



PARKS, RECREATION AND BEAUTIFICATION COMMISSON



TO: Parks, Recreation and Beautification Commission

DATE: February 12, 2020

FROM: Kathy Petker, Parks & Recreation Director

PREPARED BY: Kathy Petker, Parks & Recreation Director

SUBJECT: City Parks and Facilities Review and Matrix Update

RECOMMENDATION

The Commission is recommended to tour City parks and facilities and provide suggested improvements for forwarding to the City Council.

BACKGROUND

Traditionally, the PRBC annually reviews City-wide parks and facilities to evaluate their current status. During the field trip to each area, Commissioners asses the respective sites and score each area based on several areas including the following: safety, security, longevity, maintenance and potential improvements and/or removal. Once recommendations are completed, staff forwards items to the Public Works Department for assessment of projects including the following: cost estimates, longevity, lifespan, location, and other criteria as appropriate.

DISCUSSION

Staff will provide an overview of several recent projects that have been completed as well as in-progress and/or in planning stages. The PRBC will review the Parks & Facilities Matrix including the Ramona Garden Park Center and Grover Beach Community Center. Furthermore, recommendations for new ideas, equipment and recommendations are encouraged.

FISCAL IMPACT

None at this time, information only.

PUBLIC NOTIFICATION

The agenda was posted in accordance with the Brown Act.

ATTACHMENT

Park and Facility Matrix

Project	Description	Type of Project			Funding Source(s)	Estimated Costs	Priority (1-5 Points, 0=n/a)							Timeline*									
		Maint	Capital	Other			P1	P2	P3	P4	P5	P6	P7										
El Camino Oaks/Meadow Creek Trail													Total		P1	P2	P3	P4	P5	P6	P7	Total	
													0		0	0	0	0	0	0	0	0	
Notes	Poison oak abatement ongoing												0	1. * Current FY									
													0	2. Next Year's Budget									
													0	3. 5 Year CIP									
													0	4. Longterm									

