

# **COMMUNITY WORKSHOP #3 SUMMARY**

## **CITY OF SAN BRUNO EARL/GLENVIEW PARK MASTER PLAN**

*May 12, 2016 | 6:30 pm – 8:00pm*

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### **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

CITY OF  
SAN BRUNO  
EARL/GLENVIEW PARK

## SELECT YOUR PREFERRED DESIGN CONCEPT

CONCEPT 1

- PLAY**
  - Ages 2-5
  - Enclosed
  - Seating
  - Shade
- SOCIALIZING**
  - Seating Options
  - Shade
  - Amenities
  - Scored Toned Paving
- LAWN**
  - Informal Events and Gatherings
- SOLITUDE**
  - Benches
  - Privacy
  - Scored Toned Paving
- OPEN SPACE**
  - Native Plantings
  - Low Maintenance
  - Evergreen
- PLAY**
  - Ages 6-12
  - Enclosed
  - Seating
  - Shade
- DOG-FRIENDLY AREA**
  - Seating
  - Enclosure

*Design 2 not  
- Ages 6-12  
- Enclosed  
- Seating  
- Shade  
- Amenities  
- Scored Toned Paving  
- Native Plantings  
- Low Maintenance  
- Evergreen*

CONCEPT 2

- SOCIALIZING**
  - Seating Options
  - Shade
  - Amenities
  - Scored Toned Paving
- PLAY**
  - Ages 2-5
  - Enclosed
  - Seating
  - Shade
- PLAY**
  - Ages 12-18
  - Paved
  - Flexible Uses
- LAWN**
  - Informal Sports
- SOLITUDE**
  - Benches
  - Views of Canyon
  - Scored Toned Paving
- OPEN SPACE**
  - Native Plantings
  - Low Maintenance
  - Evergreen
- PLAY**
  - Ages 5-12
  - Enclosed
  - Seating
  - Shade

*Hand Drawn  
- Ages 5-12  
- Enclosed  
- Seating  
- Shade*

*Hand Drawn  
- Ages 12-18  
- Paved  
- Flexible Uses*

*Hand Drawn  
- Benches  
- Views of Canyon  
- Scored Toned Paving*

*Hand Drawn  
- Native Plantings  
- Low Maintenance  
- Evergreen*

*Hand Drawn  
- Ages 5-12  
- Enclosed  
- Seating  
- Shade*

*Hand Drawn  
- Informal Sports*

*Hand Drawn  
- Seating Options  
- Shade  
- Amenities  
- Scored Toned Paving*

CONCEPT 3

- PATHS**
  - Size Varies
  - 4' Minimum
  - Scored Toned Paving
- SOCIALIZING**
  - Seating Options
  - Shape
  - Amenities
  - Scored Toned Paving
- PLAY**
  - Ages 2-5
  - Enclosed
  - Seating
  - Shade
- SOLITUDE**
  - Benches
  - Privacy
  - Scored Toned Paving
- PLAY**
  - Ages 12-18
  - Paved
  - Flexible Uses
- LAWN**
  - Informal Events and Gatherings
- PLAY**
  - Ages 5-12
  - Enclosed
  - Seating
  - Shade
- OPEN SPACE**
  - Native Plantings
  - Low Maintenance
  - Evergreen
- DOG-FRIENDLY AREA**
  - Seating
  - Enclosure

*Hand Drawn  
- Size Varies  
- 4' Minimum  
- Scored Toned Paving*

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- Ages 5-12  
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*Hand Drawn  
- Native Plantings  
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*Hand Drawn  
- Seating  
- Enclosure*

Image 2: Participants' feedback on Design Concept 1

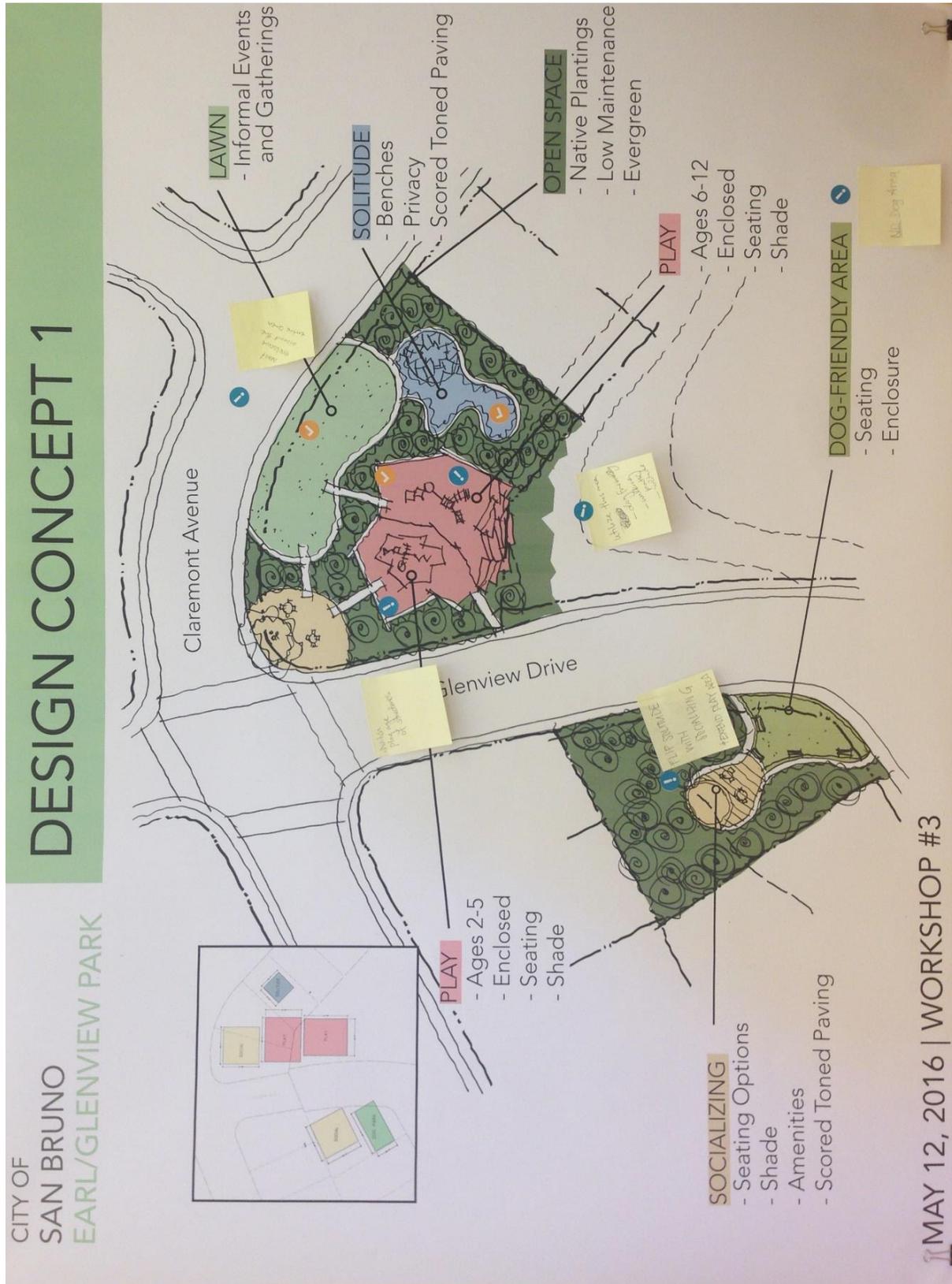




Image 4: Participants' feedback on Design Concept 3

