



## **Public Meeting Notes**

**Project:** Pioneer Park – Park Development & Natural Area Restoration  
**Location:** HMT Recreation Complex, Dryland Training Room  
**Date & Time:** May 5, 2011, 6:30-8:00 PM

**Staff Present:** Rene' Brucker, Park Planner  
Julie Reilly, Natural Resources Specialist  
Steve Regner, Office Tech

**Consultants Present:** Michelle Mathis, GreenWorks

### Introduction

Approximately 15 neighbors and interested park patrons attended the second meeting held for the Pioneer Park redevelopment project. Rene' Brucker provided a brief recap of the project history, and the first neighborhood meeting. Held March 31<sup>st</sup>, 2011, staff and GreenWorks presented two design concepts, with meeting attendees expressing a strong preference for design concept #2.

Following the first neighborhood meeting, staff explored suggestions provided by meeting attendees, researching local jurisdictional requirements and housing development CC&R's.

### Overview of Preferred Master Plan

Michelle Mathis gave a brief review of the Master Plan, noting it had only been tweaked slightly since the first meeting.

Master Plan highlights include:

- Relocation of play structure to SE corner of park.
- Addition of plaza and picnic tables in SE corner of park
- Elimination of one basketball court and cinderblock ball wall
- Eight foot path along southern portion of park
- Addition of raised boardwalk in SW corner of park
- Paved 'inner loop' through wooded northern area.
- Various plantings and natural resource enhancement per CWS requirements
- Relocation and replacement of bridge

### Verbal Comments Received

- Multiple patrons expressed desire to see sidewalk installed on north side of Pioneer Road.
- Likes addition of bike racks to encourage cycling instead of driving to park
- \$30,000 seems like a lot of money to replace a footbridge. That money can be spent better elsewhere.
- One patron voiced his displeasure with the park design because it needs ½ street improvements. Will be going to the county to complain.
- The play area seems small than the existing facility.
- A significant number of park users who drive to the park are basketball players. Maybe the elimination of one court, as proposed, would lessen the parking issues.
- Walking along Pioneer Road is unsafe due to lack of streetlights.
- What will happen to existing play structure?
  - Removed and replanted with native plants.
- The existing play area is dark and feels unsafe. Multiple patrons expressed the desire to see the play structure located in the open meadow where staff has proposed.
- Has the District conducted any survey regarding park use?
  - No survey has been conducted.
  - One patron stated that park users consist of dog walkers, basketball players, and families with kids using the play structure
- The District should not construct more parking because it will encourage more people to drive to the park and attract more park users.
- Can anything be done to improve drainage in wetland areas?
  - Any alteration of wetlands will require expensive mitigation
- Would a shelter over the picnic tables be possible?
  - Shelter not in project budget, would likely to be considered a new use and trigger costly street improvements.
- Are water fountains and restrooms being considered in park design?
  - Water fountains are possible, not restrooms on site.
- Loves the combined use zone of basketball court, picnic plaza, and play structure
- Happy to see boardwalk in SW corner of park, area is wet and muddy 9 months of the year.
- Likes idea of temporary ball wall.
- How will visibility from Pioneer Road in park be affected by re-vegetating?
  - Plantings will be restricted to low lying shrubs and trees with raised canopies. Staff will explore minimizing plantings adjacent to combined use zone for increased safety.
- Will the ditch to at the southern end of park be left as is? It is a bad idea to leave as is; it is very dangerous to kids.
  - Staff will explore modifying channel adjacent to bridge to allow shallow access.

### Written Comments Received

None received