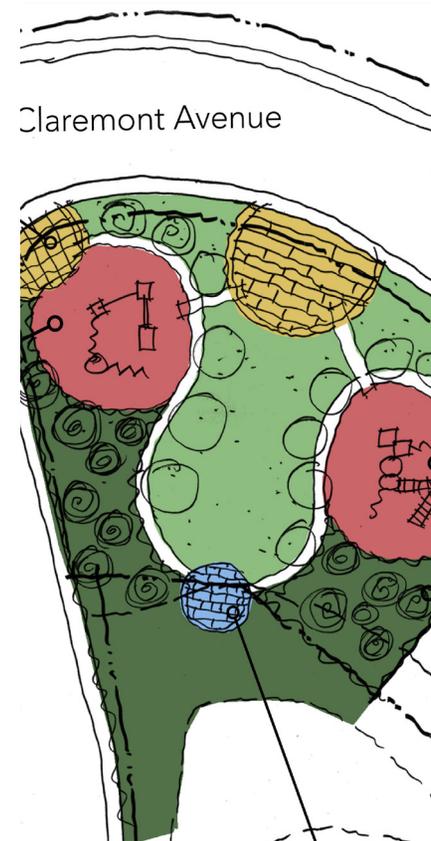


# Draft Earl-Glenview Park Master Plan



September 2016







## EARL-GLENVIEW PARK MASTER PLAN

### DESIGN PROCESS

A consultant team, MIG Inc., was hired by the City of San Bruno to work with the community and City staff to create a Master Plan for the Earl-Glenview Park site. The consultant team started the process with a blank slate. The Master Plan was developed through a community-driven process that included:

1. Inventory and Analysis
2. Community Engagement
3. Conceptual Plans
4. Final Master Plan

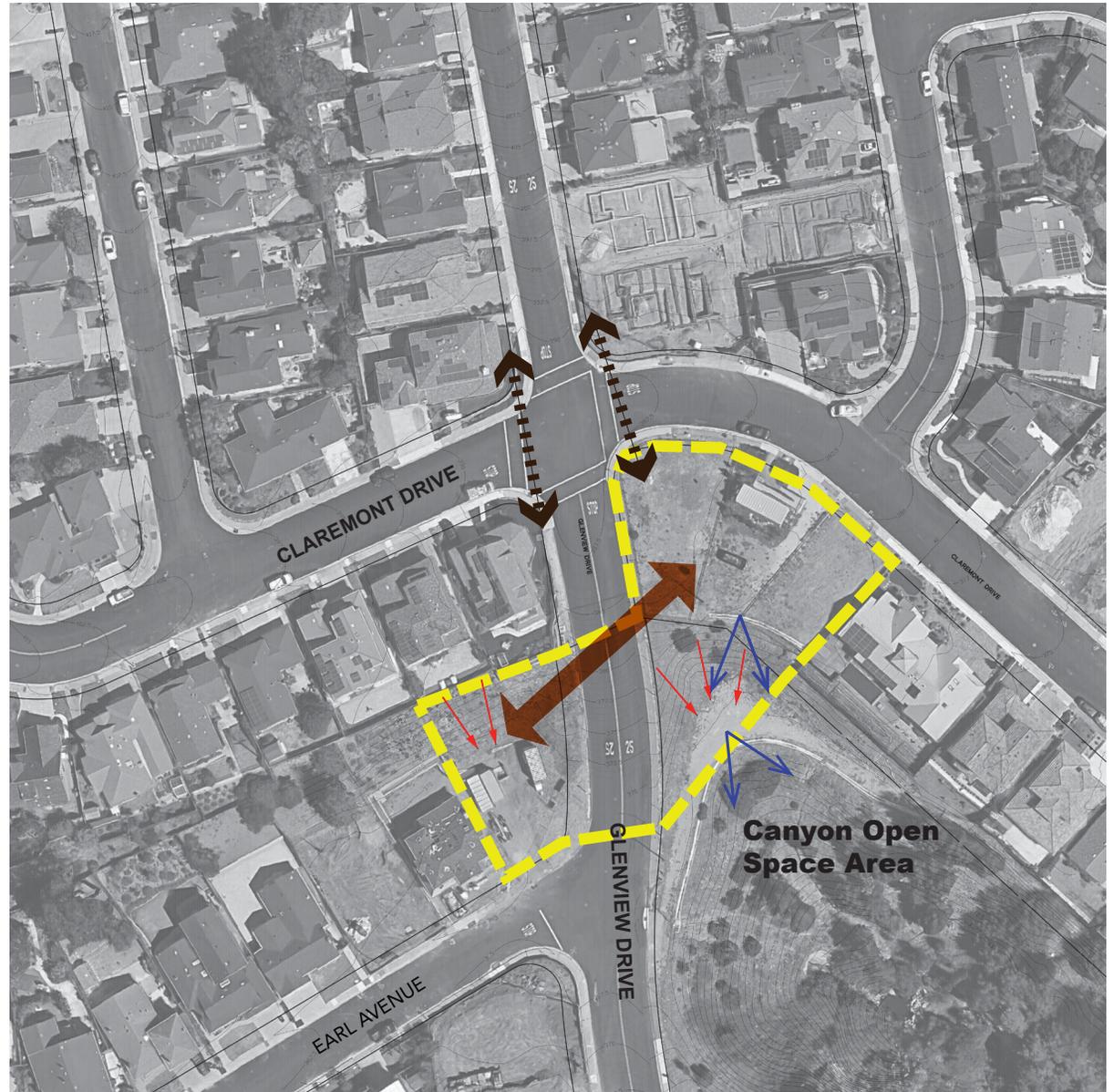
The findings of this process and resulting Park Master Plan are included in the following pages of this report.

# Inventory and Analysis

## EXISTING CONDITIONS

The consultant team analyzed the existing site features of the park site and the surrounding context. The park planning area includes two potential park sites. The larger of the two is on the east corner of Claremont Drive and Glenview Drive. A second smaller site is located on the west side of Glenview Drive at Earl Avenue across from the larger site. The park planning areas are bordered by two streets, residences, and the Crestmoor Canyon Open Space Area. The consultant team evaluated the existing vegetation—primarily grasslands and trees—and the hazards and amenities existing on the site. The site evaluation considered the following:

- Utilities
- Views into and out of the park planning area
- Pedestrian and vehicle circulation into and around the park planning area
- Access to the park
- Potential noise impact on neighbors
- Existing site use patterns



## NEEDS ASSESSMENT

The consultant team evaluated the needs of the community, considering the existing amenities in the neighborhood. A review of neighborhood parks in San Bruno provided a framework for the types of amenities that are expected by residents and managed and maintained by the City of San Bruno. Consistency across the City's neighborhood parks supports efficient maintenance and will help establish the Earl-Glenview Park as a neighborhood park that primarily serves the surrounding community.

The consultant team also brought to the planning process their knowledge of statewide and national best practices in park design. These best practices reflect the latest research and success stories related to play, fitness, social spaces, and passive recreation. A growing body of research underscores the mental and physical health benefits of outdoor play and recreation for both children and adults. The amenities within a park influence users' level of activity.<sup>1&2</sup> Parks with play environments and paths encourage higher levels of activity. A park that offers layered and varied spaces for physical activity will be used more by a wider variety of people with different interests and skills.<sup>3</sup> Great park design encourages park use. Landscaping, signage, and well maintained spaces draw people to parks.

Research shows that simply from interacting with nature, people experience a range of benefits including, "reduced levels of attention deficit in children, improved cognitive ability, reduced aggressive behavior, and a general recharge of the brain."<sup>3</sup> In addition to the health benefits, natural park elements provide ecosystem services including habitat, stormwater management, erosion prevention, and air quality regulation. The provision of these ecosystem services in Earl-Glenview Park is especially important given its unique location next to Crestmoor Canyon.



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1 Robert Wood Johnson Foundation. "Parks, Playgrounds and Active Living," February 2010.

2 Cohen, Deborah A. et al. "The First National Study of Neighborhood Parks." American Journal of Preventive Medicine, 2016.

3 Harnik, Peter and Welle, Ben, "From Fitness Zones to the Medical Mile: How Urban Park Systems Can Best Promote Health and Wellness," The Trust for Public Land, 2011.



## Community Engagement & Design

Through a series of workshops held on February 2, 2016, March 21, 2016 and May 12, 2016, residents of the Crestmoor Neighborhood came together to shape the future Earl-Glenview Park. Workshop participants included both long-time and new residents who ranged from elementary school age to retirees. Complete summaries of each meeting are included as attachments.

### ENVISIONING THE FUTURE EARL-GLENVIEW PARK

At the first workshop, community members established their visions for the future Earl-Glenview Park. In small groups, participants discussed their issues and concerns related to the park and brainstormed the type of experiences and spaces that they envisioned for the future park. There

was a general agreement among participants that the park should include active and passive areas along with an area for solitude and contemplation where a commemorative feature could be located. Community members wanted a park that serves as gathering space for the neighborhood and is a safe and fun place for all ages to enjoy.

### Issues and concerns included:

**Neighborhood Impacts:** Community members wanted the park to remain a neighborhood park and not a destination park that would attract city-wide users. They discussed the potential impact of certain types of park activities on the abutting neighbors and agreed that the park design should limit and mitigate park sounds and lights. It was suggested that increased traffic could be limited through improved bicycle and pedestrian connections to the park.

**Safety:** Safety was a top priority for most workshop participants and concerns ranged from protecting children from street traffic to visibility into the park. Community members desired a park that is open and well-lit to deter unwanted activities.

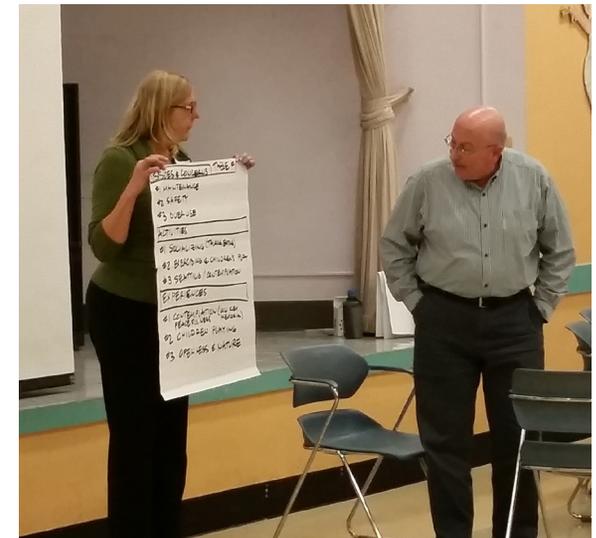
**Maintenance:** Community members desired low-maintenance drought tolerant native plantings and vandal resistant materials.

### Priority Park Elements included:

Participants identified four priority elements that they wanted to see included in the park and carefully considered preferred approaches and locations for each one.

**Play:** Community members expressed that the park should include engaging, fun, and creative play environments for all ages. There was also interest in creating opportunities for multi-generational play through activities. There was a desire for flexible grassy areas that are designed to encourage informal play and relaxation and to discourage organized sports.

**Social:** Community members considered social areas an important element of the park. During the community workshops, participants expressed preferences for a variety of social spaces, including



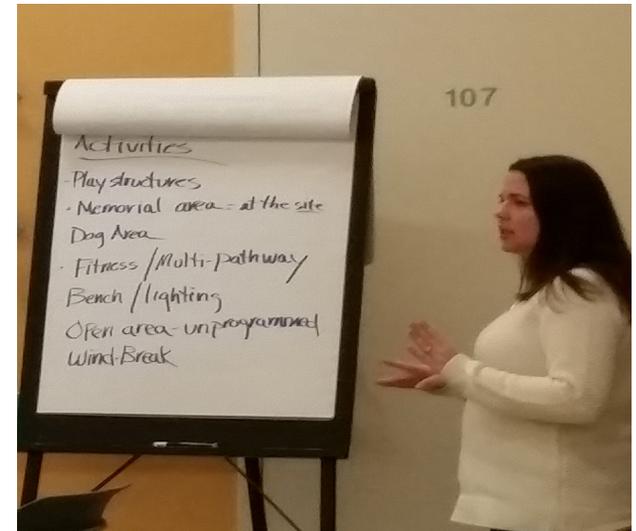
an area for leashed dogs, a safe and appealing space for teens to gather, and a place where parents have a view of their children playing. Workshop participants also expressed interest in gathering spaces that provide a covered or enclosed structure and benches and tables designed for conversation, socializing, and eating.

**Solitude:** Workshop participants emphasized that it is important for the park to include a space for solitude and reflection to commemorate and reflect upon the tragedy experienced by the neighborhood. Community members were interested in integrating interpretive elements that commemorate the lives lost. Many workshop participants suggested that the area of solitude should take advantage of the natural aspects of Crestmoor Canyon to create a calming space.

**Open Spaces and Natural Elements:** Community members wanted opportunities to experience the sights and sounds of the canyon from Earl-Glenview Park. Community members also expressed interest in the park's landscaping featuring native plants and trees.

## CONCEPTUAL SITE PLANNING

During Workshop 2 participants worked in small groups to identify the size and placement of the priority park elements within the planning area. The groups created their preferred park design using color-coded pieces of paper that represented programmatic elements. Participants were asked to consider the site constraints and issues and concerns discussed at Workshop 1 and identified by the previous workshop participants and the consultant team. The resulting conceptual site plans emphasized the desire for a park with a variety of amenities for a range of age and abilities. Workshop participants preferred that the play areas be separated by age group but connected by trails and other features. Participants focused most of the programmatic elements on the east park site, suggesting that a teen gathering area could be placed on the west site.

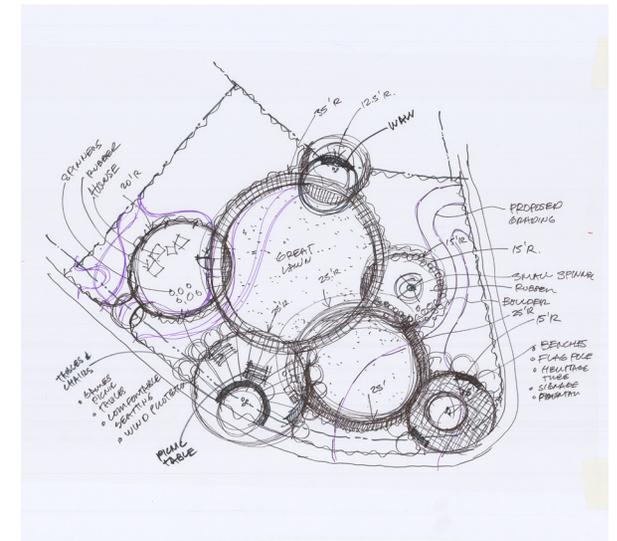


The design team translated the site plans created by Workshop 2 participants into three conceptual site plan alternatives (see page 9). The conceptual plans provided a range of options for the locations and relationships— separation and adjacency— of the programmatic elements. The three conceptual site plan alternatives responded to the following considerations:

- Efficient maintenance
- Safety of both the park users and the neighborhood
- Accessibility
- User experience
- Different age groups
- Privacy for neighbors
- Pedestrian circulation
- Relationship of amenities: separation and adjacency
- Street crossings
- Park entry points aesthetics and experience
- Multi-functional and multipurpose spaces
- User comfort and protection from the elements (wind and sun)
- Site and neighborhood history
- Views into and from the site
- Balancing competing uses such as socialization and solitude
- Liability for the City of San Bruno
- Durability of park amenities and landscapes
- Current recreation trends
- City of San Bruno park standards
- Consistency with other City neighborhood parks
- Financial constraints

## SELECTING A PREFERRED DESIGN

At the third and final workshop, participants voted on which of the three design alternatives was their preferred design. Participants asked questions and contributed their comments about all three of the plan alternatives. Of the three site plans, Concept 2 was strongly supported by participants. The community's preferred site plan is the foundation for the Park Master Plan. The design team studied the community's comments across all of the design alternatives to incorporate the ideas and feedback into the final design.

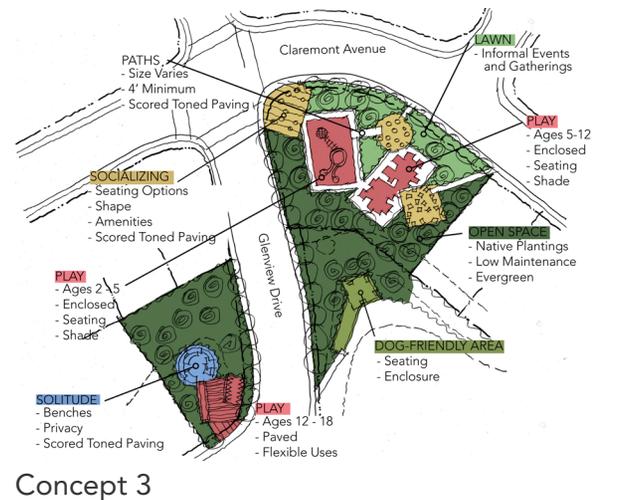
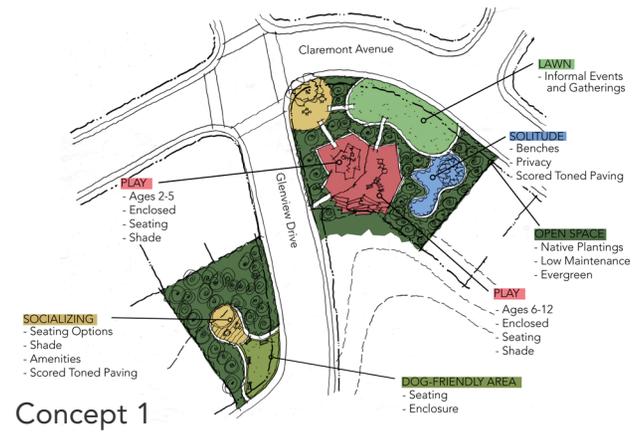


*Designer's sketch of the preferred design alternative*

# Workshop 2 Conceptual Site Plans



# Site Plan Concepts



## FINAL COMMUNITY INPUT

Following the third community workshop, residents were invited to provide additional feedback on the three conceptual site plan alternatives. Following is a summary of input received.

Most of the community members who sent in comments indicated that they preferred Concept 2, with the exception of one resident who preferred Concept 1. Community members emphasized certain elements of the park that they consider priorities, including:

- A commemorative area and place of solitude
- Seating
- A canyon overlook
- A basketball court
- A fence enclosing the play areas
- Grassy areas for play
- A paved path

## EARL-GLENVIEW PARK MASTER PLAN

**The Final Master Plan balances community needs and goals with City standards and site constraints.**

The Master Plan proposes a park that is:

- Buildable with considerations for constructability
- Within budget
- Maintainable
- Offers a high level of user experience
- Functional
- Environmentally sustainable
- Aesthetically pleasing
- Fun and creative



## DESIGN PRINCIPLES

The Park Master Plan implements park design guidelines and best practices through context specific solutions. A set of design principles provide overarching guidance for the proposed Earl-Glenview Park.

### SAFETY

**Goal: Ensure the physical safety of all users.**

#### Play:

- Play structures and surfaces meet all current safety standards.
- Age appropriate and separated play areas for 2-5-year-olds, 6-12-year-olds, and teenagers.

#### Visual Access:

- Locate amenities and uses with direct visual access from adjacent street and provide clear lines of sight across park.

#### Accessibility:

- Ensure all paving and amenities are fully accessible to people of all abilities, i.e. there are no trip hazards and picnic tables accommodate users in wheelchairs.

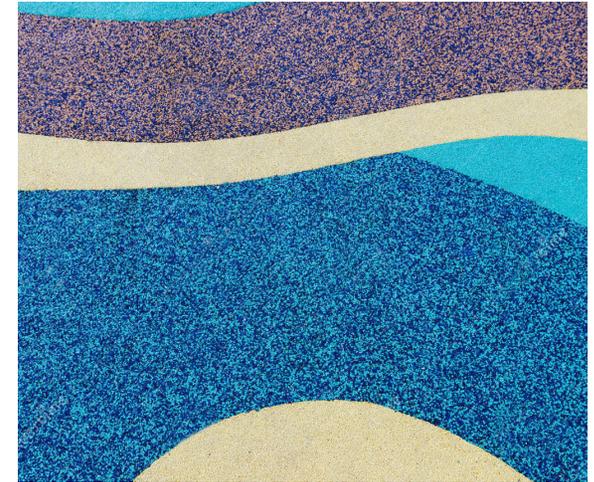
#### Plantings:

- Select plant species that are not hazardous or poisonous.
- Focus on low growing ground covers and trees with high branches to provide eye level visual access.

### SUSTAINABILITY

**Goal: Create a park that endures for generations with minimal impacts on the environment.**

- **Minimize Impact:** Select materials and proposed activities that do not have significant impacts on the local ecosystem.
- **Water Use:** Select plant species that are native and/or well adapted to San Bruno's climate.
- **Maintenance:** Select materials and propose uses that do not involve significant energy and resources to support and maintain.
- **Durability:** Select materials with long life cycles that do not require frequent replacement.



## FLEXIBILITY

**Goal:** Allow for changes in community preferences, climatic conditions and for the community to use the park in different ways. The park must easily accommodate changes in users and activities.

- **Multiuse spaces:** Provide spaces that can easily accommodate a variety of activities, ranging from pick-up ball games to community events.
- **Multiuse amenities:** Select play equipment or site furnishings that can be used for a variety of activities.
- **Plan for the future:** Anticipate changes in the use of the park and provide amenities/spaces that can be easily modified.

## SOCIAL INTERACTION

**Goal:** Create a park that provides the community with the opportunity to socialize in a variety of places and different ways.

- **Play:** Create opportunities for community members to interact by providing spaces for sports, games, and physical activities.
- **Events:** Provide spaces that can easily accommodate a range of planned or informal events such as group picnics or community meetings.
- **Reflection:** Provide spaces that are well suited for members of the community who wish to reflect.
- **Multigenerational:** Anticipate and support demographic changes by providing spaces and amenities that appeal to broad age groups and allow them to play side by side.

## SITE SENSITIVITY

**Goal:** Carefully analyze the sites' existing features, adjacent uses and proposed uses to ensure all are located to minimize conflicts and respond sensitively to the existing conditions.

- **Climate:** Based on observations of the existing wind patterns and local rainfall patterns, design spaces to provide protection from the prevailing western winds and select plants which are well-adapted to the the existing ecosystem of the site.
- **Topography:** Use the existing topographic features of the site to create distinct spaces and minimize the disturbance of the existing soils.



## PROPOSED PARK ELEMENTS

The proposed park creates a space for neighborhood play, socializing, solitude and remembrance, and includes open space and natural elements. Each element's design and location in the park responds to community concerns and preferences. Plan drawings for the east and west park sites are included on the following pages. The following section describes each element of the park:

### Neighborhood Gateway

Located at a major pedestrian intersection, the neighborhood gateway is a focal point of the neighborhood. As the front door of the park, the gateway will establish an identity for the park and contribute to the community's sense of place. The gateway includes seating that is designed for park users to wait for friends or for parents. The gateway is an open space with high visibility that allows car traffic to easily see park users coming out of the park and allows park users to see approaching cars. Both the gateway and the square feature heritage live oak trees. The trees are native specific that provide shade and serve as visual anchors for the park.

### Neighborhood Square

The neighborhood square is a cornerstone of the park. Centered on the park, abutting Claremont Avenue, the square provides a wide window into the park to allow for visual surveillance from the street. It is a multiuse and flexible space featuring furnishings that support picnics, game play, and socializing. The square is designed to be a high use space that accommodates gatherings of up to about 40 people. The groupings of furnishings also allow the square to be comfortably used by smaller groups of people. The central location adjacent to the neighborhood green and the preschool play area allows parents to socialize in the square while keeping visual and physical access to their children.



## Neighborhood Green/Meadow

The neighborhood green is a flexible turf area at the heart of the park. The meadow is not intended for formal active sports. It is instead a place where friends and families gather for informal games. This area is designed for uses such as passing the soccer ball, Frisbee, and a game of croquet. The space is approximately 10,000 sq. ft., an industry standard for an unprogrammed turf area. The meadow is sited at the center of the park where the ground is level and the clearing provides views across the park.

## Adventure Course

An adventure course borders the neighborhood green. This path provides the meadow with a sense of enclosure and definition. Loop paths are a best practice in park design. A continuous path through a park is a unifying element that connects the various elements of the park. The path is tangential to all of the activity areas and does not bisect any of the spaces. The paved path is multi-generational and multiuse. The colorful paving distinguishes the path from other paved areas of the park so that park users know where to ride, walk, and run. The path supports activities ranging from children learning to ride their bicycles to adults taking a morning jog. The paved path also provides surface for a mower to travel which enables maintenance of the turf areas.

## 2-5-year-old play

The preschool age play area implements best practices for play spaces for this age group. It is enclosed by low fencing and is within 50 feet of adult seating. There are a variety of play elements to challenge young children of varying abilities and interests. Props are integrated throughout the space to stimulate imaginative play. A colorful rubber play surface is stimulating for children and provides yet another play element. This play area is sited on the east side of the park site, proximate to residences, because it will be a lower volume play area and less disruptive to neighbors. This play area is also positioned farther from the street for the safety of the preschool age children who tend to be more unpredictable.



### **Rotating Play**

The rotating play area is designed for elementary school age children. It features challenging and engaging equipment. The spinning climber is a nod to the park's heritage and the merry-go-round that was in the former park. This play area takes advantage of the topography of the site and is nestled into a depression. There is a berm along the east side of this play area that provides buffering from the street. The berm will be planted with vegetation to create additional protection.

### **Overlook**

The overlook is an area of solitude and reflection. Commemorative seats provide a place to sit and experience the views, sites, and sounds of Crestmoor Canyon. The overlook is located at the lowest point in the park and takes advantage of the topography to create a quiet area that is secluded without being cut off by walls or other barriers. It is the quietest area of the park and is distanced from most of the park's active zones.

### **Evergreen Woodlands**

The evergreen woodlands planned for both the east and west park sites include native, drought tolerant, Mediterranean species that are well adapted to the micro-climate of the Crestmoor Neighborhood. The plant material selected will create continuity between the natural character of the canyon and the Earl-Glenview Park. The vegetation reinforces the edge of the park, creating a sense of place and enclosure, providing privacy for neighbors, and screening views of the street. The plantings will also serve to help block wind, enhancing the comfort of park users.



## PROJECT CONSTRUCTION AND ANNUAL COSTS

EASTERN PARK SITE CORNER OF GLENVIEW DRIVE AND CLAREMONT DRIVE	WESTERN PARK SITE CORNER OF GLENVIEW DRIVE AND EARL AVENUE
Base Price: \$690,000.00 (see note #8)	Base Price: \$320,000.00 (see note #8)
Maintenance: \$60,000.00 (see note #5)	Maintenance: \$10,000.00 (see note #5)
30% Construction Cost Contingency: \$207,000.00 (see note #1)	30% Construction Cost Contingency: \$32,000.00 (see note #1)
<b>Total: \$957,000.00</b>	<b>Total: \$362,000.00</b>

**Total construction costs: \$1,249,000**

**Annual maintenance costs: \$70,000**

### NOTES:

- 1) Estimated Cost for each Park Site assumes a 30% Contingency for Cost Escalation, Unforeseen Circumstances and Changes in Scope/ Materials.
- 2) Final Quantities and Types of Materials may vary significantly during the design process impacting the final Construction Costs.
- 3) Cost Estimates are based on Conceptual Master Plans. Final Cost Estimate may vary after precise quantities have been determined.
- 4) Cost Estimates are based on current construction costs. Final Construction Cost may vary significantly depending on the time frame of construction.
- 5) Daily maintenance estimated at 2-3 hours per day depending on the season and the final selection of materials. Cost estimates includes labor and materials but does not include irrigation or electricity.
- 6) Maintenance costs do not include the cost of utilities or items damaged by vandalism or overuse.
- 7) Cost Estimates includes the cost of all materials and labor to build/install the park as shown on Master Plan.
- 8) Cost Estimates includes all items necessary to construct the parks including pavements, play equipment, site furniture, storm drainage systems, lighting, fencing, signage, planting, irrigation and walls.
- 9) Estimate does not include costs for permitting or fees to local agencies.
- 10) Estimate does not include professional design fees for the preparation of construction documents.
- 11) Estimate does not include City of San Bruno staff time to manage the design and construction process.

# EARL-GLENVIEW EAST SITE MASTER PLAN



# EARL-GLENVIEW WEST SITE MASTER PLAN



## **ATTACHMENTS**

**Attachment A: Summary of Community Workshop 1 (February 2, 2016)**

**Attachment B: Summary of Community Workshop 2 (March 21, 2016)**

**Attachment C: Summary of Community Workshop 3 (May 12, 2016)**

# ATTACHMENT A: COMMUNITY WORKSHOP 1 SUMMARY

## City of San Bruno Earl/Glenview Park Master Plan

*February 2, 2016 | 7:00 pm – 9:00pm  
San Bruno Senior Center*

### WORKSHOP OVERVIEW AND FORMAT

The first Community Workshop for the Earl/Glenview Park Master Plan was held February 2, 2016 at the San Bruno Senior Center. The workshop was the first in a series of three workshops that will be held to solicit community input into the design of the park planning area. Approximately 45 community members attended the interactive workshop.



The workshop opened with remarks from Mayor Ruane who emphasized that the City is seeking input from neighbors about the design of the park. He also introduced Kerry Burns, the Community Development Director who leads the Project Team for the effort and oversees the work of the design consultant, MIG, Inc. Four members of the MIG consultant team attended: Matthew Gaber, designer and landscape architect, Joan Chaplick, lead facilitator, and Ashley Tomerlin and Molly Cooney-Mesker, small group facilitators.

Joan Chaplick reviewed the agenda, described the meeting format, and reviewed the project schedule. She then introduced Matthew Gaber who described the park planning area and general site constraints. This was followed by a brief presentation of examples of best practices in park design from other community-driven design processes.

Following the presentation, meeting participants divided into four groups. Led by a facilitator, each group participated in the same series of activities. The groups had a map of the park planning area for reference. After conducting self-introductions, the facilitator asked each participant to think into the future and write down two-to-three words that described the type of experience they would like to be able to have in the park. Participants suggested a wide range of adjectives to describe their desired experiences. Many participants noted that they want the park to include features that memorialize the tragic event that occurred in their neighborhood.

Participants were then asked to identify the activities that they want to be able to do in the park. All of the suggested activities were recorded by the facilitator. At the end of the small group discussion, participants selected their priority activities. Lastly, participants discussed issues and concerns they hope will be addressed during the park planning process.

To close the workshop, representatives from each small group reported the key points from their discussions to the larger group. The groups shared many of the same preferences for activities and the type of experience they would like to have at the park. Collectively, the groups identified a compelling list of issues and concerns that should be considered as the design team moves

forward. The themes and key findings from the small group discussions are summarized in this document. The list of activities and issues recorded during the workshop are included as an attachment. These results will be used by the MIG design team as the basis for the three site design concepts that will be presented at the next workshop to be held in March 2016.

## KEY FINDINGS

### *Desired Park Experiences*

Following is a list of words frequently used by workshop participants to describe the experiences they would like to have in the future Earl/Glenview Park.

Commemorative	Openness	Welcoming
Quiet	Green	Warm
Memorials	Innovative	Gathering
Reflection	Multigenerational	Active
Contemplation	Families	Exercise
Peacefulness	Friends	Creative
Serenity	Neighbors	Fun
Calm	Inviting	
Safe	Laughter	
Playful	Enjoyable	
Nature	Uplifting	

### *Preferred Activities*

Each small group created a list of potential activities that the participants would like to be able to do at the future Earl/Glenview Park. The facilitators recorded the list of activities on flip charts. Each participant was asked to place stickers next to their favorite or priority activities. This provided a snapshot of priority activities, many of which were similar across the groups. The activities include a mix of active and passive uses. There seemed to be agreement that both types of activities could be accommodated within the park planning area.

### Play

Many of the workshop participants are seeking park features that allow for active play. Participants expressed an interest in play opportunities for both young children and older youth. Participants provided several ideas of play structures and elements that they would like to see in the park. Some of the ideas for younger kids include, but weren't limited to, swings (tire swings and infant swings), monkey bars, and slides. Participants were also interested in hands-on and cognitive play opportunities. Ideas of activities for older children included workout equipment and a challenging jungle gym. Participants discussed separating the various active uses so there is space between the young children's play environments and the older children's play environments. Community members discussed activities that engage all ages. Participants suggested horse shoe, bocce ball, and basketball as activities that can be played by children and adults alike. It was also suggested the site include a pathway for fitness walking and for children to ride their bikes.

### Commemorative Spaces

There was general agreement that the park should include a dedicated space that commemorates the tragedy experienced by the neighborhood in 2010. Some participants described this space as a calm, quiet area that includes natural elements such as trees and vegetation. Participants envisioned this space as an area for reflection and meditation. Some participants suggested that the commemorative space should include a plaque, signage or other interpretive elements noting the events that occurred.

### Socializing/Gathering Space

Spaces for socializing and gathering was a common desire among participants. Community members expressed interest in a variety of spaces, including a covered or enclosed structure and benches and tables designed for conversation, socializing, and eating.

### Dog Park

Many participants showed interest in a dog park. Their comments indicate there is general agreement that a dog park should be enclosed and separated from other park uses.

### Reflective/Restful Activities

Participants suggested a variety of passive or more restful experiences. Ideas included a reading nook, a walkway, a labyrinth, and shaded seating areas.

### Park Design

In addition to specific activities and elements, workshop participants discussed the look and feel of the park. They want a park that is aesthetically pleasing and honors the neighborhood's history. Community members showed a preference for the use of natural materials and native greenery and vegetation. There was also an interest in public art, including art from local youth. Community members were interested in grassy areas that are un-programmed and flexible and are not for use by organized team sports. Community members emphasized the importance of providing wind protection through vegetation and/or structures. There was also some discussion about the need for shade covering seating areas and covering play equipment.

### *Issues and Concerns*

Participants shared their issues and concerns about the future park. Some of these may be addressed by design solutions, materials, and activity locations. Some participants suggested ideas and features that may help address the concerns.

### Neighborhood Impacts

Many participants voiced concerns related to the park becoming a destination for people

from outside the neighborhood, which would create traffic and parking issues and impact how the immediate neighbors could use the park. Some participants weighed this when making their remarks and expressed a desire for a high quality, well-designed neighborhood park that did not include the types of facilities that might attract people from outside the neighborhood.

There was general agreement that walking to the park should be encouraged through safe and well-marked pedestrian and bicycle connections. Participants were also interested in striking a balance between providing some parking for those neighbors who need to drive to the park versus providing so much parking that it attracts people from other parts of the city.

Community members also considered how the park may impact the neighborhood and especially neighbors living adjacent to the park. Workshop groups discussed strategies to minimize the visual and sound impacts of the park on adjacent neighbors through facilities placement, sound barriers and vegetated borders that soften the edges of the park.

### **Safety**

Safety was a top priority for most workshop participants. These concerns can be grouped into several categories.

**Street Traffic:** Participants were concerned about keeping children safe from street traffic and including features that prevent children from running into the street. The groups discussed strategies to protect park users from car traffic, including siting children's play areas back from the streets, providing decorative fencing and including all active play environments on only one of the park sites so that children aren't crossing the street. Traffic calming improvements on the streets were discussed as another strategy to reduce car-pedestrian conflicts.

**Visibility:** Participants requested that the site be designed in a way that does not create alcoves or areas of low visibility that could be a places for vandalism and unwanted activities. Some participants also voiced some concerns about people accessing the park from the canyon.

Lighting: Most participants were supportive of lighting that would illuminate the park, allow for early evening usage and discourage unsafe activities. There were comments that they did not want bright, sports field type lighting. Participants also mentioned the importance of having eyes on the park and lighting would make it easier for neighbors to determine if undesired uses were taking place.

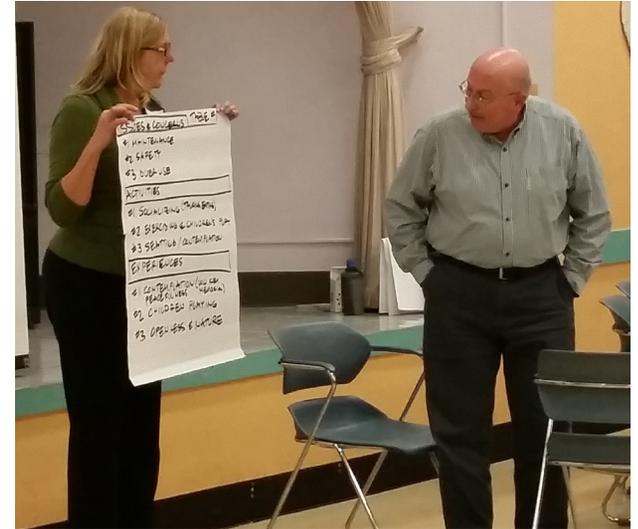
### Maintenance

Many participants expressed concerns about the City's capacity to maintain the park. Participants discussed a desire for low-maintenance drought tolerant native plantings and vandal resistant materials. Participants also discussed the need for regular maintenance of the landscaping, trash collection, and responding to vandalism.

### **CONCLUSION AND NEXT STEPS**

The priorities, issues, and concerns identified in this workshop will inform the design team's development of three park concepts. The Design Team heard all of the comments expressed during the meeting and will review all of the recorded feedback provided during the small group activities.

Across the groups, there appears to be a consistent preference regarding the inclusion of active and passive areas in the park along with a commemorative and/or memorial feature. Community members desire a park that serves as gathering space for the neighborhood and is a safe and fun place for all ages to enjoy. They are seeking a park that includes a mix of active and passive uses and is designed and used in a way that promotes youth development, health and fitness and community friendship. They also want to assure that the park does not negatively impact the neighbors living closest to the site. With these and other considerations in mind, the design team will use the ideas generated at the first workshop to inform the development of three concepts for review and discussion at the second workshop to be held in late March.



## ATTACHMENT A

Following is a list of activities and issues and concerns transcribed from the lists generated by each of the small groups.

### Active uses

#### Play

- Cognitive play opportunities (Example: Frontierland in Pacifica)
- Sand box – hands on play
- Variety of play options
- Play area for young children
  - Infant swings
  - Slides
  - Bouncy figures to ride on
- Activities for older children
  - Workout equipment
  - More challenging jungle gym
- Play structures
- Merry-go-round
- Tennis court
- Toy area
- Instruments
- Par Course?
- Bocce ball
- Horse shoes
- Exercise Equipment
- Basketball courts
- Play surface like SF Zoo (foam)

### **Socializing/Gathering Space**

- Covered space or even a small community house for gatherings
- Picnic tables and benches – places to sit, talk and eat
  - Benches that face each other
- Informal gathering area
- Grill/picnic/cooking area
- Picnic table
- Card table
- Dog park
  - Specific area, gated, full service, off-leash
  - Small
- No dog park

### **Passive Uses**

#### **Contemplative Spaces**

- Quiet, meditative space, reflecting area
- Reflection pond
- Contemplative seating
- Fountain
- Memorial
  - Garden, plants, waterfall

#### **Commemorative Spaces**

- Commemorative space that includes history/info about the site
  - Include names of those who died
- Commemorative plaque
- Commemorative space on slope: quiet and not ideal for active uses
- Walkway and take advantage of view and sound of creek – possibility of stone commemoration retaining wall

- Flag on Bullis' property could be incorporated into stone or other park element
- Low key/informal

### Seating

- Social seating to visit with neighbors and friends (i.e. facing benches)
- Shaded and quiet area to relax and talk
- Places to charge laptop
- Tables
- Reading nook
- Place for adults to sit to watch play area
- Memorial bench

### Circulation

- Surfaced Pathway for walking and bicycling (for kids)
- Therapy walk/labyrinth
- Fitness/multi-pathway

### Flexible Spaces

- Open area – all uses
- Grassy area
- Open spaces with vistas and places to sit
- Softscape/lawn attached to hardscape

### Design for Weather Conditions

#### Wind/Sun

- Quiet/shaded areas
- Enclosed
- Windbreaks
  - Trees

## **Landscape**

- Native plants and trees, greenery, vegetation
- Natural materials
- Incorporate children's art work
  - Get input from kids
- Focal point – art
- Simple
  - Clean trees that don't drop debris
- Nature views

## **Issues and Concerns**

Participants discussed issues and concerns that they have about the future park. The issues and concerns are listed below.

## **Safety**

- Fire safety
- Pedestrian safety
- Play materials
- Visibility
- Lighting
- Keep kids out of the road
- Make access clear and bike/ped areas safe and well-marked
- Fences
- Protect play areas from street
  - Group play areas on one site
- Trees/landscaping to support safety
- Fill in park ditch with dumped materials
  - Eyes on park

- Lighted/safe pathway
  - Not sports lighting
- Safe connections between park sites
- Separate play areas by age
- Wild animals

#### Topography/ Site Situation

- Security regarding access from canyon
- Lighting
- Slope
- Relationship between the road and canyon
  - Protect kids from canyon
- Grassy areas
  - Discourage team sports
- Separated uses
  - Activities separated
  - Play areas away from the road

#### Management

- Maintenance
  - Plant low maintenance landscape
  - Plant trees that don't drop debris
- Keeping site clean
- Garbage collection
- Consider maintenance and longevity
- Lack of use
- Overuse
- Vandalism

- Fiscal transparency
- Timeline
- Dogs can be messy and scare kids
- Uncluttered

#### Traffic/Cars

- Traffic calming
- Parking
  - Will providing parking attract cars?
  - Manage neighborhood parking impacts/encourage walking

#### Weather

- Wind
- Fog

#### Neighborhood Impacts

- Noise
- Soften edge of park abutting neighbors
  - Sound/sight barriers
- Non-neighborhood residents using park
- Impact on surrounding neighbors
  - Evening activities
- Conservation
- Aesthetically pleasing
- Sensitivity to site history/event

## APPENDIX B: COMMUNITY WORKSHOP 2 SUMMARY

### City of San Bruno Earl/Glenview Park Master Plan

March 21 2016 | 7:00 pm – 9:00pm  
American Legion City of San Bruno

#### WORKSHOP OVERVIEW AND FORMAT

The second Community Workshop for the Earl/Glenview Park Master Plan was held March 21, 2016 at the American Legion in San Bruno. The workshop was the second in a series of three workshops being hosted by the City to ensure the park master plan reflects the needs and interests of the community. Approximately 25 community members attended the interactive workshop.



The workshop opened with remarks from Joan Chaplick of the consulting design firm, MIG. Joan emphasized that the City is seeking input from neighbors about the design of the park and she reviewed the meeting agenda, project schedule and results of Workshop #1. Joan introduced City staff Kerry Burns, the Community Development Director who leads the project and Connie Jackson, the City Manager. Joan also recognized three Parks and Recreation Commissioners who were in attendance, including Lucy Zamattia, Lorry Greenberg and Laura Davis. Following this, Joan introduced Matthew Gaber, landscape architect from MIG who presented design concepts and principles that reflected the priorities and desired activities identified by the participants at Workshop #1. Matthew then introduced the small group exercise where workshop participants would work collaboratively to create design concepts for the park planning area.

### **WORKSHOP DESIGN ACTIVITY**

There were four groups each led by a MIG facilitator. The objective of the small group exercise was for each group to produce one preferred park design concept. The groups were tasked with creating a park design that responded to the site constraints and the issues and concerns that were identified in Workshop #1. Each group had a tabletop-size map of the park planning area. The groups were asked to create their preferred park design using color-coded pieces of paper that represented programmatic elements including: play, solitude, social/community space and dog park. These were the programmatic elements prioritized by community members in Workshop #1. The groups were not required to use all of the elements or pieces in their park design and they were invited to change the shape and size of the programmatic pieces. Workshop participants could also draw trails or pathways on their site plan. As the groups discussed the design of their park planning areas, facilitators recorded key points from the discussion on flip charts. (See Attachment A for the flip chart transcriptions.)

## KEY FINDINGS

Although each group's park design was unique there were many commonalities among the designs. (See Attachment B for pictures of the site designs.) Below are notable themes that emerged from the small group discussions and designs.

### Play

All four groups increased the area dedicated to play on the site and all groups located play on the large park site. The groups' designs illustrate the desire for substantial connected play spaces. The play spaces also included areas dedicated to different age groups so that separate areas were provided for younger and older youth. All but one of the group's play spaces are situated on the north side of the large site, away from the slope. The group that placed their play area on the slope suggested integrating play experiences into the hillside. It was suggested that a slide or active play element could be integrated into the slope.

### Socializing

Social areas were considered an important element of the park and all four groups' park designs included a significant area devoted to socializing with their neighbors. It was suggested that some of the social space be positioned so people could watch their children while they played. Each group positioned and sized their socializing spaces differently but all of the groups dispersed them throughout the site.

### Solitude

In Workshop #1, there was general agreement that the park should include a dedicated calm and quiet space that commemorates the tragedy experienced by the neighborhood in 2010. This priority was reconfirmed in Workshop #2 with all of the groups including an element of solitude in their site designs. Two of the groups in Workshop #2 positioned the solitude element on the south side of the large park site on the slope of the site. It was noted that the design should include five benches, one for each of the families who lost members during the event.



### Dog Parks

During Workshop #1, most participants expressed a strong interest in having a dog park. Upon further discussion during workshop #2, most participants clarified that they were seeking to have an area in the park where dogs on leash would be allowed as opposed to having an established, gated dog park with related amenities. Two of the groups identified areas where leashed dogs could be allowed and care was taken to keep dogs away from the active play areas. Current park rules limit the presence of dogs in parks, however, the park could be eligible for an exception that allows leashed dogs in designated areas.

### Trails

Three of the groups included paths/trails in their design concepts. The paths/trails were discussed as being multiuse and providing connectivity between the various elements of the park.



### CONCLUSION AND NEXT STEPS

The design concepts created by Workshop #2 participants will inform three site design alternatives created by MIG which will be presented at the third workshop to be held in May.

## ATTACHMENT A

Following is a list of discussion items transcribed from the small groups' conversations related to their park designs.

### Play

- 4 square
- Pitch back wall
- Climbing Wall
- Pee-Wee Golf
- Active sports on the smaller site
- Paving for skating/hopscotch on smaller park site
- Double play area
- Slide on slope
- Climbing Wall integrated into space
- Exploratorium domes
- Viewing stand/benches for parents
- Do older and younger kids play together? Are there different types of structures?

### Socializing

- Break Up Socializing Space → Informal Spaces
- For teens

### Solitude

- Five Benches
- Water feature on large site
- Memorial/Commemoration on smaller site

### Dog Park

- No Dog Park
- Do not label park as Dog Park, but give open space that is "dog-friendly"

- Dog Park area (Not a Park)
  - Consider super concrete
  - Slide Option

#### Path

- Multi-use (for walkers, bikers and dog walking)
- Exercise equipment a long path (i.e. parkour)

#### Interaction between site elements

- Barrier between Play + Street + Dogs
- Need for Buffer between adjacent homes and street
  - Buffer suggestions: trees, social space, structure
- Connections between Play + Social space / Perimeter trail/loop
- Earl = Adult Oriented
- Claremont = Family Oriented

#### Other Elements

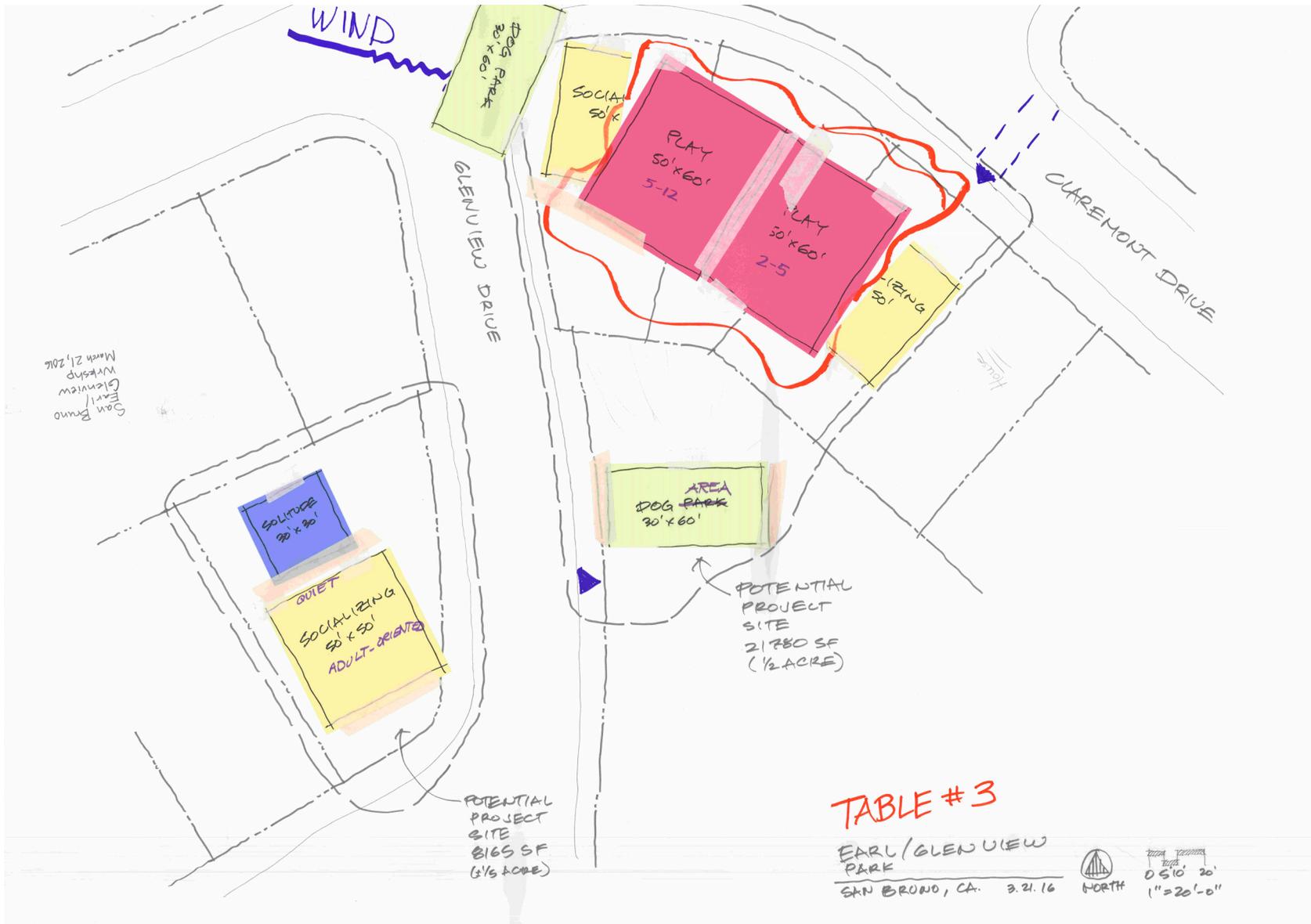
- Drinking Fountains
- Wind Barrier
- Traffic Calming/Speed bumps/ Stop Signs for crossings
- Improved Landscape Treatments
- Opportunity for community art piece

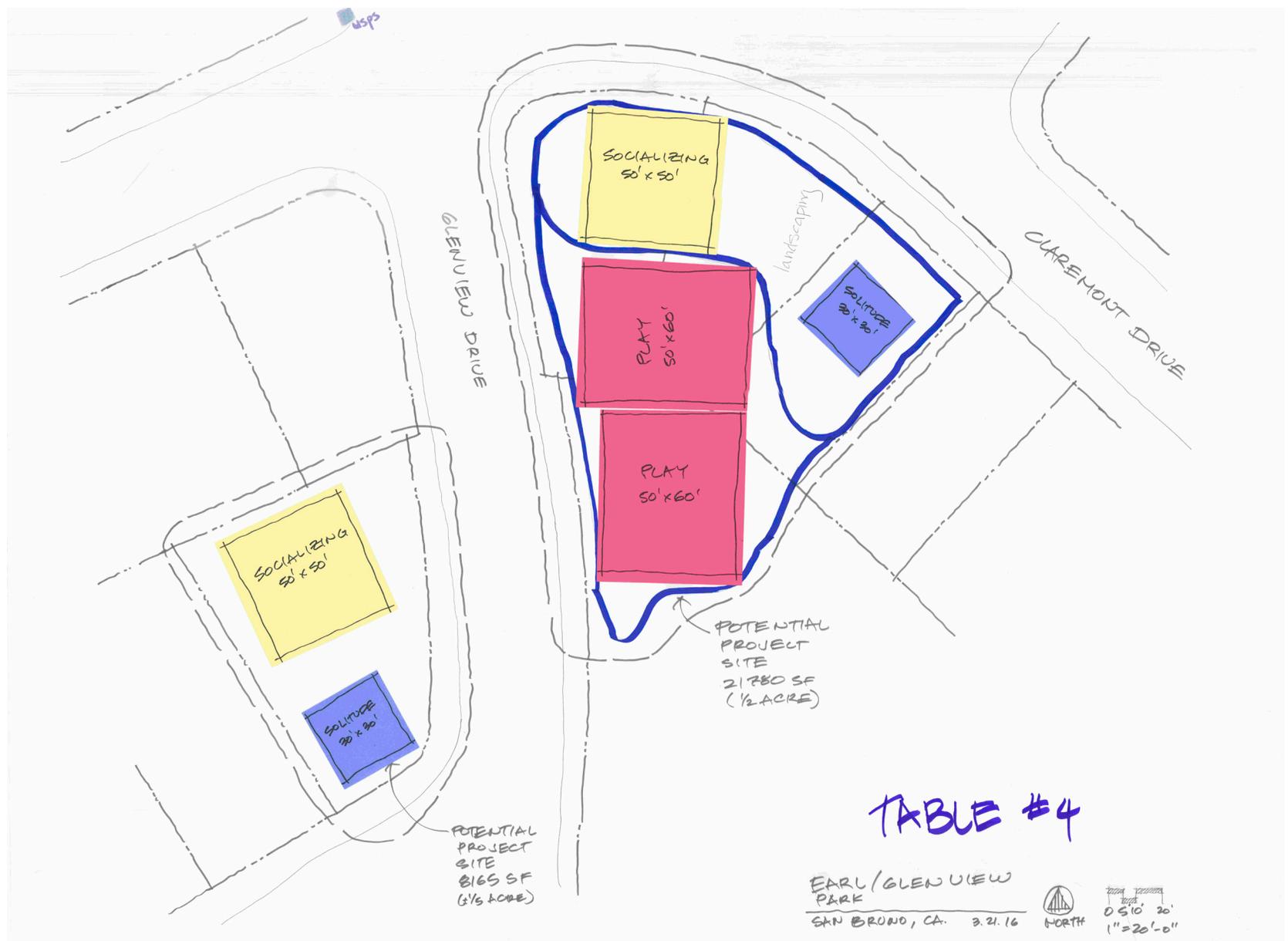
### **ATTACHMENT B**

The following page includes photos of the four park design concepts developed by each of the small groups at the workshop.









## APPENDIX C: COMMUNITY WORKSHOP 3 SUMMARY

### City of San Bruno Earl/Glenview Park Master Plan

*May 12, 2016 | 6:30 pm – 8:00pm*  
*San Bruno City Hall* City of San Bruno

#### WORKSHOP OVERVIEW AND FORMAT

The third Community Workshop for the Earl/Glenview Park Master Plan was held May 12, 2016 at San Bruno City Hall. The workshop was the third in a series of three workshops being hosted by the City to ensure the Earl/Glenview Park Master Plan reflects the needs and interests of the community. Fourteen community members attended the interactive workshop.

The workshop opened with remarks from Kerry Burns, the City's Community Development Director. Kerry briefly summarized the park planning process to-date and shared the general process and timeline for bringing the park to completion. She described how the MIG Team will use the results of this meeting to prepare a draft master plan for staff review. The draft will then be submitted to the Parks and Recreation Commission for consideration at their July meeting. She noted that the July meeting had been cancelled, but the Commission will conduct a special meeting to advance the plan. Following the review and action by the Commission, the plan will go to the City Council for approval in September. She also noted that the Parks and Recreation Commission meetings will be the time when residents will have the opportunity to provide input on details such as choices of playground equipment, surfacing and other details. Residents will be given options for consideration that are consistent with or similar to elements that are in existing parks. This helps the City select materials and elements that are proven and have known

maintenance needs. Kerry also recognized the Parks and Recreation Commission members in attendance including Lorry Greenberg and Laura Davis.

Kerry then introduced Joan Chaplick of the consulting design firm, MIG, who served as the meeting facilitator. Joan reviewed the meeting agenda, project schedule and results of Workshop #2. Joan introduced Matthew Gaber, landscape architect from MIG who presented the three (3) proposed design concepts. Matthew explained how the designs had been developed by drawing on the priorities and desired activities identified by the participants at Workshops #1 and #2. He showed three design concepts which were closely aligned with those created by the groups at the last meeting. Matthew then introduced the workshop activity that invited participants to provide feedback on the three concepts.

### **WORKSHOP ACTIVITY**

Participants circulated among four stations with large format posters boards. One poster board included all three of the proposed design concepts. Participants were invited to mark which design concept they liked best with “emoji” stickers and place post-it notes with more detailed comments on the designs.

Each of the other three boards included a large image of one of the design concepts. On these boards, participants used emoji stickers to mark specific features of each park design concept that they liked or didn’t like and added comments on post-it notes. In the top left corner of each design concept board there is an inset map that shows the design created by Workshop #2 participants that influenced the proposed design concept. Workshop participants were also invited to ask questions of the staff and design team during this time.

Following is a list of the emoji stickers that participants used to vote on their preferred design concept. The Key Findings section below includes the design concepts with the emoji stickers and the participants’ comments transcribed below each board. Photos of the boards with the emoji sticker stickers and post-it note comments are included as an attachment.

### Emoji Stickers used by participants

	Vote – This is my preferred design
	Approve – I like this component
	Issue – I have concern with this aspect
	Question– I have a question about this

### KEY FINDINGS

Design Concept 2 was favored by participants with 10 of the 14 participants selecting it as their preferred design. Below are each of the designs followed by a list of participants' comments about each design.

## Design Concept 2 – Preferred Design



### Comments and suggestions about Concept 2:

- Reverse the locations of the ages 5-12 play area and the ages 2-5 play area
- Low enclosure around the entire area (i.e. low wall with decorative, community tiles; like Frontierland park in Pacifica)
- Larger play structures in the open space areas
- Use artificial grass
- Add dog friendly park (like in Concept 3) below the solitude area
- Basketball court in play area for ages 12-18
- No 12-18 play area- light/noise; ok with socializing area (as seen in concept 1)
- No BBQ grills
- Benches, tables and water fountains

## Design Concept 1



### Comments and suggestions about Concept 1:

- Solitude area is too close to play area
- Would like a tree barrier in lower area to block access to home's fence
- Reverse the locations of the ages 5-12 play area and the ages 2-5 play area
- Utilize the lower area of the larger park site for a dog friendly area, walking path and solitude
- Enclosure around the entire area
- No dog area
- Flip solitude with socializing and extend the play area

### Design Concept 3



### Comments and suggestions about Concept 3:

- No built-in BBQ pits
- Enclosure around entire area
- Too much landscapes open space; extend usable area
- Reverse the locations of the ages 5-12 play area and the ages 2-5 play area
- Of the three designs, this concept has the best placement for the dog friendly area
- No dog area
- Dog area ok at old park pad but not up above on the 3 lots
- Use artificial/fake grass
- Best design and use of space; meeting needs of all neighbors
- Best division of spaces

## Themes

Several themes emerged from participants' comments across all three of the design concepts, including:

- Reverse the locations of the ages 5-12 play area and the ages 2-5 play area
- Enclosure around the park area

## CONCLUSION AND NEXT STEPS

The design team will develop Design Concept 2 into a park master plan, taking into account participants comments made on all three of the design concepts. Neighbors will be notified of the Parks and Recreation Commission meetings so they can continue to stay involved.



Image 2: Participants' feedback on Design Concept 1



Image 3: Participants' feedback on Design Concept 2



Image 4: Participants' feedback on Design Concept 3

