
- Continued coordination with UCD
- Hardscapes are HOT in Davis
- Safety & connectivity need to be guiding principles

#### Accessibility:

- Proximity of facilities = less driving
- Greenbelts are great! They make the whole system accessible, are a safe way to get kids to school
- Dog park is a high-use area, but gets rained out, are not accessible in the winter
- Informal/natural trails on the perimeter of town.
- Need access for all groups & activities
- Concentrate parks near population (especially seniors)

#### Quality:

- Covered & lit facilities
- Usability
- Context-sensitive design

#### Sustainability:

- Water conservation (opportunities to use recycled water)
- Water-wise landscaping, but maintain a mix
- Coordinate with the Davis Climate Action Plan
- Use native plants (example: South Davis greenbelt)
- Self sufficient?

#### Infill Development:

- Coordinate with recreation

#### New/Updated Facilities

- Skate Parks
  - Like San Jose
  - Updated design
  - Safety/lighting
  - Multi-purpose-scooters & bikes
- Community gardens (South Davis)
- Community meeting spaces
  - Low-cost (currently too costly for small groups)

- Childcare
- Theater
- Seniors
- Multi-generational
- Lacrosse
  - Lit facilities
- Inline skating facilities, specifically hockey
- Dog parks
  - Level of service
  - Safety
  - Plan
  - Close to senior developments
- Artificial turf
  - For sports, not greenbelts
  - Should be limited to 1-2
- Bocce courts
  - For seniors & others
- Sports complex
  - Should include community elements
  - Transit-oriented

#### **Safety/Connectivity:**

- South Davis connections to the new sports complex
- East/West connections
- Bike connections to Pioneer Elementary
- Lighting (Pioneer Park especially!) – coordination/information sharing with Police, etc.
- Visibility
  - Berms in parks
- Greenbelt connections to street network
  - Coordinate with other departments
  - Design nodes of activity

#### **Fun!**

- Get ideas from other places
- Evening gathering places
- Social gathering places
- People watching events
- Design for all kinds of activities
  - Like the Farmer's market – promote interaction
- Davis Commons
- Innovative features in parks
  - Trains
  - Adventure play
  - Naturalized play spaces – less formal

## **Innovation**

- Maintain strong tradition
  - Greenbelts
  - Joint use
  - Playgrounds