

# 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*

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### 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.

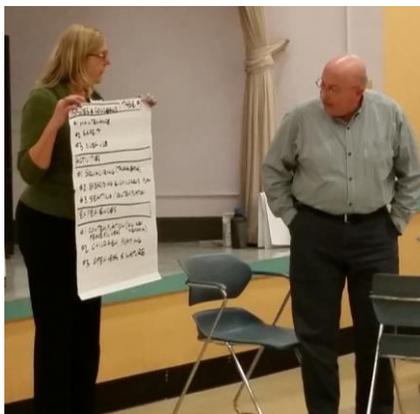
### **Maintenance**

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