



CITY OF DUBLIN
SPECIAL JOINT MEETING AGENDA

HERITAGE & CULTURAL ARTS COMMISSION
AND
PARKS & COMMUNITY SERVICES COMMISSION

MONDAY, APRIL 20, 2015, 7:00 PM
DUBLIN CIVIC CENTER, 100 CIVIC PLAZA

1. **CALL TO ORDER**
2. **PLEDGE OF ALLEGIANCE**
3. **ORAL COMMUNICATIONS**
 - 3.1 **Oath of Office for newly appointed Heritage and Cultural Arts Commissioner, Frank He**
 - 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 OF THE REGULAR MEETING – None**
5. **WRITTEN COMMUNICATIONS - None**
6. **PUBLIC HEARING - None**
7. **UNFINISHED BUSINESS - None**
8. **NEW BUSINESS**
 - 8.1 **Parks and Recreation Master Plan**

The Commission shall receive a report on the new Parks and Recreation Master Plan.
STAFF RECOMMENDATION: Receive report and recommend the City Council adopt the proposed Parks and Recreation Master Plan.
9. **OTHER BUSINESS**
 - 9.1 **Brief Informational Only Reports from Commissioners and/or Staff and 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.



AGENDA STATEMENT
JOINT MEETING OF THE
HERITAGE AND CULTURAL ARTS COMMISSION AND
PARKS AND COMMUNITY SERVICES COMMISSION
MEETING DATE: April 20, 2015

SUBJECT: **Parks and Recreation Master Plan**
Report by Paul McCreary, Parks and Community Services Director

ATTACHMENTS: 1) Proposed Parks and Recreation Master Plan

RECOMMENDATION: Receive report and recommend the City Council adopt the proposed Parks and Recreation Master Plan

FINANCIAL STATEMENT: None

DESCRIPTION: A new Parks and Recreation Master Plan has been prepared for adoption by the City Council. The Heritage and Cultural Arts Commission and Parks and Community Services Commission are being asked to recommend the City Council adopt the new Master Plan.

The purpose of the Parks and Recreation Master Plan is to establish goals, standards, guiding policies, and action programs to guide the City of Dublin in the acquisition, development and management (operations and maintenance) of Dublin's park and recreation facilities through the ultimate build-out of the City in accordance with the General Plan. The Parks and Recreation Master Plan was originally prepared by David Gates and Associates and adopted by the City Council in July 1994, and was last updated in May 2006.

It has been over 20 years since the original Master Plan was prepared. At that time the City was in the early stages of development in eastern Dublin and the Master Plan was geared toward a large expansion of the park system. Now the City is approaching build-out which changes how the City approaches planning for parks and recreation. Therefore, Staff has prepared a new Parks and Recreation Master Plan that is more reflective of current conditions than what was developed 20 years ago (Attachment 1).

Staff will provide an overview of the proposed Master Plan and new park and facility standards at the meeting.

COPIES TO:

ITEM NO: 8.1



City of Dublin
CALIFORNIA



DRAFT PARKS AND RECREATION MASTER PLAN

May 2015

ATTACHMENT 1



City of Dublin
CALIFORNIA



DRAFT PARKS AND RECREATION MASTER PLAN

May 2015

City Council

David Haubert – **Mayor**
Abe Gupta – **Vice Mayor**
Don Biddle – **Councilmember**
Kevin Hart – **Councilmember**
Doreen Wehrenberg – **Councilmember**

Parks and Community Services Commission

Anthony Totaro – **Chairperson**
Mona Lisa Ballesteros – **Vice Chairperson**
Philip Tucker – **Commissioner**
Janine Thalblum – **Commissioner**
Joseph Giannini – **Commissioner**
Alicia Tran – **Student Commissioner**

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City of Dublin
**DRAFT PARKS AND RECREATION
MASTER PLAN**

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City of Dublin DRAFT PARKS AND RECREATION MASTER PLAN



INTRODUCTION

OVERVIEW: PARKS, ENVIRONMENT AND IMAGE

Historically, parks have played a major role in the formation of a successful city. Since the early twentieth century, parks have held a variety of meanings to different groups of people at different times. To some, parks are for children with an emphasis on playgrounds and ball fields. To another group, parks address the cultural needs of the community, providing theaters, museums, art exhibits, and meeting facilities. And to others, the park system is a way to preserve and enhance the natural environment, providing opportunities to interact with nature in a more passive, non-structured setting. A successful park system should meet all these needs and more.

In the abstract, a park system can be thought of as one of the organizing elements of a city. Parks and trails represent an extended expression of the public realm that reaches out into the private fabric of the city. The parks and gathering spaces have become the new American backyard. The green space and visual amenities such as playgrounds, sports fields, trails, gardens, and open spaces found within the park system become an integral part of the public's perception of the community. Thus, the park system reflects a community's self image. A strong image through strong visual character is one key component that makes a community memorable.

One of the most important functions of parks in suburban environments is to provide spaces for—and to encourage—social interaction. The park system can help to build unity by providing a place where the divergent populations and interests can interact with, learn from, and appreciate each other. A park can be a place where seniors meet and toddlers play, where the athlete and the artist find a common ground and where social as well as physical needs are met.

The purpose of this Master Plan is to identify the ways in which the City intends to build and maintain parks and facilities that both enhance the positive image of the City and meet the needs of the City into the future.

THE MASTER PLAN

The purpose of the Parks and Recreation Master Plan is to establish goals, standards, guiding policies, and action programs to guide the City of Dublin in the acquisition, development and management (operations and maintenance) of Dublin's park and recreation facilities through the ultimate build-out of the City in accordance with the General Plan.

The Master Plan must evolve to respond to the City's growth and changing demographics. Thus, it contains both specific standards that guide the City's actions, as well as provide clear direction to other agencies and private developers regarding the "rules" under which Dublin is developing, maintaining, and operating its park and recreation system. Policies and programs are included that are flexible enough to accommodate new opportunities and shifts in priorities.

The Dublin climate allows for almost year-round use of the park facilities. That fact, combined with the active, recreation-oriented lifestyle of the population, places a significant emphasis on the provision of high-quality amenities and ample recreational opportunities for the community. Over the past five years, the City has experienced noticeable growth in sports and fitness activities taking place in parks and facilities. Additionally, sports seasons are becoming longer and new sports are becoming popular with residents. Nationally recognized standards for park and recreation facilities establish thresholds that often do not reflect the recreational demands of a specific community. The standards and policies set forth in this Master Plan, while recognizing national and peer community standards, are unique to Dublin.

This Master Plan is a reflection of the City of Dublin's commitment to ensuring a high quality of life for the community.

REGIONAL LOCATION

Since the City's incorporation in February 1982, the City's population has increased as both residents and businesses found the benefits of calling Dublin home. Dublin is located approximately 350 miles north of Los Angeles and 35 miles east of San Francisco. Dublin is 14.59 square miles in area. Dublin is located within the Tri-Valley region of the Bay Area, and is generally bounded by the City of San Ramon to the north, unincorporated Castro Valley to the west, the City of Pleasanton to the south, and the City of Livermore to the east.

Because of this strategic location at the intersection of two major freeways (Interstates 580 and 680), the City is a great place to live, work, and play. Dublin has become known for its high quality of life in the areas of public safety, excellent educational opportunities, and abundant and diverse housing opportunities. Dublin's new residents include more families with children, more young active adults, and an expanding senior population – all of whom are seeking quality recreational opportunities.

Open space planning by other regional agencies plays a role in Dublin's planning as well. The East Bay Regional Park District (EBRPD) is actively seeking to complete a segment of the ridgeline trail corridor through Western Dublin. They have also developed "Guidelines for Open Space Planning and Management," which could have a significant influence on the provision and design of open space in the Dublin area. The Tri-Valley Trails Council and adjacent communities support the development of a regional network of trails and bikeways utilizing the railroad right-of-way, flood control channels and existing bikeways throughout the area's communities. Development plans in San Ramon and Contra Costa County to the north and Livermore to the east and Pleasanton to the south are proposing potential open space and trail connections, all of which could provide opportunities to link the various communities with a vast recreational network.

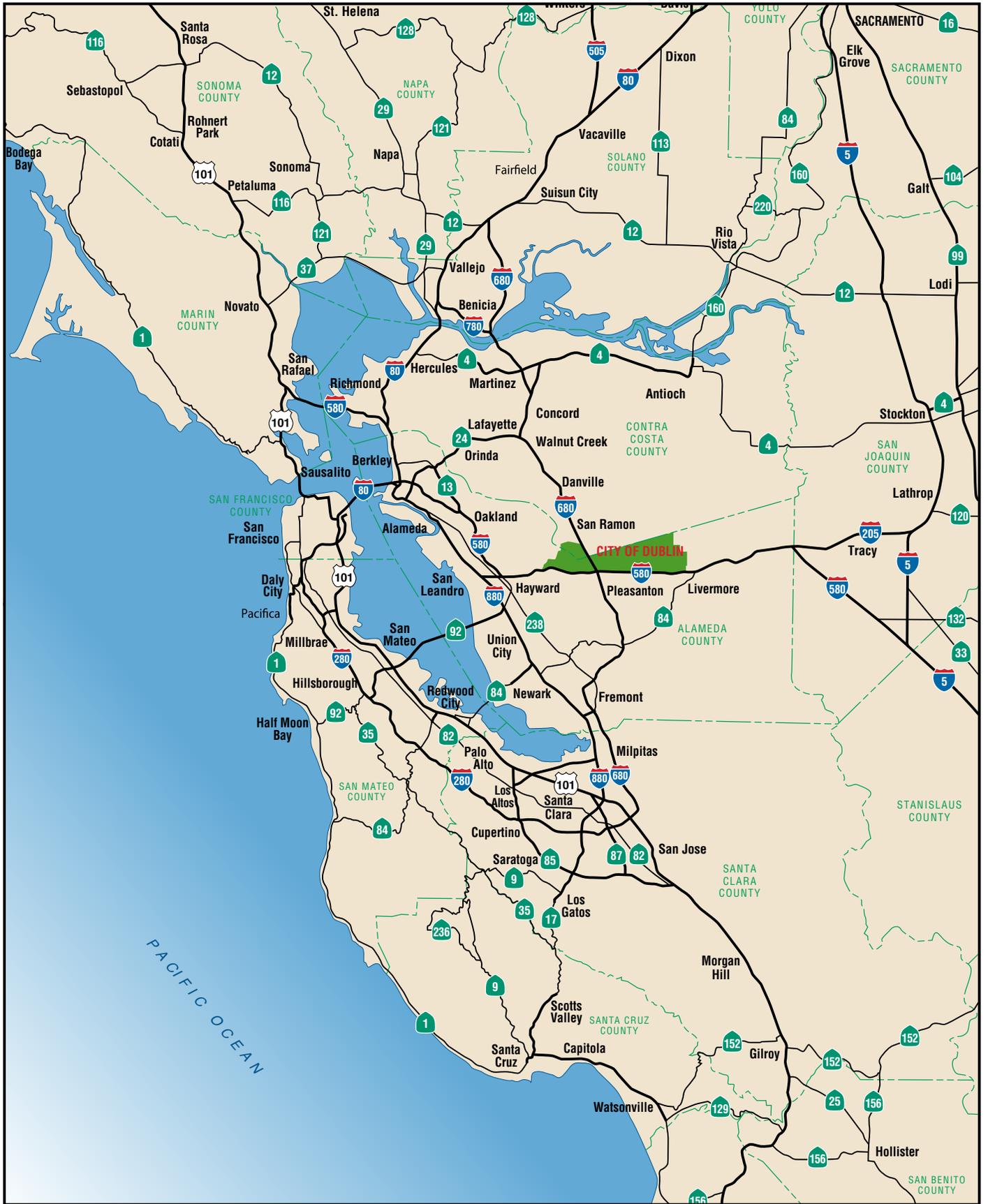


Figure 1 | Regional Location Map

PLANNING PROCESS:

1994 to Present

Well-designed and sufficient parks and facilities convey a positive image of the quality of life in any community. As the City of Dublin continues to develop, it is the goal to acquire and develop new parks, open space and recreation facilities. In addition, the City continues to upgrade and maintain existing facilities and provide innovative and diversified recreation programs.

The Parks and Recreation Master Plan was originally prepared by David Gates and Associates and adopted by the City Council in July 1994. The information for the Master Plan was gathered through a series of public meetings, interviews, site visits, joint study sessions, and the careful review of local agency policy documents. Additionally, there was a Steering Committee composed of representatives of City Commissions and special recreation interest groups such as little league (baseball), soccer, and senior groups. Through meetings with the Steering Committee, Staff and the consultants identified and evaluated various recreation standards and park site alternatives. Through a process of demand assessment, park land requirement allocation verification, and alternative site testing, the final Park and Recreation Master Plan emerged.

In March 2004, the Master Plan was updated with the goal of revisiting the assumptions that were used in the original document to ensure that they were still realistic and that adequate park and recreation facilities were available for the current and future population of the City. This update took into account updated population projections and the most current land use assumptions for ultimate build-out in accordance with the General Plan. The March 2004 update anticipated a 5.3-acre parkland deficit at build-out of the City and identified the need to select and designate sites for new parks to alleviate the deficit. Furthermore, the Update recommended pursuing opportunities to expand the Dublin Heritage Center around the City's Donlon Way historic core.

In August 2006, the Dublin Village Historic Area Specific Plan was adopted by the City Council, which amended the land use designation of five parcels in the area for the purposes of expanding the Heritage Center into a full Historic Park. Shortly thereafter, the City Council adopted the Historic Park Master Plan, which served to enhance this key area and also alleviate the park deficit. In 2006, the City Council adopted an update to the Parks and Recreation Master Plan that reflected the addition of this parkland to the City's inventory.

Predicting Dublin's Future Population

In 2014, the California Department of Finance's 2014 population data estimated that Dublin had approximately 48,000 residents (excluding group quarters). The goals, policies and standards adopted in the 2006 Master Plan Update assumed a build-out population of 59,900. Since 2006, two key population factors changed, which resulted in the expected population of Dublin at build-out of the General Plan to increase to 76,000. This change in population forecasting is due to:

1. The average density per unit used to calculate the population was amended in the General Plan. Instead of different population figures assumed for different residential densities, the City now uses a blended figure of 2.7 persons per residential unit, which was based on the 2010 Census figures that showed this as Dublin's average household size. The means of calculating persons per household contributed to population forecasts that were higher than previously predicted.
2. Two key land use amendments were approved in recent years that increased the number of residential units expected to be built in Dublin. In 2013, the Dublin Crossing Specific Plan was approved, which added up to 1,995 future residential units to the City's build-out number. In 2014, the Downtown Dublin Specific Plan was amended to increase the development cap in the Downtown by 1,200 units to a total of 2,500 units.

Combined, these two changes added the potential for 3,195 additional residential units to be constructed in Dublin, which increased the projected population at General Plan build-out.

Based on the City's current standards, the anticipated population of 76,000 creates a 16.5-acre parkland deficit at build-out and creates a potential need for 42,000 square feet of additional community facility space.

Measuring Current Park and Facility Needs

Over the past five years the City has undertaken several community needs assessments related to parks, facilities and programs. The input from those assessments has been used to develop the new Parks and Recreation Master Plan. In 2008 the City engaged over 1,000 residents in several surveys and focus groups to develop the Department Strategic Plan. This included a statistically valid mail-in survey of park and facility interests and priorities. In 2012 the City undertook a Marketing and Communications Study and conducted a statistically valid phone-survey of over 400 residents related to recreation and cultural program needs and marketing preferences. In 2013 the City engaged over 800 residents in a web-based survey identifying preferred park amenities for the Iron Horse Nature Park Master Plan, which helped inform the City of the more passive and un-programmed activities desired by residents. Most recently the City engaged over 1,000 residents in a community survey on active and passive recreation needs as part of the development of the Dublin Crossing Community Park Master Plan.

ORGANIZATION

The Parks and Recreation Master Plan is divided into four chapters:

- I. Background and Analysis.** This chapter summarizes the analysis of background information and projections used in developing the Plan.
- II. Parks and Recreation Facility Standards.** This chapter provides specific standards and criteria for Dublin's parks and recreation facilities.
- III. Goals and Policies.** This chapter identified goals, guiding, policies, and action programs to implement the Master Plan.
- IV. Implementation.** This chapter describes the funding sources and regulatory tools available to make the plan a reality.

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City of Dublin **PARKS AND RECREATION MASTER PLAN**

Chapter I **BACKGROUND AND ANALYSIS**

THE SETTING

Regional Context

The Parks and Recreation Master Plan study area is coterminous with the city limits. Future growth in Dublin will occur primarily in the Eastern Dublin Specific Plan Area, the Dublin Crossing Planning Area, the Downtown Specific Plan Area, and with limited growth in the Primary Planning Area, which lies to the west. Consequently, the unification of the proposed outlying sections of the community with the existing core, and to each other, is a primary goal of the Master Plan.

The East Bay Regional Park District (EBRPD) has overlapping jurisdiction in the Master Plan Study Area. EBRPD is striving to provide regional trail connections with adequate corridor widths and buffers. They value the preservation of the natural and rural essence of the undeveloped portions of the community. These natural open spaces are an important part of Dublin's character.

There are also opportunities to make trail connections with the adjacent communities of San Ramon and Pleasanton and with other trail facilities operated by the East Bay Regional Park District and the Livermore Area Recreation and Park District. Trails that follow creek and drainage channels may provide opportunities for new connections. Along the Union Pacific/Southern Pacific Railroad right-of-way, the Iron Horse Trail has been developed as a regional facility, linking cities in Contra Costa County, Dublin, the Dublin/Pleasanton BART station, and beyond into Pleasanton.

Existing Resources

There are numerous creeks and drainage channels throughout the Study Area which provide opportunities to develop creek-side trails. The continuous connections these creeks and drainage channels provide are especially critical in the developed areas of Dublin. In 2013, the City acquired 12.5 acres of land adjacent to South San Ramon Creek and the Iron Horse Trail between Amador Valley Boulevard and the city limit with San Ramon to the north. This land will be used for the future "Iron Horse Nature Park and Open Space," a community park with a focus on creating passive recreational amenities and restoring open space areas to natural conditions.

Currently there are four major pedestrian/bikeways in Dublin: along San Ramon Road, along Dougherty Road, the regional-serving Iron Horse Trail, the Alamo Creek Trail, and Alamo Canal. These paths are separated from the

street and are well utilized by the local community. Additional open space trails include the Martin Canyon Creek Trail and the Tassajara Creek Trail. These paths and trails are the foundation for Dublin's separated pedestrian and bicycle network.

The Dublin Civic Center complex includes the City Hall, the Police Facility, and a plaza area to accommodate outdoor festivals and civic events, and an adjacent Public Safety Complex partially serving Alameda County Fire. A new Library was completed in Spring 2003, which provides additional community meeting and function spaces and completes the Civic Center Complex. The adjacent Sports Grounds contain many of the competitive sports fields in Dublin. Additional sports fields are at Emerald Glen Park, Fallon Sports Park, and the City has worked cooperatively with the Dublin Unified School District to upgrade existing school yard facilities to provide additional sports fields for the community.

The historical heritage of the Dublin community has been preserved by the City with help from the Dublin Historical Preservation Association and the Amador/Livermore Valley Historical Society. The Old Murray School House and St. Raymond's Church, which were acquired by the City, are located adjacent to the Dublin Pioneer Cemetery. This historic site, which is located near Downtown Dublin, has provided the community with a special place to preserve and celebrate local history. The recently-expanded Historic Park complements the existing Heritage Center by providing additional facilities for the programs that already exist there and by providing additional parkland for the community.

The Downtown Dublin Specific Plan, adopted by the City Council in 2011, aims to facilitate the creation of a vibrant and dynamic commercial and mixed-use center that provides a wide array of opportunities for shopping, services, dining, working, living and entertainment in a pedestrian-friendly and aesthetically pleasing setting that attracts both local and regional residents.. The size and location of Downtown Dublin offers the opportunity to create accessible public spaces and a central gathering place for civic celebrations and activities that take place in the Downtown. The Specific Plan focuses on integrating design features such as monuments, signage and public plazas with improvements to landscaping, green spaces and wider sidewalks to unify the predominantly retail area.

Within the existing city limits, the potential for further expansion of park and recreation facilities is extremely limited. The 1986 Parks Master Plan Report and subsequent 1990 Sports Ground Master Plan Report and School Facilities Plan illustrate maximum utilization of existing park sites and joint use of several school play yards to meet the current demands of the community. Thus, the weight of providing park land and facilities for the future growth falls mainly upon the undeveloped west and east portions of the community, although there may be some opportunities in the primary planning area as properties redevelop.

The eastern portion of Dublin is characterized by rolling grass lands divided into three canyons. In this area, the gentle topography and proposed roadway system have been able to accommodate larger Community Park facilities such as Emerald Glen Park and Fallon Sports Park as well as several smaller Neighborhood Parks. The creeks and swales have provided natural opportunities for open space linkages between parks.

The western portion of Dublin is characterized by steep topography and a dense cover of oak woodland. The steep terrain limits the opportunities for large active community recreation facilities, although have been opportunities to locate and develop Neighborhood Parks such as Schaefer Ranch. The natural features of the area warrant protection through the development of passive recreation areas and regional trail connections such as to Martin Canyon Creek.

Currently, the City of Dublin's Subdivision Ordinance requires the dedication of 5-acres of park land for every 1,000 persons. This standard has been retained and is further defined in this Parks and Recreation Master Plan.

POPULATION, DEMOGRAPHICS AND GROWTH

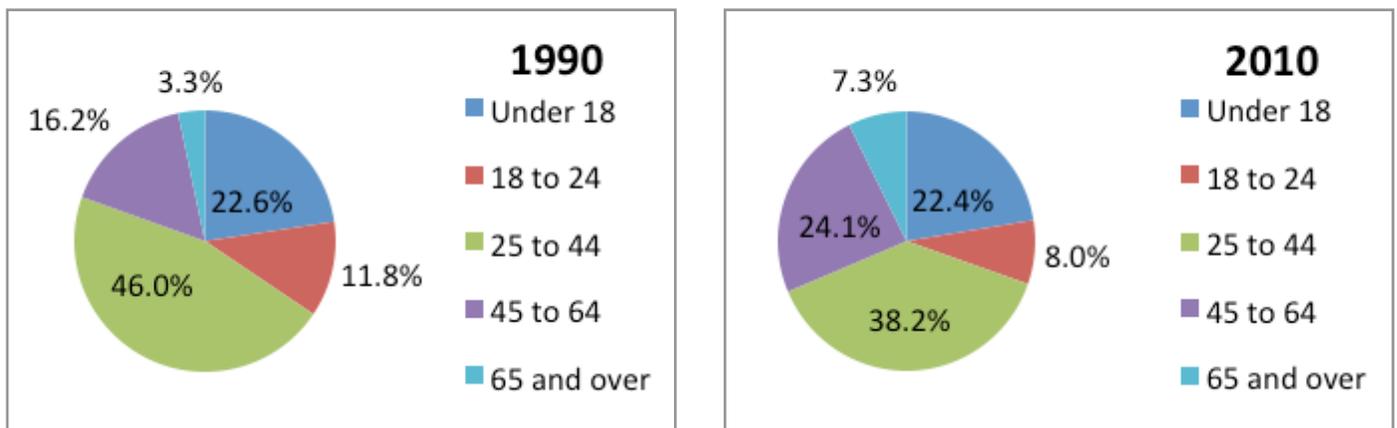
The City of Dublin, along with the entire Tri-Valley region, continues to experience population growth. From a population of approximately 14,300 in 1982, the City of Dublin has grown to a resident population of 53,462 in 2014 (approximately 48,000 without group quarters) per the California Department of Finance. At full build-out of the City in 2040 as envisioned by the General Plan, the resident population is expected to be 76,000. The population growth since 1982 can be attributed to the annexation and development of the Eastern Dublin Specific Plan area, the Schaefer Ranch General Plan Area, new development planned for in the Dublin Crossing Planning Area, additional development planned in the Downtown Dublin Specific Plan area, and build-out of approved developments and infill growth including residential areas around the City's two BART stations. This projected increase over the next twenty-five years will create demand for additional recreational facilities and programs.

Population Structure

According to the 2010 U.S. Census, Dublin's largest population segment is represented by adults aged 25 to 44. This group statistically representing over 38% of the City's population in any given year and includes young adults and families as well as single adults and couples without children. Individuals and families in this category have the most diverse needs in terms of recreation facilities and available programs based on age and interest. Statistically, it is expected that dual-employed families with children will continue the nationwide growth trend in the Dublin area. This growth will impact the need for increased day care services for young children as well as heightened demand for after-school programs for school-aged youth.

Parallel to the national "graying" trend, a larger segment of Dublin's population is also expected fall into the middle and older age categories than in previous years. Between 1990 and 2010, the percentage of Dublin's population aged 45 and above has increased from 19.5% to 31.4%, as shown in Figure 2 below.

Figure 2 | Population Structure Comparison (City of Dublin)



This increase in the older adult and senior populations will further impact recreation, leisure and fitness programs. Anticipation of, and planning for, these shifts in population demographics early in the programming process allows planning for classes and other opportunities to meet the needs of specific populations in addition to general recreational programs.

Recreational needs specific to age groupings include:

- Pre-school and daycare programs appropriate for ages 0 to 4
- After school, intercession and summer session programs for school ages 5 to 19
- Programs available for young adults, families, working adults and extended use hours for ages 20 to 54
- Older adult and senior programs for those ages 55 and older, and
- Organized leagues, classes and facilities to accommodate age specific programs including youth and adult sports leagues, art and recreation classes for all ages, senior fitness opportunities, aquatic programs, facilities rental, community affairs and promotions.

Summary

In general, the recreational needs and interests of the current population are being met by the existing facilities. However, if the standards outlined in the Master Plan are to be maintained, additional parks and facilities will be needed in the future.

FACILITIES EVALUATION AND DEMAND

Assessment

Identifying recreation needs is a very important component of any park and recreation master plan. Assessment of need, however, is also one of the most difficult tasks because many variables will influence public recreation participation and demand. Additionally, in the case of Dublin, a portion of the population being planned for does not yet reside in the City. It is, therefore, necessary to make projections and assumptions regarding the characteristics and preferences of the future population. Underestimating the future need can result in overutilization of facilities whereas overestimating the need can also result in expenditures for facilities that are not required. The Master Plan does, however, provide flexibility to modify the types of facilities and/or the priority for implementation. This will allow the City to develop facilities in a sequence that matches the recreation demand of the new residents.

The original Master Plan document studied the demand for recreation facilities and activities and developed a quantifiable statement of need based on a process that included six steps. They were:

1. An analysis of trends in recreation participation
2. A study of who presently provides recreation service in Dublin
3. An analysis of who currently participates in recreation
4. Results of public workshop meetings
5. The development of park and facility standards
6. Identification of park and facility needs

Each method is described in more detail below.

Participation Ratios

Participation ratios are guides by which facilities and park acreage required to meet population demand is quantified. By attaching a standard to a population variable, the future park and facility needs of the City of Dublin are forecast based on population growth. The most recognized standards used for municipal planning are those developed by the National Recreation and Parks Association (NRPA). These are only one facet to consider when establishing standards for Dublin.

User Trend Analysis

Facility demand estimates are developed by extrapolating historical use statistics for each facility. This methodology produces reasonably accurate data because it reflects specific community use. However, the trend analysis methodology can be influenced by local conditions or current trends in recreation interest. As an example, if one charts tennis playing over the last 20 years, a cycle of interest and level of play emerges. Also, operating conditions such as quality of the courts, their location, user fees and hours of operation can impact the level of use. Actual user data from 2014 was evaluated in preparing this master plan.

Public Input

Input from the general public is another method of assessing community needs. Caution is required in relying solely on this, however, since special interest groups can dominate the process and may not reflect the broader community interest. In 2008 the City conducted an intensive needs assessment to prepare the Department Strategic Plan. The process included input from over 1,000 residents. Methods included a statistically valid mail-in survey, online survey, focus groups and public workshops. In 2012 the City conducted another intensive needs assessment

as an update to the Strategic Plan. The data from those studies was used to prepare this update to the Master Plan.

Standards Definitions

Another means of measuring need is to develop a standard and measure that standard against the existing inventory. Recreation standards are guides by which Dublin can estimate in quantifiable terms the number of acres and square feet of facilities required to meet recreation demand. By attaching the standard to a population variable, it is possible to forecast future needs as the population grows. Standards are important for a number of reasons including:

- Standards can be an expression of minimum acceptable facilities and areas. They can be looked upon as goals.
- A standard is a guideline to determine land requirements for various types of park and recreation facilities.
- Standards are a basis for relating recreation needs to spatial analysis within a community-wide system of park and open space areas.

As part of the current update to the Master Plan, analysis was done on the current standard being provided based on the existing facility inventory and current population. Additionally the occupancy rates of facilities during peak high-demand periods were analyzed to determine if the current standards are meeting community needs or need correction to avoid a surplus or deficit of facilities at build-out.

PARK AND RECREATION FACILITY NEEDS AND STANDARDS

The City of Dublin offers a wide variety of recreational and cultural opportunities to the residents of Dublin. The City's inventory of facilities generally meets the minimum service standards established by the Master Plan. When developing the original Master Plan, the City worked with the Dublin Unified School District to upgrade school facilities in the Primary Planning Area to add to the existing park and sports field inventory and to expand existing programs to better serve the interest and needs of the existing population.

Dublin, like all Tri-Valley communities, has a very high demand for organized sports programs. Again, the facility improvements at the schools, the implementation of the Sports Ground Master Plan, and the newer sports fields at Emerald Glen Park and Fallon Sports Park, will meet most of the existing demand.

This Master Plan update addresses the program and facility needs of the anticipated future population growth. The development standards for new parks and facilities will provide for quality parks, trails, sports fields and recreation and cultural facilities needed at build-out in a manner that is fiscally sustainable to operate and maintain.

The previous Parks and Recreation Master Plan only referred to "Community Parks." Based on community input this Master Plan divides this category into two different types: Active and Natural:

Active Community Park (new category)

Active Community Parks offer a variety of recreational opportunities that attract a wide range of local age groups and interests. They feature large open space areas, unique natural and cultural areas as well as group picnic areas, bicycling and hiking trails, sports fields and courts, aquatics facilities, community center or other unique features or facilities. Active Community Parks are generally 10+ acres in size. Examples of Active Community Parks include Emerald Glen Park, Dublin Sports Grounds, Fallon Sports park, and the Dublin Historic Park.

Natural Community Park (new category)

Natural Community Parks offer a mix of quieter, passive uses such as trails and outlook areas with a few nodes of more active uses such as a nature interpretive area, picnicking sites, a community and/or children's garden, or other low-intensity uses. There are no Natural Community Parks that are already developed in Dublin, but the Iron Horse Nature Park and Open Space is planned for a site in the Primary Planning Area.

The other park types in Dublin include:

Neighborhood Park

Neighborhood Parks are designed to meet the local residents' recreational needs while reflecting the unique character of each neighborhood. They typically feature spaces for relaxation, practice fields (not for competitive use), open multi-use areas, playgrounds, and unlit sports courts (e.g. basketball, tennis, bocce). Neighborhood Parks are generally around five-acres in size. Examples of Neighborhood Parks are Kolb Park, Schaefer Ranch Park, and Positano Hills Park.

Neighborhood Square

Neighborhood Squares offer specialized facilities that serve a concentrated or limited population or special interest group such as young children, senior citizens, or in some cases, dogs and their owners. The Neighborhood Square is a scaled-down version of the Neighborhood Park, with an average size of two acres and located in high density residential urban areas where a green pocket is the central focus of the neighborhood. Examples of Neighborhood Squares include Piazza Sorrento and Devaney Square.

Downtown Plaza (new category)

A Downtown Plaza is a new category in this Master Plan, and there is not yet a Downtown Plaza in Dublin.

This park can provide a small public space within the 284-acre Downtown Dublin Specific Plan area that would serve as a public gathering space in this bustling commercial and residential district. The Downtown Plaza could include benches and seating, public art, historic resources, a small performance space, or other elements that are appropriate to a small, vibrant urban space.

The Recreation Needs Assessment also identified several major buildings for inclusion in the Master Plan. These facilities have significant costs associated with both the construction and annual operation and maintenance. On the other hand, due to the demand for facilities and programs these buildings can offer, there can be revenue generated to offset a portion of the operating costs. A discussion of each of the major facilities follows.

Community Facilities

During peak demand times, there is the need for space for the public to meet for social gatherings such as weddings, family reunions, banquets, fund raising events; neighborhood meetings; organizational meetings; and clubs, such as Girl and Boy Scouts, gardening clubs, etc. Through the provision of multi-use space, a myriad of activities can also be accommodated. These uses can include a preschool, crafts classes, fitness programs, dance, cooking, and a place for youth to “hang-out” as well as participate in activities and games.

Indoor Recreation Center

The Recreation Needs Assessment, completed in 2005 and approved by the City Council, indicated that the demand exists for a multi-purpose recreation center. To meet community demands and to generate sufficient revenue to offset operating costs, the Center must offer a wide range of activities and facilities. These activities and facilities should include:

1. A pleasant, well-maintained, state-of-the-art facility
2. Activities and facilities that will be of interest to all age groups
3. An environment that encourages use by families
4. Space for drop-in recreation and instructional classes
5. Court space for activities such as basketball and volleyball
6. High quality aerobics and dance studio

Senior Center

When the study was completed, there was demand for an enhanced Senior Center designed solely to serve the needs of Dublin’s mature adult community. Approximately 7.3% of the population is 65 years or older. Dublin’s Senior Center was replaced in 2005 with a state-of-the-art facility that meets the programming needs of today’s active senior population.

Aquatic Facility

When the study was completed, there was demand for a full-scale community pool facility, complete with an indoor pool with lanes for competitive and recreational swimming, teaching bays for swim lessons, lap swimming and water exercise and fitness programs; an outdoor sport pool for competitive swimming and water polo. Phase I of the Emerald Glen Recreation and Aquatic Complex was designed to respond to these needs, and it also includes an outdoor water playground; six waterslides; a fitness center; locker rooms and administrative offices. Phase II has been planned to accommodate the Indoor Recreation Center identified above.

Cultural Arts Center

A space that has a lower demand, according to the study, than the community center, recreation center or aquatic facility is the cultural arts and community theater identified in the original Master Plan. A new state-of-the-art Performing Arts and Education Center was recently constructed on the Dublin High School Campus. This facility

will be available for community use and provides adequate rehearsal and performance space for theater, music and dance. In addition there are other regional theaters in Livermore, Pleasanton, San Ramon and Walnut Creek. With the plethora of theaters in the region, the Community Theater component has been removed from the future Cultural Arts Center. This facility will afford cultural, educational and social experiences for the entire community. It would be a hub for the arts in Dublin, providing opportunities for adults and youth to learn to create with their hands, develop their artistic potential and share in the vital cultural currents of the community. The primary focus of the facility would be a gallery space that can multi-function as a social and event space. The facility would also feature multi-purpose classrooms, music and media rooms.

National Park Standard Comparison

The National Recreation and Park Association (NRPA) published standards in 1970 that have been widely used since being adopted. In 1979, NRPA developed a task force that worked three years to revise and update park and recreation standards. Published in 1983, the report titled “Recreation, Park and Open Space Standards and Guidelines”, represented the consensus on space and facility standards at the national level at the time.

In recent years municipalities have started to use other methods to establish standards, realizing that the NRPA standards are more of a one-size-fits-all approach, and do not take into account the unique demands of individual regions and communities. In addition to the use of national standards, this update also uses statistical data about current usage and demand and projects that onto future recreational demands.

Table 1 | Park Standards

Park Facilities (acres per 1,000 residents)	NRPA Standards	City of Dublin Existing Service Level (2015 – includes School Park Improvements)	City of Dublin Standards
Neighborhood Park	1-2	2.156	1.7
Community Park	5-8	3.209	3.3
Special Use Park	Variable	None	None
Regional Park	5-10	None	None
Total (Neighborhood/ Community)	6-10	5.365	5

Table 2 | Outdoor Sports Field/Court Standards

Sports Facilities	NRPA Standards	City of Dublin Existing Service Level (2015 - includes School Park Improvements)	City of Dublin Standards
Baseball Fields	1 per 5,000	1 per 3,058	1 per 3,000
Soccer Fields	1 per 10,000	1 per 3,058	1 per 3,500
Softball Fields	1 per 5,000	1 per 9,785	1 per 2,500
Swimming Pool	1 per 20,000	204 SF per 1,000	400 SF per 1,000
Tennis Courts	1 per 2,000	1 per 2,575	1 per 2,500
Basketball Courts	1 per 5,000	1 per 4,077	1 per 4,000
Cricket Fields		1 per 48,927	1 per 40,000
Volleyball Courts	1 per 5,000	1 per 16,309	1 per 16,000

Note: Data presented in number of facilities per population

** No Standard*

Table 3 | Facility Standards Per Capita

	Square Feet	Persons	Square foot per Capita
Community Center	15,000	25,000	0.60
Recreation Center	15,000	30,000	0.50
Senior Center	5,000	25,000	0.20
Cultural Centers/Museums	16,000	76,000	0.20
Total			1.50

Table 4 | Existing Community Facilities Inventory

	Square Feet	City Share	Square Feet for City Use
Community Centers			
Stager Community Gymnasium*	6,002	69%	4,141
Senior Center	15,500	100%	15,500
Shannon Community Center	20,088	100%	20,088
Emerald Glen Rec/Aquatic Complex—Phase I	30,480	100%	30,480
Recreation Centers			
Murray Schoolhouse and Visitor Center	2,482	100%	2,482
St. Raymond Church	1,550	100%	1,550
Kolb House Museum	2,304	100%	2,304
Old House Art Building	1,650	100%	1,650
Sunday School Barn	2,900	100%	2,900
Total Existing Facilities	82,956		81,095
Square Feet per Capita			1.60

Stager Community Gym is a joint-use facility with the Dublin Unified School District, in which City has use 69% of available time annually. The gym includes one full-court and two half-courts for basketball; two courts for volleyball; lobby and restrooms. There is an adjoining multi-purpose room the City can reserve as available for City and community programming.

The **Dublin Senior Center** provides community gathering and programming space for adults in Dublin in a facility adjacent to the Wicklow Square Senior Apartments in Downtown Dublin.

Shannon Community Center serves as the City’s primary rental facility for social gatherings. It features a large hall that seats 300 for dining and can be used for a variety of classes and programs. There is a catering kitchen for culinary programs. The facility features two multi-purpose spaces as well as a preschool wing with two classrooms and support spaces.

The Dublin Civic Center and Library provide several multi-purpose spaces that are available for recreational and cultural classes, civic meetings and community rentals.

The **Emerald Glen Recreation Center and Aquatic Complex** Phase I is under construction and includes an indoor pool with six lanes for lap swimming, water exercise and fitness programs, and three large teaching bays for swim lessons; an outdoor sport pool for competitive swimming and water polo with eight lanes and three additional warm-up lanes; an outdoor water playground; six waterslides; a fitness center; and locker rooms and administrative offices.

The **Heritage Park Sunday School Barn, Art Studio and Old St. Raymond Church** facilities serve primarily as community centers for smaller social gatherings, classes, events and drop-in performing arts programs.

The **Murray Schoolhouse Museum** is a historic facility and cultural center that has two primary spaces. An Exhibit called “The Journey” is featured in the main room of the Schoolhouse and depicts the journey Dublin’s early settlers took from New York to California. The secondary classroom is used as a multi-purpose space for classes, meetings and temporary exhibitions.

The **Kolb House Museum** is a historical facility that is used primarily as a period-museum depicting ranch life in the early 1900s. In addition to providing tours the facility also has archival rooms for research and special projects.

In order to meet the standards identified in this Master Plan, the City may need to build an additional 42,000 square feet of facility space. Public Facilities Fees charged on new development and existing fund balances would pay for the construction of these new facilities. In order to the most efficient and effective way to use this future public facility space, the City should conduct a new “Facilities Feasibility Study”. This study would identify current community priorities and interests for future facilities and amenities; develop program needs; identify level of community willingness to pay for programs and the ongoing operations and maintenance of the facilities; and identify potential locations for future facilities. Prior to including any of these future facilities in the Capital Improvement Program the City shall develop a business plan for each facility to refine the ongoing operational subsidy and replacement costs to the General Fund.

PARK AND RECREATION FACILITY INVENTORY

The City of Dublin has 19 parks, 5 deeded park sites, and 6 school parks and City-owned open space areas that account for nearly 233 acres of dedicated open space and developed park land. In addition the City has over 59 acres of undeveloped parkland that has either been offered for dedication by landowners or acquired by the City. Table 5 (below) identifies the existing parks and open space in Dublin.

Table 5 | Existing Parkland Inventory

Park Type	Acres
<i>Active Community Parks</i>	
Dublin Civic Center/Library Grounds	11.420
Dublin Historic Park and Museums (new)	4.200
Dublin Historic Park and Museums (original)	3.580
Dublin Senior Center	2.000
Dublin Sports Grounds	22.770
Dublin Swim Center	3.600
Emerald Glen Park	49.137
Fallon Sports Park	27.200
Fallon Sports Park (deeded/credits; unimproved)	32.863
Shannon Park	9.670
Total Active Community Park	166.440
<i>Natural Community Parks</i>	
Iron Horse Trail South of Dublin Blvd (purchased; unimproved)	2.127
Iron Horse Nature Park (purchased; unimproved)	12.129
Total Natural Community Parks	14.256

continued...

Park Type	Acres
<i>Neighborhood Parks and Squares</i>	
Alamo Creek Park	5.260
Bray Commons	4.780
Devany Square	1.910
Dolan Park	4.850
Dougherty Hills Dog Park	1.430
Jordan Ranch NP (deeded/credits; unimproved)	4.990
Jordan Ranch NS (deeded/credits; unimproved)	2.000
Kolb Park	4.860
Mape Memorial Park	2.680
Passatempo Park	5.010
Piazza Sorrento	2.000
Positano Hills Park	4.600
Sean Diamond (deeded/credits; unimproved)	5.030
Schaefer Ranch Park	10.550
Stagecoach Park	0.820
Ted Fairfield Park	6.970
Total Neighborhood Parks and Squares	67.740
<i>School Parks (Serve as Neighborhood Parks)</i>	
Dublin Elementary School	8.800
Dublin High School	5.400
Frederiksen Elementary School	7.800
Murray Elementary School	8.600
Nielsen Elementary School	5.400
Wells Middle School	7.600
Total School Park Land	43.600
Total Existing Parkland Developed	232.897
Total Existing Parkland Undeveloped	59.139
Total Existing Parkland	292.036

Table 6 | Park Amenities

	<i>Fields for Rental</i>	<i>Barbecues</i>	<i>Basketball Courts</i>	<i>Basketball (Lighted)</i>	<i>Baseball Diamonds</i>	<i>BMX Course</i>	<i>Dog Run (*20 lbs & under)</i>	<i>Drinking Fountains</i>	<i>Fitness Equipment</i>	<i>Horseshoe Pits</i>	<i>Picnic Tables</i>	<i>Picnic Area</i>	<i>Play Equipment</i>	<i>Restrooms</i>	<i>Skate Park</i>	<i>Soccer Fields</i>	<i>Softball Diamonds</i>	<i>Tennis Courts</i>	<i>Tennis (Lighted)</i>	<i>Volleyball (Grass)</i>	<i>Volleyball (Sand)</i>	<i>Walkways & Trails</i>	<i>Water Play Area</i>	
Alamo Creek Park 7601 Shady Creek Road		X	X				X				X	X	X	X									X	
Bray Commons 3300 Finnian Way		X	X				X*	X			X	X	X	X						X			X	
Devany Square 4405 Chancery Lane								X			X	X	X										X	
Dolan Park 11651 Padre Way		X	X					X	X		X	X	X										X	
Dougherty Hills Dog Park Amador Valley Blvd. & Stagecoach Road							X	X																
Dublin Heritage Park & Museums 6600 Donlon Way			X					X			X	X		X									X	
Dublin Sports Grounds 6700 Dublin Blvd.	X	X			X			X			X	X	X	X		X	X						X	
Emerald Glen Park 4201 Central Pkwy.	X	X		X	X			X			X	X	X	X	X	X			X				X	X
Fallon Sports Park 4605 Lockhart Street	X	X		X	X	X		X			X			X		X	X		X				X	
Kolb Park 8020 Bristol Road		X						X	X		X	X	X	X					X				X	
Mape Memorial Park 11711 Mape Way		X						X			X	X	X	X							X	X		
Martin Canyon Creek Trail Enter from Silvergate Drive at Bay Laurel Drive																							X	
Passatempo Park 3200 Palermo Way		X						X			X	X	X	X									X	
Piazza Sorrento 3600 Palermo Way								X			X	X	X											
Positano Hills Park 2301 Valentano Drive		X	X					X			X	X	X	X									X	
Schaefer Ranch Park 9595 Dublin Boulevard		X	X					X	X	X	X	X	X	X			X						X	
Shannon Park 11600 Shannon Avenue		X						X			X	X	X	X									X	X
Stagecoach Park 7550 Stagecoach Road			X					X			X		X											
Ted Fairfield Park 3400 Antone Way	X	X	X		X			X			X		X	X		X					X	X		

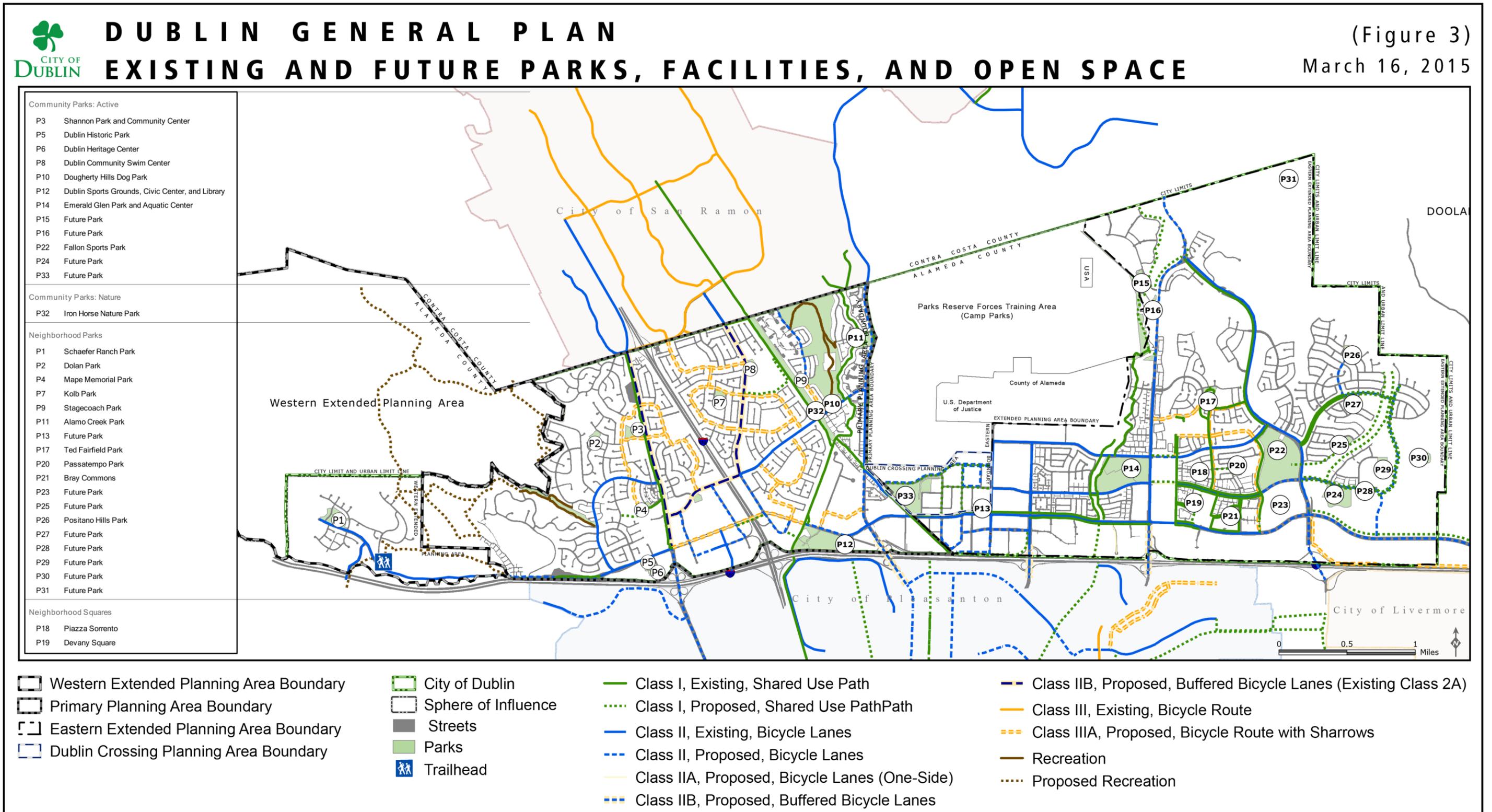
FUTURE PARKS AND RECREATION FACILITY DEVELOPMENT

There will be additional parks needed in the future to provide recreational spaces for residents that are not yet here. Listed below are future parks that are included in the General Plan, but that have not yet been acquired or improved by the City.

Table 7 | Future Parks and Open Space Inventory

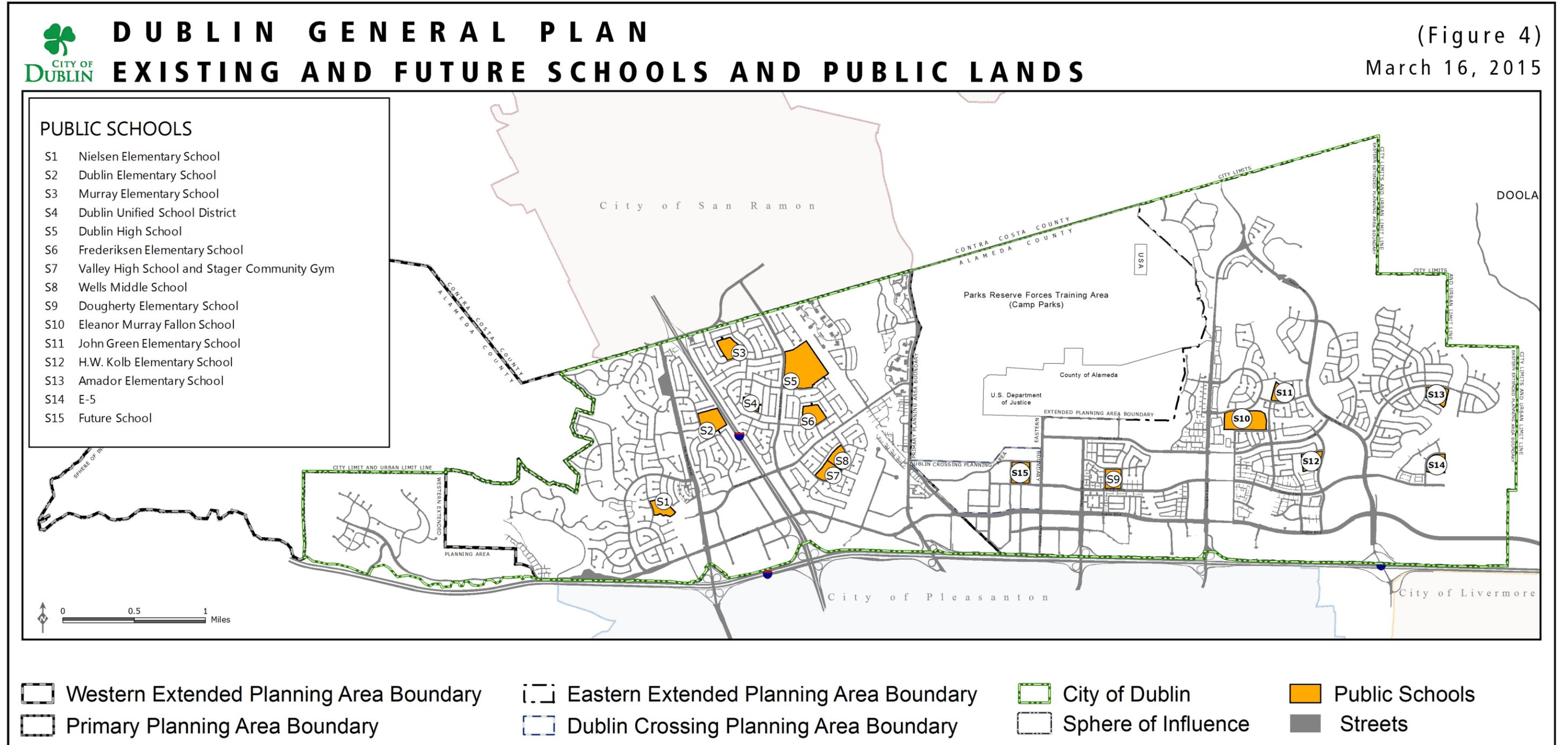
Park Type	Acres
<i>Community Parks—Active</i>	
Jordan Ranch Community Park (Mission Valley)	10.080
Jordan Ranch Community Park (Chen)	7.200
Dublin Crossing Community Park	30.000
Wallis Ranch Community Park	7.660
Total Community Park Active	47.280
<i>Neighborhood Parks</i>	
Croak Neighborhood Park A	5.000
Croak Neighborhood Park B	5.500
Sub Area 3 Neighborhood Square	2.000
Moller Ranch Neighborhood Square	1.100
Dublin Crossing Neighborhood Park	5.000
Total Neighborhood Parks	26.260

Figure 3 | Existing and Future Parks, Facilities, and Open Space



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Figure 4 | Existing and Future Schools and Public Lands



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Utilizing data gathered through workshops, interviews and review of existing recreation programs and facility usage data, the Park Master Plan establishes the number and type of facilities which will be required if the City of Dublin is to meet the recreation needs of future residents at the level of service enjoyed by the current population. This Master Plan was developed incorporating the development plans of the Eastern Dublin Specific Plan, Dublin Crossing Specific Plan, Downtown Specific Plan and the Western Dublin Extended Planning Areas to ensure consistency and compatibility with previously established goals. The Master Plan emphasizes the acquisition and development of community parks and restricting the use of neighborhood parks to those activities which will have a limited impact on adjacent residential uses. Table 8, Park Facility Distribution, describes a possible distribution of parks and other facilities.

The careful siting of new facilities and buildings within a major park complex provides opportunity for shared use on the site. This can reduce the acreage required for parking, vehicular and emergency vehicle access, some building sizes and provides other types of land use efficiencies. It must be noted that if these facilities are not sited in the proposed parks or as parts of a larger complex, the acreage requirements may be increased. Table 4 has been used as the basis to develop the guidelines for the character and programs for the various types of parks currently within Dublin and for those types of parks to be developed in the future.

As population growth and community needs are more precisely defined, the facility distribution plan and standards must also be refined and development priorities identified. In the previous chapters, Table 5 identifies existing parks and school grounds for sports fields. Table 7 identifies future park locations, and Figures 3 and 4 illustrate the Existing and Future Parks and Open Space, Schools and Public Lands within the community. Table 9 (below) identifies other key areas in which there may exist opportunities to acquire additional park land to meet the 5 acre per 1,000 standard, benefit underserved areas (such as Downtown Dublin), and provide more passive recreation-oriented Natural Community Parks.

Table 9 | Bridging the Gap – Identifying Future Potential Acquisitions

Existing and Planned Park Acreage	363.5 acres	
Total Park Acreage Need at General Plan build-out (76,000 residents)	380 acres	
Deficit	-16.5 acres	
Potential Future Sites		Future Park Type
Sub-Area 3	10.75 acres	Natural Community Park
Wallis Ranch Public/Semi Public Parcel	1.90 acres	Active Community Park
TBD	0.50-0.75 acres	Downtown Plaza
South of Dublin Boulevard between Tassajara and Fallon Roads	2.0 acres	Neighborhood Square
Expansion of Community Park on Chen Property	5.0 acres	Community Park
Historic Park Expansion to DHPA Property		Active Community Park
Total of Potential Future sites	20 +/- acres	

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City of Dublin **PARKS AND RECREATION MASTER PLAN**

Chapter 2 **PARKS AND RECREATION FACILITY STANDARD**

INTRODUCTION

Park Types and Standards

There are a number of types of public facilities in Dublin. Dublin has two types of Community Parks: Active, and Natural.

Dublin has several Active Community Parks, including the Sports Grounds, Emerald Glen Park, and Fallon Sports Park. Each of these Active Community Parks has a Park Master Plan that was developed with input from the community, reviewed by the Parks and Community Services Commission, and which was approved by the City Council. Each Park Master Plan is specific to the Active Community Park and it identifies the recreational amenities and facilities that are to be constructed within the park.

The Sports Grounds is fully developed and will require renovation in the coming years. Emerald Glen Park has its fourth (and final) phase under construction with a 2017 opening. Fallon Sports Park has one phase constructed with two more forthcoming as funding becomes available. Lastly, Dublin's Historic Park has already completed all of the facility development, and the Historic Park Master Plan identifies enhancements in the future.

Dublin currently has one Natural Community Park: The Iron Horse Nature Park and Open Space. The Park Master Plan was approved for this facility in 2013.

Future Community Parks, including the Dublin Crossing Community Park and the Jordan Ranch Community Park, will each develop Park Master Plans after engaging in a community process to determine the desired amenities for that specific park site. Active Community Parks typically include a variety of actively-programmed sports fields and courts as well as other components that help “round out” the park. Natural Space Community Parks typically respond to the community's desire to have non-programmed public spaces that focus more on passive recreation, the preservation or enhancement of natural landscapes, and limited sports facilities. Like Active Community Parks, each new Natural Community Park will have a Park Master Plan developed that outlines the specific features that the park will have once completed.

Neighborhood Parks do not have individual Park Master Plans developed for each one, but rather descriptive standards have been developed to elaborate on the characteristics of the three types of Neighborhood Parks to aid

in the future design and development of new facilities:

- Typical Neighborhood Park
- Neighborhood Square
- Downtown Plaza

ACTIVE COMMUNITY PARK STANDARDS

Active Community Parks should offer a variety of recreational opportunities that attract a wide range of local age groups and interests. Active Community Parks should feature large open space areas, unique natural, historic, and/or cultural areas as well as group picnic areas, bicycling and hiking trails, sports facilities, dog runs, community facilities, and other unique features or facilities.

Size:	Approximately 10 to 60 acres
Service Area:	Preferably centralized within the City of Dublin.
Access/Location:	Highly visible and easily accessible. These Community Parks should be utilized to create a central focus for the Dublin community. Active Community Parks with future phases include Dublin Crossing Community Park, Fallon Sports Park, Jordan Ranch Community Park and Wallis Ranch Community Park.
Park Design:	Active Community Parks should create a memorable social hub and landmark public destination. Facilities that maximize the recreational and leisure experience of all residents. Provide a mixture of facilities to attract a broad spectrum of user groups. Provide a sense of connection linking the uses on the site to the surrounding retail, residential or recreational facilities.
Play Area:	High quality and innovative play structures. Larger than neighborhood parks. Separate facilities for tots from those for older children. Provide parents seating area.
Potential Sports Facilities:	Ball fields (60-foot, 80-foot and 90-foot), graded and maintained for practice and competitive baseball. Spectator amenities. Regulation soccer fields with a combination of natural and synthetic turf. Practice soccer fields (may overlap ball fields). Cricket field. Football field. Futsal court (may overlap with basketball). Outdoor basketball courts. Outdoor volleyball courts. Lighted tennis courts. Frisbee golf. Exercise equipment.
Picnic Facilities:	Shaded and secluded picnic areas with tables for 6 to 8 people located throughout the park providing areas for spontaneous picnic use. Group picnic facilities by reservation.
Natural Areas:	Open meadow zones that provide soft, green use areas for picnics, informal sports as well as passive group and individual uses. Provide pedestrian trails to link with regional trail and transit systems.
Potential Special Features:	Dog runs. Multi-Purpose Room Buildings for classes and camps.

Cultural and Performing Arts spaces.

Public Art for visual impact.

Community garden.

Maintenance yard for the park.

Additional unique features may include an education center or museum, outdoor amphitheater, rose gardens, or outdoor wedding facilities.

Restrooms:

Permanent restroom structure.

Parking:

Sufficient parking lot to accommodate demand during high use periods.

NATURAL COMMUNITY PARK STANDARDS

Natural Community Parks should offer a variety of passive recreational opportunities that attract a range of age groups of people looking for a more serene park experience. Natural Community Parks should feature areas that are primarily un-programmed and more natural in appearance, often including features that have historically existed on the site, such as hills, creek or wetland features, or man-made structures such as bridges or small buildings.

Size:	Varies depending on location and adjacencies.
Service Area:	The Iron Horse Nature Park and Open Space is to be constructed in the Primary Planning Area. Future Natural Community Parks should be located in the Western and/or Eastern Extended Planning Area.
Access/Location:	Dependent on the location of the natural features to be enhanced and/or retained.
Park Design:	<p>Natural Community Parks should create a space for quiet, passive enjoyment of the natural landscape primarily with low-intensity uses and a few active nodes. Uses that may be appropriate for inclusion in a Natural Community Park include:</p> <ul style="list-style-type: none">• Trails and sitting areas.• Wildlife viewing platforms.• Outdoor educational spaces.• Nature interpretive areas with signage.• Shaded and secluded picnic areas with tables for 6 to 8 people located throughout the park providing available areas for small-scale picnic use.• Community and/or children's garden.• Par course style exercise.• Open meadow zones that provide soft, green use areas for informal sports as well as passive group and individual uses.• Public restrooms.• Parking area.• High quality and innovative natural play features built into the landscape may be appropriate in limited areas.• Ample pedestrian and bicycle connections to nearby residential areas.• Other appropriate facilities that maximize the recreational and leisure experience of all residents.

NEIGHBORHOOD PARK STANDARDS

The neighborhood park can be the visual and social center for the local community. In addition to meeting the local residents' recreational needs, the neighborhood park is also a "village green." These parks should be designed to reflect the unique character of each neighborhood.

Neighborhood parks are developed to provide space for relaxation, play and informal recreation activities in a specific neighborhood or cluster of residential units. The park improvements are oriented toward the individual recreational needs of the neighborhood in which it is located. Facilities should be designed to include practice fields and not for competitive use, which traditionally bring more traffic into a neighborhood.

Development Criteria:	Approximately 5 to 7 net acres.
Service Area:	Service area defined by major arterials or topography. Adjacent to neighborhood boundaries or open space area, visible from neighborhood entry.
Site Characteristics:	Major percentage of the site should be level to accommodate active recreation uses. Natural or visual qualities to enhance the character.
Access/Location:	Minimum of two public street frontages. On collector or residential streets; not major arterials.
Park Design:	Central green/social center for neighborhood. Reflect character of setting—natural features or architectural style of homes.
Play Area:	Tot lot for children 2 - 4 years. Playground for youths 5 - 12 years. Parents seating area.
Potential Sports Facilities:	Turf fields graded and maintained for practice softball/baseball (minimum 250' outfield) and soccer (minimum 180'). Tennis courts. Volleyball courts. Outdoor basketball courts. Walking track. Exercise/Par-Course Equipment.
Picnic Facilities:	Tables and secluded space for informal family picnics up to 6 - 8 people. Barbecue facilities in family-sized picnic areas.
Natural Areas:	Open space meadow for informal sports, games and passive activities.
Restrooms:	Two unisex restrooms.
Parking:	Sufficient off-street parking where minimum street frontages are not provided. Lockable parking for 6 - 10 bicycles.
Lighting:	Provide lighting for security purposes not for night-use activities. Avoid penetration of unwanted light into adjacent neighborhood.

NEIGHBORHOOD SQUARE STANDARDS

Neighborhood Squares provide specialized facilities that serve a concentrated or limited population or special interest group such as young children or senior citizens. The Neighborhood Square is a scaled-down version of the Neighborhood Park, with an average size of 2-acres and located in high density residential urban areas where a green pocket is the central focus of the neighborhood.

Site Characteristics:	Approximately 2-net-acres on a predominately level site.
Access/Location:	Prominent location preferably at cross street. Within neighborhoods and in close proximity to apartment complexes, townhouse development or housing for the elderly. Linked with trails and pedestrian walkways.
Park Design:	Each park should have unique characteristics such as public art, fountain, bandstand, formal gardens, etc. to create a focal point for high density areas. Develop plaza areas for gathering and neighborhood social events.
Play Area:	Small scale, high quality play structures. Parents seating area.
Sports Facilities:	As appropriate to user groups in adjacent homes; provide tennis court, volleyball court, or basketball court.
Picnic Facilities:	Tables and benches with limited open space for individual use. Seat walls for informal picnicking.
Natural Areas:	Views and vistas are desirable.
Restrooms:	Not provided.
Parking:	Street parking.
Lighting:	As necessary for security only.

DOWNTOWN PLAZA STANDARDS

Urban Plazas provide a public gathering place for the Downtown area.

Site Characteristics:	0.5 net acres minimum on a predominately level site.
Access/Location:	Prominent site, preferably at a historically-relevant location or a centrally-located site in the Downtown. Linked with pedestrian walkways that access commercial, civic, and/or residential uses in Downtown Dublin is preferred.
Park Design:	Should have unique characteristics such as public art, fountain, seating, etc. to create a focal point for gathering and social events.
Play Area:	Small scale, high quality play structures may be appropriate with a parents seating area.
Sports Facilities:	None.
Picnic Facilities:	Tables and benches with limited open space for individual use and seatwalls for informal picnicking.
Natural Areas:	Views and vistas are desirable.
Restrooms:	Not provided.
Parking:	Street parking.
Lighting:	As necessary for security only.

CULTURAL ARTS CENTER STANDARDS

A Cultural Arts Center can provide a multi-use facility that affords cultural, educational and social opportunities for the entire community. The primary focus of this facility would be the Gallery and adjacent multi-purpose space making it a destination for exhibitions and social events. The facility would also feature classrooms to support a variety of cultural arts experiences.

Size:	Dependent on program study.
Development Criteria:	One facility per community.
Acreage:	Dependent on program study.
Service Area:	Centralized to major population centers.
Site Characteristics:	Predominantly level. Interesting natural or visual characteristics such as existing trees, creek, vistas.
Access/Location:	Located on a major arterial or collector road with high visibility. Twenty minute driving time.
Facility Design:	Memorable public destination point which would be a source of pride for the City. Destination that will serve the diverse needs of the entire Community.
Indoor Facilities:	Lobby and Reception. Classroom/Music Room. Art Classrooms. Gallery Space. Multi-Use Room. Administrative Space.
Special Features:	Outdoor patios.

TRAIL STANDARDS

There are three basic types of trail types that may be found in Dublin - hiking and jogging, bicycle, and equestrian. Trails are different than parkways or paths within neighborhoods that are privately maintained, and they are different than sidewalk or bike lanes as described in the City's Bicycle and Pedestrian Master Plan. While those facilities are great amenities for the community, they are not counted as parkland, whereas a trail that is improved to the standards contained within this Master Plan and dedicated to public use can be considered parkland.

The types of trails that have standards in this Master Plan include:

Parkway Trail: Paved path suitable for bicycles and pedestrians which is physically separated from the street and not a part of the road section.

Creekside Trail: Paved trails along creeks for pedestrian and potential bicycle use.

Open Space Trail: Unpaved trails for equestrian and hiking use.

Hikers, joggers and strollers make up the majority of trail users. This group naturally prefers to use trails that are safe, that provide good footing and that are routed through interesting landscape with attainable destination points and offer some amenities along the way such as benches and rest areas. Pedestrians will use all of the trail types noted above.

Cyclists typically use the Parkway and Creekside Trails. Recreational cyclists typically prefer trails which have smooth surfaces (preferably paved) and which are separated from other types of traffic. Often traveling a distance of 25 miles on an outing, the serious recreational cyclist prefers trails with sweeping curves, good visibility, and a minimum of cross streets.

Equestrians typically use Open Space Trails, which are generally planned for the outlying areas of the City where there is more open space and natural landscape. Because of the limited available space in Dublin, equestrian trails are intended to connect with other regional-serving trails in neighboring communities and park districts.

General Trail Design

Trail design should include appropriate landscaping to provide a pleasant visual and physical environment, including protection from sun, wind, and noise where possible.

- Where feasible and desirable, trail projects should accommodate more than one type of trail use.
- Designed to require as little maintenance as possible over time and to avoid steep inclines.
- Preserve existing vegetation, removing only as much as necessary to accommodate the trail. Analyze existing topography and locate trails so that minimal grading is required.

Parkway Trail Design

The parkway links areas within the community. As an important recreation and transportation corridor, it should be visually distinct. It should accommodate both bicycle and pedestrian use, both separated from the street. The parkway should be well landscaped and lighted.

Easement Width: Minimum 20 feet with landscaping on either side of formal paths.

Pedestrian Path: Minimum 5 feet wide, concrete.

Bicycle Path: Minimum 8 feet, maximum 12 feet wide; 12 feet where joint use with pedestrians.
Asphalt or concrete.

Rest Areas: Rest area should include a bench and drinking fountain.

Creekside Trail Design

- Creekside trails are a desirable community amenity and are a scenic and educational resource.
- Width of creek trails should be a function of amount of use and sensitivity of natural resource. However, a minimum 8' width is desirable.
- Creek trail design and location should be coordinated with Alameda County Flood Control (Zone 7), California State Department of Fish and Wildlife, and EBRPD (as appropriate).
- Maintenance roads/paths along creek banks can frequently serve as trails. The final design of the trail must accommodate appropriate maintenance.
- Where possible, creek trails should be located at top of bank. Because these areas are flat, grading is kept to a minimum and existing vegetation can be preserved. Erosion and bank stabilization problems are also minimized. Access to and from streets and access by disabled persons is generally easier when the trail is located at the top of bank.
- Where creek trails must be located on slopes, a bench will have to be cut into the slope to provide a flat platform for the trail. The cut should be minimized to preserve as much native vegetation as possible.
- Generally, the trail should be located as high above the creek as possible. Ease of access to and from the street and by disabled persons should be considered when locating a trail on a slope.
- Provide rest areas and overlooks with educational signage to enhance enjoyment of creek area.
- Special wildlife habitat areas should be protected from access. Habitat restoration and creek revegetation should occur in degraded creek areas.
- Where creeks are deeply incised, railing or fencing may be necessary to prevent access to the creek.

Open Space Trail Design

Open space trails, at a minimum, may be narrow corridors that provide critical linkage to important facilities.

However, at best, open space trail corridors may incorporate many hundreds of acres of significant open space and provide the public with unique opportunities to enjoy the natural environment between developed areas. Frequently, trails in open space areas follow old jeep roads or fire roads.

The ideal alignment will “fit” the trail to the ground and will afford users the best views from the trail as well as follow the topography of the land.

- Long, straight stretches should be avoided as well as excessive switch backs.
- Avoid areas with high soil erosion, high fire hazard or unstable slopes.
- Where possible, route trails away from residences in order to maintain privacy.
- Establish trail rights-of-way that are wide enough to accommodate the designated uses. For single or double-use trails that permit hiking and/or equestrian use, provide a minimum right-of-way width of 20 feet. Multiple-use trails that permit hiking, equestrian and bicycle use, provide a minimum right-of-way width of 30 to 40 feet.

Staging Area And Trail Head

A trail staging area is best located on arterial or collector roads in areas that are both convenient to the public and that are easily accessible for maintenance and operation purposes.

- Where possible, located away from nearby residents.
- Provide lights, gates and fencing, as well as fire hydrants and fire truck turnarounds that address specific needs of police and fire departments.

- Identify and utilize existing parking lots on schools and park facilities, wherever possible, to avoid duplication of staging facilities.

A trail head is smaller, often consisting of nothing more than a sign. It may also include a small rest area. Whether staging area or trail head, each should be improved to include:

- Signs indicating by color and/or graphics trail type; trail name (if appropriate); distance to distinctive feature or trail junction;
- Map (where appropriate) showing overall system;
- Trash and recycling receptacle(s).

City of Dublin PARKS AND RECREATION MASTER PLAN

Chapter 3 GOALS AND POLICIES

PARK SYSTEM

The plan provides direction for addressing the long-term recreational needs of the City and its changing population at build-out in accordance with the General Plan. The plan emphasizes providing community facilities to meet the program demands of the Dublin population.

Based on a projected service population of 76,000 at build-out, a 380-acre park system is required based on providing 5 acres of parkland per 1,000 residents, which has been the City standard since the Master Plan was first developed. As the existing park system (including deeded, but undeveloped, parkland) consists of approximately 278 acres (including five school park sites in the Primary Planning Area), this plan calls for the acquisition of an additional 102 acres of parkland. The total park acreage currently planned for the eastern and western growth areas in the General Plan, combined with the existing park acreage anticipates a deficit of approximately 16 acres at build-out of the City. Consequently it will be necessary to pursue additional opportunities for parkland acquisition as the City reaches its ultimate population. Since there is little undeveloped and entitled land remaining in the City limits, the City will need to consider alternative parkland dedication standards to meet the needs of existing and future residents.

This plan, combined with the City's recently updated Pedestrian and Bicycle Master Plan, also provides for a network of park trails, bikeways, staging areas and open space that will link the parks into a community-wide system. This system will serve to visually link the new eastern and western growth areas into a visually unified city. Since the adoption of the latest Park and Recreation Master Plan (updated in 2006), the costs to operate and maintain parks and facilities has increased significantly. Therefore the updated goals and policies in this Master Plan update are focused on balancing the demands with the need to develop a fiscally-sustainable park system.

The City will plan to meet the future parkland needs using the following strategies:

- The acquisition and development of community and neighborhood park facilities in the yet-to-be-developed portions of the City;
- The acquisition and development of passive, un-programmed, nature parks as part of the community park standard; and
- The assumption that the City of Dublin will utilize all available and appropriate school property in eastern Dublin (as has been done in the primary planning area) to allow for park acquisition while minimizing future operation and maintenance costs.

The guiding principles on which Dublin has built its Park and Recreation Master Plan are:

- Meeting community-wide recreation needs;
- Meeting local neighborhood recreation needs;
- Providing open space areas which protect the existing natural character of the area; and
- Establishing linkages (trails, streets, bikeways) which unite the park system into a cohesive whole.

Each of these principles has been incorporated into an overall plan, with the Guiding Policies and Action Programs outlined below:

GOAL1: Provide for a high-quality and diversified park system to meet the recreational needs and quality of life goals of existing and future residents of Dublin.

Guiding Policies

- 1.1 Ensure a minimum standard of 5.0 acres of public park per 1,000 residents with the following ratios:
 - A. Establish a community park standard of 3.2 acres for every 1,000 residents. The community park standards shall be further divided as follows:
 - A1. 2.8 acres for Active Community Parks on usable acreage that is level land that can be utilized for active facilities (i.e. ball fields, buildings, courts, etc.).
 - A2. 0.4 acres for Natural Community Parks.
 - B. Establish a Neighborhood Park standard of 1.8 acre for every 1,000 residents. Neighborhood Parks should be dispersed throughout the community. Included in this standard are Neighborhood Squares and Downtown Plazas. The parks should be designed and sited to provide a neighborhood identity and social focus and be on level land that can be utilized for active recreational facilities.
- 1.2 Use the following criteria when considering the suitability of potential park sites:
 - Accessibility of the site to the total Dublin community. Avoid sites that are removed from multi-modal circulation corridors;
 - Proximity to other public facilities such as schools;
 - Relationship to natural features (creeks, knolls, open space). Where possible, park sites should be selected to relate to natural features such as creeks or open space;
 - Visual presence (visibility from major roadways). The park system is an integral part of the community's image thus, the view of recreation facilities from roadways is critical not only to encourage use but to enhance the "look" of the City. Avoid creating terraces where possible, which place the park significantly above the road and provide only views of steep slopes; and
 - Select park sites where the configuration and slope will accommodate the proposed facilities. Limit site development constraints such as steep topography for active community and neighborhood parks. Where possible, avoid sites that are subject to strong winds.
- 1.3 Create a park system in which each park satisfies the recreation needs of a variety of user groups and a range of active and passive activities.
- 1.4 In order to insure permanent availability of facilities for the entire community, private recreation facilities that have restricted entry may not be considered adequate substitutions for public parks. They are an additional amenity that are available to certain residents and/or user groups and are recognized as valuable features in the community.
- 1.5 Incorporate community input into the planning and design of specific park facilities.

- 1.6 Identify sites for parkland acquisition in order to provide for the anticipated deficit of 16+ acres.

Action Program

- 1a. Complete the development of the 48+ acre Emerald Glen Park adjacent to Tassajara Creek.
- 1b. Complete the development of the 60+ acre Fallon Sports Park to meet the community demand for high-quality competitive sports fields.
- 1c. Develop the 30+ acre Dublin Crossing Community Park in accordance with the new Park Master Plan.
- 1d. Identify additional acreage south of the existing planned Jordan Ranch Community Park to help address the anticipated park deficit.
- 1e. Discourage development of parks of less than 5 acres with the exception of the neighborhood squares located in higher density areas and Downtown Plaza(s) located in the Downtown Dublin Specific Plan area.
- 1f. Seek to preserve existing and to acquire additional sites of historical interest as identified in the Dublin Historic District Specific Plan and the Dublin Historic Park Master Plan (i.e. the Green Store, Alamilla Spring, and the Cottage at Dublin Kennel).
- 1g. Require recycled water use for landscape irrigation in accordance with DSRSD's recycled water policy for park development. Work with DSRSD to convert existing parks using potable water to recycled water for irrigation.
- 1h. Design community facilities to encourage evening use. Limit night lighting of neighborhood parks to level adequate for security.
- 1i. Identify sites for new Natural Community Parks to alleviate the 16+ acre deficiency at build-out of the General Plan.

LINEAR PARKS AND TRAILS

Linear parks with trails and un-programmed uses are one of the fastest growing segments of public park and recreation activity. Linear parks are primarily for pedestrian, equestrian and bicycle use and they can be local or part of a more extensive regional system. They can serve as transportation alternatives for students traveling to and from school, residents traveling around town, and commuters.

Linear parks and trails may be narrow corridors that provide critical linkage to important facilities. At best, however, trail corridors may incorporate many hundreds of acres of significant open space and provide the public with unique opportunities to enjoy the natural environment between developed areas. EBRPD has developed a regional trail plan which includes trail corridors within Dublin. Thus, Dublin's trail system can be linked into the overall Tri-Valley network.

GOAL 2: Create a continuous network of linear parks, paths, walks, and trails, thereby providing a recreational resource of routes and linear open spaces enabling the public to travel by non-motorized modes throughout the Dublin community.

Guiding Policies

- 2.1 De-emphasize reliance on the automobile for transportation by encouraging the development of off-

street paths linking community amenities such as parks, schools, open space areas, nearby neighborhood amenities and other destinations.

- 2.2 Identify desired trail alignments in advance of development and work to secure trail easements or dedications, and develop trails in conjunction with development.
- 2.3 Integrate trails with natural landscape features such as creeks and ridgelines.
- 2.4 Encourage joint agency cooperation in projects to promote and develop trails.
- 2.5 Designate trail right-of-ways that are wide enough to accommodate the designated uses, that provide a buffer between the trail itself and adjacent development, and that allow for both emergency and maintenance vehicles. Trail rights-of-way can occupy the same easement as emergency and maintenance vehicle access and utility easements.
- 2.6 Designate wider trail corridors wherever possible to include sensitive resources, unique natural features or vista points and to provide design flexibility.
- 2.7 Provide staging areas located on arterial or collector roads that are both convenient to the public and that are easily accessible for maintenance and operation purposes.
- 2.8 Evaluate all utility rights-of-way for trail development potential.
- 2.9 Where possible, provide links to regional trails proposed in the EBRPD and LARPD Regional Trail Plans, the Pleasanton Trail Plan and the Dougherty Valley, San Ramon Westside and Tassajara Valley Plans.

Action Program

- 2a. Encourage the development of a trail along Tassajara Creek by EBRPD.
- 2b. Encourage development of the EBRPD Calaveras Ridge Trail along the Calaveras Ridge Trail near Donlan Point.
- 2c. Encourage the development of open space trail corridors in eastern Dublin as it develops.
- 2d. Consider the Altamont Landfill Open Space Fund for future site acquisition.

PARK ACQUISITION AND DEVELOPMENT

The Parks and Recreation Master Plan goals outlined in this document, if diligently followed, will provide the residents of Dublin with a system of quality parks and recreation facilities for years to come.

Implementation of funding sources will require extensive pre-planning efforts. In addition to utilizing existing funds for park and playfield renovations, strategies for acquiring additional capital and operational funds need to be addressed. The success in implementing this Plan depends largely on adequate funding, not only to acquire and develop park land, but to ensure that the revenue needed to operate and maintain the facilities is always available.

The implementation chapter of this Plan examines the existing and potential funding sources available to acquire, develop, operate and maintain recreational facilities. A successful implementation program will rely on a

combination of regulatory mechanisms, public and private funding sources and innovative and creative approaches to accomplishing park, recreation and resource objectives.

GOAL 3: Generate the necessary funds and utilize land dedication policies to insure implementation of parks and facilities acquisition and development.

Guiding Policies

- 3.1 Emphasize the acquisition and development of facilities that serve the community.
- 3.2 Continue to implement and update the City’s Subdivision Ordinance and Public Facilities Fee Program with regard to the dedication of lands for park and recreation purposes to insure that it keeps pace with land costs in Dublin.
- 3.3 Explore options to address park land acquisition, improvements and operation expenses beyond the minimum established by the Subdivision Map Act for park dedication. Opportunities may exist during the negotiations for Planned Unit Development rezoning, the Development Agreement Process, and review of tentative maps for General Plan consistency.
- 3.4 Continue to explore inter-agency agreements and joint-control agreements to implement park improvements.
- 3.5 Explore the variety of techniques for providing parkland including dedication, acquisition with Park Facilities Fee funds, easements, and partnerships with other agencies.
- 3.6 Consider developer-built parks

Action Program

- 3a. Monitor the Public Facilities Fee Program to ensure that sufficient fees are collected for acquisition and development of parks and facilities.
- 3b. Continue to actively pursue State and Federal grants to develop park facilities.
- 3c. Continue to implement park facility improvements as funding is available.
- 3d. Pursue opportunities to jointly develop recreation amenities with the Federal Government on Camp Parks land.

PARK DESIGN, MAINTENANCE, AND OPERATIONS

The City of Dublin will continue to face the challenge of meeting increased demands for parks, facilities and services with disproportionately less available funds. Limited resources, including energy and water supplies and their associated costs compounds the dilemma. Maintenance is integral with planning in the development of community recreation facilities of all levels and uses. The City’s challenge will be to provide direction, services and management for the existing parks and facilities while planning accurately for the recreational needs of an expanding community. This will require developing an efficient system of operations and maintenance which capitalizes on cost effective, resource conservative methods.

Development of sufficient funding and staffing for operations and maintenance is critical to the success and longevity of the City of Dublin's parks and facilities.

GOAL 4: Provide planning for asset allocation, services management and funding for the existing parks and facilities while developing a thorough list of the recreational needs of the Dublin community.

Guiding Policies

- 4.1 Continue to develop an efficient operations and maintenance schedule to reduce costs by implementing preventative maintenance procedures and contracting specialty services through a competitive bidding process.

Action Programs

- 4a. Explore and identify new funding sources for maintenance and operations of proposed facilities.
- 4b. Work with property owners of the remaining undeveloped parcels with parkland identified in the General Plan to create landscape districts to fund future operations and maintenance.
- 4c. Continue joint use agreement between the City of Dublin and Dublin Unified School District.
- 4d. Utilize, where appropriate, organizations such as California Conservation Corps and neighborhood groups to augment full-time maintenance personnel.
- 4e. Evaluate water management practices. Conduct water auditing evaluations at each park and recreational facility and encourage water conservation in irrigating and landscape design.
- 4f. Provide adequate storage at all facilities to promote efficient operations and maintenance.
- 4g. Explore joint agreements with public agencies to combine resources in maintaining public facilities.
- 4h. Utilize recycled water to irrigate parks where available. Design park systems, plant palates and soil composition to respond well to the use of recycled irrigation water.



City of Dublin **PARKS AND RECREATION MASTER PLAN**

Chapter 4 **IMPLEMENTATION**

OVERVIEW

The goals, guiding policies and action programs established in this Master Plan represent an ambitious plan. The plan, however, reflects the desire of the residents of Dublin to have and maintain high quality parks and recreation facilities. This desire for quality attracts people to live and work in Dublin, and provides a drive to enhance and preserve that essence as the community grows.

The goal of this chapter of the Master Plan is to identify implementation priorities and funding mechanisms along with the key points related to the cost of development and operations. The successful implementation of the Master Plan is contingent upon acquisition of land as well as funding for development, operations, and maintenance of the new facilities. An aggressive campaign combining sources of funding will be required to maximize funds to fulfill the objectives of the Plan.

The challenge for the City will be to continue to use available regulatory tools and to develop new and creative methods for financing the planned facilities. The experience of other communities shows that a combination of regulatory, public and private funding is likely to be the most successful approach. The Master Plan addresses park and facility needs through build-out of the City. Financing strategies, like the Master Plan, should remain flexible to respond to the changing statutory requirements and opportunities that will impact sources of funding over time. This should not, however, limit planning and development of strategies to finance these public projects.

FUNDING MECHANISMS

Funds from a variety of sources, including the City's General Fund, Grant Funds, and Public Facility Impact Fee Funds have been allocated for capital improvements for various park and recreation facility upgrades, renovations and developments through the 2014 - 2019 Capital Improvement Program. In addition, there are parks projects totaling approximately \$102 million dollars for which funding is not currently available.

When considering the funding responsibilities for parkland acquisition, development and maintenance, a number of funding opportunities are available to the City of Dublin. There also exists a number of regulatory mechanisms that should be considered in the City's long range implementation plans. The major funding sources and regulatory mechanisms include:

- Public Facilities Fee
- Land Dedication
- General Fund
- In-Lieu Fees
- User Fees
- Grants
- Cooperative Agreements
- Bond and Tax Measures
- Donations and Transfer of Ownership
- Individuals, Business or Non-Profit Foundations
- Innovative Land Acquisition and Development
- Landscape and Lighting District
- Special Assessment Districts
- Mello Roos Districts
- Open Space and Conservation Easements
- Transfer of Development Rights
- Restrictive Covenants
- Performance and Speciality Zoning
- Planned Unit Development

Each type of financing structure has its own advantages and disadvantages relative to the specific type of project and available resources. In the past, the City has either utilized, or considered, many of the above sources. At the time funding is identified, consideration should be given to financing projects by using a combination of various statutes and financing structures. Financing methods requiring voter approval must be planned far in advance to ensure sufficient time to mount a public information and voter campaign for successful passage of funding options.

COST OF DEVELOPMENT AND OPERATIONS

Construction Costs

The actual cost to construct the facilities identified in the Master Plan will be contingent upon a number of factors. Among these are:

Site Conditions: Until a final site is selected, the actual cost to develop the site will not be known.

Design Criteria and Specialized Materials: The facilities development plan calls for the construction of quality parks and buildings. Experience has shown that the investment in high quality materials and systems has significant lifecycle cost benefit. By using materials and systems that extend serviceability and reduce maintenance over the life of a facility, the result can be significant savings in maintenance costs.

Land Acquisition: The cost of land acquisition must be considered when determining the overall development cost. The cost may vary according to location and whether it is for a community or neighborhood park.

Furnishings and Equipment: The total project cost will be impacted by the actual furnishings and equipment selected. Again, lifecycle considerations will be an important criteria in making the final selections.

Date of Construction: The actual date of construction of the parks and community facilities will have a significant impact on project costs.

Operating Costs

The cost for maintaining both park land and community buildings represents a significant on-going financial commitment. The public's demand for these facilities leads to intensive use which in turn, impacts maintenance costs. Many factors will influence operating costs, including programs, environmental conditions, hours of use, utility costs, and source of labor, to name a few. A business plan should be developed for each capital project to identify the ongoing subsidy to the City and total estimated cost over the estimated life of the asset.

Potential Revenue

Many factors will influence the actual amount of revenue generated by the facilities. Included among these factors are the number of fee based programs and services offered, pricing, marketing efforts, cost recovery objectives, prioritization of use and rate of community growth.

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