



Agenda Report

MEETING DATE: Monday, August 15, 2022

TO: PARKS & RECREATION COMMISSION

FROM: NICK CALUBAQUIB, PARKS AND COMMUNITY SERVICES
DIRECTOR

SUBJECT: RAMSAY PARK RENAISSANCE PROJECT 65 PERCENT DESIGN
UPDATE

STATEMENT OF ISSUES:

This report is intended to provide an update on the 65% design plans for the Ramsay Park Renaissance Project.

RECOMMENDED ACTION:

Report only. No action needed.

DISCUSSION:

In 2019, Parks and Community Services Department (PCS) teammates worked with Verde Design, Inc. to conduct an extensive community engagement process in order to develop a Strategic Plan for Parks and Recreation and Park Master Plans for Ramsay Park and City Plaza. The overall purpose of these initiatives was to engage the community to develop strategic direction for the development, expansion and rehabilitation of parks and recreation programs, services and facilities. On February 11, 2020, the Council adopted a Park Master Plan for Ramsay Park.

Request of Proposal for Design Services

In April 2021, PCS teammates released a Request for Proposals (RFP) for Landscape Architectural Design and Consultant Services for Ramsay Park Improvements and on July 6, 2021, the City Council awarded a contract to Verde Design, Inc. The contract includes the design of the following elements of the Ramsay Park Master Plan:

Sotomayor Soccer Field

The Park Master Plan identifies the need to level out the fields, using tall curbs, to provide for a maximum slope of 1.2%, which is ideal for soccer play. The Master Plan design also includes terraced concrete seating along the south side of the field that would work with the existing slope to retain the hillside. This project also includes the addition of field lighting, storage and possibly concessions.

Dog Park

The City has been awarded funding through the State's Prop 68 Per Capita Grant Program for the construction of a new dog park at the summit of the hilltop area of the park, as a dog park

is one of the few site elements that could work with the varying steep terrain. This project consists of a small and large dog park, an accessible path of travel to the entry into the dog park from the future play area, and installation of perimeter fencing and amenities.

New Nature Center Area

A new Nature Center is proposed to be located at the site of the current playground area. The City's Public Works Department is currently working towards designing the building. This project will require design of the surrounding landscape and coordination with City staff and City contractors regarding project elements in the park that may overlap (e.g. drainage, utilities, etc.) or affect one another.

Inclusive Playground

One of the most passionately supported items through the development of the Master Plan was the inclusion of a large centrally located play area for all ages and abilities of children. The play area is proposed to be located at the lower edge of the hilltop of Ramsay Park, which is the most level part of the hilltop area. This project also includes the redesign of the picnic areas, currently located on the hilltop. The Master Plan design for the hilltop picnic areas uses the spaces around the play area as pockets for small group picnic experiences where parents could have a comfortable space to watch their children play. The hilltop area also includes two larger group picnic areas, one of which could be for rentals and some picnic areas that overlook the soccer field for use while watching the games going on below.

Multi-Use Sports Field

The Park Master Plan includes the redesign of the existing softball field as a synthetic turf multi-use field. The existing softball field is located outside the flood plain, and is an ideal location for an expanded synthetic turf field. The synthetic turf field will provide a space for not only the softball and baseball groups that use this space currently, but also the local soccer groups that are constantly searching for additional fields. The multi-use field will provide permanent striping for both baseball and soccer. Due to the expansion of the new multi-use field, the northern parking lot would need to be redesigned. The new Main Street Parking Lot is designed to come off Main Street (HWY 152) and would address the parking spaces lost by the addition of the multi-use field. This element also requires the redesign of the multi-use path off Main Street and connection to the new parking lot.

Community Engagement

Significant community engagement efforts were conducted to create the Ramsay Park Master Plan, including over a dozen community meetings, a community survey and pop up events. Throughout the current design process, there will be multiple opportunities for community members to provide input and learn about the project:

- Prior to 35% Design
 - Community Meeting (held on November 16)
 - Parks and Rec Commission Meeting (December 6)
 - City Council Meeting (January 11)
- Prior to 65% Design (Spring 2022, dates TBD)
 - Community Meeting
 - Parks and Rec Commission Meeting
- Prior to 100% Design (Late Fall 2022, dates TBD)

- Parks and Rec Commission Meeting
- City Council Meeting

Timeline

- August 2021 – Begin design process
- December 2022 – Complete 100% design and release RFP for construction
- Spring/Early Summer 2023 – Award contract for construction
- Summer 2023 – Begin construction

STRATEGIC PLAN:

This recommendation is consistent with a number of Council Strategic Goals, such as 03-Infrastructure & Environment, for replacing aging park infrastructure and improving the environment and 05-Community Engagement & Well-Being, for enhancing recreational and exercise opportunities.

FINANCIAL IMPACT:

The contract with Verde Design, Inc. for the design of this project is in the amount of \$1,553,182, which includes the add alternate and optional services. Funding for the construction of the included elements will be provided by the City's General Fund, City ARPA funds and various grant sources, included a \$7 million allocation grant from the State of California.

ALTERNATIVE ACTION:

None.

ATTACHMENTS AND/OR REFERENCES (If any):

None.