

PLAN NOTES

1. This plan is to be read with sections 14.3.4, 26.3.3 and 32.3.9 of the Veramendi Development & Design Control Document.

2. The programmed area is the spatial limit within which park activation code sources may be located. Park activation code source may be positioned and oriented anywhere within the programmed park area subject to any applicable minimum development standards in the Veramendi Development & Design Control Document.

3. Amendments to the Park Programming Schedule, including but not limited to the provision of additional improvements or substituting improvements, shall be administratively approved by the Parks Director.

4. The location and spatial configuration of Parking Opportunity Area is guidance only and should not be construed as fixed or mandatory. The parking area may be established in any location that is necessary, practical and/or desirable and meets the minimum development standards in the Veramendi Development & Design Control Document.

5. Pedestrian routes are conceptual to show intent for connectivity. The precise alignment, orientation and configuration of the pedestrian accessways is to be determined as part of the preparation of a park plan. Additional pedestrian accessways may be designated with the administrative approval of the Parks Director.

6. The specific location and design specifications for all park improvements (including signage, safety elements, pedestrian amenities, etc) will be determined as part of the preparation of a park plan.



**AREA A
PARK ACTIVATION SOURCES**

① ③ ④ ⑤ ⑦ ⑧ ⑨ ⑩

**AREA B
PARK ACTIVATION SOURCES**

⑤ ⑦ ⑩

**AREA B
PARK ACTIVATION SOURCES**

① ② ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

LEGEND

- Parcel Boundary
- Waterway Center Line
- Waterway Setback
- Programmed Park Area
- Parking Area Opportunity
- Pedestrian Route
- Park Activation Source

PARK PROGRAMMING SCHEDULE					
(REFER TABLE 26-1 OF VERAMENDI DESIGN & DEVELOPMENT CONTROL DOCUMENT)					
Plan ID	Improvement	Activation Source (AS)	Amount	Mandatory	Provided
	Athletic Field / Playfield (with class 1 lighting)	A	0		
	Athletic Field / Playfield (without class 1 lighting)	A	0		
	Bike Racks	-	-		
	Consession	A	0		
①	Drinking Fountain and Tap (including pet drinking facility)	A	3		
②	Event Space	A	1		
③	Exercise Equipment Circuit	A	1		
	Fenced Dog Off-Leash Area	A	0		
	Game Table	A	0		
	HOA Facility	A	0		
	Informal Sports Facility	A	0		
④	Open Play Area	A	1		
⑤	Paths / Trails (either connected to an existing or future accessways or loop circuit - per ¼ mile of path/trail)	A	1		
⑥	Pavilion	A	1		
⑦	Picnic Area (2 tables and a grill or 3 tables and no grill)	A	3		
	Pier/Launch	A	0		
	Play Court (without class 1 lighting)	A	0		
⑧	Playscape	A	2		
	Pond	A	0		
⑨	Public Art	A	2		
	Restroom	-	-		
	Ropes Course	A	0		
⑩	Seating (3 individual benches)	A	4		
	Signage	-	-		
	Spray Ground	A	0		
	Trash Receptacle	-	-		
Total AS			19		
AS Required			15		
Parking Spaces Required			38		

DISCLAIMER

The schedule above shows all allowable park improvements that are sources for activation (Activation Sources - AS) per the Design & Development Control Document. Numbered dots are for guidance only to show potential locations for park improvements to meet the minimum development standards. The Activation Sources are not representative of all the improvements to be included in the constructed park.

Additional uses and improvements listed (such as restrooms, Splash Play and a Pier/Launch) may be included in the design of the park, even if they are not considered as AS.



