CITY OF SAN CITY BRUNO

PARKS AND RECREATION COMMISSION
AGENDA

Regular Meeting

Wednesday, September 21, 2016 • 6:30 p.m. • San Bruno City Hall, 567 El Camino Real – Room 115

WELCOME TO OUR COMMISSION MEETING

If you wish to speak on an item under discussion by the Commission and appearing on the agenda, you may do so upon receiving recognition from the Commission Chair. If you wish to speak on a matter not appearing on the agenda, you may do so during PUBLIC DISCUSSION. Please state your name and address; if you are representing an organization, please state the name of the organization. In compliance with American Disabilities Act, individuals requiring accommodations for this meeting should notify us **48** hours prior to meeting (616-7180).

Please note: Commission policy allows a maximum of three (3) minutes for individual comments.

1. **CALL TO ORDER/ROLL CALL:**

2. **PLEDGE OF ALLEGIANCE:**

3. **APPROVAL OF THE AGENDA:**

4. **APPROVAL OF THE MINUTES:** August 17, 2016

5. **PUBLIC COMMENT ON ITEMS NOT ON AGENDA: (Note: Commission's policy is to refer matters raised in this forum to staff for investigation and/or action where appropriate. State Law, known as the "Brown Act", prohibits Commission from discussing or acting upon any matter that is not on the agenda. Non-agenda issues rose by members of the public or by the Commission may, at the discretion of the Commission, be scheduled for consideration at future meetings.)**

6. **CONSENT CALENDAR:**

7. **NEW BUSINESS:**
   a. Review and Develop Comments and Recommendations for City Council Consideration on the Earl-Glenview Park Draft Master Plan
   b. Reconsideration of the Parks and Recreation Commission Televised Meeting Frequency from Twice Annually in April and October to April Only
   c. Update on Balance of Park In-Lieu Fee Fund

8. **UNFINISHED BUSINESS:**
   a. Status on the Delivery of the New City Park Restrooms and Recreation Center/Parks Corporation Yard Painting Projects

9. **EXCLUDED CONSENT:**

10. **ITEMS FROM STAFF:**

11. **PUBLIC COMMENT ON ITEMS NOT ON AGENDA: (Note: Commission's policy is to refer matters raised in this forum to staff for investigation and/or action where appropriate. State Law, known as the "Brown Act", prohibits Commission from discussing or acting upon any matter that is not on the agenda. Non-agenda issues rose by members of the public or by the Commission may, at the discretion of the Commission, be scheduled for consideration at future meetings.)**

12. **ITEMS FROM MEMBERS AND SUBCOMMITTEE REPORTS:**
    a. Subcommittee Updates (as needed)
        1. Adopt-a-Park Program (Palmer, Gonzales)
    b. Report from Commissioners

13. **ADJOURNMENT**

**** POSTED PURSUANT TO LAW ****

CITY OF SAN BRUNO
Community Services Department

MEETING MINUTES

Parks and Recreation Commission
August 17, 2016

1. **Call to Order/Roll Call:** Chair Palmer called the meeting of the Parks and Recreation Commission to order at 6:30 p.m. Commissioners Present: Chair Palmer, Vice Chair Davis, Gonzales, Greenberg, Melendrez, Nigel, Salazar, and Zamattia. Youth Representative, Charlene Smith, absent. Staff: Burns and Aker.

2. **PLEDGE OF ALLEGIANCE:** Commissioner Greenberg led the Pledge of Allegiance.

3. **APPROVAL OF THE AGENDA**: **MSC Salazar/Gonzales** for approval of the agenda. Approved unanimously.

4. **APPROVAL OF MINUTES**: **MSC Nigel/Salazar** for approval of the minutes. Approved unanimously.

5. **PUBLIC COMMENT**: None.

6. **CONSENT CALENDAR:** None.

7. **CONDUCT OF BUSINESS**:

   a. Information Regarding Big Lift Little Libraries Program – Director Burns explained that the Little Libraries Program is meant to promote literacy by providing free books for children up to the third grade. Currently there is one Big Lift Little Library at City Park in front of the Veterans Memorial Recreation Center, on San Mateo Avenue and, at the San Bruno Park School District office. Staff asked the Commission for input on a park selection for one of the remaining Little Libraries as well as for possible sponsors from the Commission. Commissioner Gonzales suggested putting one in the Florida Avenue Park once constructed.
   b. Update on Additional Classes Due to Millbrae Community Center Fire – Director Burns said that the fire that occurred at the Millbrae Community Center on July 21, 2016 completely destroyed the building. The City of Millbrae will be without a Community Center for approximately 2-3 years. The City of San Bruno is providing classroom space (for the appropriate resident/non-resident fee) for contract classes/programs. Thus far, 11 classes/programs, through the end of the year, are now hosted at the Veterans Memorial Recreation Center. Additionally, the City is offering further assistance by lending tiny-tot equipment and supplies until Millbrae receives reimbursements from their insurance

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company. Vice Chair Davis asked if San Bruno's buildings were properly insured for full replacement in case something like this happened within San Bruno. Director Burns replied that the staff does an inventory of assets to keep updated insurance policies and frequently reviews the inventory to insure adequate coverage.

c. Lions Field Maintenance Status Update – Director Burns informed the Commission that there was a purchase order that encumbered $20,000 for Lions Field maintenance. Staff is in the process of getting cost estimates for the batter's box, pitcher's mound, and second base slide area which is deteriorated due to foot traffic and sliding.

8. **UNFINISHED BUSINESS:**

a. Oral Report on Status of Florida Avenue Community Engagement and Park Master Planning Process – Staff distributed letters to the Florida Avenue neighborhood to invite residents to the community meeting. Staff also sent out letters to residents after the community meetings were completed with meeting notes to provide the information given at these meetings to those who were unable to attend. Staff asked for input, comments, and suggestions for the final plan through the City website by Friday, September 16. Construction time for the Florida Avenue Park should be shorter than the Earl/Glenview Park because of its size. The demolition of the Florida property will start soon.

b. Oral Report on Status of Earl/Glenview Community Engagement and Park Master Planning Process - Staff distributed letters to the Earl/Glenview neighborhood to invite residents to the community meetings. Staff posted all the community engagement meeting notes and plans on the City website and also included follow up letters that invited people to provide feedback and questions on the process that were unable to attend the meetings. MIG, Inc., the company used to facilitate these meetings with the community, will also be writing a draft master plan. Director Burns will present the draft master plan for the Earl/Glenview Park to the Commission during its September 21 meeting. Staff will be asking the Commission for input, questions, and/or suggestions for the draft master plan. The Commission's suggestions will then be incorporated into a staff report which will then go to the City Council at its meeting on September 27. Staff estimates construction will take approximately six months and is mindful of trying to finish construction as quickly as possible. She added that the budget for the Earl/Glenview Park is $1,750,000.

9. **EXCLUDED CONSENT:** None.

10. **ITEMS FROM STAFF:** Director Burns asked for the Commission's input regarding holding televised meetings for the Park and Recreation Commission twice a year. Commissioner Gonzales requested that the Commission still have at least one televised meeting a year because of the Community Recognition Award that they give. The Commission agreed to discuss only having one televised meeting in April and eliminate the televised meeting in October during their September meeting.

11. **PUBLIC COMMENT:** None.

12. **ITEMS FROM MEMBERS AND SUBCOMMITTEE REPORTS:**

a. Subcommittee Updates -

1. Adopt-a-Park Program (Palmer, Gonzales) - Commissioner

Gonzales told the Commission that Michelle Hagar from Skyline College Classified Senate has volunteered to do a project that will soon be determined. Girl Scout Brownie Troop 6242 will be doing a flower planting project at Commodore Park, date to be determined.

b. Report from Commissioners – Commissioner Melendrez wanted to comment that after attending the second Florida meeting in August, he agreed that the hiring of the consultant firm, MIG, was beneficial to the planning process. Commissioner Gonzales wanted to inform the Commission that she has become aware through Nextdoor that there will soon be organized meetings in San Bruno about residents wanting a new dog park. She also mentioned that Grundy has always had a problem with residents bringing dogs in even though that park does not allow off leash dogs. She added that residents do not like the current dog park available at Commodore Park and she feels the Commission needs to prepare for an organized group to bring this matter to one of their meetings soon. Commissioner Gonzales also stated that she is not for or against a dog park in San Bruno. Commissioner Greenberg requested that the July and August meetings be merged so there is not such a big gap in the summer between the Commission's meetings. She also commented that she loves the Community Services Activity Guide and the activities that are being offered for fall are great. She requested that before every new publication of the Activity Guide, staff contact her about dates for Junior Giants sign ups because it changes every year. She commented that the Junior Giants speaker Michael Pritchett was fantastic at their event, and Chair Palmer added that the event was incredible and complimented Commissioner Greenberg on putting it together. Commissioner Greenberg also added that at the sign up event for Junior Giants, the Library was able to advertise for the summer reading program and were able to sign up over 300 kids. She also wanted to express her gratification with the trees planted at Commodore Park to prevent parking on the field. She commented on enjoying the new play structure at Commodore Park but wished that the entire playground area had rubberized flooring. Commissioner Greenberg also suggested that staff reevaluate how many parks workers they have on the weekends because she feels one worker is not enough. Vice Chair Davis requested staff to provide information on the updated bathroom project and the painting of the gym during next month's regular meeting. Commissioner Salazar asked for information on the Park in Lieu fund and if any of the new developments would be contributing to it. Director Burns replied that she would provide that information during next month's meeting.

13. **ADJOURNMENT**: With no other business to be conducted, **Chair Palmer** adjourned the meeting at 8:19 p.m.

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CITY OF SAN BRUNO
COMMUNITY SERVICES DEPARTMENT

DATE: September 21, 2016

TO: Parks and Recreation Commission

FROM: Kerry Burns, Community Services Director

SUBJECT: Review and Develop Comments and Recommendations for City Council Consideration on the Earl-Glenview Park Draft Master Plan

BACKGROUND:

The PG&E gas pipeline explosion and fire in the Crestmoor Neighborhood which took eight precious lives and destroyed 38 homes and damaged many more also destroyed the neighborhood park located at the intersection of Glenview Drive and Earl Avenue. As part of the Crestmoor Neighborhood reconstruction, up to $1,750,000 was allocated from the Crestmoor Trust Fund to build a new neighborhood park. Over the past seven months, City staff and representatives from the design firm hired by the City, MIG, Inc., have conducted an extensive community engagement process with the residents of the neighborhood to develop a concept design for the construction of the new Earl-Glenview Park. Once approved by the City Council, this design concept will lay the foundation for the preparation of the detailed project drawings and documents and ultimately, its construction and enjoyment by the Crestmoor Neighborhood.

Presented for the Parks and Recreation Commission's review is the culmination of this work, the Draft Earl-Glenview Park Draft Master Plan. In its advisory capacity to the City Council, the Commission is requested to provide its comments and recommendations to the City Council. This input will be delivered through a staff report presenting the Draft Earl-Glenview Draft Master Plan to the City Council, scheduled for their next Regular Meeting on September 27, 2016. The Commission is requested to attend this City Council meeting to provide its input concerning the Draft Earl-Glenview Park Master Plan.

DISCUSSION:

The site identified for the new Earl-Glenview Park is significantly larger in size than the original park site. Only a very small portion of the original park footprint currently remains following the post-pipeline explosion infrastructure reconstruction. The proposed location of the new park now encompasses three residential parcels along Claremont Drive at its intersection with Glenview Drive and one residential parcel at the intersection of Glenview Drive and Earl Avenue.

In order to develop a design vision for the Earl-Glenview Park, the City retained the park design and community meeting facilitation services of MIG, Inc. Through a multi-step process of data collection, analysis, community conversation, and design, a Draft Master Plan (attached) was developed by MIG, Inc.

Inventory and Analysis: During this phase, the proposed park site was evaluated to assess conditions such as the location of utilities; features of the parcels including site conditions and views; traffic and pedestrian circulation into and around the park; access points into the park site; location of adjacent uses and neighbors; and, existing patterns of activity in the area surrounding the park site.

Needs Assessment: The needs assessment inventoried existing neighborhood amenities, evaluated park design best practices to incorporate into the design of the park and, City of San Bruno park amenities and standards for other neighborhood parks throughout the community.

Community Engagement and Development of a Conceptual Design: On February 2, 2016, March 21, 2016 and May 12, 2016, residents of the Crestmoor Neighborhood were invited to attend meetings with staff and the park design firm to provide input on the design of the future neighborhood park. Representatives from the Parks and Recreation Commission Earl-Glenview Park Subcommittee, Commissioners Laura Davis, Lorry Greenberg and, Lucy Zamattia, where in attendance at these meetings and have provided periodic updates at Regularly Scheduled meetings of the Parks and Recreation Commission.

At the first meeting, residents were asked to articulate their vision for the park and to share concerns regarding neighborhood impacts, safety and, maintenance. They were also asked for their preferences on where various park elements might be placed. These design elements include play areas and features, social and gathering areas, spaces for solitude and quiet contemplation and, open space and natural elements.

At the second neighborhood meeting, break-out groups were created to discuss a preferred park design layout by placing color-coded pieces of paper representing programmatic elements on a site map. The qualities and considerations discussed at the first community meeting were considered during this exercise.

Between the second and third neighborhood meetings, MIG, Inc. developed three concept plans, reflecting in different ways, the interest and ideas shared by the neighborhood at the first two community meetings. At the third and final community meeting, these three concept plans were introduced. Meeting participants were asked to select a preference concept and to express ideas or concerns regarding their preferred concept. Meeting participants selected Concept 2 as the preferred design for the new Earl-Glenview Park.

Following the scheduled neighborhood meetings, the three design concepts were placed on the City's website. A letter was sent to all residents of the Crestmoor Neighborhood inviting further review and input to staff. Input was received from several residents who also, by majority, expressed a preference for Concept 2.

The Draft Earl-Glenview Park Master Plan was developed through the multi-step process outlined above. Following the community engagement process, MIG, Inc. developed the final conceptual plan. The proposed park concept creates a special space in the Crestmoor Neighborhood for play, socializing, solitude and, includes open space and natural elements. The park is a focal point and represents a neighborhood gateway. It also serves as a

neighborhood square for gathering of both large and small groups. Finally, the proposed park concept reflects a focus on safety, sustainability, flexibility, social interaction and, site sensitivity.

At this conceptual stage, it is estimated the construction cost for the park will be approximately $1.25 million. Through the next stage of the park planning process, specific elements and equipment will be determined. This process will produce a more refined cost estimate for the park's construction. With regard to maintenance of the park, it is currently estimated it will take 2-3 staff hours per day, depending on the season and final selection of materials. Presently, the annual maintenance cost is estimated at $70,000, not including irrigation or electricity costs.

Upon the completion of the the Draft Master Plan's review by the Park and Recreation Commission, and approval by the City Council, the design drawing phase will commence to develop the necessary construction drawings to bid and construct the new Earl-Glenview Park. It is estimated the design and bidding phase will take approximately seven months and an additional six months for park construction.

FISCAL IMPACT:
There is no fiscal impact associated with the review of the Draft Earl-Glenview Park Master Plan.

ATTACHMENTS:
Draft Earl-Glenview Draft Master Plan

CITY OF SAN BRUNO

COMMUNITY SERVICES DEPARTMENT

DATE: September 21, 2016

TO: Parks and Recreation Commission

FROM: Danielle Brewer, Community Services Superintendent

SUBJECT: Reconsideration of the Parks and Recreation Commission Televised Meeting Frequency from Twice Annually in April and October to April Only

BACKGROUND:
During the 1980's and 1990's, the monthly Parks and Recreation Commission Meeting were all televised. In 2000, it was decided to only televise two Commission meetings per year, April and October.

DISCUSSION:
At its August meeting, the Commission expressed interest in reducing the number of televised meetings to only once per year. The interest was in televising the April meeting in order to continue to televise the presentation of the Community Recognition Award. If approved by the Commission, there would no longer be a televised meeting in October, beginning with the October 2016 meeting.

FISCAL IMPACT:
Minor cost savings would be experienced as the Cable Television staff would not be required to attend the October meeting.

ATTACHMENTS:
None.

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CITY OF SAN BRUNO

COMMUNITY SERVICES DEPARTMENT

DATE: September 21, 2016

TO: Parks and Recreation Commission

FROM: Danielle Brewer, Community Services Superintendent

SUBJECT: Update on Balance of Park In-Lieu Fee Fund

BACKGROUND:
The Park In-Lieu Fund was created to mandate a developer, when creating a subdivision in the City, to provide for adequate and appropriate recreational land for the subdivision by the dedication of land in the subdivision or by the payment of fees in-lieu of the land. The fees are collected based on a formula established through the Community Development Department as follows:

Number of Homes X People per Household X Acres per Person Required X Price Per Acre

Once paid by the developer, the City can use the fees collected to improve and/or expand the existing City park system. Over the past few years, the fund has been used to remodel Lions Field with synthetic material to allow for year round use of the ball field. Recently, it was used to purchase the land on Florida Avenue to build a park in an area of town that does not currently have a neighborhood park.

DISCUSSION:
At its August meeting, the Commission expressed interest in knowing the current Park In-Lieu Fund fund balance. The current balance is $8,831.

FISCAL IMPACT:
None.

ATTACHMENTS:
None.

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CITY OF SAN BRUNO

COMMUNITY SERVICES DEPARTMENT

DATE: September 21, 2016

TO: Parks and Recreation Commission

FROM: Danielle Brewer, Community Services Superintendent

SUBJECT: Status on the Delivery of the New City Park Restrooms and Recreation Center/Parks Corporation Yard Interior Painting Projects

BACKGROUND:
At the August 2016 Parks and Recreation Commission meeting, a request was made for an update on the status of the two Capital Improvement Projects:

New City Park Restrooms and,
Painting the Interior of the Veterans Memorial Recreation Center.

DISCUSSION:
Painting Project
All interior spaces will be painted in the Veterans Memorial Recreation Center, including the gymnasium. Bid documents are schedule for release next week. Selection of a contractor and contract award is anticipated to occur at the Regular Meeting of the City Council on November 8, 2016. Per the project specifications, the contractor will have 90 working days to complete the project. It is anticipated the gymnasium will be painted first, potentially during the holidays to provide for the least amount of disruption of scheduled activities.

City Park Restroom Replacement
Following is the estimated schedule for the project:

October 31	Completion of design drawings and release of bid documents
End of November	End of bidding period
December 13	City Council contract award to selected General Contractor
January-March	Contract execution and off-site facility fabrication
Mid-March	Construction scheduled to be completed by end of May

FISCAL IMPACT:
Both projects are fully funded in the Capital Improvement Project Budget.

ATTACHMENTS:
None.

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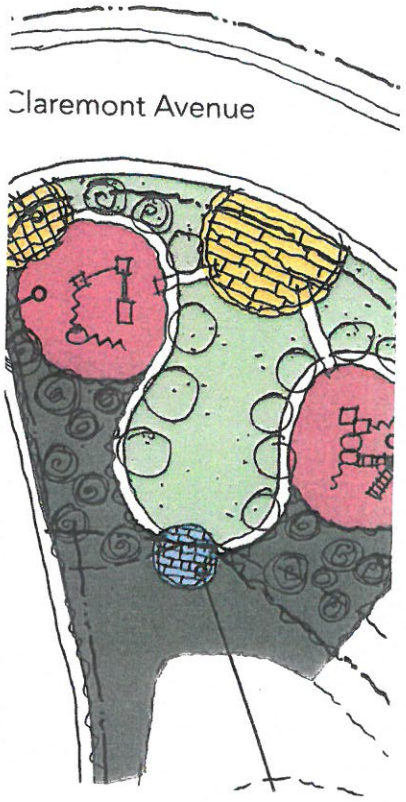
Draft Earl-Glenview Park Master Plan



September 2016

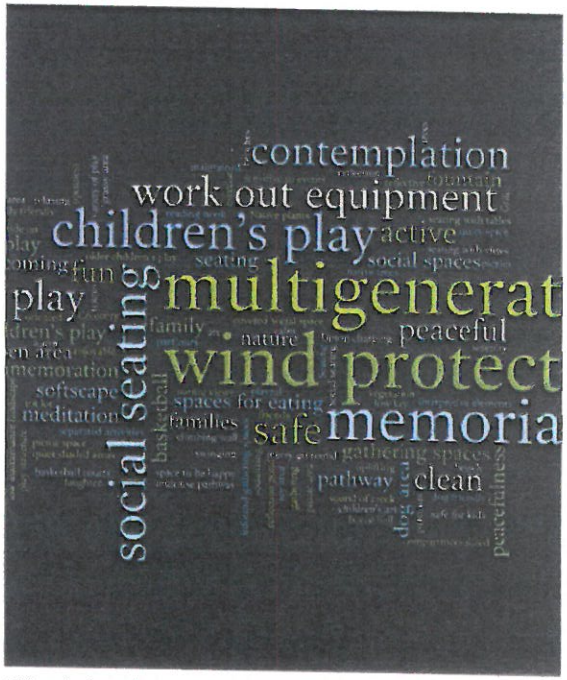
SUMMARY

The Earl-Glenview Park Master Plan is a community-driven vision for a new neighborhood park in San Bruno's Crestmoor Neighborhood. This Master Plan was created through a collaboration between the City of San Bruno, Crestmoor residents and community members, and a consultant team. This Master Plan provides a framework for detailed design documents that will guide the development of the park. It was shaped by an extensive community process through which Crestmoor neighbors of all ages engaged in thoughtful, informed, and respectful dialogue to envision their future neighborhood park. City staff and a subcommittee of Parks and Recreation Commissioners (PRC) were in attendance at the community workshops. They actively listened to residents and responded to questions.

The Park Master Plan is consistent with the City's neighborhood park standards. The park design includes context sensitive features that respond to the park's unique setting and that meet the needs and desires of the community. This document includes a summary of the park design process and a Master Plan for the proposed Earl-Glenview Park.

BACKGROUND

The Earl-Glenview Park planning area is located in at the intersections of Claremont Drive and Glenview Drive and Claremont Drive and Earl Avenue. The neighborhood is a family-oriented and cohesive community of engaged residents. In 2010, a natural gas explosion in the neighborhood killed eight, destroyed dozens of homes, and destroyed the park. Since the tragedy, neighbors have come together to heal and rebuild. The Earl-Glenview Park planning area includes the site of a former neighborhood park as well as the properties of several homes that were destroyed by the explosion. The new Earl-Glenview Park is designed to provide a welcoming and active space for Crestmoor neighbors to come together, play, and relax and will include a feature commemorating the tragedy and loss of lives on September 9, 2010.



Word cloud capturing community members visions for the future of Earl-Glenview Park

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

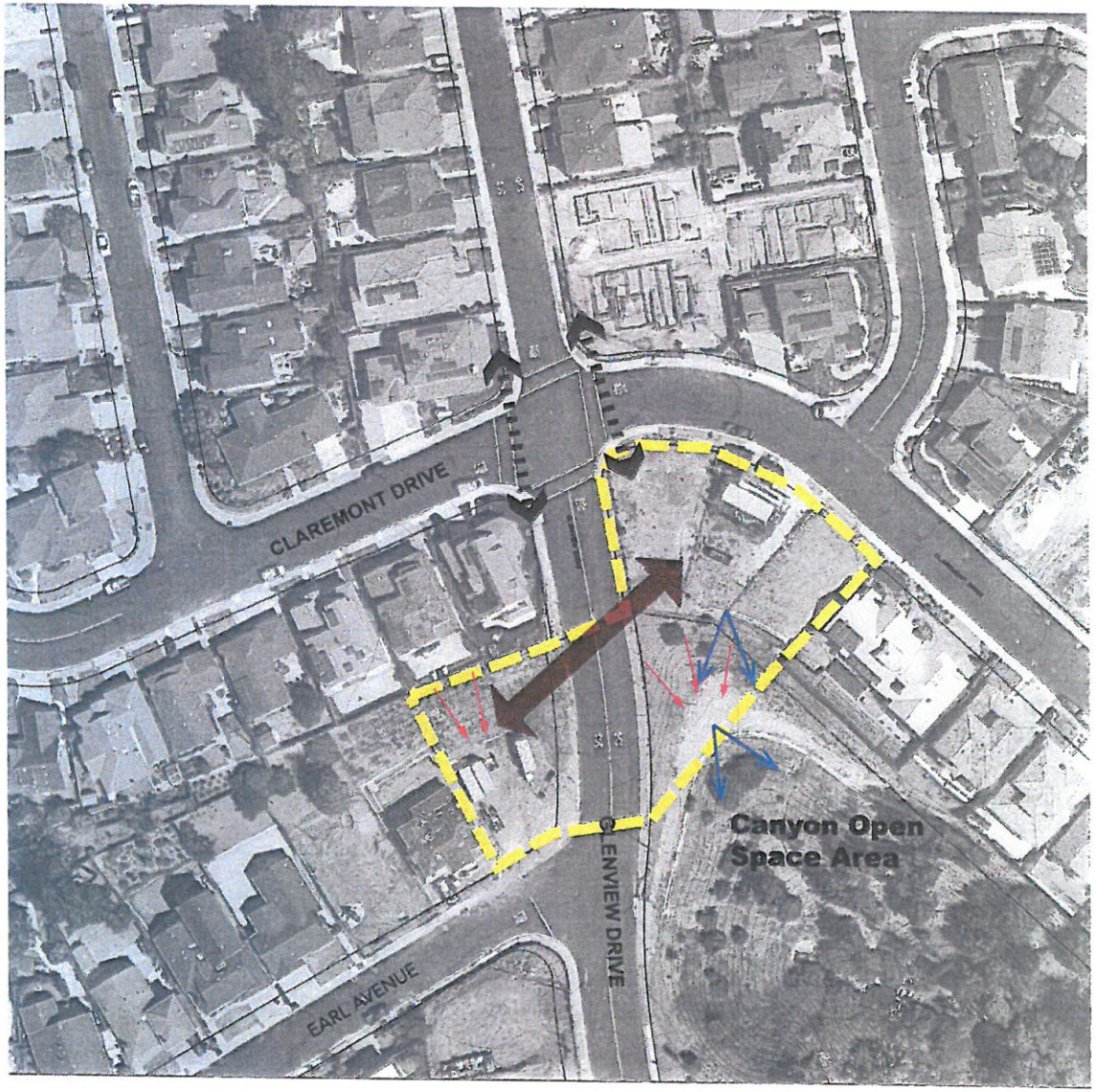
The findings of this process and resulting Park Master Plan are included in the following pages of this report.

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.[1&2] 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.[3] 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."[3] 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

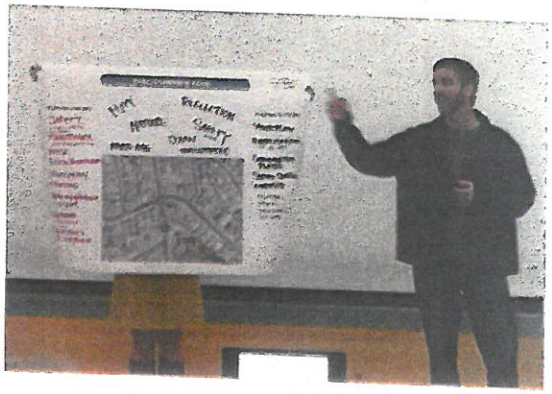
was a general agreement among participants that the park should include active and passive areas along with an area for solitude and contemplation where a commemorative feature could be located. Community members wanted a park that serves as gathering space for the neighborhood and is a safe and fun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

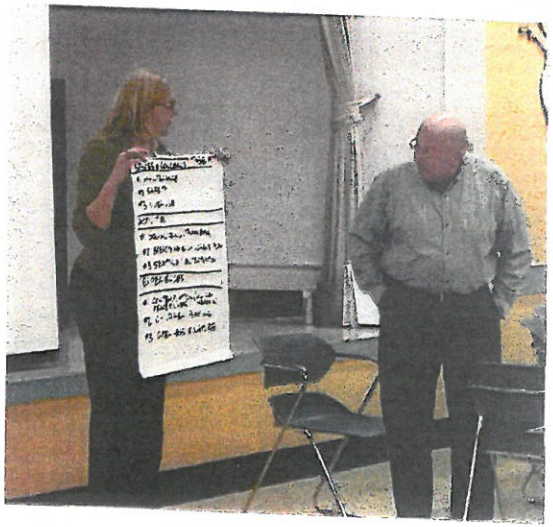
Issues and concerns included:

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.

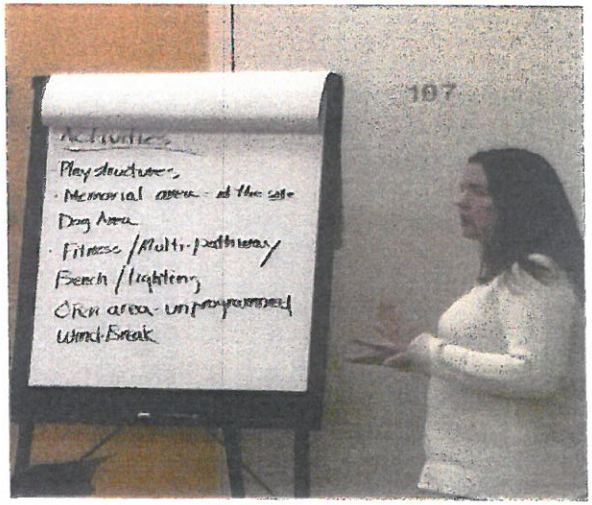
Play: Community members expressed that the park should include engaging, fun, and creative play environments for all ages. There was also interest in creating opportunities for multi-generational play through activities. There was a desire for flexible grassy areas that are designed to encourage informal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

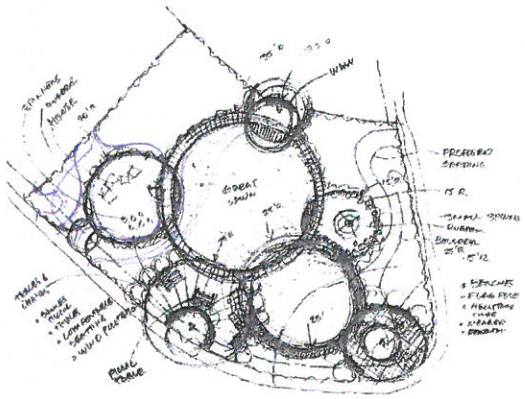


CONCEPTUAL SITE PLANNING

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

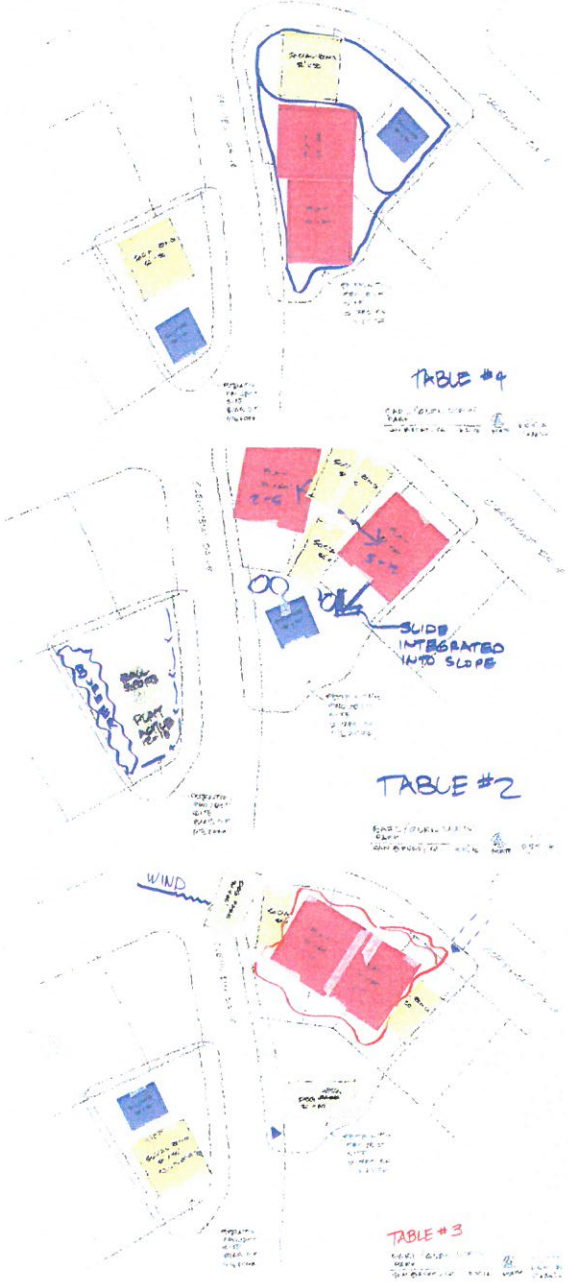


Designer's sketch of the preferred design alternative

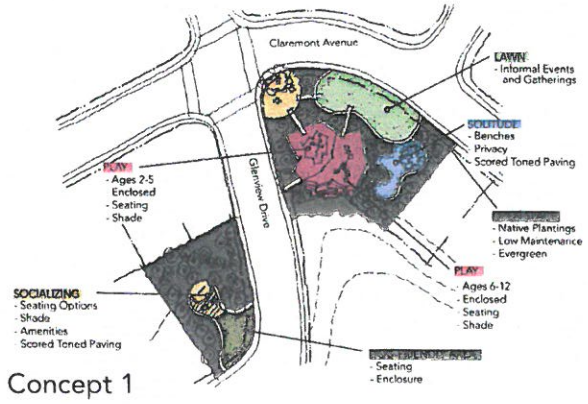
SELECTING A PREFERRED DESIGN

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.

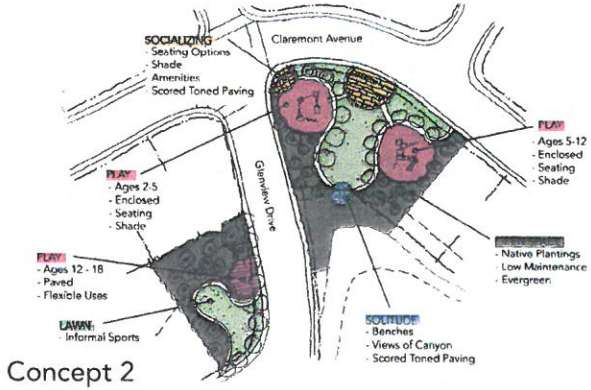
Workshop 2 Conceptual Site Plans



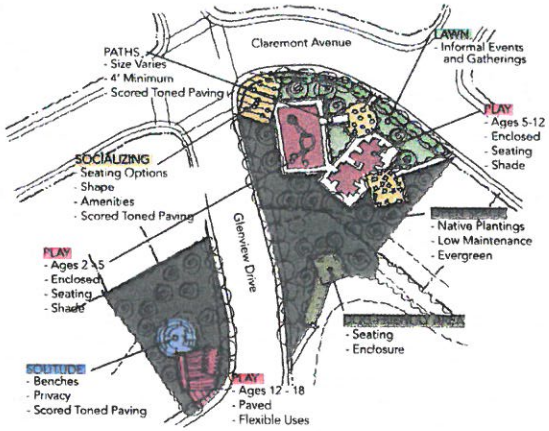
Site Plan Concepts



Concept 1



Concept 2



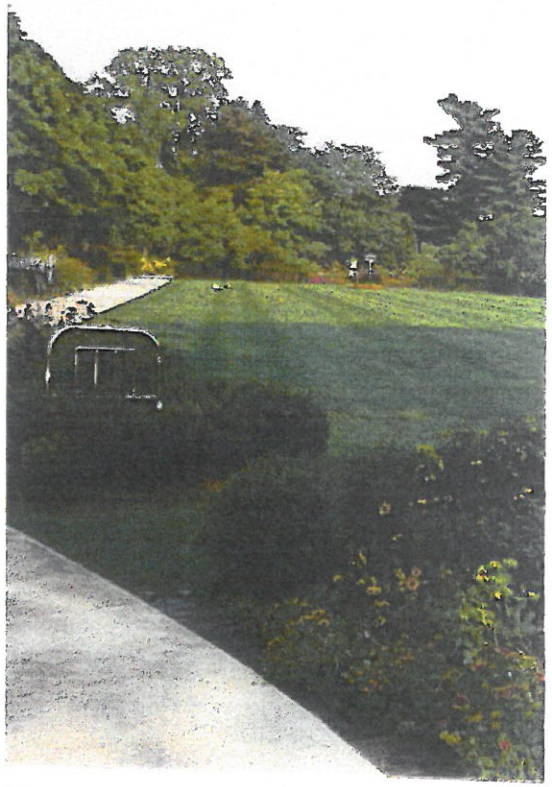
Concept 3

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



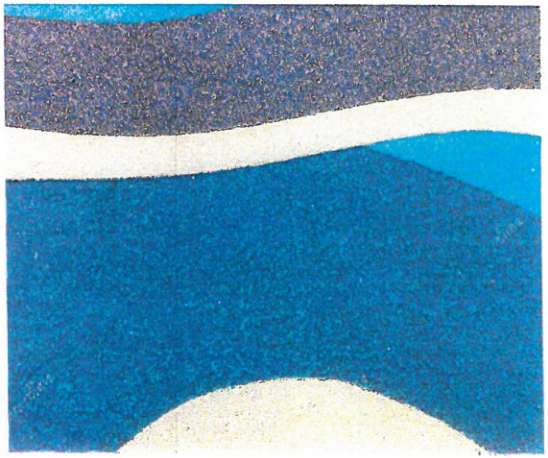
EARL-GLENVIEW PARK MASTER PLAN

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 multigenerational 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

Base Price: $690,000.00 (see note #8)
Maintenance: $60,000.00 (see note #5)
30% Construction Cost Contingency: $207,000.00 (see note #1)
Total: $957,000.00

WESTERN PARK SITE
CORNER OF GLENVIEW DRIVE AND EARL AVENUE

Base Price: $320,000.00 (see note #8)
Maintenance: $10,000.00 (see note #5)
30% Construction Cost Contingency: $32,000.00 (see note #1)
Total: $362,000.00

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.

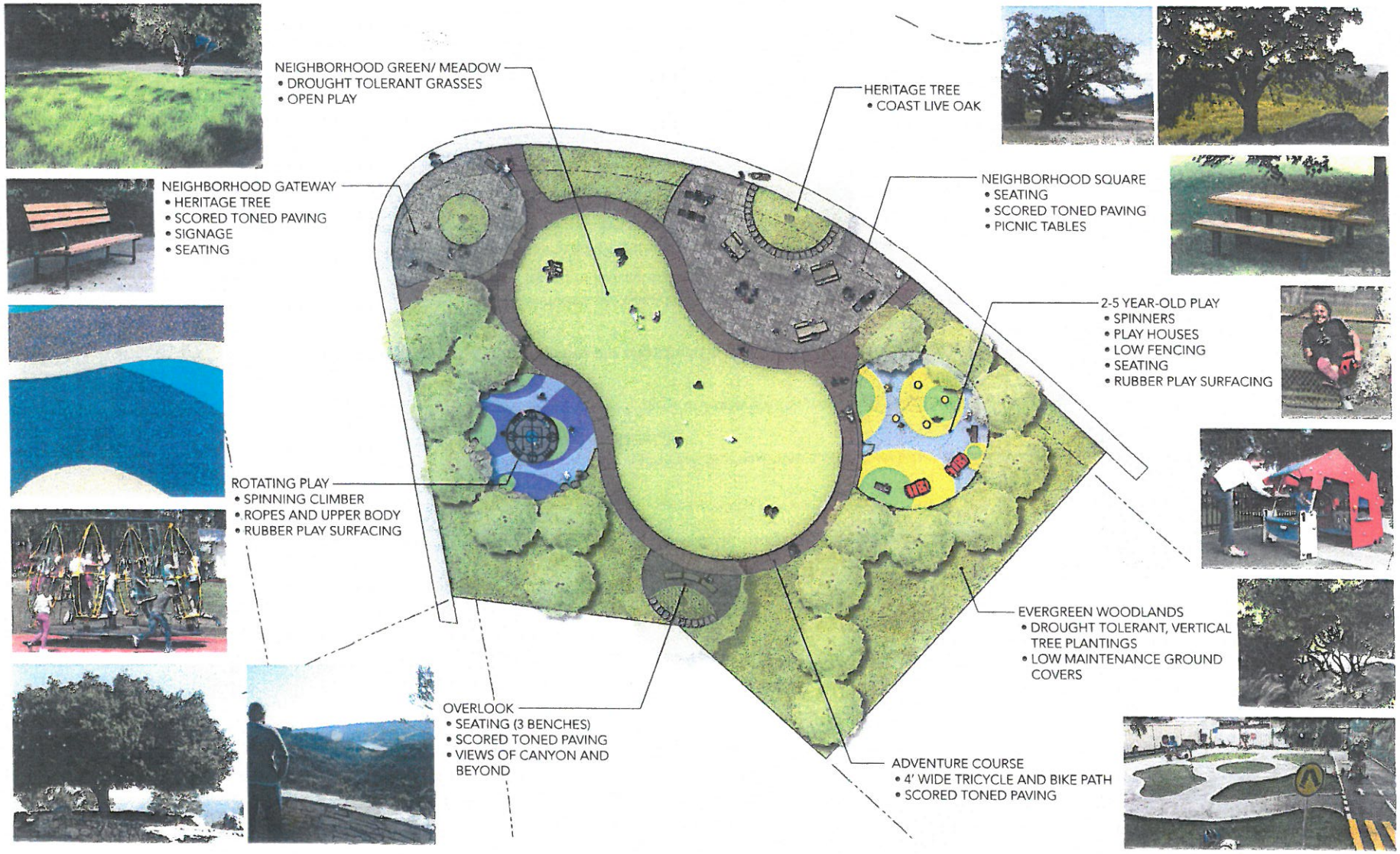
8) Cost Estimates includes all items necessary to construct the parks including pavements, play equipment, site furniture, storm drainage systems, lighting, fencing, signage, planting, irrigation and walls.

9) Estimate does not include costs for permitting or fees to local agencies.

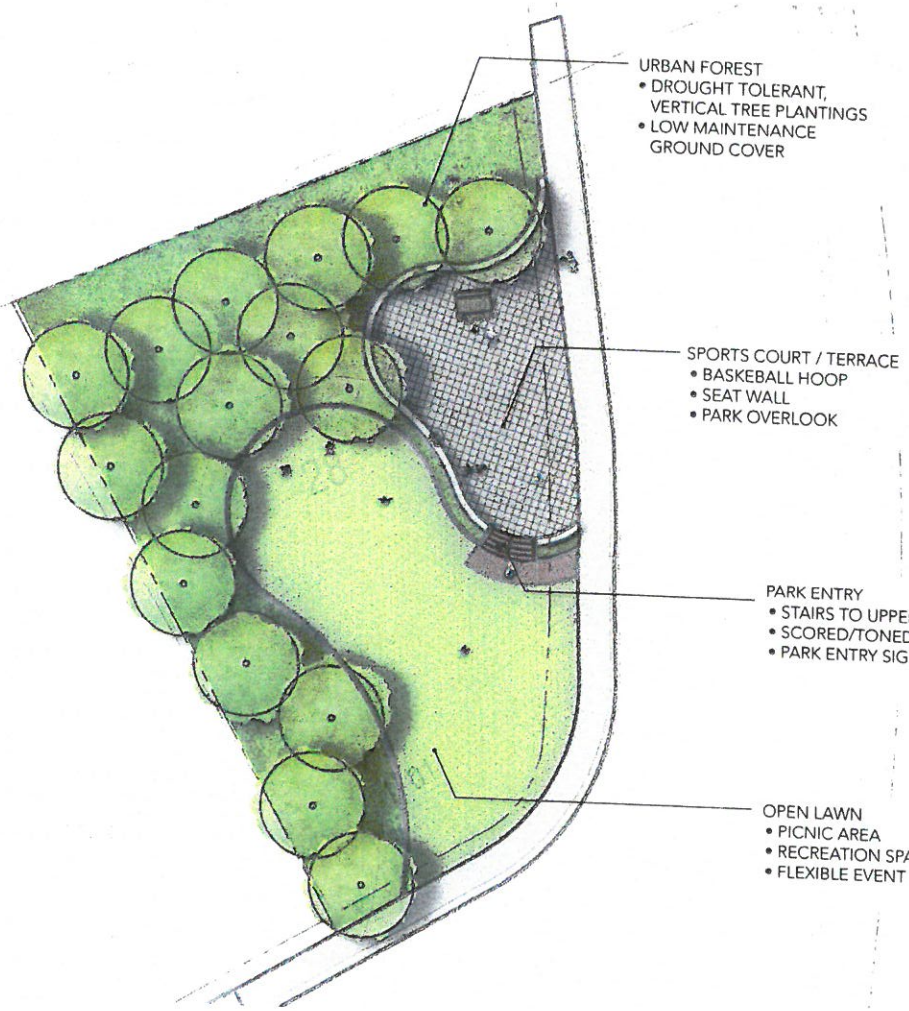
10) Estimate does not include professional design fees for the preparation of construction documents.

11) Estimate does not include City of San Bruno staff time to manage the design and construction process.

EARL-GLENVIEW EAST SITE MASTER PLAN



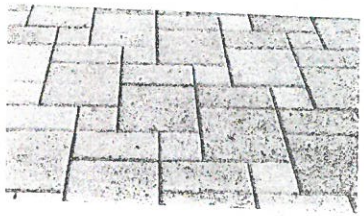
EARL-GLENVIEW WEST SITE MASTER PLAN



URBAN FOREST
- DROUGHT TOLERANT, VERTICAL TREE PLANTINGS
- LOW MAINTENANCE GROUND COVER

SPORTS COURT / TERRACE
- BASKEBALL HOOP
- SEAT WALL
- PARK OVERLOOK

PARK ENTRY
- STAIRS TO UPPER TERRACE
- SCORED/TONED PAVING
- PARK ENTRY SIGNAGE



OPEN LAWN
- PICNIC AREA
- RECREATION SPACE
- FLEXIBLE EVENT SPACE

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 boarders that soften the edges of the park.

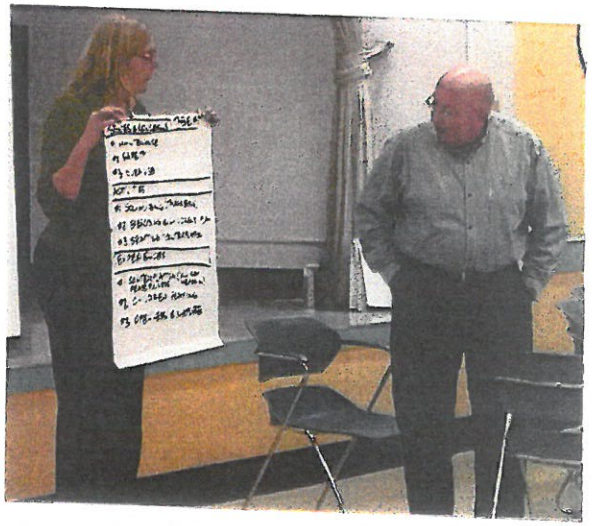
Safety

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

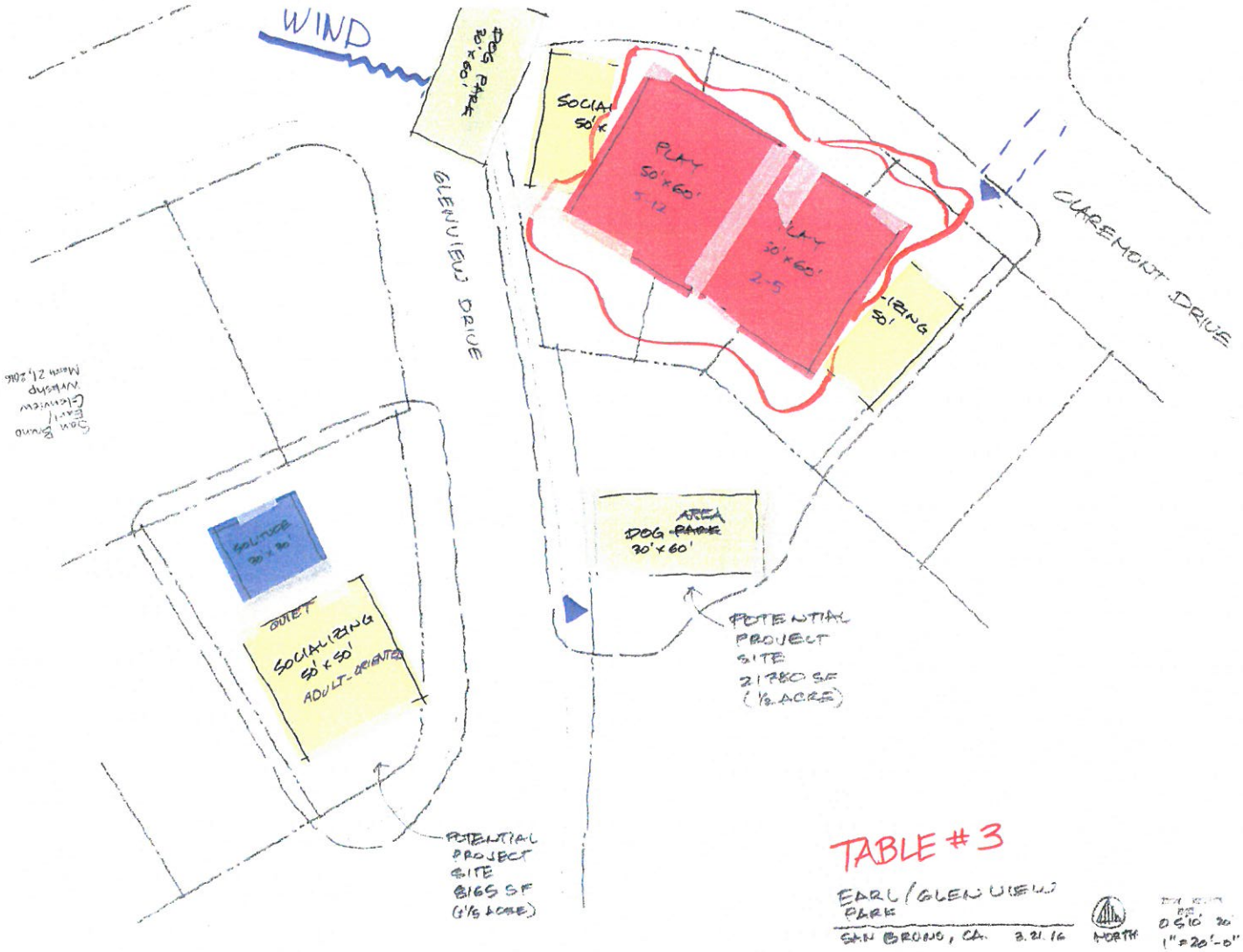
- Drinking Fountains
- Wind Barrier
- Traffic Calming/Speed bumps/ Stop Signs for crossings
- Improved Landscape Treatments
- Opportunity for community art piece

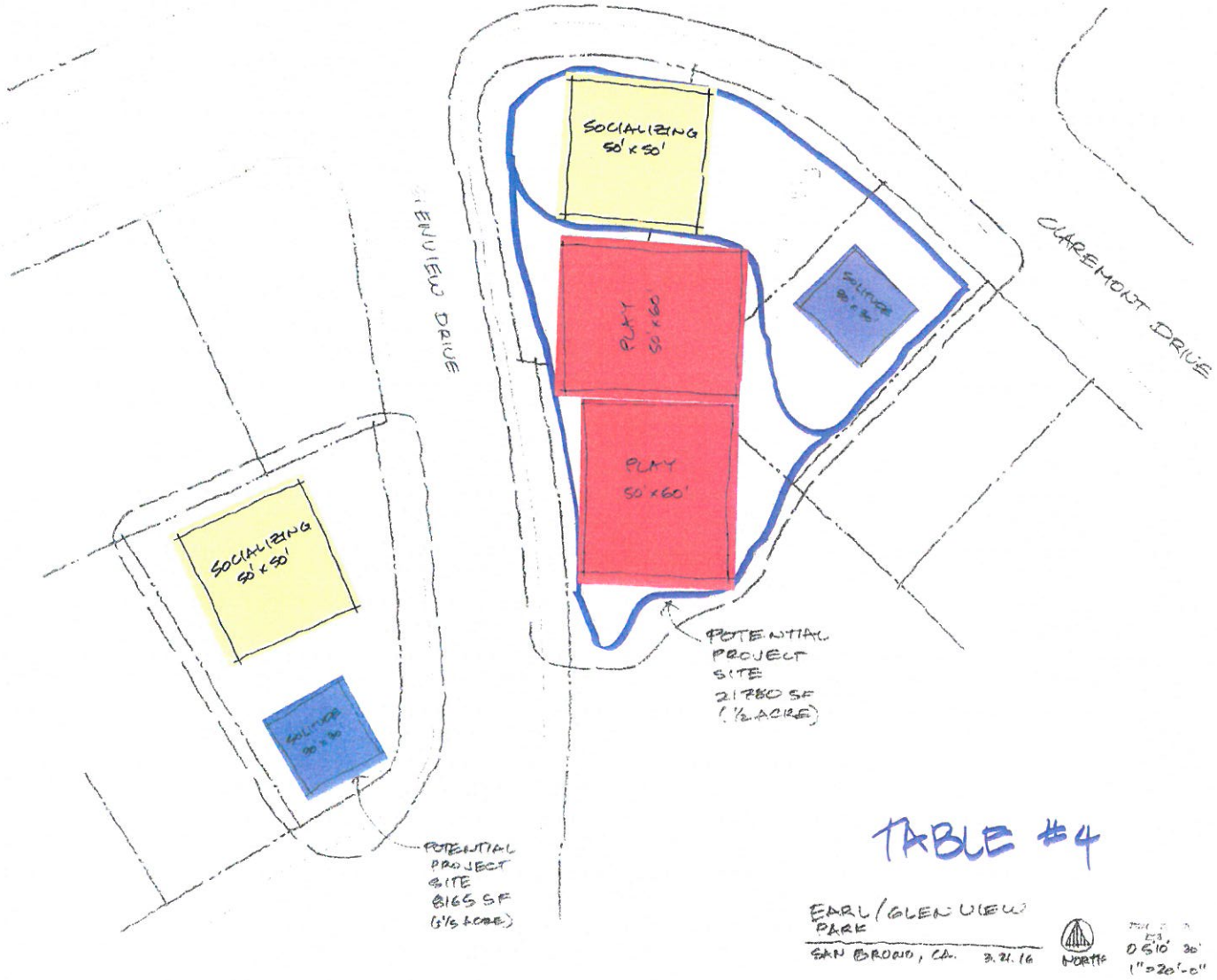
ATTACHMENT B

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

GLENVIEW DRIVE
CLAREMONT DRIVE
PLAY 50'x60'
LIZING 50'
SOCIA 50'
SOLITUDE 30'x30'
SOLITUDE 30'x30'
SOCIALIZING 50'x50'
DOG PARK 30'x60'
(½ ACRE)
POTENTIAL PROJECT SITE 8165 SF (+½ ACRE)
TABLE #1
EARL/GLENVIEW PARK
SAN BRUNO, CA. 3.21.16
NORTH

GLENVIEW DRIVE
CLAREMONT DRIVE
PLAY 50'x60' 2-5
PLAY 50'x60' 5-12
SOLITUDE 90'x90'
SLIDE INTEGRATED INTO SLOPE
POTENTIAL PROJECT SITE 21780 SF (1/2 ACRE)
POTENTIAL PROJECT SITE 8165 SF (1/5 ACRE)
TABLE #2
EARL/GLENVIEW PARK
SAN BRUNO, CA. 3.21.16
NORTH


WIND
DOG PARK 30'x60'
SOCIAL 50'x
PLAY 50'x60' 5-12
PLAY 30'x60' 2-5
GLENVIEW DRIVE
CLAREMONT DRIVE
SOLITUDE 30'x30'
QUIET
SOCIALIZING 50'x50' ADULT-ORIENTED
DOG AREA 30'x60'
POTENTIAL PROJECT SITE 21780 SF (1/2 ACRE)
POTENTIAL PROJECT SITE 8165 SF (1/5 ACRE)
TABLE #3
EARL/GLENVIEW PARK
SAN BRUNO, CA. 3.21.16
NORTH
0 5 10 20
1"=20'-0"


SOCIALIZING
50' x 50'
PLAY
50' x 60'
PLAY
50' x 60'
SOLITUDE
SOCIALIZING
50' x 50'
SOLITUDE
POTENTIAL
PROJECT
SITE
21780 SF
(½ ACRE)
POTENTIAL
PROJECT
SITE
8165 SF
(1/5 ACRE)
CLAREMONT DRIVE
TABLE #4
EARL/GLENVIEW
PARK
SAN BRUNO, CA. 3.21.16
NORTH
0 5 10 30'
1"=20'-0"

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

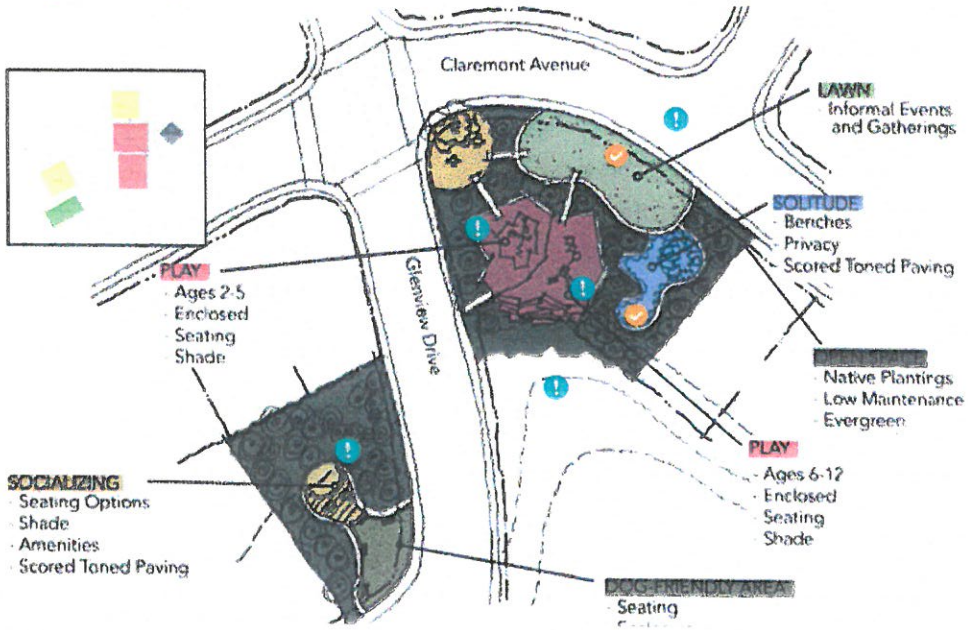
Design Concept 2 was favored by participants with 10 of the 14 participants selecting it as their preferred design. Below are each of the designs followed by a list of participants' comments about each design.

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

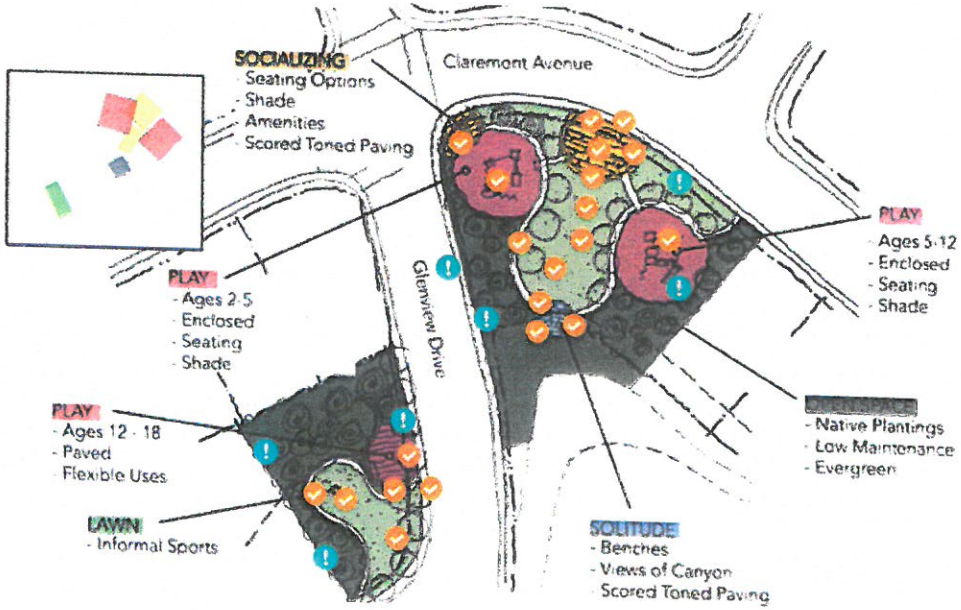
Design Concept 1



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.

ATTACHMENT A

Image 1: Participants votes of their favorite Design Concept

Image 2: Participants' feedback on Design Concept 1

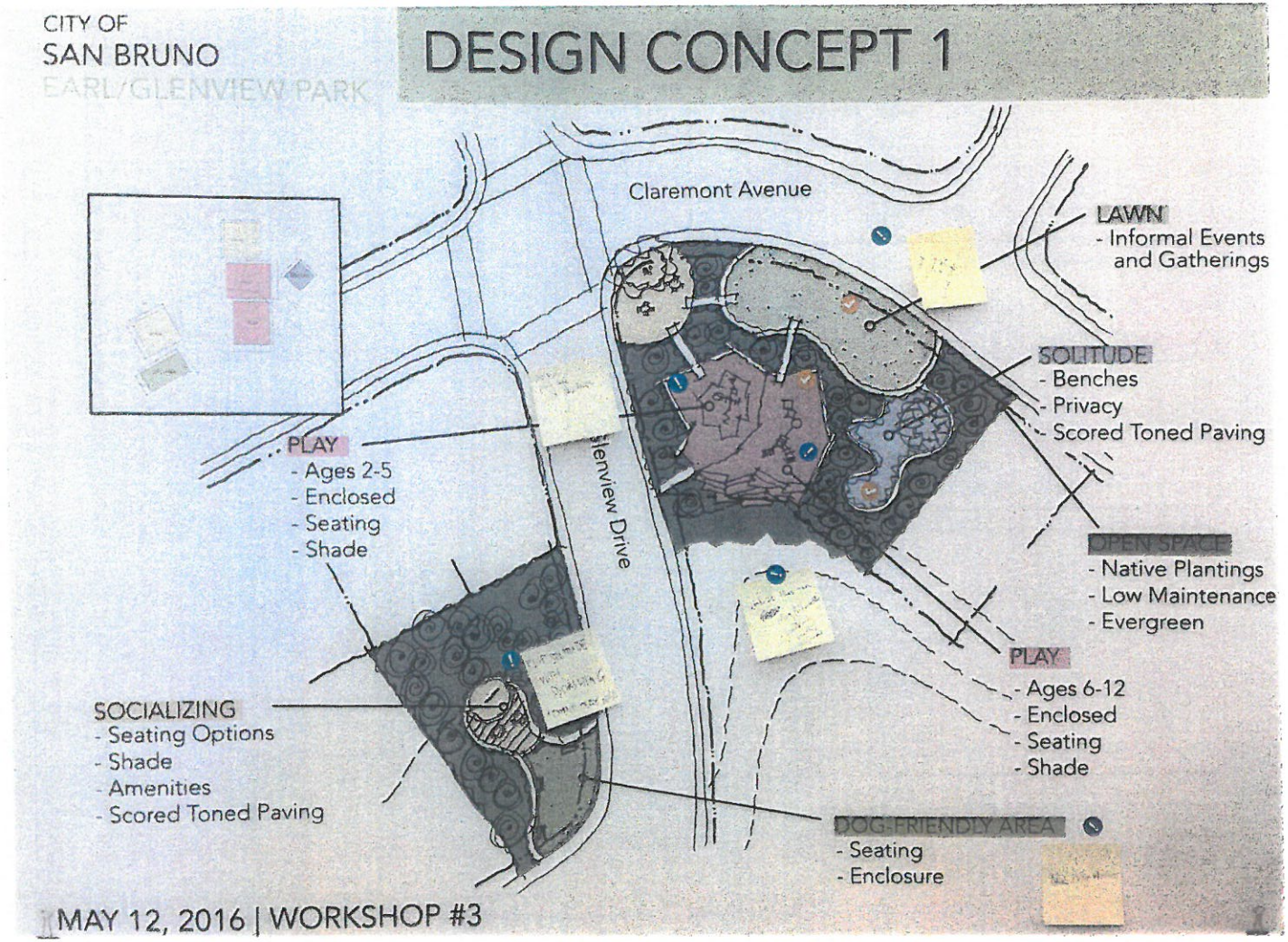


Image 3: Participants' feedback on Design Concept 2

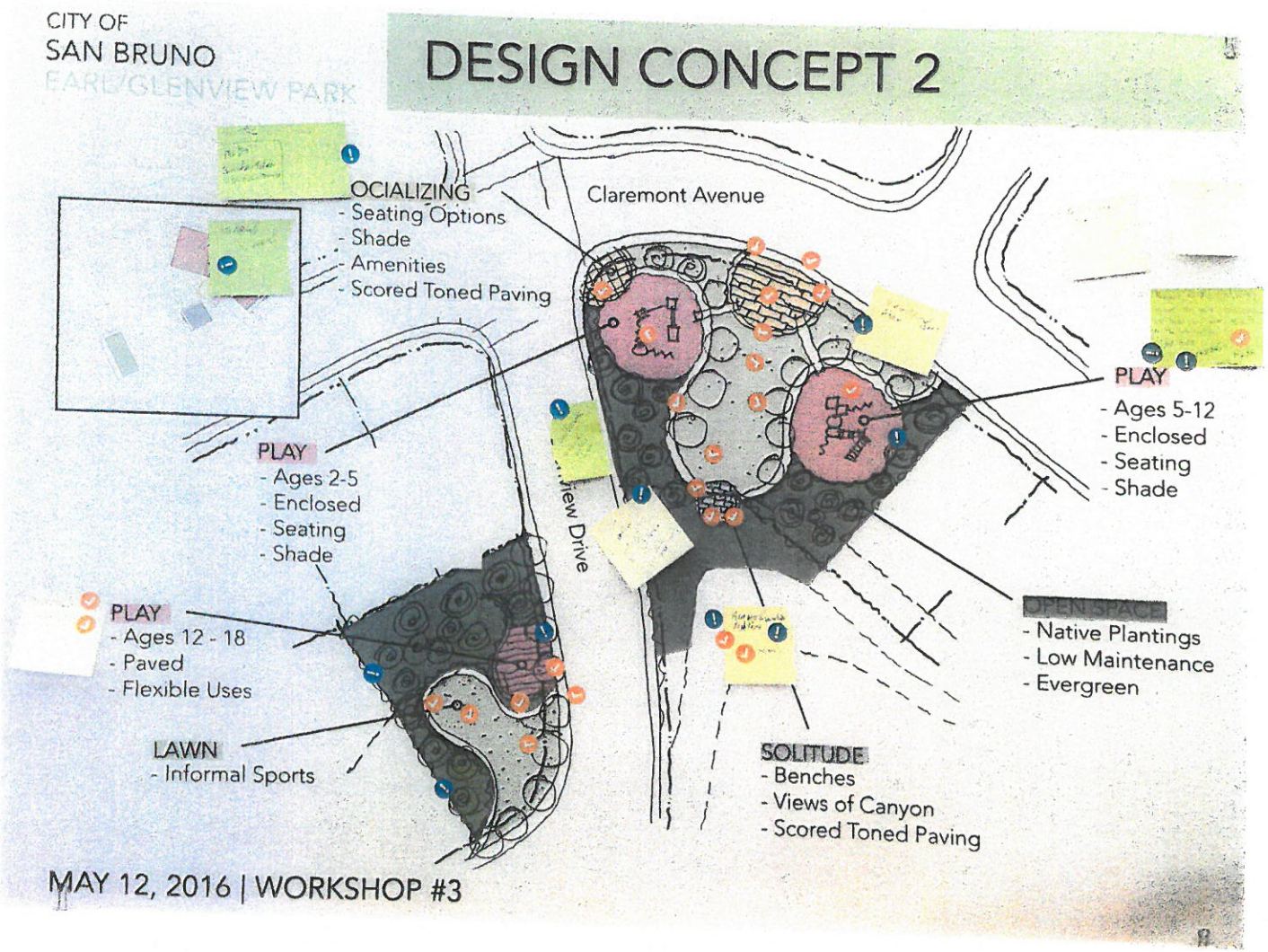
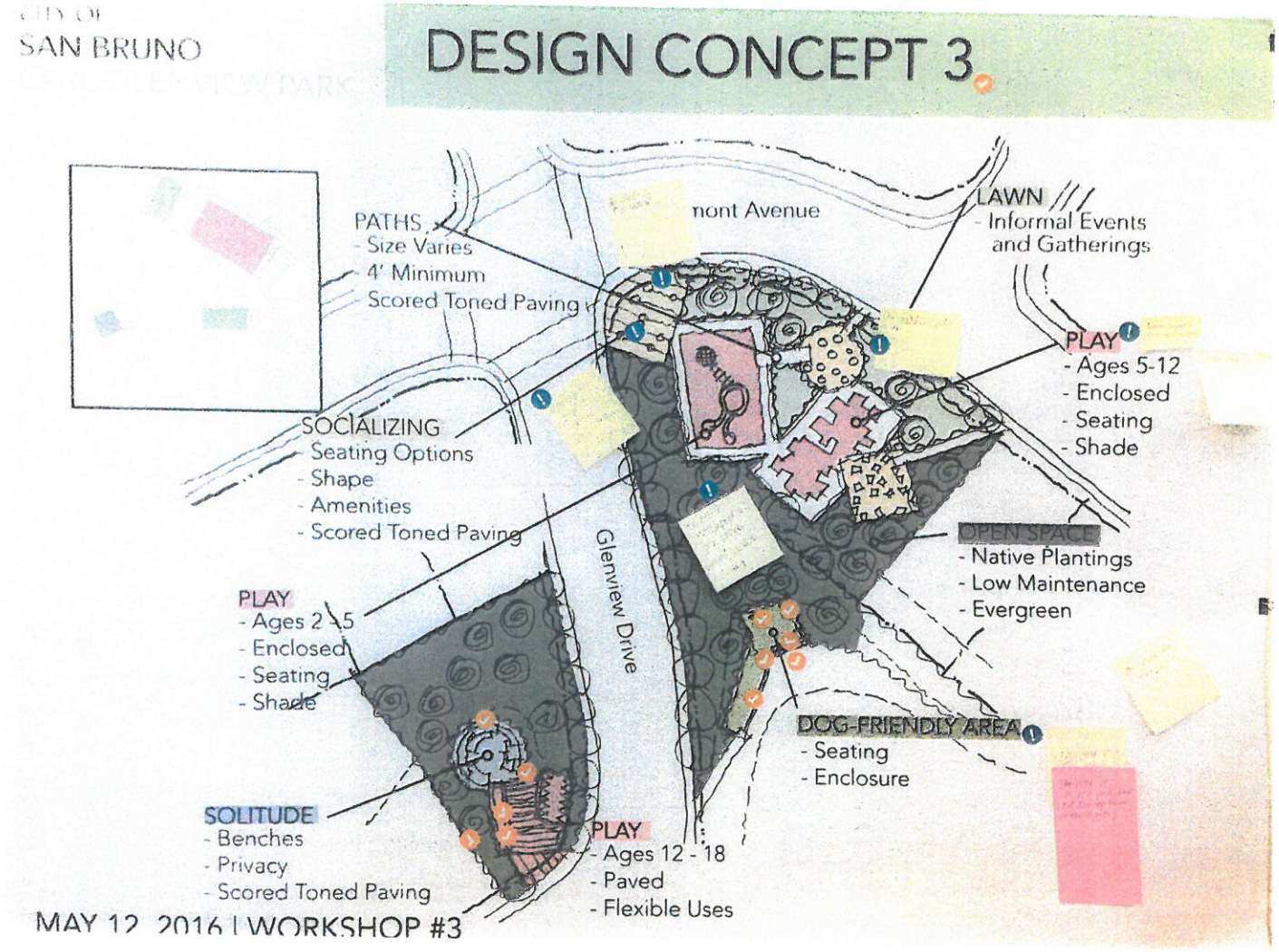



Image 4: Participants' feedback on Design Concept 3