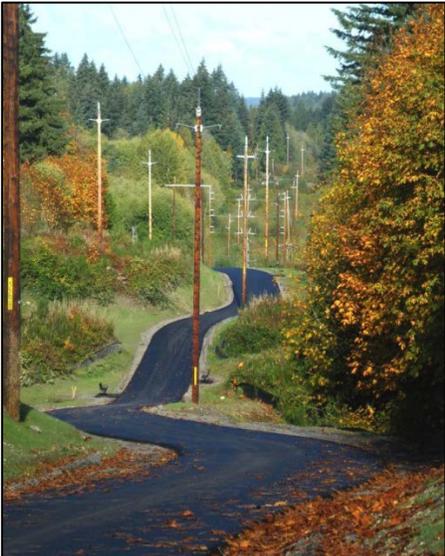




2016 Parks, Recreation & Open Space Plan

Adopted April 2016



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Appendices

Appendix A – Park Inventory Pages

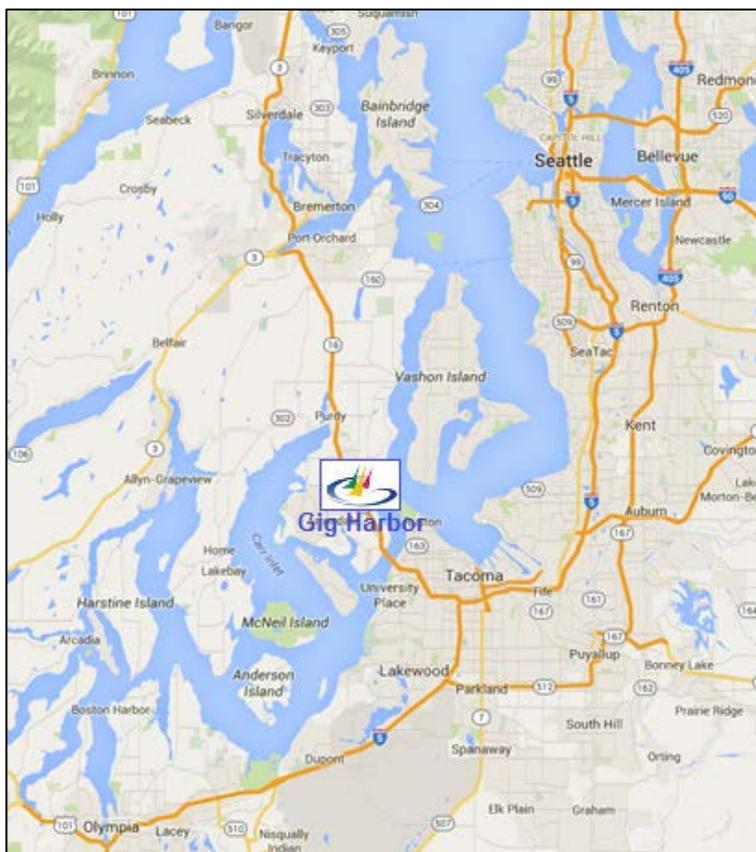
Appendix B – Maps

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I. Executive Summary



Gig Harbor is a city of 8,500 people located on the Gig Harbor peninsula in southern Puget Sound. The Gig Harbor peninsula is the westernmost peninsula of the several sub-peninsulas that extend southward from the dominant Kitsap Peninsula, itself a part of the larger Olympic Peninsula. Colvos Passage separates Gig Harbor from Vashon Island to the north and from the mainland to the east. Point Defiance is on the mainland east of and across from the harbor entrance. The Narrows, known for its strong currents, extends southward between the Gig Harbor Peninsula and its larger neighbor, the City of Tacoma, located just a few miles away. With a land area of 6.13 square miles, the City encompasses only a portion of what is known as the greater Gig Harbor-Key Peninsula. In 2010, there were 92,000 residents of the Gig Harbor and Key Peninsulas, Fox Island, and the area of south of Port Orchard.



The city has abundant local and regional recreational opportunities and an expanding range of diverse housing choices. The City has grown rapidly over the last two decades. By 2030, Gig Harbor is expected to grow to over 10,500 residents.

The Landscape

The city has over 134 acres of parks, open spaces and trails with the present City limits. Over 1,100 acres of developed parkland and open space are within five miles of the City limits. These additional parks and recreations facilities are provided by a diverse group of entities including Washington State Parks, Pierce County parks, PenMet parks, and the school district. In total, there are about

1,180 acres of parks, open space and recreational land within five miles of the City limits, a ratio of almost 140 acres/1,000 persons. The city residents enjoy a high level of service with respect to parks lands and an abundance variety of facilities. The majority of the city's park system is located along the waterfront adjacent to the harbor though there are parks facilities interspersed throughout all of Gig Harbor, most within a short distance of the Cushman Trail, a regional trail facility that runs nearly the entire length of town. The challenge in the coming years will be to

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operate and maintain existing park properties while developing existing and new facilities to meet the demands of a growing and shifting demographic.

Since the completion of the third Narrows Bridge, and following a larger trend in population growth in Puget Sound, the Gig Harbor peninsula has grown into a bedroom community with a much larger population of younger families. This trend is significant for Gig Harbor not only because these residents use the City's parks, but also because the City is also expected to grow. In 2010, the City had 3,560 housing units. By 2030, the City is expected to have an additional 1,960 housing units for a total of 5,431 housing units¹. The population is expected to grow from 7,126 persons (2010) to 10,563 persons by 2030². If current growth trends continue, the City will meet its population targets by 2020 (10,721 persons if the 3.7% annual average growth rate continues)³. Though Gig Harbor tends to have a higher median income than the surrounding peninsula (\$62,000 vs. \$59,000), and consequently higher housing costs, this trend is likely to change as infill housing is added and the community becomes younger. As the demographics of the larger peninsula change, so too will the city. Pierce County's Countywide Fair Share Allocations for affordable housing requires 25% of these units (1,871 units) to be developed as affordable housing. Senior housing, housing for young families and affordable housing all need access to safe, clean, well-lighted and pedestrian connected parks facilities.

As part of the plan development process, the City sponsored a public opinion survey. Survey respondents overwhelmingly requested activities and facilities that cater to children and teens as well as adults. Certain improvements came up time and again including demand for a public pool and a spray park, waterfront access and community beaches, and an indoor multi-sports recreational facility for both team and individual sports. Residents expressed a desire for a network of neighborhood scale parks with safe non-motorized connections between them and major population areas and schools; and the need for lighted, safe, well designed regional multi-use parks with adequate parking. Residents favored developing existing parkland over acquiring new land. They stressed the importance of regular maintenance and on-going replacement of landscaping materials. Safety for children was a huge focus with respect to fencing, parking and access design, and landscape placement.

Park Improvements

The City of Gig Harbor owns 35 parks properties including neighborhood and special use parks, natural areas, open spaces, trails and trailheads and undeveloped land. The City has acquired a number of park land properties in recent years, several of which have yet to be developed or are not fully developed. Many of these properties have Master Plan or parks designs in place. These acquisitions provide a significant opportunity for the City to add even more recreational value to its residents and visitors.

¹ Gig Harbor 2015 Comprehensive Plan, Housing Element, Table 4 – Housing Unit Needs

² Gig Harbor 2015 Comprehensive Plan, Land Use Element, Population Growth Targets

³ Impacts of Growth City Staff Presentation to Council, September 28, 2015

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Type of Park	Existing Acres	2016 Level of Service	2030 Planned Level of Service	2030 Additional Area Needed
Gig Harbor Alone				
Special Use Parks				
Waterfront Mini-Park	2.10	0.25		
Special Use Parks	6.86	0.81		
Total Special Use	8.96	1.06	1.00	1.54
Neighborhood Park	21.91	2.58	5.00	30.59
Natural Areas	39.89	4.69	5.25	15.24
Open Space and Undeveloped Land				
Open Space	25.79	3.03	3.00	5.71
Undeveloped Lands	35.61	4.19	N/A	N/A
Total Open Space and Undeveloped	61.40	7.22	3.00	5.71
Total Parkland	132.16	15.55	14.25	53.08
Greenways	N/A	N/A	N/A	N/A
Trails (Miles)	8.45	0.99	1.17	3.84
PenMet, County, Schools, State and Others				
Special Use Parks	230.50			
Neighborhood Park	N/A			
Natural Areas	327.70			
	75.47		2015 Population	2030 Population
School Park			8,500	10,500
Community Park	N/A			
Sports Complex	22.00			
Open Space and Undeveloped Land	354.72			
Total Other Entities	1010.39			
Total Parkland (City and Others)	1142.55			
Total Trails (Miles)	8.45			

The City has identified a number of park, recreation and open space projects or acquisitions to meet the needs of the park system as the City grows over time. These are based upon the Level-of-Service analysis. Common themes running through the list of projects is a desire to improve existing parks, as well as the expressed need for expanded trail facilities citywide, and pursuing land acquisitions in developing areas.

The total estimated capital cost of all proposed plan recommendations is approximately \$24.5 million. This includes improvements to existing facilities, as well as additions to serve new growth. Existing revenue sources for park system improvements through the year 2020 could reach over \$25 million with traditional funding sources.

The Future

A growing population with changing demographics, shifting parks preferences and on-going maintenance challenges are placing increasing pressure on existing parks and creating demand for new types of parks and facilities.

The Gig Harbor Parks, Recreation, and Open Space Plan identifies the park system's strengths and weaknesses and provides a framework for moving forward. It is now up to the City's elected and appointed officials and residents to use this information and implement the Plan.

II. Introduction



The planning area for this Parks, Recreation and Open Space Plan includes the City's existing incorporated area and the City's Urban Growth Area as defined in the 2015 Comprehensive Plan. Implementation of the Parks, Recreation and Open Space Plan will focus on the City's incorporated area, where the City has jurisdiction, with an eye toward serving the residents of the Urban Growth Area as annexations occur over the next 15 years.

Much has happened in Gig Harbor since the City's prior Parks, Recreation and Open Space Plan was adopted in 2010. The dramatic growth in the Gig Harbor peninsula's population has resulted in an increased use of the City's community parks and recreational facilities, which will likely continue over the foreseeable future. The demographics of Gig Harbor are also changing as a younger demographic is moving into the area. Gig Harbor is still primarily a retirement community, but the surrounding area has become a bedroom community for families with children. At the same time, growth target allocations from the County mean Gig Harbor will see significant infill, mainly in the form of younger families and in affordable housing. The increase in demand coupled with a changing demographic mean new challenges and opportunities for the City.

In an effort to provide quality parks and recreational opportunities for today's residents as well as for future generations, the City initiated a planning process in conjunction with the overall update of the City's 2015 Comprehensive Plan. This Parks, Recreation and Open Space Plan is a stand-alone document which meets the requirements of the Washington State Recreation and Conservation Office guidelines. It is also compliant with the Washington State Growth Management Act (GMA). Parts of the PROS Plan may be incorporated into future updates of the Gig Harbor Comprehensive Plan. The planning horizon for both plans is 2030, consistent with buildable lands projections for Pierce County and under the GMA requirements for long range planning.

The GMA requires a park and recreation element within the Comprehensive Plan that implements, and is consistent with, the capital facilities plan element as it relates to park and recreation facilities. This element includes estimates of park and recreation demand for at least a fifteen-year period; an evaluation of facilities and service needs; and an evaluation of intergovernmental coordination opportunities to provide regional approaches for meeting park and recreational demand.⁴

During the PROS Plan public outreach effort, the community expressed many ideas for improving parks and recreational opportunities in Gig Harbor including:

⁴RCW 36.70A.070(8) GMA

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- Providing a balance of active and passive activities within the city's parks;
- Seeking dedicated funding to support park management and maintenance responsibilities and costs;
- Providing trail connectivity between parks and connecting residential and commercial neighborhoods to the city's park system; and
- Providing a park system that offers something for all ages and types of users.

This update considers today's and tomorrow's needs and is a community-driven plan that has broad-based support and is implementable over the 15 year plan horizon. This update:

- Identifies the anticipated types of activities and the population that the City's parks and recreation facilities will serve,
- Defines the City's vision of the future of the City's park and recreational facilities,
- Identifies the estimated cost to achieve the community's vision, and
- Provides goals and policies to act as a guide for getting there.

Purpose

The City's Comprehensive Plan can be described as the "blueprint" for future development. It represents the community's view of Gig Harbor's future; a constitution made up of the goals and policies upon which the City Council and Parks Commission will base their land use decisions. To illustrate its importance, all sub-area plans, Parks, Recreation and Open Space Plans,

subdivisions, public works projects, and zoning decisions must be consistent with the Comprehensive Plan. The Parks, Recreation and Open Space Plan is a planning tool which provides a coordinated program of recreational facility development and management carrying out the goals and policies of the Comprehensive Plan.

A Parks, Recreation and Open Space Plan serves as a long-range vision for future development and programming of community parks and recreation facilities. The plan is conceptual in nature and not intended to address detailed issues related to engineered site design or park operations. Items addressed in this PROS Plan include planning park elements, determining suitable

levels of service (LOS) for current and anticipated populations, identifying appropriate recreational



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facilities, general design concerns, and planning-level cost estimates for capital improvements and maintenance.

A city park survey conducted in the fall of 2015 shows Gig Harbor area residents value their parks and recreational facilities. Like Gig Harbor's population, the community's parks and recreation needs are growing.

The Parks, Recreation and Open Space Plan Update will provide the public a way to help determine where parks are needed, how many parks are needed, and what types (passive/active) of amenities to incorporate into the park system. The Plan will also help City staff to best manage the City's parks resources by providing estimates of the costs to implement and maintain the future park system. This plan combines public input with analyses of current and future parks and recreational facilities needed to create a strategy for Gig Harbor's parks over the next 15 years.

The Benefits of Parks, Recreational Facilities and Open Spaces

Every park user knows the benefits of green space, but the benefits of our parks, trails, and green spaces extend far beyond users. The benefits of parks are endless. Parks improve our physical and psychological health, strengthen our communities, and make our cities and neighborhoods more attractive places to live and work. Below is an overview of the tangible and intangible benefits provided by parks and public open spaces; together these benefits provide very real reasons for us to invest in community parks and facilities.

Benefits to Individuals

Parks offer opportunities to enrich the quality of life for persons of all ages and abilities. Studies⁵ show that when people have access to parks, they exercise more. Regular physical activity has been shown to increase health and reduce the risk of a wide range of diseases, including heart disease, hypertension, colon cancer, and diabetes. Physical activity also relieves symptoms of depression and anxiety, improves mood, and enhances psychological well-being. Beyond the benefits of exercise, a growing body of research shows that contact with the natural world improves physical and psychological health. Older adults who participate in a variety of social and recreational opportunities benefit from the social connections and interactions that are fundamental to their well-being.

Benefits to Communities

Parks have long been recognized as key factors to the aesthetic and physical quality of neighborhoods. Today, we realize that parks are more than recreation and visual assets to communities; they are valuable assets to larger community policy objectives, such as public health, youth development, job opportunities, social and cultural exchange, and community building.

⁵ http://www.healthywv.com/shared/content/page_objects/content_objects/pdf_documents/youth_pa_recs.pdf

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Parks play a special role in shaping communities. They have something to offer everyone, from young children and teens, to families, adults and the elderly; their presence can also be a cohesive force. A park can be a community focal point, a symbol of its strength and character, adding to its overall health, wellbeing and quality of life.

Benefits to the Economy⁶

Parks and related open spaces increase the value of neighboring property, and improve academic performance among teens. Studies have also shown that crime is lower in the neighborhoods where parks exist and visits to hospitals and emergency rooms are reduced when kids are given a safe alternative to playing in streets and parking lots. The availability of recreation opportunities and park amenities such as non-motorized trails and waterfront access is an important quality-of-life factor for businesses choosing where to locate and for individuals choosing a place to live.

In Gig Harbor, parks and open space are particularly important. Gig Harbor is surrounded by natural amenities. People come from all around to enjoy the city's historic waterfront and to boat, fish, recreate in salt and fresh water, to bike and walk on hard surface trails and hike soft surface nature walks.

Gig Harbor is beautiful with an historic harbor and an abundance of greenery. Gig Harbor is a regional tourism draw with its many different parks and amenities. Gig Harbor's ability to take advantage of this local and regional tourism and to build on it within its own parks and open space system benefits the local economy.

⁶ The Economic Value of Open Space – Implications for Land Use Decisions (2005), www.embraceopenspace.org

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Planning Context

Growth Management Act

The Washington State Growth Management Act (GMA) requires the City to consider parks in the Land Use Element of their Comprehensive Plans⁷. Parks and recreational facilities planning must also comply with the Capital Facilities Plan⁸. Recreational, conservation and open space issues are optional elements under the GMA⁹. Cities must consider the provision of a range of public facilities including open space, parks and recreation, and playgrounds as part of the subdivision process¹⁰. Additionally, the GMA requires cities to include greenbelt and open space areas within their urban growth areas¹¹ as well as to identify open space corridors within and between urban growth areas including land useful for recreation, wildlife habitats, trails and the connection of critical areas¹².

Recreation and Conservation Office (RCO)

The Washington State Recreation and Conservation Office (RCO)¹³ provides public funds to finance recreation and conservation projects throughout the state. To access state grant funds through the RCO, cities must prepare an approved parks, recreation, and open space plan. An approved plan must comply with both the RCO funding guidelines and the Growth Management Act (GMA) requirements.

Regional Planning Policies

Gig Harbor's Comprehensive Plan must be compliant with the Pierce County Countywide Planning Policies (CPP) as well as the Puget Sound Regional Council's long range land use plan, VISION 2040. VISION 2040 called for identifying and protecting significant visual and cultural resources that preserve community character and for designing facilities throughout the region that advance community development, and for creating parks and civic spaces. VISION 2040 recognizes open space and parks at a variety of scales create public amenities, contribute to the character of communities, and provide opportunities for recreation and physical activity. The Pierce County CPP address parks in the context of schools, environmental protection, and urban growth areas. Neither the Pierce County CPP nor Vision 2040 specifically address parks and open space policies; however there are environmental policies within the CPP and the multi-county planning policies that relate to parks and open space. This PROS plan is internally consistent with the land use, capital facilities and environmental elements of the Gig Harbor Comprehensive Plan as well as the Pierce County CPP and the multi-county planning policies within Vision 2040.

⁷ RCW 36.70A.070(1)

⁸ RCW 36.70A.070(8)

⁹ RCW 36.70A.080(1)

¹⁰ RCW 58.17.060 and RCW 58.17.110

¹¹ RCW 36.70A.110(2)

¹² RCW 36.70A.160

¹³ Formerly the Interagency Committee for Outdoor Recreation

The Planning Process

The Parks, Recreation and Open Space Plan process relied on and added to the planning and public participation processes for the 2015 Comprehensive Plan update. The City hired Sound Municipal Consultants to prepare the Parks, Recreation and Open Space Plan with guidance from the City's project team and the Parks Commission. The project team consisted of staff from the City Administrator's office as well as the Public Works and Planning Departments.

Preparation of the Parks, Recreation and Open Space Plan included the following tasks:



- Assessment of the existing conditions of the City's parks and recreation system;
- Identification of key trends and desired outcomes;
- Analysis of existing park classifications, parks and recreation facilities, programs, and policies;
- Preparation of needs assessment for existing and future needs;
- Revisions to classifications, standards, and guidelines;
- Preparation of goals, policies, and actions to achieve desired outcomes;
- Evaluation of costs, including operations and maintenance; and
- Development of an implementation plan to guide future park development and capital improvements.

The following questions, and others, were considered by the project team through the development of this Parks, Recreation and Open Space Plan.

- What are Gig Harbor's recreational facilities and programs?
- Who uses Gig Harbor facilities and programs?
- What role do parks, green spaces, and recreation have in the lives of Gig Harbor residents?
- What types of facilities and programs do we need?
- Where will new parks, facilities, and programs be placed?
- How will new facilities and programs be funded and maintained?
- How are existing parks and facilities being maintained?
- How many staff is needed to operate and maintain the city's park system?

Who will use the Parks, Recreation and Open Space Plan?

The Parks, Recreation and Open Space Plan will serve as a tool for various stakeholders. City staff is the expected primary user group; however, other users are likely to include City Council, City advisory bodies, developers/project applicants, community partners, and citizens.

City Staff from multiple departments may use the Parks, Recreation and Open Space Plan to:

- Plan workload and resource needs
- Develop capital improvement programs
- Guide daily decisions
- Plan for ways to fill services gaps
- Consult the existing park and facility inventory
- Serve as a baseline to measure success

City Council may use the Parks, Recreation and Open Space Plan to:

- Implement the Comprehensive Plan
- Direct priorities for parks and recreation services
- Guide review and approval of development plans and projects
- Assist with long-range planning priorities
- Understand the public's issues and desires
- Identify funding gaps

City Advisory Bodies, such as the Parks Commission and Public Works Committee, may use the Parks, Recreation and Open Space Plan to:

- Promote parks and recreation in the City
- Advocate for priorities
- Assist with long-range planning priorities
- Guide review and recommendation of development policies
- Serve as a baseline to measure success

Community Partners may use the Parks, Recreation and Open Space Plan to:

- Identify how they can partner with the City to meet community needs
- Provide a framework for partnerships with the City
- Compare services to avoid duplication
- Understand the public's issues and desires
- Advocate for priorities

Citizens may use the Parks, Recreation and Open Space Plan to:

- Learn about parks, recreation facilities, and community services
- Learn about the park planning and development process
- Understand the decisions the City makes

III. Public Outreach



Gig Harbor's Community

When planning for the future of local parks and recreation opportunities, as well as both passive and active recreation space, it is important to consider demographic and socioeconomic trends. Demographics make a difference in the type of facilities that will be most used and appreciated in a community. A community with a high percentage of children and young families is likely to benefit from play structures and organized sporting facilities. This type of community might also benefit from smaller, more numerous parks. A community with a high percentage of senior citizens may need a senior center and a greater percentage of at-grade facilities, amenities and trails.

The City of Gig Harbor has been active in planning for parks since adoption of its first Park and Recreation Plan in 1977. The City incorporated open spaces into the park plan for the first time in 1996. The most recent update to the City's Park Plan was adopted in 2010. The City's planning efforts have resulted in an impressive inventory of existing parks with a wide range of facilities, sizes and geographic locations.

History

For thousands of years, Native Americans built their homes along the shore of the harbor. In the latter half of the 19th century, the sheltered harbor and abundant natural resources began attracting Euro-Americans. Predominant immigrant groups were Croatians, who launched the local commercial fishing industry, and Scandinavians, many of whom established farms and small businesses. Adding to the mix were other European immigrants, along with an influx of families from the American Midwest. As in other parts of the Puget Sound region, logging companies cut down the peninsula's old growth forests, some of which were left in a natural state to grow back while others were replaced by small farms. Sawmills were present on the waterfront until the middle of the 20th century.



Family commercial fishing operations dominated the waterfront and developed as the community's major industry, along with related boat building. Ferries and small steamers delivered passengers and goods to and from nearby islands and

the mainland. Reminders of how important commercial fishing was to the community's early growth are evident in the simple over-the-water structures known as "netsheds," some of which still remain along the historic waterfront.

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Today most of Gig Harbor's working waterfront has given way to recreational use. The picturesque waterfront attracts residents and tourists who enjoy walks along Harborview Drive. Detailed walking tour brochures are readily available and the City has established a series of mini parks along the waterfront, most of which commemorate people and events in local history. Several historic buildings have been converted to use as restaurants, gift shops, and antique stores.

The City has acquired a number of culturally significant landmark properties that have become public parks. They include Eddon Boatyard, Jerisich Dock, Skansie Brothers Park and Wilkinson Farm. The City also owns several undeveloped parklands, some with cultural significance, including the Burnham Properties (20.3 acres), Ancich Waterfront Park (0.76 acres) and Harbor Hill Park (7.07 acres).

Natural Environment

Natural resources are an important component of the Parks, Recreation and Open Space Plan. The natural environment provides habitat and refuge for fish and wildlife, enhances water, air and soil quality, and provides areas for recreation, reflection and relaxation. A Parks Plan provides a means for environmental protection through open space conservation and preserved natural areas with low impact recreational activities while serving as a roadmap for future greenway and integrated open space systems. Almost all of the City's existing parks are located beside a creek, estuary or grove of trees.



The City's topography is varied with several hilly plateaus sloping towards the harbor, divided by six major streams. Two of these streams – Crescent Creek and Donkey Creek – run alongside popular City parks. There are three major drainage basins within the City's UGA: Henderson Bay/Burley Lagoon to the northwest; Gig Harbor Bay; and, Wollochet Bay to the south. Many of the larger wetlands are located along major streams within these drainage basins, with estuarine wetlands along the shorelines of Gig Harbor and Henderson Bay. Preserved open space in wetland and stream buffers and within the shoreline conservation zone provides avenues for wildlife and preserves water quality.

There are several priority species present in Gig Harbor and its associated UGA. Priority species require specific protective measures due to their population status, sensitivity to habitat alteration, and/or recreational, commercial, or tribal importance. Depending on their habitat needs, these species may use streams, wetlands, shorelines, open waters, and other portions of the City and UGA for breeding, foraging, or travel corridors at different times of year. Based on the City's 2005 Stream and Wetland Inventory, priority species mapped or documented in Gig Harbor and the associated UGA include:

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- Bald Eagle;
- Osprey;
- Mountain Quail;
- Purple Martin;
- Great Blue Heron;
- Chinook Salmon;
- Coho Salmon; and
- Cutthroat Trout.

The Washington Department of Fish and Wildlife (WDFW) have identified several priority habitats within Gig Harbor and its vicinity. These habitats have a unique or significant value to a diverse number of species. Priority habitats and other important natural features identified in Gig Harbor and the associated UGA include:

- Douglas-fir/western hemlock/salal/swordfern forest;
- Old-growth/mature forest;
- Estuaries; and,
- Lagoons.

Planning for parks near these wetlands and sensitive habitats will require careful consideration and coordination with regulatory agencies. Gig Harbor's shoreline is regulated by Title 18 of the City's Municipal Code, as well as the City's Shoreline Master Program which regulates development based on the State's Shoreline Management Act. Additional entities responsible for management of wetland and shoreline planning include Pierce County, and state and federal agencies.

Land Use and Development

Understanding existing land uses and development patterns helps to establish the groundwork for determining park needs. While sports fields and playgrounds are typically desirable in residential areas, smaller open spaces and public gathering areas are more common for commercial and industrial areas. A complete inventory of the City's park and open space system is included in Section III.

The City of Gig Harbor is longer from north to south than it is wide from east to west. Historically, development was concentrated in the central city area, close to the harbor. Because the city is physically constrained by Puget Sound and a steeply sloping topography, the majority of development has occurred along the Highway 16 corridor and in the northern portion of the City. The City's commercial core, and employment and institutional land uses are generally located in the heights along Highway 16, above the older and more historic downtown located alongside the harbor.

The City has identified 12 distinct neighborhoods in eight Neighborhood Design Areas within the present city limits and the urban growth area. These are:

Purdy: The Purdy UGA is approximately 415 acres in size. The City currently provides sewer service to the Peninsula School District properties through a sewer service extension agreement. Currently the City's adopted Shoreline Management Program does not address waterfront properties in the Purdy UGA.

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Canterwood: The Canterwood UGA is approximately 680 acres in size. It consists of fully developed residential properties with approximately 3 homes per acre. The City has previously denied an annexation request for Canterwood due to the financial impacts identified during an annexation cost benefit analysis. This UGA contains a small amount of vacant lots platted for residential development.

Peacock Hill: Approximately 464 acres in size, this UGA is designated Low Density Residential and contains the largest amount of development potential within the City's UGAs. The Peacock Hill UGA contains a large amount of residential properties on septic systems at this time. This UGA contains a large amount of underutilized lots, in addition there is approximately 30 acres of vacant land that provide potential for future platting activity.

Bujacich: Approximately 176 acres in size 160 acres of which is publically owned. The City currently provides wholesale water and sewer service to the Washington State Women's Prison. This UGA is fully developed under its current land use and zoning scenarios.

Burnham Drive: The Burnham Drive UGA is approximately 18 acres in size and currently contains 5 tax parcels that all front on Burnham Drive, current development patterns are identified in the 2014 Buildable Lands report as underutilized. Current uses contain an automotive repair with fuel facility and single family residential units.

Rosedale: The Rosedale UGA is approximately 153 acres in size and contains a high amount of established single family homes. Remaining large parcels with development potential generally have development constraints due to potential wetlands and identified critical areas.

Skansie Drive: Approximately 83 acres in size and mostly developed with single family homes. Development potential in this area is low due to existing lot layout; in addition many of the homes in this area are currently on septic systems.

38th Street: The 38th Street UGA is 79 acres in size, and fully developed containing established single family homes. Existing development in this UGA may have compromised stormwater drain fields and associated septic concerns.

Reid Road: The Reid Road UGA is approximately 341 acres in size, and has almost reached its full development potential under existing land use and zoning. Development patterns in this UGA consist of large lot single family homes in addition to a small portion of higher density multi-family development. Capital improvements would require sewer lift and pump stations for this area to be serviced.

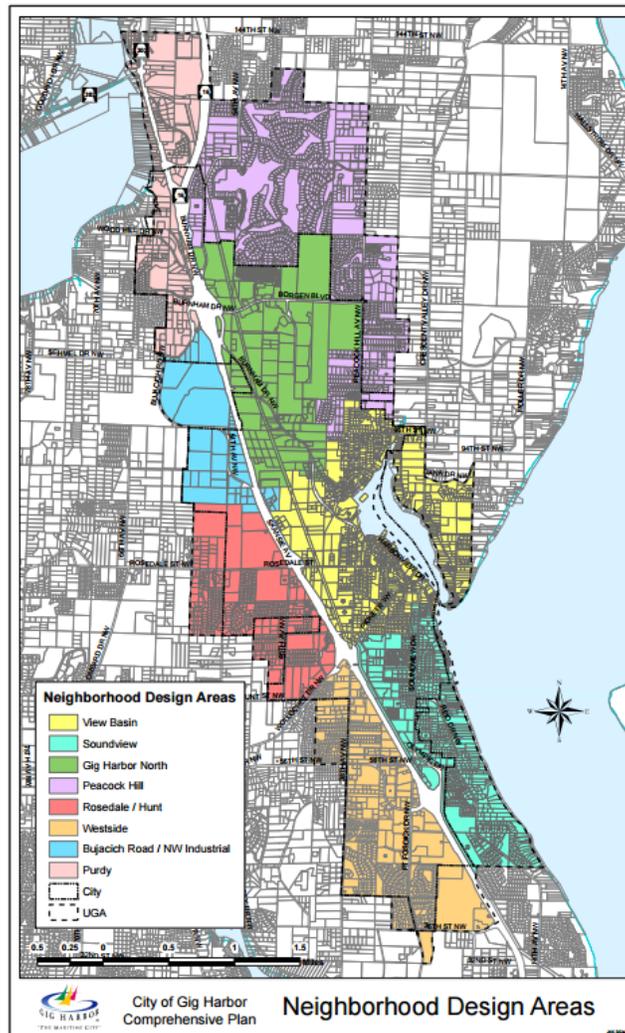
Point Fosdick: The Point Fosdick UGA contains approximately 41 acres. Approximately 12 acres are undeveloped with the remaining acreage developed as extremely low density residential (0.4-0.5 acre lots).

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Madrona Links: Madrona Links UGA is a total of 118 acres in size with 95 acres owned or operated as a public golf course. The remaining property consists of 52 townhomes adjacent to the public golf course. This UGA is fully developed under existing land use designations.

East Bay: Approximately 246 acres in size with the majority of properties consisting of fully developed single family homes. Approximately a quarter of this UGA is identified as underutilized according to existing development standards, with only a minor amount of vacant land available. All future development potential is currently identified as single family development. Previous annexation attempts have not been successful in obtaining the proper amount of property owners interested in incorporation. The City provides some sewer and water to the area through outside utility agreements.

As the intent of these design areas is to facilitate the development of common facilities including trails, parks, and open spaces within neighborhoods, they are important to consider in this plan.



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The City's zoning also plays a role in where new residential development will occur. The 2015 Comprehensive Plan identifies additional residential development capacity by zone. The remaining housing capacity, given the current zoning is 3,488 residential units. The table below shows the remaining residential capacity by zone. The City's land use map is shown on the following page. Residential zones are portrayed in shades of yellow, orange and light green.

2015 Additional Residential Housing Capacity by Zone

Zoning District	Housing Capacity
R-1	975
R-2	805
R-3	13
RB-1	23
RB-2	291
MUD	271
PCD-RLD	644
PCD-RMD	466
B-2	0
Total Capacity	3,488

The zoning categories are:

- Single Family Residential (R-1);
- Medium-Density Residential (R-2);
- Multiple-Family Residential (R-3);
- Residential and Business District (RB-1 & 2);
- Mixed Use District (MUD);
- Planned Community Development Low Density Residential (PCD-RLD); and
- Planned Community Development Medium Density Residential (PCD-RMD).

Demographics

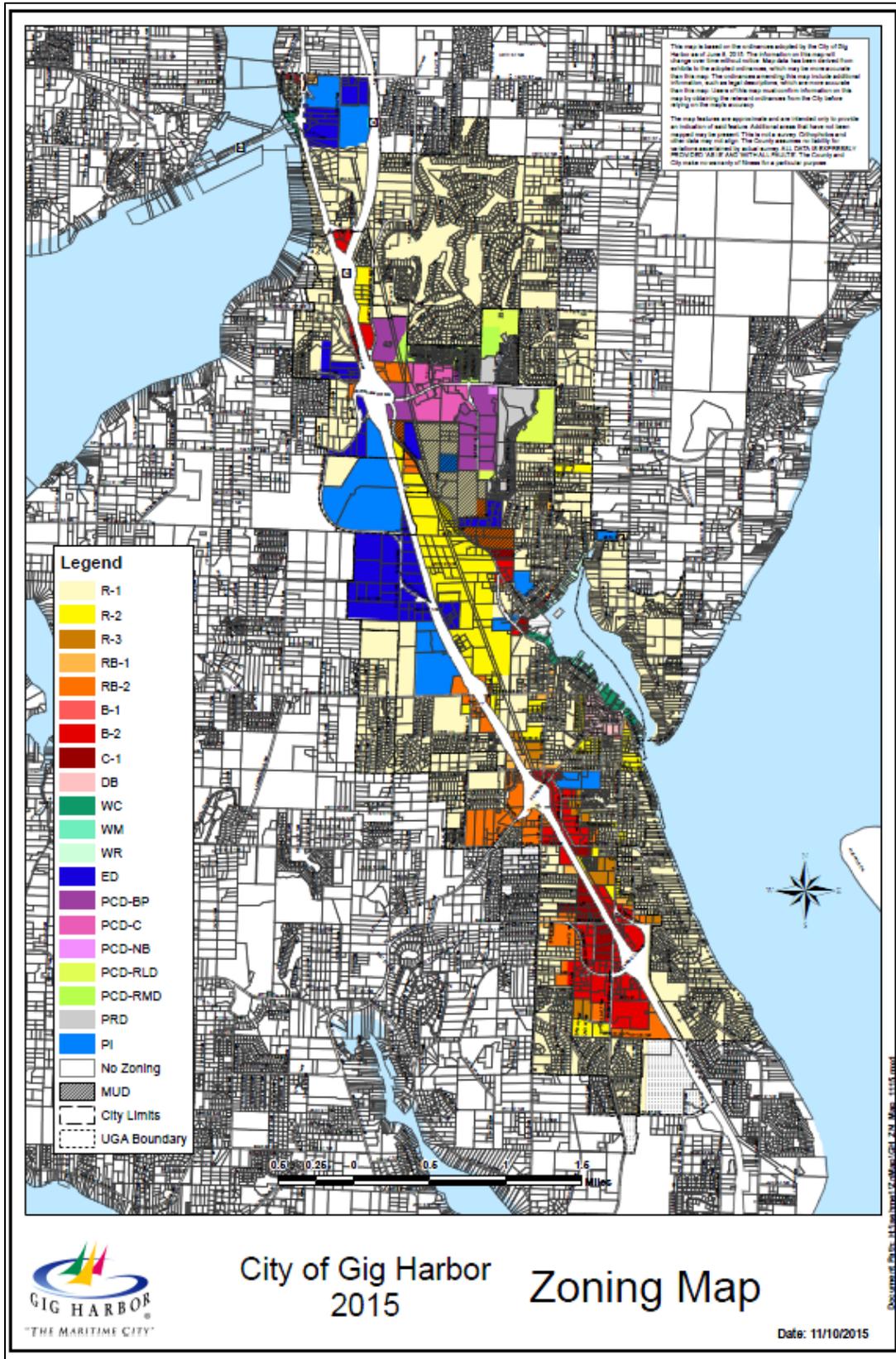
Gig Harbor has experienced unprecedented growth over the last decade and is currently the third fastest growing city in Pierce County. The City has grown by 20% in the last five years alone and has experienced an annual growth rate of 3.7%. In September 2015, City staff presented the first in a series of presentations regarding the impacts of growth to the City Council. Information from the presentation series is presented here.

From 2010 to 2015 the city Population grew by 1,429 persons from 7,126 to 8,555 residents. Under the Pierce County Buildable Land Allocation, the population is expected to grow from 7,126 persons (2010) to 10,563 persons by 2030.¹⁴ However, if the current annual average growth rate of 3.72%¹⁵ continues, the City will have a population of 10,271 by 2020. If all of the development that is currently in the permitting pipeline is built out, the 2020 population will greatly exceed the City's Buildable Land Allocation. By 2012, the City's permit volumes exceeded pre-Recession counts and have been growing at a rate of 7.2% average annually. At the present rate, the 2020 population residing within the current city limits will be 12,089 persons. The higher estimate represents a nearly 70% increase in the City's population from 2010 to 2020. Gig Harbor is bursting at the seams. Given the current zoning and land available for development within the present city limits, the 2030 population would cap at 14,500 persons, or over twice the 2010 population.

¹⁴ Gig Harbor 2015 Comprehensive Plan, Land Use Element, Population Growth Targets

¹⁵ Compare to an average annual growth rate of 0.72% for other Pierce County cities and 1.45% for all of Washington State.

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The average household size in Gig Harbor is 1.99 persons. This is partly due to the City's older than average population. Historically, Gig Harbor has been a retirement oriented community and remains so. As noted in the 2015 Gig Harbor Comprehensive Plan, individuals 75 and over represent 12.1% of the City's population. Young people (from infants to teens) represent about 18% of the total population. The average household size in other Pierce County cities is 2.32 persons.

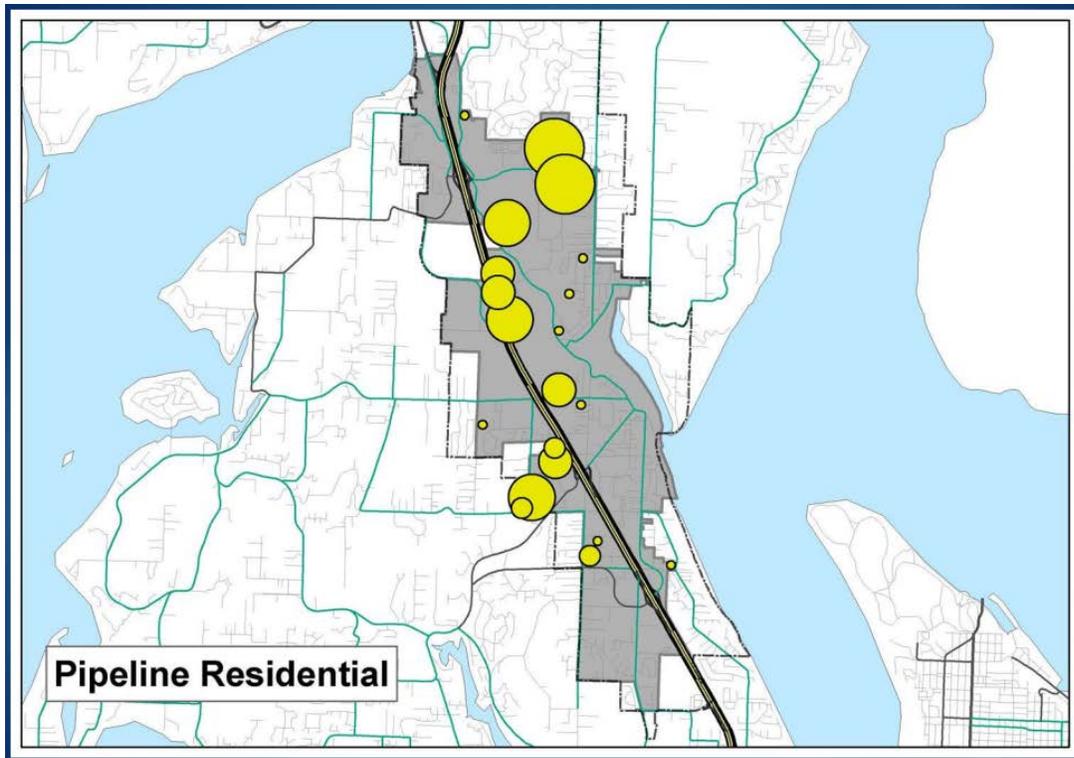
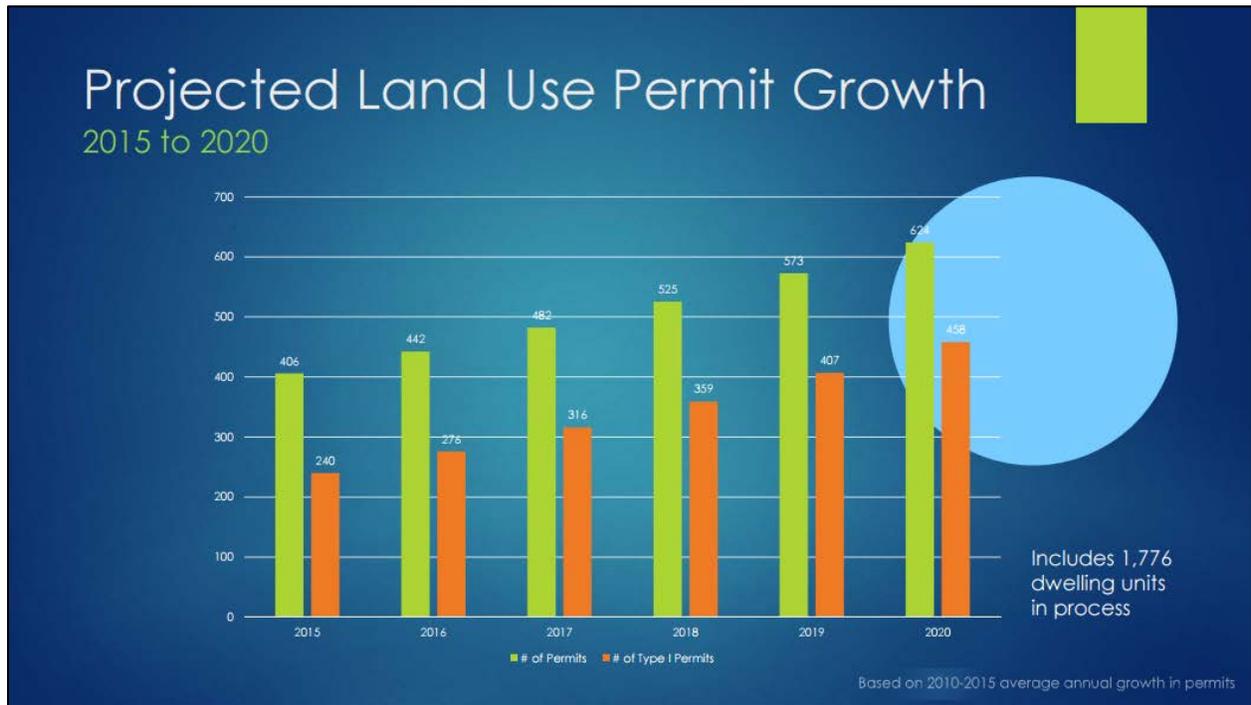
In 2010, the City had 3,560 housing units. By 2015, the City had 4,160 housing units (2,409 single family and 1,759 multi-family dwelling units). Both single and multi-family units grew significantly between 2010 and 2015, with growth representing increases of 17% and 28% for single and multi-family units, respectively within the five year period. By 2030, the Pierce County Buildable Lands Allocations expects the City to have an additional 1,960 housing units for a total of 5,431 housing units.¹⁶ As with the population figures, Gig Harbor is currently on track to exceed that target a decade earlier. Based on current permitting, the City expects an additional 1,776 dwelling units (for a total of 3,534 extra residents) by 2020. This breaks down to an additional 1,433 single family units and another 343 multi-family units. If the current projects in the permitting pipeline are all constructed, by 2020, Gig Harbor will experience a 59% increase in single family homes and a 19% increase in multi-family homes between 2015 and 2020.

The graphs on the following pages demonstrate the projected land use permit growth and the pipeline projects. The size of the circles on the pipelines maps represented the number of new dwelling units per permit, with larger circles representing more units. Though ultimately not all of

¹⁶ Gig Harbor 2015 Comprehensive Plan, Housing Element, Table 4 – Housing Unit Needs

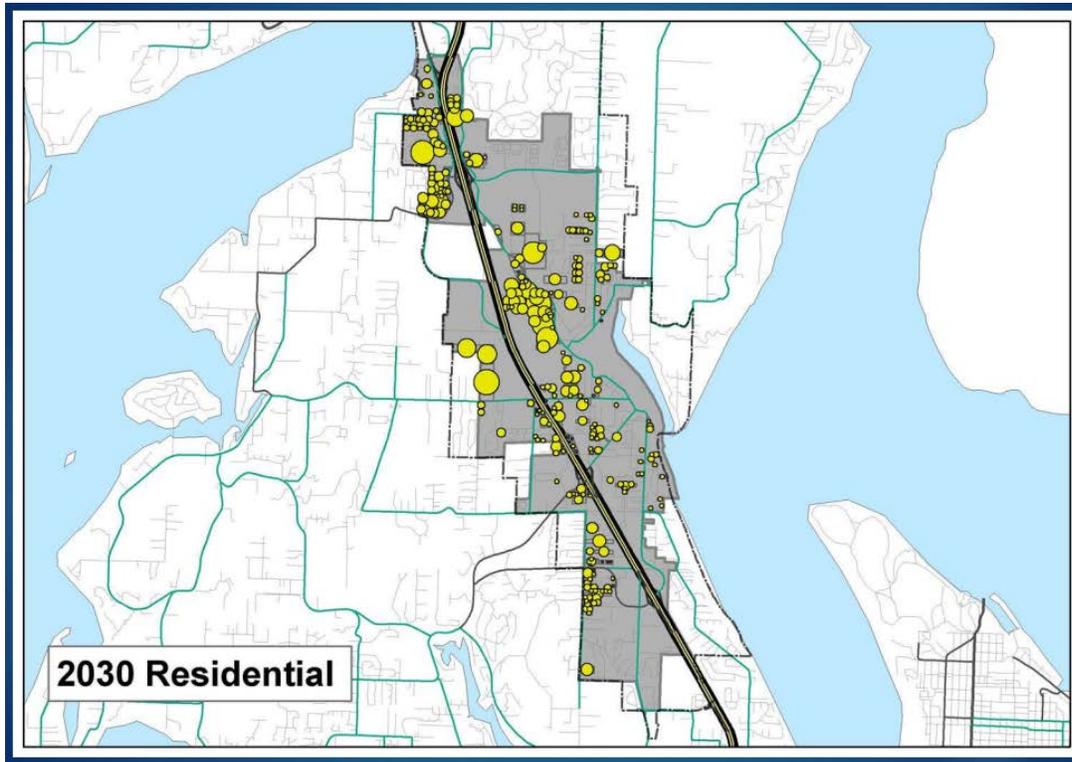
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the projects in the review pipeline may end up being realized, the implication is clear. Gig Harbor is growing rapidly and will continue to do so.



Projects in the review, permitting or construction phase, Fall 2015

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Available Residential Land and expected development pattern, Fall 2015

Based on the most recent American Community Survey, in 2011, Gig Harbor is:

- Older than the surrounding County and the State as a whole with more seniors aged 75 and older (12.1%); but fewer young individuals under 5 (3.4%) and aged 5-17 (14.6%);
- Skewed with respect to gender with more females (53%) than males (47%), which makes sense given the older population as females tend to live longer;
- A less ethnically-diverse population with a larger percentage of whites (91%) than Pierce County (76%) and WA State (79%) and a fewer percentage of individuals with a Hispanic/Latino origin (6.8%) than Pierce County (8.9%) and WA State (10.9%); and
- Wealthier than the surrounding areas with a higher median household income (\$62K) than Pierce County and WA State (each \$59K) and fewer individuals living below 100% of the Federal Poverty Level (10%) than Pierce County (12%) or WA State (13%).

Housing affordability is an issue in Gig Harbor. In 2010, the Home Value to Income Ratio in the City was 6.7. Homes in Gig Harbor typically demand a high price due to a strong market demand but may currently be occupied by long term residents of limited economic means. For example, many of Gig Harbor's senior citizens may be living in houses with market values far greater than

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either their current mortgages or original purchase prices would indicate. Gentrification is occurring in the basin area, and even homes outside the view basin are demanding higher prices than many current residents could afford were they to purchase them on today's market.

Gig Harbor 2012 Income Characteristics

Household* income	Percent of households
<\$10k	9.7%
\$10k - 14.9k	3.4%
\$15k - 24.9k	7.5%
\$25k - 34.9k	5.8%
\$35k - \$49.9k	12.7%
\$50-74.9k	18.3%
\$75-99.9k	10.3%
\$100-149.9k	15.4%
\$150k+	16.9%
Gig Harbor Median Income (2012): \$63,269	

Source: 2008-2012 American Community Survey

*Average household size for this survey is 2.12

The 2010 census data shows the vacancy rate to be about 12.7%

Though Gig Harbor tends to have a higher median income than the surrounding peninsula (\$62,000 vs. \$59,000), and consequently higher housing costs, this trend is likely to change as infill housing is added and the community becomes younger. The view basin and other desirable areas will continue to be more expensive than other areas. However, infill in non-view or amenity areas may not be as expensive. As the demographics of the larger peninsula change, so too will the city. Pierce County's Countywide Fair Share Allocations for affordable housing requires 25% of these units (1,871 units) to be developed as affordable housing. Senior housing, housing for young families and affordable housing all need access to safe, clean, well-lighted and pedestrian connected parks facilities.

Public Outreach

The Parks, Recreation and Open Space Plan process relied on and added to the planning and public participation processes for the 2015 Comprehensive Plan update. The Gig Harbor Parks Commission played a key role in the development of this plan. The City also sponsored a public opinion survey.

Parks Commission

Since 2005, the Gig Harbor Parks Commission has provided advice and to the Mayor and City Council regarding the development and renovation of parks, trails, and other recreation facilities. The Commission also makes recommendations concerning policy and implementation of plans and programs related to the City parks, recreation and open space system (GHMC 2.50.010). The volunteers serving on the Parks Commission individually contribute valuable insight into the parks system from a variety of user perspectives and collectively provide a public forum for discussion of park, recreation and open space issues affecting the City's system.

In addition to reviewing and commenting on the draft, the Commission sought public comment during their monthly meetings in October-December 2015 and in January 2016. The Parks Commission also held small group discussions on the PROS Plan on October 7th, 2015, November 5th, 2015, December 2nd, 2015, and January 6th, 2016. The draft PROS Plan was reviewed by the Public Works Committee on January 13, 2016. A draft of the PROS plan was presented to the Public Works Committee that day with a recommendation to forward the plan to the City Council for adoption. The City Council discussed the draft plan on February 8, 2016. The City Council adopted the PROS Plan April 11, 2016 by Ordinance No. XXXXXX. The adopted

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PROS plan was transmitted to the Washington State Recreation and Conservation Office in February 2016.

Public Opinion Survey

Public participation is a strong component of civic life in Gig Harbor. The update of the Parks, Recreation and Open Space Plan was no exception. From September 21, 2015 to October 31, 2015, the City carried out a public opinion survey. The City sought parks users' opinions about the City's parks and recreational programs and where residents felt the City should be spending the parks budget. In order to reach as many people as possible, the City launched the survey on both its websites (www.cityofgigharbor.net and www.gigharborguide.com) as well via social media and Facebook. The announcement was also published as a press release which ran in the Gateway newspaper (September 23, 2015), the local events section of The News Tribune. Additionally, the City invited several partners to publish the survey link on their online platforms and in newsletters. Partners invited to advertise the survey included Peninsula School District #401, the Gig Harbor Chamber of Commerce, the Boys & Girls Club, the Downtown Waterfront Alliance, the Skansie Netshed, Harbor Wildwatch, the Gig Harbor Boatshop, and the Harbor History Museum. Harbor Wildwatch reported posting the survey to its 2,200 local subscribers. The survey was hosted on surveymonkey.com.

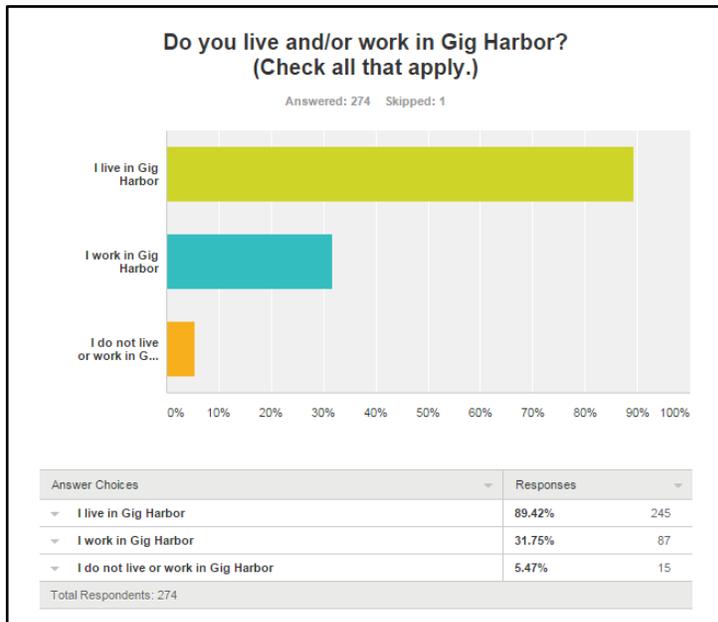
In all 276 individuals responded to the survey. A few people also provided additional comments via emails and phone calls directly to the City. The survey contained 10 questions and took about five-ten minutes to complete. The survey was set so that only one response was allowed per unique input device (laptop, phone, tablet, and/or desktop) with the same IP address. This was to prevent the same person from responding to the survey multiple times, though members of the same household could each respond individually on different devices. Some of the questions were simple yes/no type responses. Many involved a range of choices. Some also had space for open ended responses.

Demographics of the Respondents

The first question focused on where the survey respondents lived or worked. This question did not specify whether the respondent lived within the municipal limits. It was designed to get a sense of those who regularly uses the City's parks, even if they come from outside the City limits to do so. About 90% of the survey respondents stated they lived in Gig Harbor. 32% stated they work in Gig Harbor. About 30% of the people who stated they live in Gig Harbor also work here. 5% of the survey respondents reported that they neither lived nor worked in Gig Harbor. This suggests these individuals are coming from outside the community to use Gig Harbor's facilities or attend events in the community.

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It was clear from the comments that many people who felt they lived in Gig Harbor do not actually live within the current City limits. These people commented on parks that are outside the City's jurisdiction, mainly PenMet parks, and attributed these parks to the City of Gig Harbor. Many of these residents appear to be from the larger Gig Harbor peninsula and identify with the city as their home, even though they live outside the City limits. Later questions about the use of parks facilities show that these out of town residents clearly use the City's facilities regularly. Most residents are not aware of which parks are owned and managed by the City versus PenMet. This



suggests that the City and PenMet would benefit from partnership and coordination as the reputation of both agencies hinges on the performance of the other.

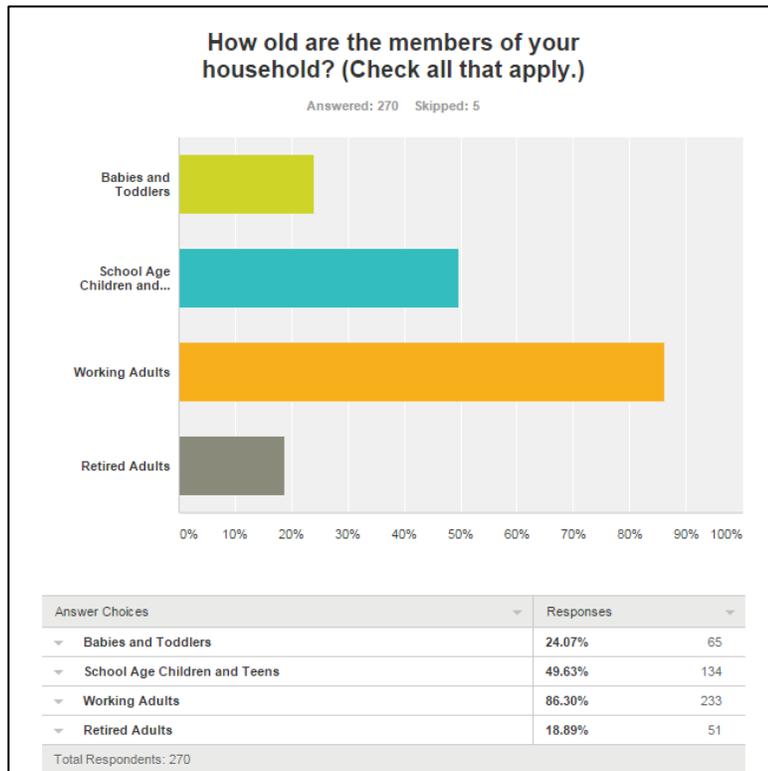
Respondents were asked about the composition of the household in terms of age groups. This is important because different people at different life stages have different needs with respect to parks, events and community facilities. Babies and toddlers need structured tot lots with smaller equipment and fencing. School age children need play

structures and room to run but inside a space that keeps them from inadvertently running out of the park and toward parking lots or drive aisles. Teens look for community events and facilities where they can participate in events or hang out together safely, often indoors. Working adults show a preference for hard and soft surface walking and bicycling facilities. Older adults may need hard, level surfaces that allow them to move around easily without obstacles. Knowing the distribution of age groups also allows event planners to create different types and varieties of events to meet the needs of the full population.

Historically, Gig Harbor has been a retirement oriented community and remains so. As noted in the 2015 Gig Harbor Comprehensive Plan, individuals 75 and over represent 12.1% of the City's population. Young people (from infants to teens) represent about 18% of the total population. The survey's respondents did not reflect this trend, indicating a lot of them live in the larger Gig Harbor Peninsula where the median age and household composition more closely matches the larger Pierce County population. Most of households represented by the survey respondents contained working adults (48%). Retired adults (which include adults under 75) represent the smallest group by age (11%). As the retired adults' category was not age specific, it is probably a much younger group than the 75 and older population represented by the Comprehensive Plan's reference to

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the American Community Survey. The largest American population segment, the Baby Boomers, is just beginning to retire. The oldest Boomers, born in 1946, are still under 70.



In the survey households, young people together (babies to teens) represent about 41% of the population. The infant and toddler group represented 13% of the population. Compare this to the Comprehensive Plan figures for all youth at 18% of the total population and children under five years old representing only 3.4% of the City’s population. This is a significant discrepancy from the City’s youth population. The City has a much older population than the surrounding area of the larger peninsula. About 6% (15 of 266) of households reported a member of their family had some sort of physical disability.

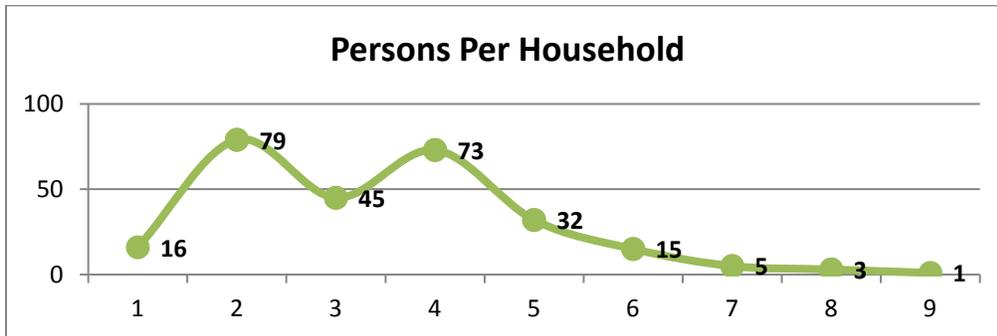
Since the completion of the Narrows Bridge, and following a larger trend in population growth in Puget Sound, the Gig Harbor peninsula has grown into a bedroom community with a much larger population of younger families. This trend is significant for Gig Harbor not only because these residents use the City’s parks, but also because the City is also expected to grow. In 2010, the City had 3,560 housing units. By 2030, the City is expected to have an additional 1,960 housing units for a total of 5,431 housing units¹⁷. The population is expected to grow from 7,126 persons (2010) to 10,563 persons by 2030¹⁸. Though Gig Harbor tends to have a higher median income than the surrounding peninsula (\$62,000 vs. \$59,000), and consequently higher housing costs, this trend is likely to change as infill housing is added and the community becomes younger. As the demographics of the larger peninsula change, so too will the city. Pierce County’s Countywide Fair Share Allocations for affordable housing requires 25% of these units (1,871 units) to be developed as affordable housing. Senior housing, housing for young families and affordable housing all need access to safe, clean, well-lighted and pedestrian connected parks facilities.

¹⁷ Gig Harbor 2015 Comprehensive Plan, Housing Element, Table 4 – Housing Unit Needs

¹⁸ Gig Harbor 2015 Comprehensive Plan, Land Use Element, Population Growth Targets

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Respondents were asked to describe their household size. The average (mean) household size was 3.41 persons. This again shows many survey respondents live outside the City limits. The average household size for the city of Gig Harbor is 2.12¹⁹. Respondent's household sizes ranged from one person to nine persons. The most common household size (the mode) was two persons, though four person households were also common. The median (mid-range household) had three persons. 36% of the households had only 1-2 persons. 44% had three or four persons. About 21% of the households had five or more persons.



Questions four and five asked if the household had a dog or a boat, respectively. Dog parks have gained in popularity over the last ten years. This question was aimed to get a sense of how many dogs might be out there. Later questions asked specifically about off-leash dog parks. Given the popularity of Gig Harbor's waterfront, the boat ownership question looked at how many of the visitors to these facilities are using them to access boats or are using them for purely recreational, land based activities. Over half of the respondent households (53%) have a dog. Less than 30% have a boat.

Frequency of Use

Question 6 was a much more involved question that asked respondents to rank how often they frequented different kinds of parks, events or facilities in or near Gig Harbor. The question specifically included events and facilities that are outside but near Gig Harbor in order to get a sense of the local demand for each item, but specifically those types of facilities that Gig Harbor does not currently provide, such as off-leash dog parks or community centers. These are services that many of Gig Harbor's partner organizations (such as the Boys and Girls Club) are providing or are in the larger region (such as PenMet parks, Pierce County parks and state parks). There may be an unmet local demand for these facilities and services. To answer that, the question also gave respondents an opportunity to state whether they felt Gig Harbor had enough or not enough of each of these things. Finally, there was an open ended comment box that allowed respondents to provide more detailed information.

Respondents were asked how often (rarely, occasionally or frequently) they visited, used, or participated in each of the following:

¹⁹ Source: 2008-2012 American Community Survey.

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- Community Beach, Waterfront Park or Boat Launch;
- Outdoor Sports Fields or Courts;
- Bike Lanes, Sidewalks and/or Pedestrian Paths;
- Soft Surface Walking Trails through Natural Areas;
- Hard Surface Trails for Biking/Hiking/Walking;
- Parks with Display Gardens;
- Indoor Sports Facilities or Fitness Centers;
- Community Center or Park Visitor Center;
- Swimming Pool;
- Structured Playgrounds;
- Open Areas for unstructured play/picnicking such as Fields or Plazas;
- Off-Leash Dog Area;
- Community Garden or Pea Patch;
- Community Event (such as Movies in the Park, Cider Swig, Donkey Creek Chum Festival, etc.); and
- Conserved Open Space that is not open to public use.

The most frequently used facilities in Gig Harbor are bike lanes, sidewalks and pedestrian paths. 55% of respondents reported using these facilities frequently and another 31% reported using them at least occasionally.

Community beaches, waterfront parks and boat launches were equally as popular with 44% of respondents visiting them frequently and a total of 87% of respondents visiting them at least occasionally.

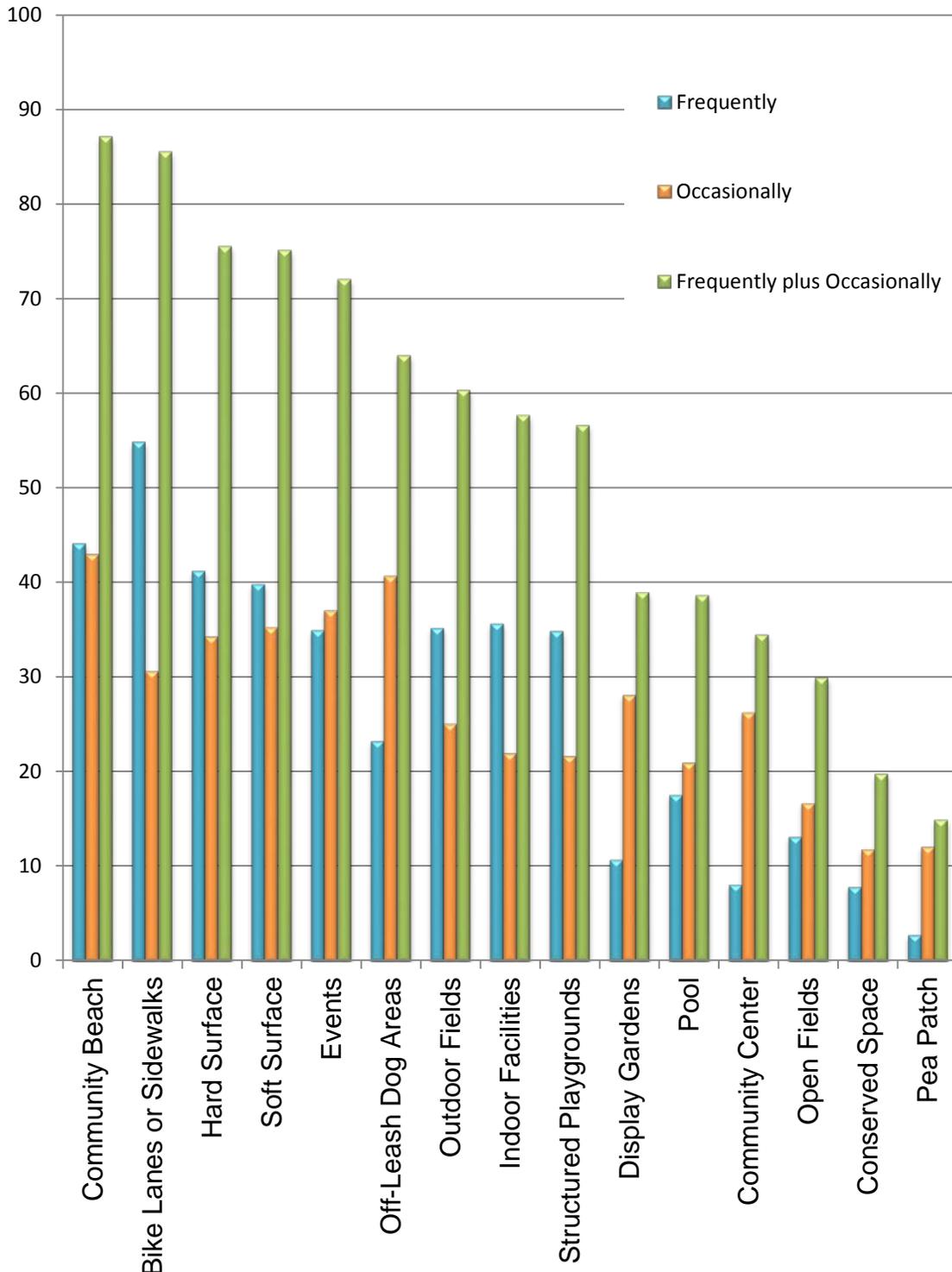
The next most popular facilities are hard surface and soft surface trails. About 40% of respondents stated they use both hard surface and soft surface trails frequently. 75% of total respondents stated they use both hard surface and soft surface trails at least occasionally.

Just over a third of respondents (around 35% each) stated they frequently visited outdoor sports fields or courts, indoor sports facilities or fitness centers, and structured playgrounds, or participated in community events.

About a quarter (25%) of respondents reported frequently using open areas such as Fields or Plazas. Another 40% of respondents use these facilities at least occasionally.

The most rarely used facilities and services are those that are available regionally but are not available within Gig Harbor. These include parks with display gardens, community centers or park visitor centers, swimming pools, off-leash dog areas, and community gardens. Though there is off-limits conserved open space within Gig Harbor, very few people admitted to frequently visiting these not open to the public areas.

Frequency of Use by Facility Type

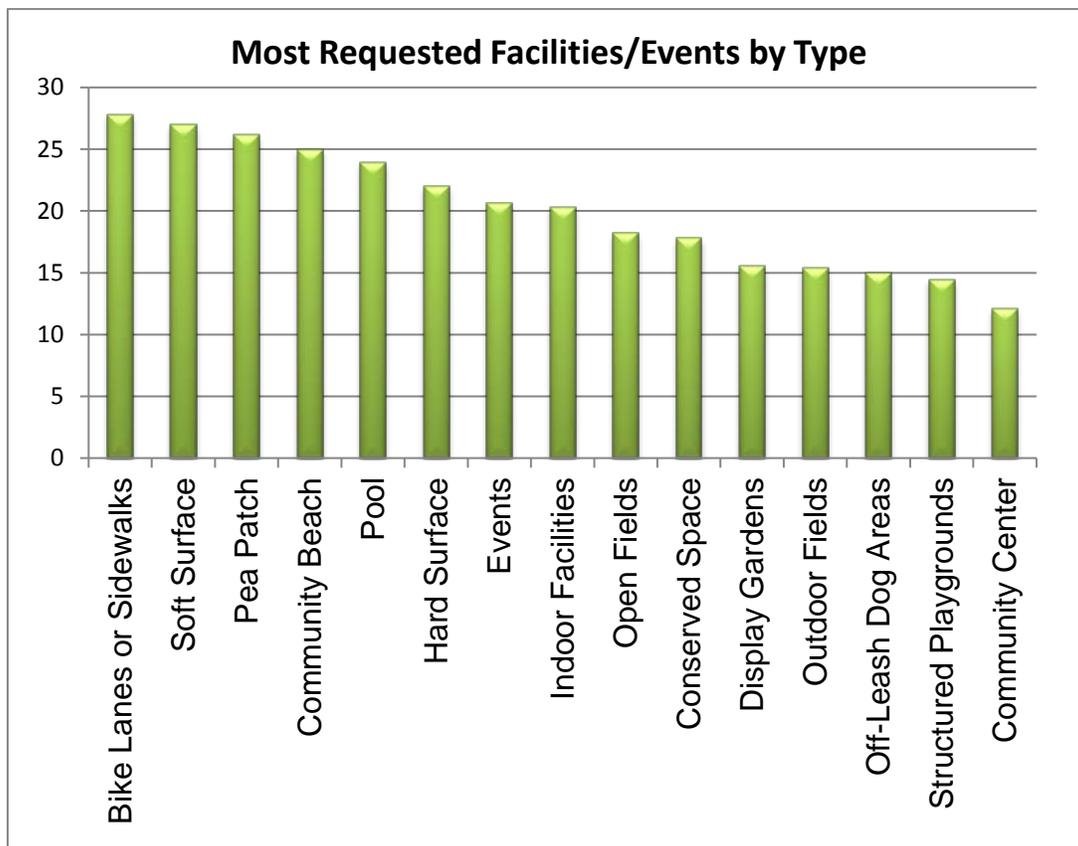


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Public Parks Priorities

The next part of the question asked respondents to give their opinion on which facilities or events they would like to see more of versus those facilities that were already being adequately met. The following is a ranked list of the types of facilities and events Gig Harbor residents wish they had more of:

1. Bike Lanes, Sidewalks and/or Pedestrian Paths,
2. Soft Surface Walking Trails through Natural Areas,
3. Community Garden or Pea Patch,
4. Community Beach, Waterfront Park or Boat Launch,
5. Swimming Pool,
6. Hard Surface Trails for Biking/Walking/Hiking,
7. Indoor Sports Facilities or Fitness Centers,
8. Community Events,
9. Open Areas such as Fields or Plazas,
10. Conserved Open Space that is not open to the public,
11. Off-Leash Dog Areas,
12. Parks with Display Gardens,
13. Outdoor Sports Fields or Courts,
14. Structured Playgrounds, and
15. Community Center or Parks Visitor Center.



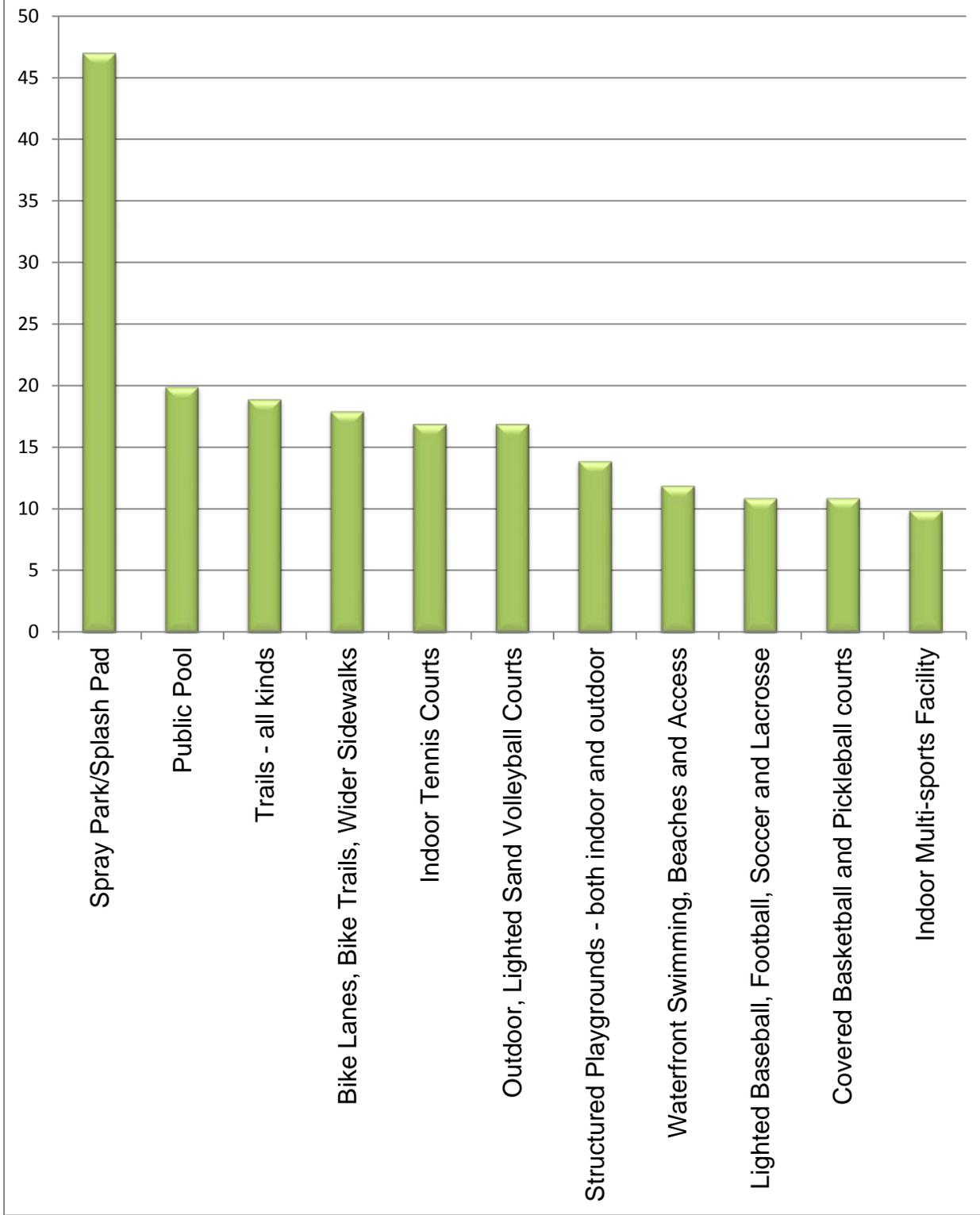
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The question also allowed an open ended response to allow respondents to provide more detail. Respondents mentioned 60 individual items they would like to see implemented by the City. By far the most requested facilities were spray parks/splash pads and a public pool. Trails of all kinds, bike paths, bike lanes and wider sidewalks were also very popular requests. There is a large demand for both indoor tennis courts and outdoor, lighted sand volleyball courts. Parents expressed interest in structured playgrounds, particularly for toddlers and young children. Lighted, large scale ball fields (baseball, soccer, football and lacrosse) were common requests as were covered basketball and pickle ball courts. The theme of covered and indoors was present across most uses. Many respondents requested an indoor multi-sports facility with features such as running trails, places for kids to ride bikes, a bowling alley, go carts, ice skating, baseball, soccer and/or a climbing wall.

Respondents cited several examples of parks and facilities they would like to replicate in Gig Harbor including:

- the Regional Athletic Complex in Lacey and the Heritage Park Recreation Center in Puyallup with their multiple athletic fields, playgrounds, trails and concession areas;
- the indoor multi-sports arena at Northwest Sports Hub in Centralia;
- Kandle Park in Tacoma which features basketball courts, a skate park, a community garden, a hard surface trail, structured age separated playgrounds, picnic areas, a wave pool, a lap pool, and a splash park;
- the Federal Way Community Center which features fitness classes, a fitness center, lap and recreation pools, a climbing tower, three ball courts, a game room, a senior lounge and a cafe;
- the Natatorium Allen, TX which features a fitness center, climbing tower, and both lap and recreational swimming;
- the Discover Pond at the Tacoma Nature Center;
- the Charlotte, NC Greenway System;
- a harbor treatment similar to Deep Cove in Vancouver, BC; and
- the waterfront parks in Olympia and Poulsbo.

Most Requested Specific Parks Facilities



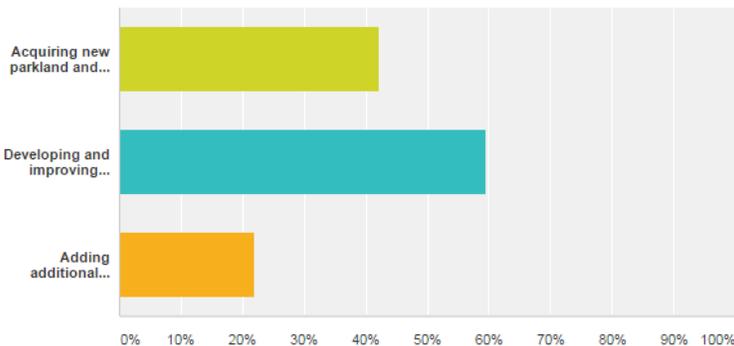
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Respondents were asked to rank where parks dollars should go: to acquiring new parkland and natural areas, to developing and improving currently owned parks, or to adding additional events at existing parks throughout the year. The majority of respondents (60%) ranked the development and improvement of the City’s existing parks before acquiring new parkland and natural areas or adding additional events.

When asked to rank where money should go with respect to the type of facilities or events, respondents overwhelmingly ranked community beaches, waterfront parks or boat launches as the top priority. The second and third most important facilities for tax spending were soft surface walking trails and bike lanes, sidewalks and/or pedestrian paths. Outdoor sports fields or courts and hard surface trails were tied in the fourth position. A community swimming pool was a close fifth. The survey didn’t specify splash parks, but they were the most requested facility and are tied to the demand for pool facilities in general.

Gig Harbor Public Works is in charge of acquiring, developing and managing parks and open space within the city limits. The City also sponsors many events throughout the year. If you could choose how to spend the limited parks dollars, where would you focus spending over the next ten years?

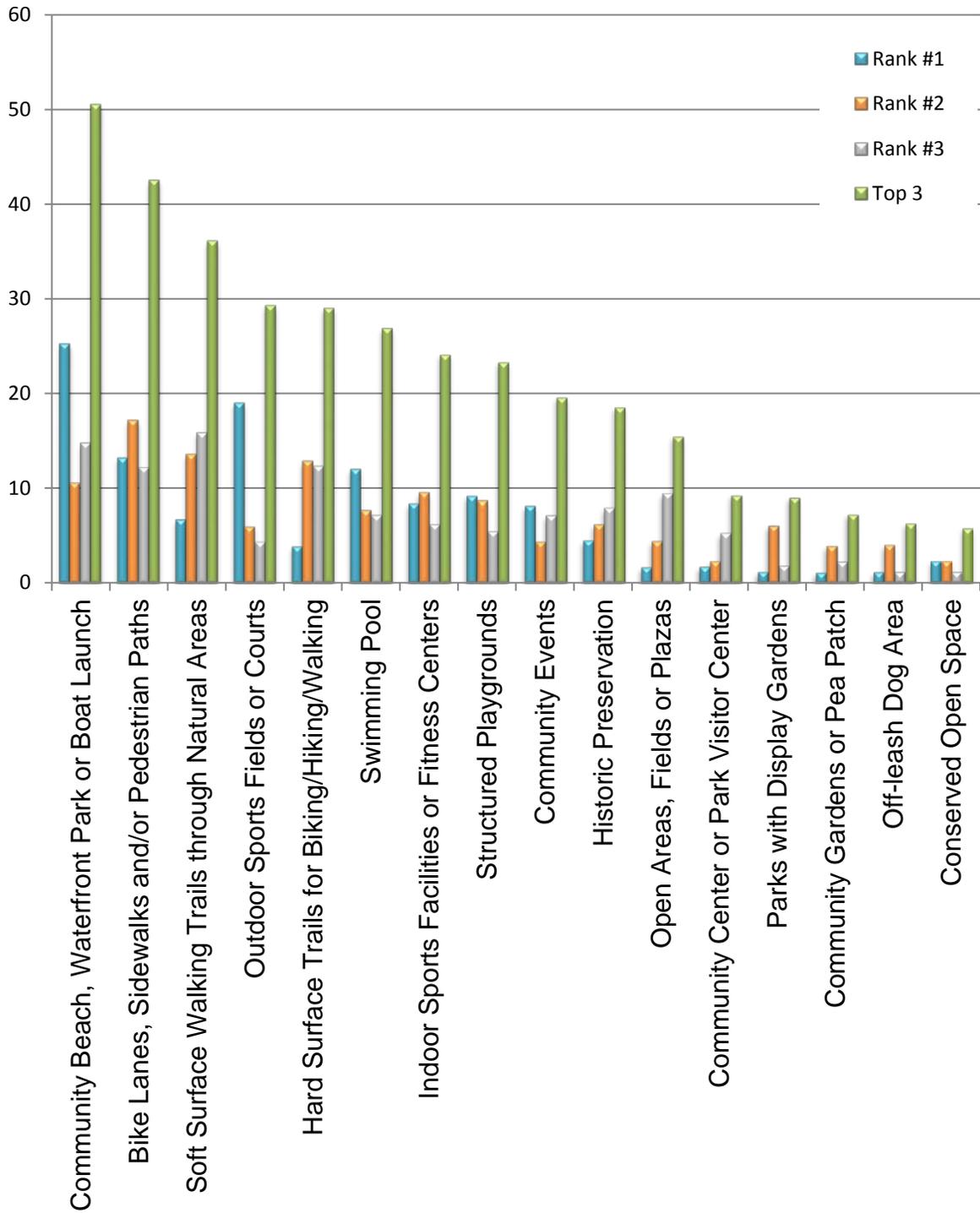
Answered: 232 Skipped: 43



Answer Choices	Responses
Acquiring new parkland and natural areas	42.24% 98
Developing and improving currently owned parks	59.48% 138
Adding additional events at existing parks throughout the year	21.98% 51
Total Respondents: 232	

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Prioritized Spending by Facility Type



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The final question was designed to help the City to develop policies going into the future with respect to several different issues. These issues included the size of parks (regional vs. local), the number of City hosted events throughout the year, historic preservation, environmental preservation, the look of the City and the connectivity of the City for pedestrians and cyclists.

With respect to the size of parks, respondents were asked if the City should place its priority on developing regional scale parks with larger scale facilities for sports or events or, alternatively, on developing neighborhood scale or pocket parks in more areas. In both cases, the majority of respondents (69%) favored the development of new parks over not developing more parks. However, more respondents (42%) favored developing neighborhood scale parks over the development of regional scale parks (27%).

An overwhelming majority (79%) of respondents felt the City should place a priority on hosting or sponsoring local community events and festivals. Respondents felt similarly (70% favorable) regarding historic preservation. Respondents favor the City playing an active role in historic preservation activities such as preserving net sheds, historic structures and/or historic agriculture. Respondents had even stronger positive sentiments (82% favorable) about the need for the City to improve the health and ecological function of forests, wetlands, lakes and streams.

With respect to the look of the City, respondents were supportive (75% favorable) of the City providing attractive street trees and plantings on major roads and the waterfront. Respondents were also supportive (80% favorable) of adding bike lanes and pedestrian paths.

Though each of these issues and policy initiatives was strongly supported, some policies were more strongly supported than others. The most strongly supported policy initiatives ranked as follows:

1. Adding bike lanes and pedestrian paths,
2. Improving the health and ecological function of forests, wetlands, lakes and streams,
3. Developing neighborhood scale or pocket parks in more areas,
4. Playing an active role in historic preservation,
5. Hosting or sponsoring local community events and festivals,
6. Providing attractive street trees and plantings on major roadways and the waterfront, and
7. Developing regional scale parks with larger scale facilities for sports or events.

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Gig Harbor Should Place Its Priority On:

	Strongly Agree	Somewhat Agree	Somewhat Disagree	Strongly Disagree	Total
Adding bike lanes and pedestrian paths	50.66% 115	29.07% 66	14.54% 33	5.73% 13	227
Improving the health and ecological function of forests, wetlands, lakes and streams	43.61% 99	37.89% 86	16.30% 37	2.20% 5	227
Developing neighborhood scale or pocket parks in more areas	39.65% 90	44.05% 100	11.45% 26	4.85% 11	227
Playing an active role in historic preservation (such as preserving net sheds, historic structures, or historic agriculture)	32.60% 74	37.44% 85	21.15% 48	8.81% 20	227
Hosting or sponsoring local community events and festivals	30.84% 70	48.46% 110	15.86% 36	4.85% 11	227
Providing attractive street trees and plantings on major roads and the waterfront	26.20% 60	48.47% 111	20.96% 48	4.37% 10	229
Developing large parks with larger scale facilities for sports or events	21.93% 50	32.46% 74	31.14% 71	14.47% 33	228

Other requested items including improvements to existing facilities and requests for new facilities or events. The residents of Gig Harbor and its immediate environs don't separate parks functions from streets, residential planning, event planning and land use issues. The City to them is a single entity rather than a collection of functions or departments. The list below demonstrates the needs of the residents of Gig Harbor, some of which are directly related to parks and their functions. Others are related to the look and feel of the City or the range of activities that can happen here. Many of the issues, such as the need for bike lanes or sidewalks or the desire for street trees, are not as much about parks planning as they are about complete streets policies or residential subdivision development standards. Each of these issues will be addressed separately in the Goals and Policies Chapter.

Public Comments from Survey

Existing Facilities or Events:

Capital Improvements:

General:

- Light outdoor courts for evening use,
- Install safety barriers at existing parks to keep kids out of parking areas,
- Install swing sets and monkey bars,
- Fix existing structured play facilities,
- Picnic tables nearer to Donkey Creek,
- Add a play structure to Donkey Creek,
- Improve or add parking where needed at all parks, and
- Improve overall safety at existing parks with fences, lighting, landscape design and maintenance.

Specific Area Requests:

- Add a concrete retaining wall near the Green Turtle to keep rocks off the sidewalk,
- Improve parking lot design and add fencing at Crescent Creek to reduce safety issues with children coming out of the Maritime Playzone and upper play area,
- Provide maintenance to the BMX park,
- Add sidewalks to 38th Avenue NW to create a loop with the Cushman Trail and serve Harbor Heights Elementary and Goodman Middle School,
- Improve the path at Crescent Creek Park,
- Create a wildlife corridor from the heights to the waterfront,
- Convert the picnic table space at Eddon Boat Park to Kayak access and provide space for the Canoe/Kayak team out of the public space,
- Improve notification and detour signage around events at Harborview Drive,
- Close Harborview Drive to vehicular traffic between the Tides Tavern and Stinson Avenue,
- Improve Old Ferry Landing park with a better beach access path and kayak launch,
- Add a gate to Old Ferry Landing park to discourage illicit activity at night,
- Review parking at all parks and improve disabled parking where necessary,
- Add sidewalks to roads leading to the Cushman Trail, specifically Vernhardson, Peacock Hill, and Burnham, and from Hyuhee hee north to the mini storage,
- Add downtown parking at the corner of Skansie and Rosedale, and
- Widen the sidewalks along Harborview Drive.

Public Comments from Survey

Existing Facilities or Events:

Policies:

- Provide on-going, top notch maintenance of existing parks with landscaping replacement when needed and regular weeding of landscape beds,
- Rent park facilities to private parties to lower taxes,
- Provide regular policing for parks after dark but specifically at the Old Ferry Landing park at the end of Harborview Drive, and
- Focus on preservation of open space, tree preservation, waterfront preservation with access, and historic preservation while honoring Gig Harbor's culture in all events and facilities.

New or Additional Facilities or Events:

Capital Improvements:

Waterfront:

- Waterfront Swimming, Beaches and Access,
- Waterfront park with play structure and picnic tables,
- Fuel dock on the harbor,
- Kayak facilities,
- Dingy and other small craft docks,
- Wider sidewalks downtown,
- Boat ramp for cars with adequate parking for trailers,
- Benches along walking paths and the harbor,
- Expand the harbor walk to the entire west side of the harbor,
- Use the old ferry docks,
- Easy access to the lighthouse, and
- Better downtown parking.

Events and Activities:

- Rentable community space that allows beer/wine,
- Recreation programs with better public info,
- Full service farmers market with meat, and
- a Food Truck Festival.

Public Comments from Survey

New or Additional Facilities or Events:

Capital Improvements:

Parks and Facilities:

- Spray Park/Splash Pad,
- Public Pool,
- Trails - all kinds,
- Bike Lanes, Bike Trails, Wider Sidewalks connecting parks, schools, neighborhoods and the waterfront to the heights,
- Indoor Tennis Courts,
- Outdoor, Lighted Sand Volleyball Courts,
- Structured Playgrounds - both indoor and outdoor,
- Lighted Baseball, Football, Soccer and Lacrosse Fields,
- Covered Basketball and Pickle ball courts,
- Indoor or covered playgrounds,
- Community center with inclusivity for all ages,
- Community gardens or pea patches,
- Open space and plazas,
- Freshwater fishing area,
- Dog parks,
- Skate park,
- Display gardens,
- Disc golf,
- Golf Course,
- Stairs everywhere,
- Street end parks,
- Batting cages,
- Children's museum,
- Blueberry farm,
- Horseshoe Pit, and
- Place safety flags at intersections to improve pedestrian safety.

Policies:

- More focus outside of downtown,
- Create indoor facilities for teens,
- Family oriented parks for all ages,
- All improvements should be as accessible as possible, and
- Create an integrated greenway system.

Public Comments from Survey

Comments for Other Agencies:

- Improve customer service at Fox Island Sand Spit,
- Improve non-motorized safety on Jahn Road,
- Complete Harbor Family Park for its original purpose,
- Add play structures at Arletta and Rosedale parks,
- Provide walking/jogging soft surface paths near the Narrows bridge, and
- Build another YMCA.

Major Themes

The survey revealed several major themes. The first is that many people use the City's public spaces, though they do not all live within the City's limits. Another common theme related to the changing demographics of Gig Harbor. Survey respondents overwhelmingly requested activities and facilities that cater to children and teens as well as adults. Certain improvements came up time and again including demand for a public pool and a spray park, waterfront access and community beaches, and an indoor multi-sports recreational facility for both team and individual sports. Residents expressed a desire for a network of neighborhood scale parks with safe non-motorized connections between them and major population areas and schools; and the need for lighted, safe, well designed regional multi-use parks with adequate parking. Residents favored developing existing parkland over acquiring new land. They stressed the importance of regular maintenance and on-going replacement of landscaping materials. Safety for children was a huge focus with respect to fencing, parking and access design, and landscape placement.

IV. Existing Park & Recreation Resources



The character of Gig Harbor's parks and recreation system has been greatly influenced by the recreation interests and participation of its residents. Gig Harbor's residents play sports, picnic, walk, and play in the City's parks. The City provides some recreational programming, such as festivals, movies in the park and other events, while partner organizations provide other types of programming.

Planning Efforts

Multiple governmental agencies are responsible for park planning on the Gig Harbor peninsula. Each of these entities has separate plans and regulatory documents that guide planning in and around the city. With multiple and overlapping jurisdictions, plans, and regulations, it is important to distinguish these agencies, as well as their corresponding plans. Understanding the roles of these various planning efforts can help identify how residents are served in the planning area, and establish the planning framework for the remainder of this plan.

The three governmental agencies involved with park planning within Gig Harbor include: the City of Gig Harbor, Pierce County, and the Peninsula Metropolitan Park District (PenMet). The larger Gig Harbor Peninsula is also home to Kopachuck State Park which is operated by Washington State Parks. Another major provider of recreational space, especially for school aged children, is the Peninsula School District. The district operates 15 school campuses, many within the City Limits of Gig Harbor, or within a few miles of the city.

In addition to these agencies, there are a variety of organizations that provide recreational programming services throughout the Gig Harbor area. These organizations include the YMCA, the Boys and Girls Club and the Gig Harbor Athletic Club. Though privately operated, various entities also provide for large tracts of open space. The largest privately owned open space is provided by golf courses (Canterwood Golf and Country Club, Gig Harbor Golf Club and Performance Golf) or sports fields (Gig Harbor Little League).

In total, there are nearly 1,200 acres of park, recreation, and open space lands on the Gig Harbor Peninsula. At 133 acres, the City's developed and undeveloped parkland and open space represents about 14% of the total recreational and open space available to residents in this area while the City's population (~8,500) comprises about 19% of the total population (~45,000)²⁰ living on the peninsula.

²⁰ 2011 Washington State Office of Financial Management Projections based on the 2010 U.S. Census.

City of Gig Harbor Parks Planning

Park planning in Gig Harbor involves a multi-step process. The City's Parks Commission is responsible for reviewing decisions that affect the park system. The Commission provides park-related recommendations for consideration by the City Council. City staff is responsible for the day-to-day planning, development, and maintenance related to the park, recreation and open space system. In order to take advantage of the City staff expertise and reduce costs, smaller park improvements are often designed and/or constructed by City staff.

The City owns and maintains 15 developed parks, 8.45 miles of regional trails (plus trailheads) and 61.40 acres of dedicated open space and undeveloped parkland.



The City's Comprehensive Land Use Plan is responsible for guiding land use and development within the City Limits and Urban Growth Area. Adopted in June 2015 and amended annually, the Plan serves as the basic blueprint for the City's growth for a twenty year time period. This plan is

a supplement to the larger Comprehensive Plan. The Comprehensive Plan population growth targets and development timeline provided the demographic and statistical background for this plan.



Skansie Brothers Park

The tables below provide a snapshot of the City's park and open space facilities. Park profiles on each city park facility are included as Appendix A to this plan.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

 City of Gig Harbor				
Name of Park	Address	Size (Acres)	Park Classification	Features
Neighborhood Parks				
Crescent Creek Park and BMX Park/Sand Volleyball courts	3303 Vernhardson Street 9702 Crescent Valley Drive NW	9.79	Neighborhood	Tennis court, baseball field, 1/2 basketball court, BMX track, sand volleyball courts, Maritime Playzone (ages 3-12), picnic areas, group shelter, viewing platforms (2), restrooms, garbage cans, BBQs, benches, bleachers, cooking stoves (2), drinking fountains (4), interpretive signage, and parking (39 spaces plus 8 on-street).
Civic Center and Skate Park	3510 Grandview Street	6.55	Neighborhood	Benches (16), drinking fountain, garbage cans, picnic areas, skate park, public green, playground (tot lot) with climbing wall and swings, 8 off-street parking spaces plus overflow in City Hall parking.
KLM Veterans Memorial Park	3580 50th Street	5.57	Neighborhood	Baseball/soccer field with bleachers, 1/2 basketball court, play structure (tots), bike rack, drinking fountain, covered picnic area, benches, restrooms, a memorial, and parking (21 off-street spaces and 19 on-street spaces)
		21.91	Total Neighborhood Parks	
Special Use				
Eddon Boat Park	3805 Harborview Drive	2.89	Waterfront	Historic boat building, brick house, deck, garbage cans, historical signs, picnic tables, and restrooms. The park has waterfront access.
Skansie Brothers Park	3207 Harborview Drive	2.59	Waterfront	Bench, garbage cans, historical signs, historic house and netshed, pavilion, picnic areas, and water hose bibs.
Austin Estuary (Uplands)	4009 Harborview Drive	1.38	Waterfront	Human powered watercraft landing, picnic tables, trash cans, and doggie pot.
Maritime Pier	3303 Harborview Drive	0.72	Waterfront Mini-Park	Benches, picnic areas, and public boat sewage pump out station.
Jerisich Dock	3211 Harborview Drive	0.56	Waterfront Mini-Park	Benches, doggie pots, drinking fountain, garbage cans, Life Jacket Loaner Station, picnic tables, public boat sewage, pump out station (seasonal), public moorage, restrooms, and public art.
Old Ferry Landing (Harborview Drive Street End)	2700 Harborview Drive	0.31	Waterfront Mini-Park	Benches, doggie pot, drinking fountain, garbage cans, picnic tables, viewing platform, and historical signs.
Bogue Viewing Platform	8803 N. Harborview Drive	0.10	Waterfront Mini-Park	Picnic tables, viewing platform, garbage can, Connie's Clock and Memory Vessel Art
Soundview Street End	End of Soundview	0.26	Mini-Park	None.
Bogue Visitor Center	3125 Judson Street	0.15	Miscellaneous	Benches, garbage cans, and a raingarden.
		8.96	Total Special Use Parks	

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City of Gig Harbor

Name of Park	Address	Size (Acres)	Park Classification	Features
Trails				
Cushman Trail			Trail	Picnic tables, bike racks, benches, trash cans, mutt mitts. Trail is paved and 14-16 feet in width.
Trailhead at Borgen	5280 Borgen	0.18	Trail	Restrooms, drinking fountain, garbage cans, off-street parking (19 spaces)
Trailhead at Grandview	3908 Grandview	0.45	Trail	Restrooms, drinking fountain, garbage cans, picnic table, off-street parking (10 spaces)
Trailhead at Hollycroft	2626 Hollycroft Street	0.60	Trail	Deck, doggie pot, drinking fountain, garbage cans, picnic areas, restroom, off-street parking (32 spaces near the Harvester Restaurant), and 4 on-street parking spaces.
Harborview Trail	Harborview and N. Harborview Streets		Trail	Doggie pots, garbage cans, planters, and hanging baskets.
Stanich Trail	Undeveloped Portion of Erickson Street		Trail	See Grandview Forest Park
Finholm View Climb	8826 N. Harborview Drive (bottom) 8917 Franklin Avenue (top)	0.32	Trail	Benches, drinking fountain, garbage cans, lighting, restrooms, time capsule and viewing platforms. Off-street parking is available adjacent to Finholm's Market and Grocery.
		8.45	1.55	Total Developed Trails
Natural Areas				
Wilkinson Farm Park	4118 Rosedale Street NW	17.74	Natural Areas	Doggie pot, drinking fountain, garbage cans, historical signs, picnic areas, portable restroom, walking trail, water hose bibs, footbridges, community garden, and on-site parking (12 unmarked spaces).
Adam Tallman Park	6626 Wagner Way	11.84	Natural Areas	Primitive trail, four viewing platforms, interpretive signs, doggie pot and garbage can plus 8 off-street parking spaces about 1/4 mile from the trailhead.
Grandview Forest Park and Stanich Trail	3488 Grandview Street	8.58	Natural Areas	Benches, doggie pot, drinking fountain, garbage cans, restrooms, and trail. Parking is provided at the Civic Center site next door.
Donkey Creek Park	8714 North Harborview Drive	1.73	Natural Areas	Benches (5), garbage cans, doggie pot, historical and interpretive signs, picnic tables (2), restrooms, salmon art, and viewing platform
		0.99	39.89	Total Natural Areas
	Total Developed Trail Miles	72.31	Total Developed Parks and Trails	

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City of Gig Harbor

Name of Park	Address	Size (Acres)	Park Classification	Features
Open Space				
BB-16 Wetland Mitigation Site	SE Corner of Burnham and Borgen	10.49	Open Space	
Harbor Hill Open Space	Gig Harbor North Area	8.09	Open Space	
Austin Estuary Tidelands	4009 Harborview Drive	7.07	Open Space	
Old Ferry Landing Bluffs	End of Harborview Drive	0.14	Open Space	
		25.79	Total Open Space	
Undeveloped Parks Land				
Old Burnham Properties	11722 Burnham Drive	20.30	Undeveloped	
Harbor Hill Park	Harbor Hill Drive	7.07	Undeveloped	
WWTP Park/Open Space	4212 Harborview Drive	5.82	Undeveloped	
Rushmore Park (outside city)	In Plat of Rushmore	1.07	Undeveloped	
Ancich Waterfront Park	3555 Harborview Drive	0.76	Undeveloped	
BB-16 Mitigation Bonus Site	West of Burnham Interchange	0.45	Undeveloped	
Wheeler Street End	End of Wheeler Street	0.08	Undeveloped	
Woodworth/Ringold Water Tank Site	3800 Block of Ringold Street	0.06	Undeveloped	
		35.61	Total Undeveloped Lands	
		61.40	Total Open Space and Undeveloped Land	
Total Developed Trail Miles		133.71	Total Recreational, Open Space and Undeveloped Park Lands	

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PenMet Park District

The Peninsula Metro Parks District (PenMet) was created in May 2004 by a majority vote of Gig Harbor Peninsula residents. The District provides parks and recreational facilities within the unincorporated areas of the Gig Harbor Peninsula, though some PenMet facilities are located within or immediately adjacent to the city limits²¹. As City annexations have occurred since PenMet Parks was established, there is some overlap between the park district and City boundaries. This overlap has those residents within both jurisdictions paying property taxes for both PenMet Parks and City Parks. This situation will continue as annexations take place. PenMet currently owns and manages 13 parks on the Gig Harbor Peninsula; of these eight are within 4-5 miles of the city of Gig Harbor. PenMet also has an indoor soccer facility at 36th St. NW. PenMet, along with Pierce County, also maintains the Cushman Trail south of 14th Avenue S. The District is governed by the PenMet Parks Commission, which is comprised of a board of five commissioners.

In February 2012, the PenMet Parks District Commission adopted the PenMet 2012 Comprehensive Park, Recreation, and Open Space Plan. The Plan contains goals, issues and opportunities, as well as a section that inventories parks and recreation facilities in the City of Gig Harbor. Snapshots of PenMet's recreational facilities and open space are provided on the following pages.



Sehmel Homestead Park - PenMet

²¹ McCormick Forest Park and Rotary Bark Park are within the city limits. Madrona Links is adjacent to the city's southern limits.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

 PenMet	Location	Size (Acres)	Distance from Gig Harbor City Center (Miles)	Parks Classification	Within Gig Harbor Level of Service	Features
Name of Park						
Natural Areas						
Harbor Family Park	6620 32nd Street NW	18.70	4.50	Natural	Yes	Primitive Trails
McCormick Forest	10301 Bujacich Road NW	122.00	3.00	Natural	Yes	Primitive Trails
Sehmel Homestead Park	10123 78th Ave NW	76.00	4.50	Natural	Yes	Primitive Trails
216.70 Total Natural Areas						
Special Use Parks						
Narrows Park	1502 Lucille Parkway	35.00	4.80	Special Use	Yes	Beach access, picnic areas, non-motorized boat launch, gazebo and telescope
Rotary Bark Park & Swede Hill	10100 Bujacich Road NW	97.00	3.00	Special Use	Yes	15 acre off leash dog area and primitive trails
Sunrise Beach Park	10015 Sunrise Beach Drive	82.00	4.30	Special Use	Yes	The 6.0 acre beachfront portion of the park includes designated parking areas, 6 picnic tables, day-use areas, 2.0 miles of walking trails and forest paths with views of Mount Rainier and Puget Sound, and beach access to the 2,400 linear foot shoreline on Colvos Passage. The beach provides access to a popular scuba diving destination. The remainder is undeveloped.
Tubby's Trails Dog Park	1700 14th Avenue NW	9.00	4.20	Special Use	Yes	Off-leash dog area.
Cushman Trail	S. of 14th Avenue S.		3.70	Trail	Yes	Extension of Regional Trail.
223.00 Total Special Use						
Sports Complex						
Sehmel Homestead Park	10123 78th Ave NW	22.00	4.50	Sports Complex	Yes	375-foot baseball field, two 300-foot combination baseball and softball fields, an artificial turf soccer field, two tennis courts, a basketball court, a Boundless Playground which offers recreation for children of all abilities, one picnic shelter, several picnic areas, an outdoor performing arts amphitheater, an indoor pavilion, concessions, restrooms, drinking fountains, Heritage & Master Gardener Demonstration gardens and 4 miles of trails on the property.
22.00 Total Sports Complex						
Other Neighborhood and Special Use Parks outside Gig Harbor Vicinity						
Hales Pass	3507 Ray Nash Drive NW	4.00	6.00	Neighborhood	No	Shelter, picnic area, baseball field, 2 tennis courts
Rosedale Park and Boat Launch	86th Avenue NW	2.00	4.40	Neighborhood	No	Soccer, softball, 2 tennis courts, half basketball court, leasable meeting space with kitchen
Fox Island Fishing Pier	1453 Ozette Drive, Fox Island	5.50	11.20	Special Use	No	Fishing Pier, picnic areas, beach access
Tacoma DeMolay (Fox Island) Sand Spit	55 Bella Bella Drive, Fox Island	3.50	6.90	Special Use	No	Picnic Areas, beach access, walk in kayak launch
Madrona Links Golf Course	3604 22nd Avenue NW	79.00	3.70	Special Use	As open space only.	18 hole Golf Course with pro shop and restaurant
94.00 Total Other						
Undeveloped Parks						
Kopachuck Heights	59th Street NW	17.81	5.90	Undeveloped	No	None
Maplewood Park	14600 14th Avenue NW	36.01	6.20	Undeveloped	No	None. 1,000 linear feet of shoreline.
Peninsula Gardens	5503 Wollochet Drive NW	6.27	2.10	Undeveloped	No	Former nursery location with 24,144sf nursery/greenhouse and 3,800sf warehouse
Peninsula Recreation Area	8502 Skansie Avenue	15.23	1.40	Undeveloped	No	This property is associated with Gig Harbor High School and the Boys and Girls Club.
Peter's Pond	82nd Ave NW & 93rd St Ct NW	1.00	4.50	Undeveloped	No	None
Wollochet Bay	Wollochet Bay	20.30	3.00	Undeveloped	No	None. 854 linear feet of shoreline.
96.62 Total Undeveloped						
652.32 Total PenMet Acreage						

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Pierce County

Pierce County is also responsible for park planning in the Gig Harbor area. Pierce County Parks and Recreation owns 5,039 acres of parks at 52 sites, ranging from the 1,061.4-acre Fairfax property on the Carbon River to the 0.26 acre Roy Cemetery²². The County is a park and recreation provider and currently has about 53 developed and undeveloped parks, as well as community centers, public docks and boat landings, golf courses, and trails.

The Gig Harbor Peninsula Community Plan area contains a variety of park sites. Table E-13 describes Regional Park sites located in the community plan area that are accessible for use. See also Map E-5: Existing Parks and Recreation.

Table E-13: Pierce County Regional Park and Recreation Sites

Site*	Classification	Acres	Activity/Facilities
Towhead Island Boat Launch	Special Use	1	One-lane launch ramp, 8 undeveloped parking spaces, saltwater beach access, diving access
Fox Island Fishing Pier	Special Use	5.5	Fishing Pier, saltwater beach access, restrooms
Crescent Lake Park	Special Use	2	Boat launch, freshwater access
Cushman Power Line Trail	Trail	9.45	Walking, jogging, biking trail (funding secured for paved trail - year 2000)

*Accessible for use

The Gig Harbor Peninsula also includes some County park land that is not fully developed. It is likely that these sites may be transferred to a local park and recreation district in the future. Table E-14 describes Pierce County regional parks and nature areas that are not fully developed.

Table E-14: Pierce County Regional Parks and Nature Areas

Site*	Classification	Acres	Activity/Facilities/Location
Sunrise Beach Park	Resource Activity	82	Caretaker residence, upland residence, shoreline access, open space
Narrows Park	Resource Conservancy	36	Caretaker residence, vacant house, shoreline access
Fox Island Ferry Landing	Special Use	0.5	Saltwater beach access, no off-street parking
144th Street Site	Special Use	40	Forest tract, undeveloped

*Not fully developed

Source: Pierce County Comprehensive Plan, Gig Harbor Community Plan, Page E-122

²² Pierce County Park, Recreation and Open Space Plan, Chapter 3: Existing Resources, Table 3-10.

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Table E-15: Pierce County Regional Park and Facility Level-of-Service

Classification	County-Wide LOS	Plan Area LOS	Net Reserve or Deficiency
Park Land			
Land – Resource Conservancy	2.2 acres per 1,000 population	1.1 acres per 1,000 population	-1.1 acre per 1,000 population
Land – Resource Activity	2.6 acres per 1,000 population	2.8 acres per 1,000 population	+0.2 acre per 1,000 population
Land - Special Use	0.9 acres per 1,000 pop.	0.4 acres per 1,000 pop.	-0.5 acre per 1,000 pop.
Classification	County-Wide LOS	Plan Area LOS	Net Reserve or Deficiency
Land – Linear Trail	0.76 acres per 1,000 pop.	0.74 acres per 1,000 pop.	-0.2 acre per 1,000 pop.
Recreational Facilities			
Courts, fields and Play Areas	0.02 areas per 1,000 per population	2.2 areas per 1,000 population	+2.1 areas per 1,000 population
Multipurpose Trails	0.99 miles per 1,000 population	0.13 miles per 1,000 population	-0.86 miles per 1,000 population
Picnic and Camping Areas	1.0 areas per 1,000 population	0.1 areas per 1,000 population	-0.9 areas per 1,000 population
Boat Launch Ramps	0.01 ramps per 1,000 population	0.2 ramps per 1,000 population	+0.19 ramps per 1,000 population

Source: Pierce County Comprehensive Plan, Gig Harbor Community Plan, Page E-123

Plans that guide park planning in Gig Harbor include the Pierce County Comprehensive Plan (adopted in 2015), the Gig Harbor Peninsula Community Plan (Appendix E to the Pierce County Comprehensive Plan), and the Pierce County Park, Recreation, and Open Space Plan (adopted February 2014).

The Gig Harbor Peninsula Community Plan was first adopted in 2002 and subsequently updated in 2007. This document was incorporated into the 2015 update to the Pierce County Comprehensive Plan as Appendix E. It provides a framework for consistent land use standards in the UGA for both Pierce County and the City of Gig Harbor. The Plan calls for directing land use with available services, including parks and open spaces identified by the community. The policies contained within the Natural Environment Element of the Gig Harbor Peninsula Community Plan promote protection of critical areas, encourage preservation of natural vegetation, and address marine shorelines, wetlands, and fish and wildlife habitat. The element also identifies preferred sites for open space acquisition, encourages enhancement, preservation, and retention of these areas, and provides strategies to accomplish these goals.²³

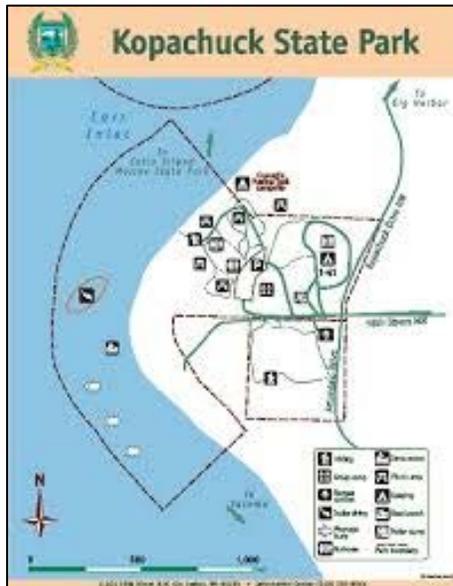
The 2014 Pierce County Park, Recreation, and Open Space Plan incorporates key elements from the Community Plan, and creates an integrated approach to address a variety of community preferences and needs that are reflected in the Community Plan. The Plan lays out a County-

²³ Pierce County Comprehensive Plan, Gig Harbor Community Plan, Chapter 4: Natural Environment Element, Appendix E, p81-110.

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wide vision, as well as goals and objectives that implement the vision. The Plan also includes a component that identifies the Gig Harbor area, focusing on providing regional-scale recreation opportunities, regional trails, and freshwater and saltwater access where appropriate.

In addition to the formal parks planning agencies, several other entities provide recreational facilities, programming and open space. These include Washington State Parks, the Peninsula School District, and various non-profit programming providers such as the YMCA and the Boys and Girls Club. Another major open space component is provided by the peninsula's golf courses.



Washington State Parks

Washington State Parks operates two state parks on the Gig Harbor Peninsula. Kopachuck State Park is 109 acres of recreational land located about six miles outside of Gig Harbor along Carr Inlet near Henderson Bay. There are two boat accessible areas including the Kopachuck Underwater Park and Cutts Island State Park, an undeveloped 2 acre site. Kopachuck State Park has 5,600 linear feet of saltwater shoreline with two miles of hiking trails.

Peninsula School District

The Peninsula School District has 11 schools on the Gig Harbor Peninsula, seven of which are within the Gig Harbor level of service area²⁴. These schools feature sports fields, pitches and diamonds, tracks, and play equipment. In total, the district operates approximately 75 acres of recreational space. Approximately 60 acres of this space are within Gig Harbor and its immediate environs. These facilities are available when school is not in session, after school and on weekends.



Gig Harbor High School Football Field

²⁴ Though they are not included in the Level of Service Calculations.

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 PENINSULA SCHOOL DISTRICT	Recreational Space (in Acres)	Distance from Gig Harbor City Center (Miles)	Within Gig Harbor Level of Service	Features
Peninsula High School	10.53	6.00	Yes	Football field, track, baseball field, four tennis courts, ample parking.
Purdy Elementary School	10.45	6.00	Yes, for sports fields.	Play structure and swings (ages 5-12), Soccer/softball field, baseball field, and football field. Ample parking.
Harbor Ridge Middle School	5.73	0.00	Yes	Football field, track, baseball field, ample parking.
Gig Harbor High School	18.96	0.00	Yes	Football field, soccer fields, track, baseball field, softball field, four tennis courts and parking.
Henderson Bay Alternative H.S.	0.00	0.00	N/A	Shares facilities with Gig Harbor High School.
Discovery Elementary School	2.31	0.00	Yes	Soccer field, swings, play structures (ages 5-12), large open play field and parking.
Goodman Middle School	8.31	3.60	Yes, for sports fields.	Basketball court, baseball field, track, soccer fields, and parking.
Harbor Heights Elementary School	3.44	3.60	Yes	Play structure and swings (ages 5-12), ample parking.
Artondale Elementary School	3.93	4.00	No	Combined baseball, soccer field, playground equipment.
Voyager Elementary School	4.86	6.00	No	Combined baseball, soccer field, playground equipment and large play structure. Ample parking.
Kopachuck Middle School	6.95	6.00	No	Baseball field, track, soccer field, basketball court and parking.
Total Acreage	75.47			

Privately Operated Open Space

In addition to the open space provided by public entities, there are large tracts of recreational open space managed by private entities. These include three private golf courses (not including Madrona Links which is operated by PenMet) and private sports fields.

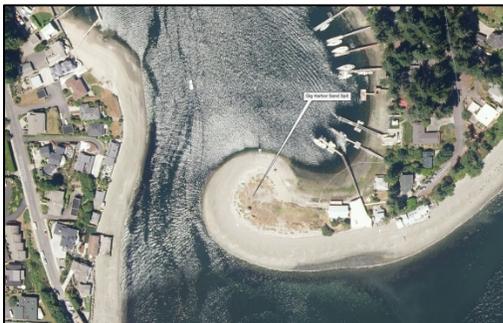
Private Facilities	Location	Size (Acres)	Distance from Gig Harbor City Center (Miles)	Parks Classification	Within Gig Harbor Level of Service
YMCA	10550 Harbor Hill Drive	N/A	2.00	Non-profit	Yes as activities.
Boy and Girls Club	8502 Skansie Avenue	N/A	0.00	Non-profit	Yes as
Turning Point Church	9911 Burnham Drive	2.40	2.00	Non-profit	Yes, as sports
Gig Harbor Little League	10819 50th Avenue NW	9.11	2.00	Private	No
Canterwood Golf and Country Club	12606 54th Avenue NW	162.00	5.00	Private	As open space only.
Performance Golf Center	2416 14th Avenue NW	7.33	4.00	Private	As open space only.
Gig Harbor Golf Club	6909 Artondale Drive NW	77.66	3.40	Private	As open space only.
	Total Acreage	258.50			

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

Private Facilities	Features
YMCA	After school care (ages 6-18) for all kids in the district and private indoor track, indoor pools, indoor splash zone and fitness facilities.
Boy and Girls Club	After school care (ages 6-18) for all kids in the district and senior activities.
Turning Point Church	Soccer Field
Gig Harbor Little League	3 private baseball fields.
Canterwood Golf and Country Club	18 hole golf course, four outdoor tennis courts, outdoor swimming pool and fitness center.
Performance Golf Center	Driving range with 74 covered tees and 20 heated tees.
Gig Harbor Golf Club	9 hole golf course, tee boxes and clubhouse.

Parkland & Open Space Inventory

There are nearly 1,200 acres of parkland and open space on the Gig Harbor peninsula. Of these, the City of Gig Harbor owns 132 acres; PenMet owns 652 acres; Washington State Parks owns 111 acres, the Peninsula School District has 75 acres, Pierce County has 9.5 acres, the U.S. Coast Guard owns the 1.2 acre sand spit at the mouth of the harbor, and the rest is in private hands. The sand spit property is a popular recreation area, though it is not formally a park and there is no current use established. The Coast Guard is considering donating this property to the City.



Type of Park	Existing Acres	2016 Level of Service	2030 Planned Level of Service	2030 Additional Area Needed
Gig Harbor Alone				
Special Use Parks				
Waterfront Mini-Park	2.10	0.25		
Special Use Parks	6.86	0.81		
Total Special Use	8.96	1.06	1.00	1.54
Neighborhood Park	21.91	2.58	5.00	30.59
Natural Areas	39.89	4.69	5.25	15.24
Open Space and Undeveloped Land				
Open Space	25.79	3.03	3.00	5.71
Undeveloped Lands	35.61	4.19	N/A	N/A
Total Open Space and Undeveloped	61.40	7.22	3.00	5.71
Total Parkland	132.16	15.55	14.25	53.08
Greenways	N/A	N/A	N/A	N/A
Trails (Miles)	8.45	0.99	1.17	3.84
PenMet, County, Schools, State and Others				
Special Use Parks	230.50			
Neighborhood Park	N/A			
Natural Areas	327.70			
	75.47		2015 Population	2030 Population
School Park			8,500	10,500
Community Park	N/A			
Sports Complex	22.00			
Open Space and Undeveloped Land	354.72			
Total Other Entities	1010.39			
Total Parkland (City and Others)	1142.55			
Total Trails (Miles)	8.45			

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

Legend

-  City of Gig Harbor
-  City Limits
-  Urban Growth Area

Parks

1. Finholm View Climb
2. Bogue Viewing Platform
3. Donkey Creek Park
4. Austin Estuary
5. Eddon Boat Park
6. Ancich Waterfront Park
7. Jerisich Dock
8. Skansie Brothers Park
9. Maritime Pier
10. Old Ferry Landing Park
11. Old Burnham Property (Undeveloped)
12. Harbor Hill Park (Undeveloped)
- Tom Taylor Family YMCA
- Gig Harbor Little League Fields
13. BMX Park/Sand Volleyball Courts
- Crescent Creek Park
14. Wilkinson Farm City Park
15. Civic Center Skate Park
- Grandview Forest Park
16. Adam Tallman Park
17. KLM Veterans Memorial Park

Trails

1. Cushman Trail
 2. Harborview Trail
 3. Stanich Trail
-  Trailhead

Peninsula Metropolitan Parks District

Parks

1. Fox Island Sand Spit
2. Hales Pass
3. Harbor Family Park
4. McCormick Forest & Rotary Bark Park
5. Narrows Park
6. Rosedale Park & Boat Launch
7. Sehmel Homestead Park
8. Sunrise Beach Park
9. Tubby's Trails Dog Park
10. Wollochet Bay Park (Undeveloped)
11. Maplewood Park (Undeveloped)
12. Peninsula Gardens (Undeveloped)
13. Kopachuck Heights (Undeveloped)
14. Peter's Pond (Undeveloped)

Pierce County Parks

Parks

1. Crescent Lake County Park
2. Purdy Sand Spit

Boat Launch

Washington State Parks

Parks

1. Cutts Island State Park
2. Kopachuck State Park

Peninsula School District

Schools

1. Peninsula High School
2. Purdy Elementary School
3. Harbor Ridge Middle School
4. Gig Harbor High School
5. Henderson Bay Alternative High School
6. Discovery Elementary School
7. Goodman Middle School
- Harbor Heights Elementary
8. Artondale Elementary School
9. Voyager Elementary School
10. Kopachuck Middle School

Peninsula Joint Recreation Area at Gig Harbor High School Campus

Golf Facilities

1. Canterwood Golf and Country Club
2. Gig Harbor Golf Club
3. Madrona Links Golf Course
4. Performance Golf Center



The map features are approximate and subject to change. No warranty is expressed or implied.

Recreation Programs

The City of Gig Harbor does not directly provide traditional recreation services such as youth sports and senior services. Instead, other local organizations, mostly non-profit, provide these programs. Peninsula Athletic Association (PAA), for example, provides a variety of youth sports for children (t-ball, baseball, softball, basketball, and soccer). PAA serves the Gig Harbor and Key Peninsulas, and its emphasis is on participation regardless of skill level. In addition, several select sports clubs exist on the Gig Harbor Peninsula and often serve as developmental programs for high school sports.

Other organizations, such as the YMCA and the Boys & Girls Club, also provide recreational services to the residents of the Peninsula. In 2008, the City contributed \$250,000 to the YMCA to assist in the capital costs of the YMCA's facilities. In return, Gig Harbor residents can utilize the YMCA facilities once per quarter until 2028.



BOYS & GIRLS CLUBS
OF SOUTH PUGET SOUND

In 2009 the City successfully applied for a \$750,000 federal HUD appropriation to assist the Gig Harbor Boys & Girls Club in its capital and ongoing programming costs.

The City contributed \$100,000 in 2010 and \$150,000 in 2011 to the Boys & Girls Club as its match to the federal funding. The City of Gig Harbor Parks Capital Improvement Plan includes \$200,000 per year (2015-2020) of City funding to the Boys and Girls Club in operating expenditures. The Boys & Girls Club provides after school care for all school district residents, a community center and programs for Peninsula area senior citizens.

Recreational classes, such as art and crafts, theatre, dance, and music, are provided by a variety of organizations on the Peninsula. In prior years, the City has contributed funds for local art and performing arts programs; future funding will depend on budget availability and City Council priorities.

The City currently has an ongoing agreement with PenMet Parks whereby PenMet provides a limited number of recreational classes for youth (art, for example); in return, the City provides the classroom space in the Civic Center free of charge as a location for their recreational classes.

Another example of the City partnering with local organizations for recreation services is its agreement with Gig Harbor BoatShop. This non-profit organization leases the City-owned boatyard building at Eddon Boat Park for a nominal amount in exchange for providing maritime heritage education and boat building classes to the public.

In certain limited and infrequent circumstances, the City directly runs recreational events. Examples include the summer concerts and movies in the parks, as well as the Chum Festival in the fall. Also in limited circumstances, the City provides support to other organizations that run events, including the Chamber-run Maritime Gig Festival in June and the Gig Harbor Historic Waterfront Association's Chalk the Walk event in the spring. Other examples include the Street Scramble and Turkey Run.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

In summary, recreational programs are not directly run by the City and are instead provided by non-profit organizations that serve not only the citizens of the City, but also the citizens and visitors to the peninsula at large. As a result, the City is not in the recreation business, but does partner with certain organizations to leverage recreational opportunities for the City and the Gig Harbor Peninsula.

Cultural Programs

Gig Harbor has a wealth of cultural and historic resources. The City has worked with partners to preserve this heritage. A few examples include:

- **Eddon Boat Building** – After the City completed the restoration of the historic Eddon Boat Building in 2009, the Gig Harbor BoatShop (GHB), a non-profit organization dedicated to preserving traditional shipwright skills, opened for business. In partnership with the city, GHB provides an opportunity for the public to interact with instructors, watch boatbuilding in action and tour the building in exchange for an annual \$1 lease. This partnership preserves traditional boatbuilding methods for future generations.
- **Harbor History Museum** – The Harbor History Museum preserves, collects, and shares the rich history of the Gig Harbor Peninsula and serves as a gathering space for the community. The museum opened its current location in downtown Gig Harbor in 2010. The non-profit facility provides educational programming exhibits for residents and visitors. This organization is funded primarily through grants, ticket sales and private donations.
- **Friends of Wilkinson Farm** – After the 1915 barn was added to the Washington State list of historic barns, a group of volunteers formed to inventory the objects and farm equipment that are stored inside. The group cleaned, photographed, documented and inventoried the contents of the barn.
- **Wilkinson Farm Garden** – In 2008, volunteers and sponsor organizations began plowing the same garden historically used by the Wilkinson family to raise corn, tomatoes and squash in the early 1900s. Since then a local group of community volunteers plant, water and grow vegetables, donating the harvest to area food banks in the fall.
- **Skansie Netshed** – Gig Harbor is a maritime city with a long history of waterfront commerce. A last visible sign of this is the 17 netsheds constructed out over the water. The oldest of the 17 remaining net sheds was built in 1910 by Andrew Skansie who also built the family home nearby. Committed to preserving its waterfront heritage, the City registered the netshed on its Historic Structures Inventory and used a Heritage Grant and local funding to stabilize the netshed by repairing/replacing pilings, piling

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caps and support beams. The renovated netshed is now open to the public and operated by Skansie Netshed, a non-profit organization.

Art Programs

In 2001, the City created the Gig Harbor Arts Commission, a nine-member board appointed by the Mayor and confirmed by a vote of the Council. The Commission is authorized to encourage, conduct, sponsor or co-sponsor public programs to further the development and public awareness of fine arts and performing arts in our community. The City of Gig Harbor Arts Commission's goal is to enhance the quality of life by encouraging the fine and performing arts reflecting the community's vision and culture. The Commission makes recommendations to the Mayor and City Council for cultural and artistic endeavors and projects related to the City's art programs, which include:

- **Public Art Collection** – An inventory of artwork owned by the city located in City Hall or in public right-of-ways and parks (See Appendix A for details on art installed within City Parks).
- **Public Art Program** – An annual budget prepared by the Gig Harbor Art Commission identifies and prioritizes public art acquisition projects. The artwork may be decorative, functional, site- integrated or freestanding for permanent or temporary display in a public setting. Public art placements may be proposed by the Commission, city departments or local organizations. The Commission facilitates artist selection and presents the project to City Council for final approval.
- **Outdoor Gallery Program** – The City of Gig Harbor invites artists to submit proposals to display durable outdoor artwork for a period of two years. The sculpture exhibit is intended to integrate art into the daily lives of local residents and visitors by presenting works from locally and regionally acclaimed artists. Exhibited work may be purchased by the city or the community at large. There are two pedestals located along Harborview Drive between Soundview and Pioneer. More placements are expected in the future.

In 2013 and 2014, the City spent about \$92,000 on art each year. The 2015-16 budget is \$87,377 for both years.

Community Events

Cultural tourism has become an important element in Gig Harbor's recreational environment adding to the vitality of the area. Local history, the arts, and cultural resources regularly blend together to provide annual events and activities sponsored by local art galleries, the history museum, a multi-plex cinema theater, civic orchestras, youth orchestras, performing theater organizations, an art league, the city's gallery wall, and area parks. They include:

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- Gig Harbor Artwalk– a gallery sponsored celebration of art held every second Thursday evening and the first Saturday of each month;
- Gig Harbor Film Festival – workshops, film reviews and events held at the Galaxy Theater in Uptown Gig Harbor;
- Maritime Gig Festival – a weekend of music, events, shows, booths and food held annually on Gig Harbor’s harbor front the first full weekend in June;
- Blessing of the Fleet – seasonal tradition with the local commercial fishing fleet;
- Paradise Theatre Performances;
- Encore Theater Performances;
- Donkey Creek Chum Festival - celebrating the area’s historic dependence on salmon;
- Gallery Hall at the Civic Center - featuring local wall art and photography;
- Studio Tour – annual self-guided tour of working artists’ studios;
- “Drawing You In” Summer Program – plain air event with live models at Skansie Park;
- Salmon Enchanted Evening Auction – funds “Hands on Art” programs in public schools;
- Netshed Walk Map – featuring 15 historic structures along Harborview Drive; and
- Gig Harbor Historic Waterfront Association – using the Main Street approach to preserve the downtown.

There are events in Gig Harbor nearly year round. The full events calendar for 2015 is shown below.

March 28th - Easter Egg Hunt at Uptown
April 11th - 12th - Gig Harbor Paddlers Cup
April 25th - Parks Appreciation Day
May 9th - Gig Harbor Beer Festival
May 23rd - Gig Harbor Street Scramble
June - September – Gig Harbor’s Waterfront Farmers Market (Thursdays)
June 5th - September 7th – “Get Around Gig Harbor” Trolley on route
June 6th - 7th - Maritime Gig Festival and Blessing of the Fleet
June 16th - Aug 18th - Summer Sounds at Skansie Outdoor Concerts (Tuesdays)
June 27th - 28th - Gig Harbor Garden Tour
July 5th – Gig Harbor Wings - Wheels
July 9th - August 20th – Uptown Summer Concerts (Thursdays)
July 10th - August 8th - CinemaGig Outdoor Movies (every other weekend)
July 10th - 11th - Blue Willow Lavender Fest
July 18th - Chalk the Harbor
July 18th - 19th - Gig Harbor Summer Arts Festival
July 25th - Gig Harbor Wine - Food Festival

August 1st - Cruise the Narrows Classic Car Show
August 4th – National Night Out
August 15th - Olalla Bluegrass Festival
September 5th - Over the Narrows ½ Marathon Run
September 13th - Harbor Hounds Walk the Town
September 18th - 20th - Open Studio Tour
September 19th - Donkey Creek Chum Festival
September 27th - Race for a Soldier Half Marathon
October 3rd - Scarecrow Festival
October 15th - 18th - Gig Harbor Film Festival
October 31st- Trick or Treat in the Harbor, Trick or Treat at Uptown
November 12th – Downtown Waterfront Alliance presents ‘Girls Night Out’
November 26th - Turkey Trot 5K - 10K
November 28th - 29th - Winterfest Arts and Crafts Fair
December 5th - Gig Harbor Annual Tree Lighting
December 5th - 6th - Tidefest Art Fair
December 10th - 13th - Candlelight Christmas in the Harbor
December 12th - Gig Harbor Lighted Boat Parade
December 12th – Altrusa’s Holiday Tour of Homes

Parks Maintenance and Operation

The City is considering expanding or creating several new parks initiatives from 2015-2020. These include:

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1. **Trail patrol program.** Development and implementation of a trail patrol program at the Parks Commission's request. Staff support would include coordination with community volunteer group.
2. **Park recycling program.** Expansion of the recycling program in city parks.
3. **Volunteer program.** Utilization of the volunteer program with a list of pre-determined tasks.
4. **Adopt a Park program.** Volunteers from community groups or businesses clean up and maintain parks.
5. **Donation process.** Utilization of the donation policy to include standard locations and furnishings pre-determined by Public Works and the Parks and Arts Commissions, as appropriate.
6. **City parks information on website.** Provision of up-to-date information and detail on city parks, including driving directions, available amenities, the donation policy, and park boundaries.

Parks Spending

The City of Gig Harbor Parks Division is a general fund function that is responsible for the development, repair and maintenance of all city owned parks in the City of Gig Harbor. This responsibility includes: park master planning, exterior facility maintenance and repair, landscape maintenance including the roundabouts and streetscapes. This activity also provides special support services such as installation of flower baskets and maintenance of certain planters during the spring and summer months, and other miscellaneous duties that keep the city parks functioning efficiently and effectively.

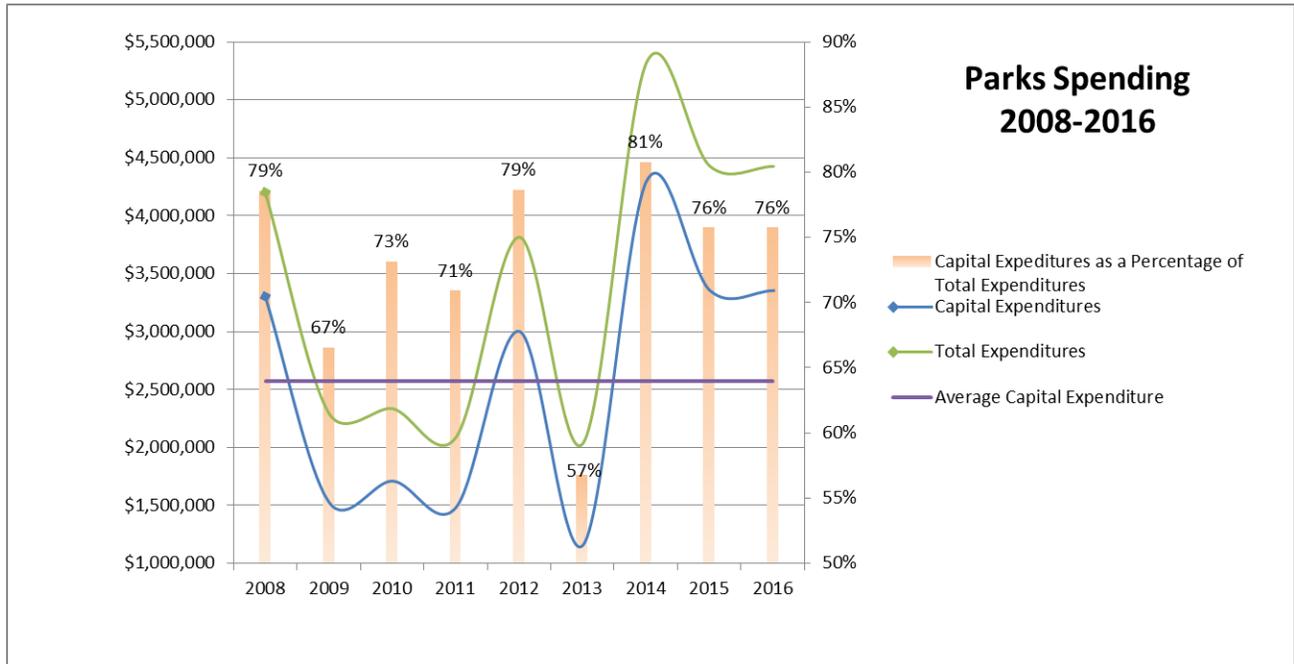
The Parks Operating Division is responsible for providing a variety of quality outdoor recreational opportunities and facilities for the citizens of Gig Harbor and visitors. Staff provides services for acquisition, development, planning, maintenance, cleaning, repair and improvement of 72 acres of city parks and eight miles of trails and support facilities, including nine restrooms, 60 garbage cans, 21 dog bag dispensers, as well as inventory and testing of city-owned backflow devices. This includes aesthetic, functional, and seasonal features along city arterials and pedestrian corridors such as the hanging flower baskets and banners. The program also provides support for the annual city parade and other community events utilizing city facilities and providing recycling opportunities.

In recent years, the City of Gig Harbor has invested significant funds for parks acquisition, development and maintenance. In 2013, the City spent \$1.42 million, though it had budgeted over \$5.36 million²⁵. The following year, 2014, the City budgeted \$4.29 million, but spent over \$5.37 million.

²⁵ 2015-2016 City of Gig Harbor Budget

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The City has budgeted \$7,078,255 for the 2015-2016 biennium, of this departmental expenditures are expected to account for \$1.88 million. The City's Parks Division currently has 8.17 full time equivalent employees (FTE) and hopes to hire a parks project administrator in 2016. The new parks project administrator position will report to the Public Works Director and will develop capital improvements, administer grants, and manage park properties.



V. Demands & Needs Analysis



Community Needs Assessment

A comprehensive system of parks and recreation facilities requires a set of planning classifications, guidelines, and standards to meet diverse and sometimes competing demands in the City. Level of service (LOS) is a term used by park planners and managers to set a minimum threshold for services and resources to satisfy the park and recreation needs of residents. A level of service standard, as referenced in this Parks, Recreation and Open Space Plan, will be used by the City to:

- Benchmark the desired mix and quality of facilities for residents of Gig Harbor.
- Determine land requirements for parks and recreation facilities.
- Determine the locations of each type of park to provide the adopted level of service.

The City's approach to level of service includes the following types of guidelines and standards:

- Use the population allocations from the Pierce County Buildable Land Report for 2030 to determine the amount of park and recreation resources to serve the existing and future population. This chapter provides population guidelines for recreation facilities.
- Site guidelines provide the spatial needs for park and recreation facilities. This chapter provides site guidelines for parklands and recreation facilities.
- Park classifications define the uses, size, location, and development guidelines for each park type.

Parks Classifications and Standards

This update of the PROS Plan includes a review and update of the parks classifications and standards from the 2010 Parks, Recreation and Open Space Plan and the 2015 Comprehensive Plan. Several parks, including all the parks on Harborview Drive were previously classified as Waterfront. The more commonly used term for this type of park is Special Use. In addition to being waterfront special use parks, several of the City's parks also qualify as Mini-parks because of their small size (less than an acre). The parks classifications and standards used in this plan generally conform to the definitions and standards used by the Washington State Recreation and Conservation Funding Board²⁶ and guidance from the Washington Department of Commerce²⁷.

²⁶ Washington State Recreation and Conservation Funding Board, *Manual 2 Planning and Policies Guidelines*, February 1, 2014.

²⁷ Washington State Department of Commerce (formerly CTED) and Washington State Recreation and Conservation Office (formerly the ICOR), *Planning for Parks, Recreation, and Open Space in Your Community*, February 2005.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN



City of Gig Harbor

Name of Park	Address	Size (Acres)	Park Classification	Features
Neighborhood Parks				
Crescent Creek Park and BMX Park/Sand Volleyball courts	3303 Vernhardson Street 9702 Crescent Valley Drive NW	9.79	Neighborhood	Tennis court, baseball field, 1/2 basketball court, BMX track, sand volleyball courts, Maritime Playzone (ages 3-12), picnic areas, group shelter, viewing platforms (2), restrooms, garbage cans, BBQs, benches, bleachers, cooking stoves (2), drinking fountains (4), interpretive signage, and parking (39 spaces plus 8 on-street).
Civic Center and Skate Park	3510 Grandview Street	6.55	Neighborhood	Benches (16), drinking fountain, garbage cans, picnic areas, skate park, public green, playground (tot lot) with climbing wall and swings, 8 off-street parking spaces plus overflow in City Hall parking.
KLM Veterans Memorial Park	3580 50th Street	5.57	Neighborhood	Baseball/soccer field with bleachers, 1/2 basketball court, play structure (tots), bike rack, drinking fountain, covered picnic area, benches, restrooms, a memorial, and parking (21 off-street spaces and 19 on-street spaces)
		21.91	Total Neighborhood Parks	
Special Use				
Eddon Boat Park	3805 Harborview Drive	2.89	Waterfront	Historic boat building, brick house, deck, garbage cans, historical signs, picnic tables, and restrooms. The park has waterfront access.
Skansie Brothers Park	3207 Harborview Drive	2.59	Waterfront	Bench, garbage cans, historical signs, historic house and netshed, pavilion, picnic areas, and water hose bibs.
Austin Estuary (Uplands)	4009 Harborview Drive	1.38	Waterfront	Human powered watercraft landing, picnic tables, trash cans, and doggie pot.
Maritime Pier	3303 Harborview Drive	0.72	Waterfront Mini-Park	Benches, picnic areas, and public boat sewage pump out station.
Jerisich Dock	3211 Harborview Drive	0.56	Waterfront Mini-Park	Benches, doggie pots, drinking fountain, garbage cans, Life Jacket Loaner Station, picnic tables, public boat sewage, pump out station (seasonal), public moorage, restrooms, and public art.
Old Ferry Landing (Harborview Drive Street End)	2700 Harborview Drive	0.31	Waterfront Mini-Park	Benches, doggie pot, drinking fountain, garbage cans, picnic tables, viewing platform, and historical signs.
Bogue Viewing Platform	8803 N. Harborview Drive	0.10	Waterfront Mini-Park	Picnic tables, viewing platform, garbage can, Connie's Clock and Memory Vessel Art
Soundview Street End	End of Soundview	0.26	Mini-Park	None.
Bogue Visitor Center	3125 Judson Street	0.15	Miscellaneous	Benches, garbage cans, and a raingarden.
		8.96	Total Special Use Parks	

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City of Gig Harbor

Name of Park	Address	Size (Acres)	Park Classification	Features
Trails				
Cushman Trail			Trail	Picnic tables, bike racks, benches, trash cans, mutt mitts. Trail is paved and 14-16 feet in width.
Trailhead at Borgen	5280 Borgen	0.18	Trail	Restrooms, drinking fountain, garbage cans, off-street parking (19 spaces)
Trailhead at Grandview	3908 Grandview	0.45	Trail	Restrooms, drinking fountain, garbage cans, picnic table, off-street parking (10 spaces)
Trailhead at Hollycroft	2626 Hollycroft Street	0.60	Trail	Deck, doggie pot, drinking fountain, garbage cans, picnic areas, restroom, off-street parking (32 spaces near the Harvester Restaurant), and 4 on-street parking spaces.
Harborview Trail	Harborview and N. Harborview Streets		Trail	Doggie pots, garbage cans, planters, and hanging baskets.
Stanich Trail	Undeveloped Portion of Erickson Street		Trail	See Grandview Forest Park
Finholm View Climb	8826 N. Harborview Drive (bottom) 8917 Franklin Avenue (top)	0.32	Trail	Benches, drinking fountain, garbage cans, lighting, restrooms, time capsule and viewing platforms. Off-street parking is available adjacent to Finholm's Market and Grocery.
		8.45	1.55	Total Developed Trails
Natural Areas				
Wilkinson Farm Park	4118 Rosedale Street NW	17.74	Natural Areas	Doggie pot, drinking fountain, garbage cans, historical signs, picnic areas, portable restroom, walking trail, water hose bibs, footbridges, community garden, and on-site parking (12 unmarked spaces).
Adam Tallman Park	6626 Wagner Way	11.84	Natural Areas	Primitive trail, four viewing platforms, interpretive signs, doggie pot and garbage can plus 8 off-street parking spaces about 1/4 mile from the trailhead.
Grandview Forest Park and Stanich Trail	3488 Grandview Street	8.58	Natural Areas	Benches, doggie pot, drinking fountain, garbage cans, restrooms, and trail. Parking is provided at the Civic Center site next door.
Donkey Creek Park	8714 North Harborview Drive	1.73	Natural Areas	Benches (5), garbage cans, doggie pot, historical and interpretive signs, picnic tables (2), restrooms, salmon art, and viewing platform
		0.99	39.89	Total Natural Areas
	Total Developed Trail Miles	72.31		Total Developed Parks and Trails

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN



City of Gig Harbor

Name of Park	Address	Size (Acres)	Park Classification	Features
Open Space				
BB-16 Wetland Mitigation Site	SE Corner of Burnham and Borgen	10.49	Open Space	
Harbor Hill Open Space	Gig Harbor North Area	8.09	Open Space	
Austin Estuary Tidelands	4009 Harborview Drive	7.07	Open Space	
Old Ferry Landing Bluffs	End of Harborview Drive	0.14	Open Space	
		25.79	Total Open Space	
Undeveloped Parks Land				
Old Burnham Properties	11722 Burnham Drive	20.30	Undeveloped	
Harbor Hill Park	Harbor Hill Drive	7.07	Undeveloped	
WWTP Park/Open Space	4212 Harborview Drive	5.82	Undeveloped	
Rushmore Park (outside city)	In Plat of Rushmore	1.07	Undeveloped	
Ancich Waterfront Park	3555 Harborview Drive	0.76	Undeveloped	
BB-16 Mitigation Bonus Site	West of Burnham Interchange	0.45	Undeveloped	
Wheeler Street End	End of Wheeler Street	0.08	Undeveloped	
Woodworth/Ringold Water Tank Site	3800 Block of Ringold Street	0.06	Undeveloped	
		35.61	Total Undeveloped Lands	
		61.40	Total Open Space and Undeveloped Land	
Total Developed Trail Miles		133.71	Total Recreational, Open Space and Undeveloped Park Lands	

Existing Facilities

The City of Gig Harbor owns 35 parks ranging in size from 0.06 of an acre to 20 acres. Included in that total are four designated trails that range from 0.2 of a mile to 6 miles in length. Park profiles on each city park facility are included in Appendix A. The tables on the previous pages document the City's existing park facilities.

Gig Harbor Parks Classifications

The Gig Harbor park classification system includes: Neighborhood Parks, Special Use Parks (including waterfront parks, mini-parks and the Bogue Visitor Center), Natural Parks and Trails. Open spaces are designated as Open Space properties, undeveloped park lands, or other properties.

Public Park Type: Neighborhood Park

Neighborhood Parks provide access to basic recreation opportunities for nearby residents, enhance neighborhood identity, and preserve neighborhood open space. Neighborhood parks are large enough to include both passive and active facilities (including sports fields) but are small enough to be placed in neighborhoods, where they serve the needs of residents in a local setting. Because they are usually located in neighborhoods, neighborhood parks are designed and operated to minimize, noise, traffic, light and other "spill-over" impacts. They are designed primarily for non-supervised, non-organized recreation activities. The City's neighborhood parks provide for limited organized/league use.

Neighborhood parks are typically 5 to 10 acres in size but must be at least 3 acres. A neighborhood park should generally be located with a ¼- to ½-mile walk from the neighborhood it serves, uninterrupted by arterial roads or other physical barriers.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

Ideally, all neighborhood parks should contain the following amenities:

- Play equipment – Separate structures for 2 to 5 year olds and 5 to 12 year olds with safety fencing where needed.
- Playground surfacing consisting of engineered wood fiber or other appropriate surfacing.
- Drinking fountain(s).
- Picnic tables, barbeques, and benches.
- Open turf areas for casual play.
- Trees.
- Security lighting.
- Waste disposal and recycling containers.
- Concrete walkways that connect all of the amenities in the park. A loop walk around the park shall also be provided, if feasible.

A neighborhood park may include the following additional amenities based upon neighborhood preference:

- Basketball courts
- Tennis courts
- Skateboard play area
- Zero depth water play area
- A handball, volleyball, or tether ball court
- Community garden
- One or more multi-purpose fields (typically unlighted but could be lighted under certain circumstances)
- Picnic shelter
- Restroom building
- Lighted parking lot

Locations for neighborhood parks are be based on a variety of factors, including the population and demographics of residents in the park's service area and major physical boundaries.

The City of Gig Harbor has three neighborhood parks with varying degrees of compliance to the ideal standard.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN



City of Gig Harbor

Name of Park	Address	Size (Acres)	Park Classification	Features
Neighborhood Parks				
Crescent Creek Park and BMX Park/Sand Volleyball courts	3303 Vernhardson Street 9702 Crescent Valley Drive NW	9.79	Neighborhood	Tennis court, baseball field, 1/2 basketball court, BMX track, sand volleyball courts, Maritime Playzone (ages 3-12), picnic areas, group shelter, viewing platforms (2), restrooms, garbage cans, BBQs, benches, bleachers, cooking stoves (2), drinking fountains (4), interpretive signage, and parking (39 spaces plus 8 on-street).
Civic Center and Skate Park	3510 Grandview Street	6.55	Neighborhood	Benches (16), drinking fountain, garbage cans, picnic areas, skate park, public green, playground (tot lot) with climbing wall and swings, 8 off-street parking spaces plus overflow in City Hall parking.
KLM Veterans Memorial Park	3580 50th Street	5.57	Neighborhood	Baseball/soccer field with bleachers, 1/2 basketball court, play structure (tots), bike rack, drinking fountain, covered picnic area, benches, restrooms, a memorial, and parking (21 off-street spaces and 19 on-street spaces)
		21.91	Total Neighborhood Parks	

Public Park Type: Special Use Facility

A Special Use Park includes a broad range of recreation facilities oriented toward single-purpose use. These parks may provide a recreational facility or amenity unique to a community or site and may include active and/or passive activities. Special Use Parks are designed to meet the needs of the facility, site and users. They should be strategically located in the community and easily accessible.

The City has several types of Special Use Parks. The most prominent category is Waterfront Parks which are located on the shoreline and generally provide a mix of water related uses and forms of access to the shoreline. Some of these parks are very small (2,500sf – 1 acre) and are therefore also considered Mini-parks. When used in a residential setting, mini-parks serve to address limited, isolated or unique recreational needs. Generally these parks range from 2,500sf to one acre in size and are optimally located within ¼ mile of a residential setting. The Bogue Visitor Center is an example of a single purpose special use park.

In Gig Harbor, the waterfront parks typically include historic structures or uses that are planned for preservation in keeping with the City's maritime heritage. The City actively works to balance uses within these parks to provide a mix of recreation opportunities, historic preservation, and community gathering spaces. With the exception of the Bogue Visitor Center, all of the City's Special Use parks are located along Harborview Drive and the Harborview Trail. Together, these eight parks comprise 8.8 acres linked by a two mile long trail.

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 City of Gig Harbor				
Name of Park	Address	Size (Acres)	Park Classification	Features
Special Use				
Eddon Boat Park	3805 Harborview Drive	2.89	Waterfront	Historic boat building, brick house, deck, garbage cans, historical signs, picnic tables, and restrooms. The park has waterfront access.
Skansie Brothers Park	3207 Harborview Drive	2.59	Waterfront	Bench, garbage cans, historical signs, historic house and netshed, pavilion, picnic areas, and water hose bibs.
Austin Estuary (Uplands)	4009 Harborview Drive	1.38	Waterfront	Human powered watercraft landing, picnic tables, trash cans, and doggie pot.
Maritime Pier	3303 Harborview Drive	0.72	Waterfront Mini-Park	Benches, picnic areas, and public boat sewage pump out station.
Jerisich Dock	3211 Harborview Drive	0.56	Waterfront Mini-Park	Benches, doggie pots, drinking fountain, garbage cans, Life Jacket Loaner Station, picnic tables, public boat sewage, pump out station (seasonal), public moorage, restrooms, and public art.
Old Ferry Landing (Harborview Drive Street End)	2700 Harborview Drive	0.31	Waterfront Mini-Park	Benches, doggie pot, drinking fountain, garbage cans, picnic tables, viewing platform, and historical signs.
Bogue Viewing Platform	8803 N. Harborview Drive	0.10	Waterfront Mini-Park	Picnic tables, viewing platform, garbage can, Connie's Clock and Memory Vessel Art
Soundview Street End	End of Soundview	0.26	Mini-Park	None.
Bogue Visitor Center	3125 Judson Street	0.15	Miscellaneous	Benches, garbage cans, and a raingarden.
		8.96	Total Special Use Parks	

Public Park Type: Natural Areas Park

Natural Parks preserve critical areas, urban forests and historic sites for future generations and include low impact recreational uses. Such sites are often developed with ancillary uses that are compatible with or support the primary preservation of the sites key features, such as the garden program located at Wilkinson Farm Park or the hatchery program located at Donkey Creek Park.

 City of Gig Harbor				
Name of Park	Address	Size (Acres)	Park Classification	Features
Natural Areas				
Wilkinson Farm Park	4118 Rosedale Street NW	17.74	Natural Areas	Doggie pot, drinking fountain, garbage cans, historical signs, picnic areas, portable restroom, walking trail, water hose bibs, footbridges, community garden, and on-site parking (12 unmarked spaces).
Adam Tallman Park	6626 Wagner Way	11.84	Natural Areas	Primitive trail, four viewing platforms, interpretive signs, doggie pot and garbage can plus 8 off-street parking spaces about 1/4 mile from the trailhead.
Grandview Forest Park and Stanich Trail	3488 Grandview Street	8.58	Natural Areas	Benches, doggie pot, drinking fountain, garbage cans, restrooms, and trail. Parking is provided at the Civic Center site next door.
Donkey Creek Park	8714 North Harborview Drive	1.73	Natural Areas	Benches (5), garbage cans, doggie pot, historical and interpretive signs, picnic tables (2), restrooms, salmon art, and viewing platform
		0.99	39.89	Total Natural Areas

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Public Park Type: Trails

Trails include both linear trails (measured in miles) and trail support facilities (measured in acres). Trails are generally off-street transportation and recreation options either paved or unpaved that connect two points and are often located in a utility or undeveloped road right of way. While many of the City's parks provide access trails that loop through a park site, trails are linear in nature. The City has also designated one on-street trail, Harborview Trail, due to the importance of this corridor for recreational use and as a connector between waterfront parks. The Cushman Trail is Gig Harbor's longest trail and forms the backbone of the regional non-motorized transportation system for the Gig Harbor Peninsula.

 City of Gig Harbor				
Name of Park	Address	Size (Acres)	Park Classification	Features
Trails				
Cushman Trail			Trail	Picnic tables, bike racks, benches, trash cans, mutt mitts. Trail is paved and 14-16 feet in width.
Trailhead at Borgen	5280 Borgen	0.18	Trail	Restrooms, drinking fountain, garbage cans, off-street parking (19 spaces)
Trailhead at Grandview	3908 Grandview	0.45	Trail	Restrooms, drinking fountain, garbage cans, picnic table, off-street parking (10 spaces)
Trailhead at Hollycroft	2626 Hollycroft Street	0.60	Trail	Deck, doggie pot, drinking fountain, garbage cans, picnic areas, restroom, off-street parking (32 spaces near the Harvester Restaurant), and 4 on-street parking spaces.
Harborview Trail	Harborview and N. Harborview Streets		Trail	Doggie pots, garbage cans, planters, and hanging baskets.
Stanich Trail	Undeveloped Portion of Erickson Street		Trail	See Grandview Forest Park
Finholm View Climb	8826 N. Harborview Drive (bottom) 8917 Franklin Avenue (top)	0.32	Trail	Benches, drinking fountain, garbage cans, lighting, restrooms, time capsule and viewing platforms. Off-street parking is available adjacent to Finholm's Market and Grocery.
		8.45	1.55	Total Developed Trails

In addition to the inventoried trails, the City has developed a number of park access trails that provide access to undeveloped or preserved areas in many of the City's parks. Such trails provide low impact recreational access to a variety of natural features located within the City's park system. These trails are noted in the park descriptions provided in Appendix A. These trails are generally looped though the park and may or may not connect to adjacent development or rights of way.

The City has also designated a series of walking routes utilizing existing sidewalks with the help of Healthy Communities of Pierce County to encourage the use of City sidewalks for recreational use. Routes are designated with start signs and mileage markers every half mile. These routes include:

- **Green Route (aka Harborview Trail)** – A two mile route that begins at Harborview Street End and proceeds along Harborview Drive along the Harbor to Vernhardson.
- **Blue Route** – A five mile loop that begins at the Pierce County Library on Point Fosdick and proceeds down Soundview to Harborview, up Pioneer and left on Judson and back up Soundview to Point Fosdick. 5 mile loop.

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No.	Project Name	Updated Total Project Cost	Estimated Grant/Other Funding Amounts	City Share of Total Project Cost	Non-Motorized Portion		
					% of Project	Share of Total Cost	City Funded Amount
1	Cushman Trail Phases 5	\$4,000,000	\$3,000,000	\$1,000,000	100%	\$4,000,000	\$1,000,000
4	50th St. Ct. NW Phase 2	\$900,000	\$500,000	\$400,000	80%	\$720,000	\$320,000
7	38th Avenue Phase 1	\$7,000,000	\$3,000,000	\$4,000,000	50%	\$3,500,000	\$2,000,000
8	Burnham Drive Phase 1	\$1,300,000	\$600,000	\$700,000	50%	\$650,000	\$350,000
9	Harborview Drive Improvements	\$130,000	\$0	\$130,000	100%	\$130,000	\$130,000
11	Wollochet Drive Improvements	\$850,000	\$0	\$850,000	50%	\$425,000	\$425,000
14	38th Avenue Phase 2	\$6,000,000	\$3,000,000	\$3,000,000	50%	\$3,000,000	\$1,500,000
15	Skansie Avenue Improvements	\$8,600,000	\$2,000,000	\$6,600,000	50%	\$4,300,000	\$3,300,000
19	Vernhardson St Improvements	\$488,000	\$400,000	\$88,000	80%	\$390,400	\$70,400
21	Grandview Street Phase 2	\$1,120,000	\$500,000	\$620,000	80%	\$896,000	\$496,000
22	Grandview Street Phase 1	\$600,000	\$400,000	\$200,000	80%	\$480,000	\$160,000
23	Hunt Street Crossing (at SR16)	\$10,300,000	\$9,000,000	\$1,300,000	20%	\$2,060,000	\$260,000
25	Pedestrian Bridge Over SR16	\$2,000,000	\$1,000,000	\$1,000,000	100%	\$2,000,000	\$1,000,000
26	Harborview Drive / Stinson Ave	\$858,000	\$0	\$858,000	20%	\$171,600	\$171,600
27	Harborview Drive / Pioneer Way	\$100,000	\$0	\$100,000	100%	\$100,000	\$100,000
28	Hunt Street / 38th Ave	\$1,500,000	\$0	\$1,500,000	20%	\$300,000	\$300,000
Subtotal (Short Range Non-Motorized)		\$45,746,000	\$23,400,000	\$22,346,000		\$23,123,000	\$11,583,000

Short Range Non-Motorized Capital Improvements, 2015 Gig Harbor Comprehensive Plan

Streetscape improvements include street trees, planter strips, swales, modular wetlands/plantings, benches, garbage cans, viewing platforms located in the right of way and even the “Welcome to Gig Harbor” signs and associated landscaping seen at prominent entry points to the City. These improvements facilitate the pedestrian environment within the City streets and provide open space value to the community. Streetscape improvements throughout the City are funded through the City’s general fund and stormwater funds.

Undeveloped Park Lands

Undeveloped Park Lands are properties acquired or owned by the City for park purposes, which have not yet been developed. These properties are anticipated to be developed into parks in the future and will be move to the appropriate classification as they are developed.

 City of Gig Harbor				
Name of Park	Address	Size (Acres)	Park Classification	Features
Undeveloped Parks Land				
Old Burnham Properties	11722 Burnham Drive	20.30	Undeveloped	
Harbor Hill Park	Harbor Hill Drive	7.07	Undeveloped	
WWTP Park/Open Space	4212 Harborview Drive	5.82	Undeveloped	
Rushmore Park (outside city)	In Plat of Rushmore	1.07	Undeveloped	
Ancich Waterfront Park	3555 Harborview Drive	0.76	Undeveloped	
BB-16 Mitigation Bonus Site	West of Burnham Interchange	0.45	Undeveloped	
Wheeler Street End	End of Wheeler Street	0.08	Undeveloped	
Woodworth/Ringold Water Tank Site	3800 Block of Ringold Street	0.06	Undeveloped	
		35.61	Total Undeveloped Lands	

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Open Space Properties

Open Space Properties are natural lands set aside for preservation of significant natural resources, open space or buffering. These lands are typically characterized by critical areas such as wetlands, slopes and shorelines; significant natural vegetation, shorelines, or other environmentally sensitive areas. This classification is used for preserved lands which are not currently planned for development into parks due to physical constraints or other limitations.

 City of Gig Harbor				
Name of Park	Address	Size (Acres)	Park Classification	Features
Open Space				
BB-16 Wetland Mitigation Site	SE Corner of Burnham and Borgen	10.49	Open Space	
Harbor Hill Open Space	Gig Harbor North Area	8.09	Open Space	
Austin Estuary Tidelands	4009 Harborview Drive	7.07	Open Space	
Old Ferry Landing Bluffs	End of Harborview Drive	0.14	Open Space	
		25.79	Total Open Space	

Parks Facilities Provided by Others

Other types of parks include school-parks, community parks, large urban parks, greenways, sports complexes, private park/recreational facilities, and state parks. Of these, community parks and large urban parks are often provided at the city level.

As noted in the prior chapter, the Gig Harbor Peninsula is served by a variety of park and recreation service providers. There are nearly 1,200 acres of parkland and open space on the Gig Harbor peninsula. Of these, the City of Gig Harbor owns 132 acres; PenMet owns 652 acres; Washington State Parks owns 111 acres, the Peninsula School District has 75 acres, Pierce County has 9.5 acres and the rest is in private hands.

Public Park Type: Large Urban Park (Regional Park)

Regional parks are the largest type of park that could be developed in the City. Regional parks serve the population of several urban areas, providing a respite from urban lifestyles. Regional parks are generally built by counties or other agencies with a regional scope. In Gig Harbor, the City may participate in the development and operation of regional parks such as future development of existing undeveloped parkland owned by PenMet or Pierce County, but it will likely not take the lead.

Because of the number of persons and the range of interests they serve, regional parks are generally at least 50 acres and are optimally 75 acres in size or larger. Regional parks may feature wooded areas and varying topography.

The only developed Large Urban Park in the Gig Harbor vicinity is PenMet's Sehmel Homestead Park. This park features a 22-acre sports complex and 76 acres of forest land with primitive trails.

Public Park Type: Community Park

Community parks provide a focal point and gathering place for the broader community. Community park facilities are designed for organized activities and sports, although individual and family activities

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are encouraged. Community parks usually have sport fields or similar facilities as the central focus of the park. Community parks require more support facilities, such as parking, restrooms and playgrounds, than neighborhood or pocket parks because they serve a larger area and offer more facilities.

Community parks are intended to serve the recreational needs of several neighborhoods. Where possible, they should be developed in a coordinated fashion with adjoining schools and located on or near arterial streets. Community parks should be located within 1 to 3 miles of every residence. The optimum size for a community park is 20 to 50 acres.

A community park functions as a neighborhood park for the residents who live in close proximity to the park; therefore, it should comply with the city's neighborhood park classification. In addition, a community park serves multiple neighborhoods and the entire city. As such, expansions to existing community parks or development of new community parks should evaluate the need for the following facilities:

- Recreation/community center
- Swimming pool
- Lighted sports fields
- Large group picnic areas
- Nature or wellness-based interpretive facilities

Gig Harbor does not have any community parks, though the sports complex portion of Sehmel Homestead Park serves this function. Gig Harbor's largest scale park is the neighborhood park and all of these are between five and ten acres.

Public Park Type: Combined School-Park

The Peninsula School District operates several passive and active recreational areas on each of its campuses. These facilities are not part of the PROS Plan Level of Service calculations, but they are available for recreational use to Gig Harbor residents.

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	Recreational Space (in Acres)	Distance from Gig Harbor City Center (Miles)	Within Gig Harbor Level of Service	Features
Peninsula High School	10.53	6.00	Yes	Football field, track, baseball field, four tennis courts, ample parking.
Purdy Elementary School	10.45	6.00	Yes, for sports fields.	Play structure and swings (ages 5-12), Soccer/softball field, baseball field, and football field. Ample parking.
Harbor Ridge Middle School	5.73	0.00	Yes	Football field, track, baseball field, ample parking.
Gig Harbor High School	18.96	0.00	Yes	Football field, soccer fields, track, baseball field, softball field, four tennis courts and parking.
Henderson Bay Alternative H.S.	0.00	0.00	N/A	Shares facilities with Gig Harbor High School.
Discovery Elementary School	2.31	0.00	Yes	Soccer field, swings, play structures (ages 5-12), large open play field and parking.
Goodman Middle School	8.31	3.60	Yes, for sports fields.	Basketball court, baseball field, track, soccer fields, and parking.
Harbor Heights Elementary School	3.44	3.60	Yes	Play structure and swings (ages 5-12), ample parking.
Artondale Elementary School	3.93	4.00	No	Combined baseball, soccer field, playground equipment.
Voyager Elementary School	4.86	6.00	No	Combined baseball, soccer field, playground equipment and large play structure. Ample parking.
Kopachuck Middle School	6.95	6.00	No	Baseball field, track, soccer field, basketball court and parking.
Total Acreage	75.47			

Public Park Type: Greenways

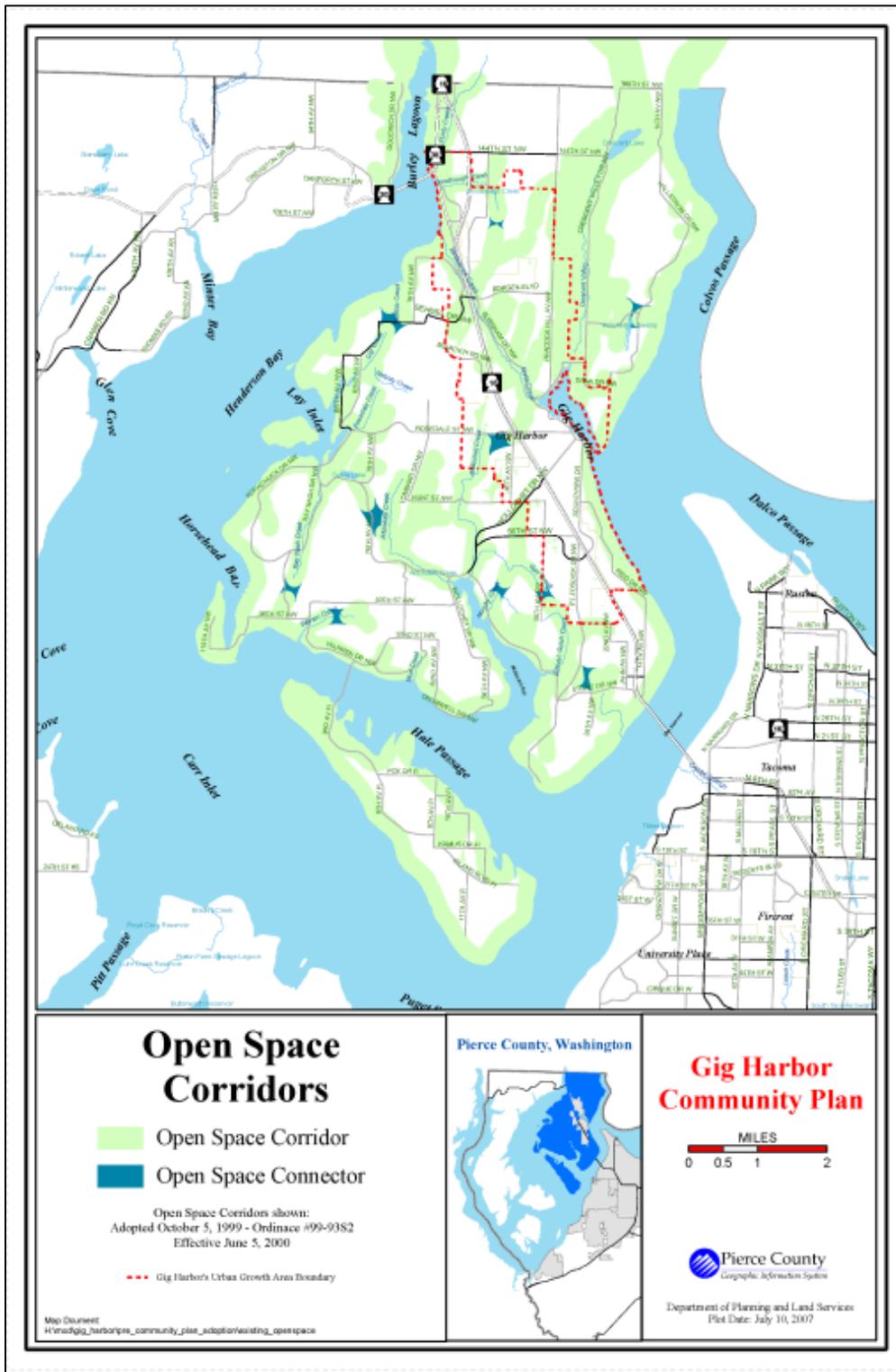
A greenway is essentially a long, narrow strip park designed to tie the park system components together to form a continuous park environment. The City's Harborview Trail is effectively a greenway, though it is not in a natural state. The Cushman Trail is another example. This trail connects to mini-park trailheads and also passes through or near several of the city's parks. Another type of greenway is an open space corridor. This corridor provides for movement on animals away from urban streets and ideally leads to protected open space wildlife may use as habitat. The City of Gig Harbor does not have a formal greenway system. It also does not have a formal open space network, though as the map from Pierce County's Parks Plan shows, there are opportunities to create this network through careful buffering of streams, lakes, shorelines and wetlands.

In addition to lands inventoried as a part of this planning process, there are a variety of privately owned properties within the City that are preserved for open space and/or recreational uses. These include dedicated private open spaces, utility corridors, critical areas, wildlife corridors and the Current Use Program. The Current Use Program is offered by Pierce County as a tax relief program. This program encourages the managed production of natural resources and the retention of undeveloped land. Participation in this program reduces the owner's property tax from 50 to 90 percent based on the parcel's value to the environment and the public. Currently 22.65 acres of land (5 tax parcels) are designated as open space within City limits.

Many of these elements have the potential to be linked into coordinated greenway systems. The City encourages the use of trails, other open spaces, and conservation easements to create links between open spaces and critical areas. Preserved private lands are often not accessible to the public;

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however they do provide public value by protecting habitat and providing visual relief from urban development.



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Public Park Type: Private Open Space

Dedicated private open spaces can be found in the form of common areas, platted open space or park tracts maintained by homeowner associations, and conservation easements. Common areas are required for new commercial development as a part of the City's Design Manual Standards to provide recreational amenities to customers and employees and facilitate the pedestrian environment. Many of the City's subdivisions include open space easements or tracts that provide native buffers, mini-parks or other forms of open spaces that are often owned and maintained by homeowner associations.

Public shoreline access is required by the City's Shoreline Master Program for most types of commercial or multi-family shoreline development. These requirements have over time yielded a variety of public shoreline viewpoints and access points.

The City has an adopted Shoreline Management Act and the Critical Areas Ordinance to protect its marine environments and critical areas. Gig Harbor has nearly three miles of shoreline along Gig Harbor and Henderson Bays (nearly eight miles when including the UGA) and has a variety of creeks, wetlands and other sensitive areas. The City seeks to improve water quality, enhance recreational opportunities, and improve the health of fish and wildlife through strict enforcement of regulations.

Level of Service Standards

Recreational facilities are used for a variety of purposes by all types of people and groups. Because the needs of Gig Harbor residents are diverse, no individual recreational facility can meet the recreational needs of all users. Therefore, a diverse system of facilities is necessary to provide a wide range of recreational opportunities.

There is no one right way to measure parks level of service (LOS). The historical way of determining level of service was based on acres of park by type for a given population, such as 3 acres of community park per 1,000 residents. The current state of practice broadens this analysis to also focus on the individual needs of a given community. The broad brush population based LOS misses the finer nuances of a given community. For example, a City may find that it has adequately met the level of service acreage for a given park type, but without further analysis it could miss the important detail that there are not enough sports fields or tot lots.

According to the National Recreation and Parks Association (NRPA), the purpose of establishing Level of Service standards is to assure "equal opportunity to share in the basic menu of services implicit in the standard²⁸," The NRPA proposes the following five methodologies to ensure "equal opportunity":

1. Acres per Population;
2. Access distance or Travel time;
3. Facilities per Population;

²⁸ David Barth, ASLA, AICP, CPRP; *New alternatives for calculating Parks and Recreation Levels of Service*, 2011 APWA International Public Works Congress and Exposition.

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4. Quality of the Facilities; and
5. Availability of Programs.

Not all of these measures are appropriate for every City to use. At the same time, some of these measures will be emphasized more in one place than in another, based on the needs, assets and availability of data for a given analysis.

The standard methodology, acres per population, is still a very important way to measure the broad level of service of parks and facilities. It is a method of determining which type of facilities are adequate and where the City needs to invest in more acreage by type of park. This method can be customized to the unique needs of the city and allows the City to acknowledge the contributions of parks facilities provided by other entities, such as the schools or regional parks district.

The second measure, access distance or travel time is based on the understanding that even though the city may have adequate parks acreage overall, this acreage should be spread around the city in such a way that the entire population has equal access to parks facilities.

The third measure, facilities per population, is a measure of the types of facilities Cities provide including play structures, water parks, athletic fields, sports fields, passive recreation, etc. This measure allows a City to determine if it is investing equally in all types of user groups and activities rather than focusing on one specific area.

The fourth measure, quality of service, acknowledges the user experience. It assesses the aesthetics, comfort, cleanliness, level of maintenance, accessibility and distribution of facilities with respect to population centers.

Finally, the fifth measure is availability of programs. The City of Gig Harbor does not directly provide programmatic recreational services. Instead, it provides financial and in-kind support to other local providers. This measure of service will not be addressed in this plan, though the City will continue to plan for and provide support for recreational programs offered by other entities.

Acres per Population

Parks and Recreation Facilities are defined as those facilities which are readily accessible by the public and contain opportunities for active and passive recreation, are under City Ownership and are classified within this Plan as Neighborhood Parks, Special Use Parks, Natural Areas and Open Space. The following Level of Service standards for parks and recreational facilities are based on the parks LOS from the 2010 PROS Plan and the 2015 Comprehensive Plan. They are based on acres per population as required by the Growth Management Act. Gig Harbor's 2015 population was 8,500 persons. The City is expected to grow to 10,500 persons by 2030. Gig Harbor's overall Level of Service for 2030 will be 14.25 acres of parkland and 1.17 miles of trails per 1,000 persons. By 2030, the City will need to acquire an additional 53.08 acres of parkland and develop 3.84 additional miles of trails.

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Type of Park	Existing Acres	2016 Level of Service	2030 Planned Level of Service	2030 Additional Area Needed
Gig Harbor Alone				
Special Use Parks				
Waterfront Mini-Park	2.10	0.25		
Special Use Parks	6.86	0.81		
Total Special Use	8.96	1.06	1.00	1.54
Neighborhood Park	21.91	2.58	5.00	30.59
Natural Areas	39.89	4.69	5.25	15.24
Open Space and Undeveloped Land				
Open Space	25.79	3.03	3.00	5.71
Undeveloped Lands	35.61	4.19	N/A	N/A
Total Open Space and Undeveloped	61.40	7.22	3.00	5.71
Total Parkland	132.16	15.55	14.25	53.08
Greenways	N/A	N/A	N/A	N/A
Trails (Miles)	8.45	0.99	1.17	3.84
PenMet, County, Schools, State and Others				
Special Use Parks	230.50			
Neighborhood Park	N/A			
Natural Areas	327.70			
	75.47		2015 Population	2030 Population
School Park			8,500	10,500
Community Park	N/A			
Sports Complex	22.00			
Open Space and Undeveloped Land	354.72			
Total Other Entities	1010.39			
Total Parkland (City and Others)	1142.55			
Total Trails (Miles)	8.45			

Access Distance or Travel Time

The Washington State Recreation and Conservation Office recommends two level of service measures with respect to access distance or travel time²⁹. These include measures of the percentage of the population within the following service areas:

- 0.5 mile of a neighborhood park/trail;
- 5 miles of a community park/trail; and
- 25 miles of a regional park/trail.

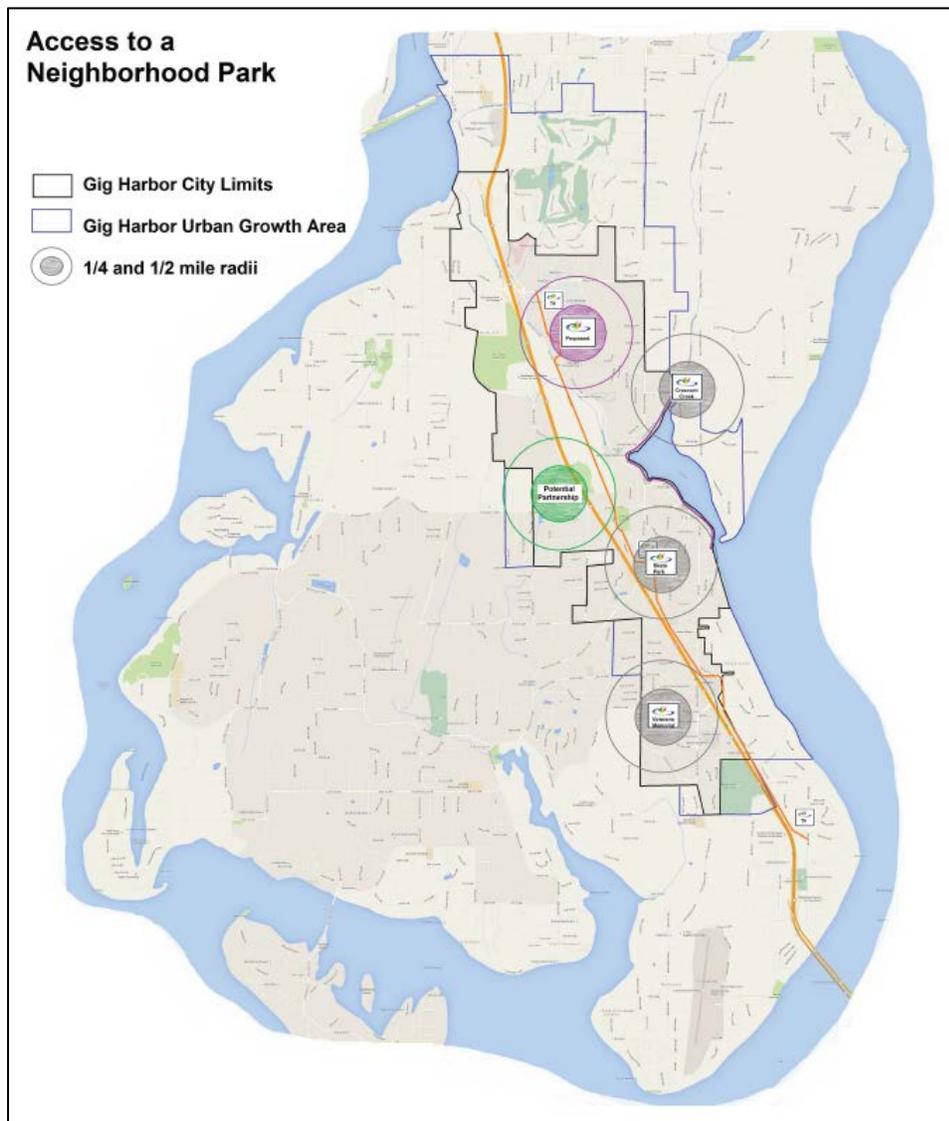
These measures also consider barriers to access such as topography, lack of pedestrian improvements or major road crossings. The other criterion is the percentage of parks that may be accessed safely via foot, bicycle or public transportation.

²⁹ Washington State Recreation and Conservation Funding Board, *Manual 2 Planning and Policies Guidelines, Appendix C*, February 1, 2014.

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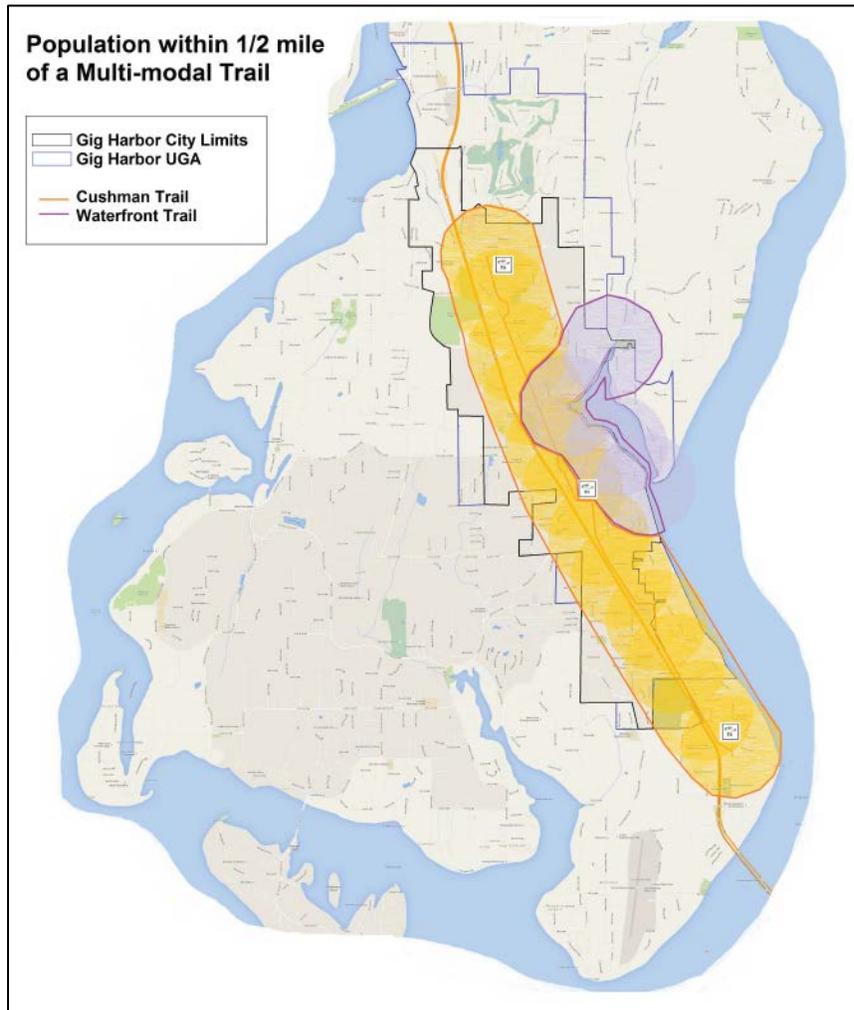
All of Gig Harbor's residents are within about five miles of Sehmel Homestead Park, PenMet's only community park. Though the Gig Harbor Peninsula does not have a formal regional park, all of the city's residents are within 25 miles of Tacoma's regional parks and less than six miles from Kopachuck State Park.

As the map below demonstrates, the majority of Gig Harbor's population is not within ½ mile of a neighborhood park. Harbor Hill Park is a proposed park in north Gig Harbor. This park could be developed into a neighborhood park. There are no neighborhood park facilities in the northern UGA (Canterwood). The City should consider purchasing parkland in this area for use as a neighborhood park. The central portion of Gig Harbor is also missing a neighborhood park. The Peninsula School District's Gig Harbor High School and Discovery Elementary already have some neighborhood park features. Additionally, PenMet owns undeveloped parkland adjacent to this property. The City should consider partnering with the school district and PenMet to further develop this area for neighborhood park usage.



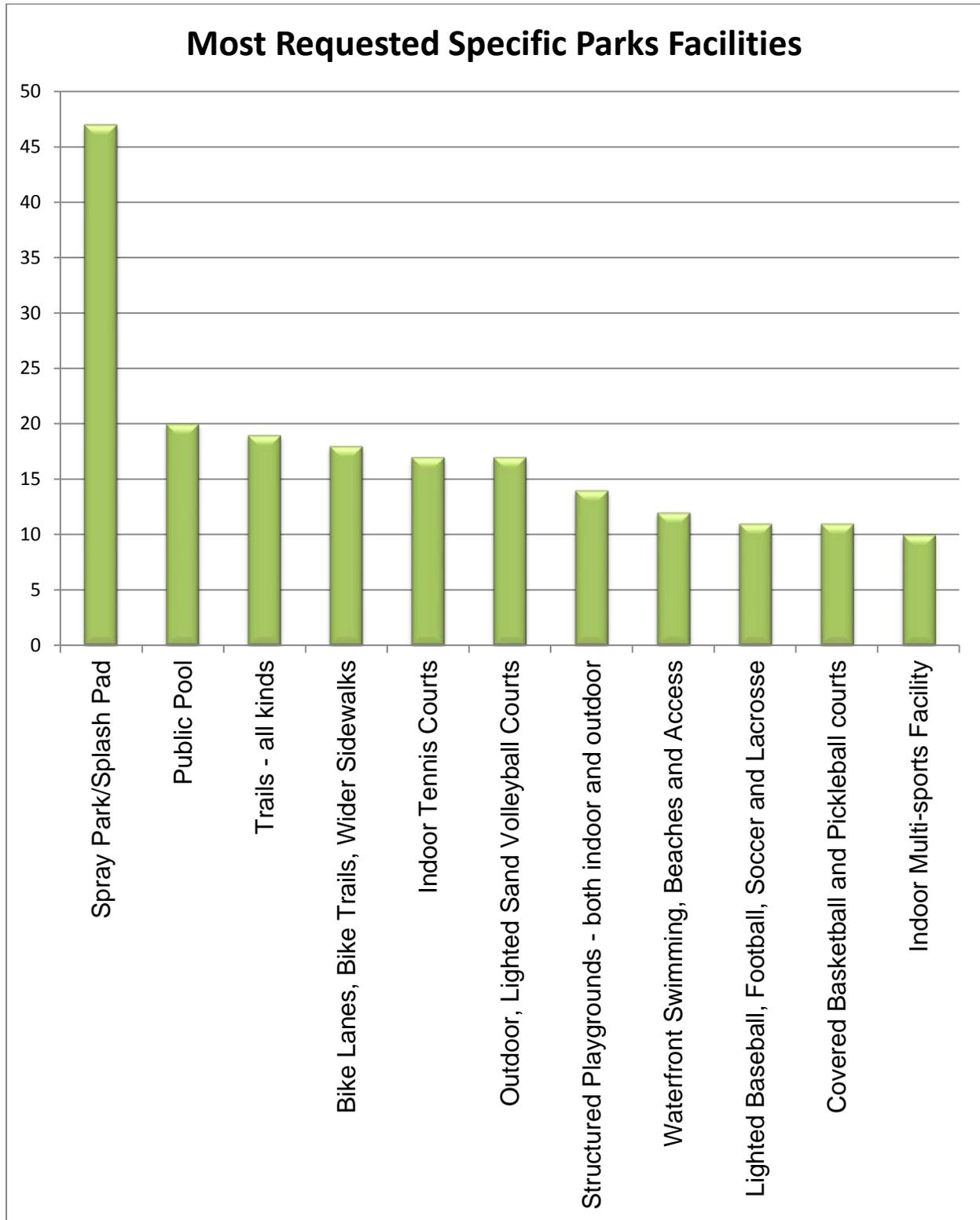
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The majority of Gig Harbor's existing population is within ½ mile of a trail. The City will need to expand the trail system northward to meet the needs of the population within the UGA area. The City could also add connections to the Cushman Trail to encourage trail users to access the trail via non-motorized means. The City should also continue to support PenMet Parks and/or Pierce County in their efforts to extend the trail facility southward and provide a trail connection to the Tacoma Narrows Bridge, linking the Cushman Trail to the larger regional trail network.

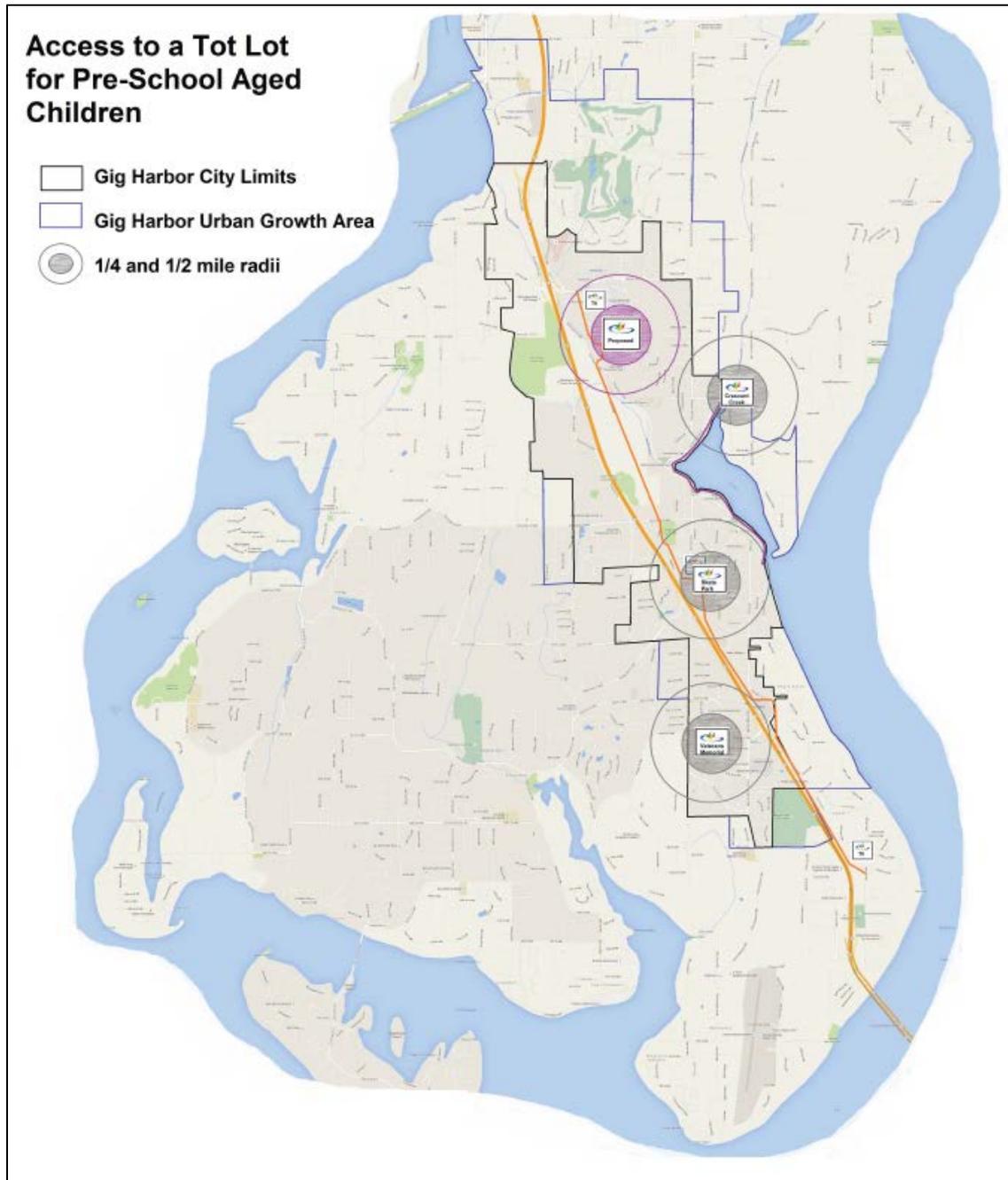


Facilities per Population

The City does not have specific level of service standards with respect to the number and type of facilities per population, though it is worth noting the types of facilities and where they are. The results of the public survey are also important here because they highlight the demand for the various types of facilities. As a reminder, the Most Requested Specific Parks Facilities table from the public involvement survey is reproduced on the following page. The pages that follow also contain maps showing the location and quantity of various parks facilities. Finally, there is a discussion of the needs by facility type.



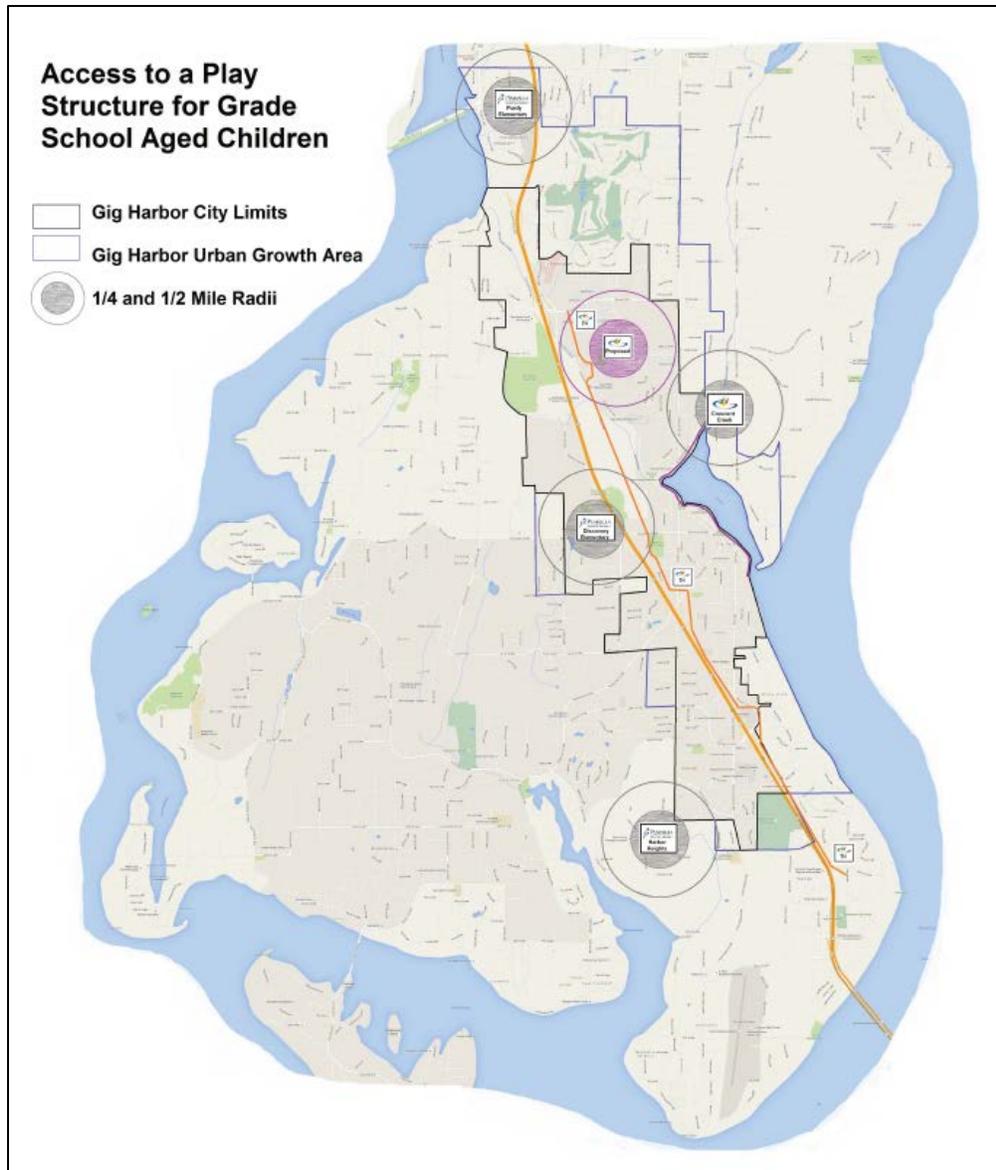
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As noted in the Access Distance or Travel time section above, the City lacks adequate neighborhood parks facilities. As a consequence of this, there are very few City-owned tot lots within walking distance of the majority of Gig Harbor's residents. Development of new neighborhood parks (or recreational areas with similar facilities) at Harbor Hill, within the Canterwood UGA and at the Gig Harbor High School/Discovery Elementary School/PenMet Joint Recreation Area could provide for adequate tot lots to serve Gig Harbor's growing community and changing demographic. Discovery Elementary currently has the Kids Gig play structure, a large facility that has a regional draw. This facility is excellent for school aged kids and will accommodate supervised tots.

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The most frequently requested facility from the public survey was a water park/splash park and pool. These facilities cater to all ages. Installation of a public water park would help meet the needs of all youth.



The City of Gig Harbor is a little better off with respect to access to play structures for school aged children. This is largely due to the playgrounds at the Peninsula School District elementary schools. The only play structure owned by the City and useable by school aged children is the new Maritime Playzone at Crescent Park. The City should consider including a play structure for school aged children at Harbor Hill Park. The City should also consider providing play structures at the Civic Center and/or Wilkinson Farm Park and at KLM Veterans Park, Adam Tallman Park, Donkey Creek Park and at least one place in the northern UGA. The City should work with PenMet to provide additional structures on the west side of town, perhaps in McCormick Forest Park.

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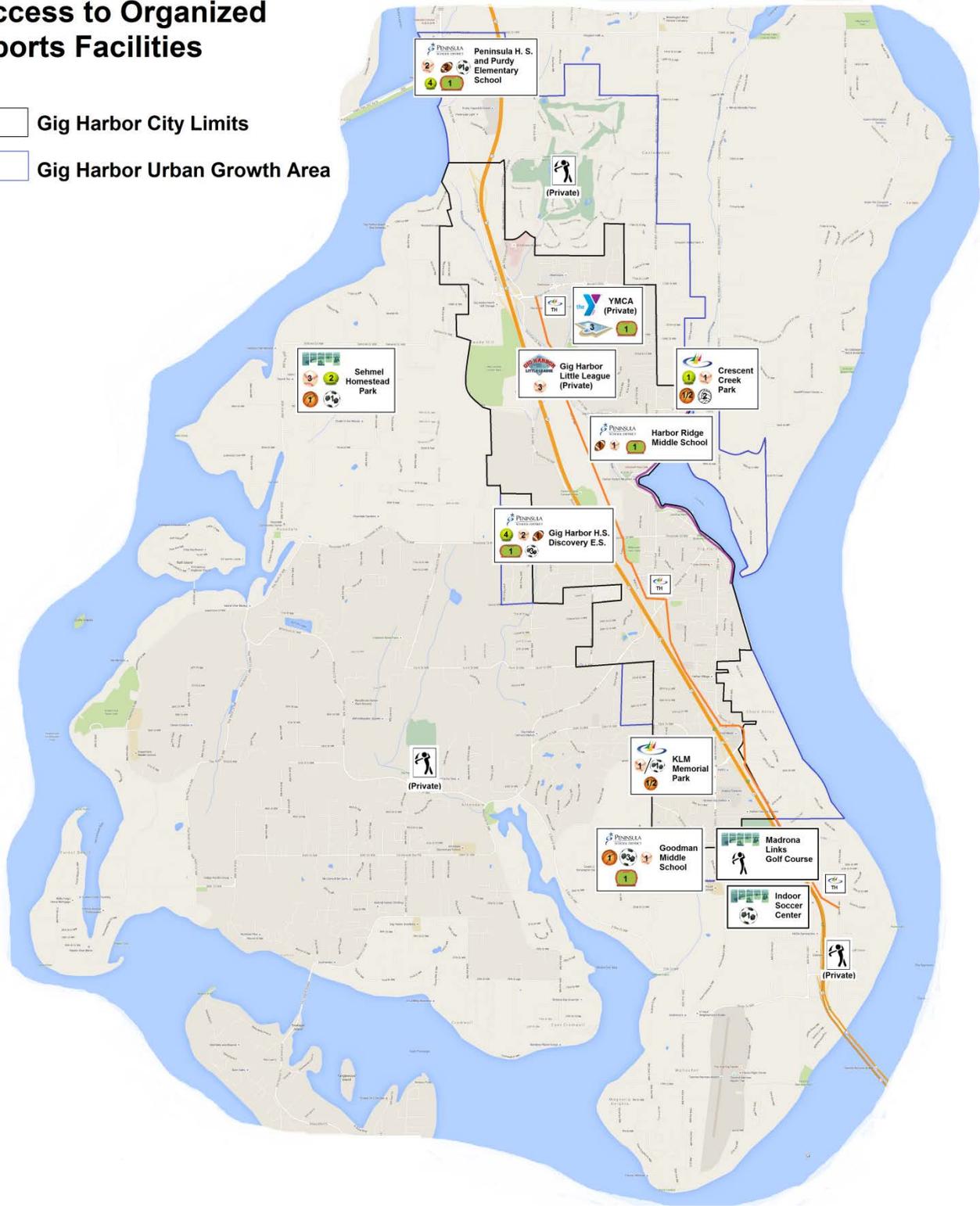
Teens have limited public recreational options in Gig Harbor that are not part of an organized sport. Presently, teens can utilize the Skate Park and the BMX Park. Teens may also use the tennis, basketball and sand volleyball courts without participating in an organized team sport. Many other teen related activities are in the form of organized team sports or provided by private, for fee non-profits such as the YMCA and the Gig Harbor Little League. The City should consider provision of more teen oriented facilities such as low or no cost indoor recreational facilities, disc golf, climbing walls, and skate parks. Teens also benefit from additional non-motorized facilities to allow them to safely explore the city.

Team sports are popular in Gig Harbor. Survey respondents reported participation in many organized sports including baseball, softball, tennis, pickleball, soccer, football, basketball and sand volleyball. Some of the most frequently requested sports facilities include indoor tennis courts, pickleball courts, sand volleyball courts, baseball/softball diamonds, football fields, soccer pitches, lacrosse fields, basketball courts and lighted, indoor multi-sports arenas.

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Access to Organized Sports Facilities

-  Gig Harbor City Limits
-  Gig Harbor Urban Growth Area

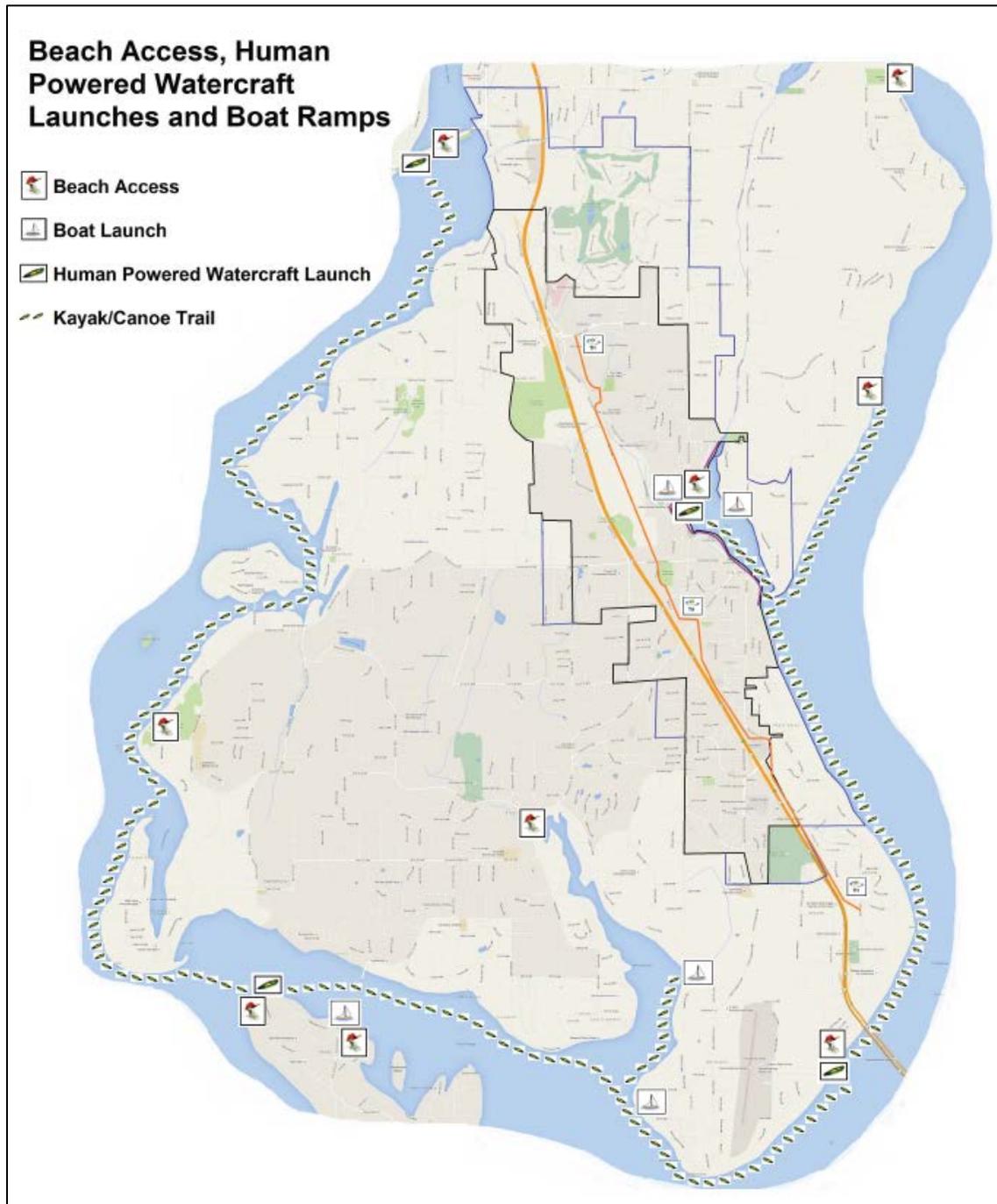


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Another area of significant recreational demand is beach access and waterfront access for both passive recreation and for use with watercraft. Gig Harbor has numerous waterfront parks. Many of these provide marine facilities, both for human powered watercraft and marine vessels. The Gig Harbor Peninsula has thousands of linear feet of accessible public shoreline. Gig Harbor's best opportunity to increase public beach access is to work with PenMet to develop improved access to

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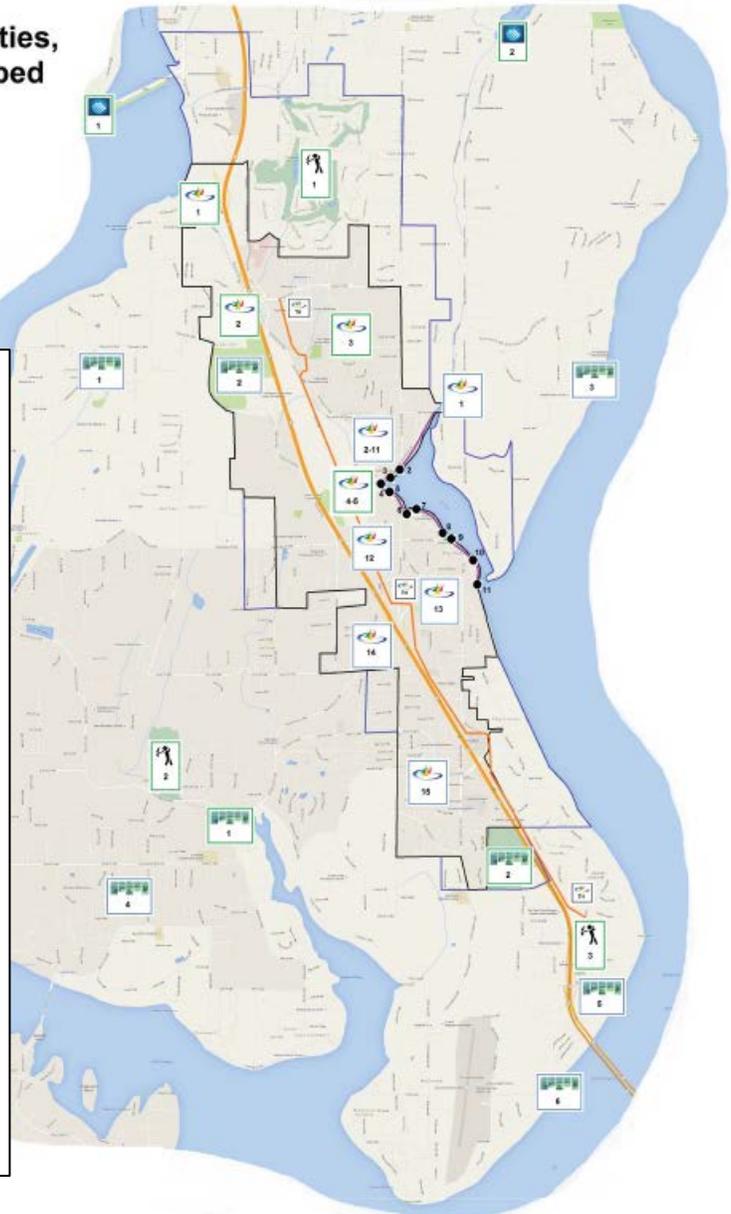
Sunrise Beach Park, Maplewood Park and Wollochet Bay. Gig Harbor can also work with Pierce County to improve parking at the various County boat launches.



The Gig Harbor peninsula has many opportunities to enjoy passive recreation and open space. Relatively little land is needed to provide adequate open space for the enjoyment of all of Gig Harbor's current and future residents. However, the City should study opportunities to create open space and greenway networks and corridors to improve and preserve local habitat.

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Passive Recreational Facilities, Open Space and Undeveloped Parkland



 <p>City of Gig Harbor Passive Recreational Facilities</p> <ol style="list-style-type: none"> 1. Crescent Creek 2. Finholm View Climb 3. Bogue Viewing Platform 4. Donkey Creek Park 5. Austin Estuary 6. Eddon Boat Park 7. Ancich Waterfront Park 8. Jerisich Dock 9. Skansie Brothers Park 10. Maritime Pier 11. Old Ferry Landing Park 12. Wilkinson Farm Park 13. Civic Center 14. Adam Tallman Park 15. KLM Veterans Memorial Park <p>TH – Cushman Trailheads</p>	 <p>City of Gig Harbor Open Space and Undeveloped Parkland</p> <ol style="list-style-type: none"> 1. Old Burnham Properties 2. BB-16 Mitigation Sites 3. Harbor Hill Park 4. WWTP Park/Open Space 5. Ancich Waterfront Park
 <p>Peninsula Metropolitan Park District Passive Recreational Facilities</p> <ol style="list-style-type: none"> 1. Sehmel Homestead Park 2. McCormick Forest Park and Rotary Bark Park 3. Sunrise Beach Park 4. Harbor Family Park 5. Tubby's Trails Dog Park 6. Narrows Park 	 <p>Peninsula Metropolitan Park District Passive Recreational Facilities</p> <ol style="list-style-type: none"> 1. Wollochet Bay Park 2. Madrona Links Golf Course
 <p>Pierce County Parks Passive Recreational Facilities</p> <ol style="list-style-type: none"> 1. Purdy Sand Spit 2. Crescent Lake Park 	 <p>Private Open Space</p> <ol style="list-style-type: none"> 1. Canterwood Golf Course 2. Gig Harbor Golf Club 3. Performance Golf

Quality of Service

Quality of service is the hardest aspect to measure. It takes in intangible things like aesthetics, and comfort as well as more easily measurable things like cleanliness, maintenance, ADA access and distribution of facilities by population centers. The public involvement survey did reveal concerns regarding the landscaping and maintenance of parks facilities. There were also comments about safety, adequate policing, fencing, parking and ADA access. The scope of this plan did not include a full review of the quality of service of each of the City's various facilities. However, the Goals and Policies and Capital Improvement sections of this plan will discuss measures for assessing and maintaining the City's parks system.

Opportunities and Challenges

The 2010 PROS Plan focused on several areas, based on both public opinion and level of service analysis. The 2010 Plan determined there was a direct need for trail development, expanding partnerships to leverage City funds, pursuing the acquisition of additional land in developing areas, and improving public access to natural features including shoreline and critical areas. The 2010 Plan determined there was then a need for 55.57 acres of additional park land. That plan also developed specific standards for waterfront and trail development.

Many of the goals of the 2010 Plan have been reached. In the past six years, the City has completed the following goals of the 2010 Parks Capital Improvement Plan:

1. Harbor History Museum Donkey Creek Acquisition and Easement;
2. Eddon Boatyard Reconstruction;
3. Austin Estuary Park Restoration Project;
4. Donkey Creek Restoration Project;
5. Crescent Creek Park Playground Improvements;
6. Skansie Netshed Stabilization Project;
7. Cushman Trail Phase III 96th to Borgen;
8. Eddon Boat Park Development;
9. Skansie House Improvements; and
10. Maritime Pier.

The City has made progress in several other areas. The City has acquired a number of park land properties in recent years, several of which have yet to be developed or are not fully developed. Many of these properties have Master Plan or parks designs in place. These acquisitions provide a significant opportunity for the City to add even more recreational value to its residents and visitors.

Priorities for the 2016 Parks, Recreation and Open Space Plan

The public involvement portion of this plan demonstrates the City has largely been successful in meeting the goals of the 2010 PROS Plan. The goals from the 2010 Plan remain important and progress toward completing the remainder of the 2010 Plan Capital Projects list should continue. However, the Demands and Needs Analysis has revealed several new issues that need to be addressed. These issues are summarized below.

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1. Develop new neighborhood parks with additional tot lots, school aged play structures and water features and teen specific facilities with a goal of providing each of these within ½ mile of the majority of Gig Harbor's current and future populations.
2. Increase public beach access by supporting PenMet to develop improved access to Sunrise Beach Park, Maplewood Park and Wollochet Bay. Gig Harbor can also work with Pierce County to improve parking at the various County boat launches.
3. Create a greenway system and non-motorized linkages to the various parks facilities with a goal of having each park accessed via non-motorized transportation by 80% of the City's population.
4. Create an open space network to provide wildlife habitat and migration corridors.
5. Study each park facility to determine the quality of service and provide programmatic improvements to on-going maintenance and care. Areas of concern should include:
 - a. equipment and facilities,
 - b. safety,
 - c. parking,
 - d. fencing,
 - e. non-motorized accessibility and travel time,
 - f. ADA accessibility where feasible³⁰,
 - g. landscaping,
 - h. invasive species removal, and
 - i. general, on-going maintenance.
6. Acquire new parks properties and open space acreage as needed to provide for the level of service acreage for the anticipated 2030 population.

³⁰ The topography of Gig Harbor is very hilly and steep in places. For certain facilities, such as trails, it will not always be feasible in terms of cost or engineering to provide full ADA accessibility.

VI. Goals and Policies



Introduction

The following goals and policies are based on the foregoing analysis of the City's existing park, recreation, open space and trails systems and from community input. The Goals and Policies conform to the National Parks and Recreational Association guidelines as well as the Washington State Recreation and Conservation Office Guidelines. Goals are broad statements of intent that describe a desired outcome. Policies, on the other hand, are both measurable and more specific. Policies and individual metrics should help define when a goal has been met. The policies and metrics are long range goals that may take longer than the plan's six year timeline. Work in the Urban Growth Area will be accomplished primarily via partnerships until individual areas annex into the City.

Goal, Policies and Metrics

Developing Healthy Communities	
Goal	Through the City's permit process, require, when possible, new development to support and enhance the pedestrian environment to promote healthy lifestyles and active commercial areas.
Policies	A. Require pedestrian friendly design features (including but not limited to placement of new buildings, on-site walkways, and pedestrian scale site features) on new developments to promote active healthy lifestyles within the community.
	B. Require non-residential developments to provide common areas (such as town squares, plazas, or pocket parks) proportional to size of the development and the impact on existing park infrastructure to serve the recreational needs of employees and customers. Encourage these spaces to be used as the focus of commercial and civic buildings.
Metrics	A. Acquire appropriate land to meet the acreage by population level of service standards by park and open space type.
	B. Provide active (muscle powered) recreational opportunities in 60% or more of Gig Harbor's park system properties. (Examples of active recreation include jogging, walking, paddling, cycling, field and court sports, etc.)
	C. Design and build a park system so that 75% or more of the City's current and future population lives within 1/2 mile of a regional trail.
	D. Design and build a park system so that 75% or more of the City's current and future population lives within 1/2 mile of a neighborhood park.
	E. Work with PenMet to ensure that 75% of the City's population lives within 5 miles of a community park.

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Identify Urban Growth Preserves and Set-Asides	
Goal	Coordinate with other public and private agencies, and with private landowners to set aside land and resources necessary to provide high quality, convenient park and recreational facilities before the most suitable sites are lost to development.
Policies	A. Continue coordination with PenMet and other agencies on meeting park, recreation, and open space needs through the City and urban growth area to assure that needs are met and services are not duplicated.
	B. Identify and set aside lands needed to meet long-term demand for parks, recreation and open space in developing areas such as the wooded, undeveloped, and sensitive lands.
	C. Prior to annexation of urban growth areas review park, recreation, and open space needs to determine potential impacts to adopted levels of service. Such impacts shall be considered when determining the impacts of a potential annexation.
Metrics	A. Meet with PenMet, the Peninsula School District and Pierce County on a regular basis to coordinate planning, acquisition, design and operation of recreational resources in the UGA and unincorporated service area.
	B. Apply for recreational system grants with partner agencies to provide service in the UGA and unincorporated service area pro-actively.

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Recreational Facilities	
Goal	Develop a quality, diversified recreation system that provides for all age and interest groups.
Policies	Waterfront Access and Facilities
	A. Cooperate with Pierce County, PenMet, the Washington State Department of Fish & Wildlife, and other public and private agencies to acquire and preserve additional shoreline access for waterfront fishing, wading, swimming, viewing and other related recreational activities and pursuits, recognizing the rights of property owners in the vicinity of such sites.
	B. Develop and/or encourage a mixture of watercraft access opportunities including canoe, kayak, sailboard, and other non-power boating activities, especially on Gig Harbor Bay and along the Puget Sound shoreline.
	Athletic Facilities
	A. Concentrate on field and court activities like soccer, football, baseball, basketball, tennis, pickleball and volleyball that provide for the largest number of participants.
	B. Encourage, leverage the development, or develop, where appropriate, a select number of facilities that provide a quality playing environment, possibly in conjunction with PenMet Parks, Pierce County, Peninsula School District, and other public or private agencies. Such facilities should be developed to meet the requirements for all age groups, skill levels, and recreational interests where possible.
	Indoor Facilities
	A. Facilitate the continued development by the Peninsula School District and other organizations, of special meeting, assembly, eating, health, cultural, and other community facilities that provide general support to school age populations and the community-at-large at elementary, middle, and high schools within the City, urban growth area and the greater peninsula.
	B. Look for opportunities to partner with PenMet and other organizations to provide indoor recreational facilities for all ages (including play structures and both organized and individual sports facilities).
	Play Structures
A. Provide play structures for tots (2-5) and school age children (5-12) and a teen activity area within all neighborhood parks.	
Metrics	A. Work with Pierce County and PenMet to provide additional boat ramp parking to accommodate both human powered and wind or fuel powered watercraft.
	B. Work with Pierce County and PenMet to provide additional opportunities to launch human powered watercraft to reduce conflict between user groups at trailered boat launch facilities.
	C. Through partnerships, ensure that at least 75% of facility demand for athletic fields and courts is met, based on use statistics and reservation inquiries.

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Park Design Standards	
Goal	Design and develop facilities that are accessible, safe, and easy to maintain while providing a full range of facilities for all age groups both inside the present city limits and in the UGA. Parks facilities and equipment should have life cycle features that account for long-term costs and benefits.
Policies	General
	A. Provide facilities for all age groups and throughout the City and its UGA.
	B. Create park plans for the potential development and re-development of City park properties.
	C. Incorporate features and amenities into parks that fit the local context; contribute to environmental sustainability; and are accessible, safe, and easy to maintain for the long term.
	D. Provide maps at the City's larger parks, documenting park and trail opportunities in the vicinity of the park.
	E. Develop and maintain parks consistent with local, state and federal environmental regulations.
	Accessibility
	A. Design park and recreation facilities to be accessible in accordance with the American Disabilities Act (ADA).
	Non-Motorized Access
	A. Parks should be located such that the majority of the population can easily access them without driving a personal vehicle.
	Maintenance
	A. Design and develop facilities that are of low maintenance and high capacity design to reduce overall facility maintenance and operation requirements and costs while providing for adequate facilities, amenities and attractive landscaping.
	B. Where appropriate, use low maintenance materials, settings or other value engineering considerations that reduce care and security requirements, and retain natural conditions and experiences.
	Security and Safety
	A. Implement design and development standards that will improve park facility safety and implement security features for park users, department personnel, and the public-at-large.
	B. Continue to develop and implement safety standards, procedures, and programs that will provide proper training and awareness for department personnel.
	C. Define and enforce rules and regulations concerning park activities and operations that will protect user groups, department personnel, and the general public-at-large.
	D. Where appropriate, use adopt-a-park programs, neighborhood park watches, park police patrols, and other innovative programs that will increase safety and security awareness and visibility.

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Metrics	A.	All neighborhood parks should contain features that cater to each individual age group. Each neighborhood park should contain separate play structures for tots (2-5), school age children (5-12) and teen specific activities (such as disc golf, a skate park, a BMX track, etc.)
	B.	Ensure that at least 80% of the City's facilities are fully functional for their specific design and safety guidelines.
	C.	Through periodic user surveys, ensure at least 65% of the population is satisfied with the condition, quantity, or distribution of the City's park and recreational facilities.
	D.	Perform a review of each parks facility to determine the level of safety (such as lighting, fencing, and visibility), accessibility (ADA within the parks grounds and non-motorized access within a 1/2 mile), health and attractiveness of landscaping and general level of upkeep.
	E.	Based on the results of Metric D, create a schedule of improvements for each quality of service indicator in each park facility.

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Trail and Corridor Access Systems	
Goal	Develop a high quality system of multipurpose park trails and corridors that provide alternative transportation options and low impact recreational opportunities for residents of all ages and abilities in coordination with the City's non-motorized transportation plan.
Policies	Trail Systems
	A. Create a comprehensive system of multipurpose off-road trails using the Cushman Trail as the backbone of the system. Trails should be developed to provide access to significant environmental features, public facilities, neighborhoods and businesses districts to promote physical activity and a health conscious community.
	B. Leveraging the resources of WSDOT, private developers and other agencies, construct pedestrian facilities that cross SR-16 and other highways (ex: pedestrian overpass at BB16).
	C. Trails should be connected to nearby sidewalk facilities wherever feasible to facilitate the use of the off-street trail systems for non-motorized transportation and recreation. Where sidewalks are an integrated component of a trail system, larger sidewalks may be needed.
	D. Work with PenMet Parks, Pierce County, Tacoma, the Washington State Department of Transportation, and other appropriate jurisdictions to link and extend Gig Harbor trails to other regional trail facilities.
	E. Extend trails through natural area corridors like the Crescent and Donkey (North) Creek corridors, and Wollochet Drive wetlands within the City that will provide a high quality, diverse sampling of area environmental resources, in balance with habitat protection.
	Trail Development and Amenities
	A. Develop trails consistent with the park development goals and policies where applicable.
	B. Furnish trail systems with appropriate supporting trailhead improvements that may include interpretive and directory signage systems, rest stops, drinking fountains, restrooms, parking and loading areas, water and other services.
	C. Where appropriate, locate trailheads at or in conjunction with park sites, schools, and other community facilities to increase local area access to the trail system and reduce duplication of supporting improvements.
	D. Develop trail improvements of a design and development standard that is easy to maintain and access by maintenance, security, and other appropriate personnel, equipment, and vehicles.
	E. Develop trail accessibility standards to provide for accessible trails where possible and support a diversity of non-motorized uses. Such standards should not prohibit construction of trails where grade or corridor width will not allow full accessibility or trail widths for all uses.
	F. Develop and implement a system of signs to mark trails and non-motorized routes that coordinates with the City's streetscape and furniture standards. Such signage should be developed in accordance with the City's adopted way finding plan.

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Metrics	A.	Create a non-motorized network so that 80% or more of the City's park and recreational facilities are safely accessible via foot, bicycle or public transit within a 1/2 mile of the facility.
	B.	Develop a map of the non-motorized facilities within 1/2 mile of each City recreational facility.
	C.	Identify and fix gaps in the non-motorized network.
	D.	Require new development to provide non-motorized connections to existing parks and trails if any portion of the development is within a 1/4 mile of a park or trail.
Open Space Preservation and Wildlife Resources		
Goal	Develop a high quality, diversified park system that preserves and enhances significant environmental resources and features. Incorporate unique ecological features and resources to protect threatened species, preserve habitat, and retain migration corridors that are unique and important to local wildlife.	
Policies	A.	Acquire and preserve especially sensitive or unique habitat sites that support threatened or endangered species and urban wildlife habitat.
	B.	Identify and conserve critical wildlife habitat including nesting sites, foraging areas, and migration corridors within or adjacent to natural areas, open spaces, and the developed urban areas.
	C.	Develop a system of open space corridors along natural stream and wetlands corridors that link to each other and from the uplands to the shore.
Metrics	A.	Create a map of known public and private conserved open space and of potential critical areas buffers for known wetlands, watercourses, shorelines and priority habitats within the City and UGA.
	B.	Identify missing connections.
	C.	When feasible, acquire and preserve land with a Category I or II wetland rating, along high quality stream corridors, along shorelines and/or with known habitat for threatened or endangered species.
	D.	Acquire appropriate open space to support an interconnected, high quality open space corridor system.
Special Purpose Facilities		
Goal	Encourage the development of quality facilities that meet the interests of all segments of the community.	
Policies	A.	Where appropriate and economically feasible (self-supporting), encourage other organizations to develop and operate specialized and special interest recreational or cultural facilities like theater, golf and water parks for these interests in the general population.
	B.	Where appropriate, facilitate and encourage joint planning and operating programs with other public and private agencies to determine and provide for special activities like golf, performing arts, water parks, and camping on an area wide basis.

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Recreational Programs	
Goal	Coordinate with and encourage the efforts of other agencies and non-profit recreational providers to assure that the recreational needs of the Gig Harbor residents are met.
Policies	A. Facilitate and encourage other organizations to provide arts and crafts, classroom instruction in music and dance, physical conditioning and health care, meeting facilities, daycare, latch key, and other program activities for all cultural, age, physical and mental capability, and income groups in the community.
	B. Endorse the efforts of local non-profit organizations to provide soccer, baseball, softball, basketball, volleyball, tennis, pickleball, and other instruction and participatory programs for all age, skill level, and income groups in the community.
	C. Assist historical and cultural societies to develop and display artifacts, reports, and exhibits; and conduct lectures, classes, and other programs that document and develop awareness of Gig Harbor's heritage.
Historic Resources	
Goal	Develop a high quality, diversified park system that preserves significant historic opportunity areas and features.
Policies	A. Identify, preserve, and enhance Gig Harbor's multicultural heritage, human history of the City and its neighborhoods, traditions, and cultural features including historic sites, buildings, artworks, objects, views, and monuments.
	B. Identify and incorporate significant historic and cultural lands, sites, artifacts, and facilities into the park system to preserve these interests and provide a balanced social experience.
	C. Register City owned parks, structures and open space properties that are eligible for the Gig Harbor Register of Historic Places and utilize the City's Certified Local Government (CLG) board to determine appropriate preservation methods and traditional uses.
	D. Encourage the Harbor History Museum, Gig Harbor BoatShop, Gig Harbor Fishermen's Civic Club and others to make cultural programs and activities more accessible to the public.
	E. Encourage the owners of historic sites and structures to provide increased public access.
	F. Consider adopting incentives for properties listed on the City's Historic Register to encourage retention of and remove obstacles to maintaining such structures as properties are re-developed, including adaptive re-use provisions.

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Cultural Arts Programs and Resources	
Goal	Encourage fine and performing arts partnerships and programs that reflect the community's vision and culture.
Policies	A. Identify public art opportunities that highlight the cultural and historical connections within our community through local history, environmental systems, cultural traditions, and visual symbols.
	B. Use public art to create visible landmarks and artistic points of reference to reinforce Gig Harbor's identity, unique culture and character.
	C. Acquire works of art through a variety of methods including commissioned works, temporary works, direct purchases, and community projects.
	D. In cooperation with area artists and cultural organizations, utilize the city's website as a clearinghouse for arts information and resource sharing.
Financial Resources and Coordination	
Goal	Create effective and efficient methods of acquiring, developing, operating and maintaining facilities and programs that accurately distribute costs and benefits to the general public and private development.
Policies	Finance
	A. Investigate available methods, such as growth impact fees, land set-a-side or fee-in-lieu-of-donation ordinances, and inter-local agreements, for the financing of facility development, maintenance, and operating needs in order to reduce costs, retain financial flexibility, match user benefits and interests, and increase facility services.
	B. Consider joint ventures with other public and private agencies such as PenMet Parks, Pierce County, Peninsula School District, regional, state, federal, and other public and private agencies including for-profit concessionaires, where feasible and desirable.
	Public and Private Resource Coordination
	A. Cooperate with PenMet Parks, Pierce County, Peninsula School District, and other public and private agencies to avoid duplication, improve facility quality and availability, reduce costs, and represent resident area interests through joint planning and development efforts.
	Cost/Benefit Assessment
	A. Define existing and proposed land and facility levels-of-service (ELOS/PLOS) that differentiate requirements due to population growth impacts versus improved facility standards, neighborhood versus community nexus of benefit, city versus the combination of city, county, school, and other provider agency efforts in order to effectively plan and program park and recreation needs within the existing city and urban growth area boundaries.
	B. Create effective and efficient methods of acquiring, developing, operating, and maintaining park and recreational facilities in manners that accurately distribute costs and benefits to public and private user interests - including the application of growth impact fees where new developments impact existing level-of-service (ELOS) standards.
Metrics	A. Update the Parks Impact Fee.
	B. Aggressively seek grant partnership and sponsorship opportunities.

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Operational and Staff Considerations	
Goal	Develop, train, support and adequately equip a professional parks staff that effectively serves the community in the realization of the above listed goals and policies.
Policies	A. Continue to train a diverse, well-trained work force that is motivated to achieve department and citywide goals.
	B. Encourage teamwork through communications, creativity, positive image, risk taking, sharing of resources, and cooperation toward common goals.
	C. Where appropriate, provide staff with education, training, and modern equipment and supplies to increase personal productivity, efficiency, and pride.
Metrics	A. Develop and implement a regular maintenance equipment replacement schedule.
	B. Develop a landscaping monitoring and replacement schedule for all parks.
	C. Develop lifecycle and replacement plans for all major parks equipment and amenities.
	D. Allocate adequate human and financial resources through the biennial budget process based on historical capacity and national averages.
	E. Assess the level of education and training for parks staff and invest in training of a fixed schedule.
	F. Assess the age and condition of all parks facilities and equipment. Create a replacement schedule.

VII. Recommendations



Context of the Recommendations

The following recommendations concerning park, recreation and open space facilities in Gig Harbor are based on the results of existing conditions and inventories, need analysis (trends, population, level-of-service), and the public input survey. The recommendations outline the vision developed for the park system within the Gig Harbor urban growth area through the year 2030, although this plan is scheduled to be updated in 2022. The recommendations, proposals and projects outlined in this plan are conceptual and subject to further study, feasibility and funding. It is specifically NOT the intention of this plan or chapter that any recommendation included herein limits the city's ability to act on an opportunity that may arise provided the opportunity supports the overall vision, goals or objectives of the City of Gig Harbor as previously discussed in this plan. Coordination with other public and/or private participants that may be affected by or interested in the final outcome of any particular project, such as adjacent residents or funding partners, may and generally do affect the final outcome or overall validity of any particular recommendation. As a result, all recommendations presented here are done with the understanding that they will only be implemented as opportunity, funding, and feasibility allow.

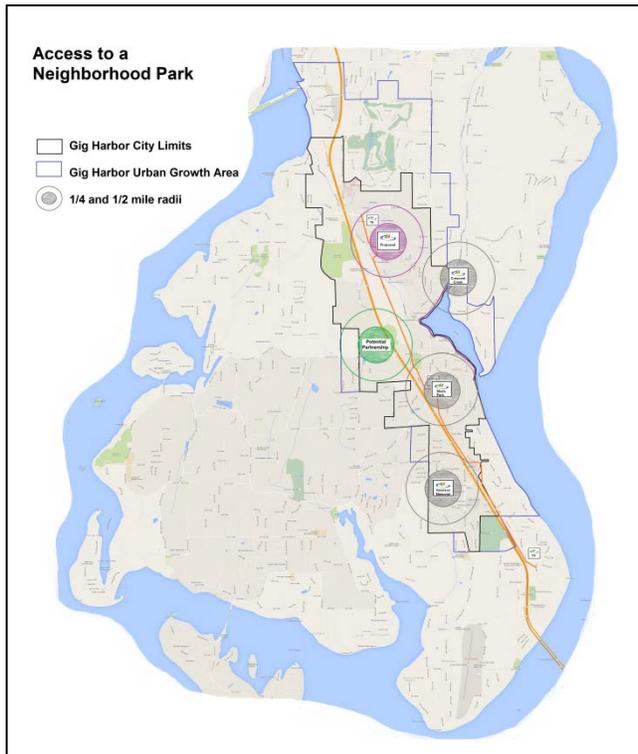
Overall Vision

Throughout the process to develop this 2016 plan, several overall concepts emerged reflecting the high value Gig Harbor residents place on the park system and how they see themselves using parks, recreation and open space facilities in the years ahead. These include:

- **The Natural Environment is something to Cherish and Preserve** – Gig Harbor has a strong recognition of the value of and access to the natural environment as a core component of the city's park system, including trails, open space and the waterfront;
- **The Waterfront is Central to Gig Harbor's Culture and Economy** – Gig Harbor's cultural history and consciousness center on the waterfront. It is the home of the city's most cherished historical resources and is where Gig Harbor comes together to play, to learn, to relax and to celebrate;
- **The Demographics of Gig Harbor are changing and the Park System should meet these Emerging Needs** – Gig Harbor is growing very quickly. While historically the town has been skewed to older age groups, this trend is likely to soften as new areas are annexed and as infill occurs. The people of Gig Harbor recognize a need for more facilities to allow active recreation for youth, closer to where they live; and
- **Balance is Important** – The residents of Gig Harbor value the waterfront for its culture, history and beauty. They value open space both for themselves and for wildlife. They understand the importance of providing active recreational opportunities for all age groups and all parts of the

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city. The City understands that each of these things are important and strives to provide for a balance of active v. passive recreation; open space preservation v. intense development; and parks that bring in tourists v. those that cater to the city's residential neighborhoods. Going forward, the City will seek to balance each of these issues to create a vibrant, healthy and active parks system for all.



Neighborhood Parks

Neighborhood parks should be developed on a local basis to provide both active and passive recreation for neighborhood residents, children and families. Neighborhood parks should be located within easy walking distance of residential development with a service area of approximately a one-half mile radius. Neighborhood parks may include playgrounds, picnic facilities, trail systems, natural areas, and other amenities (as described in Section V. Demand and Needs Analysis), to create an accessible neighborhood service system in the Gig Harbor urban area.

Neighborhood parks may be sited as independent properties or as portions of other sites that include trail corridors, community parks, multi-use centers or other public facilities.

As the map demonstrates, the majority of Gig Harbor's population is not within ½ mile of a neighborhood park.

Specific Recommendations

As a result of the public process and the needs analysis, specific recommendations for neighborhood parks in Gig Harbor include:

1. Gig Harbor needs more play facilities for youth of all ages. New and redeveloped neighborhood parks should include separate play structures for tots (ages 2-5) and school age children (ages 5-12). Teen specific activities should also be included.
2. The City should consider putting play structures and teen facilities in the design of Harbor Hill Park in North Gig Harbor.
3. The Peninsula School District's Gig Harbor High School and Discovery Elementary already have some neighborhood park features. Additionally, PenMet owns undeveloped parkland adjacent to this property. The City should consider partnering with the school district and PenMet to further develop this area for neighborhood park usage.
4. The City should consider purchasing parkland in the northern UGA (Canterwood) for use as a neighborhood park.

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5. The City should design and construct play structures and teen facilities at the Civic Center and/or Wilkinson Farm Park and at KLM Veterans Park, Adam Tallman Park, and Donkey Creek Park. The City could also consider installing a disc golf course at one of its open space, natural area or undeveloped properties, if appropriate.
6. The City should work with PenMet to provide additional structures on the west side of town, perhaps in McCormick Forest Park.
7. The most frequently requested facility from the public survey was a water park/splash park and pool. These facilities cater to all ages. Installation of a public water park would help meet the needs of all youth.
8. New neighborhood parks should include sports facilities. Commonly requested facilities include lighted sand volleyball courts, lighted or indoor tennis and pickleball courts, and soccer fields, football fields, baseball diamonds, basketball courts or others as the demand arises in the parks master plan process for each park.
9. Study each park facility to determine the quality of service and provide programmatic improvements to on-going maintenance and care. Areas of concern should include:
 - a. equipment and facilities,
 - b. safety,
 - c. parking,
 - d. fencing,
 - e. non-motorized accessibility and travel time,
 - f. ADA accessibility,
 - g. landscaping,
 - h. invasive species removal, and
 - i. general, on-going maintenance.

Trails

The Gig Harbor trails system is exceptional. The majority of Gig Harbor's existing population is within ½ mile of a trail. However, the City will need to expand the trail system northward to meet the needs of the population within the UGA area. Also the trail system is mainly north/south as it parallels the waterfront or the Tacoma Public Utility corridor. Gig Harbor would benefit from trails that lead from the waterfront to the uplands and throughout the community in more east/westerly orientations. Finally, Gig Harbor is working to create a non-motorized system that allows safe access to parks from major population areas.

Specific Recommendations

As a result of the public process and the needs analysis, specific recommendations for trails and non-motorized access in Gig Harbor include:

1. The City should work with PenMet and Pierce County to expand the Cushman trail north and south to cross the entire Peninsula.
2. The City should work with PenMet and Pierce County to create east/west trails leading to major County and PenMet park sites and open spaces and eventually to Kopachuck State Park.
3. Gig Harbor should seek to connect its neighborhoods with parks, schools and the waterfront through expansion of the non-motorized network. An example of this is the Twawelkax Trail connecting the Cushman Trail to Donkey Creek Park.

Special Use Parks – Waterfront

Gig Harbor's waterfront is historical, cultural and cherished. The City has created a series of waterfront parks along Gig Harbor linked by the Harborview Drive Trail. This special area is a focal point for celebrations, gatherings and passive recreation. It is also a major tourism draw. A significant recreational demand is beach access and waterfront access for both passive recreation and for use with watercraft. The City should continue to balance improvements and investment in the waterfront with other needs.

Specific Recommendations

Specific Recommendations for improvements and activities at the waterfront include:

1. Continue support for concerts in the park at Skansie Brothers Park during the summer months and the tree lighting event.
2. Continue support for movies in the park at Skansie Brothers Park and Donkey Creek Park in the summer.
3. Design and construct improvements at Eddon Boat, City Park at Crescent Creek, Jerisich Dock, Donkey Creek Park, Skansie Brothers Park, Ancich Waterfront Park and Maritime Pier.
4. Support PenMet to develop improved access to Sunrise Beach Park, Maplewood Park and Wollochet Bay.
5. Work with Pierce County to improve parking at the various County boat launches.

Passive Recreation and Open Space

The Gig Harbor peninsula has many opportunities to enjoy passive recreation and open space. Relatively little land is needed to provide adequate open space for the enjoyment of all of Gig Harbor's current and future residents. However, the City should study opportunities to create open space and greenway networks and corridors to improve and preserve local habitat.

Specific Recommendations

1. Over time, create a greenway system and non-motorized linkages to the various parks facilities with a goal of having each park accessed via non-motorized transportation by 80% of the City's population.
2. Work to create an open space network to provide wildlife habitat and migration corridors.
3. Acquire new parks properties and open space acreage as needed to provide for the level of service acreage for the anticipated 2030 population.

VIII. Implementation

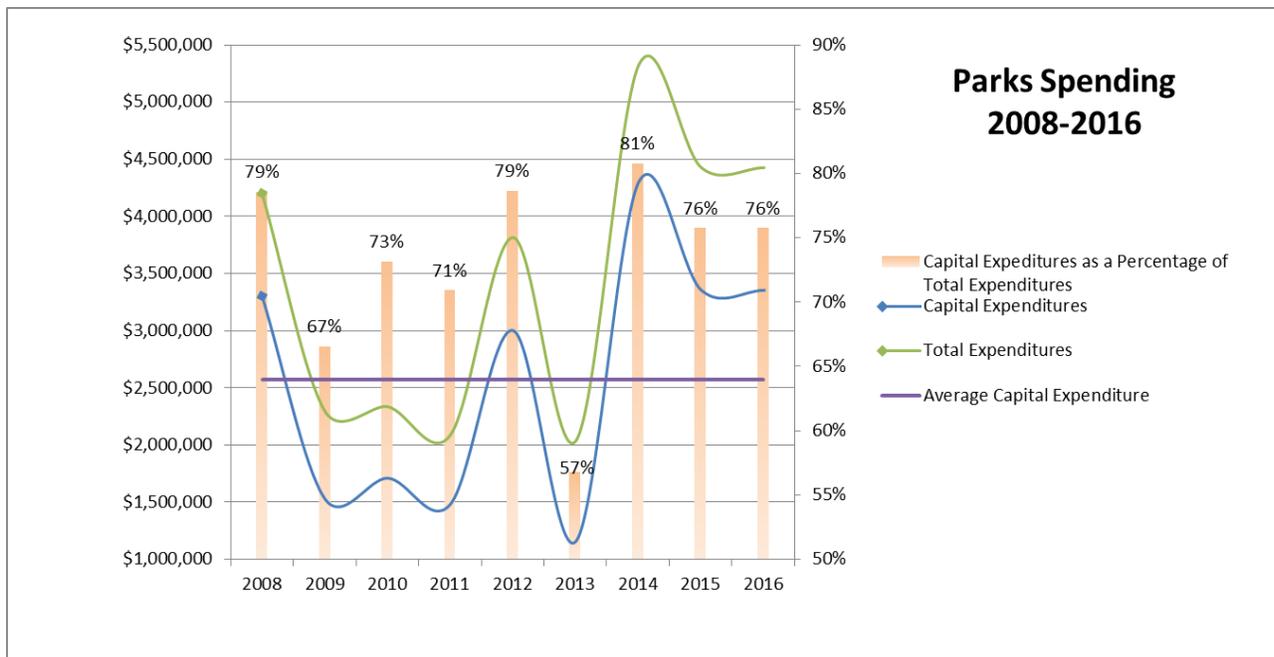


Introduction

The Gig Harbor parks and recreation financial strategy for the next 6 to 20-year period should generate sufficient revenue to maintain existing facilities, support recreational program services, renovate facilities, and implement priority projects from the proposed recommendations. The following forecasts are based on the average trends in capital facility fund expenditures by the city during recent years. However, it should be noted that priorities shift over time, often responding to new interests, opportunities, and community decision making processes. The City’s six year Capital Facilities Plan (CFP) is updated annually in part to reflect these types of changes.

Past Park Funding for Capital Improvements

The chart below documents the City’s total budget and amounts spent on developing new park facilities (includes acquisitions) over the last seven years and projects those figures from the 2015-16 Biennium Budget. Since 2008, Gig Harbor has invested almost \$16.5 million or 75% of all parks, recreation, and open space expenditures in new facility acquisition and development – the remaining 25% going for operations and maintenance (repair, staff salaries, and equipment) and contract services. The average capital expenditure has been \$2,574,620 per year.



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Parks Spending 2008-2016									
	2008	2009	2010	2011	2012	2013	2014	2015-16 (Budgeted)	
	Total All Funds	Mean Per Annum							
Salaries	\$390,434	\$382,225	\$321,722	\$312,969	\$377,949	\$429,584	\$461,832	\$1,090,300	\$545,150
Benefits	\$172,031	\$188,015	\$118,697	\$130,696	\$189,842	\$198,421	\$273,656	\$495,800	\$247,900
Supplies	\$81,197	\$41,616	\$56,142	\$61,325	\$76,862	\$99,497	\$100,362	\$214,000	\$107,000
Subtotal Personnel and Equipment	\$643,662	\$611,856	\$496,561	\$504,990	\$644,653	\$727,502	\$835,850	\$1,800,100	\$900,050
Staffing Level	9.92	6.88	5.62	4.17	5.77	6.62	7.77	7.77-8.17	7.97
Services	\$256,612	\$157,129	\$131,444	\$103,220	\$170,726	\$153,802	\$190,137	\$350,000	\$175,000
Subtotal Services	\$256,612	\$157,129	\$131,444	\$103,220	\$170,726	\$153,802	\$190,137	\$350,000	\$175,000
Capital Expenditures	\$3,294,234	\$1,529,200	\$1,709,388	\$1,480,259	\$3,001,009	\$1,156,539	\$4,296,047	\$6,704,900	\$3,352,450
Subtotal Capital Expenditures	\$3,294,234	\$1,529,200	\$1,709,388	\$1,480,259	\$3,001,009	\$1,156,539	\$4,296,047	\$6,704,900	\$3,352,450
Total Expenditures	\$4,194,508	\$2,298,185	\$2,337,393	\$2,088,469	\$3,816,388	\$2,037,843	\$5,322,034	\$8,855,000	\$4,427,500

Many of the goals of the 2010 Plan have been reached. In the past six years, the City has completed the following goals of the 2010 Parks Capital Improvement Plan:

- Harbor History Museum Donkey Creek Acquisition and Easement;
- Eddon Boatyard Reconstruction;
- Austin Estuary Park Restoration Project;
- Donkey Creek Restoration Project;
- Crescent Creek Park Playground Improvements;
- Skansie Netshed Stabilization Project;
- Cushman Trail Phase III 96th to Borgen;
- Eddon Boat Park Development;
- Skansie House Improvements; and
- Maritime Pier.

The City has made progress in several other areas. The City has acquired a number of park land properties in recent years, several of which have yet to be developed or are not fully developed. Many of these properties have Master Plan or parks designs in place. These acquisitions provide a significant opportunity for the City to add even more recreational value to its residents and visitors.

Acquisitions and Development Plans

Proposed projects are divided into five categories; land acquisitions, park development, park renovation, recreation development and park planning.

Land Acquisition (LA) – property that if acquired would serve as a park, recreation or open space asset to the City of Gig Harbor. In some cases these are specific sites. In other cases, the acquisition is more general in nature to meet an identified need over time.

Land acquisitions will be prioritized over time based on the following criteria:

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

- Land availability, as properties are listed for sale, specific opportunities may arise to meet the needs of the community identified in this plan.
- Where specific sites are identified in this plan, a site being listed for sale may indicate a threat to a historic resource or indicate that an opportunity for a logical park expansion that may be not become available again.
- In the case of more general acquisition needs, available sites should be reviewed based on their ability to meet the intent of listed acquisitions in the plan, cost, and how the particular site would enhance the City's existing system of parks and open spaces.
- Ability to collaborate with others to meet shared park, recreation or open space goals to reduce City expenditures both for acquisition and long-term maintenance costs.
- Funding opportunities that may exist through donations, grants, collaboration or local fundraising efforts that have the potential to significantly reduce city expenditures in meeting identified needs.

Park Development (PD) – funding for development including trails, recreation and habitat improvements. Generally these projects occur on city owned property or easements, with several exceptions (Cushman Trail). The project descriptions provide a basic scope of the project and its location. The details of a development project are anticipated to be refined as the project moves forward in the planning and funding process.

Park Renovation (PR) – funding to replace or improve existing facilities within City parks. Generally these items are identified based on the anticipated lifespan of a particular amenity or structure existing within the system; though in some cases they are capital improvements necessary to meet the demand and needs identified earlier. These types of improvements may include play structures, teen facilities or sports fields. Parks renovations may be achieved either as larger renovation projects or through incremental improvements to the system overtime.

Recreation Development (RD) – funding for the development of recreational opportunities on property not owned by the City or not associated with a park. This type of project may also be accomplished via partnerships with other parks and recreational programming providers.

Park Planning (PP) – these projects reflect known areas where a particular park site (developed or undeveloped) is in need of additional planning to facilitate decision making. This may include public outreach to determine community desires, data collection (critical area reports, surveys, historic structure reports) or plans necessary for permitting a particular improvement. These projects generally identify areas where a park has been expanded or where conceptual plans have been developed, but lack the detail necessary for permitting and development. Like park renovation activities, the City may choose to utilize staff to perform many of these tasks to reduce costs or otherwise take an incremental approach to reduce costs. It is likely that these projects will not be moved to the Capital Facilities list, given their nature, and instead would be moved forward through the annual budget and departmental goal setting process.

6- Year Capital Improvement Program and 20 Year Plan

The City has identified a number of park, recreation and open space projects or acquisitions to meet the needs of the park system as the City grows over time. These are based upon the Level-of-Service analysis. Common themes running through the list of projects is a desire to improve existing parks, as well as the expressed need for expanded trail facilities citywide, and pursuing land acquisitions in developing areas.

6-Year Capital Improvement Program

The Capital Improvement Program (CIP) outlines and prioritizes capital expenditures for the next six years and is adopted into the City's 2015 Comprehensive Plan (Chapter 13). This plan also contemplates park needs beyond the six-year horizon to assure that planning can be adapted over time to changing development trends. These long range projects are generally identified as 20 year projects. It should be noted that some of the renovation and planning projects are likely to be addressed in an incremental manner over a number of years to prevent the need for a large capital expenditure in one or two years. Such projects, while part of the long-term development plans, may not qualify as capital projects.

While timelines are indicated based on current expectation of development trends, it is possible that the City may determine that 6-year projects should be put off to a later date or that a 20-year project has become necessary or feasible in the short-term. It is anticipated that the City will review the CIP on an annual basis and determine any necessary changes to time frames as a part of that process. Consistent with the City's Capital Facilities element of the Comprehensive Plan, only appropriations and expenditures that are adopted into the annual budget are binding on the City.

The total estimated capital cost of all proposed plan recommendations is approximately \$24.5 million. This includes improvements to existing facilities, as well as additions to serve new growth. Existing revenue sources for park system improvements through the year 2020 could reach over \$25 million with traditional funding sources as estimated with the assumptions shown on the following table. Funds associated with revenues and expenditures shown in this plan are total values and are not adjusted to reflect the differences between improvements to serve new growth and existing facility improvements.

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Project No.	Project	Projected Year*	Cost	Plan	Primary Funding Sources
1	Eddon Boat Shop Marine Railways	2012-2016 Completed	\$150,000	6 year	Local, Grant
2	Boys and Girls Club/Senior Center	2010-2011 On-Going	\$1,000,000	6 year	Local (\$250,000), Federal HUD (Funded \$750,000)
3	Eddon Boat Park Development	Completed	\$300,000	6 year	Grants, Local
4	Gig Harbor North Park (Harbor Hill Park), Phase 2	2012-2018 2016-2022	\$5,000,000	6 year	Developer Mitigation, Grants
5	Gig Harbor North Trail System	2010-2016 2016-2022	\$1,500,000	6 year	Local, Developer Mitigation, Grants
6	Wilkinson Farm Barn Restoration	2012-2018	\$250,000	6 year	Grants and Local
7	PROS Plan Update	Completed	\$40,000		Local
8	Cushman Trail Phase 5	2015-2021	\$3,500,000		Grants and Local
9	Jerisich Dock Float Extension	2012-2018	\$900,000	6 year	Fees, Grants, Donations
10	Jerisich / Skansie Park Improvements	2010-2016 2016-2022	\$150,000	6 year	Local, Donations/Volunteer
11	Seasonal Floats at Jerisich Dock	2012-2018	\$200,000	6 year	Local, RCO Grant
12	Continued Maritime Pier Development	2012-2018	\$2,500,000	6 year	Local, Grants, Fees
13	Wilkinson Farm Park Master Plan	2010-2011 2016-2022	\$25,000	6 year	Grants, Local, Fundraising
14	Twawelkax Trail	2010-2016	\$400,000	6 year	Local, Volunteers
15	Veterans Memorial Trail	2012-2018	\$125,000	6 year	Local
16	Wilkinson Farm Park Development	2012-2018	\$900,000	6 year	Grants and Local
17	Crescent Creek Park Master Plan	2015-2018	\$80,000	6 year	Grants, Local, Fundraising
18	Harborview Waterfront Trail / Pioneer Way Streetscape	2010-2016 On-going	\$500,000	6 year	Grants, Local, Fundraising
19	Kenneth Leo Marvin Veterans Memorial Park Phase 2	2010-2016 2016-2022	\$250,000	6 year	Grants and Local
20	Donkey Creek Corridor Conservation	2014-2020	\$1,500,000	6 year	County Conservation Futures and Local
21	Critical Area Enhancement	2012-2018 On-going	\$100,000	6 year	Local, Volunteers, Grants
22	Wheeler Pocket Park	2012-2018	\$70,000	6 year	Local
23	Ancich Waterfront Park Development	2013-2019	\$5,000,000	6 year	Local, Grants
24	Eddon House Restoration	2015-2021	\$350,000	6 year	Local, Volunteers, Grants
25	Jerisich Dock Power/Water	2014-2019	\$190,000	6 year	Local
26	Crescent Creek Ballfield Restoration	2015-2018	\$150,000	6 year	Local
27	Old Burnham Properties Visioning	2015-2021	\$80,000	6 year	Local
	Park Total		\$24,440,000		

*Bold denotes new date ranges.

GIG HARBOR 2016 PARKS, RECREATION AND OPEN SPACE PLAN

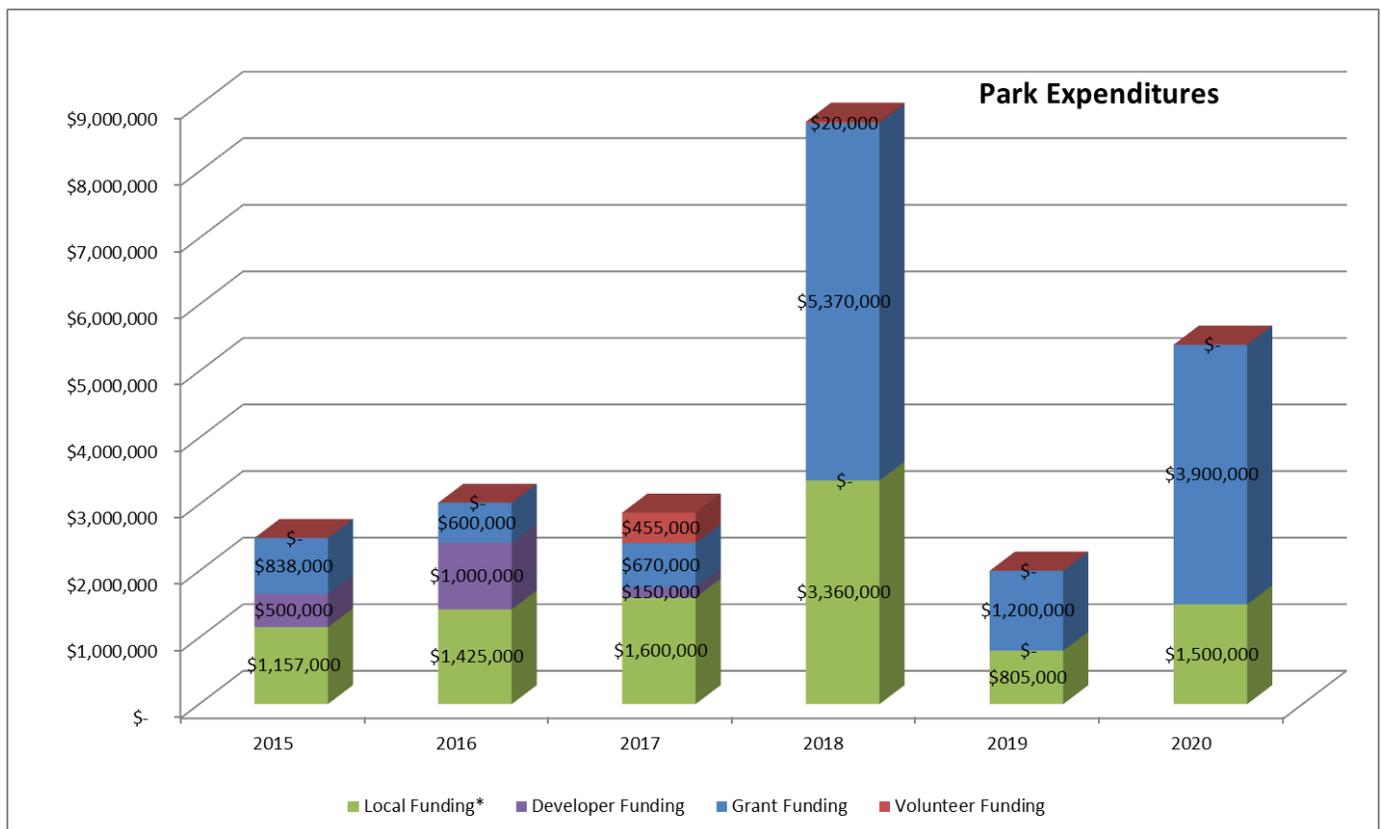
The table on the previous page is the Parks Capital Improvement Plan as adopted in the 2015 Comprehensive Plan Capital Facilities Element. Some of these projects have already been completed. Some of these projects were also included in the 2010 Parks Plan. Where noted, the timeline for improvements has been updated to reflect the more recent 6-year CIP cycle. Some of the 6-year CIP projects that have been partially addressed or completed include:

- Project No.1, the Eddon Boat Shop Marine Railways, is Phase 3 of the Eddon Boat Park Restoration Project which includes reconstruction of the marine railways. The inside railways and first inside carriage portion of the project was completed by the City. The project was funded by a Washington State Heritage Capital Projects Fund Grant which had to be expended by June 2015. The next phase, completion of the outside railways, outside railway carriage and second inside railway carriage, are being pursued by the Eddon Boatshop, a private entity. The City obtained environmental permits to construct all phases of the project and continues to support the remaining phases by holding the permits until they expire.
- Project No. 2, the Boys and Girl Club/Senior Center project is also in the final stages.
- Project No. 3, Eddon Boat Park Development has been completed.
- Project No. 4, the Gig Harbor North Park, was a 2010 Park Project. In 2010, the goal was to acquire the park land. The property has since been provided to the City from a developer (in lieu of Park Impact Fees) and a park visioning process has been completed. The next phase is to complete park design and construction.
- Project No. 5, the Gig Harbor North Trail System is a land dedication program in north Gig Harbor to create a public trail system connecting neighborhoods to the Cushman Trail and nearby developments. The developments are in the planning, design and/or construction stages. No action on trail development will occur until enough contiguous property is dedicated.
- Project No. 6 is the Wilkinson Farm Barn Restoration. This project has been designed but not yet completed.
- Project No. 7, the PROS Plan update is this plan.
- Project No. 12, the Maritime Pier Development is completed. This project constructed a commercial dock with facilities for loading/unloading by the local fishing fleet.
- Project No. 14, the Twawelkax Trail is currently in the design/permitting stage. This trail will connect the Cushman Trail to Harborview/N. Harborview Drive utilizing the perimeter of the wastewater treatment plant site and adjacent open space parcels.
- Project No. 17, the plan for Crescent Creek Park is budgeted for 2016.

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- Project No. 18, the Harborview Waterfront Trail/Pioneer Way Streetscape improvement project is progressing incrementally.
- Project No. 19, Phase 2 improvements to KLM Veterans Memorial Park includes development of a plaza, a park overlook, a half basketball court, trail expansions, additional play structures and landscape improvements. The City has completed installation of the half basketball court.

The chart below and the tables on the following pages illustrate the City's 6-year Parks CIP funding sources and anticipated dates by project. In addition to the local and anticipated grant funding, developers are expected to fund an additional \$1,650,000 from 2015-2017. The majority of this, \$1.5 million, is expected to be spent by the end of 2016 on the Gig Harbor North Trail System. The remaining developer funds (\$150,000) are expected to be spent on the Harbor Hill Park in 2017 as a fee in lieu of dedication for subdivision development. The City also anticipates approximately \$475,000 in volunteer funding for a variety of projects. Most of this, \$455,000, is anticipated in 2017 with the remaining \$20,000 in 2018. Volunteer activity and funding will help several projects including: Jerisich/Skansie Park, the planning for Wilkinson Farm Park and Crescent Creek Park, development of the Twawelkax Trail, improvements along the Harborview Waterfront Trail/Pioneer Way Streetscape and with Critical Areas Enhancement projects.



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Capital Improvement Project	Park CIP Expenditures						Total
	2015	2016	2017	2018	2019	2020	
Eddon Boat Shop Marine Railways	\$ 50,000	\$ 100,000					\$ 150,000
Boys and Girls Club/Senior Center	\$ 200,000	\$ 200,000	\$ 200,000	\$ 200,000	\$ 200,000		\$ 1,000,000
Eddon Boat Park Development	\$ 300,000						\$ 300,000
Gig Harbor North Park (Harbor Hill Park)	\$ 20,000		\$ 580,000	\$ 4,400,000			\$ 5,000,000
Gig Harbor North Trail System	\$ 500,000	\$ 1,000,000					\$ 1,500,000
Wilkinson Farm Barn Restoration			\$ 250,000				\$ 250,000
PROS Plan Update	\$ 40,000	\$ -					\$ 40,000
Cushman Trail Phase 5		\$ 10,000		\$ 240,000	\$ 1,250,000	\$ 2,000,000	\$ 3,500,000
Jerisich Dock Float Extension	\$ 200,000	\$ 25,000	\$ 75,000	\$ 600,000			\$ 900,000
Jerisich / Skansie Park Improvements			\$ 150,000				\$ 150,000
Seasonal Floats at Jerisich Dock	\$ 20,000		\$ 180,000				\$ 200,000
Maritime Pier Development	\$ 10,000	\$ 90,000	\$ 400,000	\$ 2,000,000			\$ 2,500,000
Develop Plan for Wilkinson Farm Park			\$ 25,000				\$ 25,000
Twawelkax Trail	\$ 30,000		\$ 370,000				\$ 400,000
Veterans Memorial Trail			\$ 25,000	\$ 100,000			\$ 125,000
Wilkinson Farm Park Development			\$ 100,000	\$ 800,000			\$ 900,000
Crescent Creek Park Master Plan		\$ 80,000					\$ 80,000
Harborview Waterfront Trail / Pioneer Way Streetscape			\$ 250,000	\$ 250,000			\$ 500,000
Kenneth Leo Marvin Veterans Memorial Park F	\$ 20,000		\$ 230,000				\$ 250,000
Donkey Creek Corridor Conservation					\$ 100,000	\$ 1,400,000	\$ 1,500,000
Critical Area Enhancement				\$ 100,000			\$ 100,000
Wheeler Pocket Park			\$ 10,000	\$ 60,000			\$ 70,000
Ancich Waterfront Park Development	\$ 945,000	\$ 1,600,000			\$ 455,000	\$ 2,000,000	\$ 5,000,000
Subtotal	\$ 2,335,000	\$ 3,105,000	\$ 2,845,000	\$ 8,750,000	\$ 2,005,000	\$ 5,400,000	\$ 24,440,000

Capital Improvement Project	Local Funding*						Total
	2015	2016	2017	2018	2019	2020	
Eddon Boat Shop Marine Railways	\$ 22,000						\$ 22,000
Boys and Girls Club/Senior Center	\$ 200,000	\$ 200,000	\$ 200,000	\$ 200,000	\$ 200,000		\$ 1,000,000
Eddon Boat Park Development	\$ 150,000						\$ 150,000
Gig Harbor North Park (Harbor Hill Park)	\$ 20,000		\$ 430,000	\$ 2,000,000			\$ 2,450,000
Gig Harbor North Trail System							\$ -
Wilkinson Farm Barn Restoration			\$ 125,000				\$ 125,000
PROS Plan Update	\$ 100,000	\$ 50,000					\$ 150,000
Cushman Trail Phase 5		\$ 10,000		\$ 240,000	\$ 250,000	\$ 500,000	\$ 1,000,000
Jerisich Dock Float Extension	\$ 200,000	\$ 25,000	\$ 75,000				\$ 300,000
Jerisich / Skansie Park Improvements			\$ 50,000				\$ 50,000
Seasonal Floats at Jerisich Dock	\$ 20,000		\$ 75,000				\$ 95,000
Maritime Pier Development	\$ 10,000	\$ 90,000	\$ 200,000	\$ 300,000			\$ 600,000
Develop Plan for Wilkinson Farm Park			\$ 10,000				\$ 10,000
Twawelkax Trail	\$ 30,000						\$ 30,000
Veterans Memorial Trail			\$ 25,000	\$ 100,000			\$ 125,000
Wilkinson Farm Park Development			\$ 50,000	\$ 200,000			\$ 250,000
Crescent Creek Park Master Plan		\$ 50,000					\$ 50,000
Harborview Waterfront Trail / Pioneer Way Str			\$ 200,000	\$ 200,000			\$ 400,000
Kenneth Leo Marvin Veterans Memorial Park F	\$ 20,000		\$ 150,000				\$ 170,000
Donkey Creek Corridor Conservation							\$ -
Critical Area Enhancement				\$ 60,000			\$ 60,000
Wheeler Pocket Park			\$ 10,000	\$ 60,000			\$ 70,000
Ancich Waterfront Park Development	\$ 385,000	\$ 1,000,000			\$ 355,000	\$ 1,000,000	\$ 2,740,000
Subtotal	\$ 1,157,000	\$ 1,425,000	\$ 1,600,000	\$ 3,360,000	\$ 805,000	\$ 1,500,000	\$ 9,847,000

*Local funding includes impact fees, general fund, and HBZ funds.

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Capital Improvement Project	Grant Funding						Total
	2015	2016	2017	2018	2019	2020	
Eddon Boat Shop Marine Railways	\$ 128,000						\$ 128,000
Boys and Girls Club/Senior Center							\$ -
Eddon Boat Park Development	\$ 150,000						\$ 150,000
Gig Harbor North Park (Harbor Hill Park)				\$ 2,400,000			\$ 2,400,000
Gig Harbor North Trail System							\$ -
Wilkinson Farm Barn Restoration		\$ 125,000					\$ 125,000
PROS Plan Update							\$ -
Cushman Trail Phase 5					\$ 1,000,000	\$ 1,500,000	\$ 2,500,000
Jerisich Dock Float Extension				\$ 600,000			\$ 600,000
Jerisich / Skansie Park Improvements		\$ 50,000					\$ 50,000
Seasonal Floats at Jerisich Dock		\$ 105,000					\$ 105,000
Maritime Pier Development		\$ 200,000	\$ 1,700,000				\$ 1,900,000
Develop Plan for Wilkinson Farm Park							\$ -
Twawelkax Trail							\$ -
Veterans Memorial Trail							\$ -
Wilkinson Farm Park Development			\$ 50,000	\$ 600,000			\$ 650,000
Crescent Creek Park Master Plan		\$ 20,000					\$ 20,000
Harborview Waterfront Trail / Pioneer Way Str		\$ 40,000	\$ 40,000				\$ 80,000
Kenneth Leo Marvin Veterans Memorial Park		\$ 80,000					\$ 80,000
Donkey Creek Corridor Conservation					\$ 100,000	\$ 1,400,000	\$ 1,500,000
Critical Area Enhancement				\$ 30,000			\$ 30,000
Wheeler Pocket Park							\$ -
Ancich Waterfront Park Development	\$ 560,000	\$ 600,000			\$ 100,000	\$ 1,000,000	\$ 2,260,000
Subtotal	\$ 838,000	\$ 600,000	\$ 670,000	\$ 5,370,000	\$ 1,200,000	\$ 3,900,000	\$ 12,578,000

20 Year Plan

Though the PROS Plan is updated every six years, under the Growth Management Act, this plan is part of the City's Comprehensive Plan. The Comprehensive Plan anticipates growth to 2030. Therefore, in addition to the City's 6-year Parks CIP, the City has developed a 20 year plan.

The 6-year CIP will fulfill most of the city's parks needs for the anticipated 2030 population, however the public input survey and the demands and needs analysis demonstrated there are a few additional projects the City should consider. The City has a need for additional tot lots; school aged play structures; teen activities and certain types of sports fields or courts. The City is already anticipating development of some of these facilities in Harbor Hill Park and in KLM Veterans Memorial Park. The City should also consider provision of some or all of these facilities in its planning for Wilkinson Farm Park and during the re-design of Crescent Creek Park. Additional youth facilities should be considered at the PenMet Joint Recreation Area/Peninsula School District Gig Harbor High School location and/or at nearby Discovery Elementary School; at Donkey Creek Park or a waterfront park; at Adam Tallman Park and in the northern UGA. One of these locations should be considered for a splash park.

Finally, to meet the LOS requirements for acreage, the City will need to develop 30.59 acres of neighborhood parks, 1.54 acres of special use parks and 15.24 acres of natural areas. The City will also need to acquire or designate an additional 5.71 acres of open space. Harbor Hill Park (7.07 acres) is currently undeveloped but will become a neighborhood park. The remaining 23.52 acres should represent one or two new neighborhood parks, likely in the northern UGA. The following table demonstrates the additional projects included within the 20 year timeframe. These projects are currently unfunded.

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Parks CIP (2020-2030)			
	2020-2025	2026-2030	Total
Provide Play Structures for tots and school aged kids			
Donkey Creek or waterfront park	\$ 500,000		\$ 500,000
Adam Tallman Park	\$ 500,000		\$ 500,000
In Northern UGA		\$ 500,000	\$ 500,000
With PenMet and PSD at Joint Recreation Area	\$ 200,000		\$ 200,000
Provide Teen Activity Area			
In Northern UGA		\$ 150,000	\$ 150,000
With PenMet and PSD at Joint Recreation Area		\$ 50,000	\$ 50,000
Adam Tallman Park or Other	\$ 300,000		\$ 300,000
Purchase 20-30 acres for Neighborhood Parks	\$ 2,500,000	\$ 2,500,000	\$ 5,000,000
Provide Additional Sports Fields or Courts			
Crescent Creek Park	\$ 1,000,000		\$ 1,000,000
Additional Location (TBD)		\$ 2,000,000	\$ 2,000,000
Total	\$ 5,000,000	\$ 5,200,000	\$ 10,200,000

Funding Sources

In addition to the City's General Fund and Parks Special Revenue Fund, there are several grant funding sources available to the city for parks and recreational facilities and programming. These funding sources are state and federal dollars administered by various state agencies, such as the Washington State Recreation and Conservation Office, the Washington State Department of Commerce, the Washington State Department of Natural Resources and federal agencies such as the Natural Resource Conservation Service and the U.S. Fish and Wildlife Service.

Recreation and Conservation Office Grant Programs

Washington State Recreation and Conservation Office

The Recreation and Conservation Office (formerly the Interagency Committee for Outdoor Recreation (IAC)) was created in 1964 as part of the Marine Recreation Land Act (Initiative 215). The RCO grants money to state and local agencies, generally on a matching basis, to acquire, develop, and enhance wildlife habitat and outdoor recreation properties. Some money is also distributed for planning grants. RCO grant programs utilize funds from various sources.

Aquatic Lands Enhancement Account (ALEA)

This program, managed through the RCO, provides matching grants to state and local agencies to protect and enhance salmon habitat and to provide public access and recreation opportunities on aquatic lands. In 1998, DNR refocused the ALEA program to emphasize salmon habitat preservation and enhancement. However, the program is still open to traditional water access proposals. Any project must be located on navigable portions of waterways. ALEA funds are derived from the leasing

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of state-owned aquatic lands and from the sale of harvest rights for shellfish and other aquatic resources.

Washington Wildlife and Recreation Program (WWRP)

The RCO is a state office that allocates funds to local and state agencies for the acquisition and development of wildlife habitat and outdoor recreation properties. Funding sources managed by the RCO include the Washington Wildlife and Recreation Program. The WWRP is divided into Habitat Conservation and Outdoor Recreation Accounts; these are further divided into several project categories. Cities, counties, and other local sponsors may apply for funding in urban wildlife habitat, local parks, trails, and water access categories. Certain state agencies may also apply for funding in natural areas, critical habitat, and state parks categories. Funds for local agencies are awarded on a matching basis. Grant applications are evaluated once each year. The State Legislature must authorize funding for the WWRP project lists.

Land and Water Conservation Fund

The Land and Water Conservation Fund (LWCF) provides grants to buy land and develop outdoor facilities, including parks, trails, and wildlife lands, for the public. Grant recipients must provide at least 50% matching funds in either cash or in-kind contributions. Grant program revenue is from a portion of Federal revenue derived from sale or lease of off-shore oil and gas resources.

National Recreational Trails Program

The National Recreational Trails Program (NRTP) provides funds to maintain trails and facilities that provide a backcountry experience for a range of activities including hiking, mountain biking, horseback riding, motorcycling, and snowmobiling. Eligible projects include the maintenance and re-routing of recreational trails, development of trail-side and trail-head facilities, and operation of environmental education and trail safety programs. A local match of 20% is required. This program is funded through Federal gasoline taxes attributed to recreational non-highway uses.

Boating Facilities Program

The Boating Facilities Program (BFP) was created in 1965 by a voter-approved initiative. The program provides grants to acquire, develop, and renovate boating facilities, including launching ramps, guest moorage, and support facilities on both freshwater and saltwater. Local and tribal government grant recipients must provide at least 25% matching funds in either cash or in-kind contributions. The program is funded from a portion of the motor vehicle gasoline tax paid by boaters and not refunded as allowed by law and is only applicable toward trailerable boating.

Boating Infrastructure Grant

The Boating Infrastructure Grant (BIG) Program funds guest boating facilities for recreational boats 26 feet and larger. Grant recipients must provide at least 25% matching funds in either cash or in-kind contributions. This program is funded from a portion of the federal Aquatic Resources Trust Fund as administered by the US Fish and Wildlife Service.

Youth Athletic Facilities

The Youth Athletic Facilities (YAF) Program: provides grants to develop, equip, maintain, and improve youth and community athletic facilities. Cities, counties, and qualified nonprofit organizations may

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apply for funding, and grant recipients must provide at least 50% matching funds in either cash or in-kind contributions.

Washington State Heritage Capital Projects Fund

The Heritage Capital Projects Fund (HCPF) competitive grant program was authorized in 1995 (RCW 27.34.330 - Heritage Capital Projects). The purpose of HCPF is to interpret and preserve Washington's history and heritage. To meet the legislative intent of the HCPF, applicants for HCPF grants must be eligible entities with eligible projects. Heritage Capital Projects (HCP) grants can cover up to 1/3 of the cost of eligible capital projects that preserve and interpret Washington's history and heritage. Local agencies must match 50%.

Wetlands Reserve Program (WRP)

Natural Resources Conservation Service (NRCS)

The Wetland Reserve Program (WRP) provides landowners the opportunity to preserve, enhance, and restore wetlands and associated uplands. The program is voluntary and provides three enrollment options: permanent easements, 30-year easements, and 10- year restoration cost-share agreements. In all cases, landowners retain the underlying ownership in the property and management responsibility. Land uses may be allowed that are compatible with the program goal of protecting and restoring the wetlands and associated uplands. The NRCS manages the program and may provide technical assistance.

Jobs for the Environment (JFE)

Washington State Department of Natural Resources

The JFE program was created by the state Legislature in 1993. The program promotes the long-term, stable employment of dislocated natural resource workers in the performance of watershed restoration activities. The program provides minimum funding commitments for salaries and benefits for displaced workers, and funding is also available for training. Since its inception, the program has completed many in-stream, riparian, and upland restoration projects. Entities eligible to apply for funding include state and local governments, tribes, and nonprofit organizations. Funding proposals will focus on limiting factors and recovery strategies within all or a portion of a Water Resource Inventory Area (WRIA). Specific projects will then be identified, prepared, and approved for implementation over the life of the grant agreement.

Washington State Ecosystems Conservation Program (WSECP)

U.S. Fish and Wildlife Service

This WSECP was established in 1990 and is divided into federal- and state-managed components. The federal program focuses funds on projects that help restore habitat for threatened, endangered and sensitive species and, secondarily, for species of concern. In addition, the program attempts to concentrate funds within a limited number of watersheds to maximize program benefits. The program provides funds to cooperating agencies or organizations. These grants, in turn, can be distributed among project sites. The program requires a 50% cost-share from cooperating agencies, and

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individual landowners at project sites must enter into maintenance/management agreements that have a 10-year minimum duration.

Community Development Block Grants

U.S. Department of Housing and Urban Development

These funds are intended to develop viable urban communities by providing decent housing and a suitable living environment, and by expanding economic opportunities, principally for low and moderate income persons. Planning Grants and Economic Development grants are also part of this CDBG process.

Other Funding Sources

The City's 2015 Capital Facilities Element of the Comprehensive Plan describes several other local funding options including debt financing, local levies, and local non-levy financing. Debt financing can come in the form of short term borrowing, revenue bonds, and general obligation bonds. Local Multi-Purpose Levies include ad valorem property taxes, business and operation taxes, local option sales taxes, utility taxes, and real estate excise taxes. Local Non-Levy Financing Mechanisms include reserve funds, fines, forfeitures and charges for services, user and program fees, special assessment districts and impact fees. Of these many options, the most applicable to parks are debt financing, user and program fees, special assessment districts and impact fees. The City currently charges parks impact fees, those these fees have not been revisited in some time and are due for an update. Another funding option is mandatory dedication or fee in lieu of. Under this scenario, a new subdivision might be required to set aside land for public parks purposes or pay a fee in lieu of dedication.

On-going Maintenance and Operations

Maintenance is defined by Robert E. Sternloff, former director of the Maintenance Management School at North Carolina State University, as "keeping areas and facilities in their original state or as nearly so as possible." Several barriers exist that prevent the full realization of this definition. They are money, inadequate staffing levels, limited space and equipment, lack of skilled labor, lack of training of personnel, lack of time and the absence of a plan and standards to guide the process.

Maintenance is a factor affecting the usability and desirability of a park, and is an on-going, day-to-day requirement for Gig Harbor's park system. The present level of maintenance varies from park to park. The waterfront parks and active use parks require significantly more attention and maintenance, even in the non-summer periods. The primary maintenance demands at these parks include restrooms and equipment. Additionally, obligations under new development regulations for specific landscaping and building requirements continue to increase maintenance demands.

As more parks and recreation facilities are developed, it will be necessary to expand the maintenance operation commensurate with the increase in park care needs. During development of the PROS Plan several people commented on whether the city should consider developing new parks if maintaining existing facilities is already a challenge.

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This concern was also identified during the park survey. Respondents were asked to rank where parks dollars should go: to acquiring new parkland and natural areas, to developing and improving currently owned parks, or to adding additional events at existing parks throughout the year. The majority of respondents (60%) ranked the development and improvement of the City's existing parks before acquiring new parkland and natural areas or adding additional events.

Parks Spending 2008-2016									
	2008	2009	2010	2011	2012	2013	2014	2015-16 (Budgeted)	
	Total All Funds	Mean Per Annum							
Salaries	\$390,434	\$382,225	\$321,722	\$312,969	\$377,949	\$429,584	\$461,832	\$1,090,300	\$545,150
Benefits	\$172,031	\$188,015	\$118,697	\$130,696	\$189,842	\$198,421	\$273,656	\$495,800	\$247,900
Supplies	\$81,197	\$41,616	\$56,142	\$61,325	\$76,862	\$99,497	\$100,362	\$214,000	\$107,000
Subtotal Personnel and Equipment	\$643,662	\$611,856	\$496,561	\$504,990	\$644,653	\$727,502	\$835,850	\$1,800,100	\$900,050
Staffing Level	9.92	6.88	5.62	4.17	5.77	6.62	7.77	7.77-8.17	7.97
Services	\$256,612	\$157,129	\$131,444	\$103,220	\$170,726	\$153,802	\$190,137	\$350,000	\$175,000
Subtotal Services	\$256,612	\$157,129	\$131,444	\$103,220	\$170,726	\$153,802	\$190,137	\$350,000	\$175,000
Capital Expenditures	\$3,294,234	\$1,529,200	\$1,709,388	\$1,480,259	\$3,001,009	\$1,156,539	\$4,296,047	\$6,704,900	\$3,352,450
Subtotal Capital Expenditures	\$3,294,234	\$1,529,200	\$1,709,388	\$1,480,259	\$3,001,009	\$1,156,539	\$4,296,047	\$6,704,900	\$3,352,450
Total Expenditures	\$4,194,508	\$2,298,185	\$2,337,393	\$2,088,469	\$3,816,388	\$2,037,843	\$5,322,034	\$8,855,000	\$4,427,500

Since 2008, Gig Harbor has invested almost \$16.5 million or 75% of all parks, recreation, and open space expenditures in new facility acquisition and development – the remaining 25% going for operations and maintenance (repair, staff salaries, and equipment) and contract services. The average capital expenditure has been \$2,574,620 per year. Staffing levels peaked prior to the Recession in 2008 at 9.92 full time equivalent (FTE) staff members and fell to just 4.17 FTE during the worst of the Recession. Staff levels in 2015 are 7.90 FTE. Though the 2015 staffing levels are again approaching the 2008 level, it should be noted that 2015 is still expected to be 2.02 FTE short of the pre-Recession staffing level while the parks system has grown from 17.92 acres of developed parkland to over 72 acres of developed parkland and 8.45 miles of trails today. At 8.90 FTE and 72 acres of parkland, the average Gig Harbor FTE maintains 8.09 acres of parkland, which is close to the national median. At a staff cost of \$900,050 per year, the operating expenditures per acre are \$12,501, which is also close to the national median. The national median, too, reflects the lingering effects of the Recession but does not reflect the generally higher costs of the Pacific Northwest Region. As noted on the second chart (Figure 19 from the National Recreation and Park Association's *2013 Parks and Recreation National Database Report*), the median benchmarks for operating expenditures per capita and per FTE have been rapidly climbing as the nation recovers economically and delayed maintenance is finally being addressed.

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FIGURE 18 **Acres of Parks Maintained**

Number of Acres	2012 Operating Expenditures per Acre of Land Managed or Maintained			2012 Acres of Parkland Maintained per FTE		
	Lower Quartile	Median	Upper Quartile	Lower Quartile	Median	Upper Quartile
250 or less	\$4,825	\$12,467	\$43,051	2.2	7.6	13.1
251 to 1,000	\$3,803	\$7,855	\$17,312	6.3	17.1	33.0
1,001 to 3,500	\$2,568	\$4,513	\$7,965	10.8	21.3	42.0
More than 3,500	\$427	\$3,579	\$4,752	20.1	95.3	322.1

FIGURE 19 **Miscellaneous Benchmarking Ratios**

	2010 Median	2011 Median	2012 Median
Operating expenditures per capita	\$74	\$72	\$85
Operating expenditures per FTE	\$95,566	\$95,080	\$100,000
Operating expenditures per acre of land managed or maintained	\$7,223	\$6,499	\$6,381
Acreage of parkland per 1,000 population	14.7	10.1	11.1
Acres of parking maintained per FTE	15.7	15.2	15.2
Direct revenue per capita	\$26.19	\$19.49	\$29.62
Revenue as a percent of total operating expense	34.0%	27.7%	34.9%
Revenue per visitor	\$4.10	\$3.47	\$5.00
Total operating expenditures per visitor	\$14.52	\$11.55	\$16.00
Total capital plus total operating expenditures per capita	\$17.15	\$13.75	\$18.10
Tax cost per capita	\$45.87	\$27.44	\$69.31
Program attendance per program staffing (FTE)	2,577	2,442	1,699
Program fees and charges per program participant	\$30.02	\$32.20	\$29.93

Source: 2013 Parks and Recreation National Database Report, National Recreation and Park Association

The City is facing a growing demand for improved maintenance and operation of the city's park system. As the city's population increases there will be a growing demand for new park facilities to serve new residents and maintain minimum service levels. The City has increased its park budget for the last several years in order to respond to community demand for improved park maintenance levels of service. Prudent financial management and use of volunteers will be necessary to maintain Gig Harbor's park facilities in the future.

Park Maintenance Standards

The maintenance crew strives to keep the parks and open spaces in a well-kept condition free of safety hazards, but it is not directed by a formal set of standards tailored to the unique needs of the park system or land management objectives.

Public works staff should periodically survey the physical condition of the parks so that they can effectively and efficiently schedule routine maintenance projects. This allows maintenance needs to

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be detected and corrected before they become major problems, resulting in minimal disruptions in service and lower costs for repairs.

The City should institute a systematic maintenance program designed to evaluate the annual manpower, equipment, and supply needs for the park system and set a productive and efficient means of keeping the parks orderly:

- Identify the minimum, standard, and optimum levels of maintenance appropriate, including the labor, supply, and equipment costs involved.
- Develop specific daily, weekly and monthly maintenance routines sufficient to ensure at least the minimum level of maintenance.
- Prepare a Maintenance Plan for the park system, which could be used to justify future budget requests and ultimately lead to a more efficient and effective park delivery system. A maintenance plan defines maintenance objectives for each facility and area of every park.

Maintenance Plan

The objectives of a maintenance plan are measurable expectations for the quality of park care. For example, five categories could be designated: very high, high, moderate, low, and very low. Each category should specify guidelines for appropriateness of quality, aesthetic value, and safety issues. A maintenance plan also establishes maintenance standards as tools for achieving the objectives. Drawing upon the success and experience of existing maintenance staff, a set of standards should be formulated for each maintenance task:

- Time – How much time does it take to deliver the standard? Include estimates of frequency, such as once a week, twice monthly, etc.
- Personnel – How many people does it take to meet the standard?
- Equipment – What equipment is needed to complete the task to the standard prescribed?
- Materials – Are any materials needed?

The maintenance plan should be prepared by involving not only the maintenance personnel but also others, such as youth sports associations, who are also responsible for parts of various parks. The purpose of cooperative planning is to foster a shared understanding of what it takes to accomplish tasks and to coordinate decisions on what resources are needed. This will establish a comprehensive database available for an objective assessment of maintenance practices and how best to remedy park deficiencies. The maintenance plan should be revised as conditions change and better ways of accomplishing maintenance tasks are found. It will need to be updated as parks are expanded, new facilities are constructed, and public expectations shift.

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Workload cost tracking should be used to translate how much money it costs to do certain things. Much of the data for this exercise can come from the maintenance plan database. A cost/benefit comparison model can reveal relationships between expenditures and everyday maintenance responsibilities, thereby serving as a tool for in-house maintenance decisions that allocate financial and staff resources in the best and most efficient manner.

The maintenance crew should develop an annual maintenance calendar for all recurring tasks done seasonally. A work order system should be established.

The city should consider utilizing contract labor through the county's work release program to perform some project level maintenance tasks, when permitted by the City's employee guild.

Rehabilitation

Rehabilitation of parks involves major repairs or replacement of deteriorated or outdated facilities. It goes beyond the scope of normal maintenance and involves extensive and costly renovation work, sometimes to upgrade facilities to current standards. Rehabilitation is an important part of maintaining a safe, usable, park system.

The 6-year CIP identifies \$2.25 million in funding to replace or renovate existing facilities over the next 15 years. The public works department should periodically survey the parks to identify major maintenance needs and special capital improvement projects. Annually, the parks project administrator or public works director should tour the park system to identify remedial maintenance measures that should be taken to keep the parks in good condition.

Safety Inspections

Inspections and loss control audits should be conducted to identify safety hazards and liability problems requiring corrective action. By regularly inspecting and maintaining parks and their facilities, the physical well-being of park visitors is enhanced, and municipal liability against personal and property damages is reduced. The loss control program through the city's insurance carrier, Cities Insurance Association of Washington (CIAW) can annually visit the city's parks and submit a risk management report for the facilities. A risk management program should be instituted for playground safety to insure compliance with ADA and CPSC (Consumer Product Safety Commission) requirements and guidelines.

To further prevent liability problems, all parks staff, especially maintenance personnel, should be properly trained to recognize, mitigate, and correct safety hazards at recreation areas and facilities. Training should be received both through attendance at seminars and formal instruction at maintenance management courses. Informal training also plays an important role in promoting the safe and proper use of equipment and machinery during the actual maintenance of parks, thereby reducing the likelihood of on-the-job injuries or equipment/facility damage.

Open Space

The public works department should properly protect and manage the resources of parks by dealing with issues like forest restoration, invasive plant control, water resources management, and

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wildlife habitat protection. Open space sites within the park system should not be ignored simply because they fail to serve customers the way that parks do. The role of open space properties should be assessed and those that possess features worthy of some form of active land management practice rather than simply be left alone to grow wild should be identified.