

Town of Danville Parks, Recreation and Arts Needs Assessment October 2016

I. Introduction

The Parks, Recreation and Arts Needs Assessment is a tool for making informed decisions about future system improvements in Danville. The needs identified in this report provide a basis for system-wide recommendations and investments which will be highlighted in the Parks, Recreation, and Arts Strategic Plan Update (Plan Update).

The primary goals of this assessment are to:

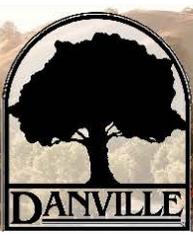
- Understand how changing demographic and land use trends for Danville influence different parks, recreation and arts needs.
- Highlight the frequently heard input across multiple engagement efforts to identify key community needs and priorities.
- Spatially analyze and identify the service gaps in parks, open space, trails, and arts and cultural areas.
- Rate current Danville facilities using metrics from the seven vision principles developed in the 2006 Strategic Plan.
- Provide a targeted set of focus areas and recommendations for Danville to concentrate its future parks, recreation and arts efforts.

II. Danville of the Future

Demographics

One of the most notable shifts Danville will experience in the upcoming decades is an aging population. As more people find Danville a great place to age, the Town of Danville will have to continue to consider how to better serve the senior population. Projections from the Association of Bay Area Governments show that the percentage of individuals over the age of 65 in Contra Costa County was 12.4% in 2010, and is projected to increase to 23.8% in 2030. This increase will lead to a nearly doubling of the senior population, and an opportunity for Danville to embrace many of the “aging in place” best practices being adopted around the country.

Over the next 15 years, Danville will experience moderate population growth as compared to past decades. The population is projected to grow 7.5% between 2010 and 2030, a significantly smaller increase than the 23% increase Danville experienced between 1990 and 2010. Along with a modest population increase, the average household size in Danville will remain stable, staying at 2.7 people per household, indicating a similar makeup of households into the future.



Land Use

Danville today is a primarily residential Town. Over the last 40 years, much of the land that was originally agricultural and pastoral has been converted into suburban and urban residential development. Commercial uses and public facilities were built to support these residential uses. As Danville grew and developed, its parks and protected open spaces did too. Today, Town and regional parks are geographically dispersed throughout the Town and residents have a diverse range of community parks, neighborhood parks, Town-operated parks and regional parks to spend time in.

There has also been a push to preserve open space within the Town and protect the view of the scenic hillsides of the San Ramon Valley. Between the 1980s and today, Danville has worked with the East Bay Regional Park District (EBRPD) to acquire new acreage to remain as permanent public space. The Danville 2030 General Plan reports that at the time of Plan adoption, over a quarter of the Town area (3,070 acres of the 11,600 acres within the Town) is classified as General Open Space.

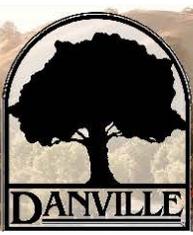
Changes to the demographic makeup of Danville, paired with the currently built-out park system places increasing demands on the Town of Danville to continue providing excellent facilities and programming. Ninety-nine percent of respondents across engagement efforts for the Plan Update thought that parks, recreation and arts were important to quality of life in Danville. Therefore, even with a modestly increasing population in the future, these results show that Town residents expect that Danville will continue to provide an excellent parks, recreation and arts system.

III. Needs from Engagement Results

Community Involvement Overview

The Plan Update is a community-driven process and engaging with the Danville community is integral to each phase of the planning process. Through the public outreach program, the Town of Danville engaged over 750 community members through the following activities:

- Intercept Events. Danville staff and Commissioners brought interactive poster boards to locations throughout Danville to garner people's opinions on Danville's parks, recreation and arts system. The intercept events gathered responses from approximately 300 people, and reached community members that may not normally attend traditional engagement events, such as meetings or workshops.
- Online Questionnaire. The online questionnaire was a 23-question survey that asked participants to weigh in on a range of topics including parks and facilities, trails and pathways and recreation, cultural and art offerings. Open from February to March 2016, the questionnaire received 366 responses, which reflected a demographically representative sample of Danville's population.
- Stakeholder Interviews. Danville staff identified four key stakeholders within the Town who could provide more in-depth perspectives on the Strategic Plan Update -- including



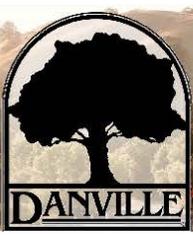
the Chamber of Commerce president, a real estate agent, an EBRPD representative, and the Sports Alliance president. The discussions generated as part of these interviews helped shaped ideas on how partnerships can expand the Town's capacity.

- Focus Groups. Two focus groups were conducted to get insight into Town audiences that were not strongly represented in other engagement activities. A focus group with the Danville Youth Council and a focus group of school administrators from the San Ramon Valley Unified School District provided insight into potential partnerships between the Town, schools and school-aged youth.
- Community Workshop. On June 20, 2016, the Town hosted a Community Workshop to update residents on the overall planning process and community input received to date. During the workshop, participants shared ideas and priorities on how trails and paths, partnerships, and arts and culture can be enhanced in Danville. Approximately 50 participants attended the workshop.
- Staff Strategy Session. Danville officials and staff from across a variety of departments met to review community input received to date and to learn about best practices in the field of parks, recreation and cultural arts. Staff then had a robust discussion on strategies to include in the Update and on future community engagement efforts.

Key Needs

Key themes and preferences that emerged across all of the engagement activities were:

- More concerts and performances. Danville residents enjoy the performances that are currently offered by the Town. The online questionnaire reported that 40% of respondents have been to a concert series or performance hosted by the Town in the last year. There is a desire for more concerts and performances, confirmed by multiple engagement methods.
- Innovative public art. Public engagement methods captured residents' desire for new kinds of public art, including interactive, temporary, pop-up and "every day" art. For example, workshop participants responded favorably to a visual of a mosaic tile art installation incorporated into an outdoor staircase. In addition, public engagement participants shared numerous ideas of innovative public art, often pulling from examples of nearby communities.
- Stewardship activities such as youth leadership and park cleanup. Community projects can empower residents to be part of the visioning, planning and upkeep for park projects. Ideas for community built and maintained projects arose, including community gardens, a pump track, and even a community-designed and maintained dog park.
- Visibility of and coordination between Town and regional trails and paths. Danville community members love their trails, but note that some of the trails do not offer strong



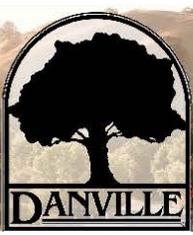
connections to each other. The online questionnaire gathered input on a number of priority projects and barriers; a high percentage of participants want an expanded trail network (51%) and see lack of trail connections as a current barrier (36%).

- Active transportation connections. While people most frequently drive to parks, community members also travel to parks using active transportation modes. Over seventy percent of the questionnaire respondents indicated that they frequently walk, run or bike to a park. Workshop participants highlighted the idea of an East-West biking boulevard along Camino Tassajara.

IV. Trends and Best Practices Research from Comparable Communities

The role of parks, recreation and arts in American cities and towns is evolving as the science on health and recreation, arts and culture, and socializing deepens. Research and trends from other communities across the Bay Area, State and country can provide insight into innovative ways to address changing needs and preferences in Danville.

- Affordable and mobile recreation programming. Recent research has established the connection between programming in parks and park use. In a fiscally constrained climate with limited staff resources, however, it can be challenging to offer full-time recreation and arts programming in all parks. To address this, many cities across the Bay Area and country are offering mobile recreation programming that can travel to different parks, school sites and other community hubs. For example, the San Francisco Parks and Recreation Department hosts “Get Out and Play Saturdays” where they bring mobile rock climbing walls, skateboarding and BMX bicycle areas, and disc golf amenities to activate different San Francisco parks and recreation centers and to encourage youth activity and fitness.
- “Serious leisure” geared to aging population. One of the biggest demographic trends in the country, and Danville is no exception, is the aging of our population. Research shows that “boomers,” and those even older, have distinct living preferences from earlier generations of seniors. Seniors of today do not want to live in cookie-cutter retirement homes, but instead want to age in place and be connected to urban amenities and programs. There has been an increase in research on the benefits of “senior leisure activities,” such as art-related programs and senior sports clubs that are highly interesting and fulfilling. It has been shown that these activities can provide physical, psychological, cognitive and social benefits (Heo, et al. 2013). This trend requires that recreation providers consider and develop facilities and programs that will serve older adults who possess diverse interests and are in multiple life stages.
- Public health and active living in parks. Across the country, residents are facing a health crisis. Cities and towns across the United States are experiencing rising levels of obesity and increasing rates of diabetes and heart disease. Based on the trend of people becoming more sedentary and exercising less, the health care sector is exploring ways



to promote preventative healthcare and active living to reduce health care costs. A 2016 nation-wide study (Cohen et al. 2016) on neighborhood parks connected different amenities and programming with an increase in physical activity. Research findings have indicated that facilities such as walking loops and gyms increase residents' physical activity. In addition, programming and marketing efforts can substantially increase the amount of exercise that happens in parks.

- “Pop-up” visual and performing art events. There has been a shift in art events to support universal engagement -- in order to both reflect and engage the rich cultural diversity of communities. For example, in Saint Paul, Minnesota, a group received a Knight Foundation grant to bring a “traveling flash mob” or procession of flamenco singers and dancers throughout the neighborhoods of East Saint Paul.
- Street connectivity and park use. Urban planning research continues to show that elements of neighborhood design and access can increase park use and ultimately further community health (Kaczynski, et al. 2014). Elements such as street network connectivity and traffic speed can influence how people can walk, run, bike and skate to their local park.

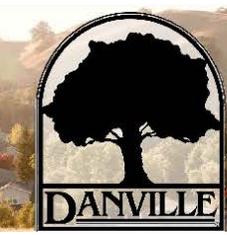
V. LOS and Traditional Assessment Methods

Quimby Act of 1975 and Danville General Plan

Parkland level of service (LOS) is a ratio that expresses the number of park acres available to a population. In California, to ensure there is a growing amount of parkland to match population growth, the Quimby Act of 1975 requires that residential developers in California either set aside usable land or pay a fee so that municipalities can acquire more parkland.

The Growth Management Element adopted by the Town Council in 1991 established the service standard of 5.0 acres of improved parkland per 1,000 residents. At the time of General Plan adoption in 2010, Danville had a higher standard, offering 6.6 acres of parkland per 1,000 residents. The General Plan acknowledged that with a growing population, new and existing strategies need to be implemented to maintain this ratio, including impact fees, land dedication, joint use agreements, and public-private partnerships.

The Quimby Act and LOS calculations are important to set a standard of maintaining the right amount of parkland to serve growing communities. More recently, there has been a shift to look at the distribution of park facilities and program across a municipality – to look at not only how *much* parkland, but *where* it is – a question that addresses how residents living in all areas of Danville have access to parks and recreation facilities.



VI. Service Gaps and Needs

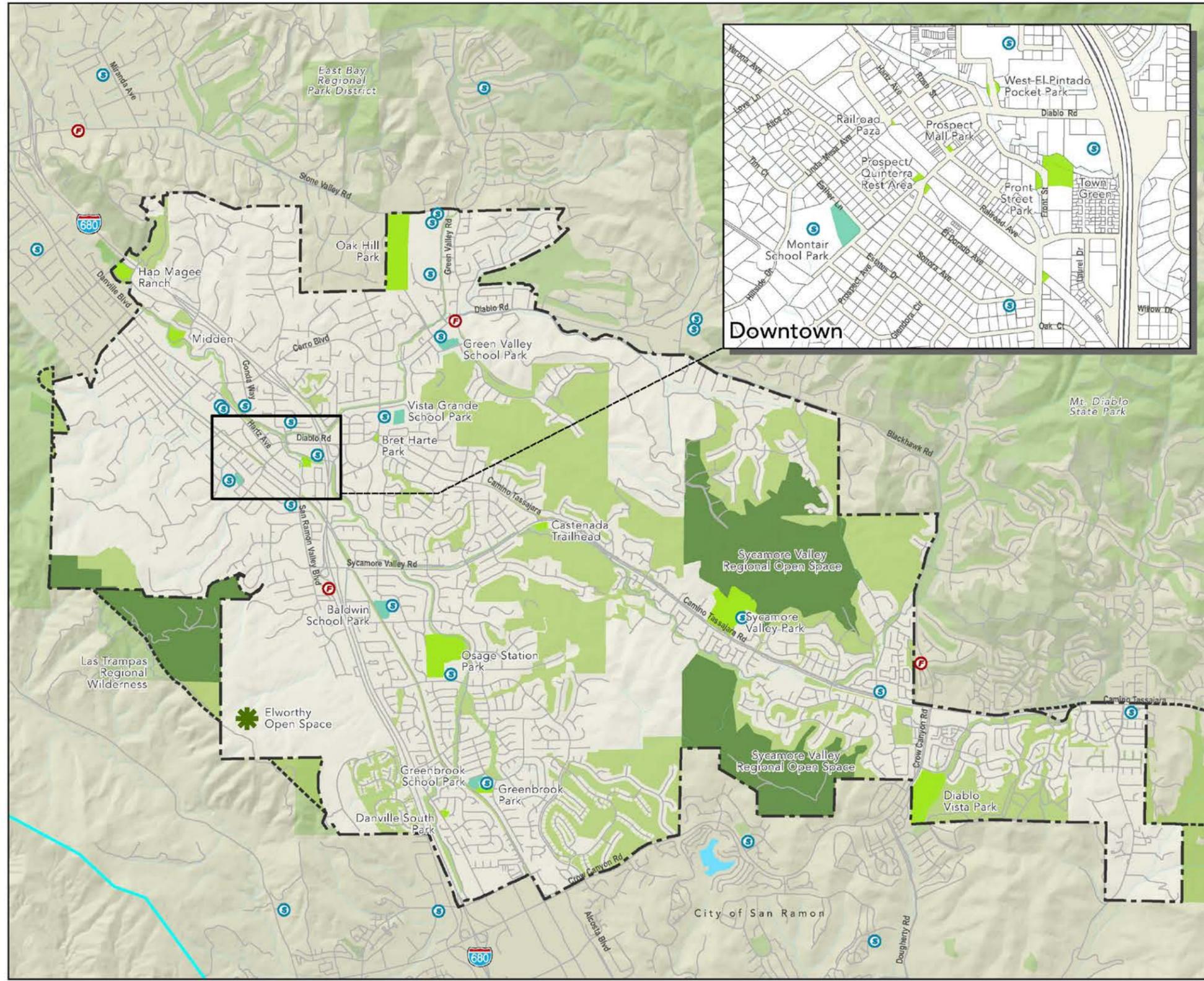
Parks and Open Space System

As identified through community engagement efforts, parks and open space largely influence the high quality of life Danville community members experience. Figure 1 lays out the Town, Regional and school parks, in addition to open space, available within Danville’s Town limits. This spatial representation shows that parks and open space are present across Danville. Open space accounts for over a quarter of land within the Town, and parks for just over ten percent.

The following types of park features are depicted on the map:

- **Town parks.** These are parks that are owned, operated and maintained by the Town of Danville. These parks often contain amenities such as children’s play equipment, sports fields, picnic areas, bocce ball courts, a dog park, and walking trails.
- **School parks.** The Town plans and develops the recreation facilities at each school park. Under a development and use agreement, The Town and the San Ramon Unified School District have agreed to different use and maintenance requirements for these facilities. Some school parks have adjacent pools or tennis courts with public access (these are not depicted on the map).
- **Regional parks.** These parks lie within the Town limits, but are mainly owned, operated and maintained by the East Bay Regional Park District.
- **Open space.** These areas are a mix of public and private ownership. The open space demarcation restricts the development and uses allowed.

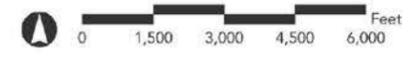
Figure 1:
Parks and Open
Spaces

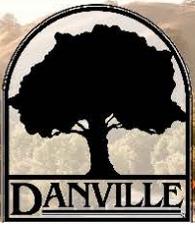


- Town of Danville Parks and Open Spaces**
- Regional Park
 - Town Park
 - School Park
 - General Open Space

- Base Map Features**
- Town of Danville Boundary
 - Town of Danville Sphere of Influence
 - Other Parks and Recreation
 - Other Open Spaces
 - Waterbodies
 - Creeks and Drainages
 - Streets
 - F Fire Stations
 - S Schools

Date: October 6, 2016
Sources: Town of Danville and County of Santa Clara





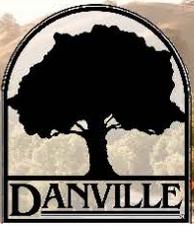
Park Service Areas

The park service area analysis looks at how people may walk or bike to school and Town and Regional parks in Danville. The ¼ and ½-mile service area distances represent the commonly referenced walking and biking distances that people are willing to travel. Unlike LOS analysis, this examines access by looking at the physical distribution of Danville’s parks across its neighborhoods. The areas that are not covered by the park service areas are identified as gaps.

This analysis is completed in GIS and uses the Town’s street system and trail network data to simulate a path of travel for pedestrians and bicyclists. Physical barriers to access parks, such as disconnected street network or waterways and creeks, as well as lack of park access points are accounted for in the analysis to provide a more realistic assessment of the park system, based on the way people actually get to parks. The residential areas that lack access to nearby facilities and features within a 1/4 or ½-mile are considered to have a park access gap.

Figure 1 identifies ten park access gaps across Danville. Some of the areas that lack walkable and bikeable access to Town and regional parks appear to be served by other recreation assets – such as large backyards or private Home Owner Association (HOA) facilities. The three park access gaps in denser residential areas and not served by HOA facilities are highlighted by an asterisk (*) in this assessment and by an orange circle in Figure 2.

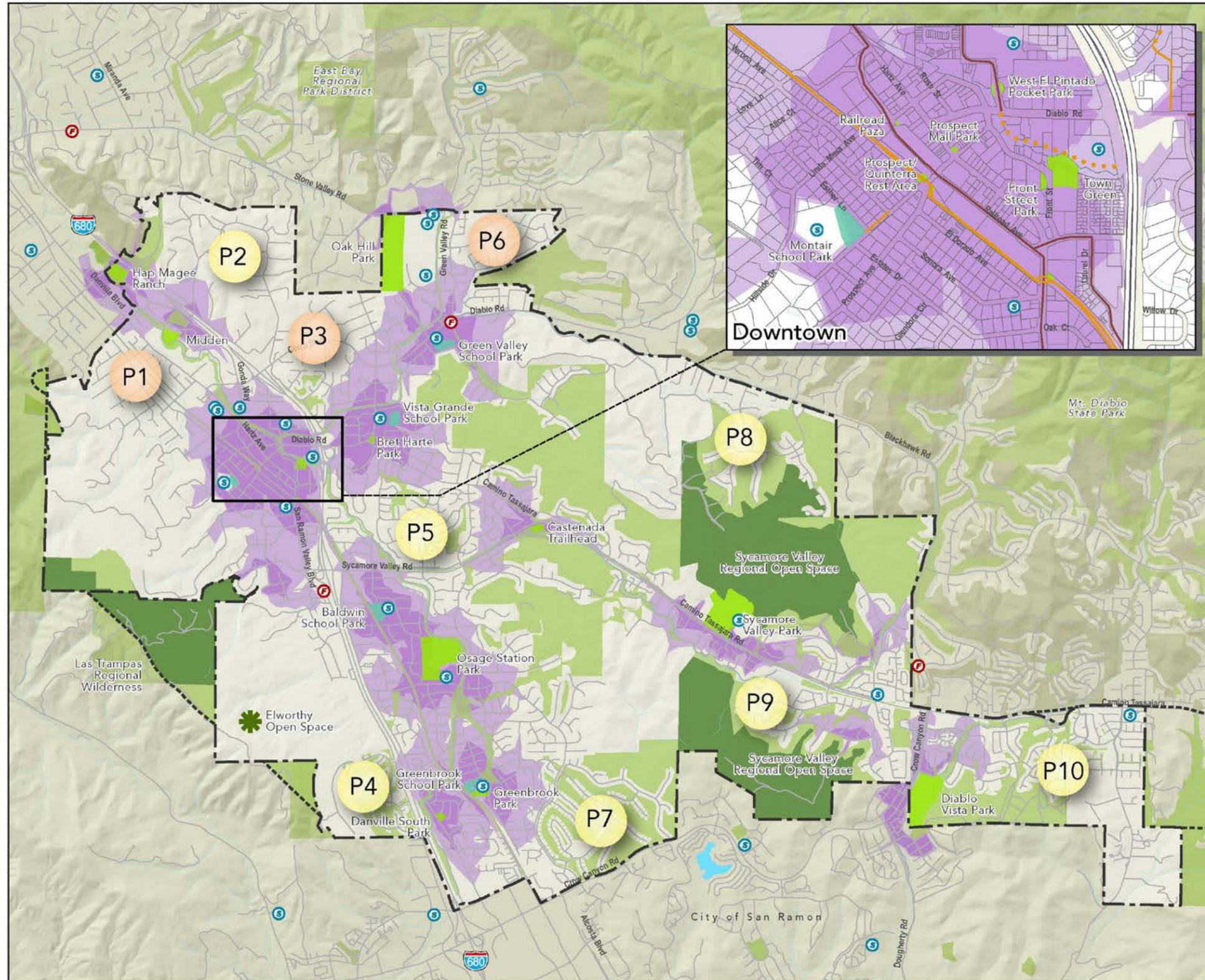
- ***Gap P1:** This gap area is mainly dense single family homes with smaller lots (.2-.3 acres) just out of half-mile distance of downtown and cut off from Hap Magee Ranch Park by an adjacent creek.
- **Gap P2:** Lying east of Highway 680, this area is cut off by the highway from access to Hap Magee Ranch and also from the undeveloped Midden Area. Large estates on 1.5 to 2 acre lots and vineyards define the character of this area, which means there is less need for neighborhood-focused parks.
- ***Gap P3:** The neighborhoods around Cerro Boulevard have a largely disconnected street network with many cul-de-sacs. The area is R-40 and R-15 zoning. Residents are outside of the half-mile service area of Green Valley School Park and Vista Grande School Park.
- **Gap P4:** Highway 680 provides a barrier to this gap area accessing Greenbrook Park and Danville South Park. However, the California Chateau HOA offers nearby residents access to recreation facilities, including a pool and tennis courts. In addition, Elworthy Open Space (dedicated in 2014) offers a regional facility within close proximity.
- **Gap P5:** The gap area north of Sycamore Valley Road has a disconnected street network that prevents local access to a number of nearby Town and school parks. The area is served by two HOAs, Diablo West and Sycamore Homes HOA.
- ***Gap P6:** This neighborhood lies to the east of Monte Vista High School, but has limited access to Oak Hill Park. Enhanced wayfinding from Los Cerros Fire Trail to the park and



Trail Connector could result in a stronger connection between residents and the park. Surrounding houses are higher density, mainly on .2 acre lots.

- **Gap P7:** Many of the residences in this area lie within the Crow Canyon Country Club.
- **Gap P8:** Despite its close proximity to Sycamore Valley Regional Open Space, there are limited points for residents to access the trails found within this Regional Park. Some of the residents within this gap area are served by the Blackhawk HOA.
- **Gap P9:** Just south of Camino Tassajara, this gap area is cut off from Sycamore Valley Park by a disconnected street network and the highly trafficked route of Camino Tasajaro Road. This gap area is served by the Woodlands HOA.
- **Gap P10:** There are no local parks in this gap area lying on the eastern edge of the Town of Danville boundary. This area is served by a number of HOAs, such as Tassajara Ranch HOA, and lot sizes for homes range from a tenth of an acre to over two acres.

Figure 2:
Park Service Area



Park Service Area (Regional, Town, and School Parks)

- Less than 1/4 Mile Walking Distance
- Less than 1/2 Mile Walking Distance

Town of Danville Parks

- Regional Park
- Town Park
- School Park
- General Open Space

Base Map Features

- Town of Danville Boundary
- Town of Danville Sphere of Influence
- Other Parks and Recreation
- Other Open Spaces
- Waterbodies
- Creeks and Drainages
- Streets
- F Fire Stations
- S Schools

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Biking, Hiking and Walking Trails

The Iron Horse Trail is an excellent example of a multi-use trail that provides recreational opportunities for runners, hikers, and cyclists, and a north-south commuting route. Examining this trail in relation to other biking, hiking and walking trails highlights the larger Danville trail network. This trail network also illustrates how people can get to different parks and destinations without cars, and how they use Danville to recreate. Public engagement efforts revealed a desire for better trails and trail connections, and a desire to have formalized wayfinding information on the current trail network.

Figure 3 displays existing and proposed trails and bikeways in Danville, showing a larger network of pathways that connects most parts of Danville. The “Current Use Routes” adds another layer of data, plotting six current running routes from MapMyRun users in Danville. Although these recreation routes may take an intentionally meandering path, the Current Use Routes reveal gaps where the Town may want to consider providing additional connections or loops, or consider formalizing as recreation routes. As research shows, looped walking paths encourage physical activity, a trend that will help Danville residents reap public health benefits.

Gap T1: The gap between the trailhead at Las Trampas and the Iron Horse Trail is an opportunity to formalize walking paths and bikeways between these recreational amenities.

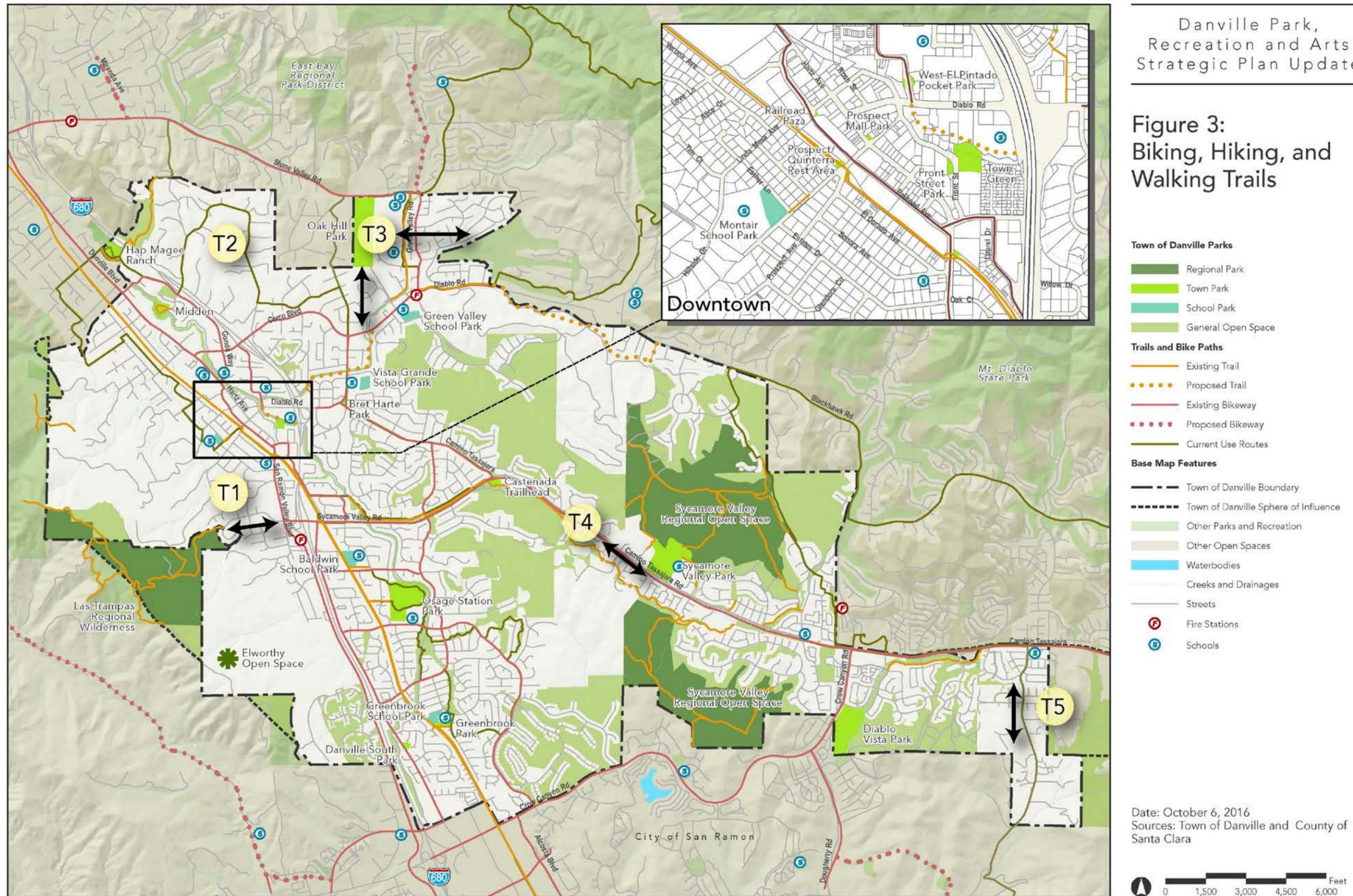
Gap T2: The currently used route through the Alamo Ridge neighborhood is an opportunity to formalize this route (through street treatments or route markers) or publicize this route within a Town trail map.

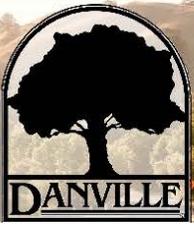
Gap T3: Oak Hill Park currently has only one access point by road, from Stone Valley Road at the Northern end of the park. With the Town acquisition of the Weber property, the Town has an opportunity for a new pedestrian southern access point into the park.

Gap T4: Camino Tassajara currently has a Class II bike lane that provides cyclists an east-west route through Danville. Given that this is a main connector to neighborhoods and parks across Danville, the Town could consider building a physically separated bike facility.

Gap T5: Current running routes transect the Tassajara Ranch neighborhood, another area to consider formalizing recreation routes.

Figure 3:
Biking, Hiking, and
Walking Trails





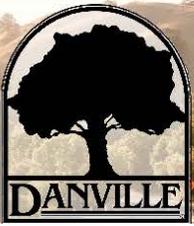
Tiny Flourish Areas

Through community engagement efforts, the idea of adding “tiny flourishes” to parks rose to the top as a way to add value to Danville’s largely built out park system through small capital projects. Tiny flourishes provide the opportunity to make currently unused areas within parks truly exceptional through interactive public art, pilot facilities, and updated features. This analysis looks at parks within the Danville system to identify where there are opportunities for new or updated amenities to bring even more life to a well-used and well-loved system.

- **Amenity needing to be updated.** A facility with a structure or amenity that has seen significant wear and tear, and would benefit from being replaced or updated.
- **Potential for interactive public art.** A space or opportunity to add an artistic element that allows an observer to walk in, on or around the art, or somehow engage or be part of the artwork.
- **Potential for unstructured play.** Opportunity for an area to support “unstructured play” or recreation with no rules. This could look like playgrounds or open areas of at least 50 by 50 feet where people can run around, throw a ball, or even do cartwheels.
- **Capacity for new amenity or feature.** The space to add or pilot new facilities and features that add a different type of recreation to an existing park.

Table 1: Potential for new and updated “tiny flourish” features, by park facility

Park Facility	Amenity needing to be updated	Potential for interactive public art	Potential for unstructured play	Capacity for new amenity or feature
Danville South Park	X			
Diablo Vista Park	X	X	X	X
Hap Magee Ranch Park	X	X	X	X
Iron Horse Trail		X		
Oak Hill Park	X			
Osage Station Park	X	X	X	X
Sycamore Valley Park	X	X	X	X
Town Green			X	



Arts and Cultural Areas

Although Danville may have a modest population size compared to surrounding cities, it hosts the Town-owned Village Theatre and well-attended community events. Danville is positioned to become an arts hub for the surrounding communities. The arts and cultural areas analysis in Figure 4 shows the spatial distribution of Town and non-Town facilities offering arts and cultural programming and events. “Call outs” list a sampling of the events and sponsoring organizations that promote arts and cultural programs at these facilities.

The cluster of programmed facilities in the downtown area, for example, shows that this area has become a center for arts and cultural activities. There is potential to further leverage downtown as an arts and cultural hub, as well as to connect downtown economic development initiatives to arts and culture.

The evaluation of arts and cultural areas revealed that that other Town-owned facilities across Danville, such as Town parks, are less likely to host arts and cultural events.

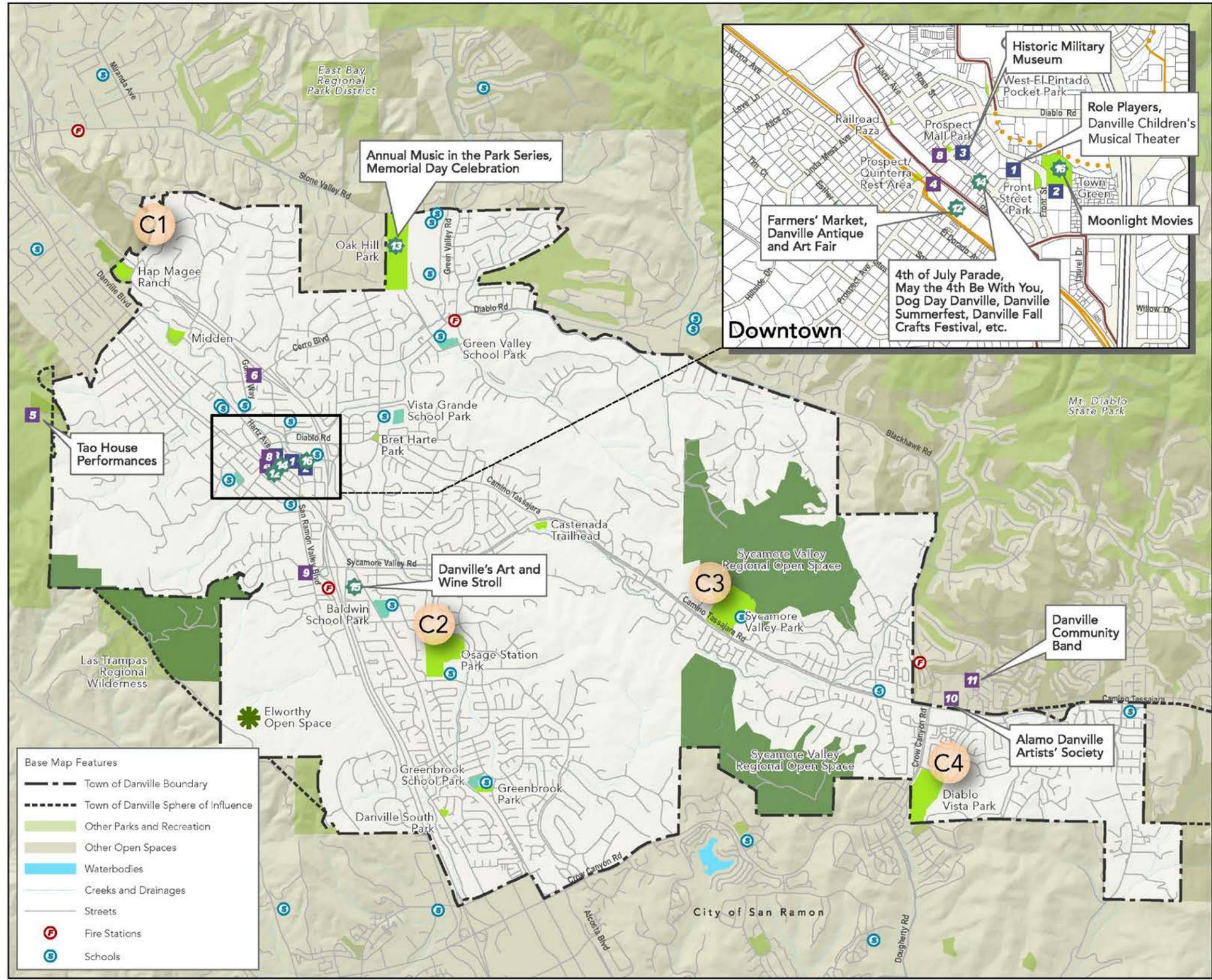
Gap C1: Hap Magee Ranch is a Town park with amenities to host arts and cultural programming.

Gap C2: Osage Station Park is a Town park with amenities to host arts and cultural programming.

Gap C3: Sycamore Valley Park is a Town park with amenities to host arts and cultural programming.

Gap C4: Diablo Vista Park is a Town park with amenities to host arts and cultural programming.

Figure 4: Cultural and Art Facilities



Danville Cultural and Art Facilities*

- Non-Town Cultural and Art Facilities
- Town Cultural and Art Facilities
- Programming

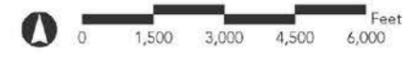
*See table below for names of facilities.

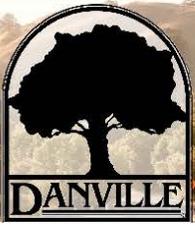
Town of Danville Parks

- Regional Park
- Town Park
- School Park

- Town Cultural and Art Facilities**
- 1 Village Theatre and Art Gallery
 - 2 Danville Community Center and Teen Center
 - 3 Veterans Memorial Building
 - 2 Teen Center
- Non-Town Cultural and Art Facilities**
- 4 Museum of San Ramon Valley
 - 5 Eugene O'Neil National Historic Site (Including Tao House)
 - 6 Kids Country
 - 7 The Marvegos Fine Art School
 - 8 Art on the Lane
 - 9 Pinot's Palette
 - 10 Blackhawk Gallery
 - 11 Blackhawk Automotive Museum
- Programming Only (Non-Facility)**
- 12 Railroad Ave. Municipal Parking Lot
 - 13 Oak Hill Park
 - 14 Downtown Danville
 - 15 Rose Garden Shopping Center
 - 16 Town Green

Date: October 6, 2016
 Sources: Town of Danville and County of Santa Clara





VII. Vision Principle Analysis

The 2006 Strategic Plan established seven vision principles that incorporate the spirit of transforming public spaces into active community places. Table 2 provides a summarized rating of how Danville’s parks, recreation and arts system fulfills each of the vision principles based on its current status. The symbols are ● (filled circle), or “Very Well”; ◐ (half-filled circle), or “Somewhat Well”, and ○ (unfilled circle) or “Not Well.”

Table 3 provides further detail and outlines the metrics by which ratings are applied to each of the vision principles. The narrative in this section lays out how public engagement results and the Environmental Scan provide the basis for these ratings. A park-by-park analysis of Vision Principle 4 and Vision Principle 5 are found within the Appendix.

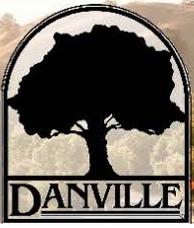
Table 2. Vision Principle Analysis across Danville’s Parks, Recreation and Arts System

Vision Principle	Rating
1. Parks are community places.	◐
2. Parks are interwoven into the community.	◐
3. Community member are engaged in creating community spaces and becoming park stewards.	○
4. Amenities are located to promote comfort and sociability of public spaces.	◐
5. Activities enhance the use of public spaces and community sociability.	●
6. Partnerships sustain parks, recreation and the arts.	●
7. Cultural arts enhance the livability of the community.	◐

Vision Principle 1: Parks are community places.

◐ Moderately visited and used parks and facilities.

Parks become community places when they are activated through formal programming and informal social gathering and play. Programming and use data collected through public engagement efforts show that the Iron Horse Trail, as well as school parks and parks near peoples’ homes, are most highly used. Other parks, such as Danville South, have less programming, and therefore have the opportunity to be further enlivened by more constant use.



Vision Principle 2: Parks are interwoven into the community.

- Present pedestrian and bike connections to park access points.

Overall, access to parks and trails through active transportation modes is good, and few parks are “land locked.” Danville is also making strides to create better connections, and is currently working to construct a pedestrian bridge across Green Valley Creek to offer a new access point to the Town Green and Danville Community Center. Danville’s disconnected street network and lack of formalized bike infrastructure and parking at park facilities offer opportunities for the Town to further integrate parks within the fabric of an active transportation network.

Vision Principle 3: Community member are engaged in creating community spaces and becoming park stewards.

- Low involvement by community members and user groups in stewardship, education and planning efforts.

Community members are uniquely positioned to contribute ideas, volunteer hours and resources as stewards to the system, shifting the responsibility of outreach, education and maintenance to the entire community. To date, there are no formalized stewardship programs. Danville has done exceptionally well to include resident’s voices and ideas in park planning processes, such as through the Osage Station Park Master Plan update process.

Vision Principle 4: Amenities are located to promote comfort and sociability of public spaces.

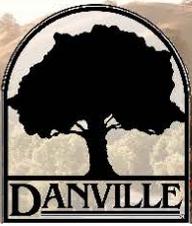
- Some amenities provide comfort, sociability and recognize cultural and historical identity of Danville.

Creative types of seating and sociable gathering places and various forms of art and other physical amenities are the building blocks of creating places with high social interactions. Some parks, such as Osage Park, have incorporated snack shacks and shaded seating areas to create spaces that are welcoming for small and large groups. Other areas, such as the Town Green, can be re-imagined with elements like moveable furniture and interactive art that would make these areas unique destinations and places to socialize with friends and family.

Vision Principle 5: Activities enhance the use of public spaces and community sociability

- Great number of activities such as games, cultural arts, music and public events increase the use of system.

Danville’s parks and facilities are well-programmed, offering skill-building, sports, trips and continuous educational opportunities for kids, teens, adults and seniors. While there are opportunities for different types of programming, especially mobile and resource constrained programming, and a redistribution where programming happens to minimize impact to particular sites, Danville as a whole is doing quite well.



Vision Principle 6: Partnerships sustain parks, recreation and the arts.

- Many partnerships with other entities have led to joint events and programming and enhanced use of the system.

The Town of Danville has fostered a number of intricate and robust partnerships with public agencies, school districts, community organizations and private entities to enhance the uses available to community members at Town facilities. The robust partnership with the San Ramon Valley Unified School District is just one example.

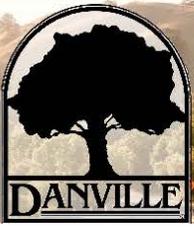
Vision Principle 7: Cultural arts enhance the livability of the community.

- ◐ Moderate integration of public art and performance arts within Town culture and environment.

Danville offers a wide range of cultural arts activities, programs and events. Town-wide events such as the Danville Fall Crafts Festival bring the community together to recognize and showcase local artists and merchants in the community. While Danville has the bones to become “the Art Town,” arts and culture is not yet integrated into the Town as a whole. The rating speaks to an opportunity to further integrate arts and culture into the identity of the Town.

Table 3. Vision Principle Rating Metrics

Vision Principle
<p>1. Parks are community places.</p> <ul style="list-style-type: none"> ○ Highly visited and used parks and facilities. ◐ Moderately visited and used parks and facilities. ● Not well visited and used parks and facilities.
<p>2. Parks are interwoven into the community.</p> <ul style="list-style-type: none"> ○ Maximized pedestrian and bike connections to park access points. ◐ Present pedestrian and bike connections to park access points. ● Missing pedestrian and bike connections to park access points are missing.
<p>3. Community member are engaged in creating community spaces and becoming park stewards.</p> <ul style="list-style-type: none"> ○ Robust involvement by community members and user groups in stewardship, education and planning efforts. ◐ Moderate involvement by community members and user groups in stewardship, education and planning efforts.



Vision Principle

- Low involvement by community members and user groups in stewardship, education and planning efforts.

4. Amenities are located to promote comfort and sociability of public spaces.

- Many amenities provide comfort, sociability and recognize cultural and historical identity of Danville.
- ◐ Some amenities provide comfort, sociability and recognize cultural and historical identity of Danville.
- Little amenities provide comfort, sociability and recognize cultural and historical identity of Danville.

5. Activities enhance the use of public spaces and community sociability.

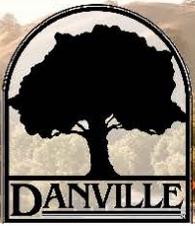
- Great number of activities such as games, cultural arts, music and public events increase the use of system.
- ◐ Moderate number of activities such as games, cultural arts, music and public events increase the use of system.
- Low number of activities such as games, cultural arts, music and public events increase the use of system.

6. Partnerships sustain parks, recreation and the arts.

- Many partnerships with other entities have led to joint events and programming and enhanced use of the system.
- ◐ Some partnerships with other entities have led to joint events and programming and enhanced use of the system.
- Few partnerships with other entities have led to joint events and programming and enhanced use of the system.

7. Cultural arts enhance the livability of the community.

- Strong integration of public art and performance arts within Town culture and environment.
- ◐ Moderate integration of public art and performance arts within Town culture and environment.
- Little integration of public art and performance arts within Town culture and environment.

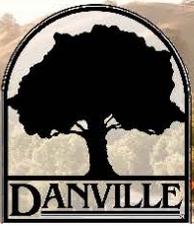


VIII. Focus Areas and Recommendations

Danville's diverse population will require a future park, recreation and arts system that is welcoming to all users and responsive to the shifting needs of the Town. Residents want opportunities to walk and bike to their local parks, a connected trail system throughout Danville, and chances to experience more performances and interactive art. Danville has made strides to provide access to parks, trails, and arts and cultural opportunities across the Town, although there are a few key gap areas for future focus.

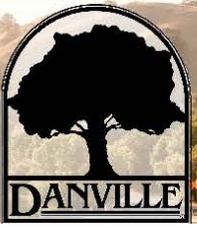
There are six overarching planning and policy implications that stem from the results of this Needs Assessment.

1. **Capitalize on low-cost, high impact art and cultural performances.** Responses from community involvement activities indicate that community members would like to see more performances. A number of innovative and low-cost ideas, such as pop-up performances on the Town Green and strengthening partnerships with other performance groups, can help meet residents' desire for more arts programming within Danville without straining staff resources.
2. **Create community stewards through park projects.** Public engagement activities uncovered that parks are an essential element to the Town's quality of life. At present, however, there are few opportunities for community members to be part of the planning, design and upkeep of these facilities. Community designed and maintained projects, such as community gardens and dog parks, can further build civic responsibility for the parks, recreation and arts system.
3. **Formalize trails and active transportation connections.** Community members desire a more formalized and connected trail system. Danville can continue to encourage healthy lifestyles by creating key trail connections and formalizing existing recreation routes.
4. **Invest in tiny flourishes in Town parks and facilities.** The continued management and investment of Danville's park, recreation and arts system must be strategic in face of a finite amount of land and resources available. The Town can hone in on how small capital additions, such as public art or refreshed amenities can enliven existing parks. In turn, these tiny flourishes can help solidify Danville's identity as an arts and culture hub.
5. **Invest in the strategic addition of selected recreation amenities in Town parks.** Through the community engagement activities, residents highlighted the need for more family-friendly features throughout the Town. The addition of a bicycle pump track, pickle ball court, skate parks or other recreation amenities could bring a new family-friendly feature to Danville's parks.
6. **Collaborate with regional parks, recreation, and arts entities.** Collaborating with regional and state-wide organizations can help Danville harness larger trends and greater resources in parks, recreation and arts.



IX. Next Steps

The completion of the Needs Assessment marks the end of Phase II of Danville's Parks, Recreation and Arts Plan Update, and a shift to Phase III, including the research and compilation of the Update document. A joint Commission Meeting on October 12, 2016 will allow the Arts Commissioners and the Parks and Leisure Services Commissioners to discuss Needs Assessment findings and begin to chart the course for the Plan Update format.

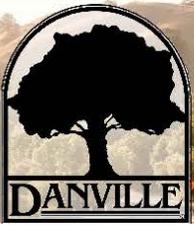


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Appendix A

Park	Vision Principle 4: Amenities are located to promote comfort and sociability of public spaces*	Vision Principle 5: Activities enhance the use of public spaces and community sociability**
Danville South Park	○	○
Diablo Vista Park	●	●
Hap Magee Ranch Park	○	●
Oak Hill Park	●	●
Osage Station Park	●	●
Iron Horse Trail/Corridor	◐	-
Sycamore Valley Park	●	●
Town Green	○	◐
Bret Harte Park	○	-
El Pintado Park	◐	-
Front Street Park	◐	-
Prospect Corner Park	◐	-
Railroad/ Linda Misa Park	◐	-
Railroad/ Hartz Ave Park	◐	-
Aggregated	◐	●

*Vision Principle 4 - measured by number of types of seating and gathering places, food, shade, various forms of art and other physical amenities

**Vision Principle 5 – measured by presence of games, cultural arts, music and public events