

City of Wildomar



PARKS MASTER PLAN



Final
March 2015

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EXECUTIVE SUMMARY



ES.1 VISION

The City of Wildomar is committed to providing quality parks, trails, open space, and recreation facilities and services to meet the needs and interests of rural and urban residents throughout Wildomar. Because the city is known for its natural setting and beautiful topography, open space should be an integral part of the quality of life and growth of this great community. This Parks Master Plan document is a dynamic document that will serve as a road map for achieving the envisioned future for Wildomar parks as described below.

The future vision for Wildomar parks includes a well-maintained network of open spaces that serve the various areas of the community. Despite being a city divided by natural topography and Interstate 15, future parks will be distributed throughout the community to maximize the population served. Envisioned future parks will include:

- Three grand community parks, including one near Ronald Reagan Elementary School, another north of Bundy Canyon Road, and an expanded facility at Marna O'Brien Park
- A series of seven mini parks
- An additional five neighborhood parks distributed throughout the community
- Enhanced trailhead facilities along the Murrieta Creek Trail
- Connectivity to community trails and preserved open spaces

To achieve the vision, phasing will occur to implement the plan over time. The key priorities are to purchase land and incrementally add park amenities to new parks and then to existing parks over time, until the facilities grow into fully established parks as described in the park prototypes in Chapter 5 of this document.





ES.2 DOCUMENT OVERVIEW

Chapter 1: Introduction

Describes the plan's purpose, the process to develop it, and the relevant goals and policies from related documents.

Chapter 2: Existing Conditions

Provides an inventory of the city's existing parks, open spaces, facilities, and recreational programs.

Chapter 3: Park Standards

Identifies standards for development of the three main types of park facilities (mini, neighborhood, and community parks) and the amenities required to create a quality space.

Chapter 4: Park Needs and Recommended Improvements

Assesses and identifies the need for additional park facilities and recommended improvements to the city's existing parks per the standards in Chapter 3.

Chapter 5: Park Prototypes

Describes the amenities and features that could be found in a typical community park, neighborhood park, and mini park, along with a cost estimate for constructing each.

Chapter 6: Implementation Plan

Provides a strategy for phasing and implementing the vision, including funding sources and mechanisms available to bring the vision to reality.

CHAPTER 1

INTRODUCTION



1.1 PURPOSE

Cities and the quality of life they provide are influenced by parks, recreational facilities, and connected open space systems. A Parks Master Plan provides a clearly defined guide to the long-term development of public parks, ensuring that future development will contribute to the creation of a comprehensive parks system. A well-planned parks system offers the following community benefits: recreation places, improved air quality, community identity and sense of place, civic and social meeting spaces, enhanced community aesthetics, increased economic activity, alternative transportation routes, wildlife habitats, and opportunities for education.

The Wildomar Parks Master Plan (WPMP) sets forth a vision for the city and establishes tools to attain that vision. The plan identifies the existing conditions of parks and park facilities, outlines the recreational needs and demands of city residents, defines park standards, and provides a strategic plan for the long-term improvement and expansion of parks in Wildomar. The specific objectives of the plan include:

- Create a mechanism that facilitates the implementation of the General Plan.
- Identify existing parks, trails, and related resources and the degree to which the Wildomar community is being served.
- Identify appropriate sites for future parks and connections to existing trails and open spaces.
- Enumerate parks standards and policies.
- Prepare three conceptual prototype park site plans with associated probable opinions of cost.





As outlined in the 2014 Wildomar General Plan, the WPMP should:

- Link the city's parks and trails where feasible.
- Provide park prototypes with typical elements and associated costs.
- Link parks to open space and conserved areas where feasible.
- Protect natural drainage and encourage the use of open space as bioswales.
- Allow for a variety of parks for different age levels, ranging from playgrounds for children under the age of two to regional facilities.

1.2 PROCESS

Over a decade before the planning process for this Parks Master Plan was initiated, the Wildomar community agreed that the provision of parks, recreation facilities, and trails was a priority. Public outreach conducted in 2001 in conjunction with the Riverside County Services Area 152 Parks and Recreation Master Plan (CSA-152 Parks Plan) identified the following community priorities:

- Land acquisition for new parks.
- A trail system connected to parks.
- A large, centrally located park with a community center, sports facilities, and a variety of programming for all ages.
- Generation of funds for the operation and management of parks and facilities.

In 2008, Riverside County Services Area 152 incorporated as the City of Wildomar. In 2015, the City of Wildomar will form a Parks and Recreation Commission, which will serve as the governing body for this Parks Master Plan. Since 2008, the following processes have been established to maintain existing parks, expand the park system, and provide parks facilities and services to the community:

1.2 Wildomar Parks Master Plan

Ordinance 71 (Measure Z)

Ordinance 71 of the City of Wildomar Municipal Code, effective July 1, 2013, after the passage of Measure Z, authorizes a special tax to provide funding for community parks and park-related facilities, programs, and services. The tax is set at \$28 per parcel per year and applies to all parcels in Wildomar. The revenue, designated the “Wildomar Community Parks Special Tax Fund,” may only be used for funding, repair, operation, and maintenance of community parks and community park-related facilities, programs, and services within the city.

Subdivision Ordinance, Quimby Fees and Development Impact Fees

Section 16.20.020 of the Subdivision Ordinance, titled “Park and recreation fees and dedications,” outlines the process for the dedication of land or the payment of in-lieu fees for park and recreational facilities in Wildomar. According to the code, these regulations apply in cases where land is to be subdivided for residential use. The amount of land to be dedicated or fees paid is determined by multiplying the number of dwelling units in the subdivision by the average number of persons per unit by the number of acres of parkland required per person. Fees are based either on the fair market value of the land or on a fixed in-lieu fee rate, as adopted by the City Council. The City adopted a Development Impact Fee (DIF), effective April 1, 2014. The DIF sets a fee for park land. Park Improvements were not considered in the DIF until after the preparation of an updated Parks Master Plan.



Regency Heritage Park, Wildomar, CA

In 2013, the City of Wildomar commissioned an Impact Fee Study Report, which outlines the standard state requirements for parkland dedication and in-lieu fees according to the California Subdivision Map Act and the Quimby Act. The Quimby Act, part of California's Subdivision Map Act, authorizes cities to require residential developers to dedicate land for parks or to pay fees in lieu of dedication. The standard method for determining the requirement is 3.0 acres of parkland per thousand new residents. The standard applies, even if the existing ratio of parkland to population is less than 3.0 acres per thousand, as is the case in Wildomar.

The Impact Fee Study established that Wildomar enact park impact fees equal to the in-lieu fees, which would apply to any residential development not involving a subdivision (e.g., development on existing lots). Currently, the Subdivision Ordinance requires that fees are based on the fair market value of the land, as outlined above.

Table 1.A lists the in-lieu developer fees for parkland in Wildomar.

Table 1.A: Fees in Lieu of Parkland Dedication

Impact Fee Type	Residential Single-Family	Residential Multi-Family	Commercial	Office	Industrial/ Business Park
Unit Type	DU*	DU*	KSF*	KSF*	KSF*
Parks. Land	\$594.00	\$421.00	\$0.00	\$0.00	\$0.00
Admin Cost	\$2.85	\$2.02	n/a	n/a	n/a

NOTES:

*DU = dwelling unit; KSF = 1,000 gross square feet of building area

Single-family residential drainage fees vary with density; fee shown is for medium-high density

Adjustment for administration and study costs = total fees X 0.0048

1.3 RELATION TO OTHER DOCUMENTS AND AGENCIES

In all plans, it is practical to build on the planning documents that precede them. The practices covered in this document are also the subject of other city, state, and federal regulations, codes, and planning guidelines. This section explains the documents and regulations upon which this plan was built.

Table 1.B summarizes the documents and associated agencies that are covered in this section.



Table 1.B: Related Documents and Associated Agencies

Document Name	Associated Agencies
City of Wildomar General Plan	City of Wildomar, all departments
CSA-152 Parks Plan	Riverside County Regional Park and Open-Space District
Murrieta Creek Regional Trail Project	City of Lake Elsinore, Lake, Parks & Recreation City of Murrieta, Community Services City of Temecula, Planning Department City of Wildomar, Community Services Sierra Club, Santa Margarita Group of the San Gorgonio Chapter Wildomar Multi-Use Trails Association
Western Riverside County Multiple Species Habitat Conservation Plan (MSHCP)	County of Riverside, Transportation and Land Management Agency

Overview

Wildomar's General Plan contains goals and policies that direct the development of public parks and recreation areas. The guiding principles of the plan include an interest in maintaining the rural origins of the city through design and development approaches. In addition to the citywide parks and recreation policies, the development of parks in Wildomar must complement regional planning efforts and comply with regional policies. The CSA-152 Parks Plan (former parks master plan for the county service area that includes Wildomar) captures the state of parks and recreation in Wildomar





in 2002, including the priorities of the community, park infrastructure, and goals at that time. The Murrieta Creek Regional Trail Project establishes a plan to create a trail that links the cities of Temecula, Murrieta, Wildomar, and Lake Elsinore through the creation of a connected network of trails and parks. The WPMP builds on all of these documents.

The plans, policies, and codes that bear relation to the WPMP include:

[City of Wildomar General Plan, 2014](#)

As the official policy statement and planning framework, the General Plan is provided to guide private and public development in Wildomar. The Parks Master Plan implements the policies and goals of the Wildomar General Plan pursuant the laws of the State of California, which require that each city prepare and adopt a comprehensive, long-term plan. Implementing documents, including the Parks Master Plan, must be consistent with the City's adopted General Plan. The General Plan includes the Open Space and Conservation Element, which includes the City's goals and policies related to parks and recreation and outlines the actions the City will take to ensure that the residents' needs and desires in this area are recognized and addressed.

Table 1.C lists the specific goals and policies pertinent to parks planning at the local level.

Table 1.C: City of Wildomar General Plan Pertinent Goals and Policies

City of Wildomar General Plan (2014) Goals
Goal OSC-1: Maintain and expand outdoor recreation opportunities for all residents.
Goal OSC-2: Provide active and passive park facilities and recreation programs that satisfy the leisure time and recreation needs of all residents.
Goal OSC-3: Develop a citywide trails system that provides safe, convenient, and attractive off-street opportunities for residents to travel, recreate, and exercise.
Goal OSC-7: Develop and adopt a Parks Master Plan.
City of Wildomar General Plan (2014) Park Policies
Policy OSC-1: Provide for the reasonable needs of all people in the parks system, regardless of their socioeconomic status, ethnicity, physical capabilities, or age.
Policy OSC-2: Require the provision of public and private recreation facilities concurrent with the development they serve.
Policy OSC-3: Require new development to provide implementation strategies for the funding of both active and passive parks and recreational sites.
Policy OSC-4: Develop a Parks Master Plan, which will include the following components: <ul style="list-style-type: none"> Link the city's parks and trails where feasible. Provide "basic park" prototypes (i.e., Neighborhood Parks, Community Parks, Special Use Recreational Facilities, etc.) and include the cost of the park and improvements in Development Impact Fees. Link parks to open space and conserved areas where feasible. Protect drainages and encourage the use of open space as bioswales. Allow for a variety of parks for different age levels ranging from playgrounds for children under the age of two to regional facilities. ACTION OCS-4.1: Prepare and adopt a Parks Master Plan.
ACTION OCS-4.2: As part of the review of development projects, ensure that public parks and trails are provided that meet the City's criteria and that implement the City's Parks Master Plan.
City of Wildomar General Plan (2014) Trail Policies
Policy OSC-9: Provide for connectivity in the trails system in Wildomar, so that all trails are linked to the extent possible for greater use as recreational and travel routes. Include the following features in the trails system. <ul style="list-style-type: none"> Trails should link residential areas with parks, commercial and office areas, and other destinations. Joint pedestrian and bicycle trails along major roadways should avoid meanders or other design features that make bicycle use less convenient or safe. Trails should be located off-street to the extent possible. Easements such as access roads should be placed in joint use as trails. Trails should be accessible to law enforcement and emergency personnel. ACTION OCS-9.1: As part of the review of development projects, ensure that public parks and trails are provided that meet the City's criteria.
City of Wildomar General Plan (2014) Open Space Policies
Policy OSC-11: Maintain and conserve superior examples of native trees, natural vegetation, stands of established trees, and other features for ecosystem, aesthetic, and water conservation purposes. (OS 9.3)

CSA-152 Parks Plan, 2002



The WPMP draws from, builds upon, and ultimately replaces the CSA 152 Parks Plan, which was created in 2002 as the Parks and Recreation Master Plan for County Services Area 152, prior to the incorporation of Wildomar. The report includes a background of the area, an existing conditions analysis, and conceptual park prototypes. The goal of the report was to identify the recreational needs and demands of the area and to provide a strategic plan for the acquisition and development of new parks and recreation facilities. Many changes have occurred since the report was created. The WPMP highlights the relevant research from the CSA-152 Parks Plan and provides updated information.

Murrieta Creek Regional Trail Project

The WPMP considers the existing and potential connections between parks and trails. The Murrieta Creek Regional Trail Project establishes a plan to create a multi-use, non-motorized trail system along the river that connects the cities of Temecula, Murrieta, Wildomar, and Lake Elsinore, ultimately re-creating the trail that existed there in the late nineteenth century. The project planning team is made up of agencies from the affected cities, as listed in Table 1.B on page 1.5. The project's goals are to promote urban accessibility and connectivity, healthy lifestyles, community economics, sustainable development, community partnerships, and awareness and appreciation of the outdoors. The portion of the proposed regional trail that would run through Wildomar is divided into the following three sections:

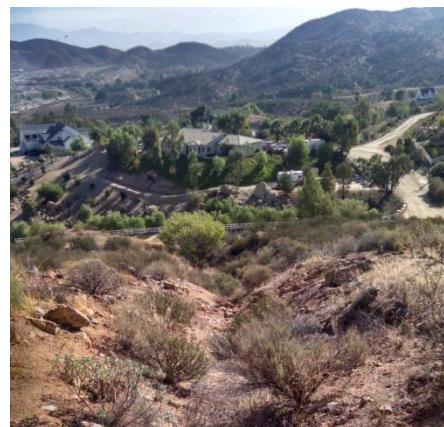
- **Section 7:** Copper Canyon Park to McVicar Street. This section of the trail does not connect to any existing parks in Wildomar.
- **Section 8:** McVicar Street to Wesley Street. This section of the trail does not connect to any existing parks in Wildomar, but it has the potential to

connect to the historic Wildomar Cemetery at Central Avenue and Palomar Street.

- **Section 9:** Wesley Street to Serenity Park. This section of the trail is mostly undeveloped, but it would run approximately 1.5 miles from Wesley Street to Serenity Park, passing Marna O'Brien Park and possibly connecting via a detour to Regency Heritage Park.

Western Riverside County Multiple Species Habitat Conservation Plan (MSHCP)

The MSHCP, commissioned by the County of Riverside Transportation and Land Management Agency, is a multi-jurisdictional habitat conservation plan focused on the conservation of species and their habitats in western Riverside County. In conjunction with other habitat conservation plans in Southern California, the goal of the plan is to maintain biological and ecological diversity within a rapidly urbanizing region. Guidelines and policies for existing conserved land are detailed in the plan. Wildomar contains 1,122 acres of existing conserved land, which is intended to protect wildlife habitat and as such does not contribute to the park and recreation requirements in Wildomar and is not accessible to the public. Parks are intended to serve a primarily recreational purpose, whereas conservation lands serve to conserve habitat lands for native flora and fauna. Furthermore, existing conserved lands do not fall within the City of Wildomar's jurisdiction.



CHAPTER 2

EXISTING CONDITIONS



2.1 CONTEXT

The City of Wildomar, incorporated in 2008, lies at the southwestern edge of Riverside County. Located 75 miles southeast of the Los Angeles region along Interstate 15 (I-15), Wildomar is a growing community comfortably nestled in a valley bordered by the Cleveland National Forest to the west and rolling hills to the east. Wildomar is generally bounded on the north by the City of Lake Elsinore, on the east by the City of Menifee, and on the south by the City of Murrieta. The city is a lightly populated area with a rural character.

Although the area has historically been a ranching and farming community, the city has grown and developed substantially over the last two decades due to its proximity to the I-15 and the Los Angeles region. In 2000, the US Census reported that just over 14,000 persons lived in Wildomar; ten years later, the 2010 Census counted more than 32,000 residents, a 130 percent increase. Today, the city contains approximately 9,800 households. Most of these households, about 80 percent, are families with children.¹

2.2 EXISTING PUBLIC PARKS AND OPEN SPACES

Wildomar's open spaces predominantly consist of wildlife conservation areas scattered throughout the northeastern part of the city. Wildomar is also home to three parks that provide recreational opportunities for its residents on just over 14 acres of parkland. When Wildomar was incorporated in 2008, it was granted the three parks within its boundaries by Riverside County: Marna O'Brien Park, Regency Heritage Park, and



1. Data source: US Census Bureau, 2008–2012 American Community Survey



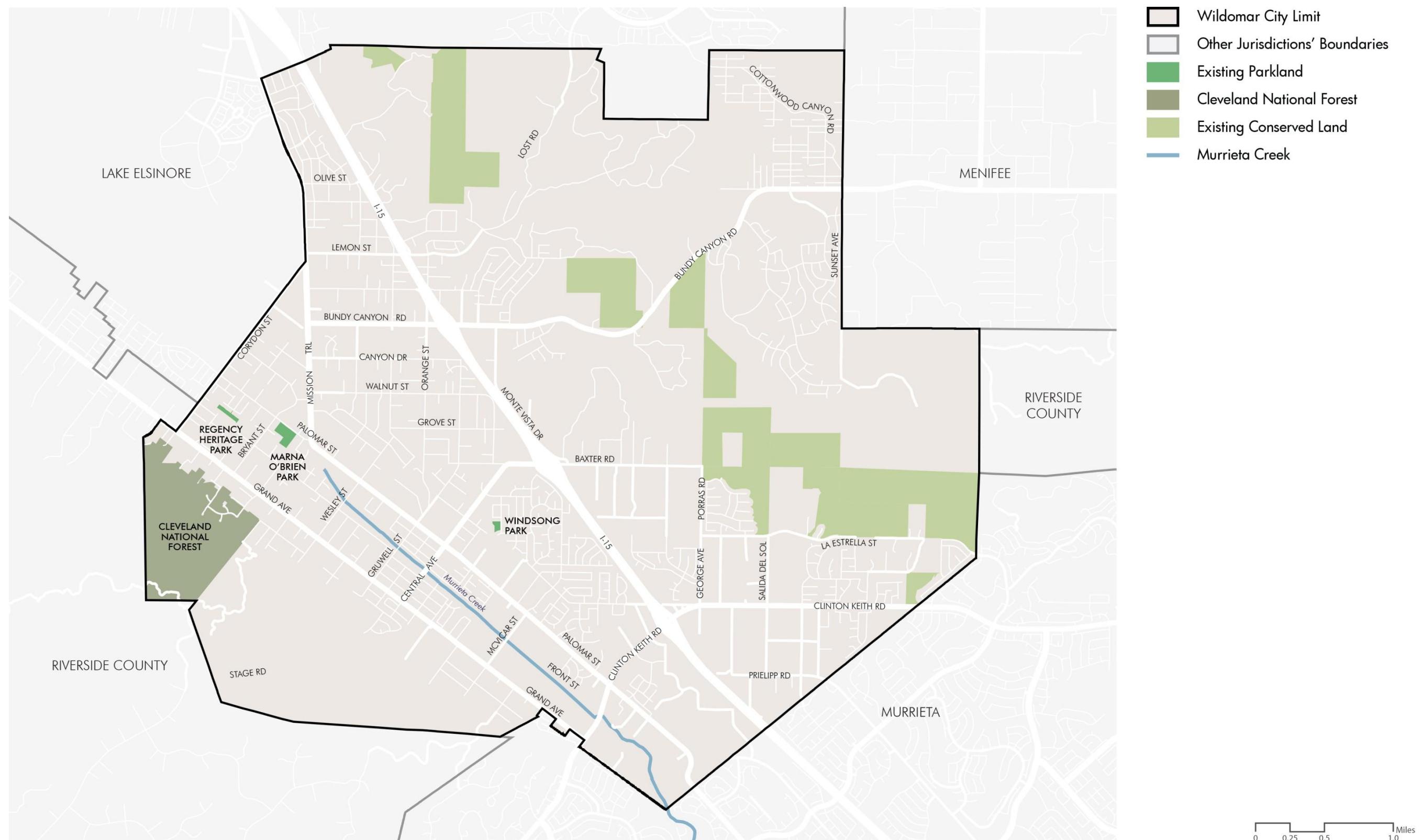
Windsong Park. The locations of existing parks and open spaces in the city are shown in the map below.

For planning purposes, traditional developed parks are broken down into three categories: community parks, neighborhood parks, and mini parks. The rationale is that these park categories constitute the recreation facilities which provide for a variety of everyday needs based on size, amenities, and surrounding population.

Community parks provide a broad range of both passive and active recreational opportunities, but their primary purpose is to offer active recreational opportunities for use by a larger segment of the population than neighborhood parks. They allow for recreational opportunities not feasible or desirable at the neighborhood level. Community parks can be anywhere from 15 to 40 acres in size and serve an area about 1.5 miles around the park. Facilities often found at community parks might include dedicated sports fields/courts, amphitheatres, playgrounds, and group picnic areas. Large special events such as festivals and concerts might also be held in community parks. Wildomar does not currently have any community parks within its boundaries.

Neighborhood parks are intended to serve residents who live in close proximity; however, they also contribute to the overall park system available to the entire community. Ideally, everyone in the city would live within convenient walking distance of a neighborhood park, which would serve as the recreational and social focus of the neighborhood. Neighborhood parks are generally approximately 3 to 12 acres in size and serve an area about a half-mile around the park. Approximately 50 percent of the park area should be for active recreation and the remaining 50 percent for passive activities, reserve, ornamentation, and conservation as appropriate. Amenities should accommodate a wide range of age groups and often include large grassy areas for

Figure 2.A: Existing Parks and Open Spaces



Chapter 2 – Existing Conditions

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informal active play, children's playgrounds, and/or a mix of other recreational facilities such as basketball and tennis courts, community vegetable gardens, bocce courts, etc. The city currently has two neighborhood parks within its boundaries: Marna O'Brien Park and Regency Heritage Park.

Mini parks are the smallest park classification and are used to address limited or isolated daily recreational needs of nearby residents. They can include both active and passive uses. Mini parks can be anywhere from 10,000 square feet to 2 acres in size and serve an area less than a quarter mile around the park. They typically include children's play areas, sitting areas, and limited green space, but are not large enough to contain sports fields. The city currently has one mini park within its boundaries: Windsong Park.

Other types of parks and open spaces include golf courses, regional parks, trails, sports facilities, and school grounds, all of which are important components of the overall park system. These types of parks and facilities are described in subsequent sections of this chapter.

Sections 2.2.1 and 2.2.2 outline the existing park inventory in Wildomar by classification.



2.2.1 Existing Neighborhood Parks

The city currently contains two neighborhood parks, outlined below.

Marna O'Brien Park

Size: 9 acres

Location: Palomar Street



Map Key	Amenity	Number	Additional Details
A	Playground, ages 5–12 years	1	
B	Basketball court (full-size)	2	
C	Restroom facility (including ADA accessible stall)	1	
D	Drinking fountain	1	
E	Decomposed granite walkways	859.5 linear feet (0.16 mi)	
F	Baseball field	3	
G	Exercise station	2	
H	Undemarcated soccer field	2	Area overlaps with the baseball fields.
I	Park benches	8	
J	Picnic table, uncovered	2	
K	Picnic table, covered	9	
L	Picnic shade structure	3	Each contains two of the covered picnic tables.
M	Gazebo/snack bar	1	Contains three of the covered picnic tables. The gazebos are available for use by private parties when reservations are made through the City.
N	Bike racks	1	
O	Open play area	4,300 sq feet	
P	Parking lot	150 spaces	1 lot
n/a	Trash receptacles	3	
n/a	Barbecue pits	1	



Chapter 2 – Existing Conditions

Regency Heritage Park

Size: 3.25 acres

Location: Autumn Oaks Place. The park is designed with direct access so that its facilities can be shared with William Collier Elementary School.



Map Key	Amenity	Number	Additional Details
A	Playground, ages 5–12 years	1	
B	Basketball half-court	2	
C	Dog park	1	Fenced
D	Decomposed granite walkways	892 linear feet (0.17 mi)	
E	Park benches	6	Additional benches included in the dog park.
F	Picnic tables, covered	11	
G	Picnic shade structures	3	One shade structure has four of the covered picnic tables, and two shade structures have three each of the covered picnic tables.
H	Open play area	5,442 sq feet	
n/a	Barbecue pit	1	
n/a	Trash receptacles	4	



2.22 Existing Mini Parks

The city currently contains one mini park, outlined below.

Windsong Park

Size: 2 acres

Location: Prairie Road



Map Key	Amenity	Number	Additional Details
A	Playground equipment, ages 2–5	1	
B	Basketball court (full-size)	1	
C	Perimeter pedestrian walkway	736 linear feet (0.14 mi)	
D	Park benches	4	
E	Picnic tables, covered	2	
F	Picnic shade structures	3	One shade structure has two of the covered picnic tables. The other two structures stand alone.
G	Bike racks	4	
H	Open play area	3,229 sq feet	
n/a	Barbecue pits	2	
n/a	Trash receptacles	2	





2.3 Existing Recreational Facilities and Programs

Currently, there are no city owned facilities for organized sports play or other recreational activities within the city. However, ball fields located on Wildomar Cemetery property are maintained by the little league organization and public school grounds provide additional recreational open space and indoor activity spaces that may be made available to the public after school hours on weekdays and on the weekend. These facilities are a key component in meeting the recreational needs of the community. **Figure 2.B** shows the location of schools in Wildomar. Active recreational facilities available at each school are outlined in **Table 2.A**. The City and School Board are engaged in ongoing discussions regarding a Facility Use Agreement to determine what resources are needed to serve the population's recreational need.

Table 2.A: School Recreational Facilities

Site	Athletic Field	Athletic Track	Beach Volleyball Courts	Baseball Fields	Basketball Indoor	Basketball Outdoor	Football Stadium	Play Equipment	Swimming Pool	Softball Fields	Tennis Courts
William Collier ES	X					X		X			
Donald Graham ES	X					X		X			
Ronald Reagan ES	X					X		X			
Wildomar ES	X					X		X			
David A. Brown MS	X	X				X					
Elsinore HS	X	X	X	X	X	X	X		X	X	X

2.4 Existing Wildlife Corridors and Habitats

Open space preservation serves multiple functions, including protection of natural open areas, watersheds, environmentally sensitive areas such as creeks and riparian areas, wildlife habitat, hillsides, and visual resources. The Cleveland National Forest forms the western boundary of the city and encompasses large portions of the Santa Ana and Elsinore mountains. This area is characterized by natural open space and outdoor recreational uses, with pockets of rural residential and wilderness-oriented visitor-serving uses scattered along State Route 74.

Wildomar contains approximately 1,122 acres of conservation land scattered throughout the northeastern part of the city (see **Figure 2.A**). As mentioned previously, Wildomar is a participant in the Western Riverside Multiple Species Habitat Conservation Plan (MSHCP), the goal of which is to maintain biological and ecological diversity within a rapidly urbanizing region. Although about 65 acres of the open space preserves in Wildomar may be accessible to the public, conservation land is generally off limits in order to protect sensitive ecosystems and wildlife habitats. As such, the conservation areas within the city do not contribute to the parks and open space requirements in Wildomar, which serve a primarily recreational purpose as opposed to a conservation purpose.

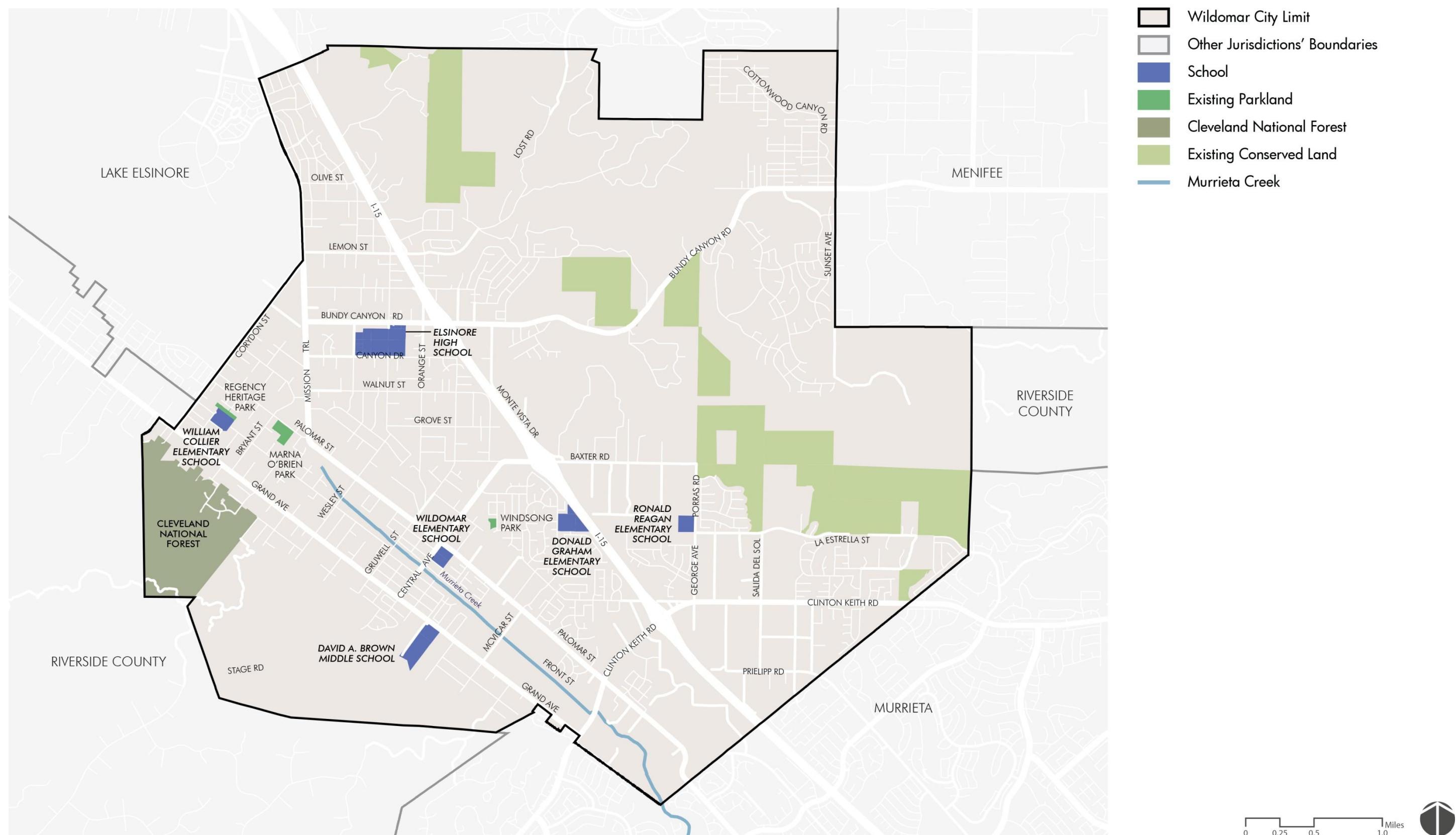


2.5 Existing Trails and the Murrieta Creek Trail Project



Wildomar currently contains a system of local community trails, regional trails, and historic trails (see **Figure 2.A**). The City recognizes that a series of multi-use trails is a key component in providing recreational amenities and developing a linked park and open space system. A primary objective for the trail system is to provide connectivity between neighborhoods, open space and park areas, and regional trails beyond the city limits. Trails are also designed to incorporate the historic trails throughout the city while preserving sensitive open space and wildlife corridors. At present, only two existing trails link to city parks. The Palomar Street Trail is an unimproved trail corridor that runs along Palomar Street from the city's southern boundary to Corydon Road, passing by Marna O'Brien Park. Windsong Park is connected to a historic trail that runs from Palomar Street north to Walnut Street.

Figure 2.B: School Locations



Chapter 2 – Existing Conditions

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The regional trails running through Wildomar are outlined in the Murrieta Creek Regional Trail Project, which aims to create a multi-use, non-motorized trail system along the river that connects the cities of Temecula, Murrieta, Wildomar, and Lake Elsinore, ultimately re-creating the trail that existed there in the late nineteenth century. The project planning team is made up of agencies from these participating cities. The goals of the project are to promote urban accessibility and connectivity, healthy lifestyles, community economics, sustainable development, community partnerships, and awareness and appreciation of the outdoors. The portions of the Murrieta Creek Trail that run through or are proposed for Wildomar are as follows:

- **Section 7:** Copper Canyon Park to McVicar Street. Trail section 7 is a proposed multi-use path that would connect Copper Canyon Park in Murrieta to an existing Wildomar creek trail that starts at Clinton Keith Road and continues north to McVicar Street. The proposed trail would be 10 feet wide with an adjacent 5-foot-wide concrete sidewalk on both sides of Clinton Keith Road. As a multi-use trail, it would accommodate pedestrians, bicyclists, and equestrians. The proposed trail would not include any amenities, but is close to bus transit stops on Grand Avenue and Palomar Street. The existing city trail from Clinton Keith Road to McVicar Street is approximately 15 feet wide and consists of unimproved, natural surface material with loose rock. Trail section 7 does not connect to any existing parks in Wildomar.
- **Section 8:** McVicar Street to Wesley Street. Trail section 8 stretches 1.5 miles along the west side of Murrieta Creek between McVicar Street and Wesley Street. This section of trail includes a steel frame bridge across Murrieta Creek and passes by the historic Wildomar bell, located at Wildomar Elementary School at Central Avenue and Palomar Street. The trail is accessible by public transportation at Grand Avenue and Palomar Street. It has multiple



inlets at McVicar Street, Wesley Street, Central Street, and Gruwell Street and at the creek inlet on Union Street. This section of the trail is well used by walkers and joggers and offers a flat, uniform natural dirt trail surface, with an approximate width of 15 feet. Trail section 8 does not connect to any existing parks in Wildomar, but it has the potential to connect to the historic Wildomar Cemetery at Central Avenue and Palomar Street.

- **Section 9:** Wesley Street to Serenity Park. Currently, there is only one short section of existing trail in this area, consisting of decomposed granite, along Grand Avenue. Trail section 9 includes a proposed multi-use path that would extend the Murrieta Creek Trail to Wildomar's northern boundary with the City of Lake Elsinore at Corydon Road. The proposed trail would run approximately 1.5 miles from Wesley Street to Serenity Park, passing by and potentially providing access to Marna O'Brien Park and Regency Heritage Park. This section of trail could also function as an important connector to the historic Butterfield Overland Trail. A 10-foot-wide multi-use trail and adjacent 5-foot-wide concrete sidewalk are planned for Palomar Street and Union Street. The trail will be accessible by public transportation from bus transit stops along Grand Avenue and Palomar Street.

CHAPTER 3

PARK STANDARDS



3.1 INTRODUCTION

This chapter identifies standards for the three main types of park facilities: mini parks, neighborhood parks, and community parks. Each park facility should meet minimum standards of quality and space to effectively and safely perform its intended function. This chapter sets parameters for the site size, service area, location, and desired site characteristics of each park facility type. In addition, the chapter sets standards for park amenities (e.g., benches, play equipment, and sports fields), including minimum number and design standards for the size, layout, and orientation of each park amenity. It is important to incorporate some flexibility in the standards to allow each park to meet the needs of the population within its service area and respond to site context and constraints. Therefore, a number of optional elements and context-specific considerations are built into the standards. All park designs must also meet applicable codes and governing regulations, such as Americans with Disabilities Act (ADA) requirements.

3.2 PARK FACILITY STANDARDS

Park facility standards for each park type are outlined in **Table 3.A.**



Chapter 3 – Park Standards

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Table 3.A: Park Facility Standards

Park Standard	Mini Park	Neighborhood Park	Community Park	Standards for All Park Types
Size of park	10,000 sq ft–2 acres	3–15 acres	15–40 acres	
Service area (approximate area around the park that it serves)	Less than 1/4 mile distance	1/2 mile	1.5 miles	
Location (type of street, proximity to school, etc.)	Residential setting with ease of access throughout the service area.	Residential setting. May be located adjacent to school sites or other municipal facilities. Should be fronted by at least one public street with two frontages, and neither frontage should be an arterial street. Park should be located for easy and convenient pedestrian access throughout the neighborhood, and preferably located along or within easy trail linkage to existing trail system.	May be collocated with schools or adjacent to other municipal facilities. Park should be fronted by two public streets, one being an arterial street. Park should be located for easy and convenient pedestrian access throughout the neighborhood and preferably located along or within easy linkage to existing trail system.	
Desired site characteristics (topography, solar access, existing trees, etc.)	Highly visible location with shade trees and well-drained and suitable soils.	Well-drained and suitable soils for park landscaping. Favorable exposure to natural elements; topographic diversity yet containing enough level topography suitable for grading turf play areas; free of environmental hazards; mature trees.	Consideration should be given to selecting sites with unique landscapes within the community. Suitable soils, positive drainage, varying topography, and a variety of vegetation. Adjacent to natural resource areas and greenways. Lakes, ponds, and rivers may be associated with community parks.	5% average slope. Trees that rest near or on the border of a property would be considered desirable, allowing the potential to be retained to act as a screening buffer and shade along the edges of the property. Development should occur around existing trees throughout the property, if significant grading operations are not necessary.
Amenities (for specific quantity of park elements by park type, see Table 3.B)	Small playground, small lawn, and periphery plantings.	Large grass area for informal active play, children's playground, and mix of recreational activities such as basketball and tennis courts, community vegetable garden, bocce, par course, etc.	In addition to those facilities identified for a neighborhood park, a community park should also include dedicated sports fields such as a soccer field, a baseball field, and multiple courts.	
Safety/security (lighting, CPTED, safe equipment, etc.)	Age-appropriate equipment with clear signage on usage and hours of operation. Very open visible area with sight lines. Located near social gathering areas and with perimeter seating and high sunlighting.	Transparent post and rail fencing or low planter/wall (if any).	Transparent post and rail fencing or low planter/wall (if any).	Security lighting designed to a minimal level to eliminate dark spots in the park without glare. Maintain open sight lines through the park.
Access	Clearly marked and well-lit entry points for vehicles, pedestrians, and cyclists.			
Sustainable stormwater management	Should identify opportunity for using depressed green space as stormwater mitigation with sustainable stormwater features.	Should identify opportunity for using depressed green space as stormwater mitigation with sustainable stormwater features.	Should identify opportunity for using depressed green space as stormwater mitigation with sustainable stormwater features.	

Chapter 3 – Park Standards

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3.3 PARK AMENITY STANDARDS

Park amenity standards are set out in two tables. The first table, **Table 3.B**, identifies the minimum quantity of park amenities that must be included in each park facility type. The second table, **Table 3.C**, identifies the minimum design standards for size, space, orientation, surface material, and parking for each park amenity.

Table 3.B: Quantity of Park Amenities by Park Type

Minimum Park Amenity Standards			
Park Amenity	Mini Park (10K sq ft–2 ac)	Neighborhood Park (3–15 ac)	Community Park (15–40 ac)
REQUIRED OUTDOOR AMENITIES			
ADA-compliant walking path/ loop	n/a	Path adjacent to perimeter of park, minimum of 1/4 mile in length	Path adjacent to perimeter of park, minimum of 1/2 mile in length
Park benches	2 benches	1 bench per acre (locate 1 of the required benches adjacent to each play area; locate remaining benches equidistant along the walking path))	15 benches (locate 1 of the required benches adjacent to each play area; locate remaining benches equidistant along the walking path)
Enhanced trailhead (includes trail sign post, 1 hitching post, water trough, 1 bench, and drinking fountain)	1 required for each park within 1/4 mile of a creek trail, unless one exists within 1/2 mile of park	1 required for each park within 1/4 mile of a creek trail	1 required for each park within 1/4 mile of a creek trail
Family picnic tables	2 tables	5 tables (add 1 table for every 2 acres over 5-acre park)	10 tables (add 1 table for every 2 acres over 10-acre park)
Group picnic shade structure	n/a	1 structure covering 2–4 of the total number of tables required	Structure(s) covering 4–8 of the total number of tables required
Barbecue pit & charcoal receptacle	n/a	2 barbecue pits, 1 charcoal receptacle	4 barbecue pits, 2 charcoal receptacles

Minimum Park Amenity Standards			
Park Amenity	Mini Park (10K sq ft–2 ac)	Neighborhood Park (3–15 ac)	Community Park (15–40 ac)
Open play area	n/a	4% of total site; 25% of the open play area shall be lawn, and the remaining area can be any combination of wood chips, decomposed granite, or resilient paving	4% of total site; 25% of the open play area shall be lawn, and the remaining area can be any combination of wood chips, decomposed granite, or resilient paving
Outdoor sports courts¹ (basketball, tennis, volleyball)	n/a	2 courts (add 1 for every 5 acres over 5 acres) ²	5 courts (add 1 for every 5 acres over 15 acres) ²
Sports field (baseball/softball/soccer field)	n/a	1 sport field for every 5 acres; multi-use sports fields are encouraged ^{2, 3}	4 sport fields (add 1 for every 5 acres over 15 acres); multi-use sports fields are encouraged ^{2, 3}
Younger children's playground area (ages 2–5) (should be located adjacent to older children's play area)	1	1	1
Sign indicating age group	1 for each play area	1 for each play area	1 for each play area
Fall zone surfacing (engineered wood fiber, sand area, and/or resilient paving)	Provide fall zone area of 6 feet around all play equipment		
Playground events	Select play equipment for the play area that includes three or more of the following activities/events: climbing structure, slide, swing, spinner, rocker, balance-oriented, hanging bars, universally designed sensory play equipment. Include appropriate quantity of ADA accessible activities as required by law.	Select play equipment for the play area that includes four or more of the following activities/events: climbing structure, slide, swing, spinner, rocker, balance-oriented, hanging bars, universally designed sensory play equipment. Include appropriate quantity of ADA accessible activities as required by law.	Select play equipment for the play area that includes eight or more of the following activities/events: climbing structure, slide, swing, spinner, rocker, balance-oriented event, hanging bars. 50% of the activities/events shall be universally designed with access to all abilities.

Minimum Park Amenity Standards			
Park Amenity	Mini Park (10K sq ft–2 ac)	Neighborhood Park (3–15 ac)	Community Park (15–40 ac)
Older children's play area* (ages 5–12) (should be located adjacent to younger children's play area)	Optional	1	1
Sign indicating age group	1 for each play area	1 for each play area	1 for each play area
Fall zone surfacing (engineered wood fiber or sand area or resilient paving)	Provide fall zone area of 6 feet around all play equipment		
Playground events	Select play equipment for the play area that includes three or more of the following activities/events: older climbing structure/net, slide, swing, spinner, rocker, balance-oriented, hanging bars, seesaw, merry-go-round, climbing rock. Include appropriate quantity of ADA accessible activities as required by law.	Select play equipment for the play area that includes four or more of the following activities/events: older climbing structure/net, slide, swing, spinner, rocker, balance-oriented, hanging bars, seesaw, merry-go-round, climbing rock. Include appropriate quantity of ADA accessible activities as required by law.	Select play equipment for the play area that includes eight or more of the following activities/events: older climbing structure/net, slide, swing, spinner, rocker, balance-oriented, hanging bars, seesaw, merry-go-round, climbing rock. 50% of the activities/events shall be universally designed with access to all abilities.
Swimming pool (indoor or outdoor)	n/a	n/a	1 at 75 feet x 45 feet
Outdoor concessions/ vendor space	n/a	Designate space for temporary shade structures	Designate space for temporary shade structures
Plaza/gathering area	n/a	1	1
Drinking fountain	Optional	1	2
Trash/recycling bins	1	1 trash and recycling bin for every 3 acres	1 trash and recycling bin for every 3 acres
REQUIRED INDOOR AMENITIES			
Restroom	1 recommended (but not required)	1	2
Recreation building	n/a	Optional ⁴	1 ; serving kitchen recommended

Minimum Park Amenity Standards			
Park Amenity	Mini Park (10K sq ft–2 ac)	Neighborhood Park (3–15 ac)	Community Park (15–40 ac)
Indoor fitness	n/a	n/a	2 rooms
Indoor basketball/ volleyball	n/a	n/a	1 court
Meeting rooms	n/a	1 room	2 rooms
REQUIRED SIGNAGE			
Park sign	1 (post- or fence-mounted)	1 monument sign	1 monument sign
Park hours/rules informational sign	1 at main pedestrian entrance (post- or fence-mounted)	1 at main pedestrian entrance (post- or fence-mounted)	1 at main pedestrian entrance (post- or fence-mounted)
Kiosk/directory map	n/a	Optional	1
REQUIRED PARKING & LOADING			
Pedestrian loading/ unloading zone	n/a	Optional	1
Car parking	n/a	See Table 3.C for parking requirements by each activity	See Table 3.C for parking requirements by each activity
Bike parking	n/a	1 bicycle space for every 25 car parking spaces required	1 bicycle space for every 25 car parking spaces required
OPTIONAL AMENITIES – Small Area Activity			
Amphitheater (natural setting)	n/a	n/a	Optional
Adventure play areas; creative play; unconventional play	n/a	Some elements of adventure play are strongly encouraged for the play areas (e.g., water play, mud, building forts, rope bridges, moveable objects such as logs)	Strongly encouraged subject to City review
Badminton court	n/a	Optional	Optional
Bocce ball court	n/a	Optional	Optional
Climbing rocks/wall	n/a	Optional	Optional
Community garden plots	n/a	Optional	Optional
Demonstration garden	n/a	Optional	Optional
Exercise stations	n/a	Optional	Optional
Handball court	n/a	Optional	Optional
Horseshoe courts	n/a	Optional	Optional
Interactive fountain/	n/a	Optional	Optional or sited adjacent to

Minimum Park Amenity Standards			
Park Amenity	Mini Park (10K sq ft–2 ac)	Neighborhood Park (3–15 ac)	Community Park (15–40 ac)
splash pad			the swimming pool
OPTIONAL AMENITIES – Large Area Activity			
Adventure play areas; creative play; unconventional play	n/a	Some elements of adventure play are strongly encouraged for the play areas (e.g., water play, mud, building forts, rope bridges, moveable objects such as logs)	Strongly encouraged subject to City review
Bike skills course or BMX area	n/a	n/a	Optional
Disc golf course	n/a	Optional	Optional
Dog park	n/a	Optional	Optional
Horse arena (includes staging area, water trough and horse tie-ups)	n/a	Optional	Optional
Open space/natural areas (e.g., wetlands)	n/a	Subject to City review; dependent on site conditions	Subject to City review; dependent on site conditions
Skate spot	n/a	Optional	Per City review

Notes:

1. Two half basketball courts can count toward the basketball court requirement. Where there are 3 or more outdoor sports courts, bocce ball or badminton can be counted toward 1 of the required sport courts.
2. If a park is located adjacent to a school with publicly accessible ball courts and ball fields after school hours, these can be counted toward minimum court and sport field requirements, per City discretionary review.
3. Multi-use baseball/soccer fields can be counted as multiple fields to meet the ball field requirement.
4. May be required based on site context at discretion of City.

Chapter 3 – Park Standards

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Table 3.C: Park Amenity Design Standards

Design Standards for Park Amenities					
Park Amenity	Recommended Size and Dimensions, including clearance	Recommended Space Requirements	Recommended Surface	Recommended Orientation	Parking ¹
REQUIRED AMENITIES					
ADA-compliant walking path/loop/straightaway track	n/a	4' width path; minimum 1/4 mile for neighborhood park; minimum 1/2 mile length for community park	Concrete, asphalt, or stabilized decomposed granite. Recycled content paving materials, permeable paving, and high-albedo surfaces are preferred.	n/a	Assimilated with other uses
Picnic shade structure	Minimum 16' x 16'	n/a	n/a	n/a	n/a
Open play area	n/a	10,000 sq ft (.35 acres)	n/a	n/a	5 (except no minimum for mini park)
Outdoor basketball court	50' x 84'	5,040–7,280 sq ft	Concrete	Long axis north–south	4 per court
Half basketball court	50' x 50'	2,500 sq ft	Concrete	North–south orientation	1 per court
Outdoor volleyball court	30' x 60'; minimum of 6' clearance on all sides	Minimum 4,000 sq ft	Asphalt, sand, clay mix, turf	Long axis north–south	4 per court
Outdoor tennis court	60' x 120' for one doubles court Multiples can be designed with 10'–12' between courts	Minimum 7,200 sq ft single court area	Many, including concrete, clay, asphalt, and turf	Long axis north–south	2 per court
Baseball field (official)	Baselines: 90' Pitching distance: 60.5' Foul lines: minimum 320' Center field: 400' +	3.0–3.85-acre minimum	Natural seeded (or sod) turf atop aggregate base and prepared subgrade	Locate home plate so pitcher is not throwing across sun and batter is not facing it. Line from home plate through pitcher's mound to run east–northeast.	20 per field
Baseball field (Little League)	Baselines: 60' Pitching distance: 46' Foul lines: 200' Center field: 200'–250'	1.2-acre minimum OR 20,000 sq ft	Natural seeded (or sod) turf atop aggregate base and prepared subgrade	Locate home plate so pitcher is not throwing across sun and batter is not facing it. Line from home plate through pitcher's mound to run east–northeast.	20 per field
Softball field	Baselines: 60' Pitching distance: 45' men 40' women Field radius from plate: Fast pitch: 225' Slow pitch: 275' men 250' women	1.5–2.0 acre	Natural seeded (or sod) turf atop aggregate base and prepared subgrade	Locate home plate so pitcher is not throwing across sun and batter is not facing it. Line from home plate through pitcher's mound to run east–northeast.	20 per field
Soccer field	195' to 225' x 330' to 360' with 10' minimum clearance on all sides	36,000 sq ft	Natural seeded (or sod) turf atop aggregate base and prepared subgrade	Fall season, long axis northwest or southeast. For longer periods, north–south.	20 per field
Younger children's playground (ages 2–5) (should be located adjacent to older children's play area)	n/a	.25 acres OR 2,400 to 5,000 sq ft	Resilient cushion surface or porous (shredded recycled rubber) on top of bituminous (asphalt concrete) surface above an aggregate and prepared subgrade base	Consideration should be given to the durability, safety, and recycled content of materials and surfaces when selecting playground equipment	n/a

Design Standards for Park Amenities					
Park Amenity	Recommended Size and Dimensions, including clearance	Recommended Space Requirements	Recommended Surface	Recommended Orientation	Parking ¹
Older children's playground (ages 5-12) (should be located adjacent to younger children's play area)	n/a	1.25 acres per 1,000 residents	Resilient cushion surface or porous (shredded recycled rubber) on top of a bituminous (asphalt concrete) surface above an aggregate and prepared subgrade base	Consideration should be given to the durability, safety, and recycled content of materials and surfaces when selecting playground equipment	n/a
Playground events/activities:					
Climbing structure/rock//net/jungle gym		500 sq ft	n/a	n/a	n/a
Hanging bars		180 sq ft	n/a	n/a	n/a
Universally designed play equipment (ages 2-5)	25' x 25' minimum with 10' buffer on all sides	1,225-2,500 sq ft	Pour-in-place resilient surfacing	n/a	2 ADA spaces, in close proximity to play area
Universally designed play equipment (ages 5-12)	40' x 40' minimum for playground with 10' buffer on all sides	2,500 sq ft minimum	Pour-in-place resilient surfacing	n/a	2 ADA spaces, in close proximity to play area
Seesaw		100 sq ft	n/a	n/a	n/a
Merry-go-round		20 inches in diameter with a minimum use zone extending 6 feet beyond the perimeter of the platform	n/a	n/a	n/a
Swing		200 sq ft	n/a	n/a	n/a
Slide		450 sq ft	n/a	n/a	n/a
Rocker/spring rider (5-12)		195 sq ft	n/a	n/a	n/a
Spinner (5-12)	14' diameter	14' diameter	n/a	n/a	n/a
Swimming pool	.5 acres OR Allow 10 sq ft of water surface for every wader or non-swimmer expected, and 27 sq ft of surface for every swimmer	Varies based on size of pool and amenities. Usually sites of 1-2 acres. Up to 80% of pool area can be for non-swimmers. An extra 300 sq ft should be added for each diving board.	n/a	None, but care must be taken to site lifeguard stations in relation to afternoon sun	Per Building Code
Plaza/gathering area	n/a	n/a	Concrete, brick, permeable paving, grass, or other materials, depending on the setting. Recycled content paving materials and high-albedo surfaces are preferred.	n/a	
OPTIONAL AMENITIES					
Adventure play area	n/a	10,000 sq ft minimum	Earth, mulch, or decomposed granite	n/a However, layout should favor proximity to playgrounds and seating areas for adults	Varies by size and intended use; subject to City review
Amphitheater (small natural setting)	n/a	2,000 sq ft	n/a	Axis running north-south	Varies by size and intended use; subject to City review; shared use with other park amenities is encouraged
Amphitheater (large)	Approximately 120' x 120'	15,000 sq ft	Concrete	Axis running north-south	Varies by size and intended use; subject to City review; shared use with other park amenities is encouraged

Design Standards for Park Amenities					
Park Amenity	Recommended Size and Dimensions, including clearance	Recommended Space Requirements	Recommended Surface	Recommended Orientation	Parking ¹
Badminton court	Singles: 17' x 44' Doubles: 20' x 44' with 5' unobstructed area on both sides	1,622 sq ft	Hard/smooth concrete surface	Long axis north-south	Shared use with other park amenities is acceptable
Bocce ball	12'-13' width x 76'-90' length for each court		Base layer consisting of crushed stone, gravel, clay, or decomposed granite; top layer consisting of ground oyster shell	North-south preferred but not critical	
Community garden plots	Minimum of 60' x 200' or similar configuration with perimeter 4' fence and gates on four sides	12,000 sq ft minimum Provides for 50 10' x 15' garden plots	Decomposed granite walks with weed barrier under decomposed granite	Level ground, southern orientation with no existing or proposed trees	Shared use with other park amenities will be considered by City
Demonstration garden	n/a	6,000 sq ft minimum	Decomposed granite walks	n/a	Shared use with other park amenities will be considered by City
Disc golf course	Areas adjacent to course should be open space, turf fields, landscape buffer	6.5 acres for 9-hole course	In open spaces (annually mowed grasses) or in turf areas	n/a	Shared use with other park amenities will be considered by City
Dog park	n/a	Minimum of 1/3 acre or 14,500 sq ft, 4-foot-high fence on all sides with multiple gates/access points	Wood mulch and/or decomposed granite (small area of lawn or no-mow grass is desirable)	n/a	8 spaces for 14,500 sq ft dog park, and 1 additional space for each additional 1,500 sq ft
Exercise stations	Each station approximately 10' x 10'	Average of 100 sq ft per station	Decomposed granite	n/a	Shared use with other park amenities is acceptable
Handball court (3-4 wall)	20' x 40' with a minimum of 10' to rear of 3-wall court Minimum 20' overhead clearance	1,000 sq ft for 3-wall court	Hard/smooth concrete without expansion joints	Long axis north-south, with front wall at north end	
Horse arena (includes staging area, water trough, and horse tie-ups)	Minimum size for the staging area is 75' x 100' 10 foot Clearance	12,000 sq ft (includes all amenities except for parking)	High quality footing sand should be of high quality "hard, quartz, angular" sand with a minimum depth of 4"	n/a	8 horse trailer parking spaces; 8 standard parking spaces; 1 ADA space
Horseshoe courts	Minimum of 3 courts to allow for 6-man class games Each court measuring 60' x 10'	1,800 sq ft for every 3 courts. Enclosed on all sides with 4-foot-tall chain-link or decorative fence with openings no greater than 2 inches square	Concrete court surface with sand or clay pits	North-south along long axis	Shared use with other park amenities will be considered by City
Skate spot	n/a	85' x 185'	Concrete reinforced with rebar	n/a	3 (no minimum for mini park)
Splash pad/interactive fountain	Approximately 1,600 sq ft with 10' buffer on all sides	3,600 sq ft	Concrete/pebble-tech/stone/tiles	Southern exposure with shade options (trees or shade structure) on perimeter areas	4
OTHER AMENITIES					
Enhanced trailhead (includes trail sign post, 1 hitching post, water trough, 1 bench, and drinking fountain)	n/a	500 sq ft minimum	Asphalt or road base (may vary based on context and setting)	n/a	2 horse trailer parking spaces; 3 standard spaces; 1 ADA space

1. Overflow parking should be considered for large parks with highly anticipated use, but when the need for the maximum number of parking spaces occurs infrequently. Ten percent (10%) of parking can be in an overflow lot of turf, native grass, or crushed aggregate. No on-site parking spaces are required for mini parks, unless the park has an enhanced trailhead, then the parking requirements for the trailhead apply. ADA accessible parking must be provided in accordance with Chapter 17.188.050 of the Zoning Ordinance, and one ADA curbside accessible parking space must be provided in front of each mini park. Sustainable site materials should be used for parking lot paving such as recycled content paving materials, permeable paving, and high-albedo surfaces. Stormwater in parking areas should drain into landscaped bioswales.

CHAPTER 4

PARK NEEDS AND

RECOMMENDED

IMPROVEMENTS



4.1 INTRODUCTION

This chapter assesses and identifies the need for additional park facilities in Wildomar, along with recommended improvements to the city's three existing parks. Wildomar's future park needs are determined by how many additional acres of parkland are needed to satisfy the level of service requirement and identification of any geographical areas that are currently underserved by the existing parks. The recommended improvements to the city's existing parks are based on how the parks meet the park amenity standards identified in Chapter 3.

4.2 EXISTING PARK FACILITIES AND SERVICE AREAS

As previously identified, the City currently maintains three parks with a combined acreage of 14.25 acres. These existing facilities include two neighborhood parks, Regency Heritage Park and Marna O'Brien Park, and one mini park, Windsong Park. The three parks are located in existing neighborhoods south of Interstate 15. Factoring in the applicable service area radius (the maximum distance that a user would reasonably travel to access the facility), the parks serve only a small percentage of the city's geographic area. To view the city's existing park locations and the parks' service areas, please refer to **Figure 4.A**.





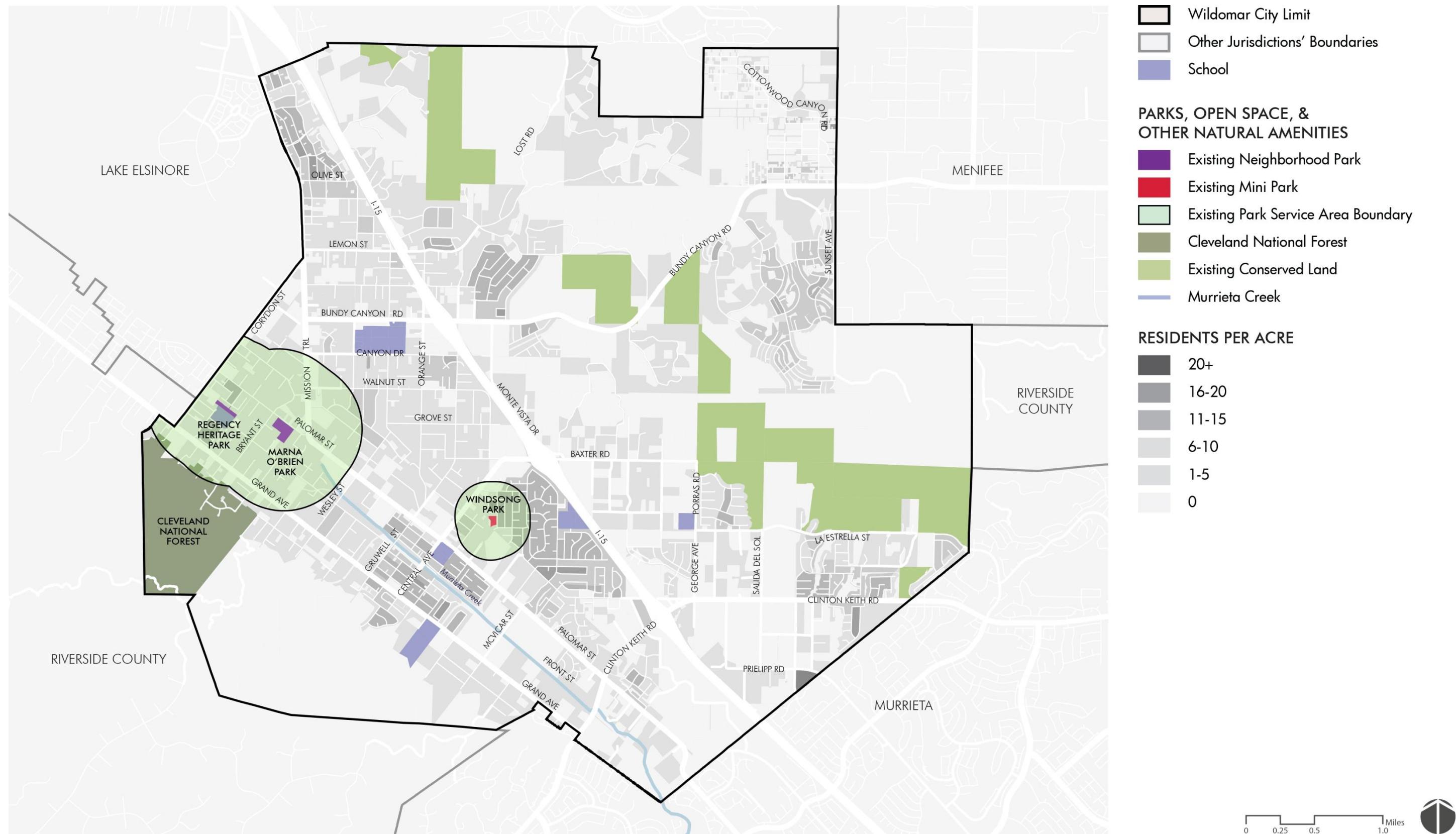
4.3 IDENTIFYING GAPS IN THE PARK SYSTEM

Wildomar boasts unique topographic features and ample wildlife conservation areas that have a strong impact on development patterns and the city's urban form. In addition to man-made edges, such as Interstate 15 which bisects the city diagonally from northwest to southeast, the landscape also acts as a natural division between the city's northeastern and southeastern regions. For the purposes of the Park Master Plan gap analysis, the city is divided into three areas: the western half, the northeastern area, and the southeastern area.

The gap analysis for parks in Wildomar is an intuitive and more subjective look at service radii with respect to the city's developable lands, areas of greater population density, opportunities for connection to existing facilities and open space, potential for shared use agreements with built recreational facilities, City goals and policies relating to parks, standards for park facilities identified in Chapter 3, and knowledge of future development opportunities. Future park locations identified in Figure 4.B demonstrate approximate locations for additional parks based on the above-listed criteria. These locations are intended to provide a foundation for future analysis, which will take into account parcel lines, community desires, and the findings of a future body for all parks and recreation decisions.

Per the Quimby Act, the City of Wildomar requires residential developers to dedicate land for parks or to pay fees in lieu of dedication at a rate of 3.0 acres of park land per thousand new residents, even if the existing ratio of parkland to population is less than 3.0 acres per thousand, as it is in Wildomar.

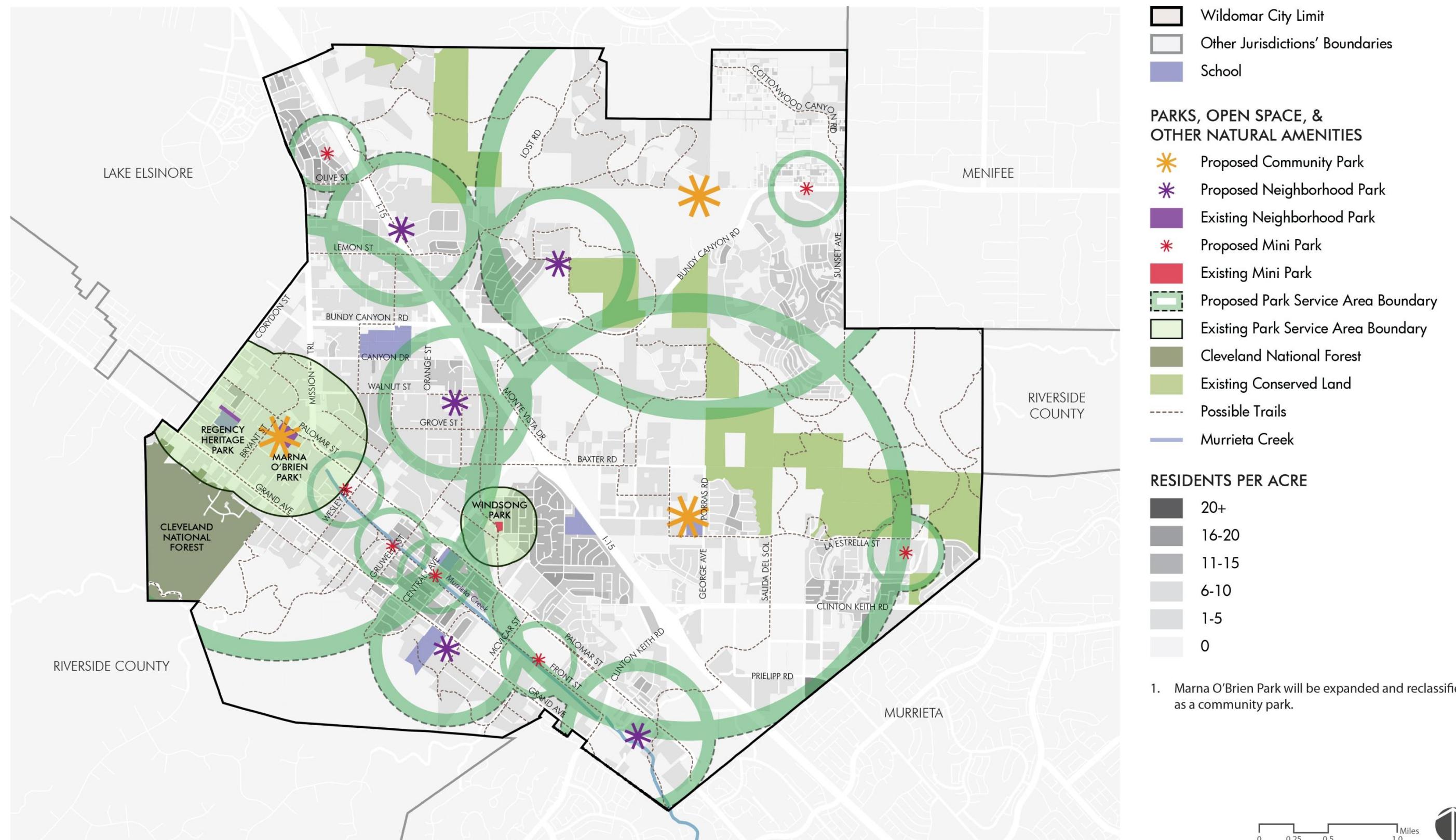
Figure 4.A: Existing Park Locations and Service Areas



Chapter 4 – Park Needs and Recommended Improvements

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Figure 4.B: Proposed Parks Locations and Service Areas



Chapter 4 – Park Needs and Recommended Improvements

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Because each park type has a wide range of acreage, it is assumed that exact park locations and sizes will be determined during the site selection and design process based on land availability, topography, and accessibility. Each new park shall meet the standards identified in Chapter 3 and provide direct access to any adjacent existing or proposed trail to create a system of connected parks and trails throughout the city.

The distribution of proposed parks is as follows:

Table 4.A: Proposed Additional Park Facilities by Acreage

Acreage (approximate*)	Park Type	Quantity	Description
57 acres	Community park	2	Ranging from 15 to 40 acres, this park is recommended to be proximate to Ronald Reagan Elementary School. For cost estimate purposes, this plan assumes a 22-acre park size average. The 57 acres includes an expansion of 13 acres to Marna O'Brien park.
50 acres	Neighborhood park	5	Ranging from 3 to 15 acres, these parks will range greatly in size. For cost estimate purposes, this plan assumes a 10-acre park size average.
7 acres	Mini park	7	Ranging from 10,000 square feet to 2 acres, approximately 6 future mini parks should be located along the Murrieta Creek Trail and 3 throughout the city in underserved higher-density areas. For cost estimate purposes, this plan assumes a 1-acre park size average.
114 acres total			Park sizes will vary based on the size range provided in the description of each park type.

Determining Park Needs:

With a population of 32,000 and a need of 3 acres per 1,000 residents, the City of Wildomar has a need for 96 acres of parkland. Today, the city currently has 14.25 acres of parkland, which is a gap of 82 acres. Figure 4.B identifies approximate locations for 114 acres of additional parkland. At buildout, Wildomar will have a total of 128.25 acres of parkland.



4.4 RECOMMENDED IMPROVEMENTS TO EXISTING PARK FACILITIES

Each of the three existing parks in Wildomar were assessed against the Vision and the park amenity standards identified in Chapter 3 for minimum compliance, and the surplus or deficit for each required amenity was determined. Based on this assessment, recommended improvements for each park have been identified. Marna O'Brien Park will be expanded to become a community park and is therefore assessed against that park type. Windsong Park largely meets or exceeds the park standards, with minimal recommended improvements to meet any deficiencies. Regency Heritage Park has a number of deficiencies due to its long and narrow configuration. However, because it is collocated with William Collier Elementary School, many of the school recreational facilities can be counted toward the minimum park amenity requirements.

4.4.1 Marna O'Brien Park

Description

Size: 9 acres

Park Type: Currently a neighborhood park. However, in the future Marna O'Brien Park will be expanded by approximately 13 acres and will become a community park of approximately 22 acres. The gap analysis below identifies the amenities required to transition Marna O'Brien to a community park.

Gap Analysis

Amenity	Minimum Standard	Existing Number	Surplus/Deficit	Comments
Playground, ages 2-5 years	1	0	1	Two rockers are present, but no other play equipment
Playground, ages 5-12 years	1	1	1 small playground with universally designed play events	No universally designed events
Playground sign indicating age group	1 for each (2)	0	-2	
Outdoor sports court (full-size)	6	2	-4 tennis courts	2 full-size basketball courts
Restroom facility (including ADA accessible stall)	2	1	-1	
Walking paths	0.5 mile	0.16 mile	-0.34	
Sports fields	5 sports fields	3 baseball fields and 2 undemarcated soccer fields	0	Baseball and soccer fields are overlapping

Amenity	Minimum Standard	Existing Number	Surplus/Deficit	Comments
Exercise station	0	2	+2	
Open play area	4% of total park area = 40,000 sq ft	4,300 sq ft	35,700 sq ft	
Park benches	15	8	-7	
Picnic table	16	11	-5	
Picnic shade structure	Structure(s) covering 4 tables	3 structures covering a total of 6 picnic tables	0	
Barbecue pits	4	1	-3 pits	
Charcoal receptacle	2	0	-2	
Outdoor concessions¹	Designate area for temporary shade structures	1 with permanent gazebo	0	
Park monument sign	1	none	-1	
Park hours/rules informational sign	1	0	-1	
Plaza/gathering area	1	0	-1	
Drinking fountain	2	1	-1	
Trash and recycling bin	1 each for every 3 acres	3 trash bins	-4	
Bicycle parking spaces	1 space per every 25 car spaces required	4 spaces (1 rack with 4 spaces)	-7 spaces	
Car parking spaces	280 spaces	130 spaces	150 spaces	

Recommended Improvements

To transition Marna O'Brien Park from a neighborhood park to a community park, a number of improvements are recommended to meet the standards where the park is currently deficient. Below is the list of recommended improvements to Marna O'Brien Park.

Recommended Improvements	Amount	Cost*
Park monument sign	1	\$3,500
1 playground for ages 2–5	1	\$60,000
1 small universally designed playground with 4 events for ages 5–12	1	\$60,000
Playground signage	2	\$3,000
Tennis courts	4	\$408,000
Restroom facility	1	\$150,000
Walking path	0.34 miles	\$44,880
Open play area	43,600 sq ft	\$178,500
Park benches	7	\$14,000
Picnic tables	5	\$10,000
Park hours/rules informational sign	1	\$300
Plaza/gathering area	1	\$120,000
Barbecue pits	3	\$6,000
Charcoal receptacles	2	\$800
Drinking fountain	1	\$1,000
Trash/recycling bins	4	\$1,600
Bicycle parking spaces	7 spaces (provide 4 racks with 2 spaces each)	\$1,200
Car parking spaces	150 standard spaces and 2 horse trailer spaces	\$454,000
Enhanced trailhead	1	\$21,000
TOTAL COST		\$1,537,780

* Costs are estimates and assume installed cost.

The proposed Murrieta Creek Trail is intended to pass along Marna O'Brien Park. As the trail is developed, direct access to the trail from the park should be provided with an enhanced trailhead.

4.4.2 Regency Heritage Park

Description

Size: 3.25 acres

Park Type: neighborhood park

Gap Analysis

Amenity	Minimum Standard	Existing Number	Surplus/Deficit	Comments
Playground, ages 2–5 years	1	0	-1	
Playground, ages 5–12 years	1	1	0	
Playground sign indicating age group	1 for each (2)	1	-1	
Basketball half-court	2 full courts (2 half-courts can be substituted for 1 full court, courts at a collocated school can count toward the requirement)	1 (2 half-courts) and courts at adjacent school	0	Park is collocated with William Collier Elementary School, which has 3 small basketball courts. These courts can be counted toward the requirement.
Sports field	1, fields at a collocated school can be used to meet the requirement	0, though fields are present at adjacent school	0	Park is collocated with William Collier Elementary School. These fields can be counted toward the requirement.
Dog park	n/a	1	+1	
Decomposed granite walkways	0.25 mile	0.17 mile	-0.08 mile	
Park benches	1 bench per acre	8	+5	
Picnic tables, covered	5	11	+6	

Amenity	Minimum Standard	Existing Number	Surplus/Deficit	Comments
Picnic shade structures	1	3	+2	
Open play area (25% of play area should be lawn)	4% of total site area = 5,662 sq ft	5,442 sq ft	-200 sq ft	Deficit is minimal and does not warrant improvement. However, open play area does not meet the requirement for 25% lawn coverage
Park monument sign	1	0	-1	
Park hours/rules informational sign	1	0	-1	
Drinking fountain	1	0	-1	
Trash and recycling bin	1 each for every 3 acres (1 of each)	4	+1	
Barbecue pits	2	1	-1	
Restroom	1	0	-1	
Car parking spaces	36	0	-36	Given the physical constraints, additional parking cannot be provided. The City will look into shared parking with the adjacent school on weeknights and weekends.
Bicycle parking spaces	1 space for every 25 vehicular spaces required, 1 rack minimum	0	-1 rack	While the deficit is for only 1 rack, an additional rack will be provided to offset vehicular parking deficit.

Recommended Improvements



Regency Heritage Park does not meet a number of the minimum park amenity standards. Due to its long and narrow configuration, a number of the minimum standards, such as sports fields, cannot be achieved. However, given the park's location adjacent to a school with recreational facilities, many of the deficient minimum standards are provided at the adjacent school. This park also functions as a drainage easement and will have a future channel through it as part of the Lakeland Village Drainage Master Plan. The proposed Murrieta Creek Trail is intended to pass along Regency Heritage Park. As the trail is developed, direct access to the trail from the park should be provided. Below is the list of recommended improvements to Regency Heritage Park.

Recommended Improvements	Amount	Cost*
Park monument sign	1	\$3,500
Playground, ages 2–5	1	\$14,000
Playground signage	1	\$1,500
Drinking fountain	1	\$1,000
Park hours/rules informational sign	1	\$300
Barbecue pit with charcoal receptacle	1	\$2,400
Restroom	1	\$150,000
Bicycle racks (each providing 2 spaces)	2	\$600
Lawn & irrigation to cover 25% of the total play area	1,415 sq ft	\$8,495 \$6 per sq ft
TOTAL COST		\$181,795

* Costs are estimates and assume installed cost.

4.4.2 Windsong Park

Description

Acres: 2

Park Type: mini park

Gap Analysis

Amenity	Minimum Standard	Existing Number	Surplus/Deficit	Comments
Playground equipment, ages 2–5	1	1	0	
Basketball court (full-size)	1	1	0	
Perimeter pedestrian walkway	n/a	0.14 mile	+0.14 mile	
Park benches	2	4	+2	
Picnic tables, covered	2	2	0	
Picnic shade structures	n/a	3	+3	
Bicycle parking spaces	1 rack providing 2 spaces	2 racks each providing 2 spaces	+1 rack	2 bike racks, each with space for two bikes
Sign indicating age group for play equipment	1	0	-1	
Open play area	4% of total park area = 3,484 sq ft	3,229 sq ft	-256	Deficit is minimal. Does not warrant improvement.
Park sign (post- or fence-mounted)	1	1	0	
Park hours/rules informational sign	1	1	0	
Barbecue pits	0	2	+2	1 charcoal receptacle is required
Trash/recycling bin	1	2	+1	

Recommended Improvements

Windsong Park meets or exceeds all of the minimum park amenity standards, apart from an additional charcoal receptacle, a sign indicating the intended age group for the playground equipment, and a sign identifying the name of the park. Therefore, these are the only improvements recommended, with the cost provided in the table below.

Recommended Improvements	Amount	Cost*
Sign indicating age group for play equipment	1	\$1,500
Charcoal receptacle	1	\$400
TOTAL COST		\$1,900

* Cost is an estimate and assumes installed cost.



CHAPTER 5

PARK PROTOTYPES



5.1 INTRODUCTION

This chapter describes the amenities and park features that could be found in typical community park, neighborhood park, and mini park facility types. The chapter includes a prototype for, examples of the amenities and features associated with, and a cost estimate for constructing each park type.

5.2 PARK PROTOTYPES

This section includes a prototypical plan for typical community park, neighborhood park, and mini park facility types. Each scenario illustrates the park facility and park amenity standards identified in Chapter 3 and reflects an ideal condition of rectangular-shaped parcels and accessible topography. The conceptual plans are meant to identify the spatial relationship between park amenities and the relationship of passive to active space. The prototype park plans show typical amenities and facilities found in comparably sized parks but are not meant as final designs which would be delivered to the community.



Figure 5.A: Community Park Prototype Plan (22 acres)

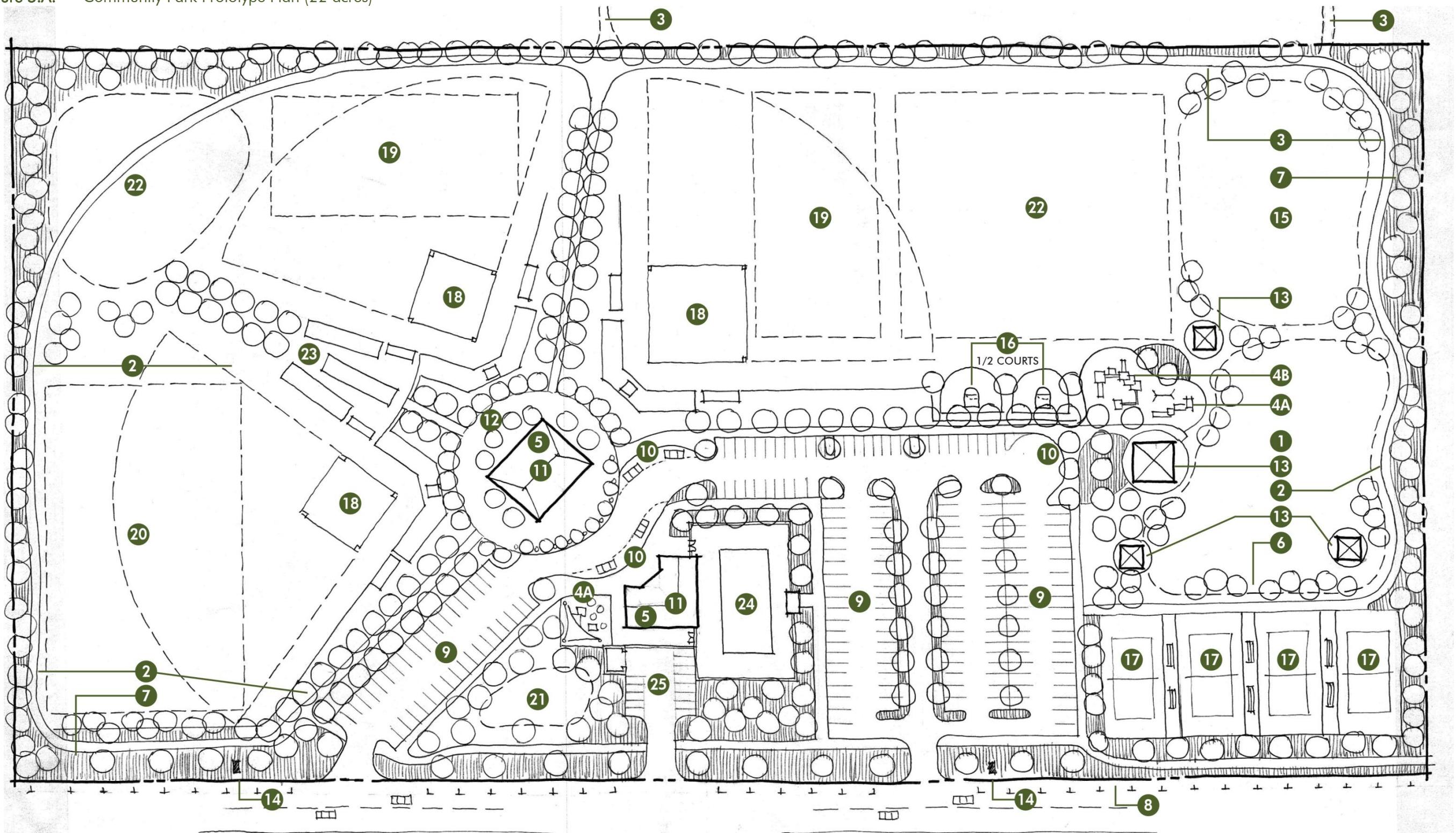


Figure 5.B: Neighborhood Park Prototype Plan (10 acres)

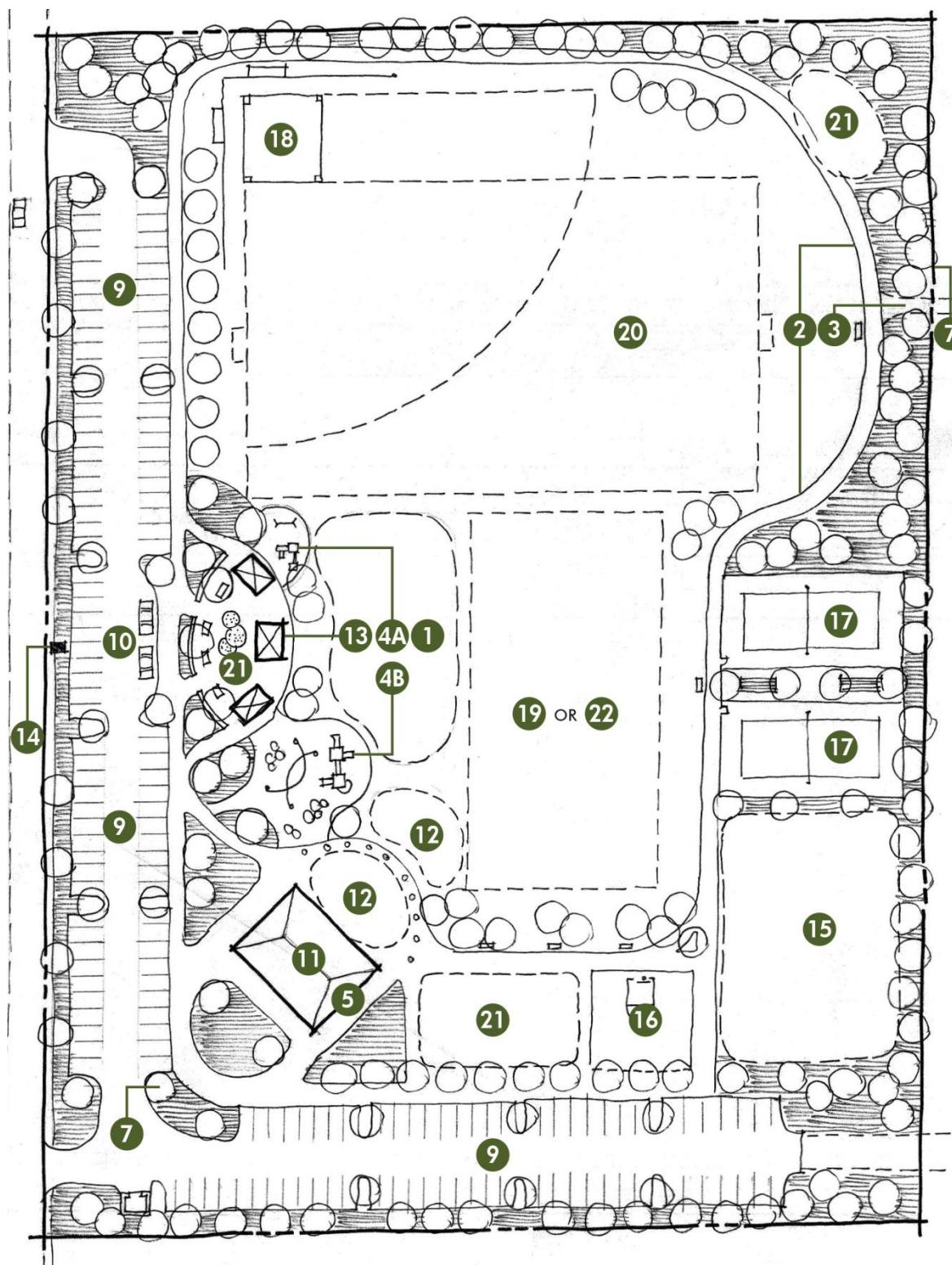


Figure 5.C: Mini Park Prototype Plan (1 acre)

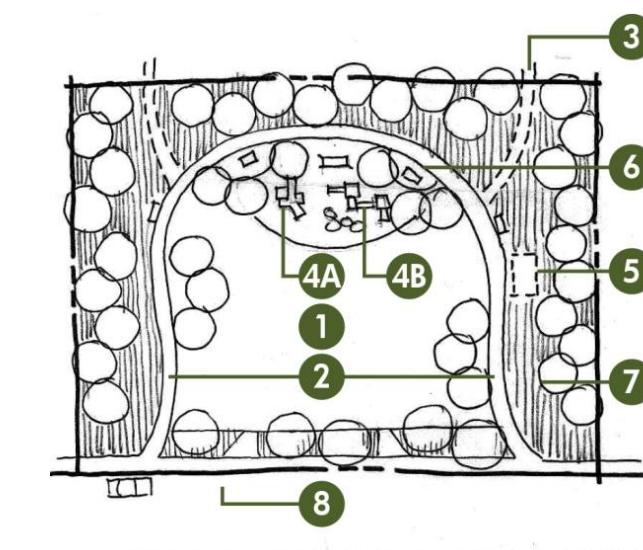


Table 5.A: Prototype Plans Legend

Map ID	Item Description
1	Open Play Area
2	Pedestrian Path/Sidewalks
3	Potential Pedestrian Connection
4A	Playground Equipment (under 5 years)
4B	Playground Equipment (5–12 years)
5	Restroom
6	Picnic Table
7	Tree & Shrub Planting Area & Irrigation
8	Off-Site Parking
9	Parking Lot
10	Loading & Unloading Area (bollards, etc.)
11	Community Center
12	Plaza or Small Performance Area
13	Shade Structure
14	Park Signage (monument sign)
15	Sustainable Stormwater Treatment
16	Basketball Half Courts/Volleyball Court
17	Tennis Court (including fencing and benches)
18, 19, 20	Softball/Baseball Field/Soccer & Irrigation
21	Optional – Small Area Activity
22	Optional – Large Area Activity
23	Batting Cages/Storage
24	Swimming Pool
25	Service Yard

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5.3 PARK PROTOTYPE AMENITIES & FEATURES

This section includes images of the amenities and features described in the previous sections. The imagery is conceptual in nature and only intended to serve as inspiration for future park designs.

1. Open Play Area



4a. Playground Equipment (Under 5 Years)



2. Pedestrian Path/Sidewalks



4b. Playground Equipment (5 - 12 Years)



3. Potential Pedestrian Connection



5. Restroom



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6. Picnic Table



9. Parking Lot



7. Tree & Shrub Planting Area & Irrigation



10. Loading & Unloading Areas



8. Off-Site Parking



11. Community Center



12. Plaza or Small Performance Area



15. Sustainable Stormwater Treatment



13. Shade Structure



16. Basketball Half Courts



14. Park Signage (Monument Sign)



16. Volleyball Courts



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17. Tennis Court



19. Youth Soccer Field



18. Softball/Baseball Field



20. Adult Soccer Field



21. Optional - Small Area Activity



Badminton Court



Climbing Rocks



Bocce Ball



Handball Court



Exercise Stations



Horseshoe Courts

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21. Optional - Small Area Activity



Interactive Fountain/Splash Pad



Adventure Play (Berms, Tree Grove, Rocks, Water, etc.)



Natural-Setting Amphitheater



Native Plant/Low Water Use Demonstration Garden

22. Optional - Large Area Activity



Amphitheater



Dog Park



Concrete Skate Park



Community Garden Plots



Disc Golf Course



Bike Skills Course

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Adventure Play (Dense Tree Grove, Rocks, Water, etc.)



Horse Arena



Native Plant/Low Water Use Demonstration Garden



Open Space/Natural Area/Wetland

23. Batting Cages/Storage



25. Service Yard



24. Swimming Pool



5.4 PARK PROTOTYPE CONSTRUCTION COST ESTIMATES

Table 5.B: Estimate of Probable Construction Cost for Community Park Prototype

Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
Items Identified on the Community Park Prototype Plan						
1	Open Play Area	40,000	SF	\$5.00	\$200,000	
2	Pedestrian Path/Sidewalks	23,000	SF	\$5.00	\$115,000	
3	Potential Pedestrian Connection	Allowance	LS	\$2,000.00	\$2,000	
4A	Playground Equipment (under 5 years) 50% of equipment will be universally designed	1	EA	\$65,000.00	\$65,000	
4B	Playground Equipment (5–12 years) 50% of play equipment will be universally designed	1	EA	\$100,000.00	\$100,000	
5	Restroom	Allowance	LS	\$150,000.00	\$150,000	Second restroom is part of Community Center, item 11
6	Picnic Table	16	EA	\$2,000.00	\$32,000	
7	Tree & Shrub Planting Area & Irrigation	200,000	SF	\$7.00	\$1,400,000	
8	Off-Site Parking			\$—	No Cost	
9	Parking Lot	105,000	SF	\$8.00	\$840,000	
10	Loading & Unloading Area (bollards, etc.)	Allowance	LS	\$8,000.00	\$8,000	
11	Community Center	8,000	SF	\$200.00	\$1,600,000	
12	Plaza or Small Performance Area	6,000	SF	\$20.00	\$120,000	
13	Shade Structure	4	EA	\$40,000.00	\$160,000	
14	Park Signage (monument sign)	Allowance	LS	\$10,000.00	\$10,000	
15	Sustainable Stormwater Treatment	Allowance	LS	\$25,000.00	\$25,000	
16	Basketball Half Courts/Volleyball Court	7,200	SF	\$10.00	\$72,000	
17	Tennis Court (including fencing and benches)	34,000	SF	\$12.00	\$408,000	
18, 19, 20	Softball/Baseball Field/Soccer & Irrigation	455,000	SF	\$6.00	\$2,730,000	

Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
21	Optional – Small Area Activity					
	Badminton Court	Allowance	LS	\$50,000.00		\$50,000
	Bocce Ball	Allowance	LS	\$20,000.00		\$20,000
	Exercise Stations	Allowance	LS	\$25,000.00		\$25,000
	Climbing Rocks	Allowance	LS	\$30,000.00		\$30,000
	Handball Court	Allowance	LS	\$75,000.00		\$75,000
	Horseshoe Courts	Allowance	LS	\$50,000.00		\$50,000.00
	Interactive Fountain/Splash Pad	Allowance	LS	\$225,000.00		\$225,000.00
	Natural-Setting Amphitheater	Allowance	LS	\$20,000.00		\$20,000
	Adventure Play (berms, tree grove, rocks, water, etc.)	Allowance	LS	\$35,000.00		\$35,000
	Native Plant/Low-Water-Use Demonstration Garden	Allowance	LS	\$30,000.00		\$30,000
Average Small Area Activity (x 2)					\$56,000	
22	Optional – Large Area Activity					
	Amphitheater	4,000	SF	\$30.00		\$120,000
	Concrete Skate Park	Allowance	LS	\$1,700,000.00		\$1,700,000
	Disc Golf Course	Allowance	LS	\$18,000.00		\$18,000
	Dog Park	Allowance	LS	\$50,000.00		\$50,000
	Community Garden Plots	Allowance	LS	\$40,000.00		\$40,000
	Bike Skills Course	Allowance	LS	\$60,000.00		\$60,000
	Adventure Play (dense tree grove, rocks, water, etc.)	Allowance	LS	\$50,000.00		\$50,000
	Native Plant/Low-Water-Use Demonstration Gardens	Allowance	LS	\$45,000.00		\$45,000
	Horse Arena	Allowance	LS	\$80,000.00		\$80,000
	Open Space/Natural Area/Wetland					n/a
Average Large Area Activity					\$240,333	
23	Batting Cages/Storage	Allowance	LS	\$40,000.00	\$40,000	

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Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
24	Swimming Pool	Allowance	LS	\$750,000.00	\$750,000	
25	Service Yard	Allowance	LS	\$15,000.00	\$15,000	
Other Items Not Identified on the Community Park Prototype Plan						
	Mobilization	Allowance	LS	\$40,000.00	\$40,000	
	Clearing and Fine Grading	958,320	SF	\$0.15	\$143,748	
	Playground Signage	2	EA	\$1500.00	\$3,000	
	Park Hours/Rules Informational Sign	1	EA	\$300.00	\$300	
	Trash/Recycling Receptacles	12	EA	\$400.00	\$4,800	
	Bike Rack	3	EA	\$300.00	\$900	
	Benches	15	EA	\$2,000.00	\$30,000	
	Barbecue Pits	4	EA	\$2,000.00	\$8,000	
	Drinking Fountains	2	EA	\$1,000.00	\$2,000	
	Resilient Rubberized Surfacing	6,000	SF	\$18.00	\$108,000	
	Sports Field Lighting (single field)	Allowance	LS	\$200,000.00	\$200,000	
	Site Lighting	20	EA	\$5,000.00	\$100,000	
	Irrigation Controller & POC equipment	1	EA	\$30,000.00	\$30,000	
	TOTALS					
	SUBTOTAL					\$9,852,948
	10% contingency for off-site improvements, unforeseen issues, upgrades, etc.					\$985,295
	TOTAL ESTIMATE OF PROBABLE CONSTRUCTION COST					\$10,838,243
	SOFT COSTS (25% of construction estimate)					\$2,709,561
	TOTAL PROBABLE COST					\$13,547,804

Table Notes:

1. The requirements for the playground for ages 2–5 was met by creating two smaller playgrounds, one of which provides universally designed equipment.

Legend:

EA = each CY = cubic yards LF = linear feet LS = lump sum SF = square feet

Table 5.C: Estimate of Probable Construction Cost for Neighborhood Park Prototype

Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
Items Identified on the Neighborhood Park Prototype Plan						
1	Open Play Area	18,000	SF	\$5.00	\$90,000	
2	Pedestrian Path/Sidewalks	13,000	SF	\$5.00	\$65,000	
3	Potential Pedestrian Connection	Allowance	LS	\$2,000.00	\$2,000	
4A	Playground Equipment (under 5 years)	1	EA	\$45,000.00	\$45,000	
4B	Playground Equipment (5–12 years)	1	EA	\$75,000.00	\$75,000	
5	Restroom	Allowance	LS	\$100,000.00	\$100,000	Part of Community Center
6	Picnic Table	8	EA	\$2,000.00	\$16,000	
7	Tree & Shrub Planting Area & Irrigation	80,000	SF	\$8.00	\$640,000	
8	Off-Site Parking			\$—	No Cost	
9	Parking Lot	41,600	SF	\$8.00	\$332,800	
10	Loading & Unloading Area (bollards, etc.)	Allowance	LS	\$8,000.00	\$8,000	
11	Community Center	4,000	SF	\$200.00	\$800,000	
12	Plaza or Small Performance Area	5,000	SF	\$20.00	\$100,000	
13	Shade Structure	3	EA	\$40,000.00	\$120,000	
14	Park Signage (monument sign)	Allowance	LS	\$6,000.00	\$6,000	
15	Sustainable Stormwater Treatment	Allowance	LS	\$20,000.00		\$20,000
16	Basketball Half Courts/ Volleyball Court	3,600	SF	\$10.00	\$36,000	
17	Tennis Court (including fencing and benches)	17,400	SF	\$12.00	\$208,800	
18, 19, 20	Softball/Baseball Field/Soccer & Irrigation	160,000	SF	\$6.00	\$960,000	
21	Optional – Small Area Activity					
	Badminton Court	Allowance	LS	\$50,000.00		\$50,000
	Bocce Ball	Allowance	LS	\$20,000.00		\$20,000
	Par Course Equipment	Allowance	LS	\$20,000.00		\$20,000
	Climbing Rocks	Allowance	LS	\$25,000.00		\$25,000

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Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
	Handball Court	Allowance	LS	\$75,000.00		\$75,000
	Horseshoe Courts	Allowance	LS	\$50,000.00		\$50,000.00
	Interactive Fountain/ Splash Pad	Allowance	LS	\$225,000.00		\$225,000.00
	Natural-Setting Amphitheater	Allowance	LS	\$15,000.00		\$15,000
	Adventure Play (berms, tree grove, rocks, water, etc.)	Allowance	LS	\$25,000.00		\$25,000
	Native Plant/Low-Water-Use Demonstration Gardens	Allowance	LS	\$20,000.00		\$20,000
	Average Small Area Activity				\$47,500	
22	Optional – Large Area Activity					
	Amphitheater	3,000	SF	\$90,000.00		\$90,000
	Concrete Skate Park	Allowance	LS	\$1,500,000.00		\$1,500,000
	Disc Golf Course	Allowance	LS	\$18,000.00		\$18,000
	Dog Park	Allowance	LS	\$40,000.00		\$40,000
	Community Garden Plots	Allowance	LS	\$30,000.00		\$30,000
	Bike Skills Course	Allowance	LS	\$50,000.00		\$50,000
	Adventure Play (dense tree grove, rocks, water, etc.)	Allowance	LS	\$40,000.00		\$40,000
	Native Plant/Low-Water-Use Demonstration Gardens	Allowance	LS	\$35,000.00		\$35,000
	Horse Arena	Allowance	LS	\$60,000		\$60,000,000
	Open Space/Natural Area/Wetland					n/a
	Average Large Area Activity				\$ 184,778	
Other Items Not Identified on the Neighborhood Park Prototype Plan						
	Mobilization	Allowance	LS	\$20,000.00	\$20,000	
	Clearing and Fine Grading	435,600	SF	\$0.20	\$87,120	
	Park Hours/Rules Informational Sign	1	EA	\$300.00	\$300	
	Trash/Recycling Receptacles	5	EA	\$400.00	\$2,000	

Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
	Enhanced Trailhead (for parks within ¼ mile of Murrieta Creek Trail)	1	EA	\$21,000.00	\$21,000	
	Bike Rack	1	EA	\$300.00	\$300	
	Benches	6	EA	\$2,000.00	\$12,000	
	Barbecue Pits	2	EA	\$2,000.00	\$4,000	
	Drinking Fountains	2	EA	\$1,000.00	\$2,000	
	Wood Chips at Playground (engineered)	4,000	SF	\$5.00	\$20,000	
	Site Lighting (not including sports field lights)	13	EA	\$5,000.00	\$65,000	
	Irrigation Controller & POC equipment	1	EA	\$20,000.00	\$20,000	
	TOTALS					
	SUBTOTAL					\$4,749,998
	10% Contingency for off-site improvements, unforeseen issues, upgrades, etc.					\$475,000
	TOTAL ESTIMATE OF PROBABLE CONSTRUCTION COST					\$5,224,998
	SOFT COSTS (25% of construction estimate)					\$1,306,249
	TOTAL PROBABLE COST					\$6,531,247

Legend:

EA = each CY = cubic yards LF = linear feet LS = lump sum SF = square feet

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Table 5.D: Estimate of Probable Construction Cost for Mini Park Prototype

Map ID	Item Description	Quantity	Unit	Unit Cost	Total Cost	Optional
Items Identified on the Mini Park Prototype Plan						
1	Open Play Area	17,000	SF	\$5.00	\$85,000	
2A	Pedestrian Path/Sidewalks	1,900	SF	\$5.00	\$9,500	
3	Potential Pedestrian Connection	Allowance	LS	\$1,000.00	\$1,000	
4A	Playground Equipment (under 5 years) – Small Unit	1	EA	\$25,000.00	\$25,000	
4B	Playground Equipment (5–12 years) – Small Unit	1	EA	\$50,000.00	\$50,000	
5	Restroom	Allowance	LS	\$70,000.00		\$70,000
6	Picnic Table	2	EA	\$2,000.00	\$4,000	
7	Tree & Shrub Planting Area & Irrigation	22,200	SF	\$8.00	\$177,600	
8	Off-Site Parking			\$—	No Cost	
Other Items Not Identified on the Mini Park Prototype Plan						
	Mobilization	Allowance	LS	\$3,000.00	\$3,000	
	Clearing and Fine Grading	43,560	SF	\$0.20	\$8,712	
	Park Signage (post- or fence-mounted sign)	1	EA	\$300.00	\$300	
	Park Hours/Rules Informational Sign	1	EA	\$300.00	\$300	
	Enhanced Trailhead (for parks within ¼ mile of the Murrieta Creek Trail)	1	EA	\$21,000	\$21,000	
	Trash/Recycling Receptacles	1	EA	\$400.00	\$400	
	Benches	2	EA	\$2,000.00	\$4,000	
	Wood Chips at Playground (engineered)	2,500	SF	\$5.00	\$12,500	
	Site Lighting (not including sports field lights)	2	EA	\$5,000.00	\$10,000	
	Irrigation Controller & POC equipment	1	EA	\$6,000.00	\$6,000	
	TOTALS					
	SUBTOTAL					\$492,712
	10% Contingency for off-site improvements, unforeseen issues, upgrades, etc.					\$49,271
	TOTAL ESTIMATE OF PROBABLE CONSTRUCTION COST					\$541,983
	SOFT COSTS (25% of construction estimate)					\$135,496
	TOTAL PROBABLE COST					\$677,479

Legend: EA = each CY = cubic yards LF = linear feet LS = lump sum SF = square feet

CHAPTER 6

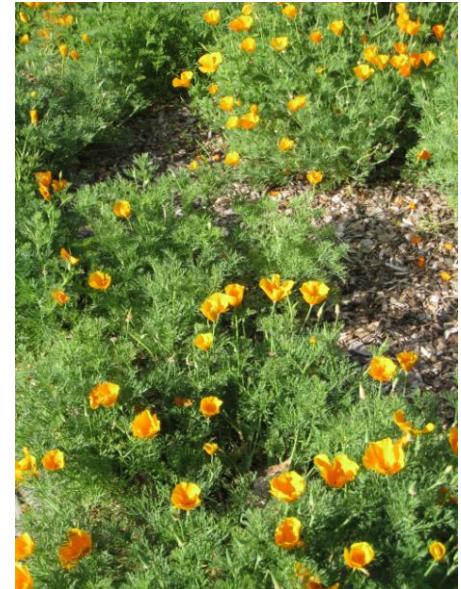
IMPLEMENTATION



6.1 INTRODUCTION

The Parks Master Plan is supported by the following strategies:

- Priorities and Phasing Plan
- Land Opportunities
- Potential Funding and Financing Strategies
- Implementation Matrix
- Operations & Maintenance
- Environmental Compliance



Together, these strategies will guide the execution of the Parks Master Plan over the 20-year time frame of the plan.

6.2 PRIORITIES AND PHASING PLAN

The long-term vision for future parks and open space in Wildomar includes overall connectivity to community trails and preserved open spaces as well as three grand community parks. An additional five neighborhood parks will be distributed throughout the community as well as a series of seven mini parks, some with enhanced trailheads along the Murrieta Creek Trail. The approach to phasing the City's vision is to first acquire all necessary land and then incrementally develop and add amenities to the parks over the duration of the plan's implementation period. Basic amenities will be added to all of the parks in the near term, and the community parks will be fully developed in the mid term.



To achieve the vision, phasing will occur to implement the plan over time. The key priorities are to purchase land and incrementally add park amenities to new parks and then to existing parks over time, until the facilities grow into fully established parks as described in the park prototypes in Chapter 5 of this document. The park improvements that occur during each of the phases are as follows:

Phase 1: 1–3 Years

Description: The City will purchase property to implement the ultimate master plan. This includes a total of 114 acres of land for two community parks, five neighborhood parks, and seven mini parks, as described in Chapter 4, Park Needs and Recommended Improvements.

Why Is This a Priority? Purchasing land in the first phase will make land available to the public as open space in the near term.

Phase 2: 4–7 Years

Description: The basic amenities will be installed at all new parks. These include open play areas, pedestrian paths/sidewalks, barbecue pits, benches, shade structures, drinking fountains, and restrooms. Enhanced trailheads will be installed at approximately one neighborhood park and three mini parks located within a quarter mile of the Murrietta Creek Trail.

Why Is This a Priority? Adding the basic amenities to all of the parks will help to create a more comfortable and attractive environment for park users.

Phase 3: 8–15 Years

Description: All remaining improvements to the two new community parks will be installed.

Why Is This a Priority? The community parks are the largest of the parks, have the most amenities, and serve the greatest number of residents.

Phase 4: 15–20 Years

Description: The final phase will provide the balance of the improvements to the mini parks and neighborhood parks. In addition, the improvements to existing parks identified in Chapter 4, Park Needs and Recommended Improvements, including the expansion of Marna O'Brien to a community park, will be implemented.

Why Should This Happen Last? The improvements to existing parks are prioritized last to maximize access to new parkland and new park amenities at locations throughout the city.

6.3 LAND OPPORTUNITIES

Land acquisition will be the priority implementation step for achieving the vision of this Parks Master Plan. It is the City's intent to identify and purchase property within the radii of the areas identified in Figure 4. Proposed Parks Locations and Service Areas. In some cases, new or expanded facilities may be accommodated through a Facilities Use Agreement with the School District or private entity.

6.4 POTENTIAL FUNDING AND FINANCING STRATEGIES

The City may pursue a number of potential funding and financing mechanisms available at the federal, regional, and local levels to implement the planned park improvements as well as to support some annual operations and maintenance costs. **Table 6.A** provides a list and description of the potential funding sources and is organized into the following categories:

- Federal (comprising grants and programs)
- Regional (comprising grants and programs)
- Local (comprising funds, fees, and special districts)
- Private (comprising funds and sponsorships)



Table 6.A: Funding and Financing Strategies

Type	Description
FEDERAL and STATE	
Federal and State Grants	<p>There are federal and state grants available for a variety of park and recreation programs and services. While the availability and requirements of state and federal grants change over time, grant sources that have been used in some communities to support park and recreation land acquisition and improvements have included Community Development Block Grants, State Park Bond, Tobacco Tax Public Resources Account, National Land Water Conservation Fund, and components of various transportation funding acts (e.g., Transportation Alternatives program under Federal MAP-21). The new state Active Transportation Plan (ATP) consolidates four funding programs into a single active transportation program administered by Caltrans that funds projects such as recreational trails, roadside recreation, environmental enhancements, and bicycle and pedestrian improvements.</p>
LOCAL	
Measure Z - Park Parcel Tax	<p>Measure Z: Voters of Wildomar approved an annual \$28 per parcel special tax to restore funding for recreational services/community events. Measure Z provides funds for the repair, operation, and maintenance of community parks and related facilities, programs, and services, including:</p> <ul style="list-style-type: none"> • maintaining safe playground equipment, sports fields; • maintaining clean public restrooms; • providing youth/children's recreation/after-school programs; • restoring park security patrols/safety lighting; and • removing graffiti.
Benefit Assessment Districts (BAD)	<p>In a special assessment district, property owners in the district agree to pay an additional fee or tax in order to fund an improvement in a specific geographic area. The amount that each property owner pays must be proportional to the benefit the property will receive from the proposed improvement. Assessment districts are established by a majority vote of the property owners and can include a variety of different types of districts, from business improvement districts to park, sewer, utility, and parking districts.</p> <p>Landscape and Lighting Districts (LLDs), a form of benefit assessment district, are a popular way to maintain parks and parkways within new development areas.</p>

Type	Description
Mello-Roos Community Facilities District (CFD)	Mello-Roos Community Facilities Districts are another type of voter-approved special tax levied on real property owners that can be used to help finance needed community facilities and services. They differ from BADs in that they need not be based on special benefits and therefore are not subject to the same benefit nexus requirements. The establishment of a CFD requires a two-thirds majority vote of residents living within the proposed boundaries. If there are fewer than 12 residents, the vote is instead conducted of current landowners. Special tax revenues are usually used to secure municipal bonds, which help fund services such as parks, streets, water, libraries, infrastructure, schools, and police protection.
Parcel Tax	A parcel tax is another form of special tax that can be used by cities, as well as by counties, school districts and other districts, to provide funding for public facilities and services. A parcel tax is a tax on real estate parcels, rather than their value, and must be adopted by a two-thirds majority vote.
Special Sales Tax	Under some circumstances, a special sales tax can be imposed with voter approval and its revenues earmark for special purposes. Such a tax typically requires special state legislation as well as a two-thirds majority vote by registered voters.
Public-Private Partnership (PPP)	Typically consists of an agreement between a public agency and a private entity to deliver a new facility or infrastructure system. The public agency may agree to annual payments to the private partner in return for building and operating the new facility. A private entity may be formed to be responsible and financially liable for delivering the project and may also share in revenues from operations.
Park In-Lieu Fee (Quimby Act)	The Park In-Lieu Fee (Quimby Act), adopted as an ordinance by the City, authorizes the City to require developers of residential subdivisions to dedicate land for parks or to pay fees in lieu of dedication. This ordinance uses a formula (acquisition and development costs based on acres of parks per 1,000 people) to determine the per unit cost. These fees can be used by to acquire both parkland and open space land.
Developer Impact Fees	The City can impose a fee on a developer for the development of facilities their development will impact. Such fees are required as conditions of approval of a proposed development. These fees are often used for park and recreation facility development as well as for utilities, traffic signals, and other infrastructure.

Type	Description
Development Agreement	The City and a developer negotiate the conditions of development in crafting an agreement. The agreement could include providing a certain amount of open space and amenities. The agreement is generally inclusive of other parks funding mechanisms including the Quimby Act, development impact fees, and/or special tax/assessment.
Certificates of Participation (COP)	Certificates of Participation are a form of lease purchase agreement that does not require voter approval. Typically, a local government entity decides to acquire a new or renovated public facility. This facility is purchased or constructed by a vendor corporation, and the local government signs a lease agreement with the corporation to use the facility. An underwriting firm then buys the lease obligation from the vendor corporation and breaks it up into small units called COPs, which are then issued with a bank, which in turn sells the certificates to individual investors. The local government makes lease payments, and at the end of the lease period, title to the facility passes to the local government entity at nominal cost. The City can use sales taxes, general fund revenues, assessments, and special taxes to secure COPs.
Enhanced Infrastructure Financing District (EIFD)	SB 628 allows for the creation of Enhanced Infrastructure Financing Districts. EIFDs provide an extra degree of flexibility to local agencies in financing public and select private projects such as transportation, water conveyance and treatment, flood control, stormwater quality management, open space, energy, and environmental remediation. An EIFD can be formed without a vote of residents, while the legislative body of a city is required to create a public financing authority responsible for putting together an infrastructure financing plan. Financing includes tax increment revenue that could pay off bonds.
General Obligation (GO) Bonds	General Obligation bonds give cities, counties, and certain other local government entities a tool to finance specific projects that will not provide direct sources of revenue, such as parks, roads, bridges, and the like. Debt service for GO bonds is provided by an earmarked property tax above the 1 percent general property tax mandated by Proposition 13 (often called a property tax override). The proceeds from GO bonds can be used to finance the acquisition, construction, and improvement of real property, but cannot be used to pay for equipment, supplies, operations, or maintenance costs. GO bonds require a two-thirds majority vote by registered voters.

Type	Description
General Fund Revenues	General revenues are revenues that flow into the City's General Fund that may be used for any valid municipal purpose. The General Fund covers the cost of most ongoing municipal services such as parks and recreation, public safety, public works, and general government. The largest municipal general revenue sources are sales taxes and property taxes. During good economic times, an increased contribution to park and recreation improvements from the General Fund might be possible.
User Fees	User fees are an accepted method of recovering the cost for specific services or programs. The City has adopted a standard schedule of fees, which includes recreation programs, fees, rental charges, utility fees, and administrative charges.
Joint Powers Agreement	This method of funding usually pertains to the entities jointly exercising powers to establish parks on multiple parcels with separate ownership. For example, the City could enter into a joint powers agreement with the school district to locate parks adjacent to schools and/or coordinate the shared use of school recreational facilities with other members of the community, which can foster cost savings.
PRIVATE	
Private Sponsorship	Private partnerships and sponsorships of City recreational programs and activities is an effective way to tap into the generosity of the private sector and create a win-win for all. They provide an opportunity for businesses and organizations to partner with the community by becoming a sponsor.
Nonprofit Foundation	A nonprofit foundation can be formed to accept contributions and donations to be used for the purchase of equipment, acquisition of property, and the development of park and recreation facilities.
Private Grants	Regional, state, and national private foundations offer grants for conservation and community use purposes. The City could partner with a local nonprofit to apply for grants and jointly administer the program.

6.5 IMPLEMENTATION MATRIX

The implementation matrix provides a master list of the Parks Master Plan recommendations, costs, and phasing. The table includes a total cost of each park amenity by park type and by phase. For costing purposes, the park prototypes identified in Chapter 5 are used to determine total costs for new parks. Implementation will be carried out over the long-term 20-year time frame of this plan, as feasible.



Table 6.B: Estimate of Probable Construction Cost (Phase 1 and Phase 2)

Map ID	Item Description	Phase 1			Total Phase 1 Cost	Phase 2			Total Phase 2 Cost		
		All New Parks		Unit Cost per Acre		Total Acres of New Parkland	Total Cost	Mini Park	Neighborhood Park	Community Park	
		Total Cost	Total Cost					Total Cost	Total Cost	Total Cost	
Items Identified on the Prototype Plans											
1	Open Play Area				\$-	\$595,000	\$450,000	\$400,000	\$1,445,000		
2	Pedestrian Path/Sidewalks				\$-	\$66,500	\$325,000	\$230,000	\$621,500		
3	Potential Pedestrian Connection				\$-				\$-		
4A	Playground Equipment (under 5 years)				\$-				\$-		
4B	Playground Equipment (5–12 years)				\$-				\$-		
5	Restroom (optional for mini park)				\$-		\$500,000	\$300,000	\$800,000		
6	Picnic Table				\$-				\$-		
7	Tree & Shrub Planting Area & Irrigation				\$-				\$-		
8	Off-Site Parking				\$-				\$-		
9	Parking Lot				\$-				\$-		
10	Loading & Unloading Area (bollards, etc.)				\$-				\$-		
11	Community Center				\$-				\$-		
12	Plaza or Small Performance Area				\$-				\$-		
13	Shade Structure				\$-		\$600,000	\$320,000	\$920,000		
14	Park Signage (monument sign)				\$-				\$-		
15	Sustainable Stormwater Treatment				\$-				\$-		
16	Basketball Half Courts/Volleyball Court				\$-				\$-		
17	Tennis Court/Fencing/Benches				\$-				\$-		
18,19,20	Softball/Baseball Field/Soccer & Irrigation				\$-				\$-		
21	Optional – Small Area Activity				\$-				\$-		
22	Option – Large Area Activity				\$-				\$-		
23	Batting Cages/Storage				\$-				\$-		
24	Swimming Pool				\$-				\$-		
25	Service Yard				\$-				\$-		
Other Items Not Identified on the Prototype Plans											
	Acquisition of Land	\$63,000	101	\$6,363,000	\$6,363,000						
	Mobilization				\$-	\$21,000	\$100,000	\$80,000	\$201,000		
	Clearing and Fine Grading				\$-	\$60,984	\$435,600	\$287,496	\$784,080		
	Park Signage (post- or fence-mounted sign)				\$-				\$-		
	Playground Signage				\$-				\$-		
	Park Hours/Rules Informational Sign				\$-				\$-		
	Trash Receptacles				\$-				\$-		

Map ID	Item Description	Phase 1			Phase 2			Total Phase 2 Cost	
		All New Parks			Total Phase 1 Cost	Mini Park	Neighborhood Park	Community Park	
		Unit Cost per Acre	Total Acres of New Parkland	Total Cost		Total Cost	Total Cost	Total Cost	
	Enhanced Trailhead ¹				\$-				\$30,400
	Bike Rack				\$-				\$-
	Benches				\$-	\$28,000	\$60,000	\$60,000	\$148,000
	Barbecue Pits				\$-		\$20,000	\$16,000	\$36,000
	Drinking Fountains				\$-		\$10,000	\$4,000	\$14,000
	Wood Chips at Playground (engineered)				\$-				\$-
	Resilient Rubberized Surfacing				\$-				\$-
	Sports Field Lighting (single field)				\$-				\$-
	Site Lighting (not including sports field lights)				\$-				\$-
	Irrigation Controller & POC equipment				\$-				\$-
Totals									
	SUBTOTAL				\$6,363,000				\$4,999,980
	10% Contingency for off-site improvements, unforeseen issues, upgrades, etc.								\$499,998
	TOTAL ESTIMATE OF PROBABLE CONSTRUCTION COST:								\$5,499,978
	Design and Permitting Costs (11% of construction estimate)								\$604,998
	Soft Costs (25% of construction estimate)								\$1,374,995
	CEQA Compliance					\$500,000	\$600,000	\$1,100,000	
	TOTAL PROBABLE COST				\$6,363,000				\$8,579,970

Table 6.C: Estimate of Probable Construction Cost (Phase 3 and Phase 4)

Map ID	Item Description	Phase 3		Phase 4			Total Cost - All Phases
		Community Park	Total Phase 3 Cost	Mini Park	Neighborhood Park	Existing Park Improvements	
		Total Cost		Total Cost	Total Cost	Total Cost	
Items Identified on the Prototype Plans							
1	Open Play Area		\$-			\$178,500	\$178,500
2	Pedestrian Path/Sidewalks		\$-			\$44,880	\$44,880
3	Potential Pedestrian Connection	\$4,000	\$4,000	\$66,500	\$325,000	\$-	\$391,500
4A	Playground Equipment (under 5 years)	\$130,000	\$130,000	\$7,000	\$10,000	\$74,000	\$91,000
4B	Playground Equipment (5–12 years)	\$200,000	\$200,000	\$175,000	\$225,000	\$60,000	\$460,000
5	Restroom (optional for mini park)		\$-			\$300,000	\$300,000
6	Picnic Table	\$64,000	\$64,000	\$28,000	\$80,000	\$10,000	\$118,000
7	Tree & Shrub Planting Area & Irrigation	\$2,800,000	\$2,800,000	\$1,243,200	\$3,200,000	\$-	\$4,443,200
8	Off-Site Parking	\$-	\$-			\$-	\$-
9	Parking Lot	\$1,680,000	\$1,680,000		\$1,664,000	\$454,000	\$2,118,000
10	Loading & Unloading Area (bollards, etc.)	\$16,000	\$16,000		\$40,000	\$-	\$40,000
11	Community Center	\$3,200,000	\$3,200,000		\$4,000,000	\$-	\$4,000,000
12	Plaza or Small Performance Area	\$240,000	\$240,000		\$500,000	\$120,000	\$620,000
13	Shade Structure		\$-		\$600,000	\$-	\$600,000
14	Park Signage (monument sign)	\$20,000	\$20,000		\$30,000	\$7,000	\$37,000
15	Sustainable Stormwater Treatment	\$50,000	\$50,000		\$0	\$-	\$-
16	Basketball Half Courts/Volleyball Court	\$144,000	\$144,000		\$180,000	\$-	\$180,000
17	Tennis Court/Fencing/Benches	\$816,000	\$816,000		\$1,044,000	\$408,000	\$1,452,000
18,19,20	Softball/Baseball Field/Soccer & Irrigation	\$5,460,000	\$5,460,000		\$4,800,000	\$-	\$4,800,000
21	Optional – Small Area Activity	\$112,000	\$112,000		\$237,500	\$-	\$237,500
22	Option – Large Area Activity	\$480,666	\$480,666		\$923,890	\$-	\$923,890
23	Batting Cages/Storage	\$80,000	\$80,000			\$-	\$80,000
24	Swimming Pool	\$1,500,000	\$1,500,000			\$-	\$1,500,000
25	Service Yard	\$30,000	\$30,000			\$-	\$30,000
Other Items Not Identified on the Prototype Plans							
	Acquisition of Land		\$-			\$-	\$-
	Mobilization		\$-			\$-	\$201,000
	Clearing and Fine Grading		\$-			\$-	\$784,080
	Park Signage (post- or fence-mounted sign)		\$-	\$2,100		\$2,100	\$2,100
	Playground Signage	\$6,000	\$6,000			\$6,000	\$12,000
	Park Hours/Rules Informational Sign	\$600	\$600	\$2,100	\$1,500	\$600	\$4,200
	Trash Receptacles	\$9,600	\$9,600	\$2,800	\$10,000	\$1,600	\$14,400

Map ID	Item Description	Phase 3		Phase 4				Total Cost - All Phases
		Community Park	Total Phase 3 Cost	Mini Park	Neighborhood Park	Existing Park Improvements		
		Total Cost		Total Cost	Total Cost	Total Cost		
	Enhanced Trailhead ¹		\$-			\$30,400	\$30,400	\$60,800
	Bike Rack	\$1,800	\$1,800		\$1,500	\$1,800	\$3,300	\$5,100
	Benches		\$-			\$14,000	\$14,000	\$162,000
	Barbecue Pits		\$-			\$8,000	\$8,000	\$44,000
	Drinking Fountains		\$-			\$2,000	\$2,000	\$16,000
	Wood Chips at Playground (engineered)		\$-	\$87,500	\$100,000	\$-	\$187,500	\$187,500
	Resilient Rubberized Surfacing	\$216,000	\$216,000			\$-	\$-	\$216,000
	Sports Field Lighting (single field)	\$400,000	\$400,000			\$-	\$-	\$400,000
	Site Lighting (not including sports field lights)	\$200,000	\$200,000	\$70,000	\$325,000	\$-	\$395,000	\$595,000
	Irrigation Controller & POC equipment	\$60,000	\$60,000	\$42,000	\$100,000	\$8,495	\$150,495	\$210,495
Totals								
	SUBTOTAL		\$17,920,666				\$21,852,865	\$51,136,511
	10% Contingency for off-site improvements, unforeseen issues, upgrades, etc.		\$1,792,067				\$2,185,287	\$4,477,351
	TOTAL ESTIMATE OF PROBABLE CONSTRUCTION COST:		\$19,712,733				\$24,038,152	\$49,250,862
	Design & Permitting Costs (11% of construction estimate)		\$2,168,401				\$2,644,197	\$5,417,594
	Soft Costs (25% of construction estimate)		\$4,928,183				\$6,009,538	\$12,312,715
	CEQA Compliance							
	TOTAL PROBABLE COST		\$26,809,316				\$32,691,886	\$74,444,172

(1) Enhanced trailheads include the following items: 1 trail sign with map, 1 shade structure, 1 bench, 1 drinking fountain, 1 hitching post, 1 water trough, 2 horse trailer parking spaces, 1 ADA parking space, and 3 standard parking spaces.

Enhanced trailheads are provided at one new neighborhood park, 3 new mini parks, and the expanded Marna O'Brien Park.

Legend:

EA = each CY = cubic yards LF = linear feet LS = lump sum SF = square feet

6.6 OPERATIONS AND MAINTENANCE

The City of Wildomar is committed to high standards of maintenance and appearance for city parks. The City proudly re-opened 14.25 acres of parks in 2013. In fiscal year 2013/14 of park re-establishment, the City spent about \$14,750/acre on parks maintenance. To account for the updated park standards and planned park improvements, annual costs for operations and maintenance for the fully developed parks are expected to be approximately \$9,343 per acre (based upon a Maintenance level of service 4 and 5 as described in **Table 6.E**). At buildout, the 128.25 acres of parks are anticipated to result in approximately \$1,198,278 in annual operations and maintenance costs. However, annual costs will vary over the 20-year time frame as amenities are incrementally added during each of the development phases.

Table 6.D: Operation and Maintenance

OPTION 1						
	Acreages*	Acres/employee	Employees	Annual Salary	Annual Cost	Average cost/acre
Total Level 4 Acreage	69.5	5.74	12.11	72800	\$881,463.41	\$12,682.93
Total Level 5 Acreage	58.75	13.5	4.35	72800	\$316,814.81	\$5,392.59
Total Annual Cost					\$1,198,278.23	\$9,343.30
OPTION 2						
Total Level 3 Acreage	69.5	2.55	27.3	72800	\$1,984,156.86	\$28,549.02
Total Level 4 Acreage	58.75	5.74	10.2	72800	\$745,121.95	\$12,682.93
Total Annual Cost					\$2,729,278.81	\$21,280.93

Chapter 6 – Implementation

Table Notes:

*Acreage Assumes: Mini Parks at Level 4 Service, Neighborhood Parks at 2/3 Level 4 Service and 1/3 at Level 5 Service, Community Parks at 2/3 Level 5 Service and 1/3 Level 4 Service

**Acreage Assumes: Mini Parks at Level 3 Service, Neighborhood Parks at 2/3 Level 3 Service and 1/3 at Level 4 Service, Community Parks at 2/3 Level 4 Service and 1/3 Level 3 Service

The figures above shown in option 1 are based on a maintenance level of service 4 in the estimated programmed areas, and a level of service 5 in the less formal areas of the total park acreage. Option 2 is based on a maintenance level of service 3 in the estimated programmed areas, and a level of service 4 in the less formal areas of the total park acreage. Maintenance Level of Service is defined in Table 6.E: Maintenance Level of Service.

Table 6.E: Maintenance Level of Service

Level	Sites	Turf	Litter	Surface	Repairs	Acres/ Person
Level 1 State of the Art	Urban Park Government Grounds	1 x per 5 days	Daily	Daily	Immediately	1.10
Level 2 High Level	Government Grounds	1 x per 5 days	5 x per week	When in need	When in need	2.30
Level 3 Moderate Level	High Community Use, with budget limitations	Periodic mowing based upon species	1 x per week or less	Clean on compliant basis or as budget	When safety is a concern and budget is available	2.55
Level 4 Moderate-Low	Medium Community Use, with budget limitations	Periodic mowing based upon species	1 x per week or less	When safety is a budget concern and budget is available	When safety or function is in question	5.74
Level 5 Minimum – Low	No public use with, sever budget restrictions	Low growing species may not be mowed	Clean on compliant basis or as budget allows	When safety or function is in question	When safety or function is in question	13.50

6.7 ENVIRONMENTAL COMPLIANCE

The Park's Master Plan is a study of the recreational needs of the existing City, and a projection of future recreational demand. Basic park amenities are described, and broad park service areas identified. The Master Plan does not include purchase of land but rather describes potential location of future park needs.

The Master Plan includes basic park components and approximate development costs to enable the City to develop a funding mechanism. As shown in the Implementation Matrix in Section 6.4, the estimated costs include land acquisition, design, construction, and environmental compliance for the development or improvement of future park sites.

With the exception of the Mini Parks, it is assumed that all future parks will require site specific environmental compliance. This would typically include preparation of an initial study followed by a negative or mitigated negative declaration, or an environmental impact report. Mini Parks are most likely to be included in private development requests and would therefore be included in the development's project-specific environmental analysis. For estimating purposes neighborhood parks are assumed to require a mitigated negative declaration, while a community park would require an environmental impact report. The appropriate level of environmental analysis can only be determined once a site is identified and the level of impact is determined through technical studies.

Finally, in addition to CEQA compliance, each park will be considered development for purposes of the Multiple Species Habitat Conservation Plan, and may be required to pay fees.

