Parks Recreation Master Plan





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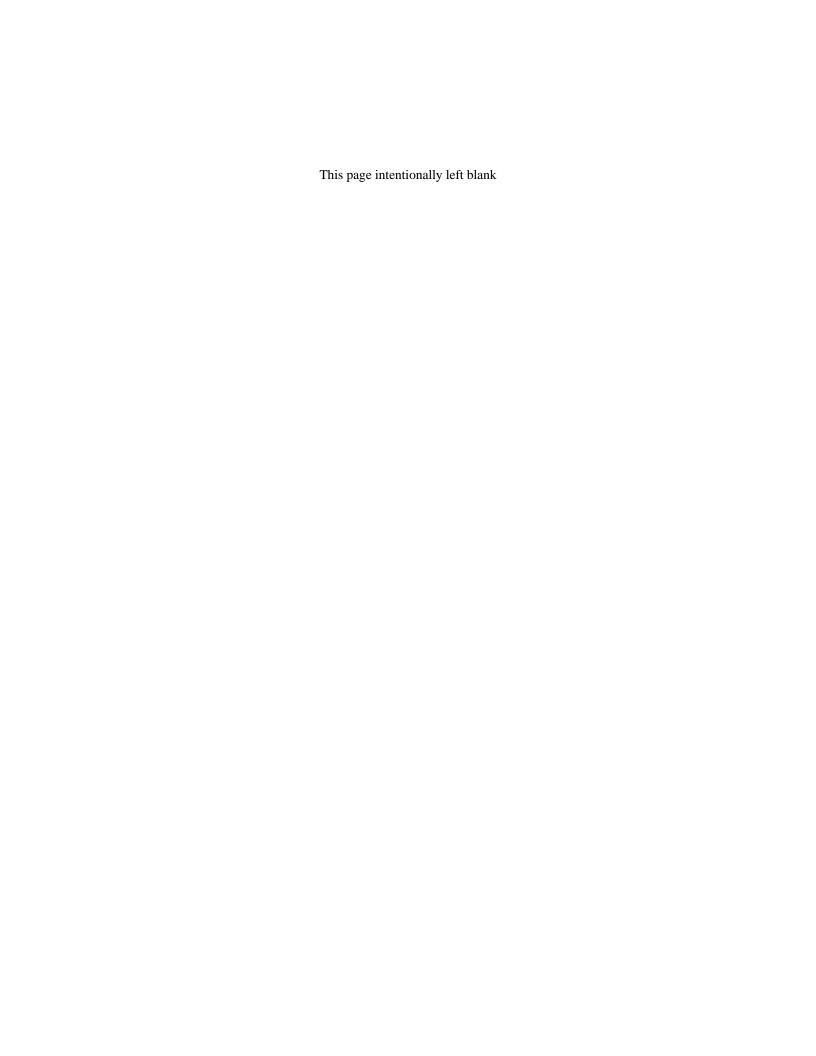


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EXECUTIVE SUMMARY

A. Background:

The Parks and Recreation Master Plan ("Master Plan") is the blueprint for the City's parks and recreation system. It defines service demands and establishes goals and policies for the delivery of parks and recreation resources. This Master Plan update reflects the expanded 2030 development forecast identified in the General Plan Update adopted by the City Council on December 13, 2005 and amended October 13, 2015.

The Master Plan update has been created by utilizing the 2002 Master Plan as a template, and by incorporating the General Plan Update, Otay Ranch Development Plan Amendments, the Otay Valley Regional Park (OVRP) Concept Plan, Urban Core Specific Plan, and the Bayfront Master Plan parks and recreation related policies. In 2006, a citywide parks and recreation needs assessment ("Needs Assessment") was prepared to identify residents' recreational service demands, as well as, develop a forecast of recreational service demands in response to the 2030 development forecast. In Spring 2016, a survey was conducted that validated the highest priority needs of the 2006 Needs Assessment.

B. Overview:

The commitment for a quality parks and recreation system in Chula Vista is not a new commitment; in fact park planning has continuously been pursued in the context of land use planning efforts within the City since incorporation in 1911. In the early years parks were developed for residents as land opportunities became available. The first park built in the City of Chula Vista following incorporation was Eucalyptus Park in 1927. As the City continued to grow, additional parklands were acquired and developed and community recreation centers were also added. Since the 2002 Master Plan, the City has enjoyed one of the most active park development periods in the City's entire history with the addition of 18 park sites totaling over 171 acres. Parks and recreation facilities will continue to grow to meet the needs of the City's increasing population.

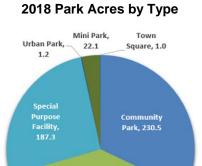


Figure ES-1

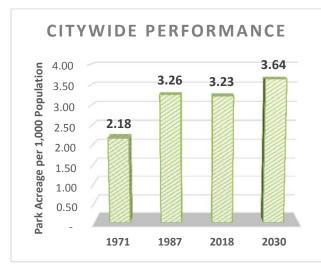
C. Citywide Parks and Recreation System

Park Acreage:

The citywide parks and recreation system currently contains approximately 693 acres of publicly-owned and developed community, neighborhood, mini, urban and special purpose parks, recreation facilities, and community center sites with an additional 157 acres dedicated to or owned by the City and will be developed at a future date. Additionally, there are 25 acres of privately-maintained parks that are generally open to the public for a total of 718 acres of developed parkland.

Historic park development in the City has been impacted by several factors: pre-existing park development standards that differ from current standards, the Quimby Act (state legislation that outlines park dedication requirements for new development), annexations of properties into the City without adequate parkland, and Proposition 13 (state legislation limiting property tax revenues). On January 1, 2018, with a population of 270,596, the City had an overall ratio of 3.23 acres of parkland (developed and dedicated, undeveloped parkland) per 1,000 residents.

Figure ES-2
Park Ratio Performances





Pursuant to the Quimby Act and as adopted by the City in 1987 and identified in the General Plan Update, the current city standard for park acreage is three acres of parkland per 1,000 population of new residential development. Based on the General Plan 2030 buildout forecast adjusted for the anticipated pace of development, the citywide park system will ultimately contain approximately 1,237 acres of developed parkland. With a 2030 forecast population of 340,215, the City will realize an overall parkland ratio of 3.64 acres of parkland per 1,000 residents. New development in the City from 1987 to 2018 created 3.21 acres of dedicated parkland per 1,000 additional residents. The average ratio for new development from 1987 to expected buildout in 2030 is 3.85 acres per 1,000 residents.

The majority of new parkland is concentrated on the more recently developed eastern half of the City. However, with the planned development of the Bayfront District and planned development of parkland in the Otay River Valley area, the ratio in the western territories is anticipated to improve significantly (refer to Chapter 5 for park delivery strategies for the western territories).

Table ES-1
Population Park Ratio Data Table

					1987-	2018-	1987-
	1971	1987	2018	2030	2018	2030	2030
Population	83,028	124,253	270,596	340,215	+146,343	+69,619	+215,962
Pop. (1,000s)	83.03	124.25	270.60	340.22	+146.34	+69.62	+215.96
Acres	181	405.25	874.49	1,237.41	+469.24	+362.92	+832.16
Ratio acres/1,000)	2.18	3.26	3.23	3.64	3.21	5.21	3.85

Park Sites:

As of January 1, 2018, the citywide park system contains nine community parks, 38 neighborhood parks, 19 mini parks (including seven privately-maintained), 14 special purpose parks (including three Port of San Diego and seven privately-maintained), one urban park, one town square, and nine community centers. Based on the 2030 forecast, the citywide park system is projected to contain approximately 14 community parks, 58 neighborhood parks, 23 mini parks, 22 special purpose parks, eight urban parks, five town squares, and 14 community centers.

Park and Recreation Facilities:

Based on the conclusions and findings contained in the Needs Assessment, a majority of the January 2018 park and recreation facility needs are met through the utilization of both public parkland and quasi-public sources. A portion of existing demand for baseball fields, soccer fields, picnicking areas, tot lots/playgrounds, tennis courts, swimming pools, and indoor assembly space are currently unmet.

Under the General Plan forecast assumptions for 2030, the need for additional park and recreation facilities will continue. Future anticipated inventory of parkland (along with quasi-public sites) resulting from new residential development is anticipated to meet City facility needs.

In addition to the traditional categories of parks such as community, neighborhood, mini, and special purpose, the Master Plan now includes the "urban park" category. Urban parks represent a strategy for delivery of future parks in western Chula Vista (consistent with both the General Plan and Urban Core Specific Plan defined concept of urban parks, which can be found in Chapter 5). This approach is commensurate with the strategy of developing parks of varying sizes that demonstrably meet recreational service demand. Specialized and unique urban developments within green-field areas warrant consideration for urban parks as meeting a portion of recreation demand as well.

D. Conclusion:

Looking to the future (2030), Chula Vista's parks and recreation system will provide recreation services and programs that meet the expressed service demands of the community. The parks and recreation system will be composed of approximately 14 community parks, which will serve the whole City by providing recreation complexes, community centers, gymnasiums, sports fields and courts, aquatic facilities, bike skills and skateboard facilities as well as gathering areas, tot lot play equipment, picnic facilities and restrooms.

Closer to home, approximately 58 neighborhood parks will provide areas for tot lot play equipment, sports facilities, and programmed and non-programmed activities allowing residents recreational activities within walking distance of their homes. Mini-parks, and urban parks will also provide recreational facilities that complement resources provided at adjacent parks. Parks will be further enhanced and connected to the community through a network of trails and bicycle ways. A greenbelt open space system will surround Chula Vista, making a unique setting within San Diego County focused on the recreational values of the City's populace (Figure 4-4). Ultimately the City's parks and recreation system is envisioned as an integrated system of recreation facilities, programs and services. Additionally, the OVRP provides a regional park experience with many amenities for the greater community.

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