



CITY OF DUBLIN
PARKS & COMMUNITY SERVICES COMMISSION
REGULAR MEETING AGENDA

MONDAY, AUGUST 15, 2016, 7:00 PM
DUBLIN CIVIC CENTER, 100 CIVIC PLAZA

1. **CALL TO ORDER**
2. **PLEDGE OF ALLEGIANCE**
3. **ORAL COMMUNICATIONS**
 - 3.1 **Brief Informational Only Reports from the Youth Advisory and Senior Center Advisory Committees**
 - 3.2 **Public Comments**

At this time, the public is permitted to address the Parks and Community Services Commission on non-agendized items. The Commission must, however, comply with all State Laws in regard to items not appearing on the posted agenda. The Commission may respond to statements made or questions asked, or may request Staff to report back at a future meeting concerning the matter. Any member of the public may contact the Office of the Parks and Community Services Department related to the proper procedure to place an item on a future Parks and Community Services Commission agenda. The exceptions under which the Parks and Community Services Commission MAY discuss and/or take action on items not appearing on the agenda are contained in GC 54954.2(b)(1)(2)(3).
4. **MINUTES**
 - 4.1 **Minutes of the July 18, 2016 Regular Meeting**

The Commission will consider approval of the minutes of the July 18, 2016 Regular Meeting.

STAFF RECOMMENDATION:
Approve the minutes of the July 18, 2016 Regular Meeting.
5. **WRITTEN COMMUNICATIONS** – None.
6. **PUBLIC HEARING** – None.
7. **UNFINISHED BUSINESS** – None.
8. **NEW BUSINESS**
 - 8.1 **Sub Area 3 Neighborhood Square Preferred Conceptual Design**

The Commission will receive a presentation on the Sub Area 3 Neighborhood Square planning process and preferred conceptual design.

STAFF RECOMMENDATION:
Recommend City Council approval of the preferred conceptual park design.
 - 8.2 **Dublin Crossing Park Master Plan**

The Commission will receive a presentation on the Dublin Crossing Park Master Plan.

STAFF RECOMMENDATION:
Recommend City Council approval of the Dublin Crossing Park Master Plan.
9. **OTHER BUSINESS**
 - 9.1 **Brief Informational Only Reports from Commissioners and/or Staff, including Reports by Commission related to Meetings Attended at City Expense (AB 1234).**
10. **ADJOURNMENT**

This AGENDA is posted in accordance with Government Code Section 54954.2(a)

If requested, pursuant to Government Code Section 54953.2, this agenda shall be made available in appropriate alternative formats to persons with a disability, as required by Section 202 of the Americans with Disabilities Act of 1990 (42 U.S.C. Section 12132), and the federal rules and regulations adopted in implementation thereof. To make a request for disability-related modification or accommodation, please contact the Office of Parks and Community Services (925) 556-4500 at least 72 hours in advance of the meeting.

A complete packet of information containing Staff Reports (Agenda Statements) and attachments related to each item is available for public review at least 72 hours prior to a Parks & Community Services Commission Meeting or, in the event that it is delivered to the Commission less than 72 hours prior to a Parks & Community Services Commission Meeting, as soon as it is so delivered. The packet is available in the Parks & Community Services Department at Civic Center.



STAFF REPORT

PARKS & COMMUNITY SERVICES COMMISSION

DATE: August 15, 2016

TO: Honorable Chair and Commissioners

FROM: Micki Cronin, Assistant Director of Parks and Community Services *Micki Cronin*

SUBJECT: Minutes of the July 18, 2016 Regular Meeting of the Parks & Community Services Commission
Prepared by Rhonda Franklin, Management Analyst

EXECUTIVE SUMMARY:

The Parks & Community Services Commission will consider approval of the minutes of the July 18, 2016 Regular Meeting of the Parks & Community Services Commission.

FINANCIAL IMPACT:

None.

RECOMMENDATION:

Approve the minutes of the July 18, 2016 Regular Meeting of the Parks & Community Services Commission.

DESCRIPTION:

The Parks & Community Services Commission will consider approval of the minutes of the July 18, 2016 Regular Meeting of the Parks & Community Services Commission.

NOTICING REQUIREMENTS/PUBLIC OUTREACH:

None.

ATTACHMENTS:

1. Draft Minutes of the July 18, 2016 Regular Meeting of the Parks & Community Services Commission



PARKS AND COMMUNITY SERVICES COMMISSION

REGULAR MEETING

Draft Minutes

CITY OF DUBLIN

July 18, 2016

A regular meeting of the Dublin Parks and Community Services Commission was held on Monday, July 18, 2016 in the City Council Chamber of the Dublin Civic Center. The meeting was called to order at 7:00 PM by Chair Ballesteros.

PLEDGE OF ALLEGIANCE

The pledge of allegiance to the flag was recited by the Commission, Staff, and those present.

ROLL CALL

Commissioners (Cm.) Present: Ballesteros, Bedi, Giannini, Thalblum, Totaro, and Tucker
Commissioners Absent: None

ORAL COMMUNICATIONS

3.1 Oath of Office to Newly Appointed Student Representative, Neil Bedi

Ms. Caroline Soto, City Clerk, administered the Oath of Office to newly appointed Student Representative, Mr. Neil Bedi.

3.2 Brief Informational Only Reports From the Senior Center and Youth Advisory Committees

Senior Center Advisory Committee

Senior Center Advisory Committee Member Holly Ito reported on the July 7, 2016 Senior Center Advisory Committee meeting.

Youth Advisory Committee

Cm. Bedi reported that the June 2016 Youth Advisory Committee meeting was cancelled.

3.3 Public Comments

Mr. Steve Minniear, Dublin resident, encouraged the Commission to consider including Pickleball in sports programs and activities.

APPROVAL OF MINUTES

4.1 Regular Meeting June 20, 2016

On a motion by Cm. Giannini, seconded by Cm. Thalblum, and by a vote of 6-0-0, the Commission took the following action:

ACTION

Approved minutes of the June 20, 2016 Regular Commission Meeting as presented.

WRITTEN COMMUNICATIONS – None.

PUBLIC HEARING – None.

UNFINISHED BUSINESS – None.

NEW BUSINESS

8.1 Spring Quarterly Report

Recreation Supervisors Ms. Lisa McPherson, Mr. Rich Jochner, and Mr. Damian Sandholm presented the specifics of the item as outlined in the Staff Report.

ACTION

The Commission received the Report.

OTHER BUSINESS

The Commissioners provided brief informational reports on events and meetings attended over the past month.

Ms. Micki Cronin provided program, project, and event updates.

ADJOURNMENT

There being no further business to come before the Parks and Community Services Commission, the meeting was adjourned at 7:38 PM.

Minutes prepared by Rhonda Franklin, Management Analyst.

Mona Lisa Ballesteros
Chairperson

ATTEST: _____
Micki Cronin
Assistant Director of Parks and Community Services



STAFF REPORT

PARKS & COMMUNITY SERVICES COMMISSION

DATE: August 15, 2016

TO: Honorable Chair and Commissioners

FROM: Rosemary Alex, Parks and Facilities Development Coordinator
Reviewed by Meghan Tiernan, Facilities Development Manager and Micki Cronin, Assistant Director of Parks and Community Services 

SUBJECT: Sub Area 3 Neighborhood Square Preferred Conceptual Design

EXECUTIVE SUMMARY:

The Commission will receive a presentation on the Sub Area 3 Neighborhood Square planning process and preferred conceptual design.

FINANCIAL IMPACT:

Budget for Construction (including 10% contingency):	\$1,150,000
Cost Estimate for Preferred Conceptual Design:	\$1,150,000

RECOMMENDATION:

Recommend City Council approval of the preferred conceptual park design.

DESCRIPTION:

The Dublin Ranch Sub Area 3 Neighborhood Square project is included in the 2016-2021 Capital Improvement Program and approved as part of the City's Fiscal Year 2016-2017 Budget. As shown in Attachment 1, Neighborhood Square is located in the Irongate Development and it is also in close proximity to Bray Commons Neighborhood Park and Fallon Sports Park. Some valuable features of the site include its shared northern boundary with open space and trail connection, a Class I Bike Trail that crosses through the square from north to south and proximity to a creek corridor. The community outreach and design process for the Neighborhood Square was initiated in July 2016.

Public Process

On Tuesday July 26, 2016 a public meeting was held to solicit input from interested residents on three conceptual designs featuring different layouts, park amenities and site furnishings. Held in an open house format between 6:00 PM and 8:00 PM, approximately 25 residents attended to provide input on the park

design. In addition to listening to verbal comments attendees were asked to complete a short survey the results of which are included in Attachment 2.

The key input from the community resulted in the following preferences:

- Informal lawn for passive activities in lieu of sport courts
- Picnic tables for gathering
- An enhanced creek 'overlook'
- A fabric shade structure for the picnic area
- Child fitness play equipment, swings and net play structures
- Cross training equipment geared for adults

In response to public comments and Staff review, the City's landscape architectural consultant, PGAdesign, has made modifications to the preferred conceptual design shown in Attachment 3. The preferred conceptual design includes a fabric shade structure, the preferred play elements, the cross training equipment near the intersection of the trail, bike trail and creek creating a synergy of use in that space. Additionally, one of the elements that the public did not give clear feedback on was a preference for the play elements geared for two to five year olds. With that in mind, Staff is seeking input from the Parks and Community Services Commission, as well as members of the public in attendance at the Commission meeting, to provide a recommendation on one of three options shown in the preferred conceptual design. Each option includes the following play elements: (See Attachment #3 for play area options)

<u>Option A</u>	<u>Option B</u>	<u>Option C</u>
Curved plastic slide	Double plastic slide	Cozy coaster slide
Mirror panel	Climber with handholds	Wee planet climber
Activity table with bench	Hammock	Swiggly stix
Magnet stack	Side ladder	Xyloflin panel
Table panel	House panel	Optigear panel
Arch climber		
Ladder rails discs		
Steel drum		
Nesting puzzle		
Puzzle panel		
Slotted panel		
Crawl through tunnel		
Steering wheel		
Manipulative arrow panel		

NOTICING REQUIREMENTS/PUBLIC OUTREACH:

A copy of the Staff Report was sent to residents who attended and signed-in at the public meeting, 'Notify Me' email notification subscribers, and Lennar Homes.

ATTACHMENTS:

1. Site Context Map
2. Survey Results
3. Preferred Conceptual Design



DUBLIN SUBAREA 3 IRONGATE NEIGHBORHOOD PARK COMMUNITY MEETING RESULTS

What is your overall favorite park concept?

Option A: Nature Play Dry Creek	6 votes
Option B: Modern Inspired Sensory Play	13 votes
Option C: Fitness Focused Mound	6 votes

If you had to scale back one element from the park concept, what would it be?

Option A:

- Remove basketball court, there is already some nearby across the street (2 mentioned this)
- Pod swing

Option B:

- Musical sensory play
- Pod swing
- Multi-spinner
- Less seating
- Shade structures
- Focus on smaller kids, less on bigger kids as they have Fallon Sports park.
- Basketball court
- Table tennis

Option C:

- Standing see saw
- Adult cross training
- Pod swing
- Spring riders (2 mentioned this)

Would you change anything about your favorite concept?

Option A:

- Reduce number of kids play equipment
- Add another basketball court

Option B:

- Include a separate play area for toddlers
- Would like a pool
- Would like a pod swing

- Would like a multi-spinner like one at Emerald Glen Park
- Multiple swings
- Lots of shade trees
- Fragrance plants
- Would love to have option B with other options included
- On cross fit station rather than 2.
- Adult training areas.
- Add tales under metal shelter.
-

Option C:

- More kid equipment, less adult cross training
- Likes the design of C, but likes the Net climbers of B.
- Would like a taller embankment slide
- More seating areas
- Replace pod swing with 2 bay swings.

Misc. Comments:

- Please add monkey bars, traditional ones
- Like Options B and C, would like to see a hybrid of the two.
- Regardless of the design keep the mound slide and the net climbers
- Would be nice to have an entrance to the trail from the Hillcrest neighborhood as well.
- Like all the options, Good job! Wish had an extra option plan to build a composite option.
- Would like large dog park on east side.
- Swings is preferred and mix of musical play.

Dublin SubArea 3 IronGate Neighborhood Park		
CATEGORY	SCORE	VOTES BY CHECKING OFF THE
CATEGORY 1: Playing Courts		
multi-purpose field	10.7	2
pickleball court	7.7	
informal lawn areas	7.7	
half basketball court	7.3	1
CATEGORY 2: Misc Elements		
picnic tables	9.0	2
creek overlook	8.5	3
boulders for seating	6.4	
table tennis tables	3.3	2
boulder, logs & nature play	0.0	1
CATEGORY 3: Shade Structures		
fabric shade structure (opt A)	11.8	1
architectural shade structure (opt C)	9.7	1
metal shade structure (opt B)	7.2	
CATEGORY 4: Play Structures		
child fitness play equipment	7.1	
2 bay traditional swing	5.5	1
net play structure	3.8	1
embankment slide & earth mound	3.7	
adult cross training equipment	3.7	1
see saw	3.5	1
deck play structure (opt A)	3.3	1
boulders, logs & nature play	3.3	2
pod swing	2.6	2
multi-spinner	1.8	1
spring riders	1.7	1
musical play elements	1.7	
NOTES		
3 did not complete this part of the survey.		



LANDSCAPE LEGEND

-  ASPHALT PAVING (BIKE PATH & COURTS)
-  COLORED CONCRETE - COLOR A & B
-  PLAY SURFACING - COLOR A & B
-  DECOMPOSED GRANITE PAVING
-  NO MOW TURF
-  LAWN
-  SHRUB AREA
-  BIOFILTRATION PLANTING AREA
-  HYDROSEEDING
-  SHADE TREE
-  OAK TREE
-  STREET TREE



NET CLIMBER

NET CLIMBER AGES 5 TO 12



2 BAY SWING WITH TOT BUCKET

ALL AGES



FITNESS PLAY EQUIPMENT

AGES 5 TO 12



ADULT CROSS TRAINING EQUIPMENT

ALL AGES - FITNESS EQUIPMENT & CROSS TRAINING FOR AGES 13 & UP: CHIN UP BARS



FABRIC SHADE SHELTER



SEATING POD AT PLAY AREA

PRECAST SEATING AROUND TREES IN PLAY AREA



SEATING BOULDERS



PICNIC TABLES

PRECAST CONCRETE PICNIC TABLES: 3 WITH RECTANGULAR BENCHES & 2 WITH ROUND SEATS FOR ADA INTEGRATION



DRY CREEK AREA



YOUNGER CHILD PLAY EQUIPMENT

OPTION A: LANDSCAPE STRUCTURES



OPTION B: KOMPAN



OPTION C: LANDSCAPE STRUCTURES





STAFF REPORT

PARKS & COMMUNITY SERVICES COMMISSION

DATE: August 15, 2016

TO: Honorable Chair and Commissioners

FROM: Rosemary Alex, Parks and Facilities Development Coordinator
Reviewed by Meghan Tiernan, Facilities Development Manager and Micki Cronin, Assistant Director of Parks and Community Services

Micki Cronin

SUBJECT: Dublin Crossing Park Master Plan

EXECUTIVE SUMMARY:

The Commission will receive a presentation on the Dublin Crossing Park Master Plan.

FINANCIAL IMPACT:

None.

RECOMMENDATION:

Recommend City Council approval of the Dublin Crossing Park Master Plan.

DESCRIPTION:

On June 17, 2014 the Dublin City Council appointed a Task Force comprised of 15 community members as well as representation from the Parks and Community Services Commission, Heritage and Cultural Arts Commission, Senior Center Advisory Committee, Youth Advisory Committee, City Historian, Valley Children's Museum, Dublin Little League, Dublin United Soccer, SunCal Development, Alameda County Surplus Property Authority and Camp Parks Garrison Command. The purpose of the Task Force was to provide input on the preparation of the 30-acre Dublin Crossing Community Park Master Plan. The community park will be centrally located in Dublin at the intersection of Dublin Boulevard and the future Scarlett Drive extension on a portion of the current Camp Parks property.

Public Input Process

In order to maximize community participation in the design process, the City's Landscape Architectural Consultant SWA-Group (SWA) and the City implemented a multi-pronged approach with outreach to the general public through on-line surveys and attendance at community events along with in-depth meetings with the Task Force.

Public Input Phase I - Listening Phase

The general public input included an on-line survey at the start of the process that resulted in 1,128 respondents. With over 2% participation from the Dublin's population this turn out is more than three times more than what would be needed to be statistically valid. In addition to the on-line survey SWA and the City attended the Harvest Fair and hosted an interactive exercise to solicit input and get the word out about the project. The Task Force participated in an on-site tour of Emerald Glen Park and provided initial feedback for the new park. They also took part in a design workshop where members worked in small groups to determine program elements to be placed within the park. The input from both the general public and the Task Force provided the key program preferences for the park.

Concurrent with the Dublin Crossing Park Master Plan process the City updated its Parks and Recreation Master Plan which identified the minimum number of program elements required to meet future public demand. In order to achieve the standards in the Parks and Recreation Master Plan two baseball fields (60'), two soccer fields, four tennis courts and two basketball courts were included at Dublin Crossing Community Park project. In addition Staff has identified an alternative for the Park to include one cricket field in lieu of one soccer field. Currently, the Parks and Recreation Master Plan calls for the cricket field to be located at the future Wallis Ranch community park, however there are site constraints that may make cricket play at that location infeasible. Should it be necessary to locate cricket in this Park, the soccer field could be relocated to the future Wallis Ranch park site.

Public Input Phase II – Interpretation Phase

At the completion of the Listening Phase, SWA gathered the public data and through an extensive review of the site conditions and its context in the local and regional setting, and prepared three different approaches to developing the site. The concepts were developed to elicit comments and reactions to the layout configurations and various program elements. As part of the Task Force meeting the members rotated in small groups to each of the designs and were able have more dialog with SWA which resulted in more in-depth review and comments. The three concepts also were presented to the general public at the Spring Fair as well as via a web-based survey which resulted in 508 responses.

At the conclusion of the Interpretation Phase respondents from both the Task Force and general public supported a park with the following primary characteristics:

- 1) Flexible multi-use spaces rather than single use
- 2) Accessible – something for everyone, all ages, groups and physical abilities
- 3) Focus on nature and ecology with enhanced riparian corridor and California natives garden
- 4) Provide more sports program space
- 5) Community identity via gathering and events
- 6) Provide ample shade and drought tolerant plantings
- 7) Provide adventure play, informal exercise, nature trails and outdoor education
- 8) Provide a community garden

Public Input Phase III – Refinement

As a result of feedback through the Interpretation Phase SWA developed a Master Plan that integrates input from the Task Force, the general public, Parks and Recreation Master Plan requirements, City of Dublin Iron Horse Trail Feasibility Study (Draft), Parking Demand Analysis for Dublin Crossing Community Park, as well as technical feedback from City Staff, Alameda County Zone 7 Water Agency, Dublin San Ramon Services District and East Bay Regional Park District. The Master Plan includes the following program elements:

Sports

- 1) Soccer fields – 2
- 2) Baseball fields 60' – 2

- 3) Tennis courts – 4
- 4) Basketball courts – 2
- 5) Badminton courts – 2
- 6) Jogging and Walking Loops
- 7) Exercise Station
- 8) Iron Horse Trailhead – Water, Shade and Bicycle Repair Stand
- 9) Disc Golf Course – 6 holes

Ecological

- 1) Nature Trails
- 2) Woodland Area
- 3) Riparian Corridor
- 4) Outdoor Classroom
- 5) California Native Demonstration Garden

Cultural

- 1) Event Spaces –Great Lawn, Dublin Common Plaza and Event Lawn
- 2) Community Garden and Orchard
- 3) Picnic Areas – 2
- 4) Horseshoe Pits – 2
- 5) Bocce Courts -2
- 6) Hammock Space

Miscellaneous

- 1) Restrooms - 2
- 2) Parking – 282 on-site and 118 on adjacent streets

The attached Dublin Crossing Park Master Plan report provides both visual and written details of the proposed park plan. The report includes alternates based on future unknown factors including the replacement of the Kinder Morgan Pump Station, the addition of the Valley Children’s Museum and the replacement of one of the soccer fields with a cricket pitch to address a requirement for a cricket pitch, as identified in the Parks and Recreation Master Plan.

The community park will be developed in three phases with each phase consisting of approximately 10 acres. In accordance with the City’s Development Agreement (DA) with Dublin Crossing Venture LLC the City will accept dedicated parkland in phases upon completion of certain improvements further detailed in the DA. Upon parkland dedication, the City is then obligated to design and construct that park phase within 24 months. The pace of park development is linked to the rate of development on land formerly part of Camp Parks Army Base. Funding for the park’s development is through both Dublin Crossing and Community Park Improvement Funds.

NOTICING REQUIREMENTS/PUBLIC OUTREACH:

A copy of the Staff Report was sent to Dublin Crossing Task Force members.

ATTACHMENTS:

1. Dublin Crossing Park Master Plan

DUBLIN CROSSING

PARK OVER

City of Dublin
Dublin, CA

Master Plan

DUBLIN CROSSING PARK: MASTER PLAN

JULY 2016

prepared for:

The City of Dublin

100 Civic Plaza
Dublin, CA 94568

prepared by:

SWA Group San Francisco

301 Battery Street, 2 Mezzanine
San Francisco, California 94111
www.swagroup.com

in collaboration with:

BKF Engineers

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APPENDIX 1:

COMMUNITY PROCESS: LISTENING PHASE

72 Community Input Summary

Community Networking
Process & Schedule

74 General Public Input

Event 1: Online Survey
Event 2: Heritage Fair Booth

76 Task Force Input

Event 1: Park Walk + Listening Session
Event 2: Program Workshop

APPENDIX 2:

COMMUNITY PROCESS: INTERPRETATION PHASE

84 Three Concepts

Civic: Plan, Program + Description
Learning: Plan, Program + Description
Health: Plan, Program + Description

96 Feedback

Task Force Meeting
Online Survey
Spring Fair
Summary of conclusions

APPENDIX 3:

111 PARK ALTERNATIVES

APPENDIX 4:

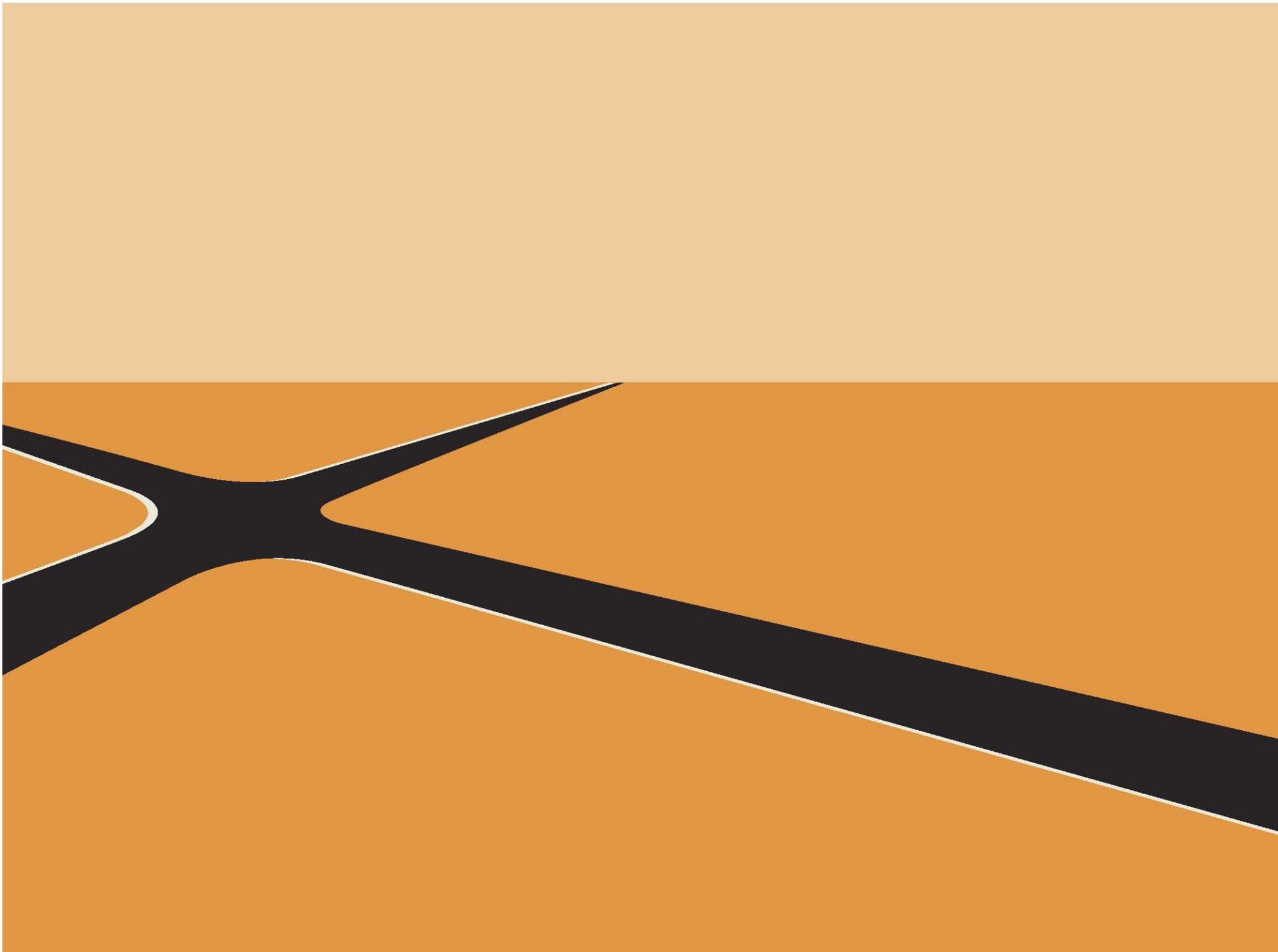
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125 COST ESTIMATE

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I. PROJECT OVERVIEW

Executive Summary

Dublin Crossing Park

The goal of the master planning process undertaken by the City and consultant team was to develop a master plan informed by community participation for the proposed Dublin Crossing Park. This report shares the results of this process: the Dublin Crossing Master Plan.

Dublin Crossing Park will be a new 30 acre community park centrally located in the City of Dublin on the former Camp Parks lands. This park will serve the residents of Dublin and the Tri Valley area, and is intended to be a community gathering space, provide ample recreational opportunities, and exhibit ecological, cultural, and historical features of Dublin. Because of its central location within Dublin, and close proximity to the Dublin/Pleasanton BART station, the park is well situated to become the 'heart of Dublin', and serve as the primary civic gathering place for Dublin.

The City of Dublin is well known for its parks, and this new park will complement the existing extensive park network. This new park will encourage interaction and engagement, with numerous picnic and gathering areas, as well as active sports areas and several play spaces for different ages. Large public events, such as a celebration or a concert, can be accommodated in the expansive Great Lawn. Smaller events, such as a wedding or a fundraiser, can take place in the plaza and event lawn. There will be educational opportunities, with a California native plant demonstration garden, informational signage on

plants, birds, and wildlife within the riparian zone, and the future possibility of the Valley Children's Museum. Health, as well as physical and mental well-being, will be emphasized with extensive walking/jogging paths, a multitude of exercise stations, and a Exercise Trail, all tucked into shady oak woodlands. Community garden plots and orchards will give residents a chance to grow healthy foods in a communal environment. The Iron Horse Trail, which runs along the southwest side of the park, will be integral to the park experience. A shady allee of trees will run alongside the Iron Horse Trail, and a double path will give bikers, walkers, and joggers all generous space for movement. A trailhead plaza at the northwest corner provides a resting spot for those moving along the trail or entering the park. Given the park's central location and proximity to BART (Bay Area Rapid Transit), the park will be easily accessible by foot, bike, or public transport.

The planning of the future Dublin Crossing Park has been a highly collaborative process. The design team worked with City agencies, a Task Force comprising a varied group of Dublin residents, as well as the general public to gather ideas, incorporate feedback, and gain consensus for the ultimate master plan design for this highly anticipated new park.



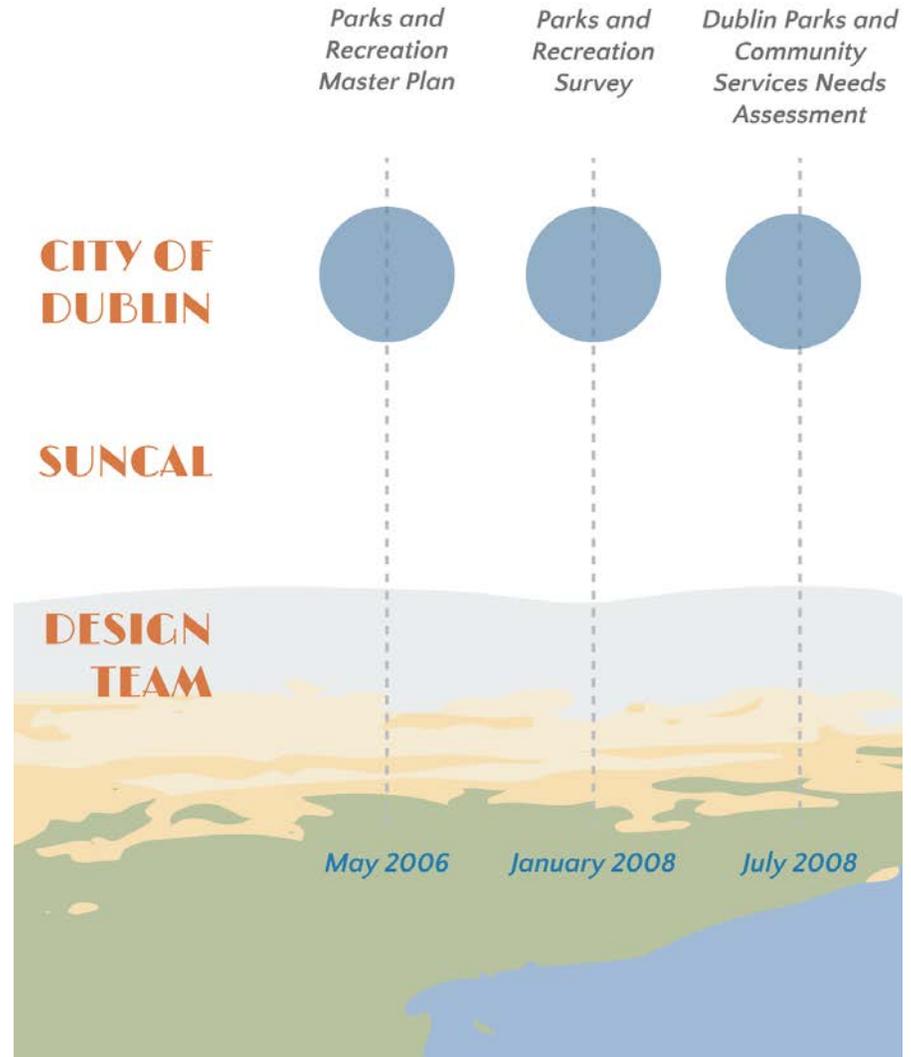
Dublin Crossing Park Master Plan

Process Overview

The master planning process began with an information gathering phase: analyzing the current site conditions, evaluating and summarizing existing planning documents (including the Parks and Recreation Master Plan), and prioritizing the community's recreational needs. During this phase the design team also sought input from the Task Force, City staff, and the general public to better understand the needs and desires of the community. This listening process included a site tour, a listening session, a web survey, and outreach at a community event. Next, the design team developed three park concepts, which were presented to the Task Force, City staff, and the general public via web survey to gather feedback on the concepts. In the final phase, the team incorporated all of the input and refined the park concept into one final Master Plan, which was presented to the Task Force, City leaders, and the public on August 18th, 2015.

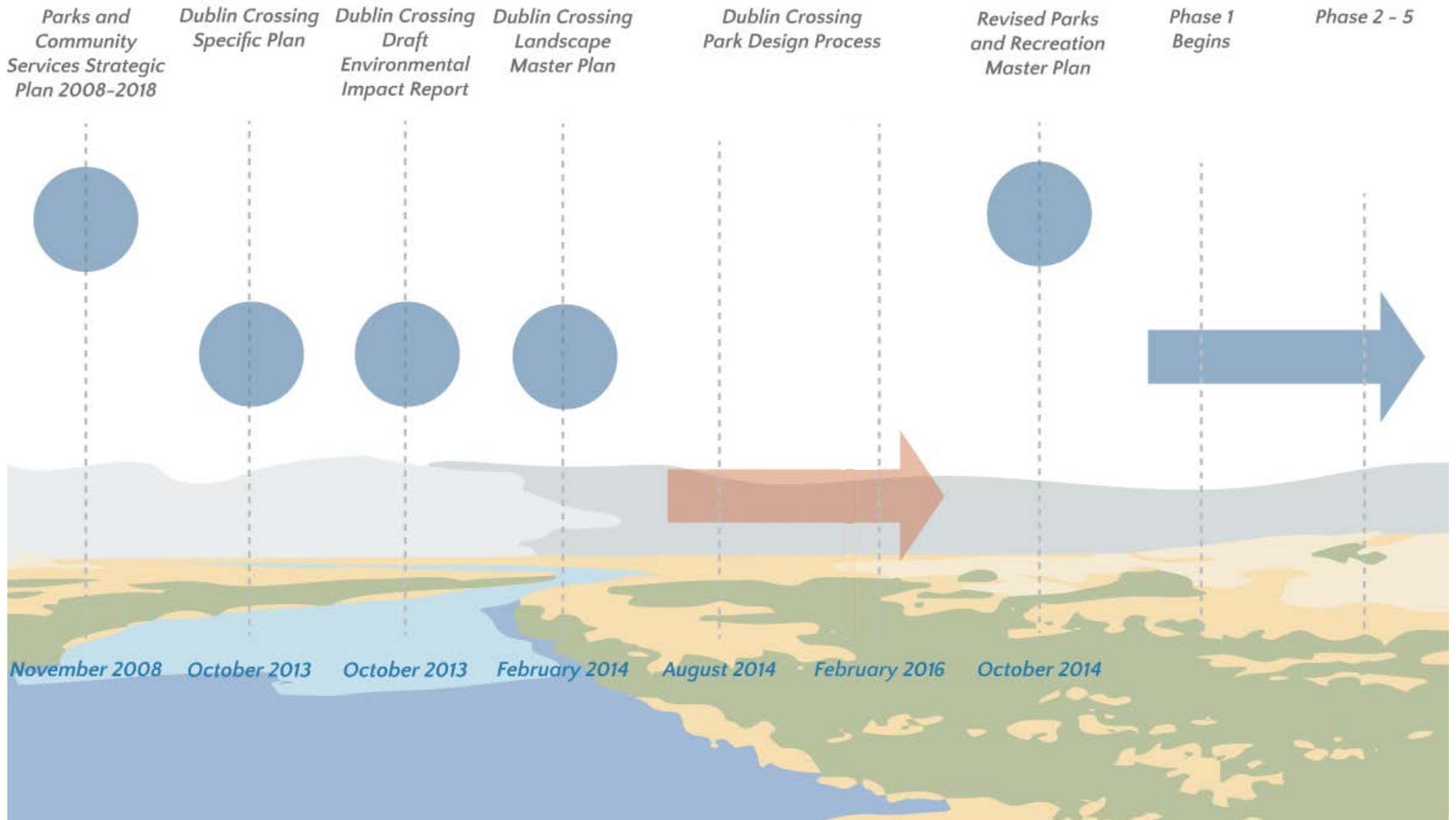


Background / Data Gathering



Planning and Design Process

Construction



Acknowledgments

Throughout the master planning process many citizens of Dublin and the surrounding communities participated, sharing their concerns and ideas for the park. In total, about 1,200 individuals participated in the variety of community activities provided between online surveys, public events, and presentations.

In addition, a core group of citizens served on a Task Force, working with the City and consultant team through the design and planning process. This Task Force provided pointed and detailed feedback, as well as assisted with garnering larger participation in the community. We would like to thank all the individuals who dedicated their time to help make this master plan the best fit for the Dublin community.

Task Force Participants

Dean Barnes

Steven Lockhart

Shana Trias

Alan Brown

Connie Mack

Lisa Trujillo

Stuart Cook

Eddie Jo Mack

Georgean Vonheeder-Leopold

Patricia Creighton

Steven Minniear

Aly Wente

Debra Etzel

Brad Neff

Janeen Wheeler

Ianna Fong

Jessica Nelson

Bryan Whitney

Joe Giannini

Parin Patel

Steven Wynn

Joe Guerra

Karen Riney

Timea Iharosi

Bob Smith

Holly Ito

Janet Songey

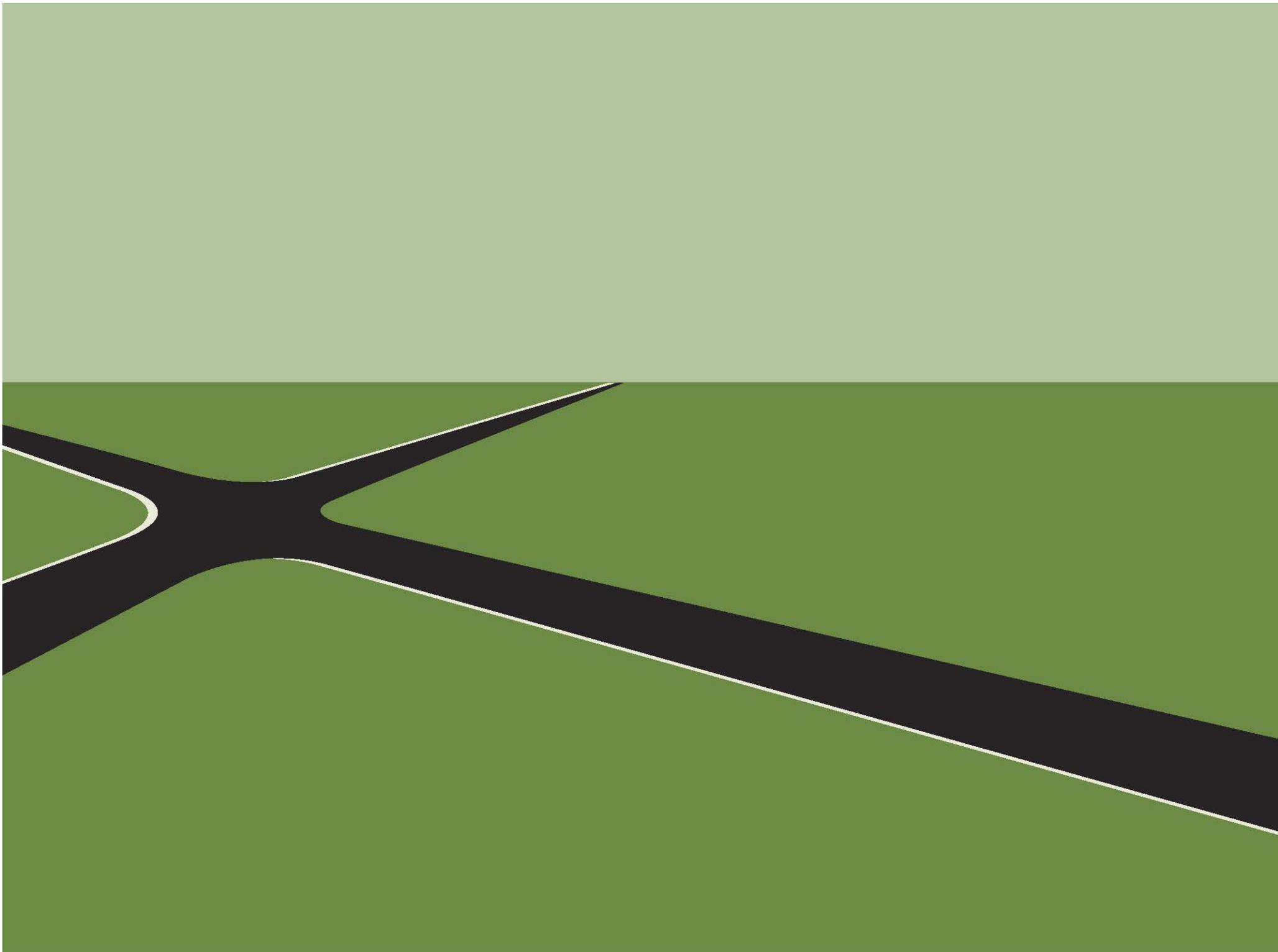
Zev Kahn

Melissa Strah

Janet Lockheart

Anthony Totaro





II. MASTER PLAN

Park Overview

Dublin Crossing Park presents a rare and exciting opportunity to conceive a substantial new community park, which will be visited and loved by current residents as well as generations to come. As Dublin grows in size and stature, such parks are needed in order for new residents to feel part of the community, and for longtime residents to feel Dublin retains the qualities that has made Dublin a loved home and community.

After a year-long planning and design effort, the park brings together the ideas, desires, and input from the dedicated Task Force members, the general public, Dublin residents, and City & Public agencies. The park has something for everyone, with places to play, learn, enjoy nature, exercise, gather, and celebrate.

With its unique location along the Iron Horse Regional Trail, its proximity to the Dublin/Pleasanton BART station, proximity to two major freeways, and at the center of the City of Dublin, this park is poised to be well-used and well-visited by residents near and far.

This park brings together cultural, recreational, educational, and ecological amenities to create a park that will be at the heart of Dublin, a bridge between east and west Dublin, and a major community resource for all ages and walks of life.

MASTER PLAN KEY

1. Iron Horse Trail-head
2. Tennis Courts (x4)
3. Basketball Courts (x2)
4. Neighborhood Playground
5. Picnic & BBQ Area
6. Baseball Fields (60') (x2)
7. Scarlett Promenade
8. Pedestrian Bridge
9. Large Exercise Trail Station
10. Exercise Trail Station
11. Event Berm
12. Great Lawn (2 Soccer Fields)
13. Riparian Corridor w/ Disc Golf
14. Rustic Trails and Footbridges
15. Chabot Pedestrian Bridge
16. Community Garden & Orchard
17. Community Garden Loading Zone
18. Adventure Playground
19. Parent Paddock (Hammocks, Horseshoes, Boccé, 2 badminton courts, shade structure)
20. Event Lawn
21. California Native Demonstration Garden
22. Civic Plaza & Off the Grid
23. Parking Entry and Drop-off
24. Parking Lot
25. Tensile shade structure
26. Restroom
27. Outdoor Classroom



0' 60' 120' 240'



Activity Zones + Programming

The new Dublin Crossing Park has four distinct activity zones with programming that is specific and unique to each zone. Sports and recreation zones are located to the west, while civic gathering and educational activities are located to the east. The ecological program is concentrated along the riparian zone in the center of the park. This quiet respite in the center of the park provides some separation between the athletic and civic areas.

Dublin Commons, the civic plaza, will be the official gateway and entry to the park. This zone has the potential to host large gatherings, will be a place to meet and interact with friends and family, and will be the social, cultural, and educational heart of the park. This zone also hosts the adventure playground.

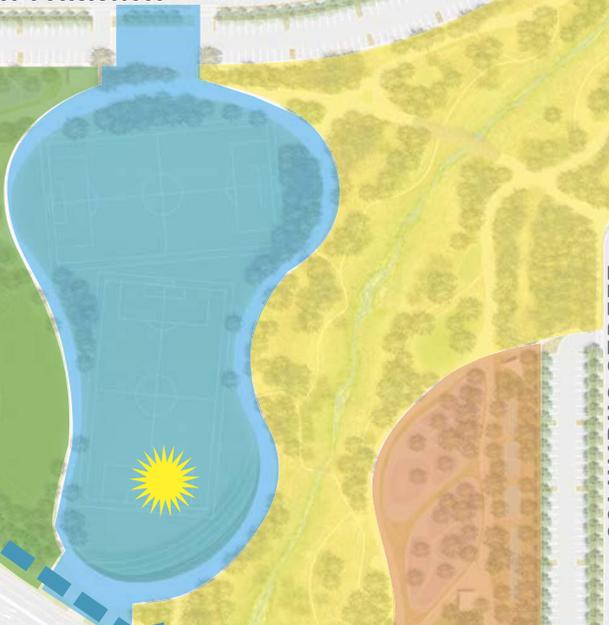
The Wilderness Discovery zone in the center will be a place to enjoy and explore nature, have a quiet moment, meander along winding paths, or relax in a beautiful surrounding. This area will include a community garden and orchard, two major amenities for the greater neighborhood.

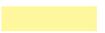
The Great Lawn will be another area of gathering, this time for large community events or performance. This area doubles as sports fields and the event berm seating can be used as a spectator arena. When no sports games or large events are taking place, this area can be used for informal gatherings, picnics, sunbathing, or pick up sports

games.

The Sports Recreation zone is dedicated primarily to sports, with additional gathering spaces in the shaded picnic area, and a small playground for kids to play in while other family members are playing sports or picnicking. The Iron Horse Trailhead at the northwest corner of the park is an additional gateway element, which will welcome visitors to the park who are arriving along the Iron Horse Trail.

Parking and restrooms are located both on the north and east edges of the park, making it a convenient and easy walk from these amenities to any of the activity zones.



- KEY**
-  Dublin Commons
 -  Wilderness Discovery
 -  The Great Lawn
 -  Sports Recreation
 -  Event Space

0' 60' 120' 240'



Dublin Commons: Civic Identity

The southeast corner of the park is the most civic and urban area of the park, and intends to create a civic identity that bridges east and west Dublin. This zone will serve as a gateway to the park. Given its location along Dublin Boulevard, it is the most publicly visible area, and will be the public face of the park. With the Dublin/Pleasanton BART station just a 5 minute walk from this corner, many visitors will arrive at the park through this portal.

Dublin Commons contains the possible future location of the Valley Children's Museum, which will anchor the corner of the plaza. This civic plaza can host large events, with additional spill out space onto the adjacent event lawn. The civic plaza is framed with bosques of flowering trees, and is broken up with seating elements that double as planters. Between the event lawn and the riparian corridor is the California demonstration garden, which will be accompanied by educational signage. Just north of the civic plaza and event lawn are the grand playground, parent paddock, and a picnic area. The grand playground will exhibit playful and exploratory play equipment that encourage whimsical play and adventure for kids of all ages. Immediately adjacent to the grand playground is the tot lot, which will be enclosed and safe for small children's play. The parent paddock is a place for adults to unwind with hammocks, bocce courts, horseshoes, and seating elements, while still keeping an eye on their children at play nearby.

Ample parking, a drop off, and restrooms will be provided in close proximity to all of the amenities in Dublin Commons.





Picnic Area

Parent Paddock (Bocce, horseshoes, badminton courts; hammocks, shade structure)

Grand Playground

Riparian Corridor

Grand Playground

Exercise Trail Station

Restroom

Disc Golf

Drop-off

CA Demonstration Gardens

Event Lawn

Bosque

Civic Plaza

Pedestrian Bridge



Dublin Commons Vision Perspective

Food Trucks

Bosque

Civic Plaza

Event Lawn





CA Demonstration
Gardens

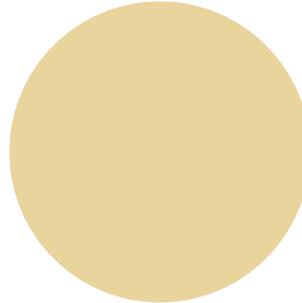
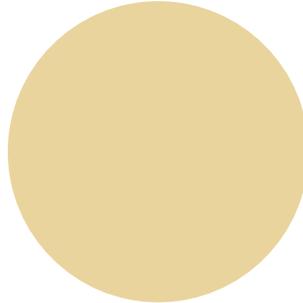
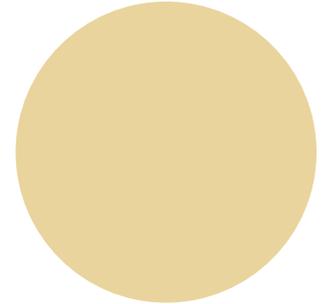
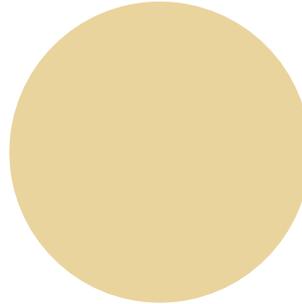
Riparian
Corridor

Wilderness Discovery

The wilderness discovery area is in the quieter northeast corner in the park, where one can go for solitude and to relax in nature. This area is centered around the riparian corridor, which will serve multiple purposes as a corridor for native riparian plantings, as place to learn about riparian ecology, and as a visual element to walk around or sit next to.

Within this corridor will be Exercise Trail stations for individual exercise, and also a disc golf course. Walking paths encircle the corridor, and there will be multiple foot bridges to cross over the creek. There will be one significant bridge crossing, which can serve as an iconic element within the park.

Community gardens and an orchard round out this corner of the park. Individuals or families can maintain their own small plot to grow edibles, and park users can enjoy picking fruit from the trees in the orchard. This zone will have a fairly heavy tree canopy, with ample shade over the walking paths and informal picnic and seating areas within the forested grove.





Iconic Bridge

Community Garden
+ Orchard

Forest Grove

Disc Golf Hole

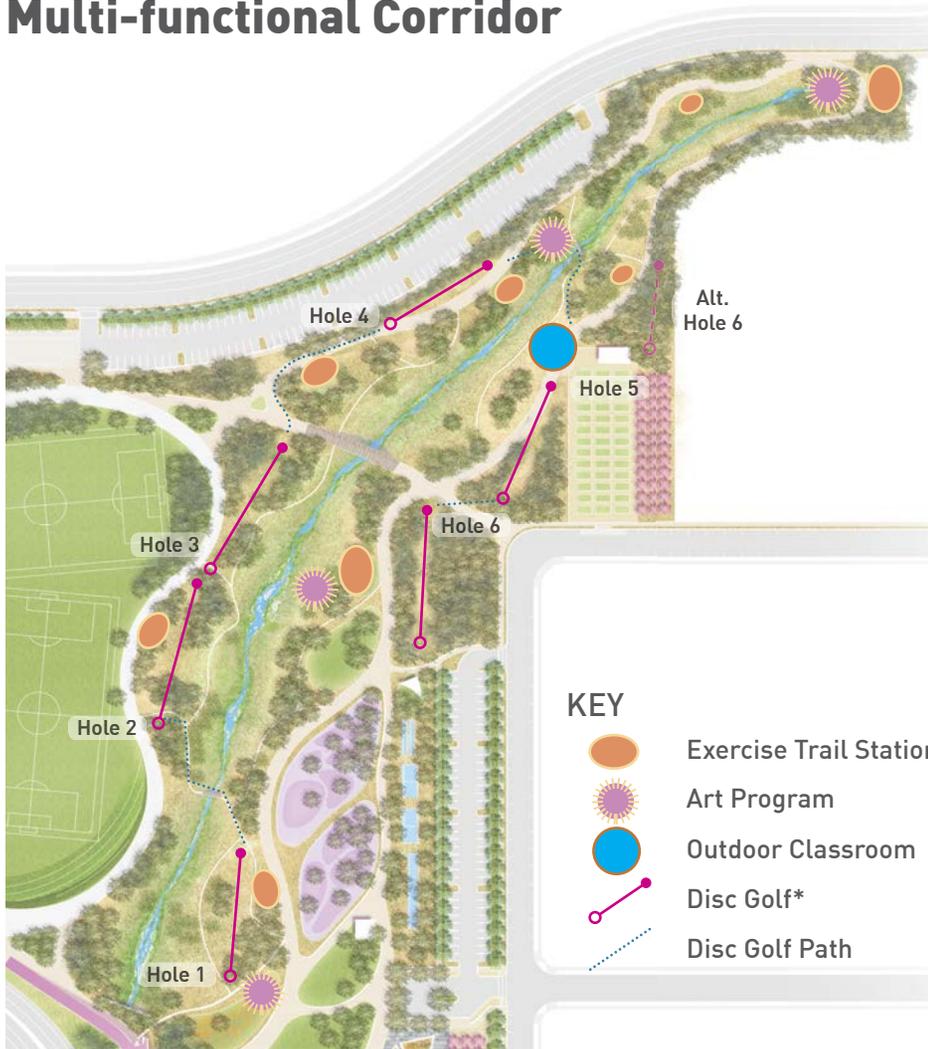
Picnic Area + Shade

Foot Bridge

Exercise Trail Station



Multi-functional Corridor



*Disc Golf Notes:

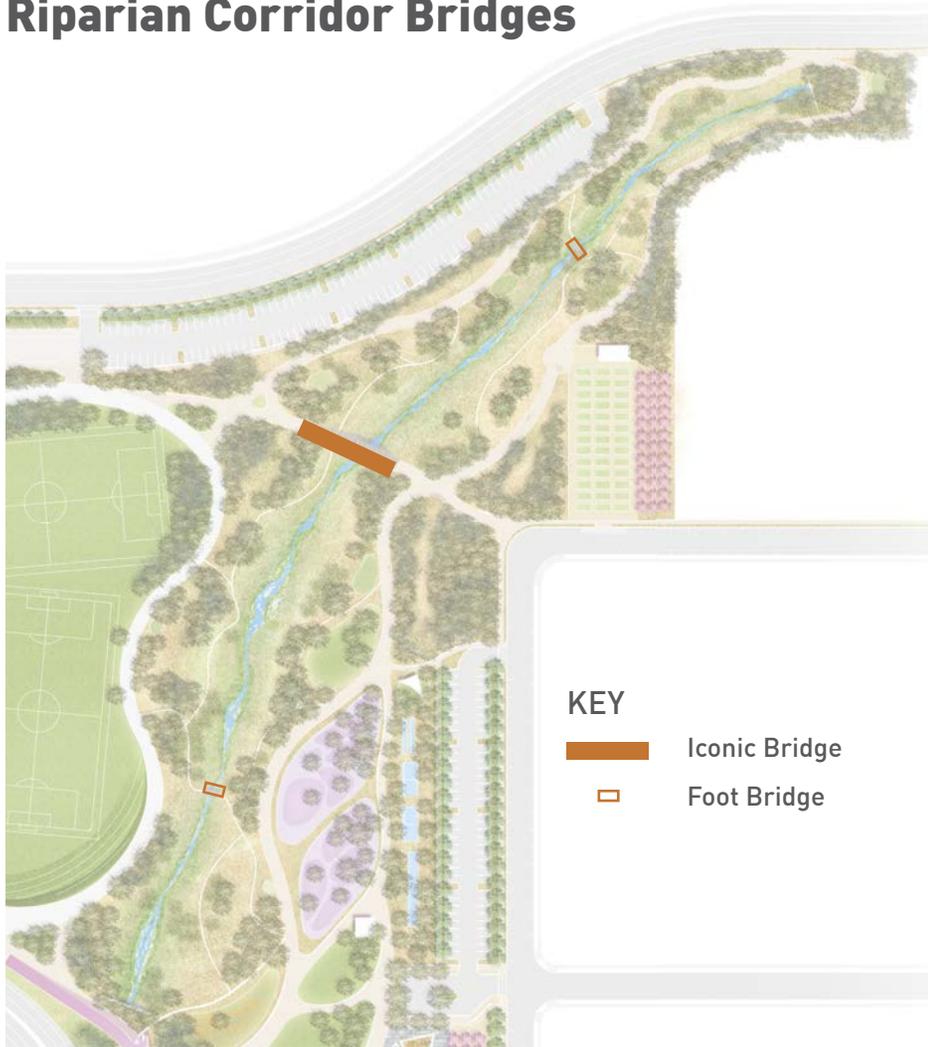
Each hole is composed of a 20' clear tee space, a minimum 20' wide fairway, and a 30' clear target area. Fairways have a minimum length of 120', and do not cross primary or secondary pathways.

Disc Golf Fairway lengths:

- Hole 1: 175'
- Hole 2: 160'
- Hole 3: 180'
- Hole 4: 160'
- Hole 5: 155'
- Hole 6: 170'
- Alternative Hole 6: 120'

The alternative hole 6 is provided as a replacement if the original hole 6 needs to be relocated for parking expansion.

Riparian Corridor Bridges





Riparian
Corridor

Oak Woodland



Community Garden + Orchard

The Great Lawn

The great lawn is a centerpiece of gathering and recreation in the new park. The great lawn doubles as a large event space and sports fields. The edge is bermed up to allow for raised and sloped seating above the rest of the lawn. This new great lawn will be the perfect place for large community events such as outdoor theater or a small concert.

Encircling the great lawn is a jogging loop with Exercise Trail station for individual exercise along the way. A shaded picnic area and playground sit just to the northwest of the great lawn, as well as restrooms, parking, and a drop off in close proximity. Clusters of trees are tucked around the great lawn to provide shade and areas of respite nearby.





Drop-off

Informal Play fields

Great Lawn

Strolling Loop

Event Berm

Exercise Station



The Great Lawn Vision Perspective



Event Lawn



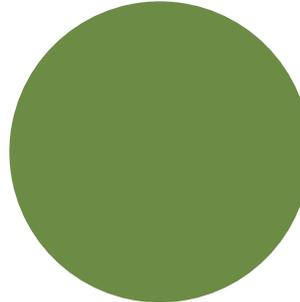
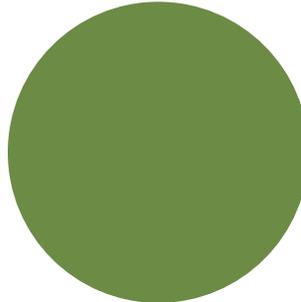
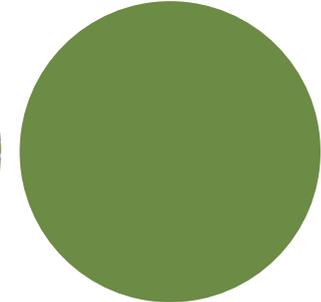
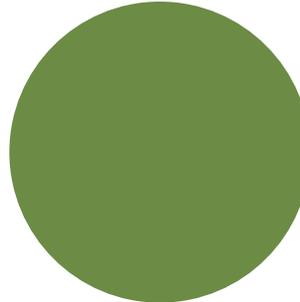
Event Berm

Exercise Station

Sports Recreation

The northwest corner of the park will serve the sports and recreational needs of the community. This area includes two back to back 60' baseball fields, two basketball courts, and four tennis courts. Parking and restrooms are conveniently located close by. Also nearby are the playground and shaded picnic area as already described in the previous zone.

At the corner of the park is a trailhead to the Iron Horse Regional Trail. This trailhead includes a gateway to the park, a shaded rest area, and stations to repair bikes.





- Iron Horse Trailhead
- Restroom
- Playground
- 2 Basketball Courts
- 4 Tennis Courts
- Shaded Picnic Area
- Pump Station
- 60' Baseball Fields
- Promenade





Grand Playground

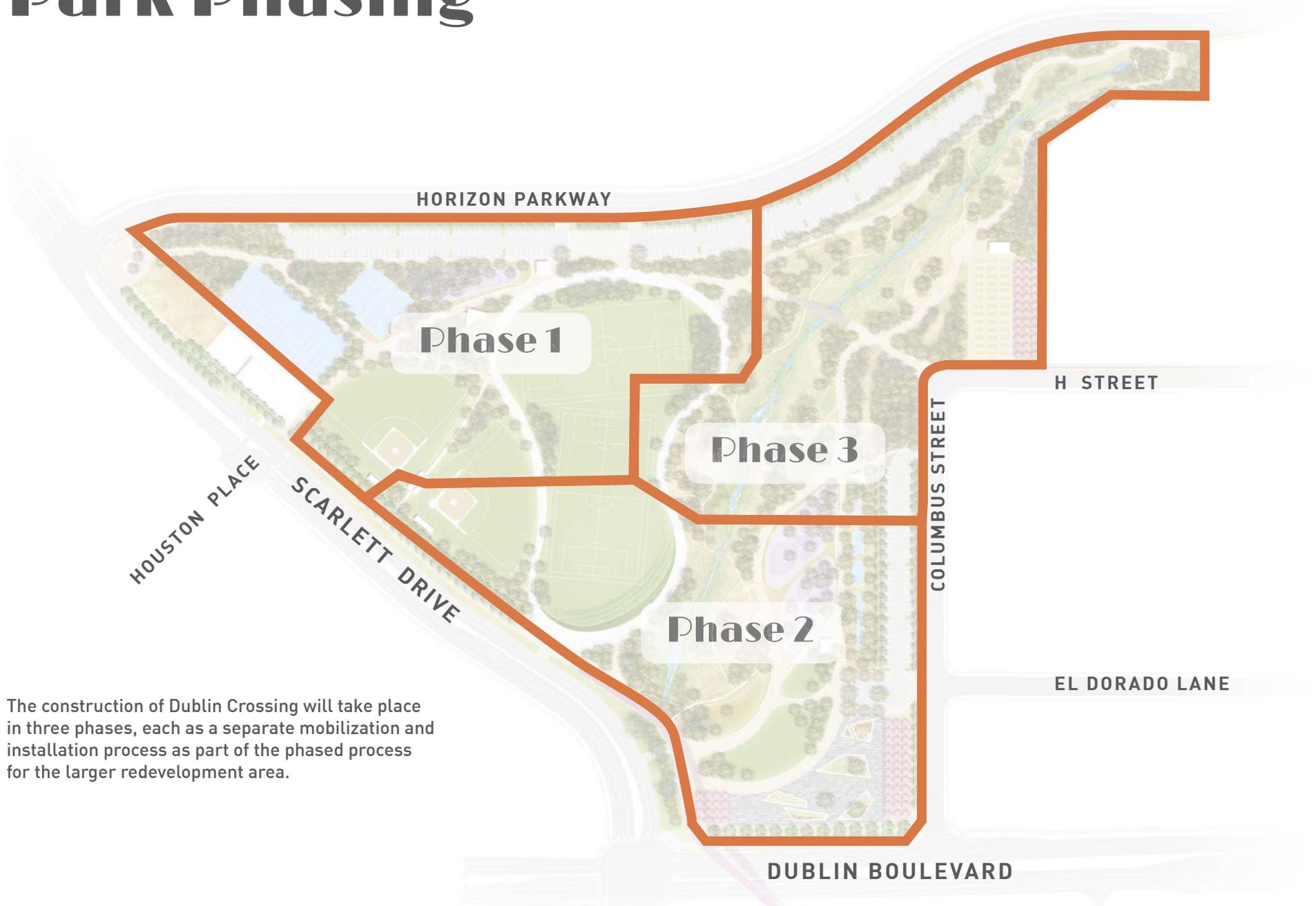


Playfields

Picnic Area

Jogging Loop

Park Phasing



The construction of Dublin Crossing will take place in three phases, each as a separate mobilization and installation process as part of the phased process for the larger redevelopment area.

Program Spaces Per Phase

Phase 1:

(4) Tennis Courts
(2) Basketball Courts
Neighborhood Playground
Picnic Area
(1) 60' diamond baseball field
(1) Restroom
Partial Great Lawn & Soccer Field
(126) Parking Spaces

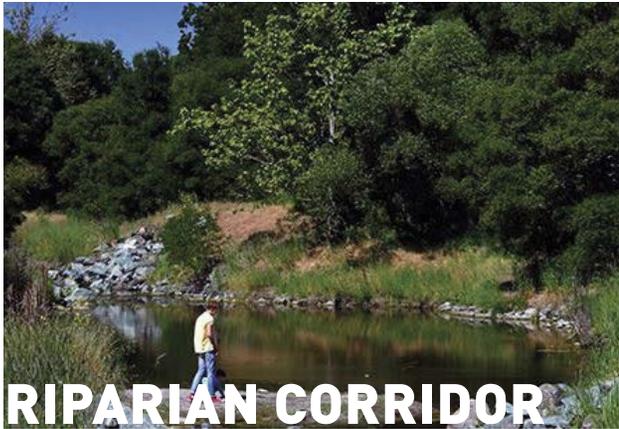
Phase 2:

Complete Great Lawn and (2) Soccer Fields
California Native Demonstration Gardens
Event Lawn
Dublin Common Plaza
(1) Bocce Court
(1) Restroom
(2) Badminton Courts
Adventure Playground
Imagination Playground
(1) Exercise Trail Station
(54) Parking Spaces
(1) 60' diamond baseball field

Phase 3:

Picnic Area
Parent Paddock Shelter
(2) Horseshoe Pits
(7) Exercise Trail Stations
Community Garden
Community Orchard
(6) Disc Golf Holes
Outdoor Classroom
(102) Parking Spaces

Park Systems



The park will comprise three ecological zones, and a fourth zone dedicated to sports & civic uses with mowed lawn appropriate as a sports turf and more intense public uses.

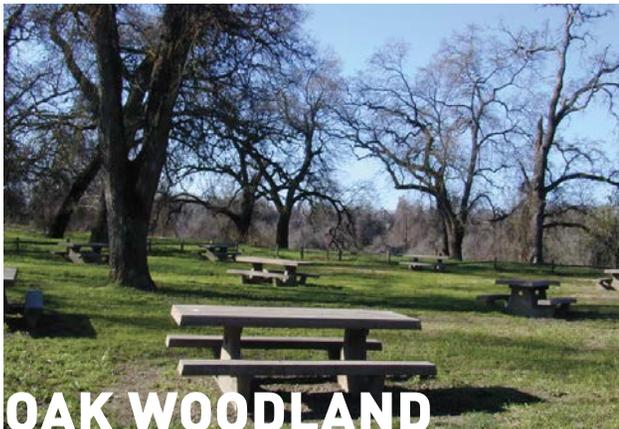
Riparian woodlands occur in ribbon-like bands along stream beds where rich soils and high humidity produce a natural greenhouse effect. Tall deciduous trees such as big-leaf maple, *Acer macrophyllum*, and the evergreen California bay laurel tower above a lush understory of ferns and delicate wildflowers. In dryer conditions, arroyos may feature shrubs, willows, and sedges and grasses as well as wildflowers.

Source: Alameda Creek Historical Ecology Study



Grasslands were once the dominant vegetation cover across the Alameda Creek Watershed. The grasslands contained wildflowers and a mix of herbaceous species. Sparse oaks were found, particularly in northern Sunol Valley and at very low density in Livermore-Amador Valley.

Source: Alameda Creek Historical Ecology Study



Oak woodlands contain a low density of oaks spread over open, low herbaceous cover. The oaks are irregularly spaced, forming occasional clusters and treeless areas. Oak savanna tree density is variously defined in the literature, ranging from less than 10% to as much as 25% tree cover. Oak savanna in this area occur at very low density, with valley oaks, *Quercus lobata*, as the dominant tree.

Source: Alameda Creek Historical Ecology Study

Ecology Zones



- KEY**
- Riparian Corridor
 - Oak Woodland
 - Native Grasslands
 - Natural Turf

POSSIBLE MEADOW FAUNA:



California Quail

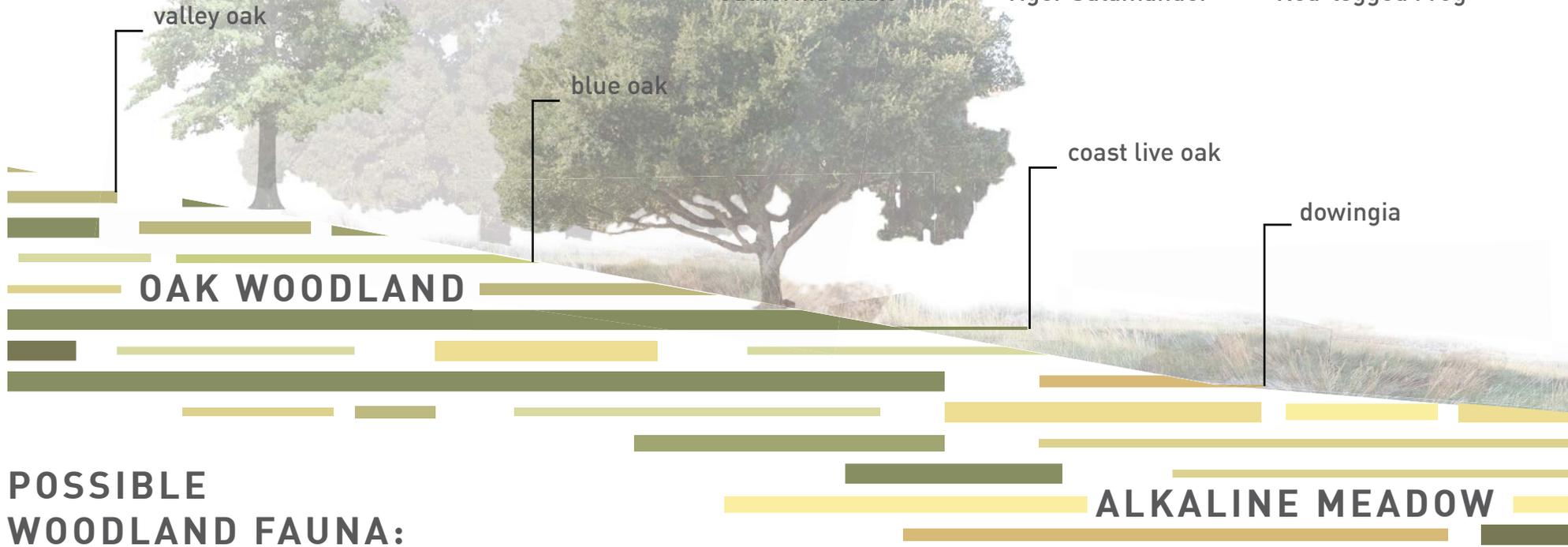


Tiger Salamander



Red-legged Frog

Habitat + Species Matrix



POSSIBLE WOODLAND FAUNA:

Oak Titmouse



Western Bluebird



Nuttal's Woodpecker



ALKALINE MEADOW

salt grass

saline clover

POSSIBLE RIPARIAN FAUNA:



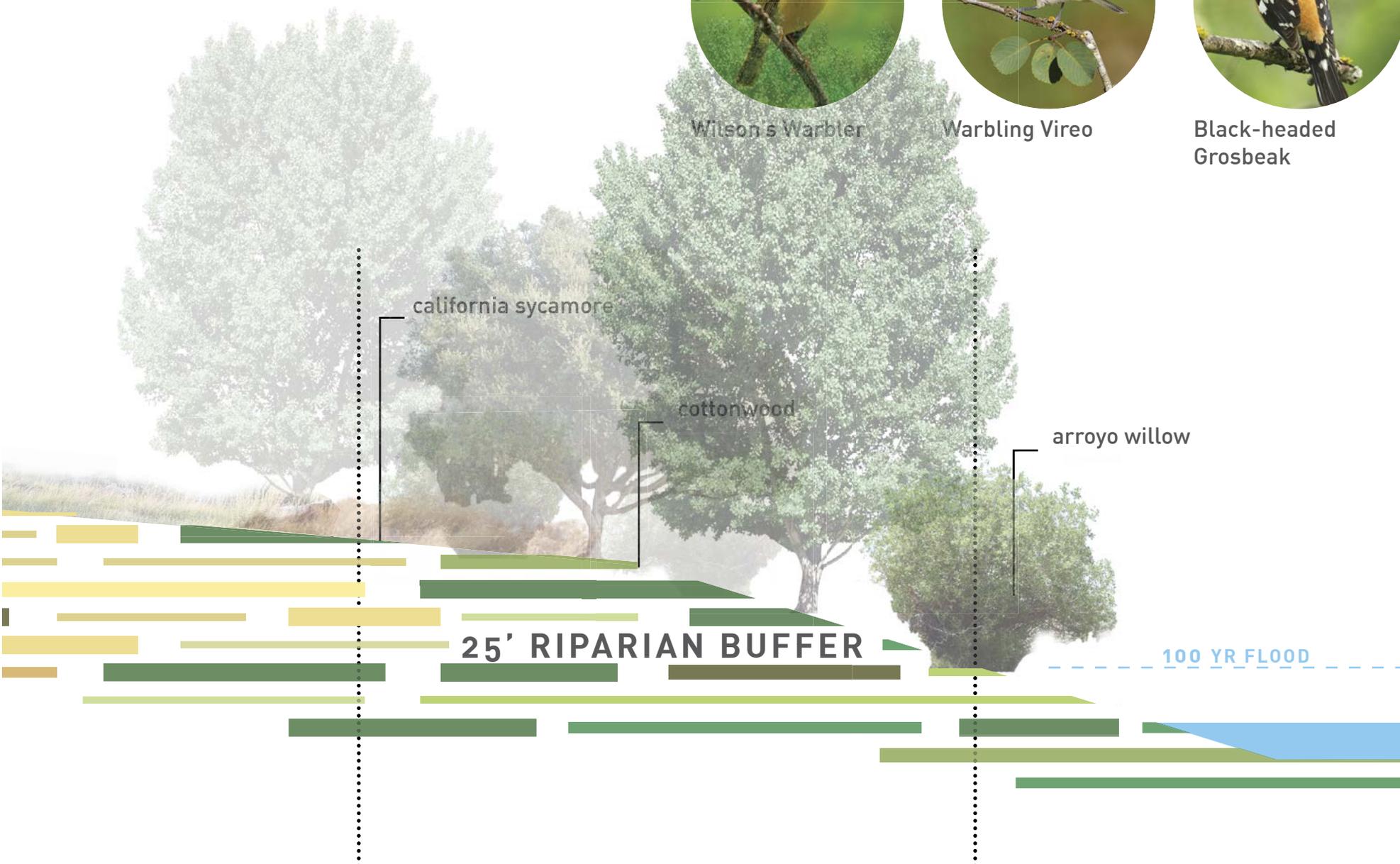
Wilson's Warbler



Warbling Vireo



Black-headed Grosbeak



california sycamore

cottonwood

arroyo willow

25' RIPARIAN BUFFER

100 YR FLOOD

Park Circulation

HORIZON PARKWAY

*Park Circulation is diagrammatic, layout and entry points may be modified as site conditions required.

H STREET

HOUSTON PLACE

SCARLETT DRIVE

COLUMBUS STREET

EL DORADO LANE

DUBLIN BOULEVARD

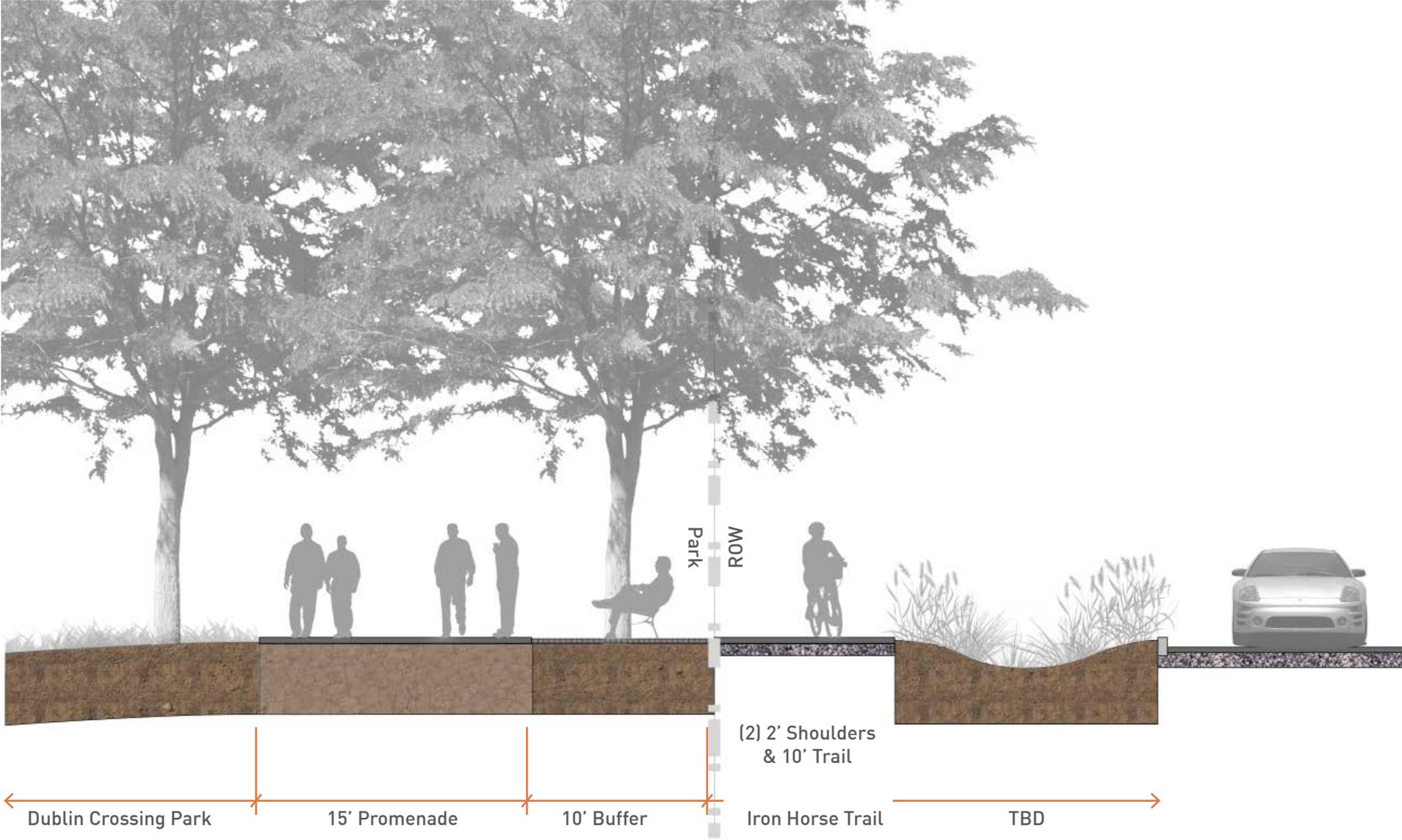
KEY

-  Iron Horse Trail
-  Auto Circulation
-  Primary Circulation
-  Secondary Circulation
-  Rustic Trail
-  Pedestrian Entrance Node
-  Pedestrian/Maintenance Access

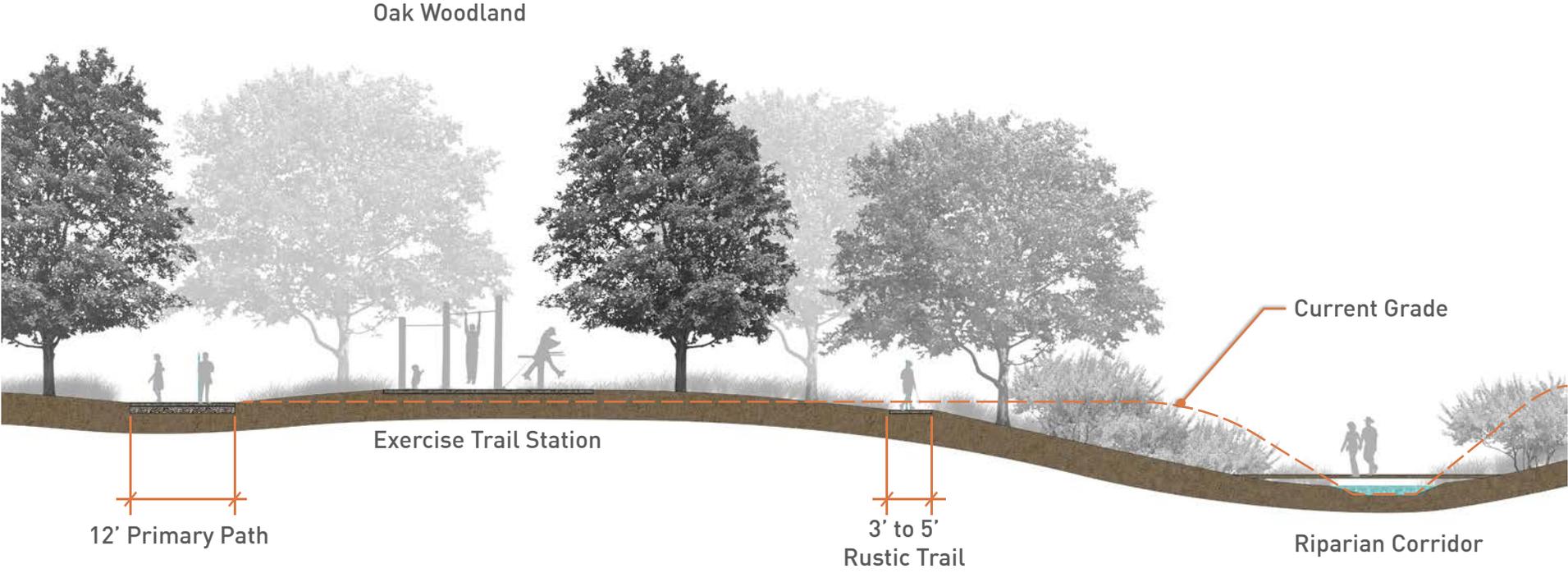
0' 60' 120' 240'



The Scarlet Promenade



Pedestrian Circulation Hierarchy



Vehicular Access + Parking

78 Off-site parallel parking spaces

120 SPACES

90 SPACES

40 Off-site parallel parking spaces

HORIZON PARKWAY

H STREET

HOUSTON PLACE

SCARLETT DRIVE

IHRT

72 SPACES

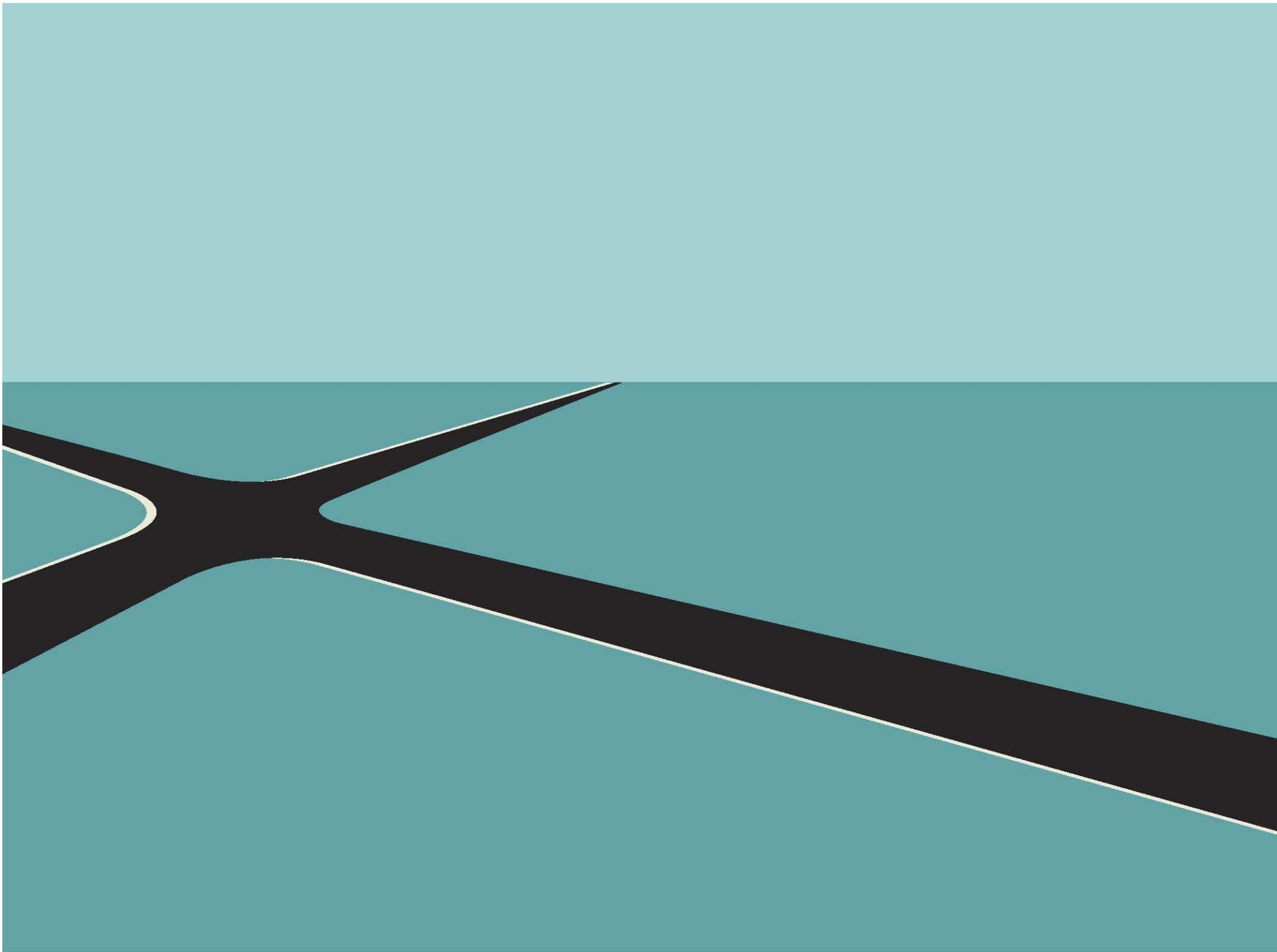
COLUMBUS STREET

EL DORADO LANE

DUBLIN BOULEVARD

400 Spaces Total:

- 118 Off-site 
- 282 On-site 



III. PROJECT BACKGROUND

Project Background

Project History

Site Natural History

Records of human presence in the region date to at least 14,000 years ago. At the time of European arrival, the study area was inhabited by people of the Chochenyo Ohlone/Costanoan language group. A number of distinct tribelets, or smaller autonomous groups, were represented, including the Irgin, Tuibun, and Alson along the Bay; the Causen in Sunol Valley; and the Pelnan, Seunen, and Ssouyen in Livermore-Amador Valley, with the Ssaoam and Yulien along the eastern edge of the Valley.

Although Native people in California did not practice agriculture, they did modify the landscape in a variety of important ways. Tribal groups throughout the region managed lands under their influence with practices such as seed beating, burning of scrub and grasslands, harvest of grasses, and use of digging sticks to turn the soil.

Of particular interest to land managers as well as tribes today is the use of fire to shape local ecosystems. Native groups used fire to control the distribution of chaparral, maintain grassland cover and forage for wildlife, control pathogens, improve access to acorns, and aid in hunting rabbits and other small game. Records of Native burning for Alameda County are limited and incomplete, but burning almost certainly shaped the distribution of vegetation in the landscape ca. 1800.

A contemporary traveler to the region recorded that “all traces of vegetation having been burned up by the Indians, who sometimes adopted this method

of annoying the Yankee traveler”. Although we do not know the extent of Native burning in the study area, it is clear that the landscape the Europeans encountered had already been shaped by millennia of human management.

Source: East Contra Costa County Historical Ecology Study, 2010

Historical Use

In 1835, Jose Maria Amador received a land grant for 17,000 acres, including the area that is now the City of Dublin. The Rancho extended from present day Danville to Dublin, between the crest of the western hills to the crest of the eastern edge of the valley. In addition to agriculture, Amador's Rancho manufactured soap, leather goods, and furniture.

The owners of local ranchos raised cattle, probably of Andalusian stock, and a type of small sheep called the churro. Their cattle grazed on "wild oats and clover and nutritious grasses from valley to hill tops and even the mountain sides".

Ranching dominated much of the Dublin area landscape in the mid-1800s. For the most part, landowners did not practice commercial agriculture and cultivated only small gardens.

As a wave of settlers arrived in the 1850s in the aftermath of the Gold Rush, the rancho system began to collapse and smaller plots were created out of subdivisions of the ranchos. Agriculture began to push cattle off of the valley floors and into the hills (Daily Alta California 1863). Climate also played a role—as in much of the state, the major flood and drought of 1861-1864 reduced cattle populations and hastened a shift towards agriculture. In the 1860s, the number of cattle on rangelands in Alameda County dropped from 51,321 head to just 8,156 (Burcham 1982). The impact of early cattle and sheep grazing in the Alameda Creek watershed is unknown.

The channelization of creeks and construction of dams helped promote development. In the 1960s the Alameda Creek Flood Control Channel ended annual flooding by Alameda Creek on the Niles Cone, opening land to development that would have historically been periodically inundated (McKeown 1975b, Goold 1986, Furtado 1987). The channelization of numerous small streams through the Livermore-Amador Valley reduced flooding across the valley floor, and helped contain the increased runoff from paved surfaces in the developing cities (Fletcher pers. comm.). This resulted in higher peak flows downstream (and more flooding), channel incision, and increased sediment delivery to Fremont. Dams on Calaveras Creek (1925), San Antonio Creek (1965), and Arroyo del Valle (1968) helped further control flows. The dam on Calaveras Creek, in particular, removed a large source of coarse sediment from the watershed, and now captures flows from both Alameda Creek itself (through the diversion dam) and the large tributaries Calaveras Creek and Arroyo Hondo.

Source: Alameda Creek Historical Ecology Study

Camp Parks

Camp Parks was officially established in 1942, as a West Coast replacement and recuperation center & Seabee construction battalion for the Navy during WWII. Prior to the establishment of Camp Parks in the 1942, the land was used as grazing lands. The site was named after Rear Admiral Charles W. Parks, a civil engineer of the Bureau of Yards and Docks in WWI. Camp Shoemaker and the US Naval Hospital Shoemaker, immediately adjacent to the east, were also built during WWII.

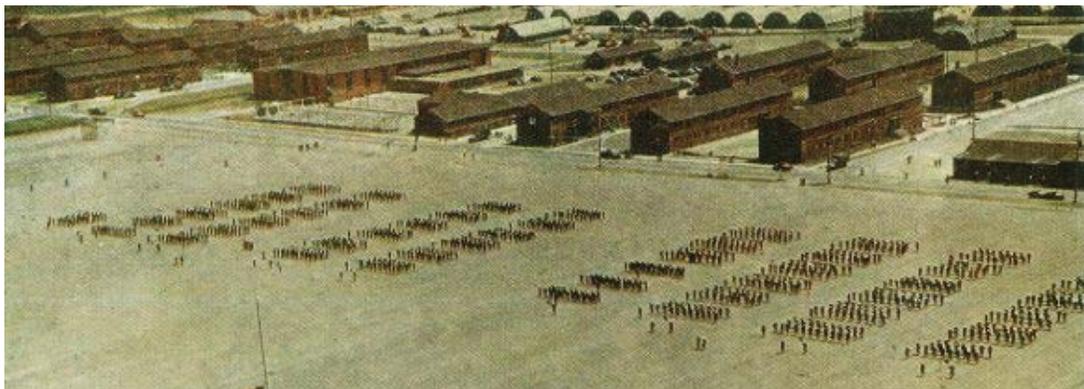
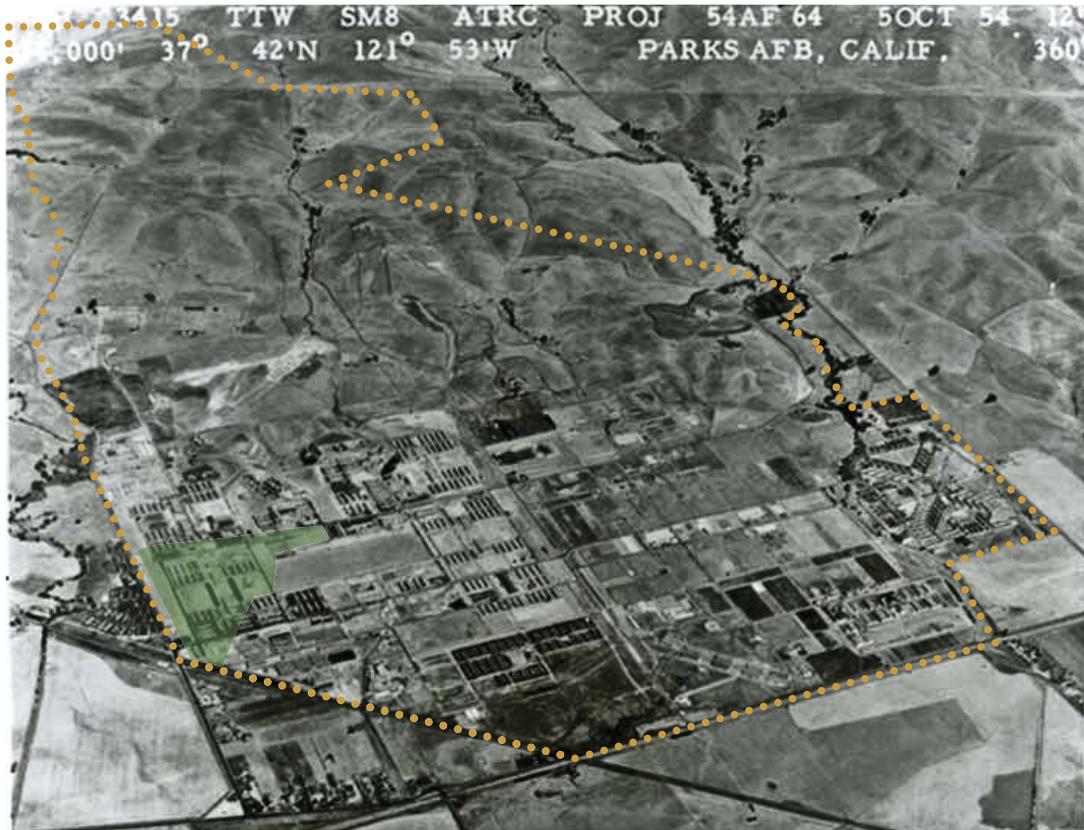
During the war, Camp Parks served as a base camp for battalions returning from the Pacific. The enlisted came to Camp Parks to receive medical treatment, military training, and reorganization before either discharge or preparing for another round of duty in the Pacific. At its peak, Camp Parks housed and trained more than 20,000 soldiers at once.

Much of the land sat vacant until the Korean War, when it was re-established as a basic training center for the airforce in 1951. In 1965 the Coast Guard and the Navy used the facilities for small arms training before deployment to Vietnam. During 1970s the base was used as mobilization and training center for Reserves, and in the 1980s the site was designated as a semi-active installation, and renamed 'Parks Reserve Force Training Area'.

In 2001 Camp Parks initiated the process to reclassify a small portion of the Camp Parks Army Base from being public lands to a mixed use

designation. The majority of the site is still actively used as a local training center for 11,000 Army Reserve Soldiers in the San Francisco Bay Area.

Source:
<http://www.militarymuseum.org/CpParks.html>



Dublin Crossing Development

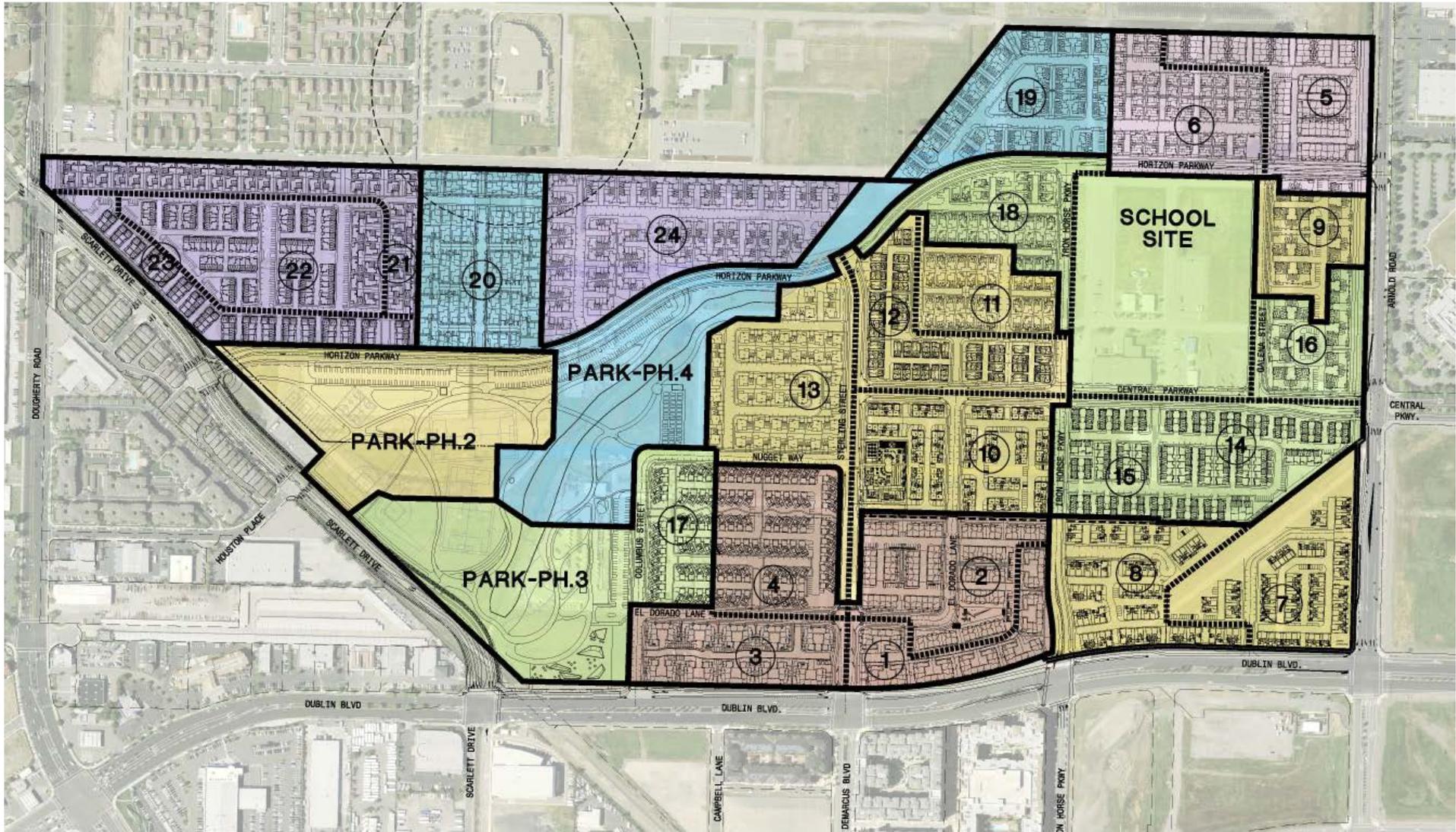
Dublin Crossing is a proposed plan for the development of approximately 189 acres in the City of Dublin on a portion of the former Camp Parks military base. The process of development initially started in 2003, when the Camp Parks initiated a General Plan amendment for this portion of the 2,485 acre Camp Parks area.

The future development will comprise of residential, commercial, parks and open space, and a public school. As of 2013 there is an approved Specific Plan and EIR in place allowing for the maximum development of up to 1,995 residential units, up to 200,000 square feet of commercial use, a twelve acre school site jointly planned with a neighborhood park, and a thirty acre park on the west side of the development, which is the park addressed and described in this master plan document.

The residential units will be a mix of housing types, which will provide diverse housing options that meet the needs of Dublin's current and future population, and the mix needed in order to create the vision of a vibrant urban village.

According to the Specific Plan, the development will take place in five separate phases. Development is expected to occur approximately over a period of ten years, depending on market demands and the acquisition of property from the U.S. Army.

Dublin Crossing is envisioned to be a vibrant, walkable community that takes advantage of being along the Iron Horse Regional Trail, in close proximity to the Dublin/Pleasanton BART station, and geographically at the center of Dublin. The community is intended to form a strong connection between east and west Dublin, in particular with the large park that will serve the region and will be a focal point for major social, cultural, and recreational events for the Tri-Valley area.

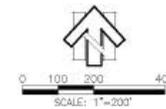


LEGEND

- PHASE 1A
- PHASE 1B
- PHASE 2
- PHASE 3
- PHASE 4
- PHASE 5
- 7 TYPICAL NEIGHBORHOOD NUMBER
- PHASE LINE
- NEIGHBORHOOD LINE

PHASE	ADJUSTED ACREAGE
1A	20.974 AC
1B	12.053 AC
2	37.346 AC
ACSPA	8.73 AC
NASA	8.47 AC
3	47.079 AC
4	26.549 AC
5	27.669 AC

TOTAL: 188.868 AC
ARMY EX. TOTAL: 171.670 AC



Dublin Crossing Development Master Plan

Park Context

Parks + Recreation Master Plan

The City of Dublin has a well developed system of neighborhood and regional parks, trail corridors, and open space areas. The parks are intended to provide recreational opportunities for all ages and walks of life. Amenities range from sport courts and fields, playgrounds, walking, hiking, and biking trails, creek corridors, dog parks, spaces to gather and celebrate, cultural and historical amenities, areas of ecological preservation, and places to relax, be contemplative, and enjoy the outdoors. These parks and open spaces are key to maintaining the high quality of life associated with living in Dublin.

The City of Dublin Parks and Recreation Master Plan analyses and reports on the specific projected needs and park standards for the City of Dublin, and how those needs will be addressed within the parks system.

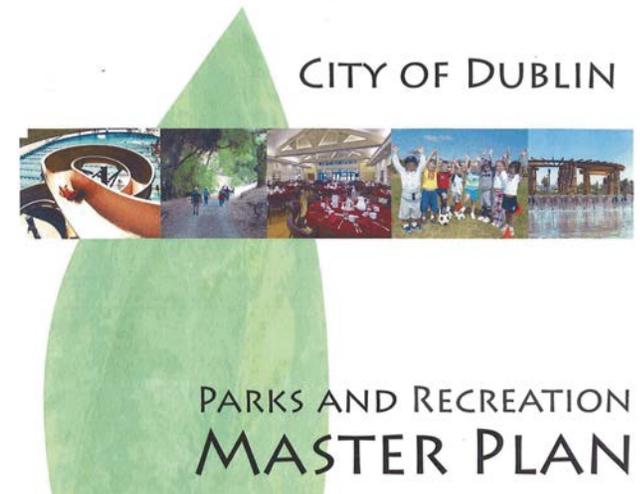
The Parks and Recreation Master Plan has dictated a minimum of recommended facilities for the new Dublin Crossing Park.

Mandate:

- Preserve and enhance the special characteristics that define Dublin
- Facilitate social interaction and community building
- Create a memorable social hub and landmark public destination

Goals:

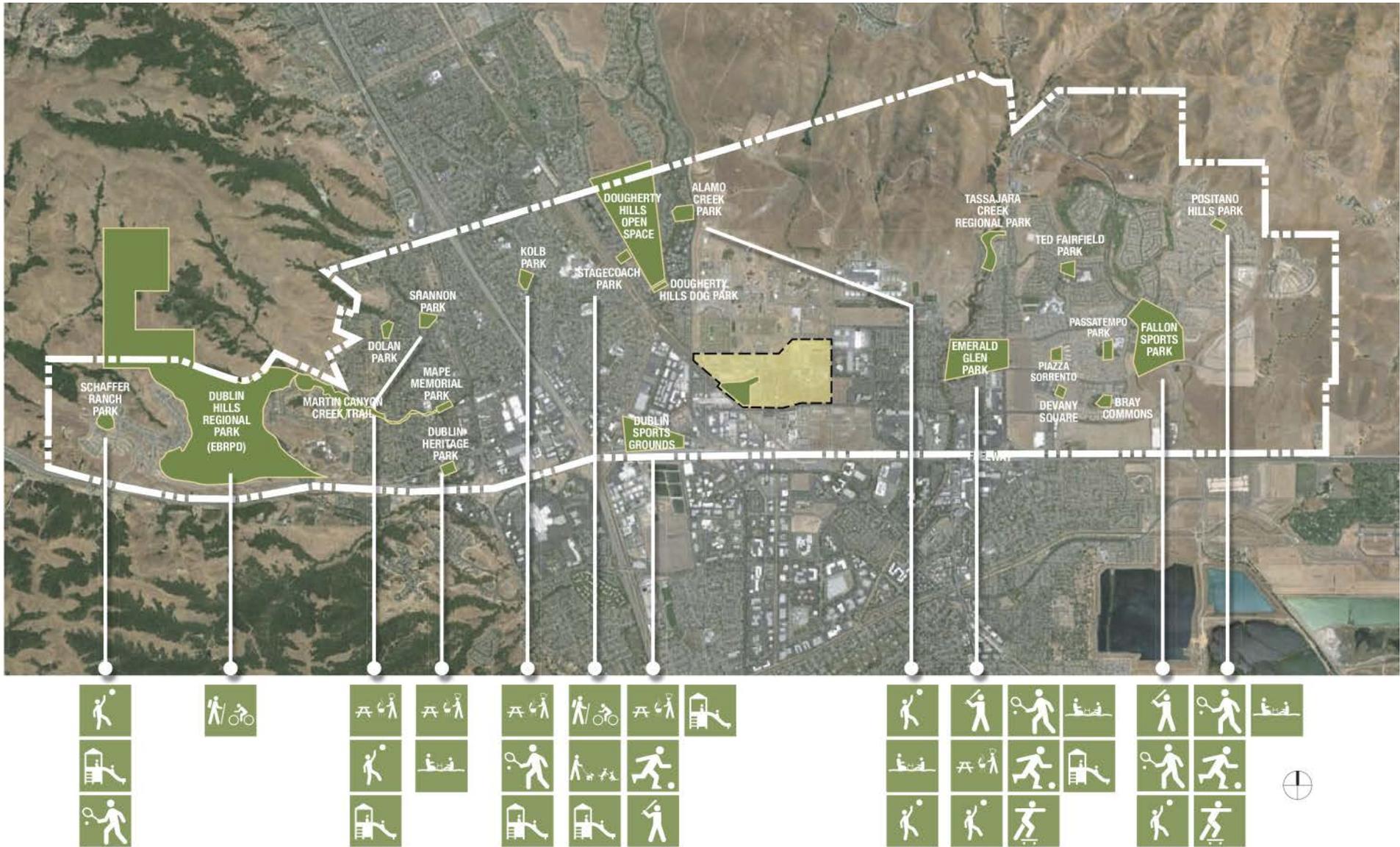
- Provide a high-quality and diversified park system
- Create a continuous network of paths, walks, and trails
- Preserve the visual quality of the hillsides and creeks
- Passive recreation opportunities
- Provide community identity and character for Dublin
- Improving the area's visual quality
- Provide planning, management and funding for the existing facilities
- Provide for recreational needs of rapidly expanding community



Minimum Recommended Facilities:

Baseball Fields	[2]
Soccer Fields	[2]*
Tennis Courts	[4]
Basketball Courts	[2]

* Staff has developed an alternative for a cricket field to address a requirement identified in the Parks & Recreation Master Plan (see page 116)



Dublin Parks and Open Spaces with Program Matrix

Regional Connections

The study area is centrally located to several major population centers and airports. The Dublin Crossing Community Park will be a popular recreation destination, enhancing Dublin as an important regional gateway.



Regional Transit

Located at the confluence of several major interstate highways, the study area is widely accessible to large regional population centers. Additionally, Dublin Crossing Community Park is directly adjacent to the 33-mile long Iron Horse bike trail, which connects to 12 east bay cities and three BART stations.



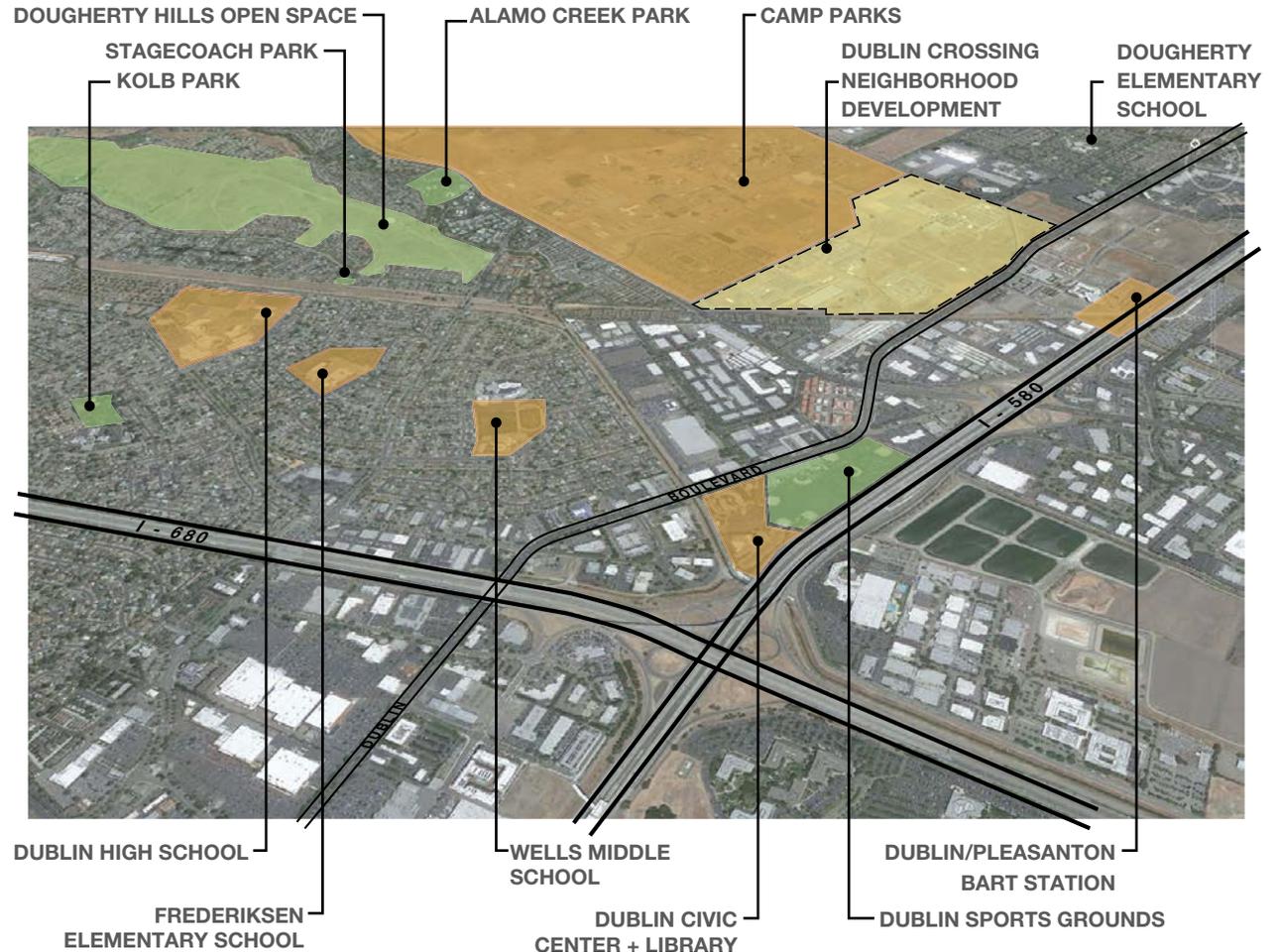
Location + Adjacencies

Dublin Crossing Park is located at the center of Dublin, just north of Dublin Boulevard, and along the Iron Horse Regional Trail and Scarlett Drive to the west. The new park is conveniently only a 5 minute walk from the Dublin/Pleasanton BART Station, and its position along the Iron Horse Regional Trail makes it accessible by bicycle or by foot from both the north and the south. Two major freeways, I-680 and I-580, cross just to the southwest of the park, bringing an additional regional connection to the park. Dublin Boulevard is the main connector through the city.

Dublin Crossing development will sit to the east and north of the park. The southwest edge is a commercial and industrial corridor, and to the northwest is a small residential community.

Three existing schools, Dublin High School, Frederiksen Elementary School, Dougherty Elementary School, and Wells Middle School (and a new public school within the Dublin Crossing Development) are all within close proximity to the park.

The park's proximate location within Dublin makes it a prime facility to act as a bridge between east and west Dublin, and provide a needed central gathering place serving the whole community.



Dublin Crossing Development Nearby Civic Spaces



Dublin Crossing Development Adjacencies

Site Inventory

Existing Conditions

The park site is approximately 30 acres at the southwest corner of the proposed Dublin Crossing development along Dublin Boulevard and the Iron Horse Regional Trail.

Currently, the site is mostly non-native grasslands, with a large parking lot on the northern edge and approximately 27,000 square feet of built structures. A drainage canal cuts diagonally across the site. The site will be cleared of all existing site improvements including the parking lot and building structures. The current drainage canal will be enhanced to become an expanded riparian zone, and a feature of the site.



KEY:
 Park Boundary

Viewshed

The site enjoys views to surrounding hills of the Tri-Valley area in all directions, but particularly to the east and west. Higher development directly south of the park will likely block views of the hills to the south.

1)



2)



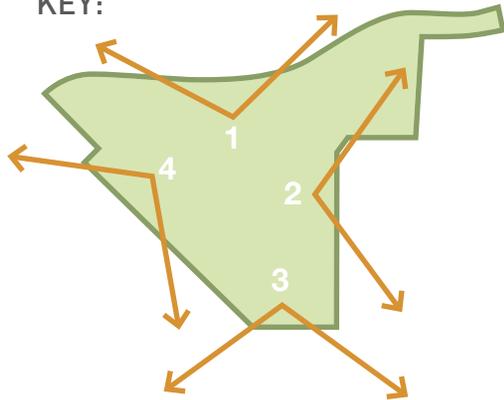
3)



4)

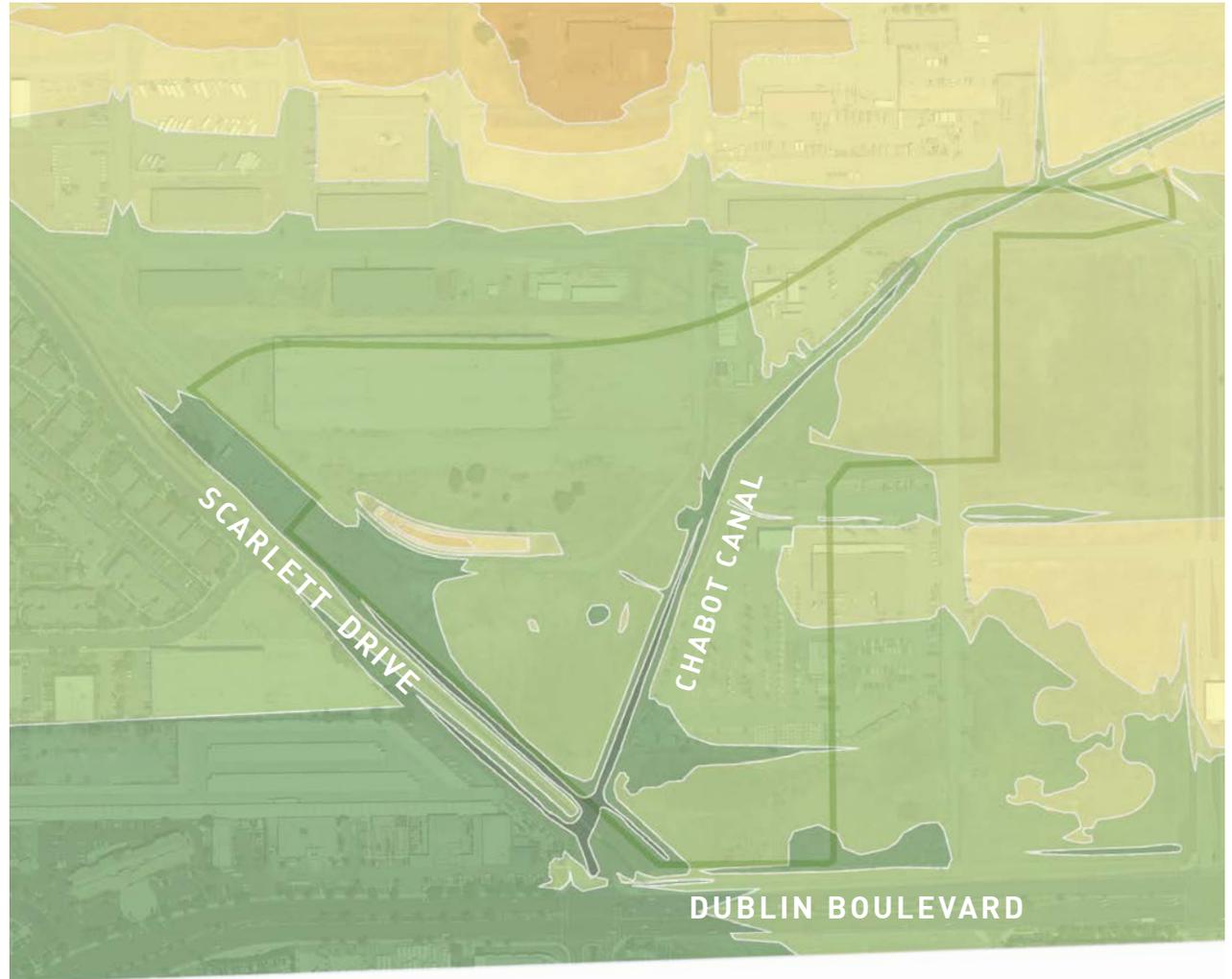


KEY:



Topography

The site is relatively flat, which provides an easy footprint to develop the park. The low points follow the Chabot Canal corridor, which cuts through the site from northeast to southwest.

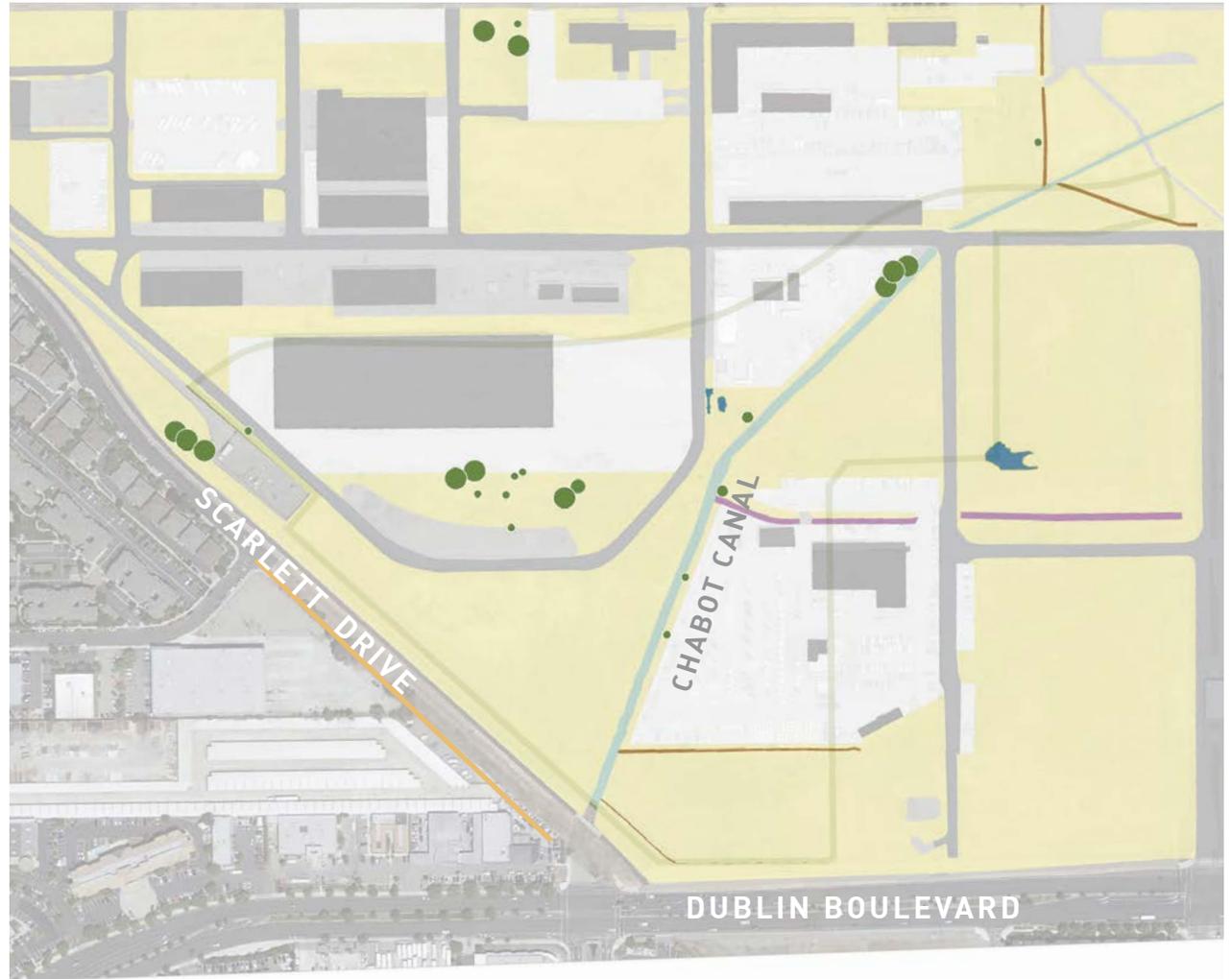


KEY (feet above sea level):



Existing Vegetation

Currently the site is mostly non-native grasslands and herbaceous weeds, with very few existing trees. There is a small amount of seasonal and emergent wetland along the Chabot Canal corridor.



KEY:

- | | | | |
|---|-----------------------------|---|-------------------|
|  | Non-Native Grassland |  | Seasonal Drainage |
|  | Seasonal + Emergent Wetland |  | Existing Trees |
|  | Wetland Drainage Ditch |  | Park Boundary |
|  | Chabot Canal | | |

Circulation + Access

The site sits just to the north of the major arterial, Dublin Boulevard. To the west edge of the park is Iron Horse Regional Trail and Scarlett Drive. Scarlett Drive current only extends halfway down the site, but is slated to be extended down to Dublin Boulevard. Within Dublin Crossing, several local residential roads will surround the park site.

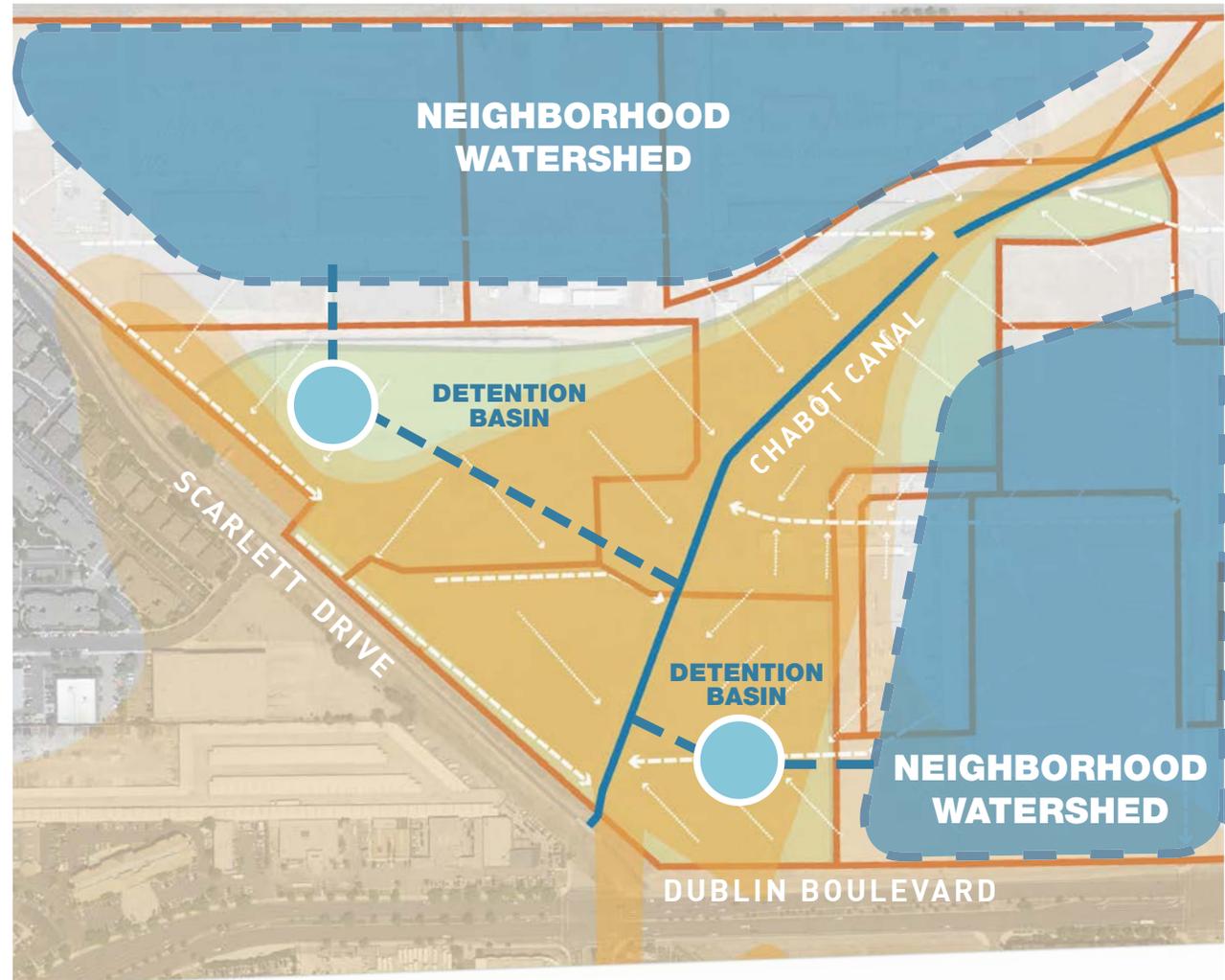


- KEY**
-  Arterial
 -  Collector
 -  Local Roads
 -  Public Trails
 -  Dublin Crossing Local Roads

Hydrology + Storm Water Mitigation

Currently, stormwater on site drains into Chabot Canal, which then exits the site to the southwest. Through the park development, the current channel will be enhanced and expanded to become a riparian corridor with a diverse range of native wetland species.

Within the larger neighborhood development are two underground detention basins that will have additional holding capacity during large storm events. The creek and the detention basins will not only serve the park, but will service the stormwater for the surrounding Dublin Crossing neighborhood.

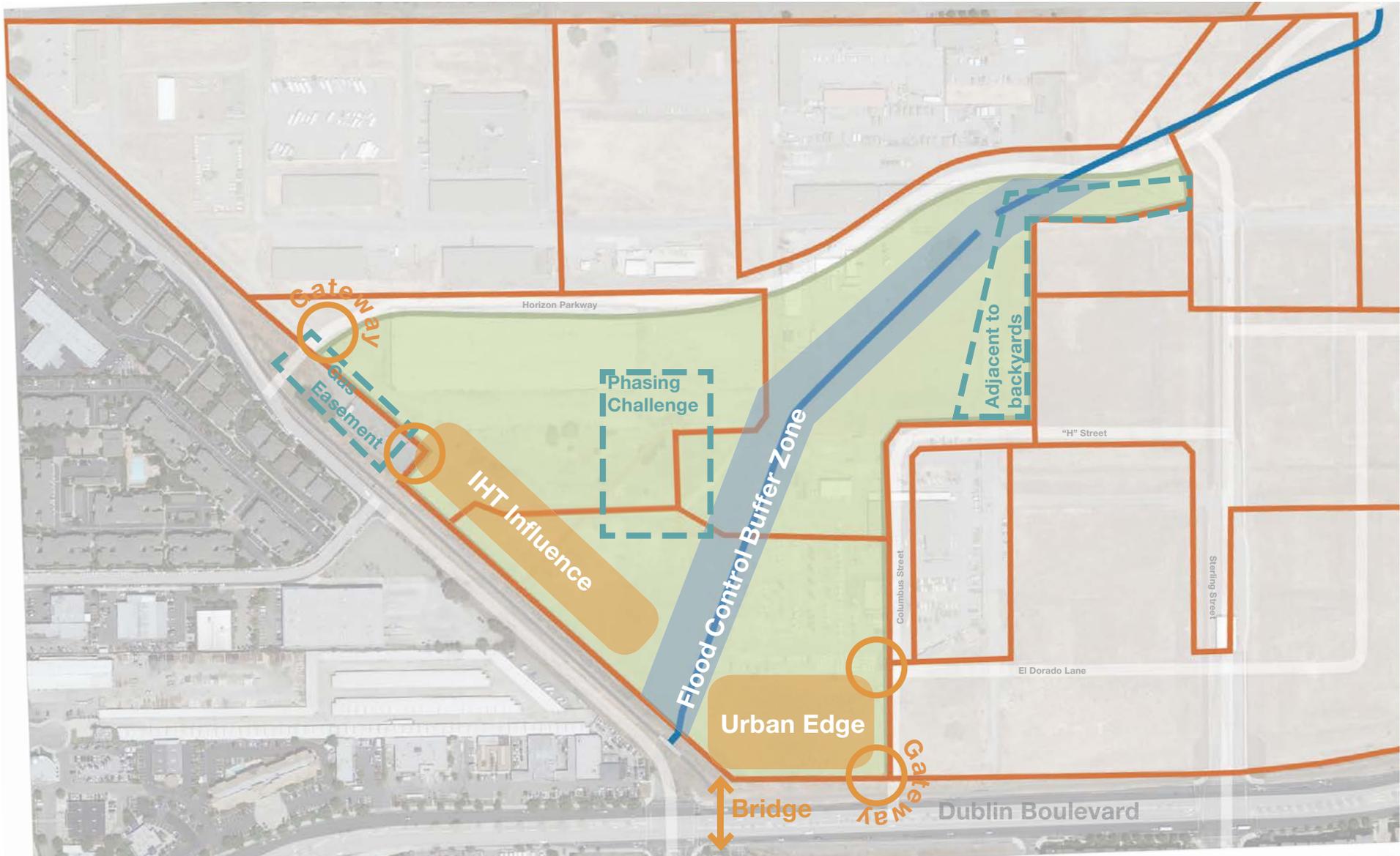


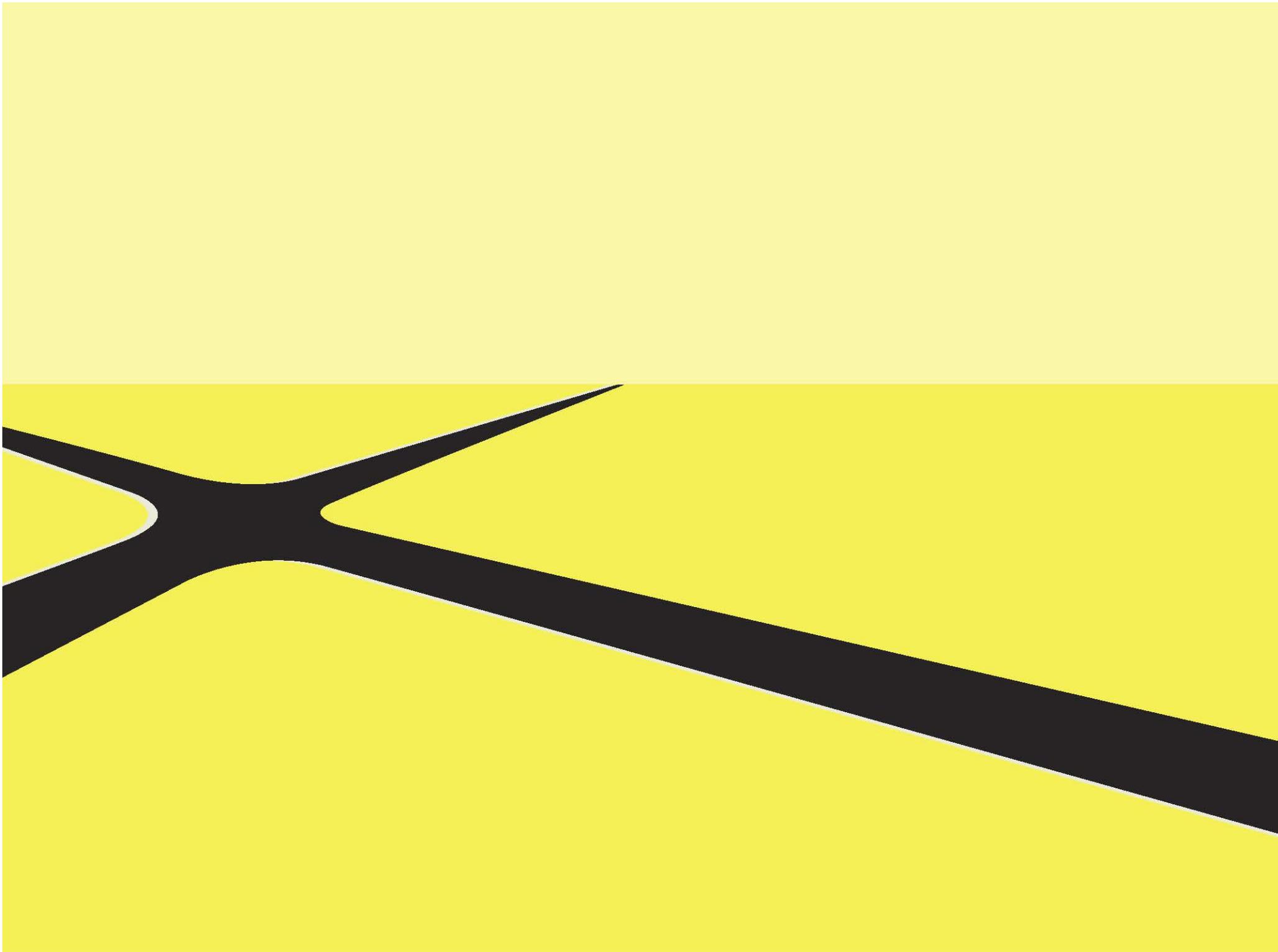
Conclusions

The inherent qualities of the site impart both design opportunities and challenges. With the site being relatively flat, of a substantial size, and mostly open grassland, the opportunities for design and programming are open. Conversely, the odd shape of the park parcel, the location of the creek corridor, and the development phasing divides the site into awkward configurations.

In looking at the site's surroundings, the site's proximity to the Dublin/Pleasanton BART Station and the alignment with the Iron Horse Regional Trail present extraordinary opportunities for increasing the number of park users and making the park a regional amenity. Additionally, these proximities allow the park to be accessed by transit, bike and foot, rather than relying solely on access via a car.

	Opportunities	Challenges
Internal	<ul style="list-style-type: none"> • Clean slate • Substantial size • Relatively flat (easy to build) • Views to hills • On-site creek corridor 	<ul style="list-style-type: none"> • Mitigation of flood risk • Location of creek corridor • Disturbed non-native habitat
External	<ul style="list-style-type: none"> • Proximity to BART • Adjacency to Iron Horse Regional Trail and larger trail network • Linkages to other Dublin open spaces • Central Dublin location 	<ul style="list-style-type: none"> • Development phasing • Limited frontage on Dublin Blvd. • Pedestrian crossing at Dublin Blvd.





APPENDIX 1:

Community Process: Listening Phase

Community Networking

Community Design Summary

Dublin Crossing will be one of the last opportunities for a significant new park in Dublin. With 30 areas of land, this park has the capacity to be a major civic park for the community and region. The City and design team considered public outreach vital for the park's success, both in developing the amenities and building the community advocacy base.

To maximize participation, the team implemented a two pronged approach to reach the constituents of Dublin: outreach to the general public and in-depth meetings with a smaller, more select Task Force. With this approach the team hoped to reach a broad swath of the Dublin community, and also get in-depth feedback from the Task Force.

To reach the largest audience possible, the team put together an online survey, and broadcast that survey widely. With a low barrier to entry (accessing a computer and providing a few minutes of time), the survey was able to reach and get feedback from 2.1% of the Dublin population.

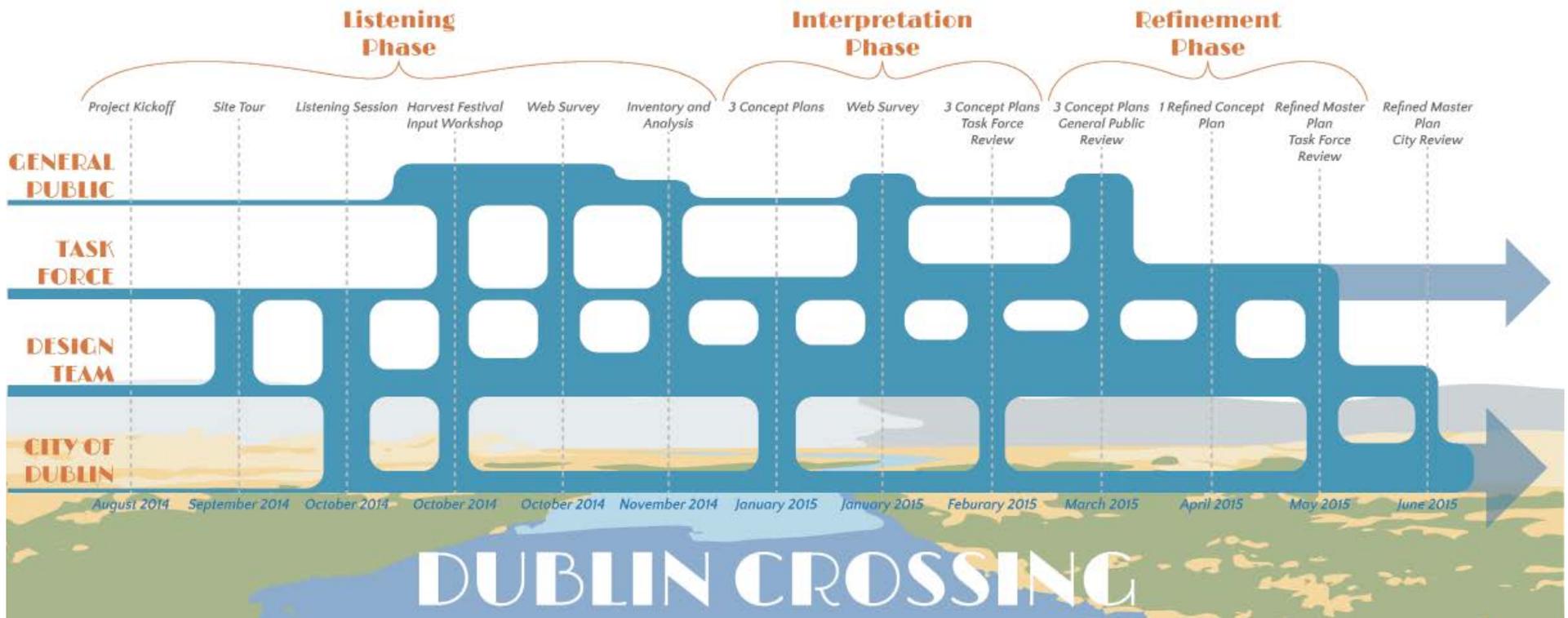
The team also hosted a booth at the Dublin Harvest Fair, which allowed the team to informally have conversations with members of the public, and get citizens excited and engaged in their new park.

The City Council appointed the Task Force for this project by selecting community members who would commit to participating throughout the public process. Members were appointed based on specialized knowledge (such as history, ecology, or design), leadership roles (such as soccer advocacy, mother's groups, or association with the Valley Children's Museum).

The Task Force met with the City and design team throughout the process, providing ideas and feedback to guide the design. The Task Force assisted with getting the word out to the wider Dublin community about this effort, so the project was better informed by the larger community's preferences.

In the schedule shown on the following page, the process reveals how the Task Force followed in tandem with the design team through the public outreach exercises and design studies, with a connection with the general public for the major research and feedback events.

The wealth of information collected from both the Task Force and the wider community provided a clear direction for park design and programming.



Community Design Process + Schedule

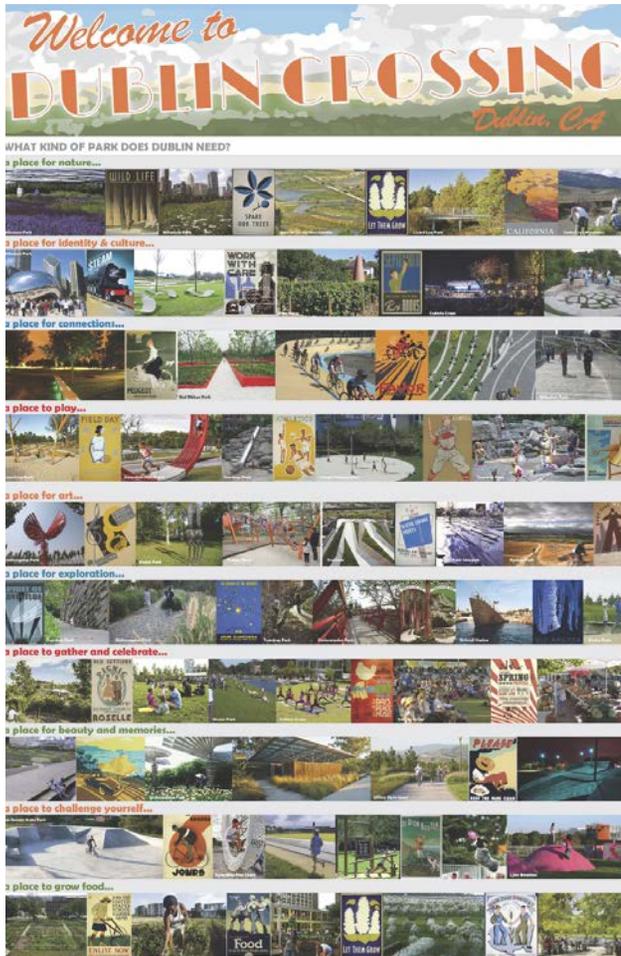
Mandates from the community input:

- Desire a **strong civic identity**, representing the **cultural heritage** of Dublin and the San Ramon Valley
- Provide expanded **team-based recreation opportunities: soccer and individual fitness features**
- Enhance the **natural features** of the site, promoting ecological diversity and ecological education
- Provide amenities for **all age groups**, with a focus on the young and old
- Desire a facility to hold **large events**
- Want to create a destination and a **sense of identity** for Dublin; this park can be part of Dublin's central identity

Specific programs: playgrounds, Iron Horse trailhead, festival site, historic interpretation, soccer, futsal, disc golf, volleyball, jogging/walking/fitness, riparian ecology zone, community garden, ornamental garden, outdoor classrooms, arboretum, orchard, interpretive signage

General Public Input

Event 1: Online Survey



GP Event 1 Methodology

The City of Dublin hosted an online survey to get input for this new park from the wider Dublin community. The questions were tailored to focus on programs and activities for the new park, as well as information regarding how they use the existing parks. Together this information communicates to the design team popular activities, what is currently under represented in the Dublin parks system, and what the community members are interested in seeing and doing in their new park.

Due to the work of the City, Task Force, and design team, there was a remarkable participation level for the survey, with 1,128 respondents. At 2.1% of the City population, this turn out is almost three times more than what would be necessary for a statistically significant sample size poll. As a result, the design team feels confident in these responses as representative of the community sentiments.

GP Event 1 Findings

One-third of the survey respondents fell within the age range of 35-50 years old and the average respondent was two times more likely to have children in their home than the average Dublin resident. Data supports that Dublin residents regularly use the existing park facilities (once a week at least), with a broad distribution of the types of activities they engage in. The larger parks with sufficient athletic field facilities, such as Emerald Glen Park, Fallon Sports Park and Dublin Sports Grounds, receive most of the usage. The general perception is that overall character of Dublin's park system has a strong athletic and recreation representation; however, there is also the idea that the existing facilities are nearing their capacity for usage.

In looking ahead to the future Dublin Crossing park, nearly a quarter of the respondents stated it should have a civic identity; the second-most popular identity for the new park was a sports park and an ornamental garden, which had relatively equal support. Residents want to see the following features and facilities: community and group gathering elements such as new seating areas, picnic facilities, shaded spaces, and playgrounds. Residents are less supportive of expanding sports fields in a generalized sense, but there again appears more concentrated interest in new soccer and Futsal facilities. Nearly two-thirds of respondents desire an active park space over more passive programming.

The complete survey breakdown is available in Appendix 3.

SURVEY SAMPLE:

# OF SURVEY RESPONDENTS.....	1,128
CURRENT DUBLIN POPULATION.....	53,462
% RESPONSE RATE FOR TOTAL POPULATION...	2.1%
CONFIDENCE LEVEL.....	99%
MARGIN OF ERROR:.....	3%

Event 2: Harvest Fair Booth



GP Event 2

The Dublin Harvest Fair was held on October 25, 2014, and the team hosted a booth with an interactive exercise, hard copies of the survey, and material explaining the potential of the new park. The interactions were informal, and most people visiting the booth stopped by to hear general information about the park, to ask a few questions, and to give their support of the new park. Many were curious about the timeline of the design and construction of the park, and when the park might actually be open to the public.

The event served as a way for the team to get the word out that a new park is being designed, to garner support and enthusiasm from the greater community, and to encourage people to fill out the online survey. Most visitors to the booth expressed their enjoyment of Dublin's parks, and the cultural and recreational opportunities in the area. Generally the visitors to the booth also gave their support for additional places to gather and do activities.

Task Force Input

Event 1: Park Walk + Listening Session

TF Event 1 Methodology

The Task Force is intended to provide insight into the needs of the Dublin community as well serve as advocates for the park. The first meeting was planned to both get preliminary feedback regarding what Dublin needs for its parks from the task group, as well as help build the task group's capacity as advocates.

To tackle both goals, the design team led a tour of Emerald Glen Park to provide a precedent for comparison and discussion. The design team explained the ideas behind the design of the park, and solicited feedback from the task group. Topics covered included programming, circulation, grading, climate considerations, spatial composition, landscape infrastructure, restoration ecology, accessibility, and safety, among other issues.

Each participant had a map of the park along with key questions to consider:

- What are your favorite places in the park? Why?
- What kinds of activities go together?
- If you could change something in this park, what would it be?
- What programs do you think should be considered for Dublin Crossing?





TF Event 1 Findings

The tour and discussion covered all the core issues of park design. Since it was a warm day, the importance of shade and water fountains was immediately clear. After reviewing the structure of the park and the design intent behind the park's layout, the conversation focused on programming. Below are the most repeated themes or ideas shared regarding the new park at Dublin Crossing. The complete comments can be read in Appendix 6.

- There were differences of opinion regarding sports fields. There were strong soccer advocates, and others contending that there are enough sports parks in Dublin.
- There were many mentions of providing facilities and programs for a diverse range of ages - playgrounds for toddlers as well as amenities for the elderly.
- There were a number of comments supporting shared community space, including community gardens, places for picnicking and BBQ, as well as community events.
- Some of the participants were particularly interested in historical interpretation and the incorporation of art into the park design.
- There was unanimous interest in trees, shade, and water fountains.

Event 2: Program Workshop

TF Event 2 Methodology

The second Task Force meeting occurred on the evening of October 15, 2014 in the Regional Meeting Room at the Dublin Civic Center. This meeting was structured as a workshop to generate participant input on desired program uses for the park.

Continuing our team's strategy of engagement, we structured the session into three segments: the first segment was a formal introduction of the

project site and its context within Dublin led by the design team. The second and third segments of the meeting focused on a role-playing scenario where residents were required work in small groups to develop the park program. The intent was to collect balanced feedback and for the members to build consensus among themselves given the set of constraints.



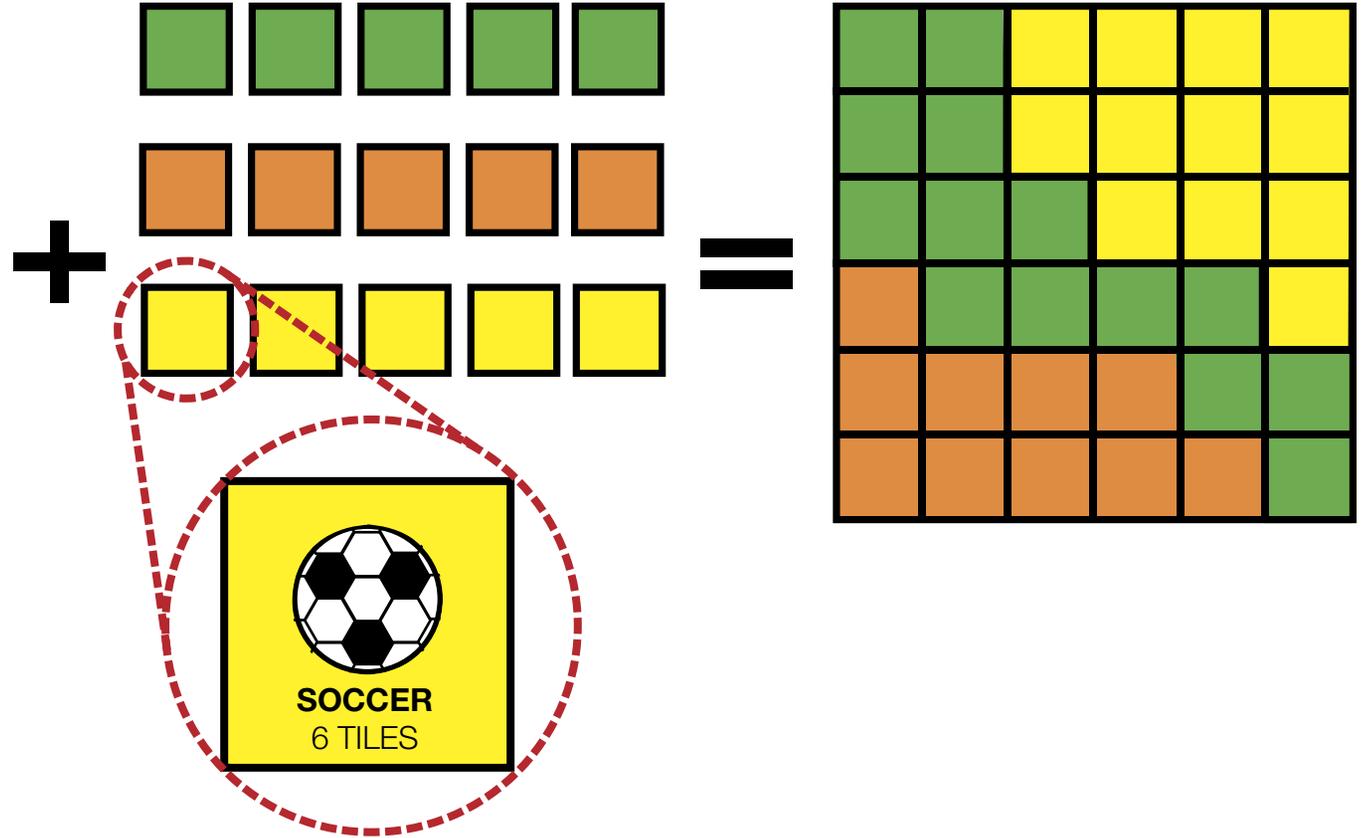
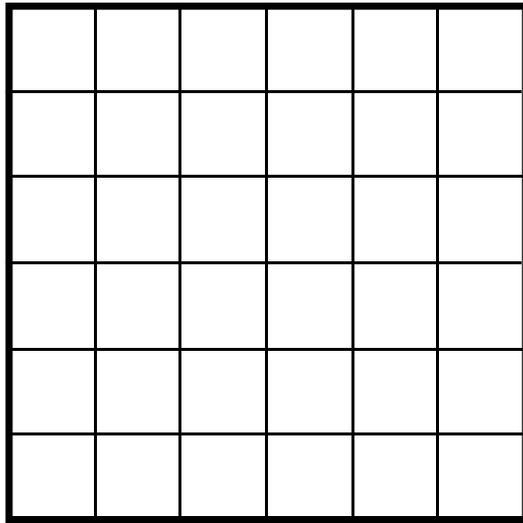


For the second segment of the evening, the Program Brainstorming Exercise, Task Force members were divided evenly into three groups representing the interests of either Cultural, Ecological or Recreational programs. Participants were encouraged to select the program category they most strongly supported. These program category members were instructed to collectively develop their position as the advocates for the category of program types. Design team members facilitated the discussion with questions to prompt brainstorming activity. Ideas and positions were recorded on large note paper and preserved for reference in this segment of the workshop. The goal of this exercise was to build relationships within the Task Force while also requiring participants clearly articulate their reasons for support of specific programs.



The members of the three program category groups were then redistributed into five new discussion groups for the third segment of the evening, the Program Diagramming Exercise. Each of these new discussion groups was populated with one or two program “experts” from the previous segment, so that Cultural, Ecological and Recreational interests were fully represented within each team.

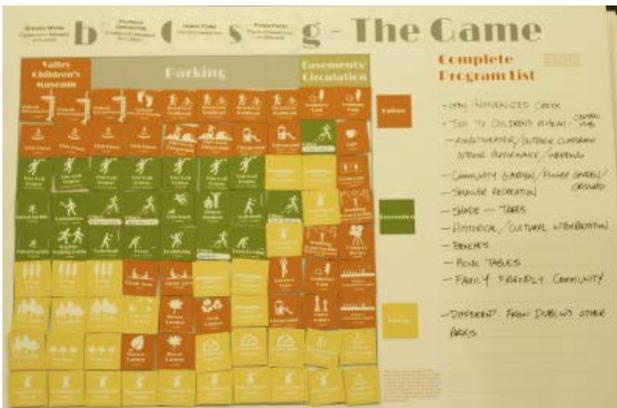
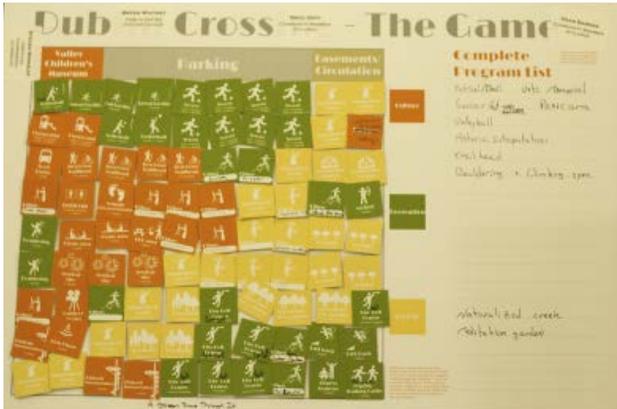




Every team received a large square board with a grid - an abstract representation of the park site. Each grid square represented approximately 1/3 of an acre, the total board containing 100 squares to compose 30 acres.

Every team was also provided a set of tiles representing different programs under consideration. Program were shown as a graphic with the number of tile spaces on the board that the program will require. Each tile also has a color designating the program category (cultural, recreational, ecological) to which that the tile belongs.

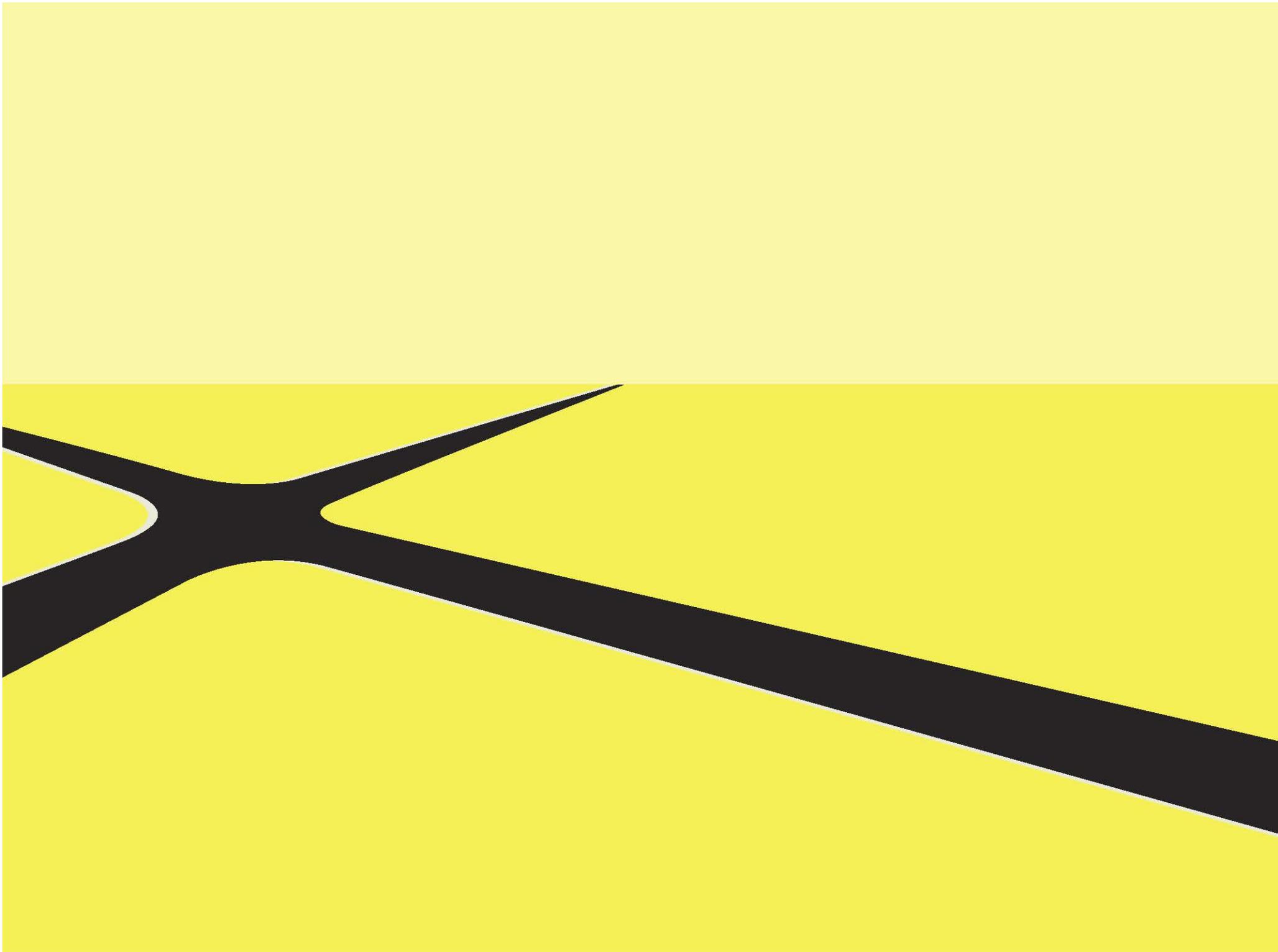
Each team negotiated amongst themselves the most important mix of programs for their site, given the spatial limitations. Program tiles were grouped by category designation, making it easier to identify the relative percentages of the different categories represented on the site. Teams then had to present their proposed program mix to the full task group.



TF Event 2 Findings

During the discussion, it became apparent that there is no central place in Dublin providing a clear identifying landmark, or seen as being able to serve large cultural events. There was strong support for this kind of space or facility. There was also strong support for the park to have an educational or interpretive element, most likely tied to the Valley Childrens Museum.

For the final exercise, distribution of the three categories of program tiles was remarkably even, while there were clear program preferences within the individual categories. Within the Ecological category, there was a strong desire for the creation of a naturalized creek feature to enhance the existing flood control channel with 13.7% of the total program tiles allocated for that purpose. Under the Recreation category, the strongest program desire was for more soccer fields, with a 6.3% of total tile allocation, followed by a selection of frisbee golf courses with 4.9% support, then Futsal facilities with 2.8%. Preference distribution for the Cultural category was more balanced, with playgrounds (3.7%), an Iron Horse Trailhead (3.5%) receiving the most support. The overall results in this category shows support for a wide range of community-focused program features. The complete exercise results can be read in Appendix 3.



APPENDIX 2:

Community Process: Interpretation Phase

Three Concepts

Concept 1: Civic Identity

The focus of the Civic Identity Concept is to bridge the Dublin community with a grand park, where art, nature, and community come together to play, learn, and celebrate culture. Strong linear circulation, including a long alleé of trees, extends the city fabric into the park through pedestrian pathways. The alleé of trees focuses on the 'Iconic moment,' a one-of-a-kind sculpture or structure that could be an identity-piece for the City.

Along Dublin Boulevard is an 'Urban Edge' to the park, with the future Valley Children's Museum and outdoor classrooms, and shade structure framing a plaza. North of this plaza is a grand playground – a large, multi-age, accessible playground with unique and artistic play features. Adjacent to the playground on the north is the 'Adult' play area – where parents can play bocce, shuffleboard, or just nap in the shaded 'Hammock-paddock'. Down the middle of the site is the Chabot Canal, reinterpreted as a riparian corridor, with native plantings on the banks of the canal.

To the west of the canal, alongside the realigned Scarlett Drive, is a large sculpture meadow. The circulation through the meadow is curvy, to change the pace and nature of the park in this space from the wider park framework. The Civic Identity Concept includes a diversity of sport programs, including two baseball fields (one full size, one for little league), two soccer fields, a futsal court, two tennis courts, two basketball courts, and a few badminton courts.

Framework Plan



Precedent





Civic Identity Vision Montage





Concept 2: Learning Landscape

The Learning Landscape is guided by the idea that people can learn in many different ways in the environment. The biggest single design move in this option is widening the Chabot Canal into a larger ecological landscape. This space would be dedicated to ecological restoration, with the aspiration of reintroducing arroyo and wetland species. A series of interpretative signs would share the ecological history of the valley and site. Throughout this corridor is a network of pathways to get down to the creek and explore, as well as outdoor classrooms for gathering and retreat.

Surrounding the perimeter of the stream corridor would be an extensive oak woodland area. In addition to learning through nature, there would be an education hub at the southeastern corner of the site. There the Valley Children's Museum would be complemented by a small café and bicycle repair station, and event plaza. Adjacent to this space are the three learning playgrounds – a tot lot focused on natural material play features, an 'Imagination Playground' where children can play with a creative block set, and an 'Adventure Playground' with larger play equipment that engages natural elements.

A significant move in this design is an alternative approach to sports. Instead of dedicated soccer fields,

this design proposes a 'Great Lawn,' that can be reserved for soccer (it can fit two full-sized fields), or alternatively be used for community events, concerts and gatherings. At the south of the Great Lawn is the overlook – an elevated event berm built with the soil taken from the banks of the Chabot Canal, and built into a 20-foot high series of terraces that overlook the 'Great Lawn,' creating an opportunity for movies in the park, concerts and a perfect vantage point for events

with the Dougherty Hills in the background. To the western side of the park are the two learning gardens, a California demonstration garden showcasing drought resistant design, and a community garden. This design also includes hybrid basketball/futsal courts, tennis courts, and a lawn-bowling pitch. The circulation of this design is organic and pastoral in nature, focused on internal circulation and loops for walking and jogging, as well as smaller informal paths for exploration.



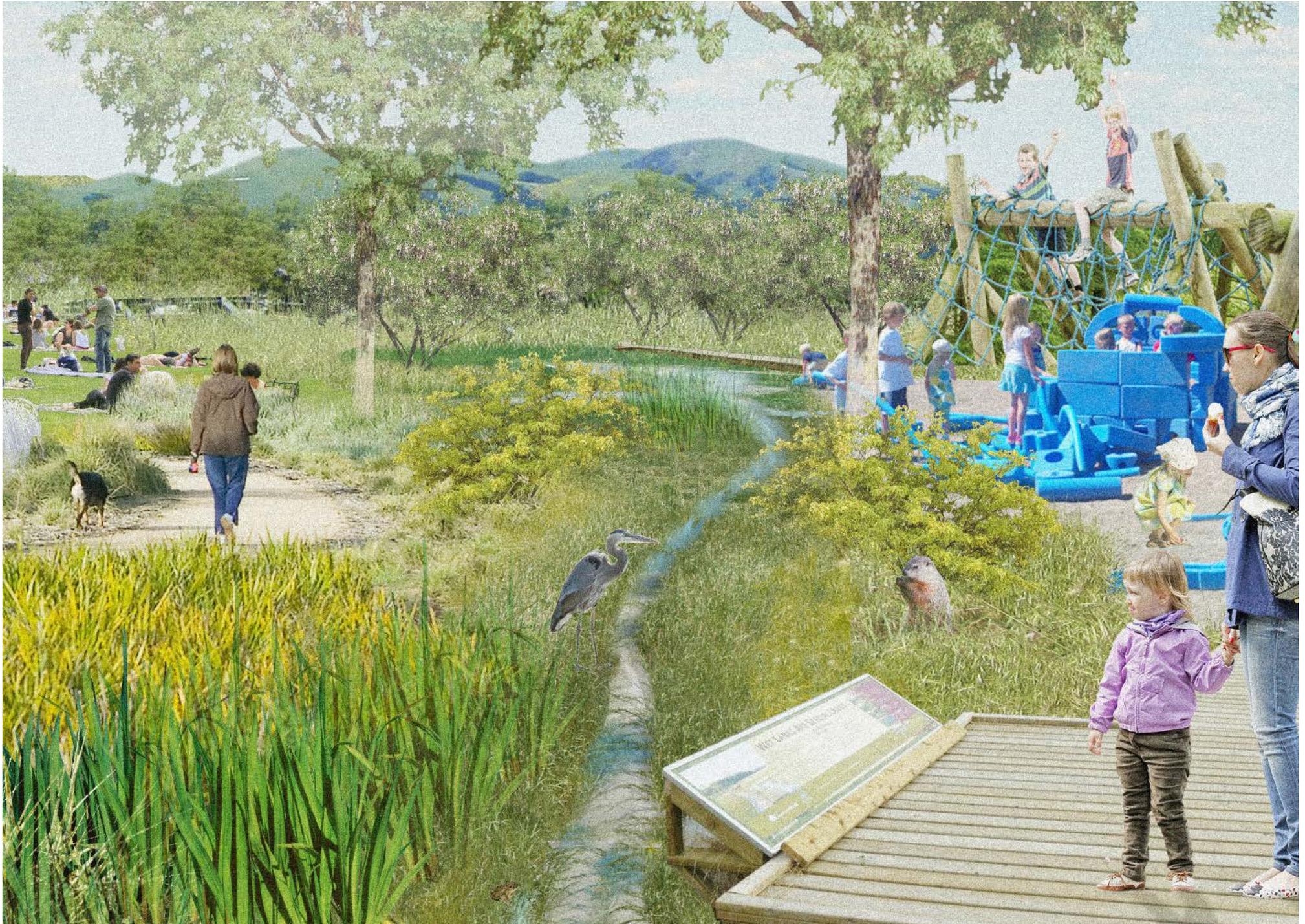
Framework Plan



- [1] Children's Museum
- [2] Café
- [3] Boccé & Horseshoes
- [4] Adventure Playground
- [5] Tot Lot
- [6] Imagination Playground
- [7] Restroom
- [8] Picnic Shelter
- [9] Badminton Courts
- [10] Parking (142 spaces)
- [11] Outdoor Classrooms
- [12] Ecological Restoration Corridor
- [13] Great Lawn / Soccer Fields
- [14] Overlook / Event Berm
- [15] Lawn Bowling
- [16] Tennis Courts
- [17] Hybrid Futsal/Basketball Courts
- [18] Baseball full size
- [19] Baseball little league
- [20] California Gardens
- [21] Community Garden

Learning Landscape Vision Montage



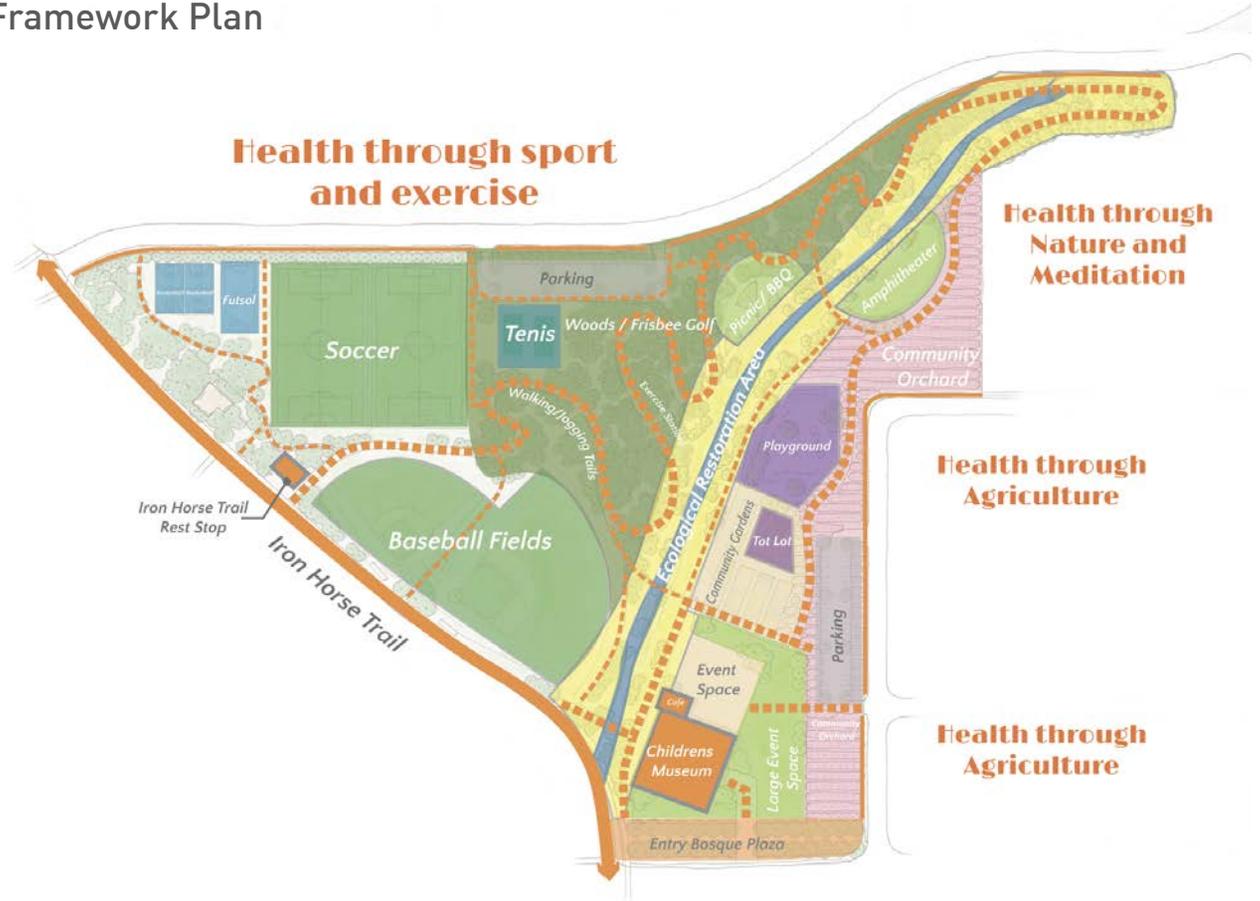


Concept 3: Health Park

The concept of the Health Park is focused on improving wellness and quality of life. Through exercise, healthy food, and experiencing ecology and nature, the Health Park focuses on increasing the community wellness of Dublin. To the eastern side of the site, the Valley Children’s Museum engages directly with a community garden, creating an opportunity for an agricultural and healthy-diet curriculum to be integrated into the Museum. Within the community garden is a small Tot lot, so parents can work in the garden while children play on the sculptural play equipment.

The eastern edge of the park is framed with a community orchard, providing a buffer for the street as well as providing another shared experience and amenity for the community. The Chabot Canal is naturalized in this scheme, providing a peaceful backdrop to a picnic area and small community event berm/meditation glen. The big move of this design is the Woodland, a large forest restoration project with winding pathways for jogging and exercise. Exercise and health stations are scattered along this path, as well as a disc golf course. The western side of this park is largely dedicated to sports, with a focus on team sports, including two baseball fields, two soccer fields, a futsal court, and two tennis courts. Along the Iron Horse Regional Trail is a trail head, with restrooms, water, and bike repair stations. The circulation in this scheme is intended to provide a route for jogging and walking around the site, through the diverse variety of landscapes.

Framework Plan



Precedent





- [1] Entry Bosque
- [2] Children's Museum
- [3] Café
- [4] Event Plaza
- [5] Town Green
- [6] Creek Path
- [7] Community Garden
- [8] Community Orchard
- [9] Tot Lot
- [10] Parking (108 spaces)
- [11] Exercise Playground
- [12] Ecological Restoration Corridor
- [13] Woodland, Disc Golf, and Fitness Course
- [14] Picnic Shelter
- [15] Overlook / Event Bern
- [16] Baseball full size
- [17] Baseball little league
- [18] Tennis Courts
- [19] Basketball Courts
- [20] Futsal Court
- [21] Soccer Fields

Health Park Vision Montage





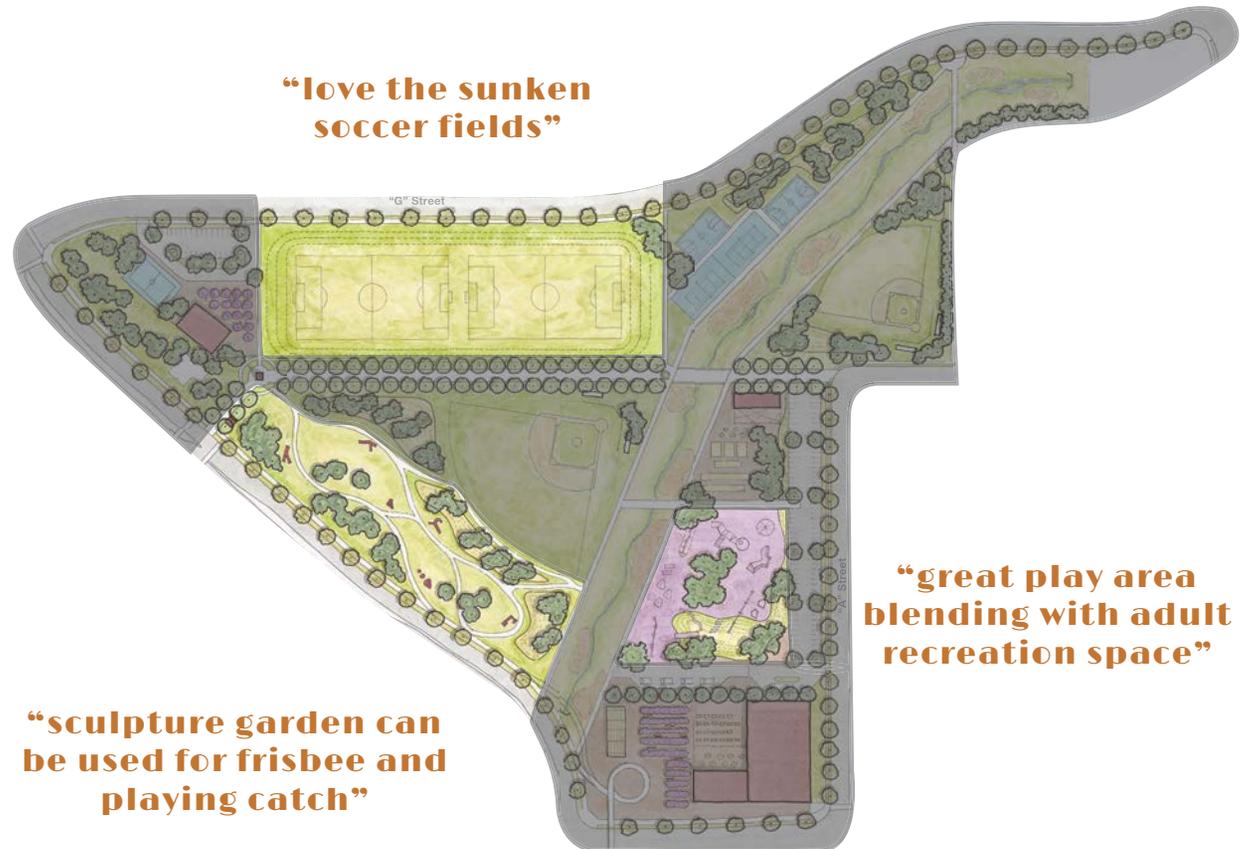
Three Concepts: Community Input

Civic Identity

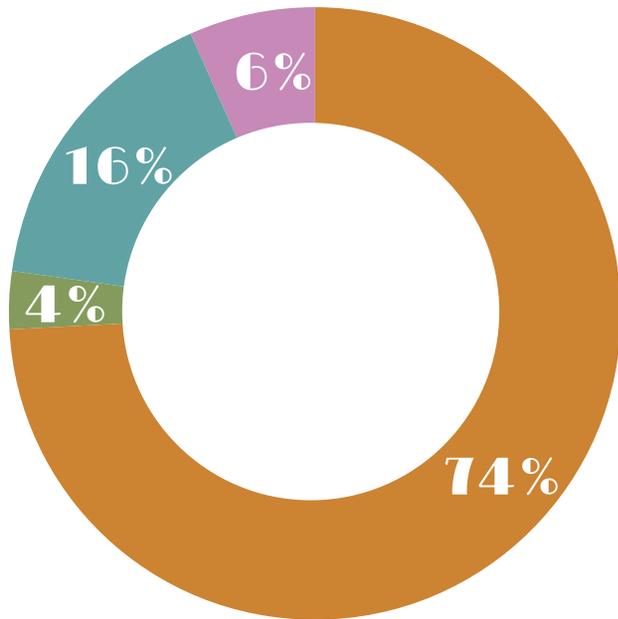
The Task Force responded positively to the grand playground, and liked the idea of having an adult recreation space closely linked with the childrens' play space. The Task Force members were also partial to the idea of clustering the play area, the adult relaxation zone, and the Valley Children's Museum in one corner of the park. However, Task Force members felt the southeast corner in this scheme was too urban and had too much hardscape.

Task Force members also supported the idea of the multi-use sculpture garden, and the sunken soccer fields. Generally, members felt strongly that spaces were best when they could be used for more than one purpose, and not just for a single use. People liked the strong allee pathway, but felt the circulation was a little too rigid, and also felt that this scheme could benefit from more shade.

Task Force Program Preferences



Task Force Program Breakdown



Fitness

- trails 1
- frisbee 1

Ecological

- trees 1

Sports

- soccer 5

Amenities

- picnic 1
- museum 1
- shade 3
- plaza 5
- sculpture 5
- play area 8

Task Force Super Quotes

TOO SIMILAR TO EMERALD GLEN PARK

MAKE THE SOCCER FIELDS
MULTI PURPOSE
FOR MORE FLEXIBILITY

IT STILL NEEDS MORE OF A **COMMUNITY GREAT LAWN**

NEEDS TO HAVE BETTER **CIRCULATION**

NEEDS BETTER CONNECTION TO **IRON HORSE**

COULD IT HAVE **FOOD TRUCKS?**

Civic Identity

The general public web survey for the three schemes generated a total of 508 responses. Respondents echoed the desire for multi-use spaces, and liked the idea of the sculpture meadow doubling as a space to play disc golf. There was support for the soccer fields and Futsal, and suggestions to think about adding additional soccer and Futsal amenities. As with the Task Force, the Grand Playground garnered a lot of enthusiasm and support.

Survey participants stressed the need for additional parking as well as desiring more trees. Although there was a positive response to the grand allee, generally people thought the scheme was a little too rigid in terms of its geometries, and wanted more meandering pathways.

General Public Program Preferences

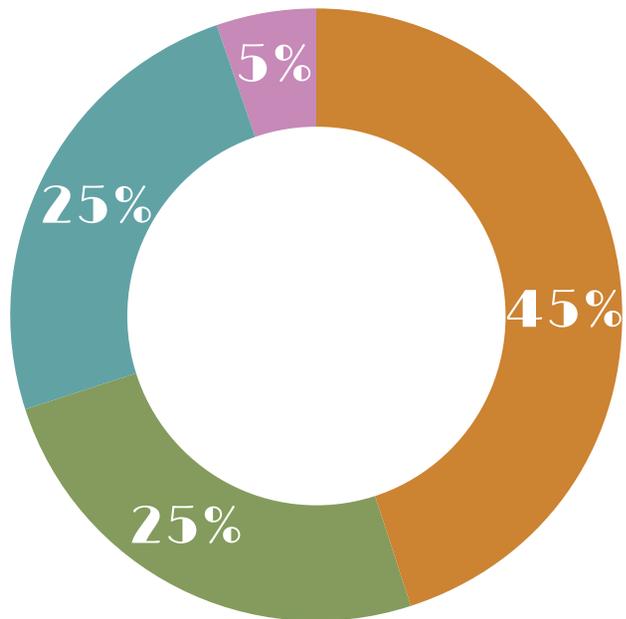
“Dublin has a wonderful start to being a premier soccer city, we could use more”



“Futsal is a growing sport here with youth, and there’s currently nowhere to play in Dublin”

“We need a lot more of these sorts of wildlife corridors”

General Public Program Breakdown



Fitness

trails 30
biking 7

Sports

horseshoe 5
tennis 18
baseball 13
basketball 13
bocce 21
badminton 23
futsal 39
soccer 51

Ecological/ Educational

21 outdoor classroom
83 museum
22 trees
18 open space
39 riparian

Amenities

124 parking
82 play area
47 sculpture
39 shade
19 picnic
18 plaza

General Public Super Quotes

COULD USE EVEN MORE
F U T S A L

IT FEELS **TOO RIGID**

**SCULPTURE
MEADOW**
CAN ALSO BE USED FOR
**PLAYING
DISC-GOLF**

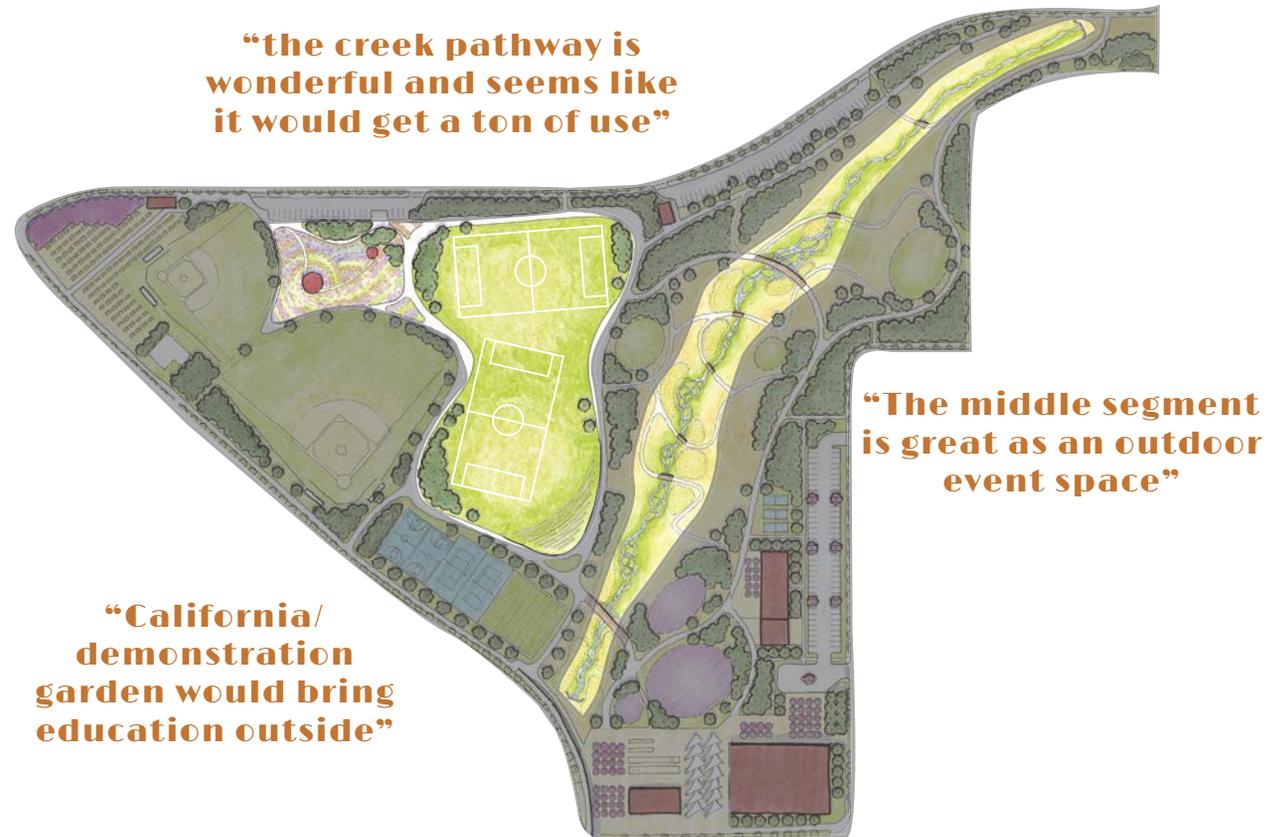
**S P A C E
FOR DOGS**

THE SLOPED BANKS OF THE
**S O C C E R
F I E L D S**
MAKE FOR EXCELLENT
EVENT SEATING

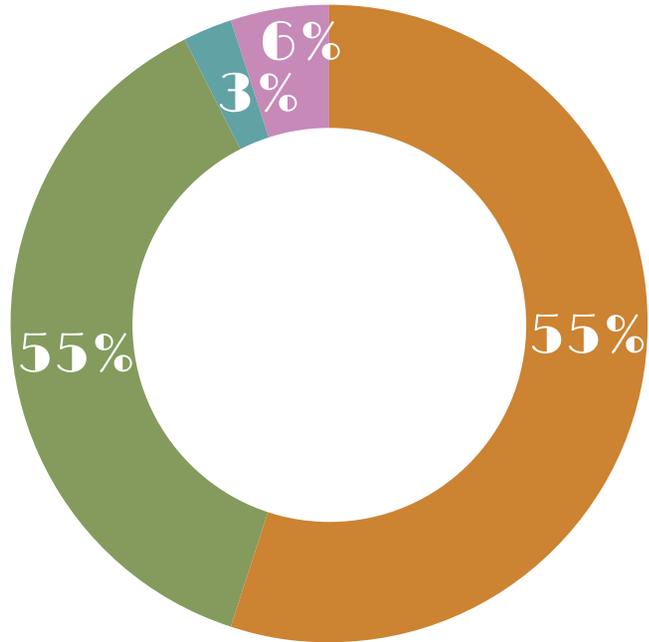
Learning Landscape

The Task Force showed strong support for the widened ecological riparian corridor, and loved the idea of the extensive and informal creek pathways. Additionally, there was also much support for the Great Lawn, which doubles as an event/gathering place, and contains two soccer fields. Attendees responded positively to the California demonstration garden, and the environmental education components of the scheme. There was support to tying educational components to the Valley Children's Museum, and suggestions to move the community gardens nearer to the museum.

Task Force Program Preferences



Task Force Program Breakdown



Ecological/ Educational

- 1 community orchard/ garden
- 4 native California garden
- 4 outdoor classroom
- 6 riparian

Amenities

- 13 great lawn/
amphitheater
- 4 adventure playground
- 1 parking
- 1 cafe
- 1 bike repair
- 1 plaza
- 1 shade

Fitness

- 1 trails
- 1 frisbee

Sports

- 1 badminton

Task Force Super Quotes

MAKE SURE THE LAWN IS
VERSATILE

**COMMUNITY
GARDENS**
NEED TO BE CLOSER TO THE
**CHILDREN'S
MUSEUM**

CAN THE
**RIPARIAN
CORRIDOR**
HAVE SOME
**PICNIC
SPACE?**

THE SPORT COURTS ARE
TOO FAR AWAY FROM

P A R K I N G

Learning Landscape

The survey respondents again showed strong support for the expanded riparian corridor, as well as the Great Lawn and Event Space. Respondents liked the inclusion of environmental education components to the park, and in particular supported the outdoor classrooms, the California native garden, and the community gardens and orchard. As with the other schemes, there was solid interest in the adventure playground, and support for the cluster of play spaces.

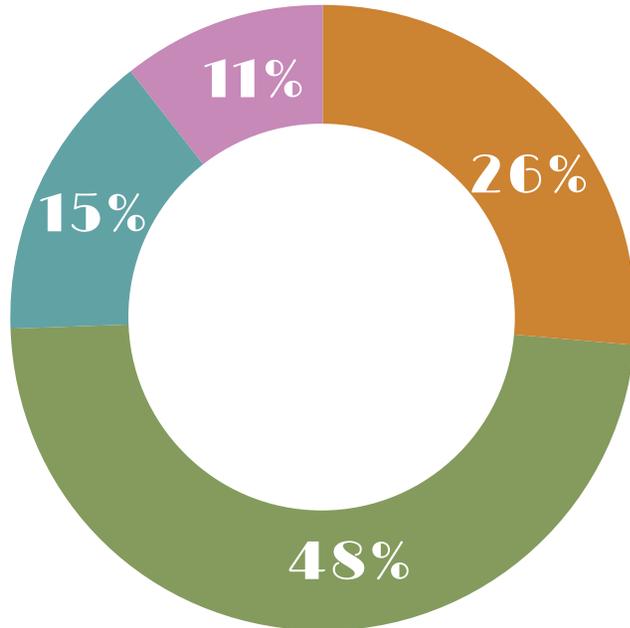
A few concerns were expressed regarding the high water usage for the Great Lawn, and generally people supported the idea that the park should be planted with native species that become golden during the dry season. Even with the ample supply of recycled water, respondents supported the naturalized aesthetic.

As with the other schemes, there were concerns about the lack of parking spaces, as well as the need for more bathrooms.

General Public Program Preferences



General Public Program Breakdown



General Public Super Quotes

WE NEED MORE SPACE
FOR DOGS

BATHROOMS
SHOULD BE MORE CENTRAL

THE
**G R E A T
L A W N**
WILL BE HARD TO
WATER IN THE
DROUGHT

**COMMUNITY
G A R D E N S**
NEED A LOT OF
MAINTENANCE

PLAYGROUNDS
FOR KIDS OF ALL AGES AND ABILITIES

Health Park

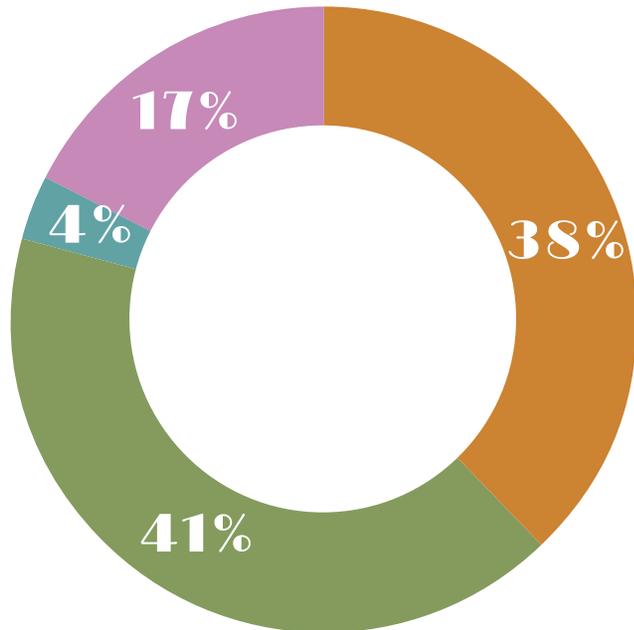
The most recurrent theme in response to this scheme was that the Task Force members really appreciated the shade and the abundance of trees. People also liked the integration of the fitness stations, jogging/walking trails, and disc golf within the woods, as well as the picnic shelters and resting places integrated nearby. People also responded positively to winding nature of the paths and circulation, and liked the informal nature of this scheme.

Task Force members liked the idea of the community gardens and orchards, but brought up concerns about the maintenance of these garden spaces. People also thought there was too much space devoted to these two uses, and that they could be scaled back in size.

Task Force Program Preferences



Task Force Program Breakdown



Task Force Super Quotes

THERE SHOULD BE AN
**OUTDOOR
FITNESS
STATION**

NEEDS MORE STOPS IN THE
**WOODLAND
SPACE**

WHO IS GOING TO
MAINTAIN
ALL OF THE PLANNED
**GARDENS
SPACES?**

COULD
USE MORE
GARDEN
AND LESS
ORCHARD

Health Park

The overwhelming response was again that respondents appreciated the woodlands and the shade and quiet spaces it provides. People liked trails through the woods and the fitness stations and the disc golf through the woods. Respondents also spoke positively about the proximities of the soccer fields to the Futsal, as well as the playground, tot lot, and community gardens.

There were again concerns about the lack of parking spaces and bathrooms, as well as the orchards and community gardens being too large and hard to maintain.

General Public Program Preferences

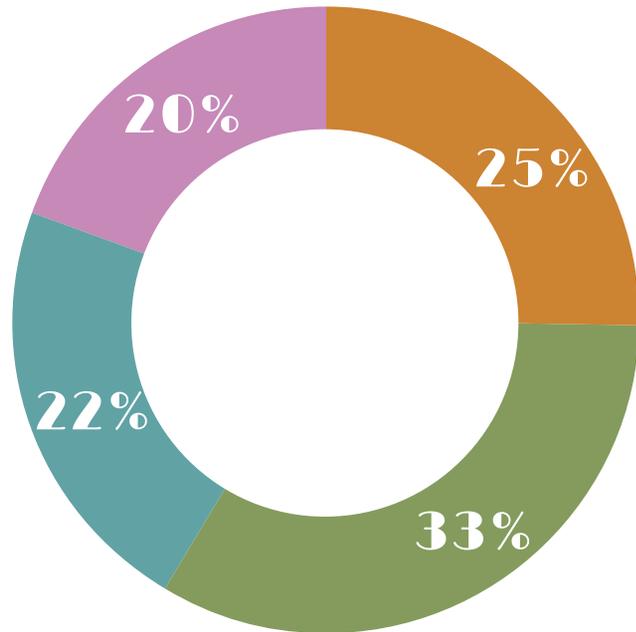
“I really like the woodlands concept to encourage patrons to visit a greater portion of the park”



“I like the side by side futsal and soccer is great, could even use more futsal!”

“The community garden near the tot area would be a good place for parents to work in the garden while kids play”

General Public Program Breakdown



General Public Super Quotes

WE DON'T NEED SO
MUCH SPACE FOR
BASEBALL

WHERE ARE THE
RESTROOMS
IN THE PLAN?

THERE NEEDS TO
BE WAY MORE
PARKING

THERE MIGHT BE TOO MUCH
ORCHARD

A FOREST
IN DUBLIN WOULD BE VERY
COOL

Additional Input

The Spring Fair was held on Saturday, May 7, 2015 at Heritage Park in Dublin. The team hosted a booth and exhibited the three concept plans. The public stopped by the booth to ask questions, learn about the three concept plans, and give feedback on the different options.

Most people were aware of the planning effort and were supportive of the options and the planning process. Questions were raised about the usage of water for irrigation,

and the desire to use natives and drought tolerant plantings even with recycled water being available for use. There were numerous comments in support of the expanded riparian corridor and the naturalized habitats and plantings. People liked the informal character of curved paths over a more formal axis of circulation. Many also reiterated the need for shade, and were in favor of walking trails, gathering areas, and activities being placed under a tree canopy.



Community Outreach at the Dublin Spring Fair

Feedback Conclusions

Respondents from both the Task Force and the online survey supported a park with flexible, multi-use spaces, and wanted to limit program spaces that are dedicated to only one use. Respondents wanted a park that is accessible, open, and welcoming to all ages, groups, and physical abilities.

There was a desire to focus on nature and ecology first, especially in relation to the riparian corridor, native species plantings, and the forested woodlands. There was strong support for the expansive riparian corridor, with educational opportunities such as native planting and interpretive signage. There was much support for opportunities for play and outdoor education, especially for kids and parents.

There was also support for more sports program space, in particular for soccer, and less so for baseball. Participants desired walking and jogging paths, nature trails, and spaces for an Exercise Trail.

People also desired additional cultural spaces including an event berm, and spaces for gathering and events, large and small. Generally, there was also the desire to have space that could accommodate food trucks.

The garden spaces were generally well received, with strong support for community gardens and California native gardens integrated with outdoor classrooms and educational programming associated with the future Valley Children’s Museum site.

The adventure playground garnered a lot of support and attention, and people also liked the idea of the adjacent parent paddock for rest and relaxation. There was also consensus that the park needs a tot lot, as well as a second neighborhood playground in the first phase of the park.

Nearly everyone supported the demand for ample shade, lots of trees, and drought tolerant plant species. Respondents largely liked the naturalized aesthetic of the Dublin hills, and supported a plant palette that goes dormant during the dry season. There was ample interest in having a wooded area or forest restoration.

With the Iron Horse Regional Trail’s adjacency, people supported having a trailhead with water, shade, a bike repair stand, and possibly a restroom. Universally, there were concerns about needing more parking, as well as restrooms in all phases and areas of the park.

Key Design Guidelines

- Flexible - limit dedicated program space
- Multi-use rather than single use
- Accessible - something for everyone, all ages, groups, and physical ability
- Focus on nature and ecology first
- Provide more sports program space
- Focus on community identity - emphasis on gathering and events
- Provide ample shade and lots of trees
- Provide many opportunities for play & outdoor education, for kids and parents
- Connect the California natives garden to the future Museum site
- Provide a small community garden integrated with an education program

Key Programs

SPORTS:

- Soccer Fields (x2)
- Baseball Fields (60’, x2)
- Tennis Courts (x4)
- Basketball Courts (x2)
- Badminton Courts (x2)
- Jogging & Walking Loops
- Exercise Trail
- IHT Trailhead: Water, Shade & Repair Stand
- Disc Golf

ECOLOGICAL:

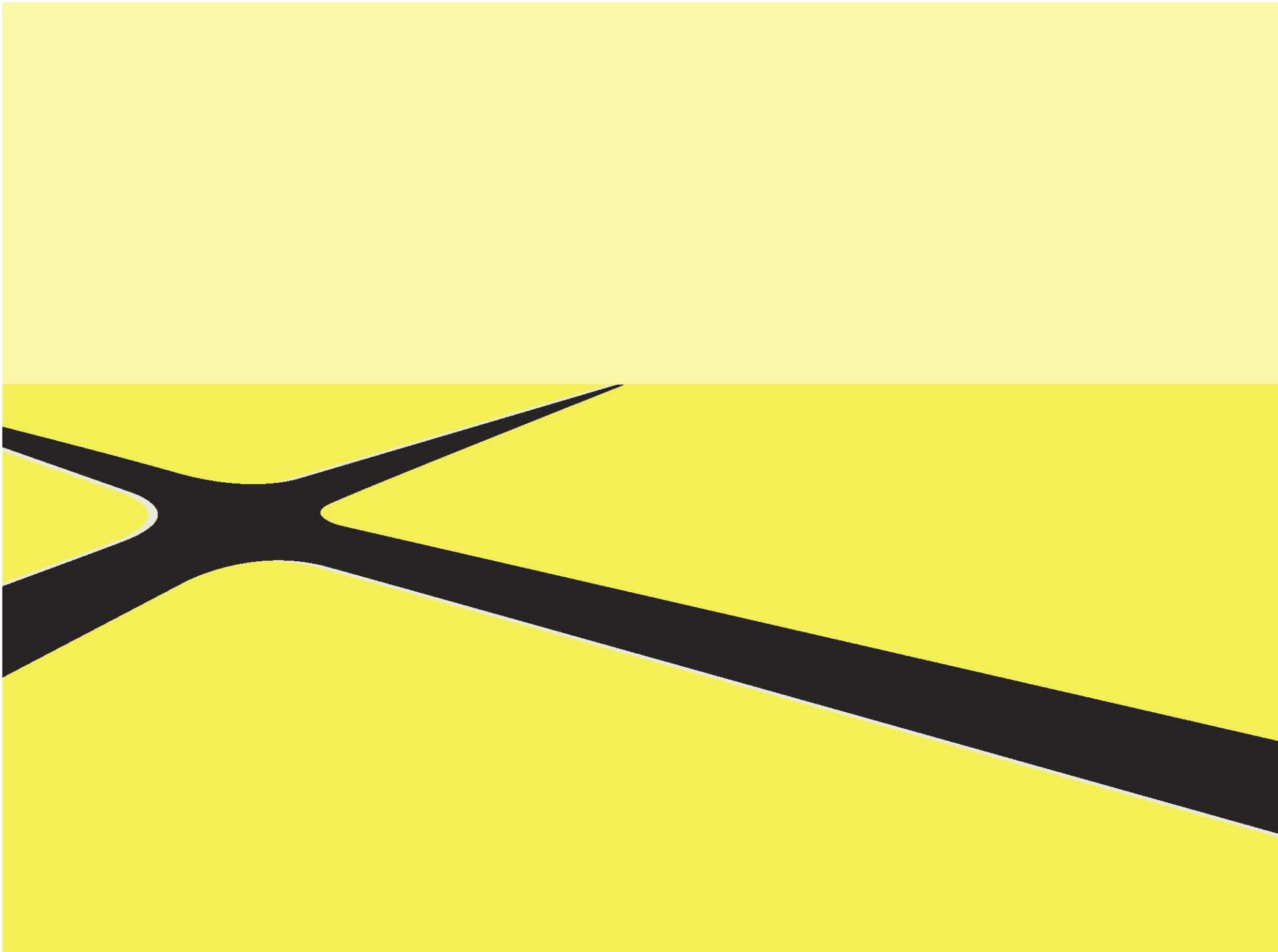
- Nature trail
- Forest Restoration
- Riparian Corridor
- Signage
- Outdoor Classroom

CULTURAL:

- Event Spaces (x2)
- Community Garden
- Adventure Playground
- Parent Paddock
- Neighborhood Playground (Phase 1)
- Food Truck Space

OTHER:

- Bathrooms (x2)
- Parking (282 Spaces inside park, 118 along adjacent streets)



APPENDIX 3:

Park Alternates

Dublin Crossing Park Alternates



- REPLACEMENT OF PUMP STATION EASEMENT
- VALLEY CHILDREN'S MUSEUM
- ADDITIONAL PARKING (+167 SPACES)
- REMOVAL OF PARENT PADDOCK

Pump Station + Scarlet Promenade



PUMP STATION EASEMENT



EXTENSION OF PROMENADE TO CORNER

Valley Children's Museum



CIVIC PLAZA



VALLEY CHILDREN'S MUSEUM

Museum Parking + Parent Paddock



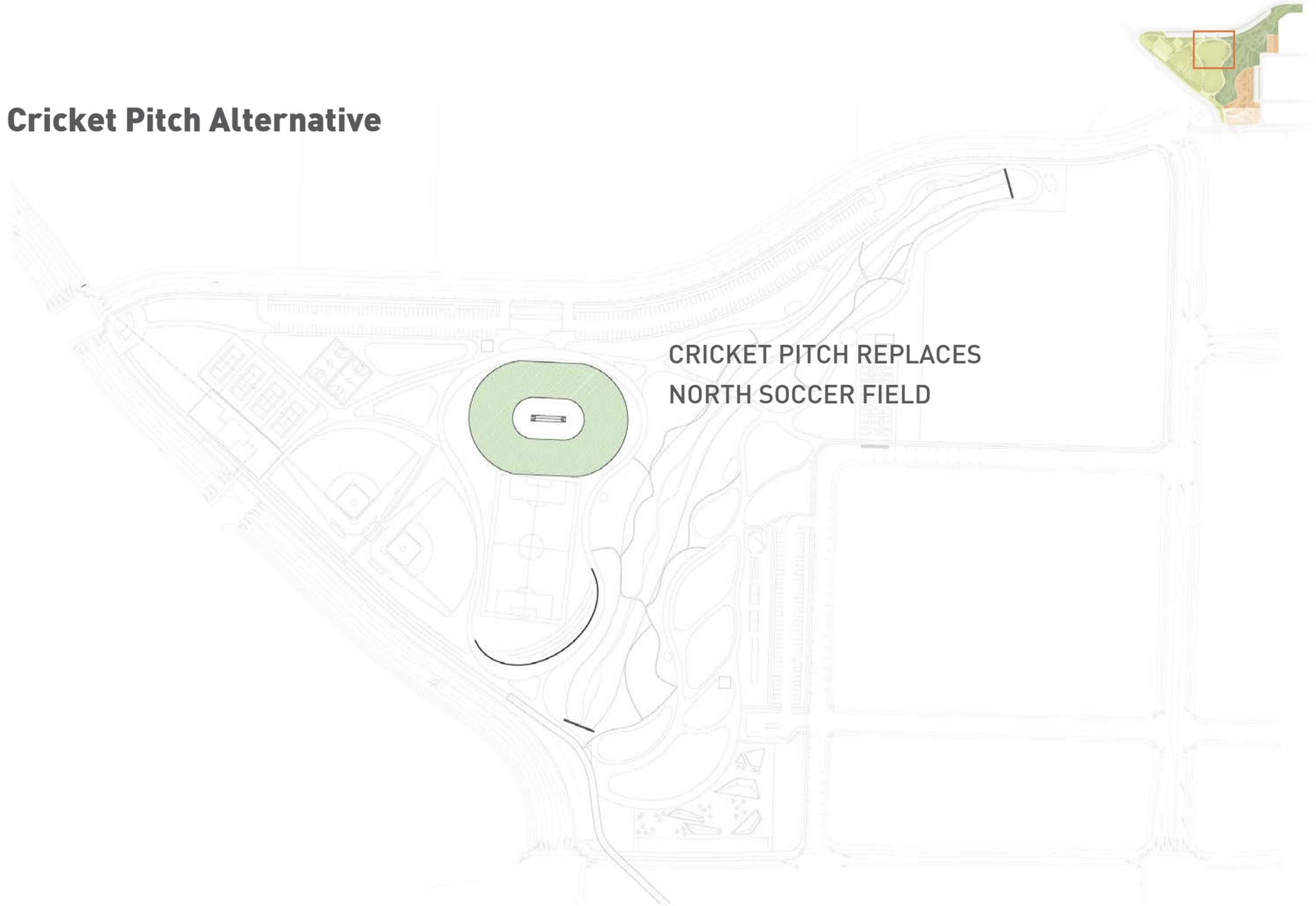
PARENT PADDOCK



ADDITIONAL PARKING (167 SPACES)



Cricket Pitch Alternative

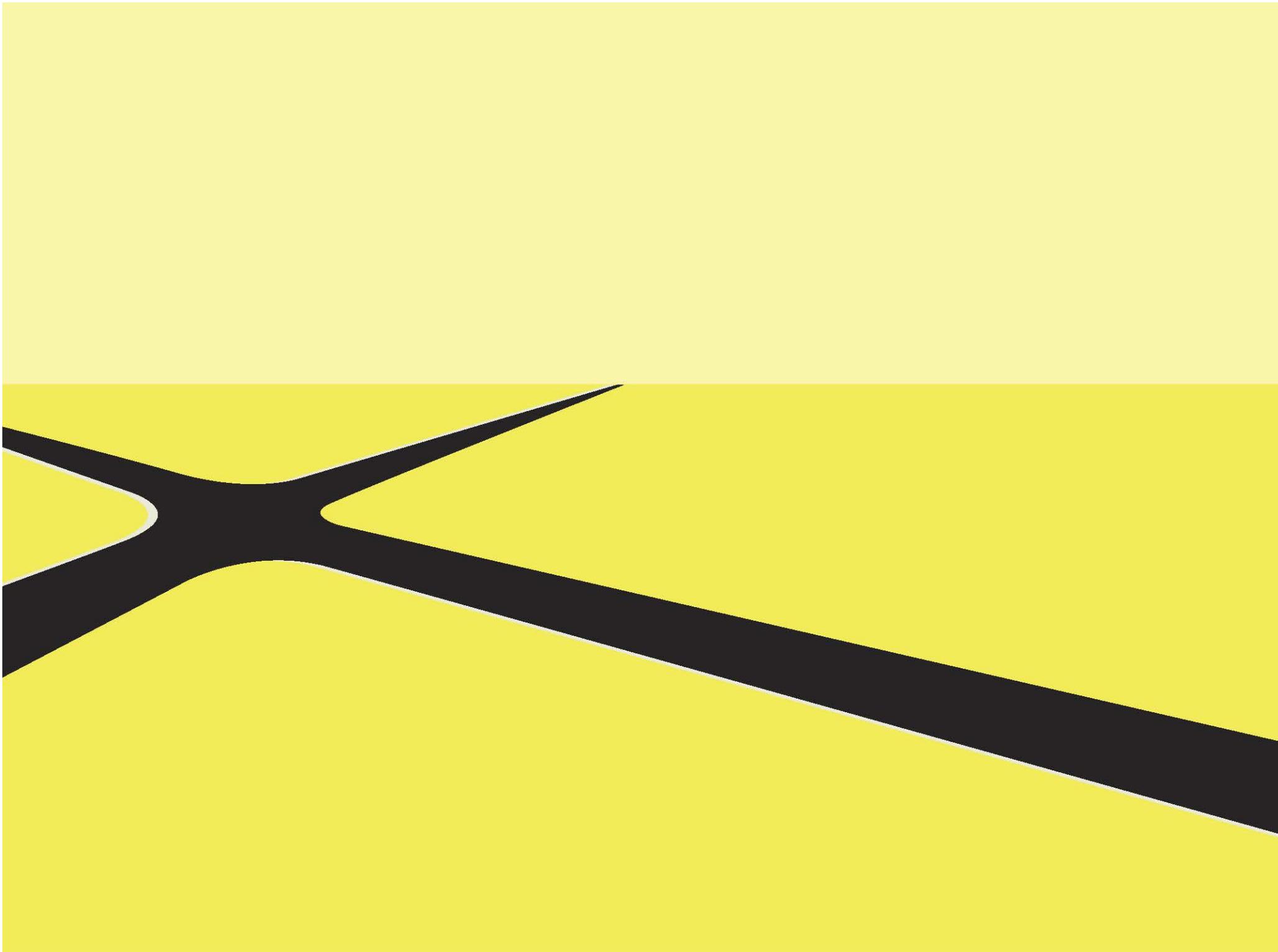


CRICKET PITCH REPLACES
NORTH SOCCER FIELD

Dublin Crossing Park Master Plan



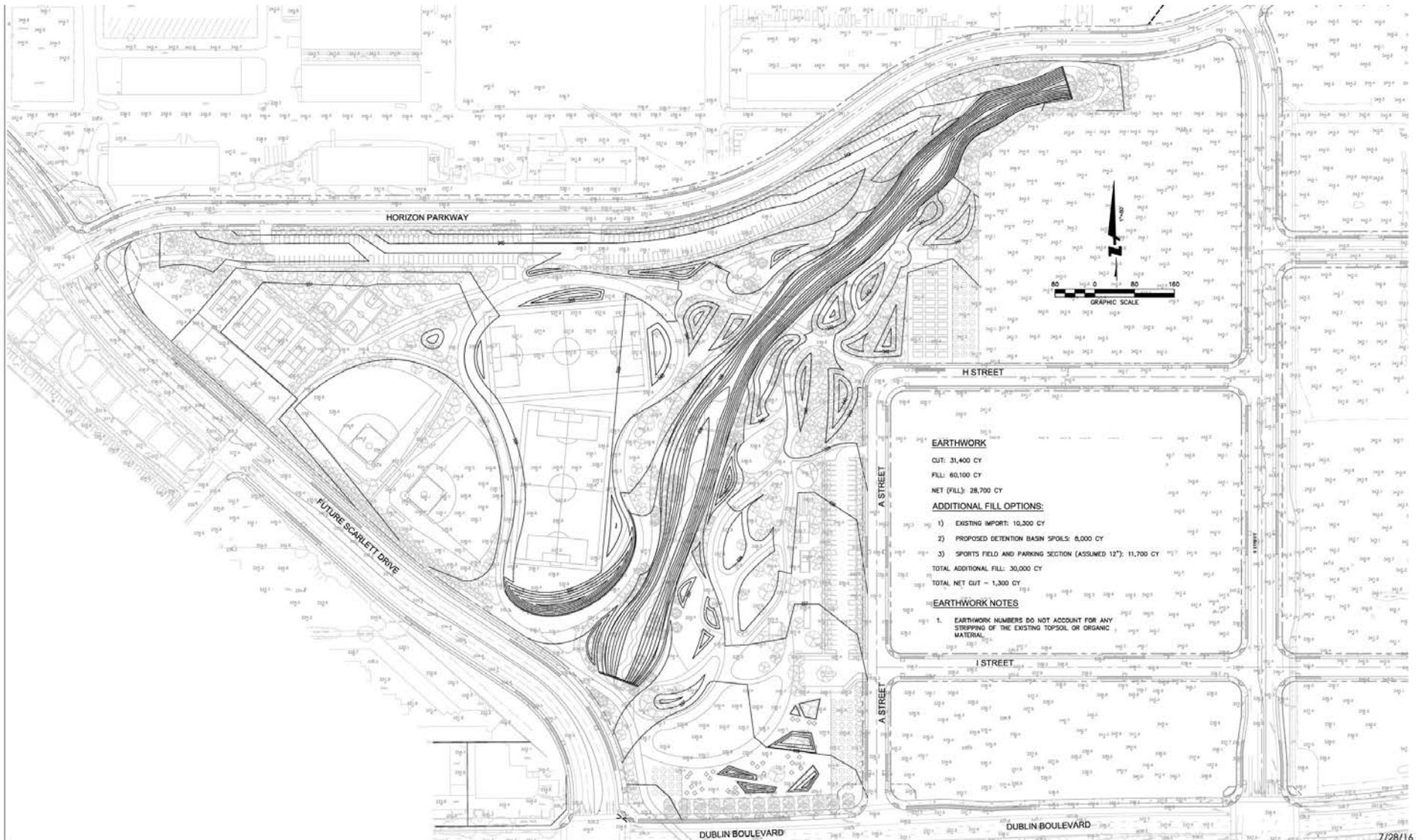




APPENDIX 4:

Civil Engineering & Grading

Site Grading Plan

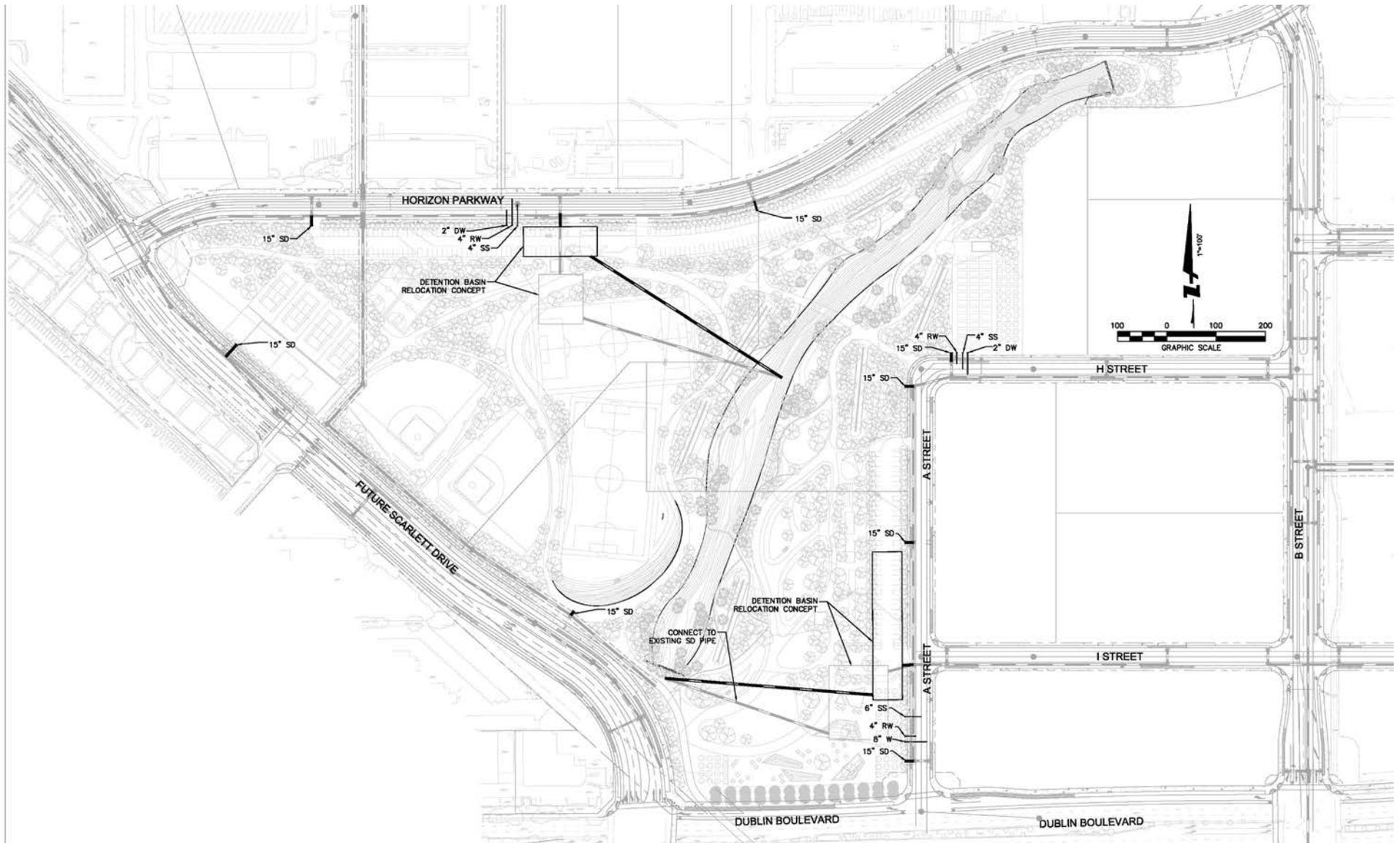


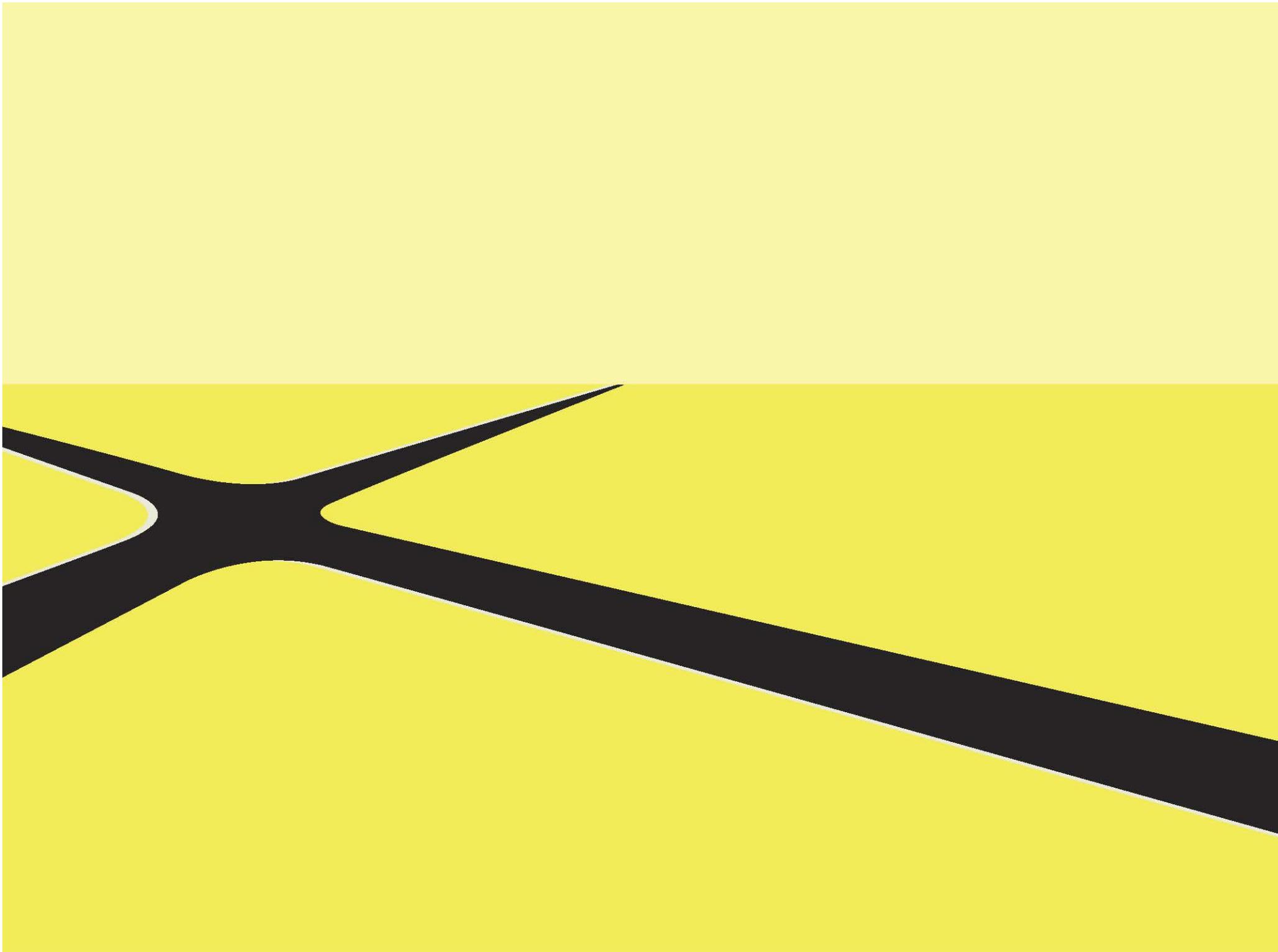
7/28/16

Cut and Fill Diagram



Site Utility Plan & Stormwater Basins





APPENDIX 5:

Cost Estimate

Cost Estimate: Phase 1

ITEM DESCRIPTION	QTY	UNIT	UNIT COST	ITEM TOTAL	SUBTOTAL
Treatable Surface Area	469,405	SF		11 Acres	
- Hardscape	126,000	SF		3 Acres	
- Softscape	343,405	SF		8 Acres	
MOBILIZATION/SITE PREPARATION					
Mobilization	1	LS	\$300,000.00		\$300,000.00
Clear and Grub	469,405	SF	\$0.30		\$140,821.50
Hardscape Demolition by others		SF	\$15.00		\$0.00
SWPPP	1	LS	\$50,000.00		\$50,000.00
SUBTOTAL					\$490,821.50
GRADING					
Cut and Stockpile Topsoil	211230	SF	\$0.50		\$105,615.00
Spread Stockpiled Topsoil after rough grading	211230	SF	\$0.30		\$63,369.00
Grading (Cut / Fill) (balanced)	469405	SF	\$1.50		\$704,107.50
SUBTOTAL					\$873,091.50
SOIL PREPARATION					
Soil Amendments	343405	SF	\$0.50		\$171,702.50
SUBTOTAL					\$171,702.50
SITE UTILITIES					
Site Drainage	1	LS	\$150,000.00		\$150,000.00
Site Dry Utilities	0	SF	\$0.00		\$0.00
Site Wet Utilities	1	LS	\$80,000.00		\$80,000.00
SUBTOTAL					\$230,000.00
PLANTING					
Trees - 15 gallon to 24" box min size, double staked	325	EA	\$200.00		\$65,000.00
Prime Plantings - Shrubs 1 to 10 gallon	15,000	SF	\$1.75		\$26,250.00
Secondary Plantings - plugs or flats	20,000	SF	\$0.50		\$10,000.00
Tertiary Plantings - hydroseed native mix	100,000	SF	\$0.10		\$10,000.00
Sod - sports turf	125,000	SF	\$0.50		\$62,500.00
SUBTOTAL					\$173,750.00
HARDSCAPE					
Paving - primary trails (concrete vehicular)	30000	SF	\$13.00		\$390,000.00
Paving - secondary trails	1000	SF	\$10.00		\$10,000.00
AC Paving - parking lot & Drop offs	55000	SF	\$5.00		\$275,000.00
Sport Hard Courts	40000	SF	\$12.00		\$480,000.00
Concrete Seatwalls	1	LS	\$30,000.00		\$30,000.00
SUBTOTAL					\$1,185,000.00

ITEM DESCRIPTION	QTY	UNIT	UNIT COST	ITEM TOTAL	SUBTOTAL
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FURNISHINGS

Trailhead - Signage (Kiosk)	1	EA	\$4,000.00	\$4,000.00	
Interpretive Signage	5	EA	\$1,000.00	\$5,000.00	
Trail Signage	1	EA	\$800.00	\$800.00	
Drinking fountains	2	EA	\$5,000.00	\$10,000.00	
Pedestrian Lighting	60	EA	\$5,000.00	\$300,000.00	
Benches	10	EA	\$4,000.00	\$40,000.00	
Picnic Tables	8	EA	\$3,000.00	\$24,000.00	
Trash / Recycling Receptacles	5	EA	\$2,500.00	\$12,500.00	
Trash Enclosure	1	LS	\$20,000.00	\$20,000.00	
Bicycle Racks	1	LS	\$10,000.00	\$10,000.00	

SUBTOTAL					\$426,300.00
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ALLOWANCES

Restroom	1	Allowance	\$300,000.00	\$300,000.00	
Playground - Phase 1	1	Allowance	\$150,000.00	\$150,000.00	
Signage Monumentation	1	Allowance	\$25,000.00	\$25,000.00	
Shade Structure - West Picnic	1	Allowance	\$50,000.00	\$50,000.00	
Baseball Backstop, Fence + Dugouts	1	Allowance	\$150,000.00	\$150,000.00	
Baseball Scorekeeper's Booth, Scoreboard + Bleachers	1	Allowance	\$150,000.00	\$150,000.00	

SUBTOTAL					\$825,000.00
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IRRIGATION

Permanent Irrigation	137,362	SF	\$2.25	\$309,064.50	
Temporary Irrigation	206,043	SF	\$1.00	\$206,043.00	

SUBTOTAL					\$515,107.50
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LANDSCAPE ESTABLISHMENT

90 Day Establishment	469,405	SF	\$0.10	\$46,940.50	
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SUBTOTAL					\$46,940.50
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TOTAL

SUBTOTAL:	\$4,937,714
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15% Contingency \$740,657

TOTAL \$5,678,371

Cost/SF: \$12.10

Cost Estimate: Phase 2

ITEM DESCRIPTION	QTY	UNIT	UNIT COST	ITEM TOTAL	SUBTOTAL
Treatable Surface Area	438,090	SF	10 Acres		
- Hardscape	132,000	SF	3 Acres		
- Softscape	306,090	SF	7 Acres		
MOBILIZATION/SITE PREPARATION					
Mobilization	1	LS	\$300,000.00	\$300,000.00	
Clear and Grub	412,245	SF	\$0.30	\$123,673.50	
Hardscape Demolition by others		SF	\$15.00	\$0.00	
SWPPP	1	LS	\$50,000.00	\$50,000.00	
SUBTOTAL					\$473,673.50
GRADING					
Cut and Stockpile Topsoil	167035	SF	\$0.50	\$83,517.50	
Spread Stockpiled Topsoil after rough grading	167035	SF	\$0.30	\$50,110.50	
Grading (Cut / Fill) (balanced)	412,245	SF	\$1.50	\$618,367.50	
SUBTOTAL					\$751,995.50
SOIL PREPARATION					
Soil Amendments	280845	SF	\$0.50	\$140,422.50	
SUBTOTAL					\$140,422.50
SITE UTILITIES					
Site Drainage	1	LS	\$190,000.00	\$190,000.00	
Site Dry Utilities	0	SF	\$0.00	\$0.00	
Site Wet Utilities	1	LS	\$45,000.00	\$45,000.00	
SUBTOTAL					\$235,000.00
PLANTING					
Trees - 15 gallon to 24" box min size, double staked	300	EA	\$200.00	\$60,000.00	
Prime Plantings - Shrubs 1 to 10 gallon	25,845	SF	\$1.75	\$45,228.75	
Secondary Plantings - plugs or flats	30,000	SF	\$0.50	\$15,000.00	
Tertiary Plantings - hydroseed native mix	100,000	SF	\$0.10	\$10,000.00	
Sod - sports turf	125,000	SF	\$0.50	\$62,500.00	
SUBTOTAL					\$192,728.75
HARDSCAPE					
Urban Plaza	35000	SF	\$15.00	\$525,000.00	
Paving - primary trails (concrete vehicular)	30000	SF	\$13.00	\$390,000.00	
Paving - secondary trails	15000	SF	\$10.00	\$150,000.00	
Paving - parking lot & Drop offs	32500	SF	\$5.00	\$162,500.00	
Civic Plaza Seat Walls	1000	LF	\$185.00	\$185,000.00	
SUBTOTAL					\$1,412,500.00
FURNISHINGS					
Trailhead - Signage (Kiosk)	1	EA	\$4,000.00	\$4,000.00	
Interpretive Signage	5	EA	\$1,000.00	\$5,000.00	
Trail Signage	2	EA	\$800.00	\$1,600.00	
Drinking fountains	2	EA	\$5,000.00	\$10,000.00	
Pedestrian Lighting	60	EA	\$5,000.00	\$300,000.00	
Disc Golf Stations	1	EA	\$1,000.00	\$1,000.00	
Benches	10	EA	\$4,000.00	\$40,000.00	
Picnic Tables	5	EA	\$3,000.00	\$15,000.00	
Trash / Recycling Receptacles	5	EA	\$2,500.00	\$12,500.00	
Bicycle Racks	1	LS	\$10,000.00	\$10,000.00	
SUBTOTAL					\$399,100.00

ITEM DESCRIPTION	QTY	UNIT	UNIT COST	ITEM TOTAL	SUBTOTAL
ALLOWANCES					
Restroom	1	Allowance	\$300,000.00	\$300,000.00	
Playground - Adventure	1	Allowance	\$400,000.00	\$400,000.00	
Parental Paddock	1	Allowance	\$175,000.00	\$175,000.00	
Outdoor Classroom Facilities	1	Allowance	\$40,000.00	\$40,000.00	
Par Course	3	Station	\$2,500.00	\$7,500.00	
Large Par Course Station	1	Allowance	\$20,000.00	\$20,000.00	
Signage Monumentation	1	Allowance	\$20,000.00	\$20,000.00	
Baseball Backstop , Fence + Dugouts	1	Allowance	\$150,000.00	\$150,000.00	
Baseball Scorekeeper's Booth, Scoreboard + Bleachers	1	Allowance	\$150,000.00	\$150,000.00	
SUBTOTAL					\$1,262,500.00

IRRIGATION					
Permament Irrigation	122,436	SF	\$2.25	\$275,481.00	
Temporary Irrigation	158,410	SF	\$1.00	\$158,410.00	
SUBTOTAL					\$433,891.00

LANDSCAPE ESTABLISHMENT					
90 Day Establishment	280,845	SF	\$0.10	\$28,084.50	
SUBTOTAL					\$28,084.50

CHABOT CANAL IMPROVEMENTS					
Clear and Grub	25845	SF	\$0.30	\$7,753.50	
Cut and Stockpile Topsoil	8200	SF	\$0.50	\$4,100.00	
Spread Stockpiled Topsoil after rough grading	8200	SF	\$0.30	\$2,460.00	
Grading (Cut / Fill) (balanced)	25845	SF	\$1.50	\$38,767.50	
Soil Amendments	25245	SF	\$0.50	\$12,622.50	
Trees - 15 gallon to 24" box min size, double staked	26	EA	\$200.00	\$5,200.00	
Prime Plantings - Shrubs 1 to 10 gallon	5,350	SF	\$1.75	\$9,362.50	
Tertiary Plantings - hydroseed native mix	19,895	SF	\$0.10	\$1,989.50	
Paving - primary trails (concrete vehicular) / added zone 7	600	SF	\$15.00	\$9,000.00	
Boardwalks	1200	SF	\$15.00	\$18,000.00	
Temporary Irrigation	25245	SF	\$1.00	\$25,245.00	
90 Day Establishment	25245	SF	\$0.10	\$2,524.50	
SUBTOTAL					\$137,025.00

TOTAL				SUBTOTAL:	\$5,466,921
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15% Contingency \$820,038

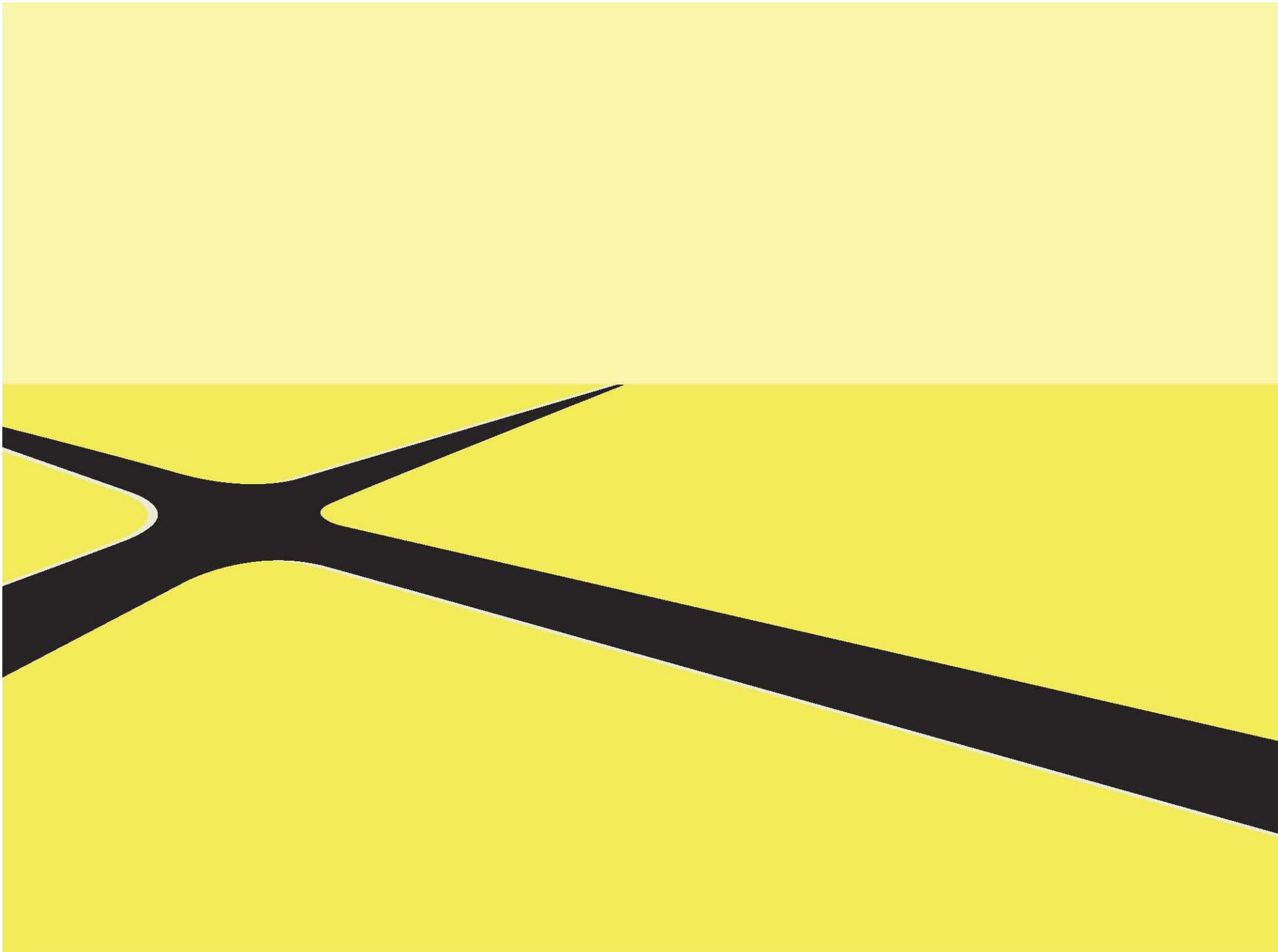
TOTAL \$6,286,959

Cost/SF: \$14.35

Cost Estimate: Phase 3

ITEM DESCRIPTION	QTY	UNIT	UNIT COST	ITEM TOTAL	SUBTOTAL
Treatable Surface Area	506,335	SF	12 Acres		
- Hardscape	122,000	SF	3 Acres		
- Softscape	384,335	SF	9 Acres		
MOBILIZATION/SITE PREPARATION					
Mobilization	1	LS	\$300,000.00	\$300,000.00	
Clear and Grub	418,505	SF	\$0.30	\$125,551.50	
Hardscape Demolition by others		SF	\$15.00	\$0.00	
SWPPP	1	LS	\$50,000.00	\$50,000.00	
SUBTOTAL					\$475,551.50
GRADING					
Cut and Stockpile Topsoil	195990	SF	\$0.50	\$97,995.00	
Spread Stockpiled Topsoil after rough grading	195990	SF	\$0.30	\$58,797.00	
Grading (Cut / Fill) (balanced)	418,505	SF	\$1.50	\$627,757.50	
SUBTOTAL					\$784,549.50
SOIL PREPARATION					
Soil Amendments	299,005	SF	\$0.50	\$149,502.50	
SUBTOTAL					\$149,502.50
SITE UTILITIES					
Site Drainage	1	LS	\$130,000.00	\$130,000.00	
Site Dry Utilities	0	SF	\$0.00	\$0.00	
Site Wet Utilities	1	SF	\$20,000.00	\$20,000.00	
SUBTOTAL					\$150,000.00
PLANTING					
Trees - 15 gallon to 24" box min size, double staked	364	EA	\$200.00	\$72,800.00	
Prime Plantings - Shrubs 1 to 10 gallon	52,000	SF	\$1.75	\$91,000.00	
Secondary Plantings - plugs or flats	67,000	SF	\$0.50	\$33,500.00	
Tertiary Plantings - hydroseed native mix	180,000	SF	\$0.10	\$18,000.00	
SUBTOTAL					\$215,300.00
HARDSCAPE					
Paving - primary trails (concrete vehicular)	30000	SF	\$13.00	\$390,000.00	
Paving - secondary trails	12500	SF	\$10.00	\$125,000.00	
Paving - parking lot & Drop offs	44000	SF	\$5.00	\$220,000.00	
Concrete Seatwalls	1	LS	\$50,000.00	\$50,000.00	
SUBTOTAL					\$785,000.00
FURNISHINGS					
Interpretive Signage	5	EA	\$1,000.00	\$5,000.00	
Trail Signage	2	EA	\$800.00	\$1,600.00	
Drinking fountains	1	EA	\$5,000.00	\$5,000.00	
Pedestrian Lighting	48	EA	\$5,000.00	\$240,000.00	
Disc Golf Stations	5	EA	\$1,000.00	\$5,000.00	
Benches	10	EA	\$4,000.00	\$40,000.00	
Picnic Tables	12	EA	\$3,000.00	\$36,000.00	
Trash / Recycling Receptacles	5	EA	\$2,500.00	\$12,500.00	
Bicycle Racks	1	LS	\$10,000.00	\$10,000.00	
SUBTOTAL					\$355,100.00

ITEM DESCRIPTION	QTY	UNIT	UNIT COST	ITEM TOTAL	SUBTOTAL
ALLOWANCES					
Community Garden	1	Allowance	\$100,000.00	\$100,000.00	
New Bridge	1	Allowance	\$350,000.00	\$350,000.00	
Outdoor Classroom Facilities	1	Allowance	\$50,000.00	\$50,000.00	
Par Course	5	Station	\$2,500.00	\$12,500.00	
Signage Monumentation	1	Allowance	\$20,000.00	\$20,000.00	
Shade Structure - East Picnic	1	Allowance	\$40,000.00	\$40,000.00	
SUBTOTAL					\$572,500.00
IRRIGATION					
Permanent Irrigation	153,734	SF	\$2.25	\$345,901.50	
Temporary Irrigation	146,271	SF	\$1.00	\$146,271.00	
SUBTOTAL					\$492,172.50
LANDSCAPE ESTABLISHMENT					
90 Day Establishment	299,005	SF	\$0.10	\$29,900.50	
SUBTOTAL					\$29,900.50
CHABOT CANAL IMPROVEMENTS					
Clear and Grub	87830	SF	\$0.30	\$26,349.00	
Cut and Stockpile Topsoil	47050	SF	\$0.50	\$23,525.00	
Spread Stockpiled Topsoil after rough grading	47050	SF	\$0.30	\$14,115.00	
Grading (Cut / Fill) (balanced)	87830	SF	\$1.50	\$131,745.00	
Soil Amendments	85330	SF	\$0.50	\$42,665.00	
Trees - 15 gallon to 24" box min size, double staked	55	EA	\$200.00	\$11,000.00	
Prime Plantings - Shrubs 1 to 10 gallon	21,330	SF	\$1.75	\$37,327.50	
Tertiary Plantings- hydroseed native mix	64,000	SF	\$0.10	\$6,400.00	
Paving - primary trails (concrete vehicular) / added zone 7	2500	SF	\$15.00	\$37,500.00	
Boardwalks	1200	SF	\$15.00	\$18,000.00	
Temporary Irrigation	85330	SF	\$1.00	\$85,330.00	
90 Day Establishment	85330	SF	\$0.10	\$8,533.00	
SUBTOTAL					\$442,489.50
TOTAL					
				SUBTOTAL:	\$4,452,066
				15% Contingency	\$667,810
				TOTAL	\$5,119,876
				Cost/SF:	\$10.11



APPENDIX 6:

Additional Community Input & Outreach

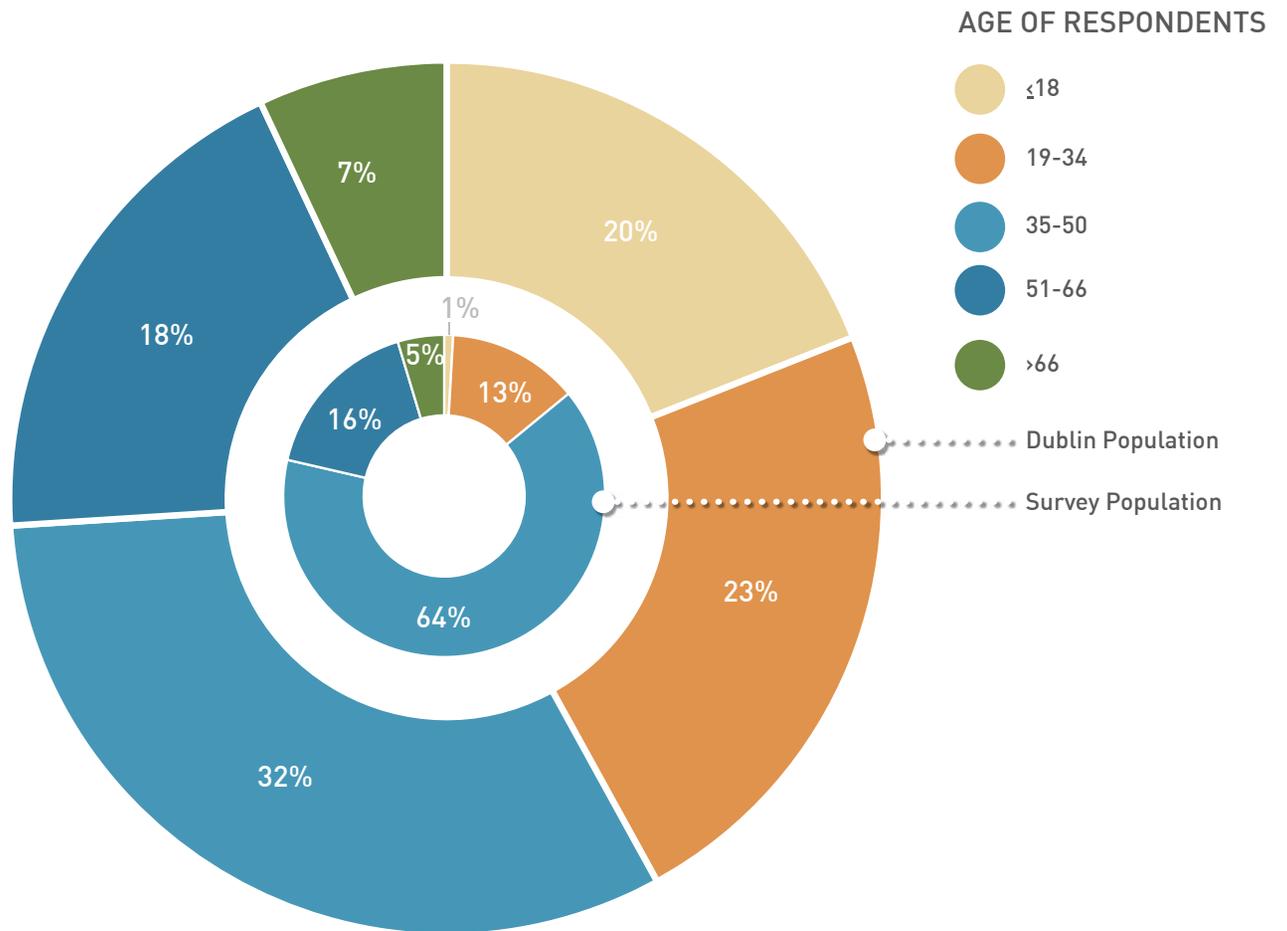
Online Survey

Online Survey

The following is the complete annotated survey results by question held between September 11 to September 24.

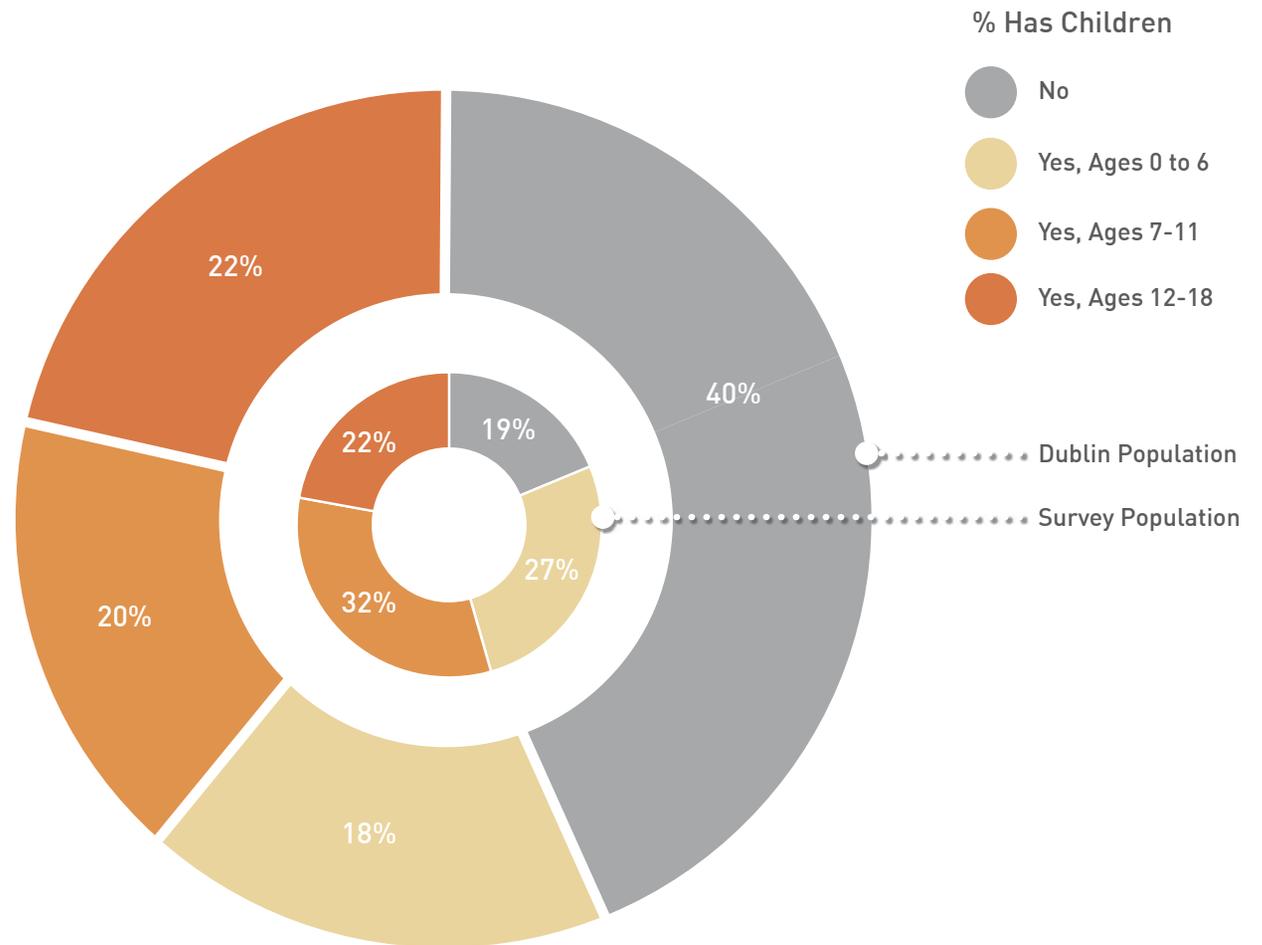
Q1: Respondent Age

Of the 1,128 respondents surveyed, the majority were in the 35-50 age range. Children less than 18 were excluded from the survey due to privacy and supervisory considerations. The elderly were slightly less represented in comparison to the entire Dublin population (2010 Census). In general, the age range is reflective of Dublin's adult population.



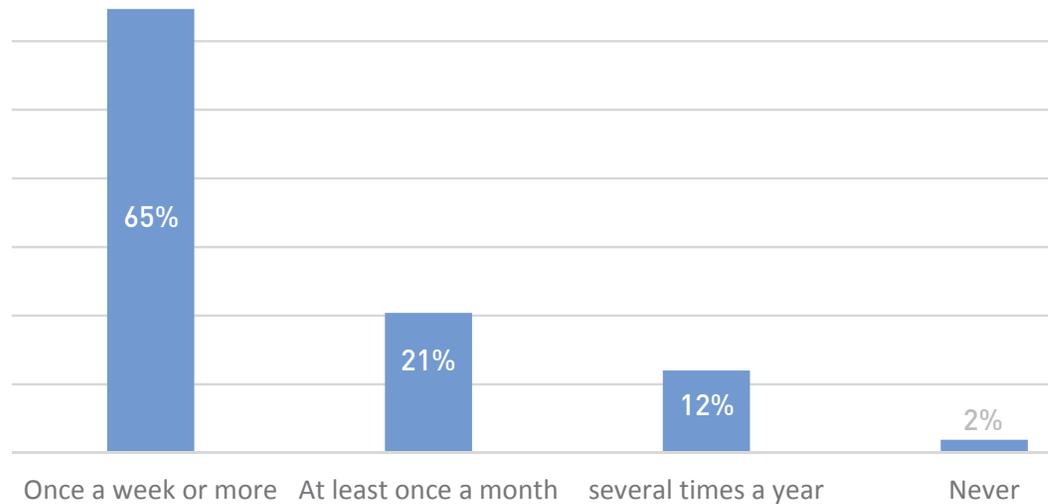
Q2: Does the respondent household have children?

The average survey respondent was approximately two times more likely to have children in their household than the average Dublin resident. This is the clearest bias to the survey, perhaps explaining the relative unanimity of focus on family values in the survey results. Within the survey, a significant correlation could not be found between those with children and those without for the other survey questions, and so we conclude that the bias is most evident in the open response question.



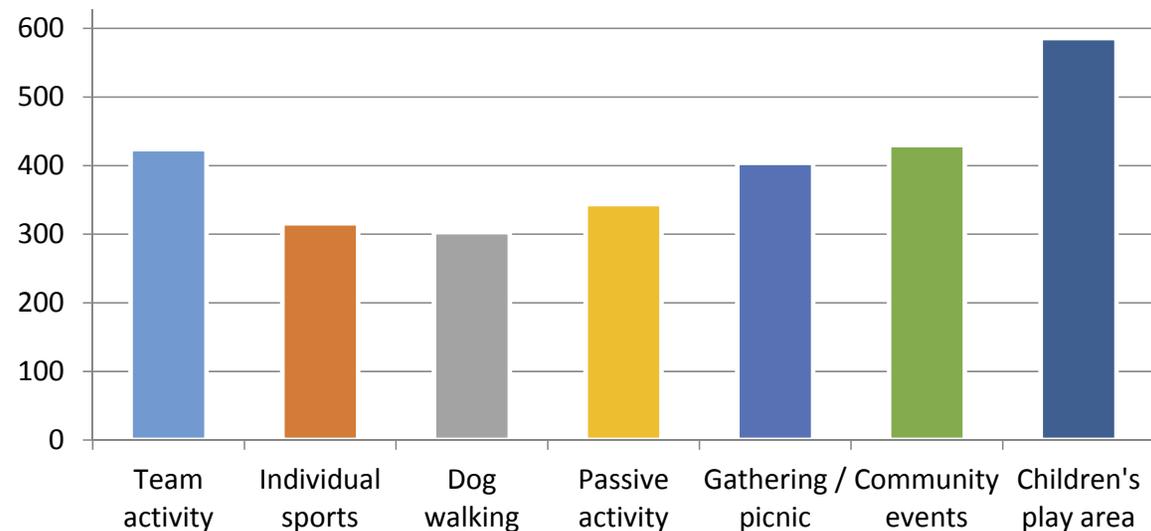
Q3: How frequently do you use Dublin's parks?

This question was chosen to see if there were any significant differences between those who currently don't use parks and those who do. The vast majority of the respondents currently use Dublin's park system, and as a result the few who do not, do not have a large enough sample size to confidentially analyze potential correlations with their other responses.



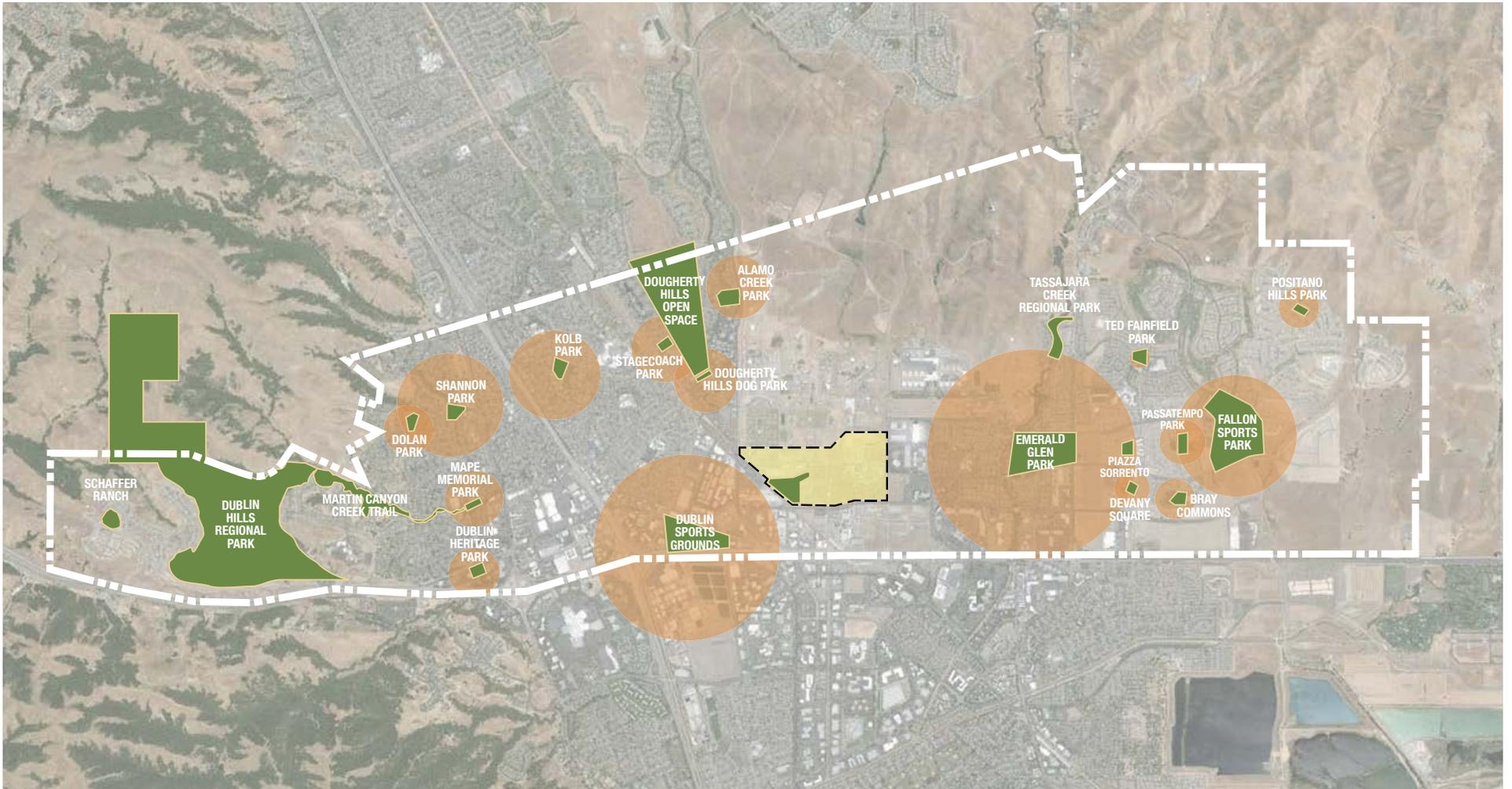
Q4: What activities do you participate in while visiting the parks?

To get a sense of how the community uses the current parks. The results show a strong use for play, events, and sports, but also a strong representation of passive uses.

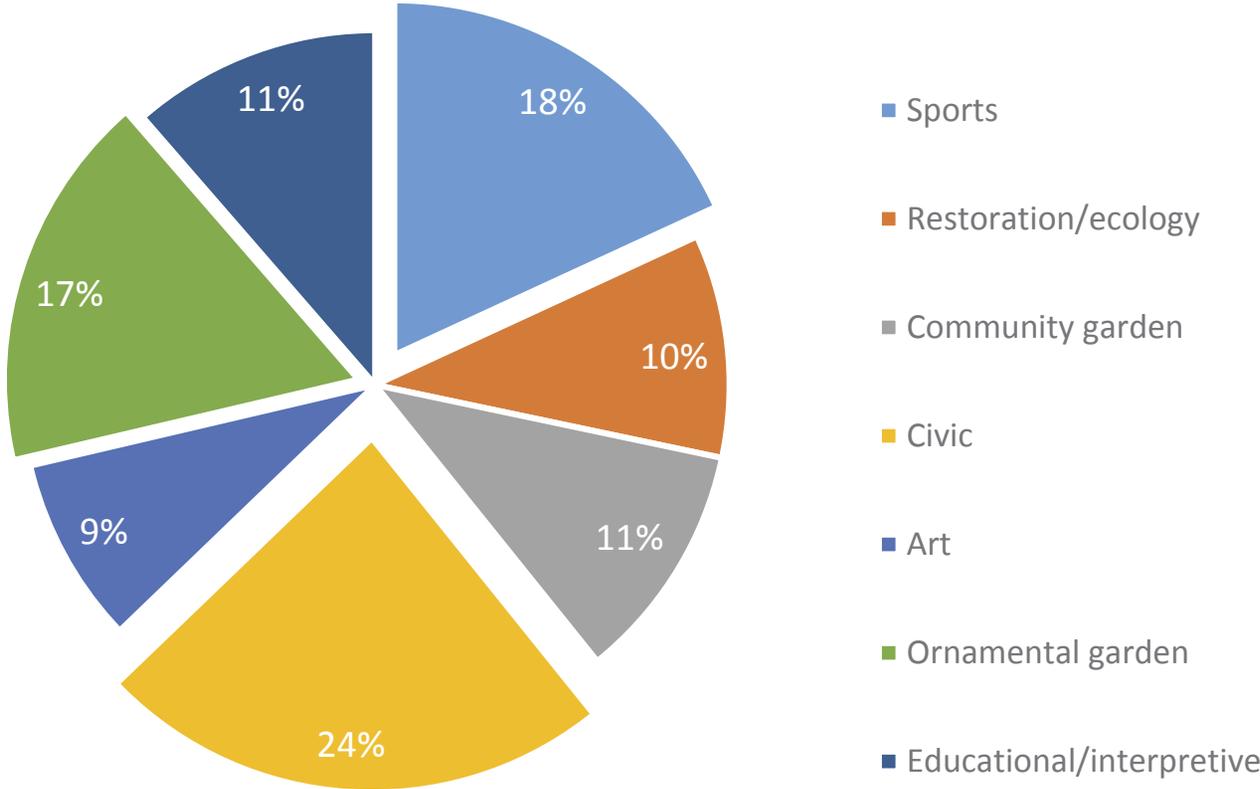


Q5: Which parks do you use?

Respondents: 5 50 500

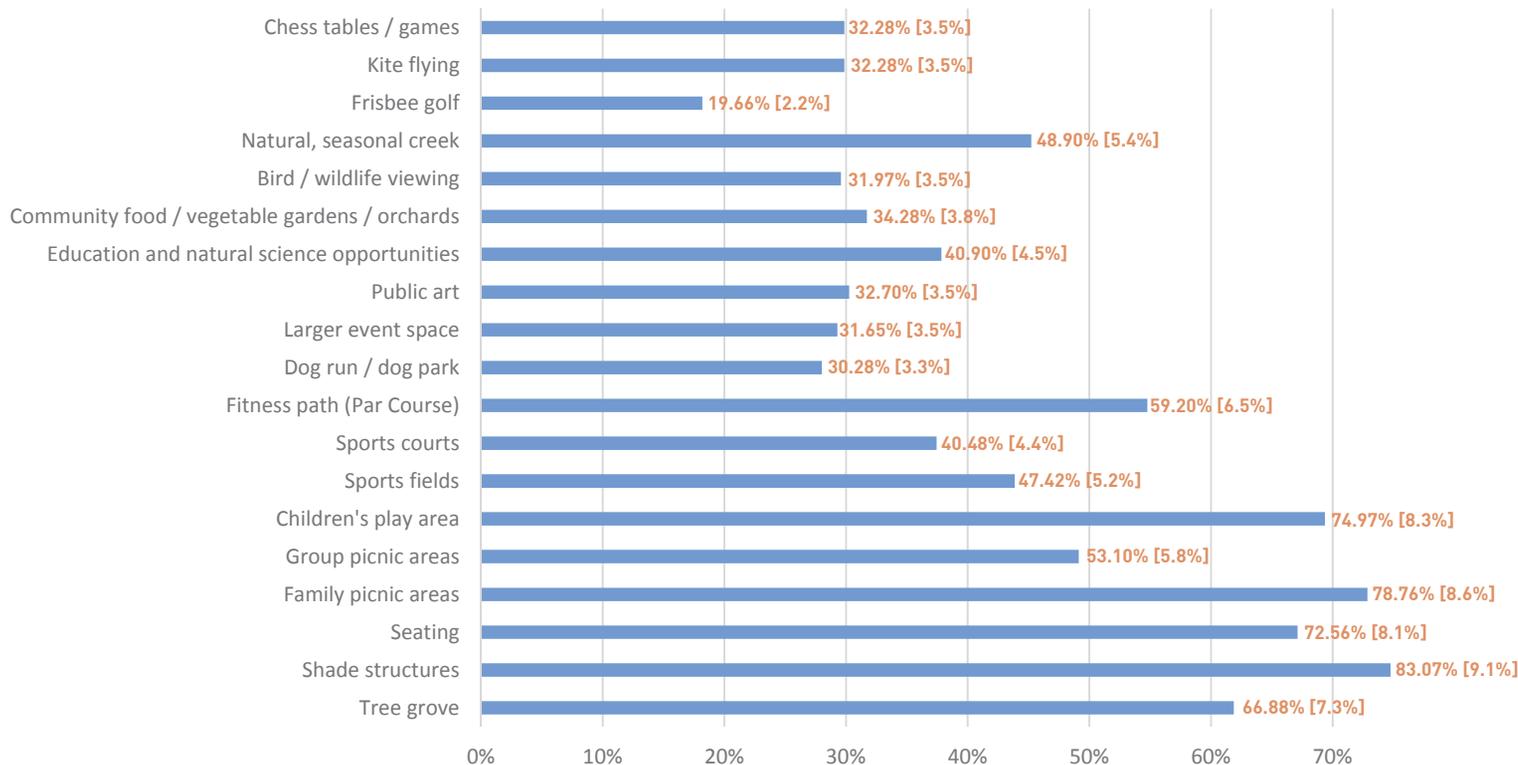


Q8: What character do you think would best fit this new park?



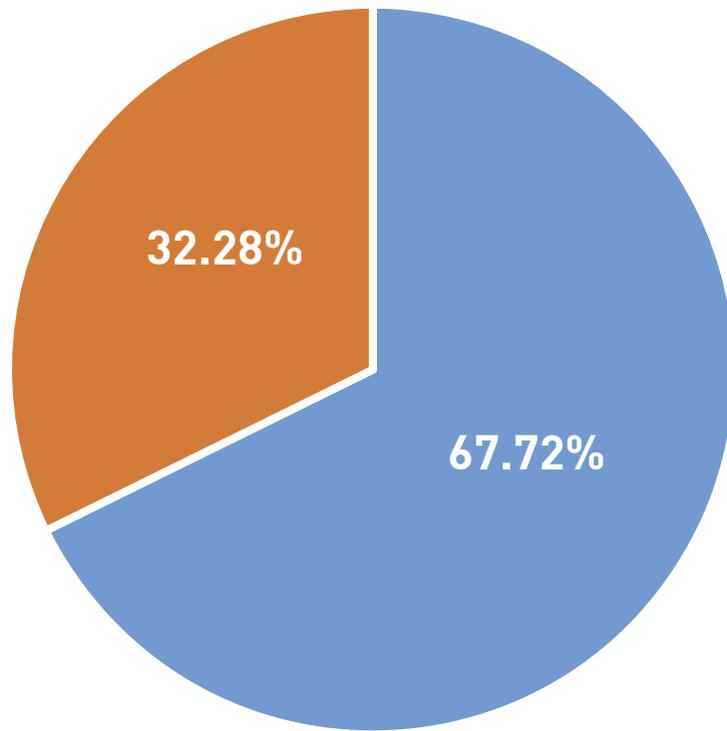
Q9: Which elements would you like to be included in the new park?

###% = PERCENT OF RESPONDENTS WHO SELECTED THIS ELEMENT
 [###%] = WEIGHT OF ELEMENT IN COMPARISON WITH OTHER SELECTIONS



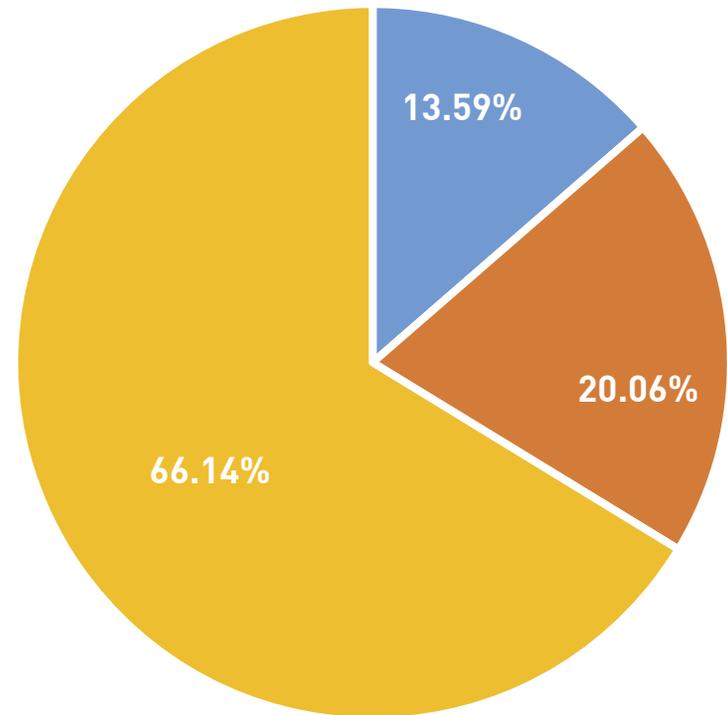
- OTHER:**
- ADA PLAYGROUND
 - GOLF, PUTTING GREEN
 - WATER PARK, POOL
 - COMMUNITY CENTER
 - BOCCE
 - BARN
 - CROQUET
 - SKATE PARK
 - PARKING
 - BMX TRACK
 - BARBECUE
 - TREES / SHADE
 - BANDSTAND
 - ROCK CLIMBING WALL
 - MAN-MADE LAKE
 - WALKING / JOGGING TRAILS
 - RESTROOMS
 - HORSE RIDING AREA
 - CAROUSEL
 - ICE SKATING RINK
 - MAH JONG
 - TODDLER PLAY AREAS
 - PICKLEBALL
 - HORSESHOE PITS
 - CRICKET

Q10: Do you see this park as primarily active or passive?



■ active ■ passive

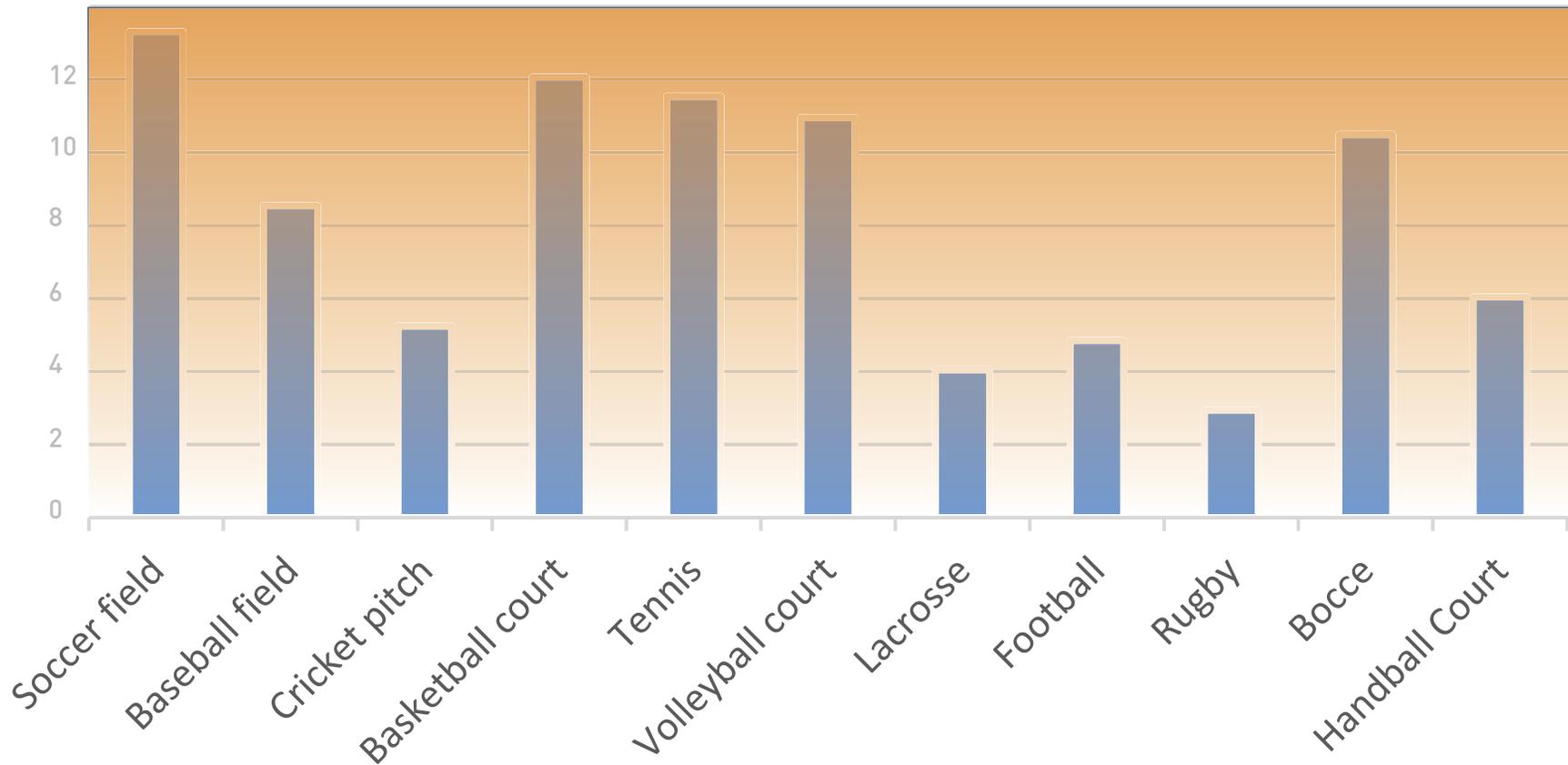
Q11: How would you get here?



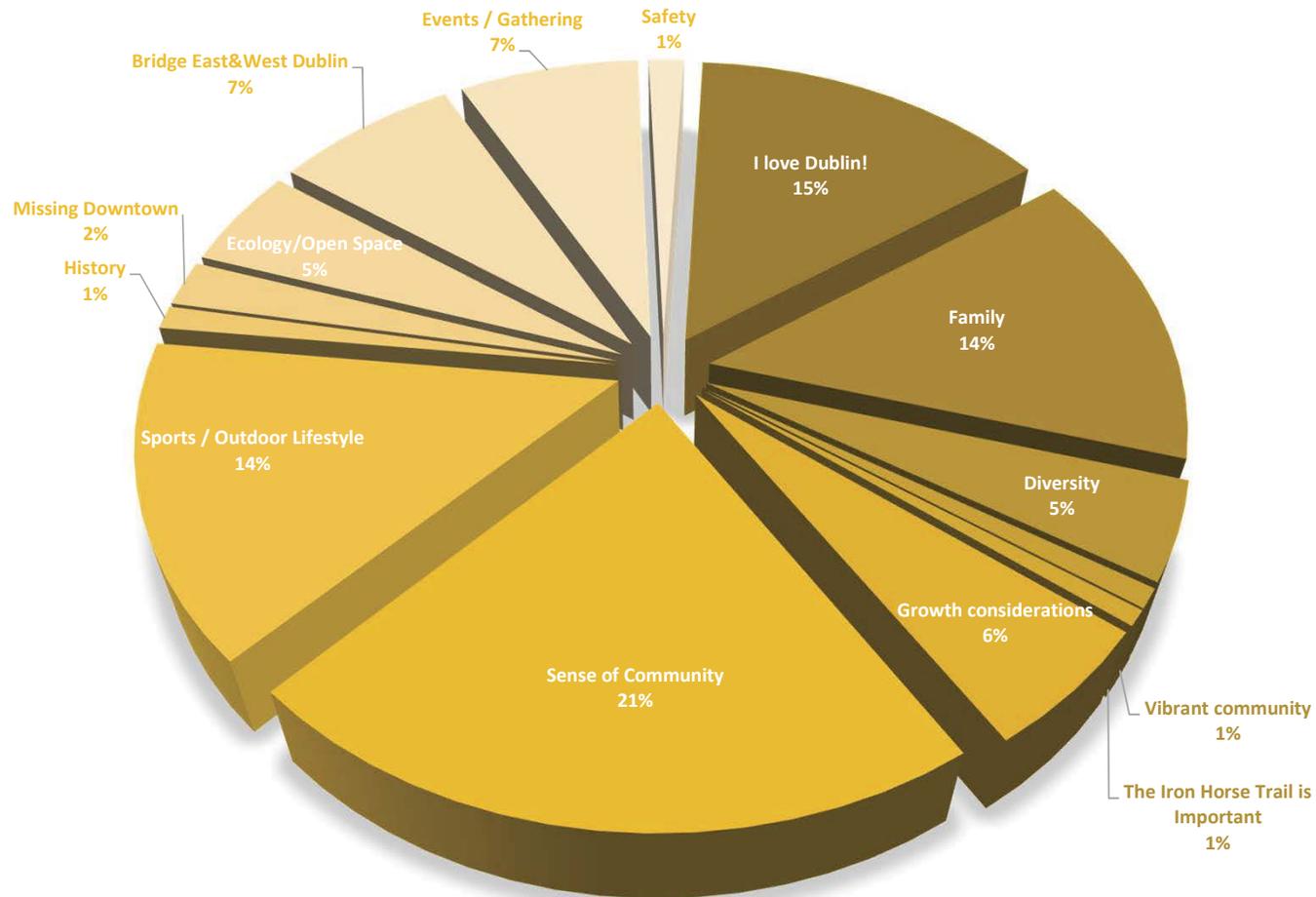
■ Walk/Jog ■ Bike ■ Drive

Q12: If you would like to see more sports fields and/or courts, which ones are most important to you?

(Results below are a weighted ranking calculated from frequency and value, 0 shows no interest, 20 shows universal popularity with high interest)



Q13: What does it mean to be a member of the Dublin community and does this give the new park a special meaning? (Themes)



Q13: What does it mean to be a member of the Dublin community and does this give the new park a special meaning? (Super Quotes)

- Dublin has always been a low-key, hard-working community that has been open to all people regardless of income or status. Access is the key ingredient to Dublin's current and future success and growth. A more central location like this new park would be a slightly better location for those of us who live on the "old" west side of town.
- I am very proud to be a member of the Dublin community. I love living in East Dublin, and I really look forward to seeing the growth of the city. We need a new park that will support public events...such as the Shakespeare Festival and the St Patrick Day Festival.
- To me, Dublin is a family community. I've enjoyed living here the last seven years and don't intent to leave. I love the sense of community that the city has shown and I love being active in town and attending events. If this park were to have an event area it would really help gather the town even more.
- Dublin is a growing community that as it grows, needs to rely on facilities like this to join its citizens as a community. There are few things in life that bring people together better or more often than family and sports. It's a shared experience that crosses ethnic and cultural differences and builds community. A futsal facility would build on this, and would be able to be enjoyed by young and old, host rec leagues or be rented with limited maintenance costs.
- I have lived in Dublin all my life, 47 years and I have a child 12 years old. I love the community feeling here in Dublin. I have watched this community grow. My child is part of community sports and it is a wonderful feeling. A new park would be a great asset as Dublin grows. My child though community sports has gained a great sense of independence and confidence.
- We are truly one united community and I feel that this park is the opportunity to bring together both west and east Dublin as one.
- This would be the icon of Dublin and it will be very important on how we develop this space. It will be how Dublin is going to be judged and evaluated as a city.
- Dublin bleeds community and innovation. The park will be another testament to that.
- It is a young growing community. Feels to good to be a part of it s growth and to grow with it.

Q13: What does it mean to be a member of the Dublin community and does this give the new park a special meaning? (Super Quotes)

- Dublin is home. A smaller community with a long history and heritage, but not too big to forget about it. A park in the heart of Dublin should reflect that.
- Yes...Dublin is missing a focal point/downtown like its neighbors Pleasanton and Livermore. A downtown with small boutiques, restaurants, and park is very much needed instead of gigantic retail store. Making the park the city's focal point may bring a sense of downtown and community
- Because this park will be centrally located, I think it is important that it contain elements that will unite all members of our community- from the young athlete, to the new parents, to the older generations.
- It should be a central park where city-wide events can occur, like parades, etc. to unify the residents.
- I like living in Dublin, but I think it doesn't serve the needs of all residents. I think it's too focused on families with young children & doesn't address the needs/interests of others (such as older adults with no children).
- I'm not aware of any community garden or orchards or ornamental gardens in Dublin yet. So far most parks seem to be geared around sports - even if there's no sports field outlined, most parks have a play area and a huge field of grass that can be used for anything. But I've only seen one area (along the creek at Tassajara) where there are small plaques (almost buried in the grass) that educate the public about our natural surroundings. I'd love to see an area that celebrates or embraces the natural beauty or bounty that can grow here. We used to be a farming community, so we know that the soil can produce.
- There are many parks around San Ramon and Dublin which hosts good area for sports such as tennis. But there isn't any garden type of park in tri-valley nor any educational outdoor space for kids. This location would serve this type of purpose very well. Lastly very proud to be Dublin resident. It seems there are constant improvement going around the city which makes better if not best city to live around this area. Thanks for all the hard work!!!
- Style and design of park will be a reflection of the energy and sense of community in Dublin
- It would be nice if this park became THE community park in Dublin -- it would neither be in the western nor the eastern section of town. I envision this park as the place for community events, concerts, festivals, etc.

Park Walk

Park Walk + Listening Session

The following is the complete transcribed comments from the maps from Task Group Event 1 on September 13, 2014.

What are your favorite places in this park? Why?

- Shaded benches
- Picnic Areas
- Walking paths and trails
- The Creek
- Creek walking path – good exercise
- Shaded picnic area
- Tree lined pathways
- Small playground
- The contrast of the small playground with the larger one by #10.
- Great tree-lined walks
- Children’s play area with water feature & climbing hill
- Picnic area on the west side
- Trees, shade, nice to look at, welcoming
- Picnic area, shady areas
- Picnic area
- Promenade
- Baseball
- Like the picnic area – pretty mellow
- The shaded paths with lots of benches and the awesome soccer field
- Picnic area
- Soccer is used a lot
- Decent parking for now
- Playgrounds
- Picnic areas (covered areas)
- Lots of Seating / benches clumping of trees + tree lines
- Healthy walking trail

What kinds of activities go together?

- Picnicking with play areas and parking

- Playground and bbq area – great for parties with young children
- Playgrounds w/ picnic areas
- Sports uses
- Community gardening uses with picnic and bocce
- Picnic areas near open fields for various sports & playgrounds
- Culture & art with places to connect
- Picnic – playground - sports

If you could change something in this park, what would it be?

- Shade for parents by the water play area
- Interpretive signs for nature areas
- Better history component
- More public art placements
- Need better shade
- Need better method/view to see enjoy the fountain
- Parking around main playground
- Soft pathways for running
- ADA
- Why is main playground so close to major corner/intersection??
- Needs to appeal to teens apart from sports
- Lot and restrooms near main play area feels like an afterthought
- Wayfinding – signage – map directory
- Sightlines to monuments
- Interpretation boards
- Need dog water fountains
- DEFICIT of HISTORY

- The undeveloped areas
- Bareness in the middle of the parks
- More specific garbage cans (recycle, compost)
- Walkways where the farmers market is – these walkways were not good for this activity.
- The water feature at emerald glen is not safe.
- More shade with seating
- Could be cleaner – BBQ is a mess
- Add an independent toddler play area
- Add more rentable picnic area
- More parking

What programs do you think should be considered for Dublin Crossing?

- Skate park – very popular here
- Group picnic area
- Community garden
- Venue for art opportunities
- Memorial for military service and Camp Parks history
- Food vendors/café
- Native tree path and display
- Coffee
- Shade Shade Shade
- Art!
- Community center
- Location to business/hotels/walking trails
- Workout stations
- Community center w/ rentable kitchen
- Event Berm
- Amenities like BBQ and wind

- Picnic area more centralized in the new park
- Sculpture, art
- Incorporate play with art
- Garden, agriculture
- Lots of trees
- Event Berm
- Beach volleyball courts!
- An area for a community garden
- Programs for both youth and seniors
- Would love to get another picnic area in our new park
- According to the DUSL we do not have enough soccer fields
- Regular food truck get togethers
- Festival area
- Bicycle hub – Iron Horse Tail head
- BBQ area
- Frisbee Golf Course
- Velodrome
- Rock climbing
- Bicycle Pump Course – Rhythm course
- Cricket Pitch
- Volleyball
- Par core area
- Because the Valley Children’s Museum – there should be children events
- ‘Please garden’
- Dog Frisbee meadow
- Community garden
- Healthy walking trail
- Not a flat surface – hills
- Sustainable garden
- Incorporate flood control
- Blending of support users art exhibit

and statues

Other Notes:

- Long term concerns:
 - o Liability and insurance
 - o Long term maintenance
 - o Water restrictions
 - o Named after soldier?
 - o How is this being funded?
 - o Maintenance costs
- Shade is a major factor
- Not sure we need more playgrounds, sports fields or places to play. As the population ages we may need more areas to gather, connect and have events. Concerts, farmer’s markets, festivals, etc. Close to BART may allow more people from out of town to attend without additional traffic?
- Shade is #1 concern – we are always seeking it
- Soccer is king in Dublin – followed by baseball and swimming
- Will there be soccer fields?
- Would like food trucks - currently people go to other cities for this activity.
- Need more spaces for 50+ people, something that is reserveable.
- Need to think about access from Camp Parks housing for military personnel

Program Workshop

The following is the complete results from the Program Diagramming Exercise from Task Group Event 2 on October 15, 2014.

CULTURE 35%

RECREATION 30.2%

ECOLOGY 34.8%

 <p>Playground Medium = 2 squares Large = 5 squares</p>	<p>10.5% [3.7%]</p>	 <p>Picnic Area 1 square</p>	<p>5.3% [1.9%]</p>	 <p>Outdoor Movies 1 square</p>	<p>2.6% [0.9%]</p>	 <p>Chess Tables 1 square</p>	<p>2.0% [0.7%]</p>	 <p>Other: VETS MEMORIAL SECTION</p>	<p>2.0% [0.7%]</p>
 <p>Iron Horse Trailhead 1 to 4 squares</p>	<p>9.9% [3.5%]</p>	 <p>Flower Garden 1 square</p>	<p>4.6% [1.6%]</p>	 <p>Restrooms 2 restroom buildings =1 square</p>	<p>2.6% [0.9%]</p>	 <p>Outdoor Yoga</p>	<p>2.0% [0.7%]</p>	 <p>Other: TOT LOT</p>	<p>1.3% [0.5%]</p>
 <p>Festival Site 3 squares</p>	<p>7.2% [2.6%]</p>	 <p>Civic Plaza 1 square</p>	<p>4.6% [1.6%]</p>	 <p>Kid's Rock Playground 2 squares</p>	<p>2.0% [0.7%]</p>	 <p>Sensory Garden 1 square</p>	<p>2.0% [0.7%]</p>	 <p>Other: OUTDOOR KITCHEN</p>	<p>0.7% [0.2%]</p>
 <p>Historic Interpretation 1 square</p>	<p>5.9% [2.1%]</p>	 <p>Exercise Area 1 square</p>	<p>3.9% [1.4%]</p>	 <p>Café 1 square</p>	<p>2.0% [0.7%]</p>	 <p>Herb Garden 1 square</p>	<p>2.0% [0.7%]</p>	 <p>Other: TRAIN</p>	<p>0.7% [0.2%]</p>
 <p>Sculpture Park 1 square</p>	<p>5.9% [2.1%]</p>	 <p>Wedding/Event Facility (add on to museum) 2 squares</p>	<p>3.9% [1.4%]</p>	 <p>BEC Area 1 square</p>	<p>2.0% [0.7%]</p>	 <p>Other: CAROUSEL</p>	<p>2.0% [0.7%]</p>	 <p>Other: WIFI</p>	<p>0.7% [0.2%]</p>
 <p>Outdoor Performance Space 2 squares</p>	<p>5.9% [2.1%]</p>	 <p>Walkable Historical Timeline 1 square</p>	<p>2.6% [0.9%]</p>	 <p>Food Trucks 1 square</p>	<p>2.0% [0.7%]</p>	 <p>Other: AMPHITHEATER</p>	<p>2.0% [0.7%]</p>	 <p>Other: SNACK SHACK</p>	<p>0.7% [0.2%]</p>
								 <p>Other: ACCESS TO FOOD</p>	<p>0.7% [0.2%]</p>

##% = WEIGHT OF ELEMENT IN COMPARISON WITH OTHER PROGRAM TYPE SELECTIONS

[##%] = WEIGHT OF ELEMENT IN COMPARISON WITH OTHER TOTAL SELECTIONS

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ECOLOGY 34.8%



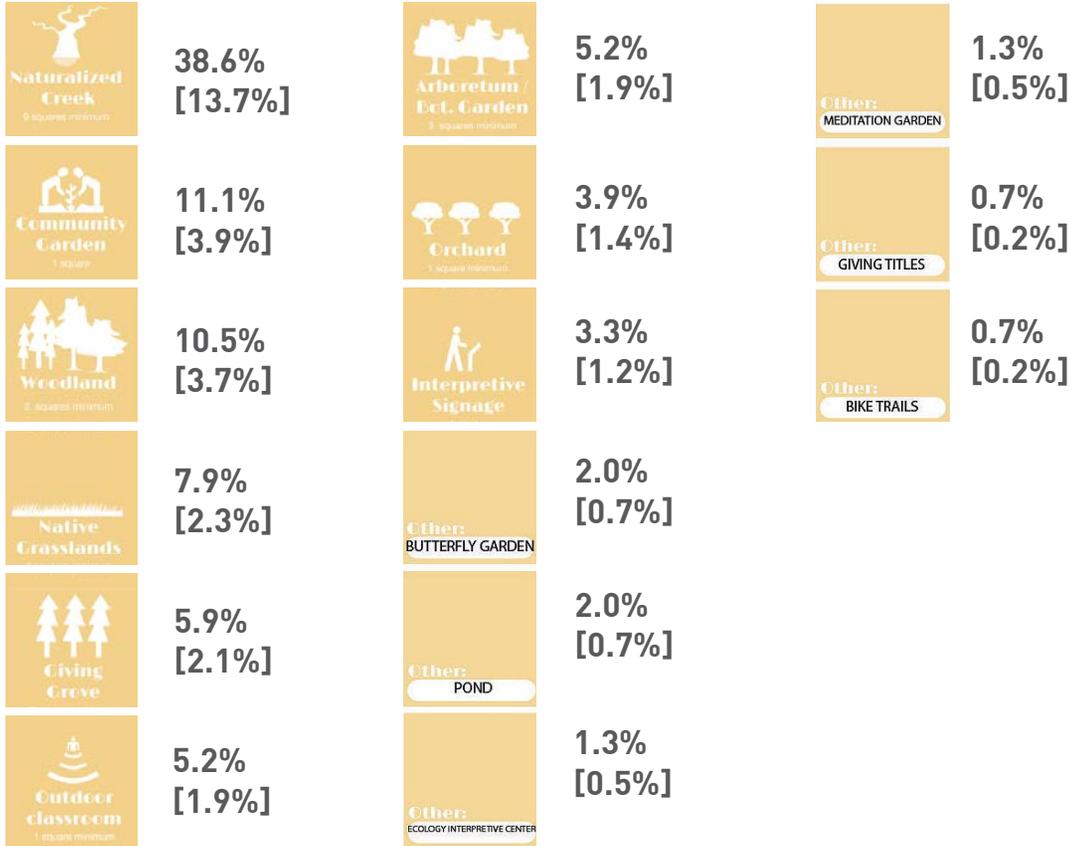
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[###%] = WEIGHT OF ELEMENT IN COMPARISON WITH OTHER TOTAL SELECTIONS

Miscellaneous

Notes from Valley Children's museum representative:

- 25,000 sf one story building with a second story up to an additional 25,000 sf. Would be open Tuesday through Sunday and special Mondays
- The multi-use building would be utilized for children's hands on activities, including birthday parties, special events for members, adult functions, special toddler and preschool programs during the summer and throughout the year
- A gathering place for families
- Would like the space closest to the corner of IHT and Dublin Blvd for maximum visibility and access from BART to the museum
- Create a health/walking trail throughout the park sponsored by the museum including drought tolerant plants identifications and water saving tips
- Museum – could utilize / spill out to incorporate outdoor garden common area and shared common areas surrounding the museum for special exhibits
- Have a café that serves the museum and park
- Outdoor sustainable garden, watershed as part of the park and exhibit of museum
- Incorporate the flood channel that runs through the park into the museum
- Exhibits will be moved routinely to keep the exhibits fresh and engaging
- Engage the senior community to assist with volunteers as well as high school volunteers

Notes provided by the Pleasanton Kaiser Lactation Support Group:

- Ground covering of the play area could be softer springy material
- Foamy padding
- Play structures that are lower to the ground for toddlers
- Shade
- Play equipment that doesn't have big gaps for the toddlers to fall
- Toddler areas separate from bigger kid's areas and gated
- Covered places next to the playground where you can eat with a toddler
- More baby swings
- Grass area included in the gated area
- Slides that don't burn
- Restroom
- Sandbox
- Drinking fountain for the little ones
- Picnic area, horse shoes, bocce ball, arbor, play area, sand and grass, and walking /biking path

