

Meeting Date: 8/12/2014

Report Type: Consent

Report ID: 2014-00581

Title: McKinley Village Parks Master Plan

Location: District 3

Recommendation: Pass a Motion approving the McKinley Village Parks Master Plan.

Contact: C. Gary Hyden, Supervising Landscape Architect, (916) 808-1949, Department of Parks and Recreation

Presenter: None

Department: Parks & Recreation Department

Division: Park Development Services

Dept ID: 19001121

Attachments:

1-Description/Analysis

2-Location Map

3-McKinley Village Parks Master Plan

City Attorney Review

Approved as to Form

Sheryl Patterson

7/29/2014 1:57:21 PM

Approvals/Acknowledgements

Department Director or Designee: Jim Combs - 7/28/2014 1:53:31 PM

Description/Analysis

Issue:

Staff is seeking City Council approval of the McKinley Village Parks Master Plan. The McKinley Village development consists of a 336 unit residential subdivision and a 4,200 square foot recreation center on approximately 48.8 acres. Public parks for the McKinley Village residential development project consist of three neighborhood parks and two pocket parks. The five parks total 2.5 acres of parkland and thereby exceed the neighborhood park dedication requirement of 2.5 acres for every 1,000 people. The largest of the three parks (0.9± acres) is centrally located within the subdivision, adjacent to the private recreation center and pool. Two smaller parks (a 0.7± and 0.6± acre park) will be developed as gateway features, located near the 40th Street entry and the A Street entry to the project site. The pocket parks are located in the northeast corner and the southwest corner of the site. The pocket parks are between 0.1± and 0.2± acre in size and will be developed as small passive gathering places. In addition to the public parks, a private Homeowner Association (HOA) maintained 4,200 square foot recreation center will be located on 1.0 acre parcel adjacent to the central park (Park ES1).

On April 29, 2014 City Council certified an environmental impact report for the project and approved the entitlements for development.

Policy Considerations: Providing parks and recreation facilities is consistent with the City's strategic plan to enhance livability in Sacramento's neighborhoods by expanding park, recreation, and trail facilities throughout the City.

Economic Impacts: Not Applicable.

Committee/Commission Action: The McKinley Village Parks Master Plan was reviewed and supported without revision by the Parks and Recreation Commission (PRC) on June 12, 2014.

Environmental Considerations:

California Environmental Quality Act (CEQA):

The master plan would implement the parks component of the McKinley Village project, which was approved by the City Council on April 29, 2014. The environmental effects of the construction and operation of the facilities identified in the master plan were considered in the EIR certified as part of project approval. The EIR for the project satisfies CEQA requirements for approval of the master plan.

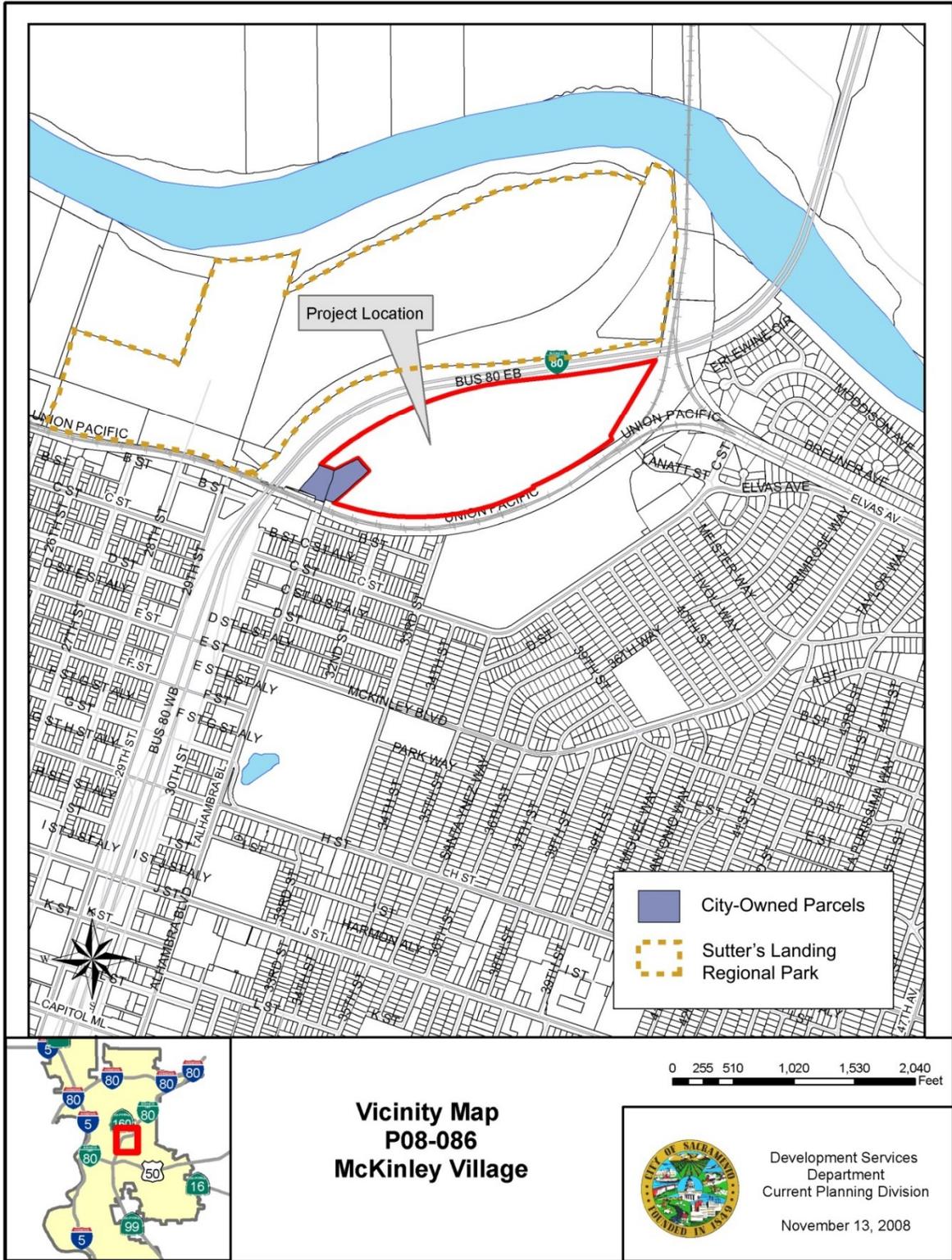
Sustainability Considerations: The McKinley Village Parks Master Plan has been reviewed for consistency with the goals, policies, and targets of the City's Sustainability Master Plan and the Parks and Recreation Sustainability Plan. The parks master plan will advance the goals, policies, and targets of these plans by reducing greenhouse gas emissions and air pollution through the addition of landscape plantings, and by improving the health of residents through access to a diverse mix of wellness activities. Individual products and manufacturers have not been chosen at this level of development, but the design will incorporate play equipment and site furniture manufactured from recycled materials, and low water use planting.

Rationale for Recommendation: The design of master plans is part of the Park Planning process as referenced in the approved *2005-2010 Parks and Recreation Master Plan*.

Financial Considerations: There are no financial considerations for approval of a parks master plan. The developer is intending to enter into a Credit Reimbursement Agreement with the City for the design and construction of all of the parks. Staff will return to City Council for review and approval of the Credit Reimbursement Agreement at a future date. Names of the individual parks will also be submitted for review and approval at that time.

Development of parks creates an ongoing cost for park maintenance and utilities based on the size of the park. The City has required that a Community Facilities District (CFD) or other funding mechanism be formed and funded to cover park maintenance before the City will accept each park. The ongoing maintenance of each park will be fully funded from the CFD to alleviate any new impacts to the Department's Operating Budget. In addition, it is anticipated that the City will contract with the HOA for park maintenance, in lieu of collecting the CFD assessments, because the HOA will be maintaining the private recreational center and front yard landscapes.

Local Business Enterprise (LBE): Not Applicable.



MCKINLEY VILLAGE PARKS MASTER PLAN

Submitted to City Council for Review and Approval 8/12/2014

The McKinley Village project is located in the East Sacramento Community Plan Area. The site is bounded by the Capital City Freeway (Interstate 80 Business Loop) to the north and west, and elevated Union Pacific Railroad (UPRR) tracks to the south and east. Surrounding uses include the closed 28th Street Landfill and Sutter's Landing Regional Park to the north (across the Capital City Freeway) and the River Park neighborhood to the east. The closed landfill area within Sutter's Landing Regional Park, sometimes referred to as 'the mound,' is secured with fencing and public use is prohibited until the landfill closure restrictions are removed sometime after 2027/28. To the south and west, land uses include the Cannery Business Park and the residential neighborhoods of McKinley Park, East Sacramento and Midtown.

Two vehicular access points are proposed; the first will provide access to the eastern part of the project site by extending 40th Street to the north from C Street, through the existing UPRR embankment. The second access will be in Midtown via the 28th Street at-grade railroad crossing at the entry to Sutter's Landing Regional Park. From 28th Street, an extension of A Street (an existing unimproved roadway) will be improved, utilizing an existing overpass that spans the Capital City Freeway.

The City has a service level goal to provide 2.5 acres of neighborhood parkland and 2.5 acres of community parkland for every 1,000 residents. The City's *2030 General Plan* and the 2009 update to the City's *Parks and Recreation Master Plan 2005-2010* recognized the difficulty for infill development projects to meet the 5 acres per 1,000 population obligation through land dedication. Because of the infill nature of this project, the City only requires that the neighborhood parkland dedication obligation be met on-site, while the community parkland dedication obligation may be met through the payment of fees in lieu of dedication. The burden to provide community parkland to serve the site then becomes the City's obligation to fulfill. This is consistent with the *2030 General Plan* and the *Parks and Recreation Master Plan 2005-2010*.

Existing parks closest to the project include Bertha Henschel Park (a neighborhood park), McKinley Park (a community park) and Sutter's Landing Regional Park (a regional park). River Park (a community park) in the River Park neighborhood is also very close, but is not anticipated to serve the new community because it is not easily accessible from the project site due to elevated railroad tracks that separate the two communities. Neighborhood parks have a service area of one-half mile, community parks have a service area of two to three miles, and regional parks serve the entire city and beyond.

At the project's ultimate build out, 312 single family and 24 multi-family residential units will have been constructed, with an anticipated total population of 893 new residents. This creates a park requirement of 4.464 acres of parkland, of which 2.234 acres would need to be dedicated in order to fulfill the neighborhood park goal of 2.5 acres per 1,000 people. The applicant proposes to exceed this figure by dedicating five small neighborhood parks totaling 2.5 acres. In addition, private recreational facilities will be provided to serve the subdivision's

residents. The subdivision will also be served by off-street bicycle and pedestrian trails to connect it to its surrounding neighborhoods, parks and the American River Parkway.

Neighborhood Parks

The applicant proposes to dedicate three small neighborhood parks and two pocket parks within the subdivision. The five parks total 2.5 acres of parkland and thereby exceed the neighborhood park dedication requirement of 2.5 acres for every 1,000 people. The largest of the three parks (0.9± acres) is centrally located within the subdivision, adjacent to the private recreation center and pool. Two smaller parks (a 0.7± and 0.6± acre park) will be developed as gateway features, located near the 40th Street entry and the A Street entry to the project site. The pocket parks are located in the northeast corner and the southwest corner of the site. The pocket parks are between 0.1± and 0.2± acre in size and will be developed as small passive gathering places.

The McKinley Village design concept and public space goal is to reflect Sacramento's existing urban fabric and to the nearby neighborhoods of East Sacramento and McKinley Park by promoting tree bounded, centrally located, walkable and, intimate urban parks as key design features within the Village. The parks will also provide unique opportunities for the residents of McKinley Village, adjoining neighborhoods, and visitors to play, picnic, relax, entertain and meet.

Park Names

The project applicants have decided to postpone naming the parks within the development until a later date. For purposes of master plan review each park has been given a designation in lieu of a name. The two letter (ES) designation stand for East Sacramento and the number after the two letter designation indicates the order in which the parks will be built. The applicant will be required to have all park names finalized and approved by the City Council before construction on the first park begins.

Park names must be reviewed by the Parks and Recreation Commission (PRC) and approved by the City Council. The project applicants are planning on constructing these parks using the City's standard credit reimbursement agreement (turnkey agreement). The turnkey agreement also requires City Council approval. Park name review and approval will be addressed in parallel with the turnkey agreement approval process. Therefore, the project applicants must provide names for each of the park, have them reviewed by the PRC and approved by the City Council in parallel with and before approval of the turnkey agreement. This will ensure that the parks will have permanent names before the construction can be started.

Park Descriptions

ES1 Park (see Attachment 3)

Theme:

ES1 at 0.9 acres will be the central open space of McKinley Village and the staging area for residents and adjoining neighborhoods to gather, picnic, play, exercise and entertain as a community in a unique experience.

Program:

- Thematic park entry trellis
- Large Open turf play/community gathering space
- Group picnic area with tree canopy
- Decomposed granite promenades with game tables and benches
- Children's playground with sculpturally compelling pieces
- Large turf mounds for creative play
- Concrete seat walls "growing" out of turf mounds for seating and imaginative play
- Pickle ball courts
- Public Art/sculpture*
- Other Park Amenities such as: park benches, picnic tables, barbecues, pet waste stations, game tables, drinking fountain and, bike rack
- Utilizing environmentally sensitive products, planting and irrigation methods

*Whether or not public art will be placed in this park, and the location of such art, will be subject to the final public/art sculpture plan for the overall project.

ES2 Park (see Attachment 4)

Theme:

Located on the east side of McKinley Village, the 0.6 acre ES2 Neighborhood Park is designed to provide residents and adjoining neighborhoods an intimate urban park experience. California friendly gardens, art/sculpture, and outdoor rooms that provide fun interactive activities for all ages are many of the amenities found in ES2.

Program:

- Formal garden
- gazebo
- Game and event lawn
- Horseshoe Pits
- Tree bosques
- intimate picnic area with tree canopy
- Decomposed granite social spaces with game/picnic tables, ping pong tables
- Public Art/sculpture*

- Tree lined walkways
- Other Park Amenities such as: park benches, game tables, pet waste station, barbecues and, bike rack
- Utilizing environmentally sensitive products, planting and irrigation methods

*Whether or not public art will be placed in this park, and the location of such art, will be subject to the final public/art sculpture plan for the overall project.

ES3 Park (see Attachment 5)

Theme:

Located on the West side of McKinley Village, the 0.7 acre ES3 neighborhood park is designed to provide residents and adjoining neighborhoods an intimate, urban park experience. The outdoor rooms in ES3 will be more “active” in nature, providing Bocce Ball courts, opportunity for open turf free play, and a social space for neighborhood gatherings.

Program:

- Thematic park entry trellis
- Game and event lawn
- Bocce Ball courts
- Tree bosques
- picnic area with tree canopy
- Decomposed granite social spaces with game/picnic tables
- Public Art/sculpture*
- Tree lined walkways
- Other Park Amenities such as: park benches, game tables, barbecues, pet waste stations and, bike rack
- Utilizing environmentally sensitive products, planting and irrigation methods

*Whether or not public art will be placed in this park, and the location of such art, will be subject to the final public/art sculpture plan for the overall project.

ES4 Park (see Attachment 6)

Theme:

Located on the East side of McKinley Village, the 0.2 acre ES4 Pocket park retreat is designed to provide residents and adjoining neighborhoods an intimate urban park experience. ES4 will facilitate and promote intimate neighborhood gatherings and interactions. Though, the nature of ES4 is similar to ES5, the social spaces in each pocket park will vary in character so each park has its own identity.

Program:

- Game and event lawn
- intimate picnic area with tree canopy
- Decomposed granite social spaces with game/picnic tables
- Public Art/sculpture*
- Tree lined walkways
- Other Park Amenities such as: Park benches and, game tables
- Utilizing environmentally sensitive products, planting and irrigation methods

*Whether or not public art will be placed in this park, and the location of such art, will be subject to the final public/art sculpture plan for the overall project.

ES5 Park (see Attachment 7)

Theme:

Located on the East side of McKinley Village, the .081 acre ES5 Pocket park retreat is designed to provide residents and adjoining neighborhoods an intimate urban park experience. ES5 will facilitate and promote intimate neighborhood gatherings and interactions. Though, the nature of ES5 is similar to ES4, the social spaces in each pocket park will vary in character so each park has its own identity.

Program:

- Game and event lawn
- Intimate picnic area with tree canopy
- Decomposed granite social spaces with game/picnic tables
- Public Art/sculpture*
- Tree lined walkways
- Other Park Amenities such as: Park benches, game tables
- Utilizing environmentally sensitive products, planting and irrigation methods

*Whether or not public art will be placed in this park, and the location of such art, will be subject to the final public/art sculpture plan for the overall project.

- Exhibit 1 – Location Map for Proposed Parks
- Exhibit 2 – Park ES1 Proposed Master Plan
- Exhibit 3 – Park ES1 Illustrative Cross Sections
- Exhibit 4 – Park ES2 Proposed Master Plan
- Exhibit 5 – Park ES3 Proposed Master Plan
- Exhibit 6– Park ES4 Proposed Master Plan
- Exhibit 7 – Park ES5 Proposed Master Plan

Exhibit 1 Location Map for Proposed Parks



Exhibit 2 Park ES1 Proposed Master Plan



Exhibit 3 Park ES1 Illustrative Cross Sections



Exhibit 4 ES2 Proposed Master Plan

LEGEND

- 1. Game and Event Lawn
- 2. Social Space (e.g. Tables, Chairs, Horseshoe Pits)
- 3. Social Space with Seating (e.g. Game Tables, Picnic Tables.)
- 4. Tree Boxque in Lawn
- 5. Garden, Gazebo, and Art
- 6. Park Arbor



Exhibit 5 ES3 Proposed Master Plan

LEGEND

1. Social Space (e.g. Bocceball)
2. Social Space in Tree Bosque with Outdoor Furniture
3. 8' Wide Bike and Pedestrian Access to 'A' Street and Alhambra Underpass
4. Tree Bosque in Turf
5. Game and Event Lawn
6. Park Arbor

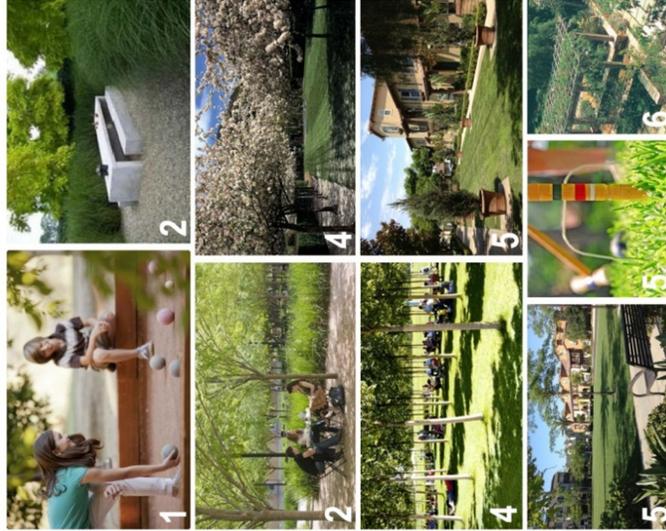
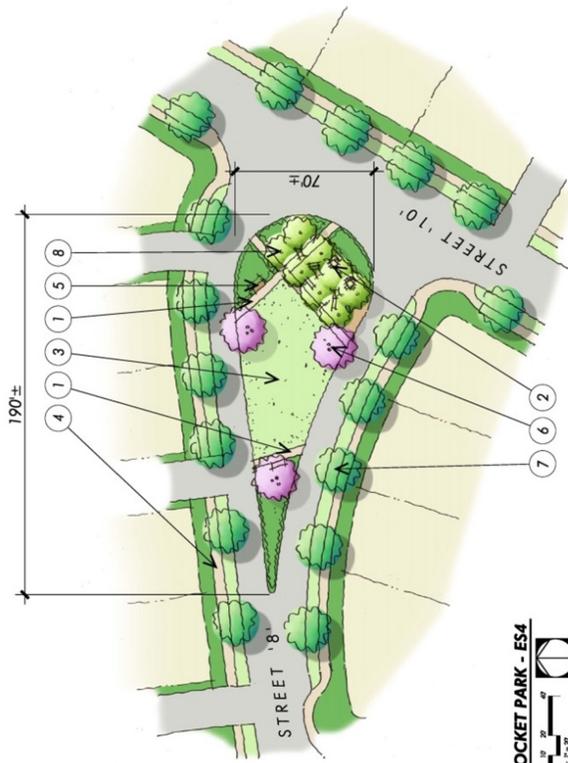


Exhibit 6 ES4 Proposed Master Plan

- LEGEND**
- 1. Decomposed granite pathway
 - 2. Social Space with Exterior Furniture, Enhanced Paving or Decomposed Granite
 - 3. Turf
 - 4. Sidewalk
 - 5. Bench
 - 6. Accent Tree
 - 7. Street Tree
 - 8. Tree Bosque



POCKET PARK - ES4

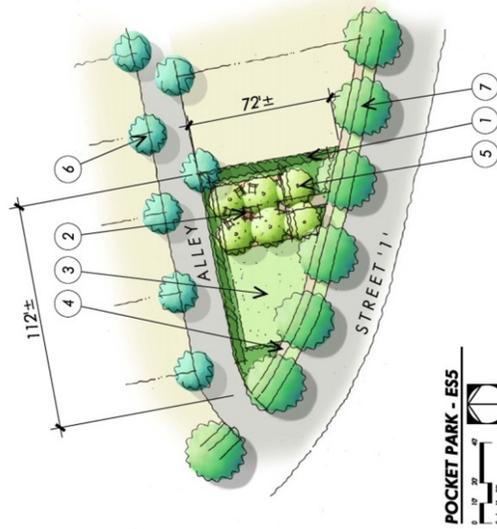
POCKET PARKS ES4
MCKINLEY VILLAGE
 SACRAMENTO, CALIFORNIA

RIVERVIEW CAPITAL INVESTMENTS
 RCI

THE NEW HOME COMPANY
 May 22, 2014

TWO

Exhibit 7 ES5 Park Master Plan



LEGEND

1. Hedge
2. Social Space with Exterior Furniture, Enhanced
3. Paving or Decomposed Granite
4. Turf
5. Sidewalk
6. Tree Bosque
7. Alley Tree
8. Street Tree

