

## POCKET PARK DEVELOPMENT STANDARD

Adopted by Visalia City Council on February 7, 2005

**Definition:** A pocket park is the smallest park classification within the City and should be considered as a way to provide recreation or open space needs distinctive from other types of park needs such as regional, community or neighborhood parks. The primary purpose of a pocket park is to offer a small open-space/recreational venue of a more passive or intimate nature, internal to a specific residential development(s), whether single-family or multiple-family. Pocket parks are not intended to serve residents city-wide, as would a neighborhood or community park offering more formalized active play areas or sport fields or courts. Instead, pocket parks, due to their small size are intended to be more liberally sprinkled throughout the community and serve residents within or adjacent to a planned residential development. In a pocket park scheme, shade is important, as well as easy visibility from residences or other uses across adjoining streets to assure a more secure environment. Pocket parks should provide a strong emphasis on quiet, passive use, such as picnic and sitting areas, and should therefore be easily accessible by foot or bicycle and spaced much closer together than say neighborhood parks. Pocket parks may be considered as an alternative to or replacement of a neighborhood park only where providing a typical neighborhood park is impractical or not achievable.

**Size:** ½ to 1 acre, except where a smaller “niche” park for protection or preservation of an oak tree or other natural feature may be desirable

**Service Area:** Approximately ¼ mile radius.

**Population Served:** Resident population of approximately 500-1000 persons

**Location/Orientation:**

- Centrally located *within* the residential/mixed-use development and/or easily accessed by residents or workers, without the use of vehicles, generally within 5 -10 minutes
- Frontage required on one, but preferred on two or more local streets
- Visible from residents/businesses *facing* or *siding*, but not *backing to*, the park
- Minimum street frontage of 100 feet
- Consideration given in residential areas to use by and interests of the young children and the elderly
- In business or commercial areas, corners or vacant lots may be desirable; unique situations involving road or railroad abandonments or rights-of-way reductions may present other opportunities

**Access:** By foot or bicycle; should not require parking. Must be ADA accessible

**Parking:** None required or desired

**Minimum Development Features):**

- Turf and landscape plantings to promote shade over at least 25% of area\*
- Support amenities such as benches (in shade and sun), bike racks, trash receptacles

### Optional Features:

- Gazebos or similar shade structures (\*may substitute for some plantings)
- Small playground and/or small scale tot-lot equipment
- Decorative architectural features, statues or water fountains (if in a residential area, should be maintained by residents)
- Picnic tables
- Minimal signage and security lighting

### Financing:

If the developer desires to include a pocket park as an aesthetic or passive open space amenity within and for the benefit of the subdivision/development, then funding the costs of construction and maintenance of the pocket park will be reimbursed through the formation of a Lighting and Landscaping District over the project site.

### **Implementation Policies- Proposed**

Land to be dedicated to the City for public park purpose by map.

Developer is responsible for the design and construction of the park. Design must meet City standards for park design and pocket park features.

A landscape, irrigation, utilities, and grading plan to be submitted for City review and approval prior to start of construction.

A detail cost estimate shall be submitted with the plan. Reimbursable costs include all park improvements including sidewalks, design costs, construction management, a contingency, and overhead (including bonding) as allowed by the City Engineer. Street improvements are not reimbursable.

A separate Landscape & Lighting District will be formed to finance the park improvements. The City will finance the park development over a 20 year term through a General Fund loan. Interest on the loan will be set at the prime rate. At the conclusion of the term the District will be dissolved. The City will provide an annual Lighting and Landscape District financial report for each District.

Reimbursement for development cost shall be on an actual cost basis and should not exceed the agreed upon cost estimate. Invoices with copies of check payment are acceptable proof for reimbursement. Payment will be made 6 months after notice of completion is issued.

Maintenance of the park shall be the responsibility of the developer for a six month period after the filing of a notice of completion for the subdivision.